



Millennium Knights

SPECIAL EDITION



SAVAGE MOJO LTD.
PRESENTS



Millennium Knights

WORDS: JENNIFER BROZEK, CURTIS AND SARAH LYON ADDITIONALLY: STUART BOON, BRYAN HITCHCOCK, HEIDI LEVIN, DARREN PEARCE

RULES: ALAN BUNDOCK, HEIDI LEVIN, CURTIS AND SARAH LYON EDITS: AARON ACEVEDO, JASON ALLARD, TOMMY BROWNELL,
GENEVRA "SKYDIVE BEHIND ENEMY LINES IN HIGH HEELS" HARKER, MILES M KANTIR, CURTIS AND SARAH LYON

ILLUSTRATIONS: AARON ACEVEDO, CHRIS BIVINS, JASON ENGLE, BIEN FLORES, CHAZ KEMP, JOHAN LINDROOS, ALIDA SAXON,
MATTHEW SCHEUERMAN & CARLY SORGE DESIGN: AARON ACEVEDO, MIKE CHANEY LAYOUT: MIKE CHANEY

This document is copyright Savage Mojo Ltd 2012. All rights reserved. It is for personal use only, and may be printed for personal use. It may not be modified, distributed or sold without written permission.
This game references the Savage Worlds game system, available from Pinnacle Entertainment Group at www.penguin.com. Savage Worlds and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product.

The Chosen

We are the protectors, the teachers, the guardians of the light in this universe. Through the mighty element of Light we channel our power to make all of existence a better place. And we are gods, so that is a lot of power I am talking about.

That does not guarantee our success.

You see, there are crazed gods and their followers who would destroy everything we work so hard to nurture, gods who must be found and stopped.

That, above all else, is our sacred duty - to hunt down those who desecrate the Dark, the exiles from our pantheons who we'd forgotten, because they have not forgotten us, and they are planning something. Something terrible.

The mortal realms have their own flow of time, represented in three stages: Timeline, Elements and Catalyst. The immortal realms of the Maelstrom are outside mortal time. According to the philosopher gods, the two intertwine at only two points: when the universe began and when it will cease to exist.



We are the unwanted, the discarded, the forgotten gods of a thousand beliefs. We meet in the secret, hidden corners of the mortal realms, spurned by those self-styled 'Chosen' and their arrogant kin.

Discarded by most, yes... but we have our allies too. Great deities who share the power of our common element - Dark. And through the Dark element we work to bring about the only thing that can make this miserable universe better.

The End Times.

The Chosen will tell you we're insane, but quite the opposite. They're the deluded fools for thinking they can redeem this paltry existence. The End Times is nothing short of a cosmic reset switch, wiping all pain, all wrongs, all mortals and gods alike, replacing it with a new universe, a fresh start. We should seize the chance. We *shall* seize the chance.

The Forgotten



CONTENTS

Player's Section	4	TOP SECRET		Mission 005: Paris, France	82
Global Briefing	5	Security Clearance Required	45	Mission 006: Hohenschwangau, Germany	85
The Special Projects Administration	6	The Truth About The SPA	45	Mission 007: Barcelona, Spain	91
Character Basics	15	Gazetteer	49	Mission 008: Arlesheim, Switzerland	96
Character Options	20	Africa	49	Mission 009: London, England	99
Skills In Millennium Knights	20	Asia	51	Mission 010: Vatican City	103
New Hindrances	23	Western Europe	54	Mission 011: London, England	107
New Edges	24	Northern Europe	56	Mission 012: Walenstadt, Switzerland	112
Spyware	28	Central And Eastern Europe	57	Endgame	116
Gear Up	29	Southern Europe	58	Ordo Octostium Bestiary	116
Protective Gear (Armor)	31	The Middle East	59	Savage Tales	118
Melee Weapons (Worn)	31	North America	60	Brain Food	118
Poison Costs	33	Central America	61	Fist Of Vengeance	123
Ranged Weapons	34	South America	62	Forever Young	127
Ranged Weapon Modifications... And Accessories	38	Plot Point Campaign	63	Fox And Hounds	131
Breaking And Entering (B&E) Tools	39	Plot Point Summary	63	Siren's Song	136
Miscellaneous Gear	40	Mission 001: Melrose, Scotland	66	Stormy Relations	139
Vehicles	42	Mission 002: London, England	70	Vipers' Nest	147
Game Master's Section	44	Mission 003: Salon-de-Provence, France	74	Wings Of War	150
		Mission 004: Cefalù, Italy	77		

DISCLAIMER

Our legal department requires we add this: Repeat after us, "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." 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 are such a believer but ask you to respect our right to our own interpretation.



WE BRING WORLDS TO LIFE
WWW.SAVAGEMOJO.COM



PLAYER'S SECTION

It's 1999 and the world is in danger.

Sure, most people are aware of the Y2K thing, but for those in the know, the world is always in danger. Serious danger. The difference, of course, comes in the details: are we talking about a group of fanatics trying to make a statement, or a madman simply holding the world hostage? Fortunately, no matter what kind of danger the world is in, there are certain people who step up and take on the challenge of protecting the innocent, the unsuspecting and the public at large against all foes – foreign or domestic, natural or paranormal.

Yes, you heard right. Especially paranormal.

Don't pay attention to all that talk about ghosts, goblins, vampires, werewolves, zombies and the like, and how they don't exist. They exist alright, and they're not the misunderstood, beautiful and sexy things modern writers and filmmakers like to portray them as. People dubbed them 'monsters' for a reason.

Okay... maybe some of them are beautiful and sexy, but it just makes them all the more insidious and harder to fight.

That's where your character comes in. We're at war, plain and simple, but in this war no government can send in battalions of well-armed soldiers to take out the enemy. Instead they must use agents – elite covert operatives who get the job done no matter what it takes. In this war there are no rules either, except 'don't get caught'. These agents don't exist as far as the governments are concerned. Those who get caught are disavowed; they don't get saved. Of course, in this war, there usually isn't enough of a person who gets caught left to save.

WHAT IS MILLENNIUM KNIGHTS?

We've all heard about the monsters of legend – vampires, werewolves, swamp things and the like. Unfortunately for us, many of them are very real. They have very real plans that mean horrific things for mankind, if they're not stopped. That's where your characters come in.

Who thwarts the monsters and their diabolical plans? The Special Projects Administration, that's who, an international special ops. unit which knows the creatures of the dark and has all the latest tech for stopping them going bump in the night. The agents of the SPA are the covert operatives, the expert assassins, the anonymous heroes of the world.

Want to know all the juicy secrets behind the scenes of the SPA? This book gives you a full briefing.

You see, all the information most people know about monsters is a mixture of fact, hearsay, and downright misinformation. Imagine vampires who aren't paralyzed when staked or werewolves who aren't adversely affected by silver. Imagine holy weapons only as potent as the belief behind them. And imagine as these monsters laugh in your character's face as his 'foolproof' weapon fails.

This can't be allowed.

The covert missions your character will be assigned ride the line between fact and fiction,



life and death, a living world and a dead one. This is why he's got to be smart, tough and lucky. It also helps if he's well trained and well prepared. And in this case, by 'prepared' we mean outfitted with the absolute best technology money can buy... technology that allows your character to move, hide, observe and fight better than anyone – or anything – else in the world.

Welcome to our realm of covert operations where your adventurers will be the new knights to save the millennium world. Welcome to the Special Projects Administration.

THE SPECIAL PROJECTS ADMINISTRATION

This is the SPA. No... not 'spa', as in 'going to get a mud bath or a relaxing massage'. It's pronounced "ess-pee-ay", just like FBI, CIA, or any of those other intelligence organizations whose names get boiled down to harmless-sounding groups of letters.

It has been the mission of the SPA for decades to protect people from a growing paranormal menace. Back in the '30s, when it was founded, the SPA largely operated under the auspice of the FBI to protect the United States. These days, it's overseen by the CIA, and its mission has expanded to protecting the world alongside sister organizations tied to MI6 (Britain), Mossad (Israel), the DIH (Japan) and other governmental 'spook-houses'.

AMERICAN GRIT

The Suzerain universe is made up of various realms, each based around a nexus, a key point in time and space. Millennium Knights is part of the American Grit realm, where the SPA is the nexus.

The history of the SPA is rather checkered. Originally founded during the Great Depression, it was its own agency created as part of the Department of the Interior to investigate 'oddities' in the rural American heartland. However, after a very quiet scandal, the SPA was moved under the umbrella of the Department of Justice and made ancillary to the newly-formed FBI. And there it remained, dwindling for a good four decades.

Now let's cut to a man named Robert Cobb, an intelligence officer in the newly-formed Office of Strategic Services during the early years of WWII. Lieutenant Cobb discovered a very real and verifiable connection between paranormal activity and various covert attacks on American soil which had been originally attributed to Nazi spies – a sorcerer who had used the war effort to gather and control a group of women of German lineage in Pennsylvania. He was conducting experiments in paranormal breeding, and while Cobb and his team were able to defeat the sorcerer, it was only at the cost of three highly-trained agents and nearly all of the women.

This event brought home to the Roosevelt Administration that the paranormal was still a threat to America, despite early successes during

the Great Depression. Money was made available for paranormal investigation, but in spite of J. Edgar Hoover's vehement protestations it largely went to the military rather than the FBI. The army – particularly the OSS – controlled most intelligence operations during the war and the years immediately afterward, until the formation of the CIA in 1947.

The SPA, in its subsidiary roll to the FBI, continued to shrink... the victim of money deemed better spent elsewhere. By the 1980s, there wasn't much left of the SPA: just a handful of people in the basement of FBI headquarters, sifting through old files and reports, tracking and monitoring sightings, but little else.

However, the 80s also saw an increase in paranormal activity – and not just on American soil. Around the world, it seemed as if deaths from 'unexplained phenomena' spiked dramatically... as if the creatures of the night didn't seem as worried about being discovered.

The FBI could operate freely within the United States, but in the minds of some this called for a more proactive approach with a broader world view. Under advisement from the FBI Director, the National Security Advisor and Secretary of State Schultz, President Reagan authorized a new budget item within the CIA and shifted the SPA from domestic to foreign affairs. The handful of people in the FBI's basement became the top instructors for the CIA's new SPA 'Covert Ops' training program.

The Reagan Administration also spoke with other heads of state, gaining the support of some of America's closest allies for a multinational effort to coordinate responses to paranormal threats – and investigate

Noir Knights: A GM's View

The origins of the SPA are dealt with in Noir Knights, an American Grit book designed for Heroic Rank characters.

Is Millennium Knights a sequel or prequel to Noir Knights? Noir Knights predates Millennium Knights by more than sixty years. Some of the situations in Millennium Knights are set up in Noir Knights. But in Millennium Knights the threat faced by the characters is (relatively) low key... the sort of thing we expect Novice Rank characters to tackle. Noir Knights, on the other hand, deals with something altogether tougher and requiring appropriately Heroic Rank characters to deal with it.

To that end, it's logical for an experienced group of agents to go back to the '30s and deal with that threat, once they've learnt to handle themselves in 1999. (And that'll be nothing compared to the threat faced by your characters when they reach Demigod Rank in the third part of the series.)

While it can be tough dancing around these potential 'temporal paradoxes', it can also be rewarding. The trick is to keep it somewhat subtle. You don't have to throw it in your players' faces, but having their characters get a subtle look from a long-lived entity, or finding their names on a roster of agents from the Great Depression can both set the stage and leave them guessing. Then, when they're done with Millennium Knights, it's just a regular Suzerain portal ride back to 1934, and the Noir part of our story.

their origins. Since then the US, the UK, Israel and Japan (for the most part) have formed the core of the SPA membership, and have charted a distinct rise in paranormal attacks. And the investigations have turned up an unnerving revelation: rather than being separate threats, it seems there is some sort of organization behind them, a coalition of paranormal beings who seem intent on getting their own agents into all walks of life. No one knows why... but they're turning up in ever-increasing numbers.

Now it's 1999, and the guys in charge are certain something's brewing for the new millennium. Your mission, should you choose to accept it, is to assemble your team, requisition some gear, and save the world.

MEMBERSHIP IN THE SPA

There are many ways a character might be recruited into the Special Projects Administration, but most of them hinge on some experience with the paranormal. We encourage you to be creative with your character's back story, but if you're just not feeling inspired we have a few ideas to help you out. Any background you use – whether one of our suggestions or one of your own devising – should bring something unique to the table, and should fit your style of play. Let's point out a couple of things regarding SPA membership.

First of all, it's extremely rare for someone to be forced into joining the SPA. It's just not worth the time and trouble to make someone do something against their will – especially since it leaves them vulnerable to creatures and things that prey upon a

person's hidden desires or repressed resentments. The last thing any SPA agent wants is to discover a turncoat in their midst.

Secondly, no practitioner of the paranormal is allowed membership. Back in the day, the SPA regularly recruited people with paranormal abilities, but after the Administration was placed under the control of the FBI, things changed. J. Edgar Hoover noted many of the same organizations who had been allies of the SPA were also responsible for events that nearly destroyed the United States. Mystics and other 'magical' types found themselves more and more marginalized in the organization. As of 1980, when the SPA was parceled into the CIA, the charter was officially changed to ban 'supernatural entities' from their ranks as they were deemed too dangerous and unpredictable as agents.

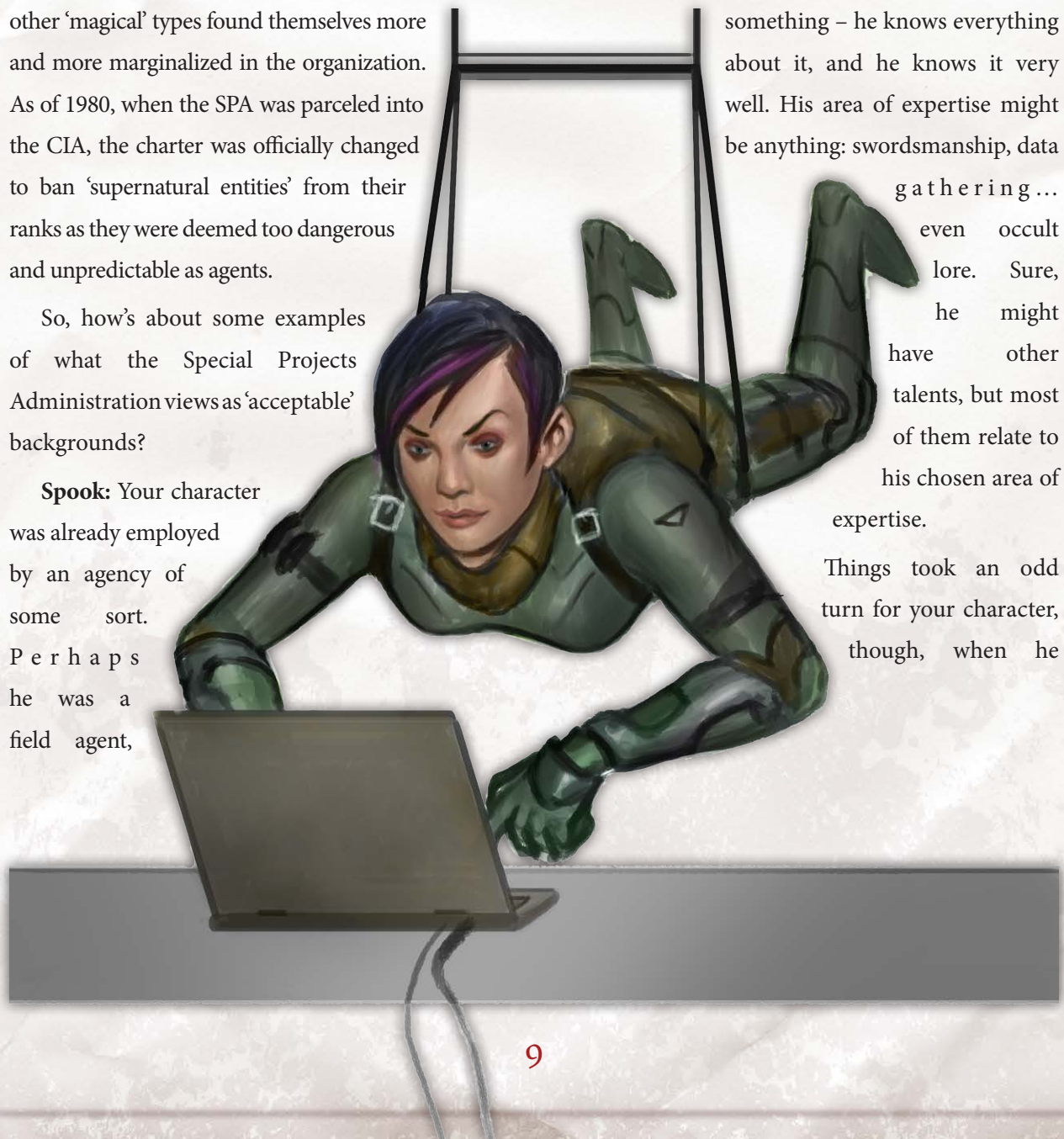
So, how's about some examples of what the Special Projects Administration views as 'acceptable' backgrounds?

Spook: Your character was already employed by an agency of some sort. Perhaps he was a field agent,

traveling abroad and secretly working on 'national interests'. Perhaps he was an analyst, processing data from satellite images or audio transmissions and watching for emerging patterns or unusual activity. But then something happened... he was caught up in a fight with a monster, or maybe stumbled across a conspiracy already under SPA jurisdiction. By the end of the ordeal, the SPA offered your character a transfer from his current agency to theirs, and he took it.

Expert: Your character knows about something – he knows everything about it, and he knows it very well. His area of expertise might be anything: swordsmanship, data gathering... even occult lore. Sure, he might have other talents, but most of them relate to his chosen area of expertise.

Things took an odd turn for your character, though, when he



took a job. Perhaps it was for a covert operative, perhaps he found himself working for a monster. Literally.

Either way, he found out there were more things on Earth than he really wanted to know about. Now he works for the SPA, acting as the top dog in his area of expertise since the Administration knows he's the best at what he does.

Survivor: Your character was dragged into some sort of dealing with the paranormal. Maybe he was attacked by a werewolf or enchanted by the fey; maybe he was born under the right configuration of stars to be the perfect sacrifice to summon a demon or open a portal; maybe he simply became the thrall of some sort of creature or wizard. Regardless of the circumstances, your character was saved from whatever horrible fate awaited him by the timely intervention of the SPA. Afterward, instead of going back to his mundane life, he decided to join the SPA and learn how to fight against the paranormal – to try and save those who may be in the same predicament as he was... or avenge those who weren't as lucky as he'd been.

Child of the SPA: Your character's mother and/or father was an SPA agent. One or both parents were often gone on 'business trips' – a sore spot with your character until he was finally made aware of what was really going on. Then he wanted in. With or without permission, he even helped on a couple of cases and by the time he was an adult the SPA was well aware of who your character was and what he was capable of doing. He was accepted into the SPA to carry on his family's fight.

Agent of Vengeance: Your character had a lover who died under mysterious circumstances. He knew it was murder, but the authorities closed the case, calling it an 'unfortunate accident'. As your character was going through his loved one's things, he discovered she had been chasing after a monster – a monster of myth and legend. But she had seemed to think it was real enough, and such a creature could explain her death. This thought was only confirmed when a Man in Black showed up on her doorstep while you were there with a court order and a 'request' for all of her belongings. Your character complied, but took up the hunt where she left off. Eventually he became such a nuisance that the SPA finally contacted him directly and offered him membership. He accepted, and is determined to honor his lover's memory with payback in blood.

Caught in the Crossfire: Your character stumbled into the middle of a battle between a monster and an SPA agent. Perhaps he helped the agent; perhaps the agent had to keep your character alive. Regardless of the circumstances, the cat was out of the bag, and it wasn't long before your character was contacted by a Man in Black with an offer of employment. No one twisted his arm, but he knew there was a deeper truth out there, and he wanted to know more. He's been an agent in the SPA and saving lives ever since.

THE SPA LIFESTYLE

Being a member of the SPA doesn't determine how your character lives his day-to-day life for the most part. He could be the professional agent who lives alone and eschews deep emotional commitments, or he could have 'another life' – a

TOP SECRET!

If you haven't caught on yet, no one outside of the SPA is supposed to know about its existence, as most things an agent will be called to do are actually illegal. If nothing else, as a subsidiary of the CIA, undertaking law enforcement activities within the borders of the United States is banned, and those same activities in any other country will brand a person as a spy or terrorist.

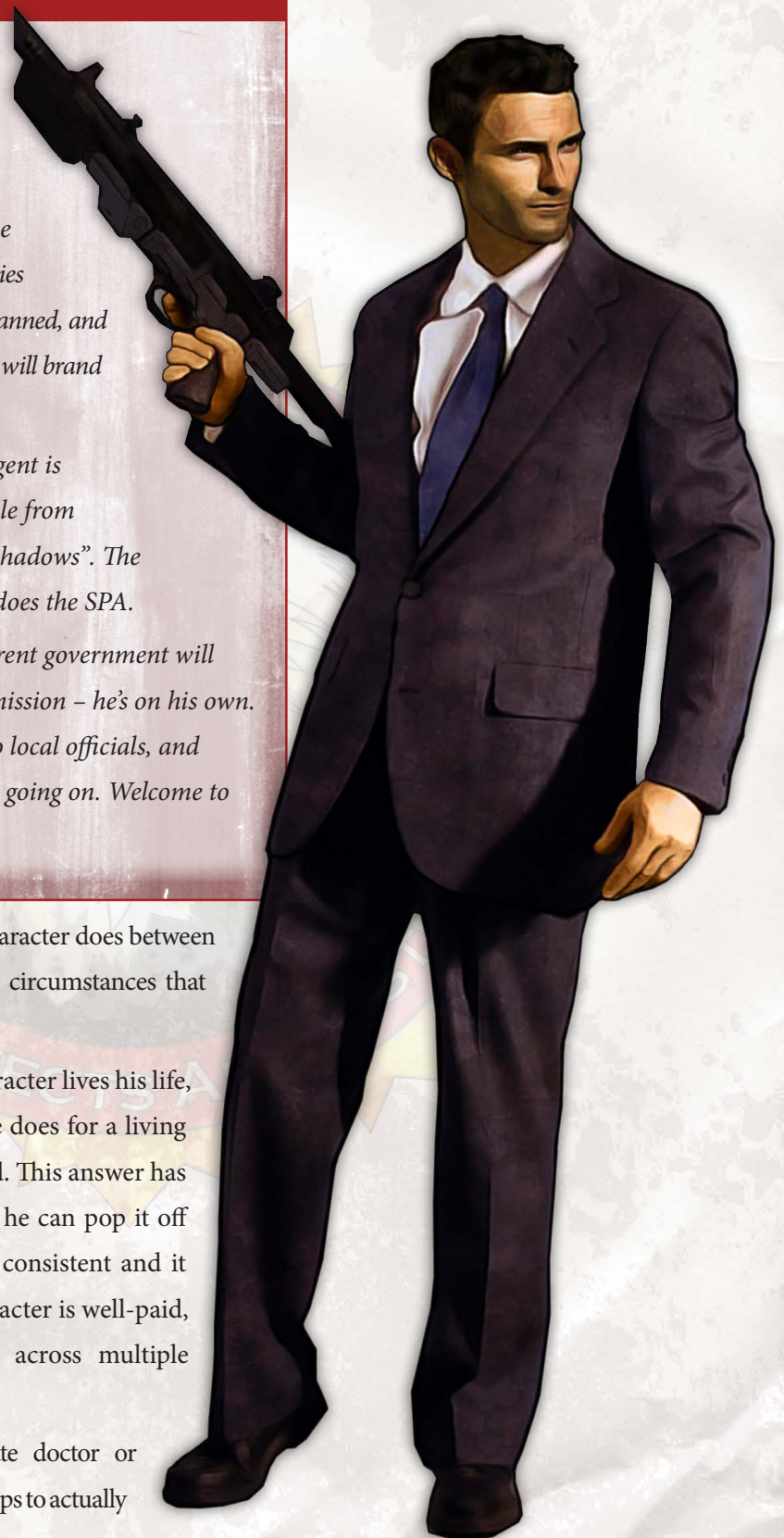
It also just won't do to declare an agent is simply "trying to protect innocent people from the paranormal threats lurking in the shadows". The paranormal doesn't exist, and neither does the SPA.

In fact, if an agent is caught, his parent government will disavow any knowledge of him or his mission – he's on his own. So... No flashing badges; no running to local officials, and absolutely NO telling loved ones what's going on. Welcome to the business.

job, a lover, a family, a house. What your character does between missions is up to him, but there are some circumstances that remain the same across the board.

Cover Story: No matter how your character lives his life, someone will eventually ask him what he does for a living and he must have a good answer prepared. This answer has to be so ingrained into his thinking that he can pop it off without pausing to consider. It must be consistent and it must encompass the possibility your character is well-paid, well-dress, well-equipped and talented across multiple fields of study.

Some covers that get used are: private doctor or psychologist, successful writer (although it helps to actually



have some published books and articles for this one), museum appraiser, sales consultant, sports figure (in a sport that requires world travel – like tennis or golf)... essentially any job will do as long as it's relatively mundane, vaguely interesting, and includes travel.

The SPA provide documentation for your character's cover story if needed, as well as making sure any necessary records are located in the appropriate databases.

Constant Vigilance: Your character must always be on the alert. He must be aware of who his neighbors are, what their habits are, and who their friends are. He must be aware of what is going on around him at all times, whether he's at home, at work, or just outside walking about. He must be aware that an adversary may be engaging in counter-intelligence against him at any time, or that a monster is lurking and about to make a snack out of the homeless man in the alley. The price of freedom is eternal vigilance.

Escape Plans: Sooner or later, no matter how vigilant your character is, someone or something is going to get the drop on him and he'll need to escape, go to ground and lay low for a while. He should plan ahead by making arrangements with the SPA. And a smart agent will set up a couple contingency plans that don't involve the Administration or SPA resources. These should include easily accessible cash, alternate IDs, and hidden caches of equipment.

Other Obligations: Finally, if your character chooses to live a life that includes a lover, a family or another job, there are a couple of other things he'll want to keep in mind.

First of all, the SPA would prefer that families and friends don't know the truth about his employment – he's called a Covert Operative for a reason. When your character is figuring out his escape plans, he'll need to decide if they will include his family or lover: sometimes it's safer to leave them behind; sometimes it's better to hide them in the most secure bunker he can find... so he'll need to decide how best to deal with those situations should they come up.

Secondly, while the SPA will permit your character to have a second job other than being an agent, he must have a job that allows him to drop everything at a moment's notice and disappear for weeks at a time. Most such jobs are essentially research, freelance or consulting in nature as they allow an agent to work on a specific project away from a standard office environment and to decline various projects when he's 'overbooked'.

SPA RESOURCES AND ORGANIZATION

The SPA receives its resources from its parent organizations – most notably the CIA in the United States, with others contributing where they can. However SPA agents are counted as 'deniable assets'... None of those parent organizations, nor any of their controlling governments, will acknowledge an agent's existence. This means the CIA, for example, doesn't want an SPA operative anywhere *near* one of their facilities on the off chance the agent is noticed and tied to the organization. For this reason, the SPA has no headquarters and no dedicated support staff.

The SPA has a Supervisor who assembles SPA teams as necessary (although most teams tend



to have the same members working together over time), and the Supervisor only has contact with the parent agency through a 'Handler'. The Handler (for the United States) answers directly to the Director of Central Intelligence, although he must occasionally report to the Secretary of State or the National Security Advisor. There is also a Deputy Supervisor who assists the Supervisor, and who serves as Acting Supervisor in the event the current SPA Supervisor is unavailable. The structure is similar in the other supporting nations. The current SPA Supervisor for the United States is Roberta Gordon-Yancy, and the Deputy Supervisor is Larry Carlyle.

Each team has a Team Leader, who is the only person allowed direct contact with the Supervisor under most circumstances. How each Team

Leader decides to conduct his team and its affairs is left to the individual – SPA teams are given carte blanche to do whatever is necessary to get the job done with the only caveat being they mustn't be caught. If they are, the team is hung out to dry, and has to face the legal (or illegal) repercussions of their actions on their own.

This isn't to say SPA teams have no resources. The CIA has a major research and development lab underneath the Guantanamo airbase in Cuba dedicated solely to the purpose of dissecting and understanding the nature of all things paranormal. Information learned there, as well as anything deemed useful for a team to conduct a mission (in terms of knowledge or resources) is funneled to the SPA through the Handler, and those things are in turn allocated to SPA teams by the Supervisor, however she deems it appropriate.

Additionally, individual teams occasionally get some unofficial funding or assistance – usually from some grateful individual saved from being eaten by a dragon (yes... dragons do exist as well). This assistance may be transitory or meager, but once in a while someone who's rich enough will hand over a very large check with lots of zeros on it.

Another occasional source of providence comes from particularly long-lived monsters that have accumulated vast fortunes in the form of land, artwork, stockpiles of precious gems and metals, and the occasional long-term investment yield. If those resources should 'disappear' once the monster is dealt with, in most cases no one asks any questions.

SAFE HOUSES

'Safe House' is a generic term for any location where an SPA team can go to lay low, regroup or recuperate. They usually go under the guise of vacation homes, self-storage lockers and other unobtrusive locations where disguises, money, false IDs, medical supplies and other survival tools can safely be stored.

Very few of these places are permanent in status... the nature of their work means a team can't usually stay in a single location for any length of time. The few that are permanent are usually unmanned locations such as a summer home in the mountains, which raise no questions if left unused for long periods of time or occupied for short periods.

These sorts of safe houses are dotted around North America and Europe. However, the farther south and east a team goes, the less likely they are to find such a location.

Temporary Safe House: A temporary safe house usually serves as the base of operations for a given mission. For the most part, the location of a temporary safe house is left up to the team that's using it, although the Supervisor will typically divert enough funds to make sure rent or other fees can be taken care of. These locations can be houses, hotels, apartments... essentially any place a few people can comfortably live for a time.

However, the SPA prefers these locations to be relatively innocuous – a group of agents running around le Castille in Paris is likely to draw unwanted attention. The safe house must be a place where the team can store equipment for the job at hand, and will usually act as a rendezvous point during missions. Occasionally, a temporary safe house may become semi-permanent if the team needs to perform a series of missions in a single location or a set of nearby locations.

Emergency Safe House: An emergency safe house is the sort of setup we were talking about earlier. Bear in mind that, while your character is a deniable asset, he's still an asset the SPA has invested time and money into training. No one will lift a finger to help him if he gets in over his head, but these emergency safe houses have been put in place to give him a fighting chance if things end up going wrong.

Ideally, an agent can fall back on one of these places and try to cover his butt – that way the

SPA doesn't lose a valuable resource. But don't let yourself be fooled. Agents who've been unable to pull out a hat trick have been lost when one of these safe houses was suddenly destroyed in a wildfire or other 'natural catastrophe'. Sometimes it may be better to handle things privately and not let the Administration know where they can find your character.

CHARACTER BASICS

Characters in Millennium Knights generally begin play at Novice Rank. This isn't to say they're

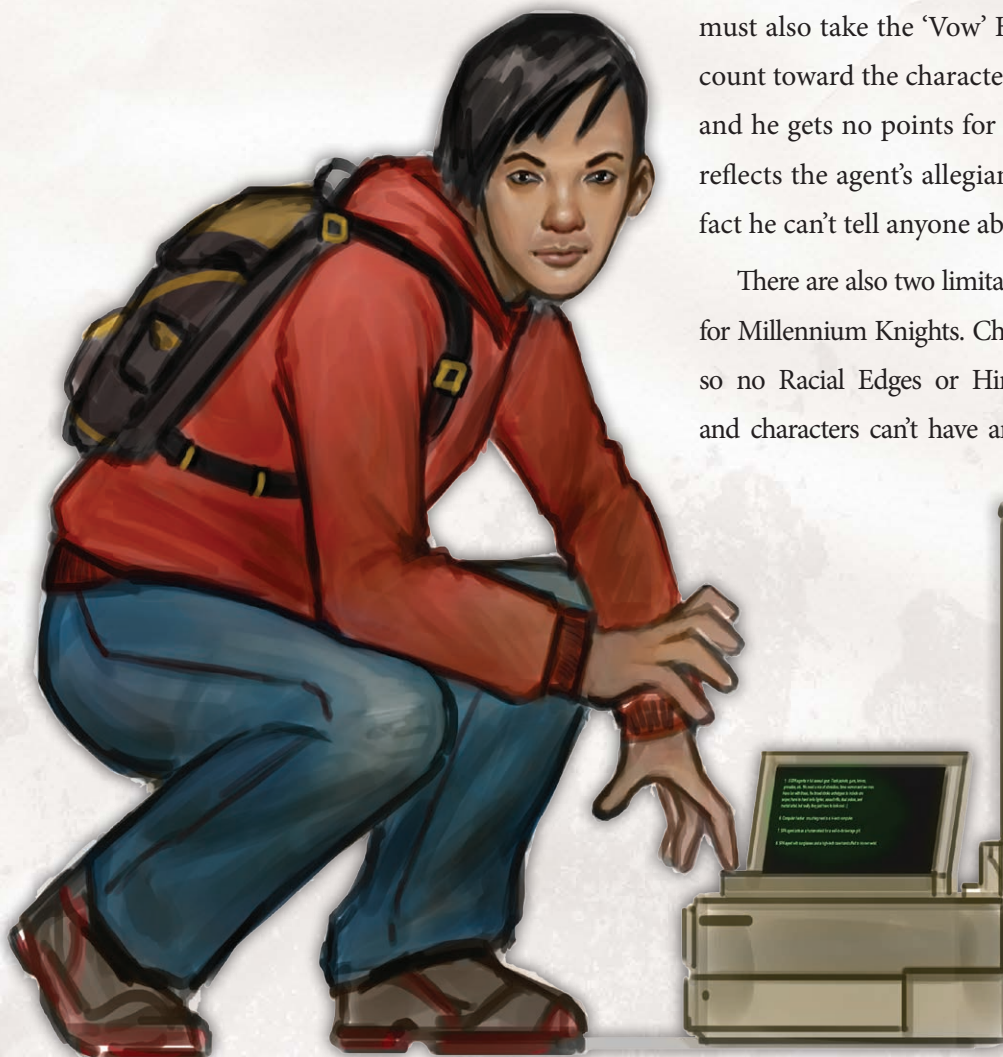
novices – most of them have been trained and have had experiences prior to joining the SPA. This just means they're beginning characters.

To that end, although players create Novice Rank characters as explained in the Savage Suzerain core rules, they also get the equivalent of one free Advance. This doesn't count as an actual Advance – the character still begins play with zero Experience – but the player can increase an Attribute, add or upgrade skills, or take a new Edge just like he normally would with an Advance. All the usual rules for requirements and the like still apply.

In return for that free Advance, each agent must also take the 'Vow' Hindrance. This doesn't count toward the character's starting Hindrances, and he gets no points for it. This Vow essentially reflects the agent's allegiance to the SPA, and the fact he can't tell anyone about The Truth.

There are also two limitations on characters made for Millennium Knights. Characters must be human, so no Racial Edges or Hindrances may be taken, and characters can't have any Pulse Paths. Wizards,

shamans, priests, scribes, shifters, stalkers, elementals and anything else of that ilk are what the characters are fighting. To be one is not allowed in the modern SPA. As we noted above, the





whole point of this setting is to play a normal (if highly-trained and well-equipped) human who is pitting his skill and high-tech arsenal against beings with paranormal powers and abilities.

There are a number of archetypes you can choose to play in this setting, and by having a firm grip on both archetype and background, you'll have your character's back story almost entirely put together. If you find yourself short on ideas for the type of character you might want to play, here are a few suggestions that would work well in *Millennium Knights*:

Cat Burglar: Your character is just plain good at stealing. Well, it would be fairer to say he's good at getting into places so he can steal things. Why he does this is unimportant. The fact that he does it is what's important. It's because he's good at getting into places he came to the attention of the SPA... after getting caught breaking into the wrong (or perhaps it was the 'right') place. At the time, getting recruited to legally break into places seemed a lot better than twenty years in prison, so your character signed the contract. Now it doesn't seem like such a cakewalk, but at least he still gets to practice his craft.

Computer Genius: Your character has always been better with computers than with people. So while other people were getting better at social skills, he was learning the ins and outs of software and hardware – and now he can make computers dance. He can rip them apart, put them back together, and rewrite all their code. It didn't take long for the SPA to see the advantages of your character's abilities, and he jumped at the opportunity to have access to more sophisticated equipment, and even greater challenges.

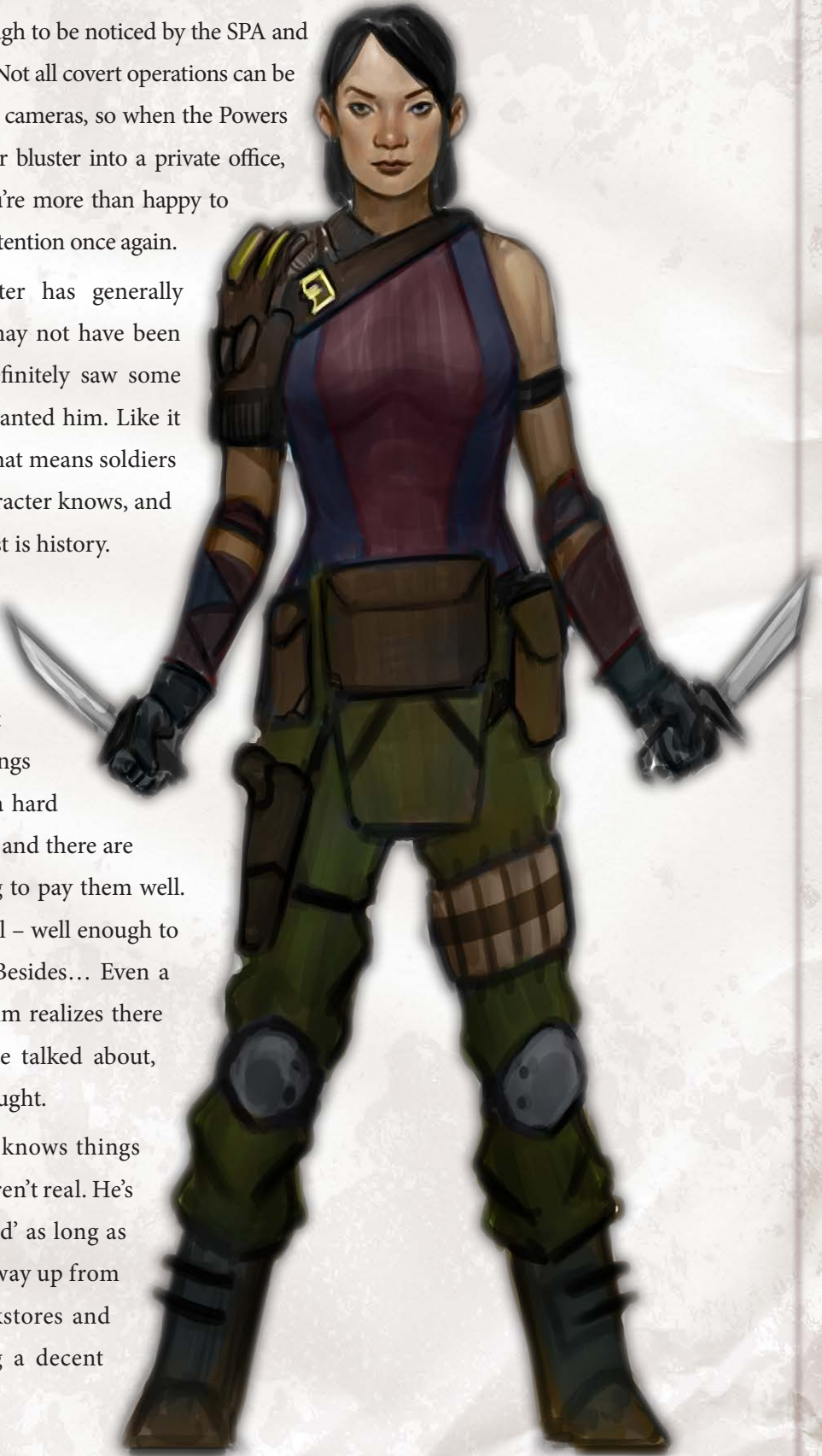
Conman: Your character has the gift of the gab, a silver tongue... or maybe just a trustworthy face. Whatever the case, he's always been able to fit into any crowd and any situation – and he learned to use that to his advantage.

The problem is, no con can last forever. When it all came down around your character, he was fortunate enough to be noticed by the SPA and they had a use for his unique talents. Not all covert operations can be done through computers and remote cameras, so when the Powers That Be need to mingle at a party or bluster into a private office, you're the one they call on. And you're more than happy to don the charm and be the center of attention once again.

Former Soldier: Your character has generally been a military man. He may or may not have been involved in intelligence, but he definitely saw some combat – and that's why the SPA wanted him. Like it or not, there's a war going on, and that means soldiers are needed. Since it's what your character knows, and what he's good at, he agreed. The rest is history.

Mercenary: Your character grew up fighting. Maybe it was for a cause, or maybe it was for personal gain... In the end, it doesn't really matter. He learned things the hard way, and that made him a hard person. Tough warriors are needed, and there are people like the SPA who are willing to pay them well. And they do pay your character well – well enough to ensure something akin to loyalty. Besides... Even a jaded and weathered person like him realizes there are certain things that shouldn't be talked about, and certain things that should be fought.

Occult Expert: Your character knows things about things most people assume aren't real. He's been fascinated by the 'unexplained' as long as he can remember, and worked his way up from hanging out in metaphysical bookstores and ghost hunting to actually making a decent living at it.



THEMES AND STYLES

The overriding themes for Millennium Knights are secrecy and the use of science and technology to defeat superstition and magic. First and foremost, this is a setting about normal (though well-trained) individuals fighting against a paranormal enemy that possesses abilities and weapons beyond mortal ken.

To compensate, characters must be smarter and more creative than their adversaries, and to that end they're given access to the latest technology to assist in their battle... a battle no one outside the SPA is allowed to know about.

How does all this play in practice? You decide. If you want one part James Bond, one part X-Files and two parts From Dusk Till Dawn then go for it. Mostly, the plot of the adventures in Millennium Knights play out just as well if you're playing it for fun or playing it seriously, going more investigative or cranking up the action to 11.

The American Grit realm in 1999 can be as dark and as adrenaline-infused as you want!

It was a godsend to him when the SPA approached him in all seriousness to work for them. After all, your character knows what's what and some of that esoteric knowledge comes in pretty darned handy out in the field. Besides... It's nice to be working for (and with) some people who take your opinions seriously.

Professional Agent: Your character has chosen to live his life in the intelligence arena, and there's nothing else he'd rather be doing. Whether moving up from local law enforcement, crossing over from military intelligence, or training directly for his chosen agency, he set his sights and worked until he was accepted. Being driven to succeed in his profession, he eventually caught the attention of the SPA, who view his training as perfect, his record as exemplary, and his loyalty – at least to his country – as impeccable.

Professional Assassin: Your character is a killer. Sometimes, governments want someone dead or out of the way; it's a dirty little secret, but one your character knows well. Nothing personal, really... it's just what he does. And he does it well.

Well enough that someone sat up and took notice, and now your character has an exclusive contract to eliminate things that shouldn't be around in the first place. It meant he had to expand his skill list a bit. The types of 'spooks' the SPA want taken out aren't always the types that'll go down with a well-placed bullet, but the pay is good, and the work is steady.

Survivalist: Your character learned to make his way by surviving in the wilderness. Not in the tribal sense of the phrase, but by learning how to hunt and track and generally move through the wilds on foot. He may have acted as a guide, or even as a ranger, but whatever the case, his skills were sufficient to see him approached by the SPA. Sometimes the evil things aren't so convenient as to be lounging in a big city, and agents have to trek through miles of uninhabited land to find the Big Bad.

That's where your character comes in, making sure all the guys who can fight and research and what not actually survive long enough to do their thing.

THE ENEMY OF MY ENEMY

While the governments who provide the majority of SPA agents are ostensibly allies, that doesn't mean they necessarily get along all the time. Nor does it mean agents aren't recruited from other countries – countries that sometimes hold very different world-views and ideologies.

However, covert operatives are expected to put those sorts of issues behind them when they join. They're fighting a war, and in this war there is a 'greater good' to be upheld. An agent who can't get past that might be able to request some sort of reassignment – but the odds are he won't last long in the Administration. Everybody is expected to act like adults and get along, at least until the monsters are all dead.

So what sorts of adversaries are SPA agents likely to face? While we won't rule out terrorists and enemy agents, they usually won't be quite so mundane.

Now for a little teaser of the main Millennium Knights campaign. The 'bad guy' is a group of

sorcerers called the *Ordo Octostium* (Order of the Eight Portals), bent on molding the future into their image. This translates into hired thugs, fanatical cultists, the occasional wizard, and the otherworldly things those wizards might summon up. Get prepared!

In fact, there are a number of cults out there representing a threat to the free world. There are groups besides the Ordo with agendas of their own, like the Sons of Loki who seek to tap into ancient powers and bring about Ragnarok. Or the Blackwater Brotherhood, a group of assassins-for-hire who serve their dark, gorgon mistresses.

Did we say gorgon?

You bet we did. Because there are bigger and badder monsters out there than just madmen and sorcerers. We're talking about creatures out of darkness and shadow that terrorized humanity in days gone by, and who would love to see a return to their Glory days.

Fortunately, the characters won't be facing all of these nasty things right out of the gate. They'll have time to hone their skills before coming face-to-face with proper demons. And this is all for the greater good, because those who survive will be deemed prepared to go into the past to save the present.

CHARACTER OPTIONS

Characters in Millennium Knights generally begin play at Novice Rank. This isn't to say they're novices – most of them have been trained and have had experiences prior to joining the SPA. This just means they're beginning characters.

To that end, although players create Novice Rank characters as explained in the Savage Suzerain core rules, they also get the equivalent of one free Advance. This doesn't count as an actual Advance – the character still begins play with zero Experience – but the player can increase an Attribute, add or upgrade skills, or take a new Edge just like he normally would with an Advance. All the usual rules for requirements and the like still apply.

In return for that free Advance, each agent must also take the 'Vow' Hindrance. This doesn't count toward the character's starting Hindrances, and he gets no points for it. This Vow essentially reflects the agent's allegiance to the SPA, and the fact he can't tell anyone about The Truth.

There are also two limitations on characters made for Millennium Knights. Characters must be human, so no Racial Edges or Hindrances may be taken, and characters can't have any Pulse Paths. Wizards, shamans, priests, scribes, shifters, stalkers, elementals and anything else of that ilk are what the characters are fighting. To be one is not allowed in the modern SPA. As we noted above, the whole point of this setting

is to play a normal (if highly-trained and well-equipped) human who is pitting his skill and high-tech arsenal against beings with paranormal powers and abilities.

SKILLS IN MILLENNIUM KNIGHTS

The types of situations a character can get into during a typical SPA mission can be... shall we say, 'unique'. Rather than pummel you with tons of new and highly specialized skills, we'd rather offer some Fast, Furious (and Fun!) suggestions – after all, your character is supposed to be a trained professional. There's no point in artificially limiting his skill sets.

However, by the same token, your character may be a specialist, and we want you to get the most out of playing him. One option is to use the specialization rules from Savage Worlds. You'll want to check with your GM to see if she plans on doing that, but don't fret about it limiting your character's abilities too much – we've got an option for Knowledge skills to help handle that. Alternatively, your GM may not want to use specializations, but still adopt the Knowledge skill variant. Again, check with your GM to see what she prefers.

Also, just in case you missed some opportunities the existing skills provide, below is a list of some of the standard skills and how they might come into play during Millennium Knights. Some of them you may have already thought of, or may seem apparent; others may have slipped under the radar.

Boating: Not only does Boating cover the expected uses aboard a yacht or other seagoing vessel, but this is what a character would use if he needed to suddenly take control of a submarine.

Driving: Most people associate Driving with 'cars', but remember it can also apply to tanks, motorcycles, and even bicycles or skateboards.

Fighting: Aside from the obvious use of Fighting for hitting things, some sports use it as well (football and rugby, for example, when tackling; soccer when trying to kick a ball; even baseball, when trying to strike a small ball with a bat).

Gambling: Gambling doesn't just have to be used when money is involved. Any game of skill or chance can be covered here, whether it be cards (with or without wagers), chess or backgammon.

Healing: Those who have Healing can not only heal, but they can harm as well. To that end, this skill also covers things like poisons for those who want to brew their own at home.

Intimidation: Since Intimidation involves using fear to accomplish an end, it's also the skill a character uses to interrogate someone.

Investigation: Investigation is usually used for research, whether in a library or online. Because of that latter usage, this is also the skill a character uses when hacking databases and the like – after all, that's just another form of 'research'.

Knowledge: The Knowledge skill can be rather broad in how it's used. While some categories, like Knowledge (Battle), have fairly specific applications, most can be pretty vague. Rather than have your poor GM decide whether it would be more appropriate for a character to use Persuasion or Knowledge (Etiquette), we offer an optional rule for you to use:

If a character has an appropriate Knowledge skill (in your GM's opinion) to back up an action, he may add +1 to his skill roll for every Die he has in the Knowledge skill.



For example, a character attempting to hack a computer with his Investigation skill also has Knowledge (computers) d6... He can add +2 to his Investigation roll.

Of course, your GM can still choose to have a character simply roll his Knowledge skill if it seems the most appropriate skill to use.

Lockpicking: Lockpicking's usually associated with 'low-tech' locks, but it can also apply to electronic locks, and other high-tech systems. By the same token, not only can it be used for disabling tripwires and other traps, but it can also be used to bypass modern security systems. In all cases – but especially the high-tech instances – it's very helpful to actually have tools for doing such delicate work, and a penalty (usually -2) should be applied if a character tries working without them.

Persuasion: Where Intimidation relies on fear, Persuasion relies on charm. Aside from the typical uses one might expect (bluffing and fast-talking), don't overlook the more subtle uses, such as etiquette and seduction.

Piloting: While Piloting is usually pretty straightforward, don't forget that it applies to any flying vehicle – up to and including errant space shuttles. One never knows, after all.

Repair: Repair has a number of often overlooked applications... After all, the ability to fix electrical wiring translates into an ability to splice electrical wiring – such as in video feeds and phone lines. Also, much as healers can hurt, repairmen have the ability to break things and destroy. This includes rigging booby traps, as well as placing explosives.

Riding: Riding obviously deals with horses, but don't forget it can also be used with camels, elephants and ostriches as well.

Shooting: In addition to the typical target practice, Shooting can be used for some sports and activities that rely on handeye coordination to use one object to propel another object at a target – such as billiards, golf and (certainly) polo.

Stealth: Most characters get the 'sneaky' side of Stealth, but the skill has a number of useful applications for an agent beyond hiding and moving quietly. Any task that pits your character's ability at subterfuge against another character's perception can functionally use Stealth. This includes picking pockets, palming objects, concealing cameras, placing bugs, remaining inconspicuous while tailing a target, and – of course – disguise.

Streetwise: Although Streetwise tends to serve as a catch-all for information gathering, don't forget that it



also reflects a character's knowledge of his home 'turf' (be it city or country), including the customs, gossip, and awareness of who's important and why.

Survival: Survival doesn't just have to apply to foraging in the wilderness. Survival can also be used by a character in the city who needs to 'lay low' – to remain unseen, and have no contact with anyone. Another application of the Survival skill in the wilderness is the ability to have a rough idea of what might represent national boundaries. This can be useful when trekking across hostile territory and trying to make it to a friendly nation.

Swimming: Since the Swimming skill involves moving around in and on the water, it also applies to diving (whether with snorkel or scuba) and in a pinch could be used for surfing.

Taunt: While Taunt has a pretty straightforward application, we'd suggest one extra use (because agents can be prone to making pithy comments): when Taunt is used against an opponent and succeeds with a Raise, in addition to any of the usual effects the character making the taunt can sway the opinion of one on-looking Wild Card or a small group of extras (within a Small Burst Template) either favorably or unfavorably by one degree.

For example, if the mad scientist's mistress is watching when an agent taunts him and succeeds with a Raise, her reaction to the agent could be lowered from Unfriendly to Hostile (if the player wanted her to suddenly act rashly) or from Unfriendly to Neutral (if the player hoped to woo her to his cause later on).

Throwing: An addition to tossing knives and lobbing grenades, Throwing is also used in some

sports (like baseball, basketball and football), and can also be handy for throwing a few rounds of darts at the local pub.

Tracking: Although characters may have a need to track things across the wilderness, Tracking also makes a good counterpoint to Stealth while trailing or shadowing someone in a city – especially if that someone is trying not to be followed. Bear in mind, if the character loses sight of his quarry, it'll quickly get pretty hard to pick up the trail again.

NEW HINDRANCES

Competitive (Minor or Major)

A character with this Hindrance doesn't just content himself with feeling he's The Best... he's got to prove it over and over again. If someone does something, he's got to do it better. As a Minor Hindrance, this only really applies to one area – whatever it is the character prides himself at being The Best at, be it fighting, sneaking or anything else. As a Major Hindrance, the character's competitive nature bleeds over into every aspect of his life.

In a situation involving the character's chosen specialty (in the case of the Minor version), the character must try to outdo anyone else rolling a test in that ability by beating a Failure with a Success, or a Success with a Raise – and must spend at least one Karma trying to do so, if necessary. This doesn't need to happen more than once per session, and if no appropriate situation arises, it need not happen at all.

However, in the case of the Major version of this Hindrance, the character must do this at least once per session by trying to be the first to take down the main bad guy, or find the hidden

switch, for example. Failure to do so results in the character starting with one less Karma than normal for the next session.

Envious (Minor or Major)

Some characters like to have things, and then there are the ones for whom the phrase “keeping up with the Jones” was invented. Characters with the Envious Hindrance are the latter. Whenever someone has something new – be it clothing, a gadget, or even a significant other – a character with this Hindrance will go out of his way to try to equal, if not ‘beat’ that something with one of his own.

As a Minor Hindrance, that’s about as far as it goes, making the character somewhat obnoxious, or maybe even boorish, but at least harmless.

As a Major Hindrance, however, no holds are barred. In this case, the character is willing to resort to lying, cheating and even breaking the law to have the best ‘toy’, and will fall to sulking and making ‘sour grapes’ comments if it still proves impossible for the character to get what he feels he deserves. This gives him a -2 Charisma penalty once the behavior starts, and grants a +2 bonus to Taunts against that character if his weakness is known.

Jealous (Minor)

A character with this Hindrance simply wants the attention of a given person... and doesn’t appreciate it when other people get the attention instead. The person could be a love interest, a parental figure – even a superior in the Administration. Players should choose who it is their character has fixated on and why he’s done so.

Oblivious (Minor)

Some characters just seem to miss everything. It’s not necessarily that they’re clueless, but they just don’t seem to notice what’s going on around them for whatever reason. A character with this Hindrance suffers a -2 to any passive Notice checks. In other words, if he’s actively looking for something (such as trying to find a particular book on a shelf), he’s fine... but when it comes to something like spotting an ambush, noting a booby trap, or even catching body language that shows someone isn’t quite telling the whole truth, the Oblivious character often seems to miss it.

NEW EDGES

Connections, Improved

Type: Social

Requirements: Novice, Connections

Normally, a character’s Connections are various acquaintances – contacts made on the street or through business who are occasionally willing to help if they can. However sometimes a character has a connection that runs a little deeper. Maybe they fought side-by-side during the war, or served together on the force; maybe they saved each other’s lives... perhaps countless times. In any case, this contact is always there for your character – it doesn’t matter how crazy or dangerous the favor might be.

When a character with Improved Connections makes his Persuasion check to request aid, he gains a +2 bonus to the roll. Furthermore, a Success or Raise on this roll works like two or more Raises for ordinary Connections, whereas two or more

USING CONNECTIONS

There are many potential connections in Millennium Knights – you should just remember it's not always what you know, but who you know that gets the job done. Here's a list (which is by no means exhaustive) of some potential contacts a character might have:

Black Market Dealer – who can help your character get his hands on something that isn't exactly legal, or some extra firepower on short notice or without Administration support.

Civil Servant – who could be anything from a government official to a diplomatic functionary, which can be good for getting your character certain favors or considerations.

Computer Hacker – who can help your character with everything from breaking into highly-encrypted files to building a false ID and background for him on the fly.

Mercenary – who obviously can provide a little extra muscle should your character need it, but can also potentially find out who's hiring a small army of mercs this month.

Occult Broker – who's usually aware when rare and unusual artifacts go onto the market, as well as who might be interested in such goods.

Raises on the roll means the contact pulls out all the stops and will call in any help he can – even sending in extra manpower with better equipment, or running his own mission to get a particular piece of information. After all, they're buddies.

Of course, this means the character's connection might call on him for a favor sometime as well.

Conviction

Type: Wild Card

Requirements: Wild Card, Novice, Spirit d8+, Vigor d8+

Occasionally, there's a rare character who honestly, truly believes in something. Unlike the fanatic, who must tell everyone else about it, the character with Conviction simply channels the strength of his belief to keep going, no matter what. A character with this Edge may ignore up to 2 levels of Fatigue penalties.

Conviction, Absolute

Type: Wild Card

Requirements: Wild Card, Novice, Conviction

A character with Absolute Conviction may ignore all Fatigue penalties.

Dissembler

Type: Social

Requirements: Seasoned, Smarts d8+, Persuasion d8+, Stealth d8+

Some people have an uncanny knack to seem like they 'belong', regardless of the circumstances. A character with this Edge can get through doors and past guards, and generally blend into any environment. He gains a +2 bonus on all Persuasion and Stealth checks to fast-talk or move around places in plain sight. Additionally, if he makes a Raise on any of those Persuasion rolls, any Extra he's talking to raises his Reaction by one step (e.g. Unfriendly becomes Neutral, or Neutral becomes Friendly).

MILLENNIUM KNIGHTS

Ferocious Attack

Type: Combat

Requirements: Seasoned, Fighting d10+

A character with this Edge has learned not to overbalance himself in combat when putting extra strength behind the blow. When using a Wild Attack maneuver, he no longer suffers a -2 penalty to his Parry.

Field Tech

Type: Professional

Requirements:

Novice, Smarts d8+,
Lockpicking d8+, Repair d8+

Picking up a bunch of cool toys for a job is all well and good, but when it comes time to hot wire an engine, crack an unexpected safe, or surreptitiously short-circuit a camera... well, then it's pretty handy to have a Field Tech around. A cool head and a bit of creativity can get a character out of a lot of scrapes. A character with this Edge gets a +2 bonus to Repair and Lockpicking checks – although he'll still need a few tools to do the job right.

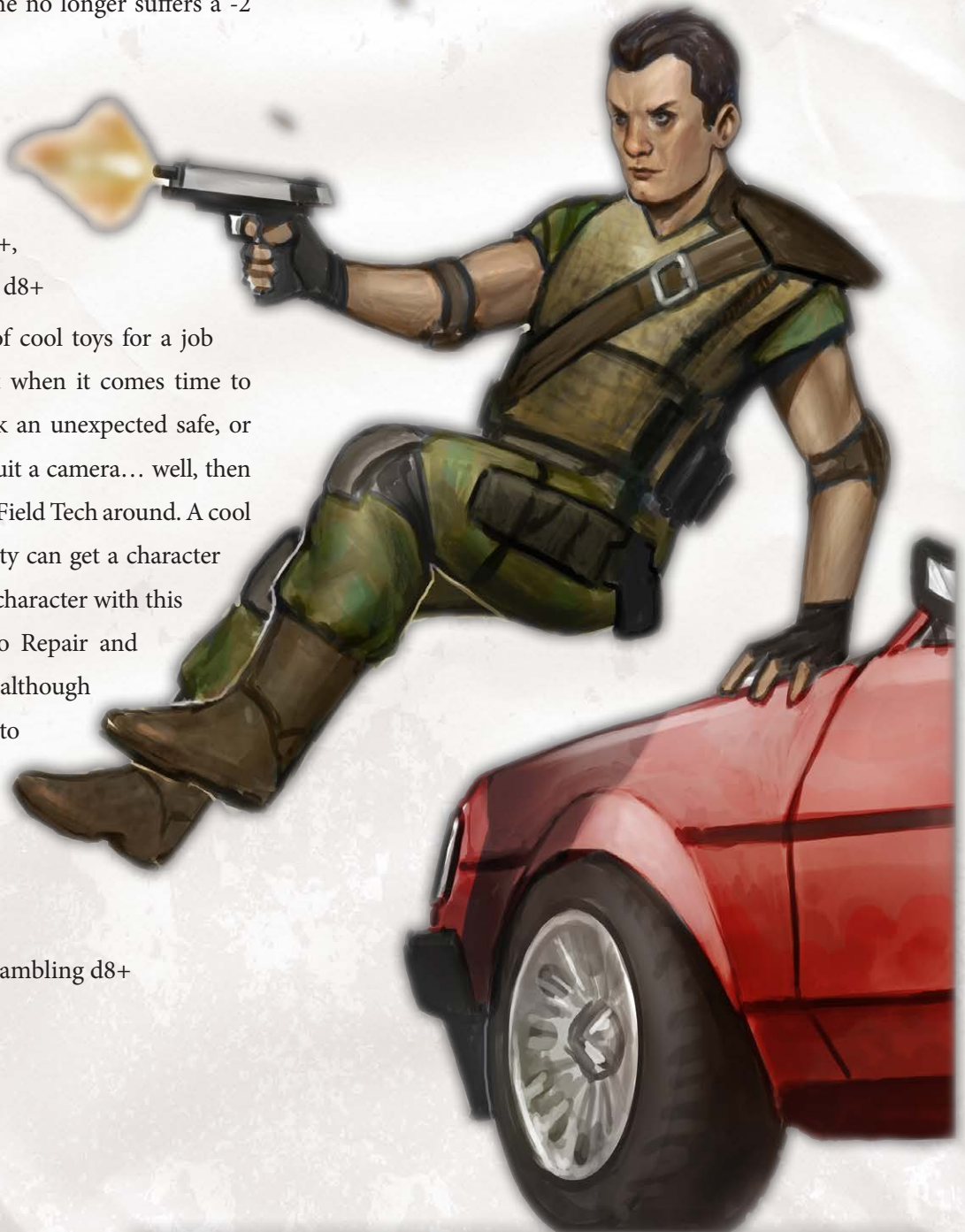
Hustler

Type: Weird

Requirements:

Seasoned, Smarts d8+, Gambling d8+

Some characters don't want to be quoted the odds – they see the angles and know how to play them. And they play them well. A character with the Hustler Edge gains a +2 bonus on Gambling checks, as well as a +2 when attempting to make or resist Smarts tricks.



Information Sponge

Type: Weird

Requirements: Novice, Smarts d8+, Notice d8+

There are a few people who have a knack for retaining information, no matter how trivial it may seem. A character with this Edge has that knack, and is pretty good at recalling that information when the need arises, granting him a +1 bonus to all Common Knowledge tests. If the character also has the Jack-of-All-Trades Edge, the bonus increases to +2.

Pith and Vinegar

Type: Social

Requirements: Seasoned, Persuasion d6+, Taunt d8+

We mentioned earlier that some covert operatives can be rather pithy with their commentary – especially when taunting an adversary. Some exceptional wits are able to use that ability to even greater effect than normal. When using a Taunt and influencing any Extra bystanders, a character with this Edge increases the area of effect to a Medium Burst Template.

Pith and Vinegar, Improved

Type: Social

Requirements: Veteran, Persuasion d8+, Taunt d8+, Pith and Vinegar

This even further enhances a character's ability to sway groups of Extra bystanders, allowing him to influence a group within a Large Burst Template.

Requisition Privileges

Type: Social

Requirements: Novice, Spirit d6+

Although everyone in the SPA gets to requisition a certain amount of gear, your character gets a little more than most – either because he knows someone, or it's just in his contract. This Edge may be taken multiple times, and increases your character's stipend by an additional \$500 each time it's taken.

Total Concentration

Type: Weird

Requirements: Seasoned, Spirit d8+

A character with this Edge has the ability to utterly focus himself on a task in order to get it done – regardless of what might be happening around him. Whether it's shutting down a security system or holding his breath underwater long enough to convince the bad guys he's dead, a character with Total Concentration can block out peripheral events and focus, granting him a +2 bonus to any single Trait roll.

However, for the duration of the task (or during the next Round, if the task is an 'instant' one) he suffers a -2 to his Parry, as well as to any Notice checks he might have to make.

If the character is doing a Dramatic Task (as explained in the Savage Worlds rules), he may extend this focus for the duration of the task, but suffers the same penalties as given above, as well as taking a level of Fatigue for every roll he makes for the task after the first.

SPYWARE

Having mad skills and wicked talent is all well and good, but let's face it: if the quarry your character is chasing has supernatural powers and magical abilities, your character's going to need some sort of edge to back him up.

Fortunately, the SPA has science and technology on its side, and has the ability to requisition the tools you need.

Sure, your character can pick up any of the modern conveniences normally available in Savage Worlds, but government agencies like the CIA have invested a lot of money in research and development, which translates into equipment not available to the common man.

THE GEAR STIPEND

When you're building your character, he gets the usual \$500 starting cash to buy gear – but that isn't going to go far if you want him to have lots of high-tech goodies. Fortunately, the SPA doesn't expect its operatives to pay for equipment out of their pockets.

Of course, they can choose to do that too, but normally gear is issued to agents based on their mission.

Before every mission your characters receive a stipend for 'purchasing' gear. The amount is \$500 per character per Rank – in other words, three Seasoned characters would get \$3,000; a Seasoned character and two Veterans would get \$4,000, and so on.

This doesn't represent actual cash, but rather a maximum amount of requisitioning power to use on that mission. The catch is that all of this gear needs to be returned... within reason. Obviously the SPA doesn't expect to get things like bullets and grenades back, but anything not perishable (like night vision goggles, for instance) will be deducted from the stipend for the next mission. It's sort of the SPA's 'You Break It, You Bought It' rule.

On the other hand, that does mean if your character really likes those night vision goggles, he can keep them.

By the way, things like lodging and food are taken care of by the government, so your characters shouldn't have to worry about it most of the time – in fact, most reasonable living expenses are handled via the SPA.

And as a last note, if you want your character to have



WHAT ABOUT VISITORS?

Occasionally you have a character from someplace (or some time) else, and you might like him to have a few of these goodies. That's fine... as long as your GM says it is. Bear in mind much of this gear is privileged and/or illegal, which means your GM is perfectly within rights charging a non-SPA character 5x (for non-weapons), 10x (for weapons) or even 200x (for vehicles) the listed cost to reflect the need to acquire the gear through the black market.

more gear to work with, look at the Requisition Privileges Edge – it'll get him extra bucks for mission equipment. You can never have too many cool toys, after all.

GEAR UP

What follows are general comments on various items and options – prices can be found in the equipment lists on [page 31](#).

CLOTHING, ARMOR AND PROTECTIVE GEAR

They say 'clothes make the man'. That may or may not be true, but in some cases clothes can certainly save an agent's butt.

Armored Clothing

Although the public is still several years away from hearing about it, various governments (usually for their military) have been researching what they refer to as 'liquid armor'. It's a technology that allows what amounts to armored clothing.

Armored clothing comes in two varieties. The first is usually in the form of heavier garments – sweats, light jackets, beanies and the like – that have a putty-like substance called STG (Shear Thickening Gel) sewn between the layers of fabric. The gel remains soft and pliable unless it's struck by a rapid impact. In game terms, this translates into 2 points of Armor, but only against impacts from things like clubs or fists, or from falling. STG armored clothing doubles the cost of the clothing being worn, and weighs about a pound more.

The second type has clothing lined with a thin Kevlar sheet which has been treated with polyethylene glycol. Again, the cloth remains flexible and 'normal-looking', but any kind of sudden pressure results in a temporary molecular binding that's capable of stopping a bullet. This grants 4 points of Armor, but multiplies the clothing cost by ten and also increases the weight by about a pound.

There's one drawback to both types of armor: extreme heat (as explained in the Savage Worlds rules) breaks down the molecular integrity, rendering the armor useless.

Although this means these armors are currently undesirable for military use, they still have some short-term practical uses in the espionage field – especially in terms of covert infiltration. A 'stealth suit' is available which is functionally a body suit made of black PEG-treated Kevlar. In addition to the benefit of armor, the suit enables an operative to move relatively unseen in the dark – Notice checks to spot a character wearing a stealth suit in Dim lighting conditions or worse are made with a -2 penalty.

Tailored Clothing

Sometimes a character isn't engaged in a physical arena, but rather a social one... and then all the armor in the world won't help. A savvy agent won't just stock up on armor and a tuxedo, but will make sure the tux, at the very least, is tailored. Tailored clothing adds to the wearer's Charisma by virtue of simply making him look good – in applicable situations, a character wearing tailored clothing gains a +2 bonus to any Persuasion checks he must make. We say 'applicable' because there are simply some circumstances when a fitted suit will turn someone into a target rather than a Man of the World.

While technically any clothing can be tailored, the effect tends to be better with formal wear rather than normal wear. When normal clothing is fitted and tailored, the potential bonus is only +1.

In either case, tailoring multiplies the cost of the clothing by five. And yes, tailored clothing can be armored (or vice versa), but the costs are cumulative – in other words \$5,000 for a fitted and armored tuxedo.

Other Oddities

Some people in the research and development labs have a little

too much time on their hands, and come up with strange and innovative ways to use existing items with new tech. Explosive chewing gum, highly corrosive shaving foam, and hundreds of other items exist on the 'maybe one day' shelf in the average covert ops R&D lab.

While it might be impossible to go through all the crazy possibilities, let's look at one example of how it might work: the reinforced umbrella.

By using PEG-treated Kevlar as the material for an umbrella, an otherwise innocuous item can become a handy shield in a pinch. Coupled with the concept of a sword cane, an agent can even carry both sword and shield – as long as he won't have to pass through any metal detectors.

WEAPONS AND TACTICAL GEAR

Ultimately, SPA agents are likely to have to resort to force – most paranormal menaces don't tend to go down easily. Ideally, it's best to use weapons that can be used from a 'safe' distance, but that's not always an option – so many weapons available to the covert operative are concealable to give an agent the opportunity to move in close for the kill... and avoid being detained at airports.

Bear in mind, most weapons are illegal in most



PROTECTIVE GEAR (ARMOR)

Type	Armor	Weight	Cost	Notes
Leather Jacket	+1/+0	5	30	No Armor bonus if hit with Raise; covers torso and arms
PEG Clothing	+4	+1	x10	Covers as clothing; see text
STG Clothing	+2	+1	x2	Covers as clothing; only proof against impacts; see text
Stealth Suit	+4	10	2000	Covers entire body; -2 to Notice in Low Light conditions
Tailored Clothing	--	--	x5	+2 Charisma, but see text
Reinforced Umbrella	--	3	25	+1 Parry; +2 Armor vs ranged attacks that hit
- with added sword	--	+2	+250	+2 Parry (total); Damage: Str+d4

places – especially if they’re concealed weapons. And the SPA is the kind of organization that has a policy of denial if an agent gets caught by local law enforcement.

Worn Weapons

Some of the best hand weapons are the ones that can be worn as clothing or accessories. Belts, shoes and other accessories that are always with a person and can conceal some sort of holdout weapon are ideal for a covert operative who needs to maintain absolute secrecy while facing down foes who are generally armed and dangerous.

While the permutations are legion (and need to be so enemies don’t learn where to check for hidden weapons), there are some old favorites and standbys that are popular – and which might give you ideas for other worn weapons.

The ‘belt sword’, for example, relies on what amounts to a small but flexible strip of spring steel tucked into a thin leather sheath and worn as a belt. The buckle is functionally a concealed hilt. There are a couple of notable drawbacks to this weapon: you have to take off the belt to draw the sword (requiring two standard actions – although

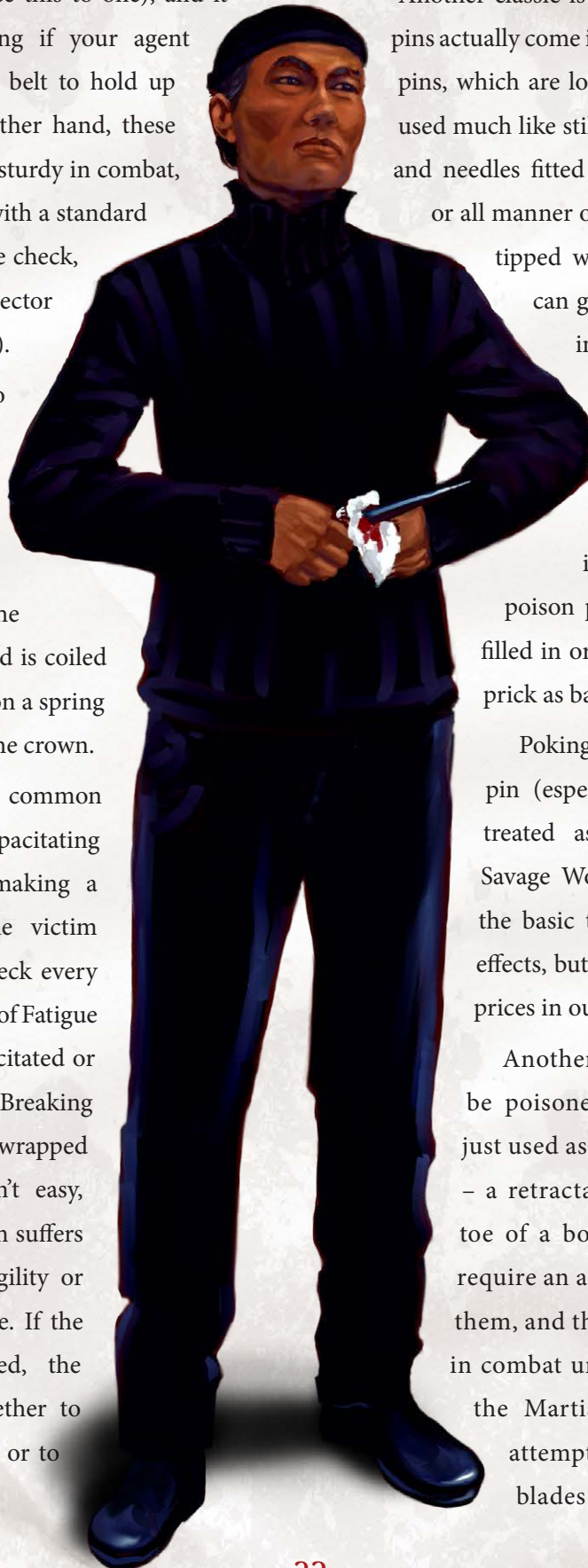
MELEE WEAPONS (WORN)

Type	Damage	Weight	Cost	Notes
Belt Sword	Str+d6	2	200	See text
Garrote	special	--	20	Stealth +4 to conceal; see text
Hair Pin	Str+d4	1	50	Double the cost if the hair pin is hollowed for poison
Poison Pin	Poison	--	10	Treat as ‘unarmed’; 10x cost for jewelry; see text
Shoe Blade	Str+d4	1	50	Stealth +2 to conceal; see text

Quick Draw will reduce this to one), and it can prove embarrassing if your agent was actually using the belt to hold up his trousers. On the other hand, these blades are surprisingly sturdy in combat, and difficult to detect with a standard search (-2 to the Notice check, although a metal detector will negate this penalty).

A garrote can also be concealed in a belt, but a more popular choice is to disguise it as a necklace or a wristwatch. In the latter case, the thin cord is coiled behind the watch face on a spring roller and attached to the crown.

The garrote is a common weapon for silently incapacitating an opponent. After making a successful grapple, the victim must make a Vigor check every Round or suffers a level of Fatigue until he's either Incapacitated or can break the grapple. Breaking free of a thin cord wrapped around one's neck isn't easy, however, and the victim suffers a -2 penalty to his Agility or Strength rolls to escape. If the victim is Incapacitated, the agent can choose whether to leave him unconscious or to kill him.



Another classic is the 'poison pin'. Poisoned pins actually come in a couple of varieties: hair pins, which are long and pointy and can be used much like stiletto knives when wielded; and needles fitted inside of rings, cufflinks, or all manner of jewelry. Hair pins can be tipped with poison (although that can get a little messy if handled improperly), but more typically have a small hollow inside that allows the poison to be injected when a victim is stabbed. Other types of poison pins need to be coated or filled in order to work, since the pin prick is barely noticeable.

Poking someone with a poison pin (especially in combat) can be treated as an Agility Trick. The Savage Worlds core rules also have the basic types of poison and their effects, but you can find some typical prices in our equipment lists.

Another worn weapon that can be poisoned, but which is usually just used as a blade, is the shoe blade – a retractable blade located in the toe of a boot or shoe. Shoe blades require an action to extend or retract them, and they're a little tricky to use in combat unless your agent also has the Martial Artist Edge. Anyone attempting to fight with shoe blades without Martial Artist

POISON COSTS

Type	Cost (per dose)	Notes
Knockout	50	
Lethal	1000	Lethal poisons are often hard to find and usually considered illegal
Paralysis	100	
Venomous	500	

is considered both Unarmed and using an Improvised Weapon (-1 to Fighting rolls). On the bright side, they can be made of ceramic, and thus aren't prone to detection by things like metal detectors – unless someone specifically checks an agent's shoes, the blades will remain undetected.

Special Melee Weapons

Some weapons, while concealed in various ways, are still just plain weapons. Generally, in the case of melee weapons, those that are classified as 'special' are things that can be worn or carried, but aren't necessarily items of clothing.

A typical example of this would be a penknife. Technically it's a tool and no one would think twice about a person having one, but they still have blades that can be used for cutting or stabbing... albeit they aren't very formidable weapons. For five times the listed price, a penknife can also be fitted with a small reservoir that holds a single

dose of some sort of poison. As an Action, a character can release the poison onto the blade, making the penknife just a little more dangerous.

Somewhat less innocuous, but a bit more lethal, is the classic 'sword cane' – a rapier-like blade sheathed in a walking stick or cane – which is often favored by older male agents, or those with aristocratic leanings. Female agents are more likely to prefer the 'weighted purse' – a handbag with lead lining at the bottom, allowing it to be used as an efficient bludgeon to knock victims out. A character using a weighted purse doesn't suffer the -1 to Fighting rolls when trying to do non-lethal damage unless it's being swung by the strap – but in that case, the purse can ignore any Parry bonus provided by a shield.

Ranged Weapons

Projectile weapons, particularly guns, are an agent's best friend, primarily because they allow him to keep some distance between himself and his foe. While there's a broad range of handguns

MELEE WEAPONS (SPECIAL)

Type	Damage	Weight	Cost	Notes
Penknife	Str+1	1	25	Stealth +2 to conceal; see text
Sword Cane	Str+d4	4	250	Parry +1; Stealth +2 to conceal
Weighted Purse	Str+d4	5	10	See text

RANGED WEAPONS

Type	Range	Damage	ROF	Cost	Weight	Shots	Min Str	Notes
Caltrops	2/4/8	2d4	1	15	2	--	--	SBT; treat as difficult terrain; see text
Cigarette Case Gun	6/12/24	2d6-1	1	150	2	5	--	
Dart Gun	10/20/40	special	1	250	3	1	--	Effects vary by poison type
Flare Gun	3/6/12	2d4+2	1	100	3	1	--	Shooting -1; fire rules apply; see text
Hand Crossbow	8/16/32	2d6	1	350	4	1	--	See text
Mace Spray	1/2/4	2d8	1	25	1	1	--	See text
Pepper Spray	1/2/4	2d6	1	10	1	1	--	See text

and rifles available to a field operative, some ranged weapons are... unique. This can be because they're specialized in some way, or because they're made to remain hidden.

Caltrops are a good example of the former. Caltrops are pretty easy to obtain – any toy store carries jacks, if nothing else – and are great for slowing down pursuers. Generically speaking, caltrops can be thrown or dropped, and cover a Small Burst Template in difficult terrain. Aside from the effect on movement, anyone attempting to run through the area must make a Success on an Agility roll or suffer Damage: 2d4 from stepping on pointy things. An area littered with caltrops also makes a pretty good makeshift early warning system should an intruder step on them. Go ahead... step unexpectedly on a spiky bit and try not to make any noise. Caltrops can also be poisoned for added effect.

Another example of a specialized weapon is the 'hand crossbow' (or crossbow pistol as it's sometimes called). Modern materials allow the hand crossbow to be lighter and more efficient than the earliest versions. More importantly, a hand crossbow is much quieter than a gun. Anyone making a Notice check to hear someone firing a crossbow does it with a -2 penalty.

A good example of a firearm designed for concealment is the 'cigarette case gun' – a .22 caliber holdout pistol disguised as a cigarette case. To help with the illusion, one side of the case can actually hold a few cigarettes.

Specialized ranged weapons tend to be broader in their scope, largely because – as the name suggests – they're designed for specialized purposes.

Need to deliver poison from range? Use a 'dart gun'. This isn't the same as the rifle you'd use to deliver tranquillizer rounds to a rampaging animal (although you can use that, too – it's basically the M1 rifle from Savage Worlds), but rather a small tube that's easily concealed and fires a single dart at short range. The darts cost and weigh the same as crossbow quarrels in Savage Worlds, which includes both the percussion round and the poison.

Something that bears mentioning here is 'mace' and 'pepper spray'. These are both essentially types of tear gas, but pepper spray is the civilian version... mace is considered too nasty for public use. Both, however, are delivered in a similar manner – by being sprayed at an opponent. Damage done by either spray is non-lethal and taken as Fatigue rather than Wounds, but a character who's Shaken by the attack remains so for 1d6+4 Rounds.

One last specialized ranged 'weapon' to consider is the flare gun. While not technically a weapon, and not technically designed to be used in combat, there are some creatures out

there that are best affected by fire – and almost no one is happy with getting hit hard by a hot piece of burning magnesium.

Explosives

Some agents simply like to blow things up, but there are other types of explosives beyond simple high explosives like pineapple grenades – flash bangs, EMP grenades, smoke bombs and other non-lethal grenades can be used in many ways to assist a group of enterprising operatives. Most explosives can be acquired as either loose grenades or





as ammunition for a 40mm grenade launcher. Loose grenades are useful, as they can be disguised as bulky items of jewelry or other knickknacks.

'Flash bang' grenades are good for slowing down a group of enemies, since they emit intense light and sound to confuse and daze opponents: all characters in a Medium Burst Template must get a Success on a Vigor roll with a -2 penalty or be Shaken.

EMP grenades, on the other hand, are designed to disrupt electronics in a Small Burst Template. Unless an electronic device is shielded, it simply stops working and requires a successful Repair roll and 1d6 hours to get it working again. These can be used to take down security grids in

a pinch – although agents should be careful not to knock out any computer systems they may want to get into.

Smoke bombs are great for those times when an agent needs a quick getaway. They explode in a bright flash followed by a Small Burst Template of thick smoke designed to make the eyes water and sting. For the next 2 Rounds, anyone in the smoke suffers from Dark lighting penalties; for the 2 Rounds following that, anyone in the smoke suffers from Dim lighting penalties, after which the smoke dissipates. There's a larger version that must be shot from a grenade launcher – it costs twice as much, covers a Large Burst Template, and the effects last ten times longer.

EXPLOSIVES

Type	Damage	Cost	Weight	Notes
EMP	--	100	2	SBT; disables machinery
Flash-Bang	--	2	25	MBT; Vigor test at -2 or Shaken
HE (small)	2d8	2	100	SBT
HE (medium)	3d6	4	200	MBT
HE (large)	3d8	8	400	LBT
Smoke	--	20/40	2	SBT/LBT; see text

And, of course, for simply blowing things up, there are good old high explosives. These can be carried in a variety of hidden containers – even in something as small as a belt buckle – and have a degree of effect based on the amount of explosive being used.

Weapon Mods....And Accessories

Aside from the weapons themselves, there's also gear that can be used to help with the weapons. Accessories are items that go along with a weapon (like a holster for a pistol, for example), while modifications are items that can be attached to a weapon (a laser sight, for instance). The number of modifications a weapon can take depends on the type of weapon. Pistols (and similar one-handed weapons) can have one modification, while rifles (and other two-handed firearms) can have two.

Modifications are normally installed on the weapon when they're bought, although an operative in the field can add a modification by making a successful Repair roll with a -2 modifier.

Sound suppressors (often erroneously called 'silencers') reduce the likelihood of someone hearing the sound of the weapon being fired. Any Notice checks to hear a weapon fitted with a sound suppressor are made with a -1 penalty.

There are also flash suppressors, which have a similar effect, only the penalty applies to Notice checks to visually spot a weapon being fired.

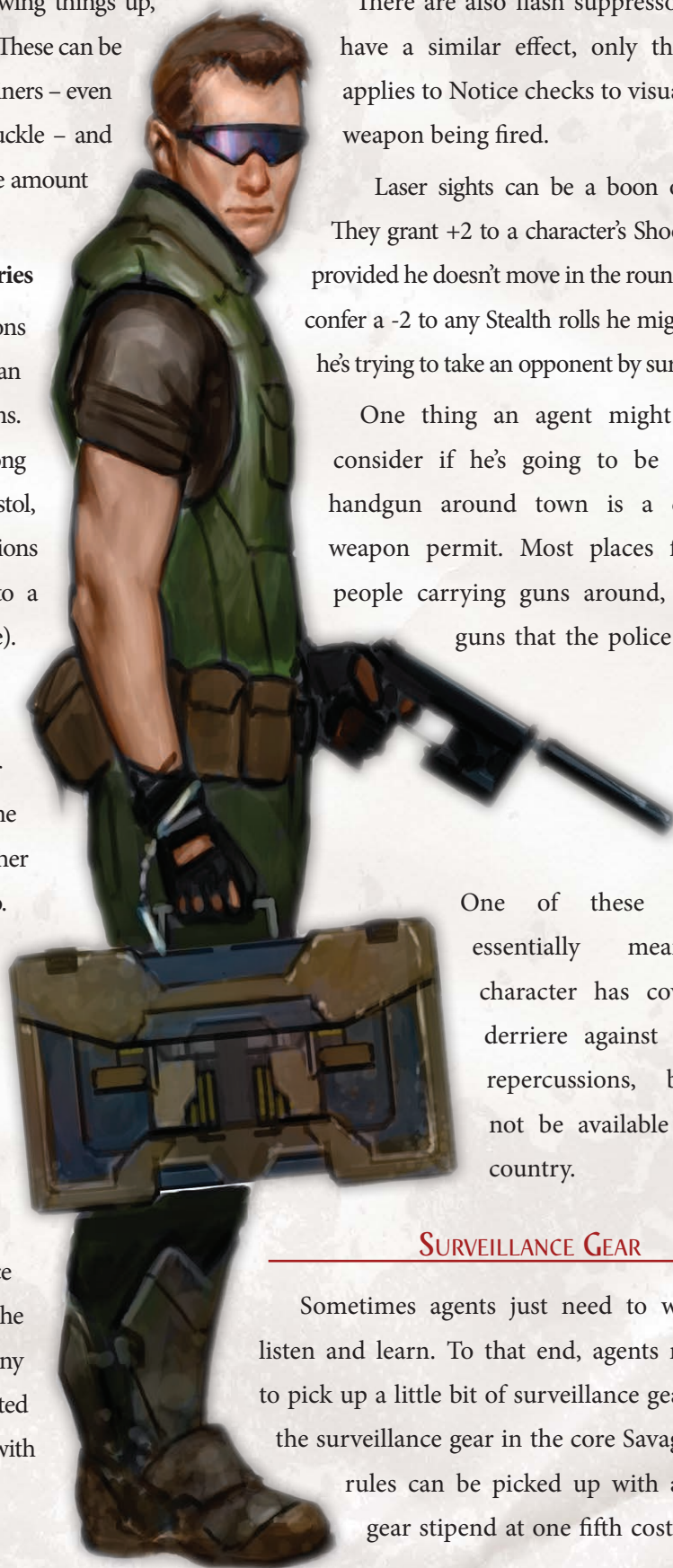
Laser sights can be a boon or a bane. They grant +2 to a character's Shooting rolls, provided he doesn't move in the round, but they confer a -2 to any Stealth rolls he might make if he's trying to take an opponent by surprise.

One thing an agent might want to consider if he's going to be carting a handgun around town is a concealed weapon permit. Most places frown on people carrying guns around, let alone guns that the police can't see.

One of these permits essentially means the character has covered his derriere against any legal repercussions, but may not be available in every country.

SURVEILLANCE GEAR

Sometimes agents just need to watch and listen and learn. To that end, agents may want to pick up a little bit of surveillance gear. Any of the surveillance gear in the core Savage Worlds rules can be picked up with an agent's gear stipend at one fifth cost (in other



RANGED WEAPON MODIFICATIONS... AND ACCESSORIES

Type	Cost	Weight	Notes
Concealed Weapon Permit	100	--	Must have Shooting d4+; see notes
Collapsible Rifle	x3	--	Modification; allows concealment, 5 minutes to rebuild
Holster	10	1	Accessory
Holster, concealed	50	1	Stealth +2 to conceal
Laser Sight	150	2	Modification; Shooting +2; see text
Rifle Case	100	5	Accessory
Scope	150	2	Modification; see Savage Worlds rules
Suppressor (pistol)	100	1	Modification; can be either Flash or Sound; see text
Suppressor (rifle)	250	4	Modification; can be either Flash or Sound; see text

words, divide the cost by five). Additionally, there are a few other useful items agents may want to pick up for a mission.

While makeup and costumes can be used for some basic disguises, an advanced prosthetic and makeup kit allows an agent to create serious masks and disguises. When using one of these, a character should make a Smarts roll: with a Success, he gains a +1 bonus to his Stealth for purposes of disguise; with a Raise, the bonus becomes +2. For more generic applications, a character can make that same Smarts check with the bonus going to Charisma for 2d4 hours.

In either case, if the Trait Die for the Smarts roll comes up a '1' – regardless of the Wild Die result – the kit is used up and must be replaced after that application.

A staple part of tradecraft is the use of 'tracking bugs' – those ubiquitous little transmitters an agent can stick to a person or car so he can follow them electronically. They're tiny, and difficult to spot (-4 to Notice for anyone trying to do so), and allow an agent to use his Tracking skill to follow a target almost anywhere – as long as he's got a receiver to pick up the signal. This Tracking roll is made with a +2 bonus.

SURVEILLANCE GEAR

Type	Cost	Weight	Notes
Advanced Prosthetic and Makeup Kit	500	5	See text
Bionic Ear	250	--	+2 Notice; see text
Tracking Bug	20	--	See text; GPS versions are 2x Cost
Tracking Receiver	500	3	
Video Glasses	300	1	See text
Video Micro Camera	100	1	See text

BREAKING AND ENTERING (B&E) TOOLS

Type	Cost	Weight	Notes
Alarm Tech Pad	1000	5	Investigation to bypass alarms
Alarm Tech Pad, Wireless	5000	5	Investigation +2 to bypass alarms
Field Tech Toolkit	100	2	Repair to bypass alarms and locks
Grappling Gun	150	3	Range: 12/24/48
Safe Cracker	200	4	Lockpicking +2 on combination locks
Wall Walker	150	1	Climbing +2

If an agent has the connections (or the skills), he can use a GPS tracker and tap into the military's GPS system to get a +4 bonus to the Tracking roll.

Speaking of listening devices, another popular tool for agents is what they like to call a 'bionic ear'.

Essentially a tiny parabolic microphone worn on the ear, it allows the agent to focus his hearing on specific conversations and even to hear through doors and the like. This grants a +2 bonus to Notice rolls that rely on hearing. Additionally, a bionic ear is small enough to be easily concealed under long hair or hoods, granting a +2 bonus to Stealth checks for purposes of concealment.

On the other side of the sensory spectrum are 'video micro cameras' – which are exactly what they sound like, except they're small, easily concealed, and can microwave a signal to a central computer... handy for coordinating team efforts or simply spying on others unobtrusively. The best ones are concealed in glasses so others can see whatever the wearer is looking at.

BREAKING AND ENTERING (B&E) TOOLS

Another favorite pastime of agents is breaking into places others don't want them to be... Which is why many operatives like to have tools for Breaking and

Entering. A 'field tech toolkit' can be used to break into an alarm and physically disable it, which requires a Repair roll and takes 5 minutes for most systems. The downside to this method is it leaves tangible evidence that the alarm has been tampered with.

A more subtle approach is to use an 'alarm tech pad', which allows the agent to break into an alarm's computer and convince it the agent is supposed to be there. This requires a Success on an Investigation roll. There's also a more advanced wireless version that grants a +2 bonus to the Investigation roll.

Combination locks, the sort you'd find on many safes, are another obstacle your agent might run into. A 'safe cracker' is a handy device to deal with those: it has highly sensitive monitors that alert the agent (usually with a green light) when a tumbler falls while he's turning the lock's dial. This grants a +2 bonus to the agent's Lockpicking roll.

While locks and alarms will be the most ubiquitous obstacles an agent will face when breaking and entering, sometimes the toughest barriers amount to little more than walls or accessible entrances that are beyond reach. There are various methods for dealing with those, but the most common tools outside of bulky climbing gear are 'grappling guns' and 'wall walkers'.

MISCELLANEOUS GEAR

Type	Cost	Weight	Notes
Base-Jumping Rig	300	5	See text
Cellphone	300	2	Cellphones in 1999 aren't terribly reliable
Flare	10	1	Either road flares or for flare guns
Gas Mask	50	2	
Medical Kit	200	5	See text
Micro Transceiver	50	--	
Pager	100	--	The '90s way of getting in touch
Purse, designer	100	1	Can carry up to Weight 3
Purse, normal	10	1	Can carry up to Weight 5
Toolkit, extensive	500	45	Repair +2
Toolkit, pocket	20	1	Count as appropriate tools for Repair rolls
Walkman	20	1	Plays either cassettes or CDs

A grappling gun fires a sturdy, lightweight grappling hook connected to 100 yards of ultra-thin carbon fiber rope. A small, powerful engine then rewinds the rope and can lift up to 400 pounds at a rate of 10 yards per Round. This requires a successful Shooting roll to securely hook the grapple to something

Wall walkers, by contrast, basically rely on strong suction cups. The agent plants the cup against a flat surface and twists the handle 90° clockwise – this creates enough suction to support up to 250 pounds. By turning the handle the opposite direction, the suction cup is released... This gives the agent a +2 on his Climbing roll to scale a sheer surface.

MISCELLANEOUS DEVICES

In addition to everything else, there are some items that don't quite fit any specific category. In addition to the gear available from the Savage Worlds core rules, there are a few other items available to SPA operatives.

Agents will often use shortwave transmitters and receivers while in the field. Micro receivers can be worn innocuously behind the ear, while a micro transmitter sits in front of the mouth, although it can also be placed at the throat or directly inside the mouth. These 'micro transceivers' (the combination of receiver and transmitter) are ideal for covert operations.

Another practical piece of gear for a team to have is a good medical kit. This will include bandages, drugs, minor surgical tools and other handy items that allow a character making a Healing roll to ignore up to two points of the patient's Wound Penalties. If the character making the roll gets a '1' on his Trait Die, enough items have been used from the kit that it must be replaced to be used again.

Another practical piece of gear is a good medical kit. This includes bandages, drugs, minor surgical tools and other handy items that allow a character making a Healing roll to ignore up to

two points of the patient's Wound Penalties. If the character making the roll gets a '1' on his Trait Die, enough items have been used from the kit that it needs to be replaced.

Speaking of staying healthy, gas masks can also occasionally be useful. While agents could certainly get a hold of standard gas masks (the big, bulky things the term usually denotes), there are much smaller versions available that consist of little more than a lightweight plastic face mask that has a canister connected to it. The canister holds about an hour of air, and the mask can be easily carried and quickly put on before tossing a gas grenade or entering an area with hazardous air. Gas masks aren't pressurized, however, and won't help your agent if he's underwater.

Another useful thing for some operatives is a

toolkit. There are a couple ways to go with these...

An 'extensive toolkit' is a complete set of wrenches, ratchets, screwdrivers and whatever else, and it grants a +2 bonus on Repair rolls. The biggest drawback to this type of toolkit is that it's both heavy and bulky, making it difficult to transport and impossible to conceal in most circumstances.

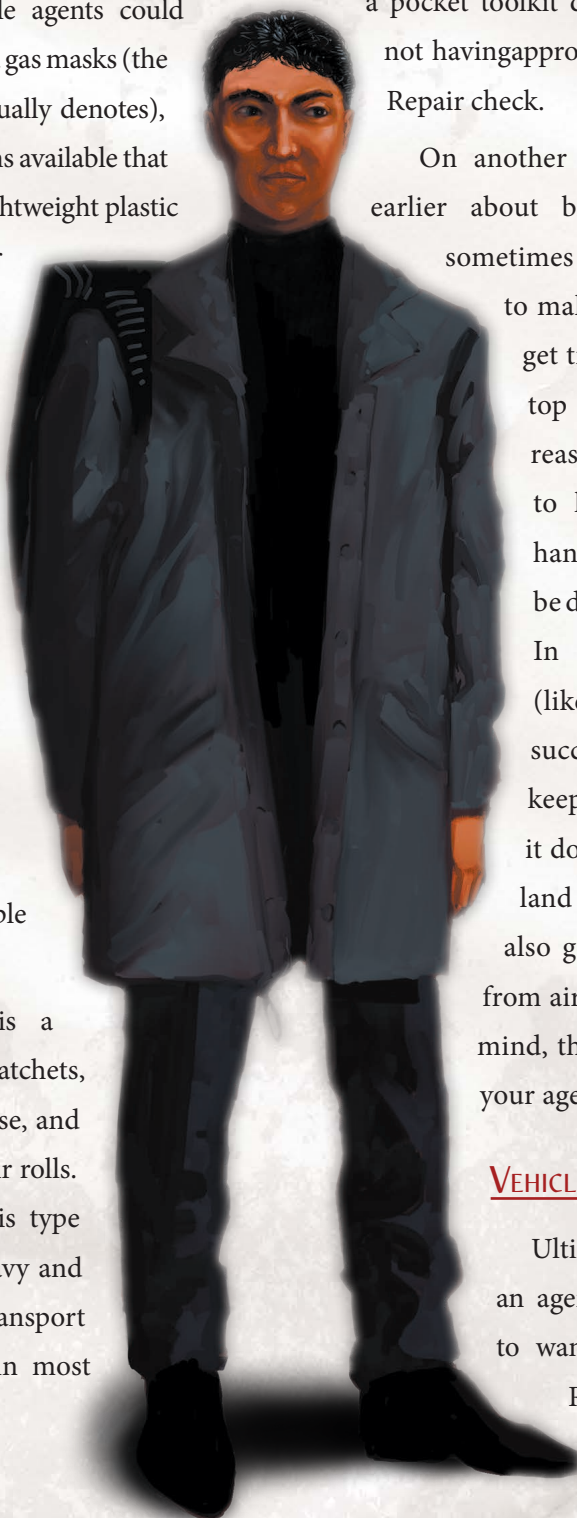
The 'pocket toolkit', on the other hand, has less utility, but it's a lot easier to conceal and weighs next to nothing. It has various general tools like pliers, screwdrivers, and the like – all easily carried in a pocket or pack. While not all-encompassing, a pocket toolkit does negate the penalty for not having appropriate tools when making a Repair check.

On another note... we talked a little earlier about breaking into places, but sometimes a group of agents needs to make a quick escape. This can get tricky if they're stuck on the top of a tall building. For this reason, some operatives like to keep a 'base-jumping rig' handy, a para-wing designed to be deployed from a low altitude. In a cluttered environment (like a city), it may require a successful Piloting check to keep from getting hurt – and it does require a Piloting roll to land safely. Base jumping rigs are also good for low-altitude drops from aircraft. Something to bear in mind, there. You never know when your agent will need that.

VEHICLES

Ultimately, no matter where an agent finds himself, he's likely to want some sort of transport.

Renting a car is always an option – often a good



VEHICLES

Type	Acc/TS	Toughness	Crew	Cost	Notes
Glide Suit	3/20	Armor +1	1	1.5K	Climb 0; requires Piloting to safely land
Powered Glider	4/36	7(1)	1	2K	Climb 2; see text
'The Car'	-2/+10	Armor +4	--	+5K	See text
'The Bike'	-1/+5	Armor +2	--	+2.5K	See text

one... although we'd recommend opting for the full insurance package since operatives are known to be pretty rough on most vehicles. The daily rental fee for any vehicle is equal to the vehicle's cost in the Savage Worlds rules divided by 1,000. So, for example, renting a compact car costs between \$5 and \$15 per day, while renting a helicopter is \$500 per day.

Sometimes, however, an agent needs a little extra 'edge' or some other thing a standard rental car (or plane or boat) isn't likely to provide. When that happens, he might want to check out some slightly more specialized options....

The 'glide suit', for instance. A glide suit is an insulated bodysuit with sturdy flaps connected to the arms and legs that allow your agent to glide much like a very large flying squirrel. An air supply for high altitude jumps is supplied as standard. Used together with a base-jumping rig, a glide suit allows your agent to jump from an aircraft quite some distance from his target (such as an enemy stronghold) and drop in with virtually no chance of being detected – certainly not by standard radar.

Agents who want stealthy flight that doesn't amount to controlled falling might prefer a powered hang glider. This handy item breaks

down into a container about the size of a steamer trunk, and weighs 20 pounds. When assembled, the aluminum frame and canvas wings can support up to 300 pounds of weight, and the electric motor can take the glider almost 150 miles without wind assistance... with a good wind, it can travel as far as 500 miles. The engine has an endurance of around 24 hours.

The one drawback is it lacks sufficient power to lift off on its own. It needs to either be towed (like a standard glider), or begin its flight from a high point (like a cliff or high-rise building).

MODIFIED VEHICLES

Sometimes agents want to have something that looks like a standard vehicle but is packed with a little something... extra. To that end, many agents are fond of acquiring vehicles that have been fitted with special features. While the possibilities are endless, we'll show you a couple of the more popular options.

The first one is typically referred to as simply 'the car'... although a few operatives like to call it 'The Spy Hunter' and have even been known to pop in an Emerson, Lake and Palmer CD (or, in the case of older agents, Henry Mancini) for the Peter Gunn theme music.



‘The car’ modification package adds armor plating to the chassis and boosts the vehicle’s top speed a bit, and even adds some offensive and defensive weaponry at the cost of some acceleration (and extra cash, of course). Mounted in the front is a pop-out 7.62mm machine gun (use M60 stats from *Savage Worlds*) that’s good for 25 bursts before needing reloading, and a pair of TOW missiles that can be used against heavier vehicles as well as low-flying aircraft (like helicopters).

The rear of the vehicle contains two canisters, each one of which can hold one of the following: Nitrous Oxide (gives +5 Acc and +20 TS for 2 Chase Rounds); Oil (any trailing ground vehicle must roll for a Major Obstacle regardless of the

Suit of the card it was dealt – there’s enough oil for 2 Chase Rounds); or Smoke (opponents suffer a -4 penalty to their Trait check to determine their maneuvering - there’s enough smoke for 3 Chase Rounds). ‘The car’ can be fitted on any vehicle with a base Toughness of 7 or better (this is the Toughness not counting the Armor).

For smaller vehicles, there’s a smaller retrofit package that get’s sarcastically called ‘the bike’. It’s similar to ‘the car’, only designed for vehicles with a base Toughness of 6 or less. ‘The bike’ only sports a pop-out 5.56mm machine gun (use SAW stats from *Savage Worlds*) and a single canister.

Remember that making an attack with a weapon while driving a vehicle counts as a second action!



GAME MASTER'S SECTION

TOP SECRET SECURITY CLEARANCE REQUIRED

This section is meant for the GM. Period. If you're not planning to run the game, you're only going to spoil a lot of your own fun by reading any further. You've been warned!

So... Since we're now assuming you're the GM, let's get down to business.

From here on out, we'll be looking behind the scenes at some of the secrets and conspiracies in the realm of American Grit. You're mission – should you choose to accept it – is to take these villains, plots and adventures and let your players crash headlong into them. Good luck, and have fun!

THE TRUTH ABOUT THE SPA

You want the truth? We're losing the war – that's the short and dirty truth. People like Deputy Supervisor Larry Carlyle have read the reports and seen the numbers; they know the SPA has become little more than a small rock trying to stem a huge flood of paranormal danger.

The threat's been here for eons, of course, but now... Well, now we're losing, and all that's left for the people in charge of the SPA is to hide the fact from the world, the governments which fund them, and even their own agents if necessary.

The big change came in the early 1970s.

Once upon a time, the Administration investigated 'supernatural occurrences' and did its best to protect humanity from the things threatening it. It wasn't an easy task, to be sure, but

compared to today it was a cakewalk. Problems were investigated, monsters exterminated. Even if the job was tough, it was satisfying. In fact, the guys in charge had reams of statistics to prove it. All the evidence said the decisions being made and the actions of SPA agents made a real difference.

But then a disturbing trend began to appear.

SPA agents found more and more of the 'paranormal creatures' they'd be sent to hunt down were just ordinary people who'd somehow manifested special powers.

The question of how to deal with this led to a schism in the Administration: Some believed all things paranormal were inherently dangerous (and should be eliminated), while others felt only 'true' monsters should be killed.

Of course the 'enemy' didn't help much either. While most of those gifted humans were content to stay in the shadows and out of sight, a few started cults and other groups... and some of those groups had an ax to grind with the SPA. They went to war, looking to creatures of legend and magical lore as weapons to be used for the express purpose of toppling the Administration.

The bottom line was the once-comforting numbers of dead monsters, successful missions and surviving agents which told a tale of victory was turning into an uncomfortable story of escaped monsters, failed missions, and dead agents. And worst of all was the realization that paranormal alliances were being made between humans and monsters.

So the SPA stepped up its game, brought more agents to the table and invented newer, better,



and stronger technology. Unfortunately, as quickly as the Administration grew, so did the enemy, and those who ran the show realized they were now only holding the line.

And the number of innocent victims ballooned. While those victims made for good potential recruits, the fact remained that only one in ten survived an attack with enough presence of mind and mobility of body to join the ranks of active agents. The rest either died or were hospitalized (in one way or another) for the rest of their lives.

This growing number of victims has been slowly tearing away the shroud of secrecy that's allowed most of humanity to continue on in blissful ignorance for decades... if not centuries.

THE TURNING POINT

Finally, after a decade of growing power, the enemy struck a decisive blow.

Mount St. Helens violently erupted early in 1980 – a catastrophe to be sure – but standard fare for the SPA which had several agents there dealing with what seemed to be a rogue Efreet living in the mountain. The ensuing battle caused the massive explosion; this sat poorly with the guys at the top, what with all the blatant death and destruction.

Six months later, this was the exact topic of discussion during an 'unofficial' SPA meeting at the MGM Grand Hotel in Las Vegas.

When a fireball blew up portions of the casino, the resultant fire – one of the worst hotel fires in the nation's history – was extensively covered. What was covered up was Robert Cobb, the SPA's Director for nearly thirty years, along with nearly his entire network of supporting personnel were killed that day. In less than twenty-four hours, the SPA was pared down to almost nothing.

Roberta Jane Gordon-Yancy, Cobb's Assistant Director, was given the reigns of the SPA (or what was left of it) in the aftermath of the debacle. Her job title was changed to Supervisor of the SPA and she immediately set about uncovering the truth of what had gone down in Las Vegas, aided by the distinct advantage of being the daughter of both FBI and SPA agents.

The loss of so many people had crippled the Administration, and Gordon-Yancy was positive it wasn't just a freak accident. Mount St. Helens was too recent for the coincidence not to resonate. In fact, the trail ultimately led her to a group of fanatical mystics operating out of the Arabian peninsula – well out of the reach of the FBI, let alone the SPA.

That's when Gordon-Yancy began to lobby the Reagan Administration for a change to the SPA mandate.

With the SPA repositioned under the CIA, Gordon-Yancy had the power to take the war beyond US borders and right to the enemy... and that's exactly what she did.

The manner in which she assembled a team to infiltrate and destroy the Order of the Efrete became the model on which all future SPA teams

THE BLACK MARK

Sometimes, the characters take actions that are against the creed of the SPA, or fail a mission. Such transgressions can lead to earning a 'Black Mark' on the character's record. Each Black Mark acts as a -1 Charisma modifier when dealing with the SPA, whether other operatives or the Supervisory. Each time the characters successfully complete a mission, they may remove a Black Mark. If the character has four Black Marks on his record, he becomes a liability to the SPA, and is burned and disavowed, which can be bad for an unprepared agent.

would be built. Coupled with her persistent politicking to bring other governments on board, Gordon-Yancy managed to rebuild the SPA almost completely from scratch and forge it into an organization to be reckoned with.

THE SPA TODAY

The SPA today isn't your grandfather's SPA. These days the SPA doesn't exist so much to 'investigate' things as to 'deal with' things. As a result, Administration operatives aren't usually sent in at the early stages to check out what's going on. Their Supervisor typically sends them in once it's apparent something is happening, with orders to eliminate threats, recover sensitive material, or otherwise take care of what's already been investigated.

That doesn't mean knowledge still isn't power... and the Powers That Be in the SPA realize they're lacking a lot of knowledge. There are dark

rumors surrounding various stellar alignments and dark omens suggesting something ominous approaches with the turn of the millennium.

This has split the leadership on how it should be handled. Some advocate strengthening the home territory rather than striking out at the unknown, while others point out the 'unknown' includes what protective measures to take. Their belief is the greater danger lies in allowing the enemy to go unchecked and unmonitored.

Right now this disagreement is cordial, for lack of a better term... but detente is always a delicate balancing act.

So for now the SPA sends out agents in the hopes of finding what's driving the paranormal community and putting a stop to it. If anything should go wrong, after all, those agents don't exist as far as anyone is concerned.

CAN'T I 'GOOGLE' IT?

One thing you've got to remember as the GM is this: in the late 1990s technology is almost, but not quite, the same as today. A lot of tech we take for granted was in its infancy, so things like cell phones and the Internet weren't in such common usage. Sure, some of it was around... but most people still used pagers and CompuServe. GPS existed – but only for the military. People still used Polaroid over digital cameras. While the characters should have access to some high-tech gear, be stingy. If in doubt, watch something like "Mission Impossible" (the movie) and it'll give you an idea of what was considered cutting edge technology in 1996.



GAZETTEER

The SPA's roots are in the United States but, as we mentioned elsewhere, a few other countries have joined the war. Maybe it wouldn't matter much, since most the dark masters and monsters aren't too worried about niceties like 'political boundaries'... but it does mean SPA agents might find a few other allies here and there.

What follows is a short (and by no means comprehensive) list of how some of the countries of the world fit into the larger picture, and what sorts of things a team of agents might expect to find in those places.

AFRICA

Africa can be roughly boiled down to the northern desert, the eastern mountains, the

western jungles, and the southern steppes. But those are very broad divisions, since there are around fifty to sixty distinct nations in Africa (give or take a few) at the end of the first millennium – the number depending on who you ask and where you are.

Since each of those countries has different roots – and often different cultures – it's tough to make precise statements... Other than, perhaps, stay sharp and watch your back. War, both civil and foreign, is common in many of those countries.

NORTHERN AFRICA

Much of the continental north is covered by the Sahara Desert, which means monsters that prefer hot and dry places – such as mummies or djinn – love North Africa. Legends also include things like sphinxes, efreeti, and a plethora of other creatures. In fact, scholars associated



with the SPA are sometimes inclined to wonder what those beast-headed entities on Egyptian architecture might really represent.

The countries of this region – Algeria, Egypt, Libya, Tunisia and Morocco, in particular – were largely under the control of various European nations until relatively recently. Ironically, this served to fracture what had been parts of a number of cohesive empires for nearly fifteen centuries prior.

Agents traveling the north of Africa should be prepared for the desert conditions... or, if in settled areas, for the fact some countries are more 'tolerant' of western visitors than others. On the other hand, the region's rich history of Islamic culture means there's a wealth of ancient lore to be potentially uncovered.

Okay... That can be either good or bad.

EASTERN AFRICA

The area of Eastern Africa includes the mountainous regions of the Great Rift and the Ethiopian Highlands, and sweeps down to the Indian Ocean. If any single word could sum up the region, it would be 'war'. After all, the countries in this area include Eritrea, Ethiopia, Somalia, Sudan and Uganda.

Again – with the exception of Ethiopia – much of this area was part of the Islamic empires of the middle ages until Europeans took control of the area. In recent years, various religious governments, puppet governments, petty tyrants and even absolute anarchy has been the nature of the region's politics.

Although there have been plenty of stories surrounding strange animals from here, they don't tend toward the blood-sucking fiends of other parts of the world. Why would be hard to say... but some fringe scholars point to an old legend of how the Ark of the Covenant (yes, *that* Ark of the Covenant) came to rest secretly in Ethiopia.

Certainly, it is the one country in Africa to never have been claimed by any foreign power – Islamic or European. So the SPA keeps a wary eye out, just in case. If the legend were to prove true, the Ark would be an artifact of immense power and unpredictability.

Still, it's safe to say that thugs and pirates are likely to be the greatest dangers (or at least the most prolific ones) an agent is likely to face in the area.

WESTERN AFRICA

Between the tropical rainforests and forested savannahs, one thing you'll definitely find here is trees. Lots of them. This region includes countries like Cameroon, Congo, Guinea, Ivory Coast and Nigeria. And where the jungles meet the desert can be found the remains of ancient places like Timbuktu.

More lore has probably been lost in the vast interior of these jungles than anyone will ever know. After all, the loa of the voodoo religions have their roots here... and many other dark 'gods' were left behind. Some of those gods were bloodthirsty monsters; others were even worse. Most were forgotten during European rule, but in the wake of colonial independence and civil unrest, some of those powers have been dug up, so to speak.

The SPA seldom gets involved in this region – for many of the same reasons it stays out of Eastern Africa – but when agents are sent into the are, it's usually to put down a monster.

SOUTHERN AFRICA

Southern Africa includes everything south of the Congo Basin, Lake Victoria and Mount Kilimanjaro (including the Island of Madagascar). Most of the region is grassy steppes and subtropical dry forests. Countries like Angola, Botswana, Mozambique, Tanzania, Zimbabwe and (of course) South Africa can be found here, and while most Americans think of Africa as entirely third-world, cities like Maputo and Pretoria are actually very modern and industrialized.

The country of South Africa in particular is the one good foothold the SPA has on the continent south of Morocco. The only problem is the same factors that make South Africa easy to operate in make it a hot recruiting ground for cults like the Ordo Octostium: open trade routes, abundant resources, and plenty of civil discontent in the surrounding areas.

However, the fact that several European nations maintain either ties with or control over a number of the countries in the south makes it a great point of entry for agents wanting to get into the deeper parts of Africa unnoticed.

As a side note, the jungles of Madagascar remain relatively untamed... While nothing sinister has sprang forth from there yet, the operative word for the SPA is 'yet'.

ASIA

Compared to the other continents of the world, Asia is a vast landmass and represents far more diversity of culture, myth and legend than anywhere else. Broadly speaking, the Asian continent consists of the west (mostly Russia and Turkey), the east (including China, Korea and Siberia), and the Indian Sub-continent (including India, Indonesia, Malaysia and Thailand).

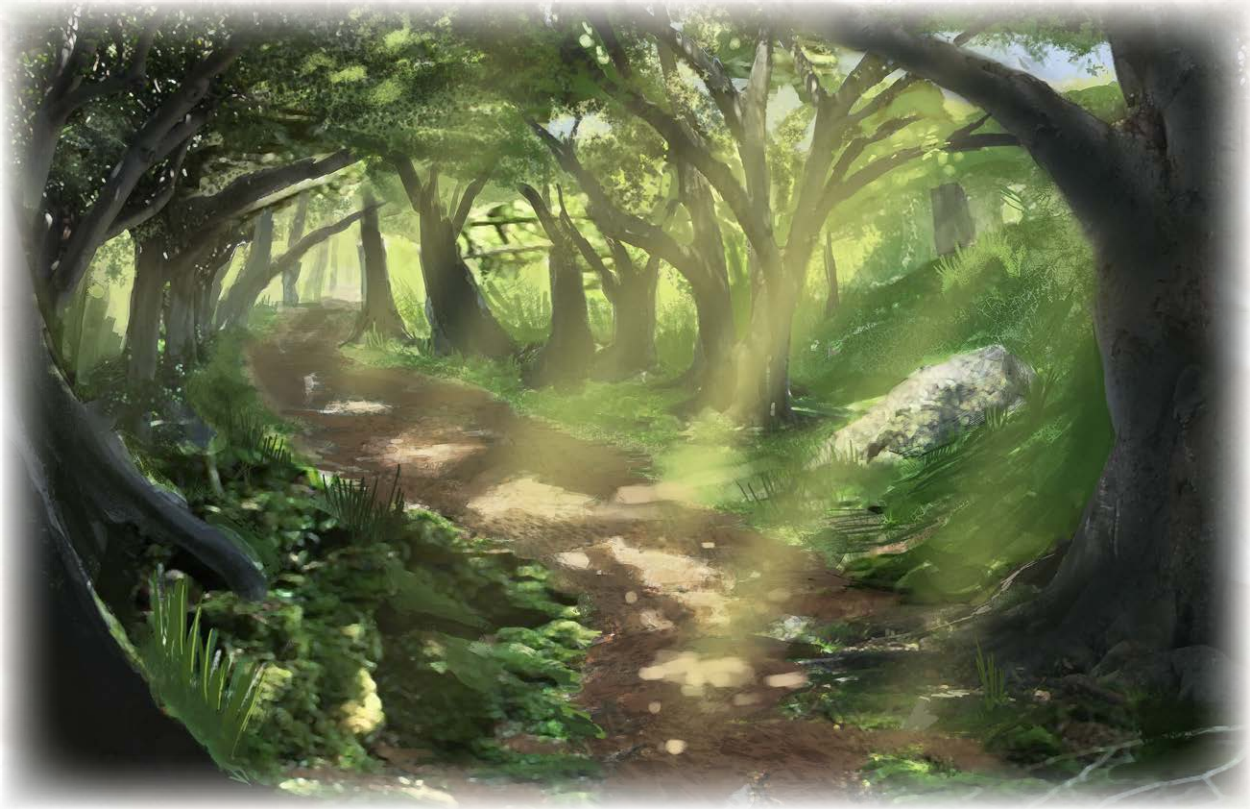
There are plenty of other countries in the surrounding areas, but you should get the idea. We'll try to break it down for you so you have a fair idea of what's out there, but the only real rule for SPA agents in Asia is this: You're pretty much on your own.

JAPAN

The nation of Japan is something of a special instance in Asia, since it's the one place an SPA agent might expect to find a friendly face and maybe even a little help.

Fortunately for the SPA, the Japanese are all too familiar with monsters. Science fiction and Godzilla aside, Japanese history is full of strange creatures – many of which have found ways to integrate into human society (such as kitsune – fox creatures who don't feed on humans). In fact, Japan is so full of these sorts of legends that the Japanese distinguish such demons as either akuma (entities that manifest in the Spirit World) or oni (entities that manifest in the Physical World).

The one problem SPA agents might have in dealing with the Japanese is their sense of 'good



versus evil' tends to be a little different than the Western mindset. They have no problem reconciling the idea of a 'good' demon or an 'evil' angel.

This can cause a lot of problems, especially for agents operating in rural areas, where the locals are close-knit and may even view the local monster as 'part of the family'. Agents might even find this attitude within particular urban neighborhoods.

On the other hand, the Supervisor of Japan's version of the SPA, Kenichi Yamamoto, has no problem going after monsters. Operating under the auspices of Jōhōhonbu (the Defense Intelligence Headquarters), Yamamoto and his group abide by the Japanese adage of "the nail that sticks out will be hammered down"... whether they're talking about supernatural creatures or outspoken agents.

THE WESTERN FRONTIER

Much of the western portion of Asia – particularly Russia and Turkey – has been historically more tied to European fortunes. In fact, as early as 1987, Turkey aligned itself to the European Union. However, there's a vast gulf of cultural and historical differences which make these places tough to deal with for western agents.

Still, the SPA tries to keep an eye on the region for a number of reasons.

Russia, in particular, has a long history of very unique – and extremely nasty – monsters. Strzyga and other variations of vampires, rusalka, leshy, and of course the great witches (of which Baba Yaga is the most well-known) are just the tip of the iceberg.

The vast enormity of the Asian continent is a two-edged sword for the SPA when it comes

to this stuff. The upside is the low population density means monsters have to stay in relatively small areas to prey. On the other hand, monsters (or cultists) who want to remain a bit more anonymous have a huge wilderness to hide in.

The bottom line for agents is if they find themselves going after a target in the west of Asia, they'd better pack for a long journey... They may have hiked thousands of miles by the time they're done.

THE EASTERN CONTINENT

The bulk of Asia consists of China and its surrounding countries – places like Korea, Mongolia, Nepal, Siberia and Tibet. And it's probably safe to say two things about the region when it comes to hunting the supernatural:

First, everything that's true about Russia and the west applies here as well... Maybe even more so, since you can add deserts, tundra, vast stretches of untamed taiga, and the highest mountains in the world (the Himalayas, home of Mount Everest, if you aren't a wiz at geography) to the mix of places for a monster or wizard to hide. Most of these places remain relatively sparsely populated and tough to traverse.

Second, everything we said about Japan can also be applied here, only doubly so – after all, the Chinese Emperors were said to be descended of dragons, and the Dalai Lama of Tibet is considered to be the continued reincarnation of a mystic. This can lead to your average farmer simply shrugging in the face of a supernatural crisis. After all, if the Powers That Be will it, why fight it?

Even the advent of Communist cultures throughout the region hasn't helped, since the leaders of those movements tend to be atheistic, pragmatic, and not prone to believing hysterical rumors of blood-sucking or flesh-eating fiends bent on destroying Mankind As We Know It.

For these reasons, as well as a few others (mostly political), the SPA doesn't tend to operate deep in the eastern Asian interior. The Administration simply doesn't have the resources, manpower or clout to devote to it when there are more immediate threats in more easily-accessible and densely-populated places.

Should an agent find himself on assignment in eastern Asia, he should assume he's largely on his own and can expect little in the way of help.

THE INDIAN SUB-CONTINENT

South of the Himalayas and east of the rugged hills and deserts of Afghanistan and Pakistan, the operative word is 'jungle'. Burma, India, Indonesia, Malaysia, Thailand and Vietnam... While they might be separated by cultural diversity, their geography is largely similar.

The region is full of legends surrounding bestial, often multi-limbed monsters and death cults.

Given the Western ties to India and a number of South-Pacific territories, it's comparatively easy for the SPA to operate in this region, if not altogether safe. Don't get the wrong idea – a lot of the people in these areas are friendly, but a lot of them hold grudges against Western cultures and ideals. There's been a long history of exploitation throughout the area.

India in particular is an easy place for agents to move around. They shouldn't expect too much help from other agencies, though... Between events in Afghanistan, politics in China, and chaos in other countries to the east, the CIA and MI6 have their collective hands pretty full.

WESTERN EUROPE

Western Europe consists of the countries most Americans think of when they hear "Europe". Broadly speaking, it's comprised of Britain, France, Germany, Italy and Spain... although there are plenty of other countries: Austria, Belgium, Portugal and Switzerland, to name a few. We'll focus on the major areas, but don't take it to mean nothing ever happens in Andorra.

GREAT BRITAIN

As with most things these days, the United States' best ally is the United Kingdom, made up of Great Britain (England, Scotland, Wales) and Northern Ireland. Informally, most agents just call the whole thing 'Britain' because United Kingdom is an awkward mouthful and saying, "England" really upsets the Scots in particular, who feel like they're being left out. Given the amount of activity up there, particularly in the Shetland Islands recently, you can understand their annoyance!

Britain runs an operation almost identical to the American SPA under the auspices of MI6. Like the CIA in the US, MI6 isn't supposed to operate on British soil, but the SPA has come up with a unique solution - any problems in Britain are likely to be dealt with by an American team. The Brits point out, somewhat

wryly, that the Americans don't reciprocate by asking the British SPA to investigate the paranormal on US soil, but they tend to accept it's just the way things are.

The British SPA is under the supervision of Lord Edward Ferguson, a ruthless man who has sacrificed a lot to see the paranormal threat kept in check. His view is best expressed in his personal motto: "*Whatever it takes to get the job done*".

While there aren't currently a lot of 'monsters' in Britain, the country is rife with stories of ghosts and connections to the fey. And while most ordinary people take such things in stride, their sheer pervasiveness lends a higher probability of something dangerous coming along.

Add to that the number of wizards and necromancers in British history (not to mention tales of giants and dragons), and you can quickly see why the Powers That Be keep a close watch on local happenings... just in case.

FRANCE

France has a long history, but as much of it has been tied to the Catholic Church, you might think there isn't much in the way of monsters there. In that, you'd only be half right. Way back in the day, most dark things lurking in the French wilderness were tied in some way to the Fey Realm of Dreams, and the Church did a great job of driving such things away from civilization.

But, while some fey creatures still have ties to this realm, the greater (and perhaps more ironic) threat comes from the enlightened scholars who descended upon the center of civilization through the years. Scholars who were also often versed in such subjects as alchemy, sorcery and wizardry.

From the Knights Templar to Nostradamus, France's history is filled with people who either were, or were accused of, practicing magic.

There are still wizards to be found in the region, even in recent times (take Alistair Crowley, for example), and there are even more 'seekers of knowledge' combing the tombs and libraries of France for any secrets left behind by magi of yore.

GERMANY

Germany and her surrounding neighbors present an interesting case for the SPA. Although Germany was the seat of the Holy Roman Empire for centuries, before that the country has a long history of being on the fringes of civilization. It's a decent recipe for allowing paranormal dangers to flourish in dark and forgotten places.

After all, this is where the Brothers Grimm came up with their tales – and we aren't talking about the watered down fairy tales you grew up with. Their stories originally featured things like talking wolves who seduced and devoured the unwary, witches who fed on human flesh (and worse), and dark magic that could bring down a thriving kingdom.

Obviously, the SPA likes to keep an eye on the region, and a few agents have simply disappeared in the southern mountains of Bavaria, or the dark reaches of Schwarzwald - the Black Forest.

SPAIN

Spain and its region (including Portugal and Andorra) has had a colorful history, to say the least. This has led to an eclectic mix of faith and myth, western and eastern. The hand of the



Church is almost as strong here as in Italy, but lost in dark archives or ancient architecture are the secrets of Moorish mystics and Arabian scholars.

For that matter, some legends say a branch of the Knights Templar survived the Inquisition in Portugal.

The bottom line? While there are still dark things lurking in the wilder parts of the Pyrenees Mountains, the biggest dangers in Spain tend to be scholars of the arcane or the reticence of the Roman Church.

SWITZERLAND

Switzerland presents an interesting case.

Secure in its Alpine location, Switzerland has maintained a demeanor of neutrality. This shouldn't be confused with isolationism. The Swiss Guards have a long tradition of being the Church's soldiers in Vatican City, while the banks of Zurich have a long tradition of asking no questions of the people who choose to use them.

For that matter, the ability of people to 'hide' in Switzerland has some Supervisors in the SPA a little concerned. There have been some dark rumors of arcane activity in the Alps... well beyond the reach of prying eyes.

So far there's been nothing of substance – nothing to act on; no one to act against – so the SPA waits and watches, but there are some who fear the next big threat may come from this small country. And if something does arise there, it'll be tough to deal with since the Swiss, in their neutrality, don't like outside agencies mucking around in their country.

NORTHERN EUROPE

When you think 'Northern Europe', you might as well think 'cold'. To the SPA, this region includes Finland, Iceland, Norway, Sweden, and lots of polar ice. Places like Latvia, Lithuania and Estonia are part of this area, and Denmark gets tossed in as well. Yeah, it could be considered part of Western Europe, but hey - Beowulf served a Danish king, so the organization throws him in with the mighty Norse warriors of myth and legend.

Which brings us to the rub: those Norse myths.

Most people aren't aware of it, but the ancient gods still watch their frozen demesne, and creatures of ice, wind and cold still dwell in the out-of-the-way places. Places like the Sarek National Forest, which is filled with wild and uninhabited areas.

Those sorts of locations are not only ideal for monstrous creatures, but also for dark cults. In ancient days, the northern people made human sacrifices to their gods, and cultists who have discovered – or may be continuing to honor – these dark rituals can practice them without fear of discovery.

And heck, if someone did go poking around, it wouldn't be the first time someone disappeared in the woods, never to be heard from again.

On the bright side, most locals are decent folk and are willing to lend a helping hand to newcomers. After all, in a land as harsh as the north, cooperation often means survival.



CENTRAL AND EASTERN EUROPE

Many Americans forget about this part of Europe. Along with countries like Bulgaria, Poland, Hungary, The Ukraine and The Czech Republic, there are a host of tiny countries filled with their own feuds: Albania, Bosnia, Macedonia and Slovenia, to name a few.

Separated from 'The West' by schism, invasion, culture and politics, these places have proven a fertile breeding ground and sanctuary for the paranormal in various guises. And while the

collapse of the Soviet Union opened up some places for easier access, the implosion of Yugoslavia has only complicated things with open warfare.

Monsters thrive where there is war.

There's one place in this region that merits a more specific discussion:

ROMANIA

If you can't anticipate where we're going here, you've probably been living under a rock.

Romania includes the old principalities of Moldavia, Wallachia... and Transylvania. Yep, that's right. Home of Dracula. And if you do a little homework, you'll find the region is rife with legends of vampires and the restless dead.

No one knows why this particular area seems so prone to blood curses (although a few blame the gypsies), but agents in the SPA know legends are often reality, and teams would be wise to take extra precautions if they find themselves facing anything unusual around there.

BAD TIMES

Remember that it's 1999 during the events of Millennium Knights. The Yugoslav wars aren't over. Conflict rages in Kosovo and NATO jets are bombing strategic targets right into June in an attempt to put an end to the bloodshed. How much of a paranormal influence is there on the ethnic tensions?

You decide.

SOUTHERN EUROPE

We've talked about Spain, Portugal and you could reasonably add France into Southern Europe if you lived in Nice or Marseilles). Throw in Malta, Cyprus and the other Mediterranean islands, and lastly you come to Italy and Greece.

GREECE

Greece has a rich history of myth and monsters, and while it was watered down by the pragmatic Romans and then distilled into modern European legend, the reality shouldn't be ignored.

Greece is a rugged land, and the surrounding seas only turn much of that hilly terrain into islands. Creatures out of legend still dwell in some of those places... maybe not thriving, but

certainly surviving. SPA agents should be on the lookout for stories (like strange disappearances) which might point to paranormal activity.

The good news is many of the beasts from Greek legend can be put down through fairly mundane methods, but don't make the mistake of thinking things like harpies or minotaurs will be a pushover. Some are supported by the Greek gods (not that any respectable SPA agent believes ancient gods exist). Agents should do their homework before tackling a monster so they'll be prepared – facing a gorgon without a mirror is a bad idea.

The other good news is a lot of these monsters are solitary, so if one is encountered and dealt with, that should be the end of it.

But then, take nothing for granted.



ITALY

Once upon a time, the area now known as Italy was steeped in myth and legend. For nearly the last two-thousand years, however, the nature of the peninsula has been shaped by the presence of Vatican City.

The Roman Church presents something of a quandary for the SPA: on the one hand, the Church has always crusaded against the masters and minions of the supernatural; on the other hand, the Church is believed to have access to many powerful artifacts and tomes the SPA would rather have in its own safekeeping.

Additionally, the soldiers of the Vatican would rather that outsiders “mind their own business”, which means the SPA and the Roman Church have found themselves at odds more than once in the past... even in the face of mutual enemies.

For the time being, the unofficial policy between the SPA and the Church is “Don’t ask; don’t tell”.

THE MIDDLE EAST

Part Africa, part Asia, and entirely chaotic, the Middle East deserves a special mention.

Geographically, the region is considered part of Asia, but historically it’s often been tied to the African continent by politics and culture. The area includes the Arabian Peninsula, Iran, Iraq, Israel and a host of other small countries. To complicate things, Egypt is usually considered part of the region, as is Turkey on occasion.

The ‘unifying’ factor is usually religion (excepting Israel, of course) and a common history of imperial control – the Ottoman Empire being the most recent example.

Many of the nations in the Middle East don’t get along with America or her allies (though it’s fair to say they don’t get along with each other, either), but at the same time a number of them – such as Egypt, Israel, Kuwait, and the United Arab Emirates – have political ties to the US.

The most recent tensions resulted from an attempted annexation of Kuwait by Iraq, which culminated in the massive military operation of Desert Storm. The situation has more or less stabilized, but tensions remain.

Of more immediate concern to the SPA is the plethora of powerful monsters known to lurk in the Middle East, such as djinn, efreeti or lamia (all of which have a rich history of using human servants to carry out their schemes). Add to this an ancient body of lore surrounding Qabalists and Persian Magi, and you’ve got a recipe for disaster.

ISRAEL

The good news for agents is they have an ally in Israel. The nation is security conscious (nearly to the point of paranoia), and quick to deal with any perceived threat – natural or supernatural. The bad news is they don’t always do it cleanly or quietly. If taking out a dark mystic and his lamia master requires blowing up several city blocks under the guise of “acting against Palestinian insurgents”, so be it.

Unlike the other SPA offices, the SPA equivalent in Israel works closely with its parent agency, Mossad, to monitor and deal with supernatural problems. In fact, the Supervisor, Hadar Zihavi, is a son-in-law of the Director of Mossad.

NORTH AMERICA

Most Americans (being called such) tend to think of 'North America' and 'The United States' as being the same thing. In reality, the North American continent is more than twice the size of the US, and includes portions of the polar ice cap as well as the country of Greenland.

The sheer vastness of the continent allows for a mixed bag of paranormal creatures and practices. Legends range from the blood-sucking chupacabra of the south to the flesh-eating wendigo of the north; the hairy sasquatch of the west and the scaly sea serpent of Lake Champlain to the east.

Mystical practitioners fall into a broad range of categories as well, due to the broad range of natives and immigrants filling the continent. Along with people

still clinging to shamanistic traditions, you can find wizards delving into Enochian concepts, magi trying to uncover the Qabalistic mysteries of the east, and Voodun bokor secretly preserving African traditions.

The bottom line? Expect anything.

UNITED STATES OF AMERICA

We've covered a fair bit on the US elsewhere, but it should be added that this would be the nexus of the melting pot of cultures and paranormal oddities.

The good news is this is home for most of the agents – that means they'll be able to access goods and resources pretty easily. The bad news is the CIA won't offer much help inside the country. At least not 'officially'. Then again, well-connected agents might be able to get a bit of aid from the FBI now and then.

CANADA

Compared to the US, Canada is sparsely populated and still filled with vast expanses of



wilderness. Monsters that thrive in the cold still dwell in the northern tundra, while other creatures can remain hidden indefinitely in the thick forests of the Pacific Northwest.

Most of these things stay isolated and secluded, preying on animals or the occasional unwary human.

But don't kid yourself... The handful of large metropolitan areas in the country can still attract more 'traditional' monsters. As recently as 1996 there were rumors of vampires infesting the city of Toronto.

On the other hand, the CIA (and by default, the SPA) has access to resources in Canada, and most of those resources remain untapped. An assignment in Canada could almost be considered cushy for most agents.

CENTRAL AMERICA

The region of Central America is dominated (size-wise) by the country of Mexico, but includes a number of other smaller countries, such as Costa Rica, Guatemala, Nicaragua and Panama. For purposes of 'espionage', the Caribbean islands are also considered part of the Central American region.

The countries of Central America have long had something of a love-hate relationship with the US. The reasons are myriad and varied, but mostly boil down to politics associated with the Monroe Doctrine.

Suffice it to say agents operating in the region who keep a low profile and don't kick the hornets' nest should fare okay.

On the other hand, the tropical and sub-tropical nature of the area also provides an interesting assortment of paranormal creatures. Add to that a rather bloodthirsty native history and evidence of lost cultures whose legends and mythos we can only guess at, and agents could quickly find themselves up against something entirely undocumented and totally unknown.

MEXICO

Other than an unusually high number of reports about chupacabras, there doesn't appear to be a lot of supernatural activity in the area of Mexico. Maybe it's the strong presence of the Roman Church... Who knows?

All the same, the SPA keeps a close eye on the country whenever possible – the same doctrine that drives the region's international politics can be applied to the supernatural: any threat to the region becomes a potential threat to the US.

Agents operating in Mexico should also be aware of one other thing: the drug cartels.

After the arrest of Miguel Ángel Félix Gallardo in '89, there was an outbreak of violence as several factions swooped in to fill the void. Although the violence has ebbed for the time being, there's no telling when something will happen to set it off again... And there's no telling how bad it might get should the fighting resume.

THE CARIBBEAN

The islands of the Caribbean Sea are a hodgepodge of cultures, the result of several centuries of European colonization. Stories of

monsters range from European and African imports, to local native tales. For the most part, the types of recorded monsters tend toward the sea-dwelling variety: mermaids and giant octopuses are perennial favorites.

Of special note, however, is the US military base on Cuba on Guantanamo Bay.

While most people are aware of the base's infamous reputation as a prison, most aren't aware of its function as a research laboratory. Monsters and other 'oddities' captured alive (or at least intact) are generally sent to the deepest vaults of Guantanamo, where "Monsters go in, but they don't come out."

Most SPA agents tend to avoid dwelling on what type of research might be going on there.

SOUTH AMERICA

The vast South American continent is comprised of a number of countries – Argentina, Brazil, Chile, Peru and Venezuela, to name a few. Most of the people are descended of the

indigenous cultures of the region, and either Spanish or Portuguese settlers – but there's a fair mix of other ethnic groups as well, both European and Asian (for example, there's a large percentage of Japanese descendents in both Brazil and Peru).

However, what most people think of when they think of South America is either the geographic features – the Amazon Basin and the Andes Mountains in particular – or the pre-Columbian cultures like the Inca who once dominated the area.

Much like the Mayans or Toltecs of Central America, these 'lost civilizations' provide a constant source of mystery to present-day scholars, as well as a wealth of lost lore and untapped power for people who'd wish to abuse such things.

Agents should also keep in mind the natural dangers present on the continent: the Amazon Jungle is dangerous even without jaguar-men or spider people, and rumor holds that a whole slew of Nazis (and Nazi treasure!) disappeared into the cities and farms of Brazil.



PLOT POINT CAMPAIGN

Ancient prophecies and tangled webs.

The millennium's grinding to a close and metaphysical forces are moving into a convergence that could be used to shape the next millennium. And of course there are beings who'd like to make sure the shape suits their own ends – whether for good or ill.

The characters don't know any of this. As members of a covert operations team, they find themselves drawn into the rising storm, trying to unravel the plots before the plotters unravel reality.

Then again, what's reality when very little is what it seems?

OPTIMAL GEAR PACKAGES

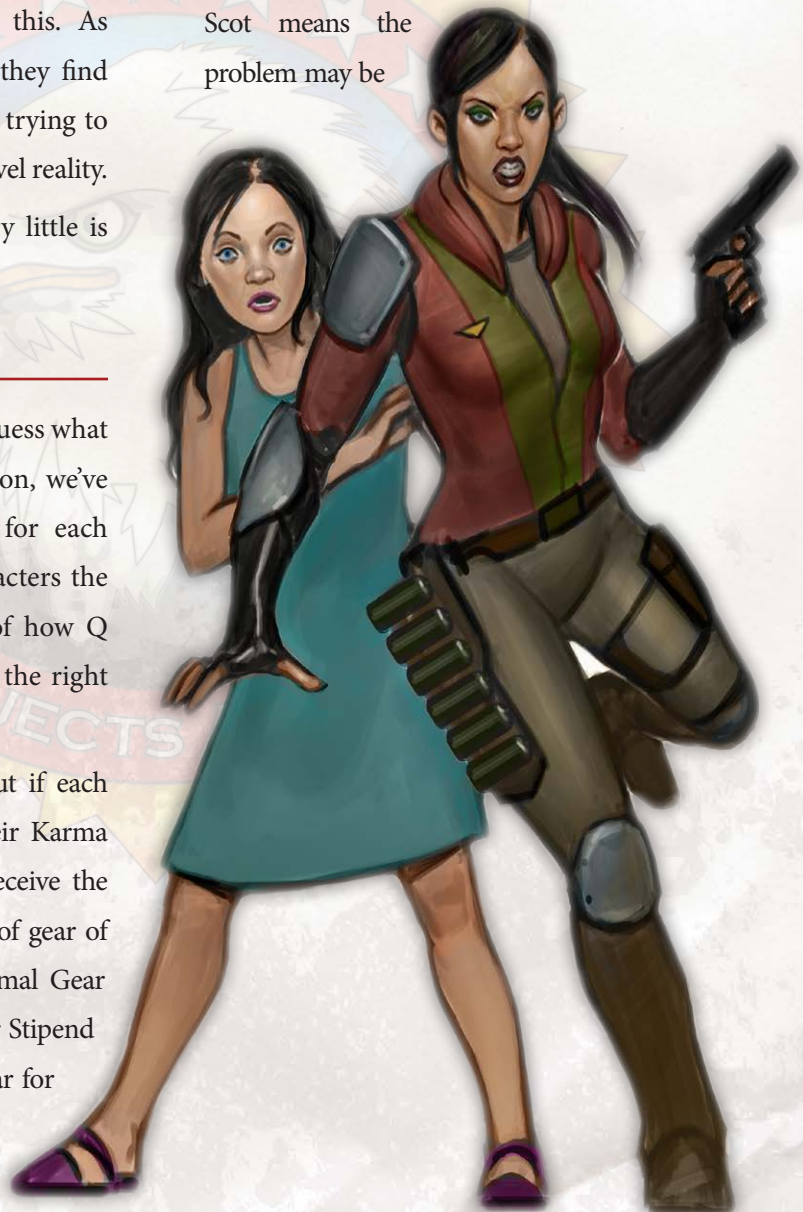
Rather than forcing your players to guess what gear they might need for a given mission, we've provided an 'Optimal Gear Package' for each adventure. The idea is to give the characters the tools they'll need to succeed – kind of how Q always managed to give Mr. Bond just the right piece of tech to survive.

This is totally optional, of course, but if each character is willing to spend one of their Karma at the start of the adventure, they all receive the Optimal Gear Package plus \$100 worth of gear of their choice each, rather than their normal Gear Stipend. Characters with bonuses to their Stipend add that amount to the \$100 of extra gear for

their character. But it's an all-or-nothing proposition for the team: if even one of them doesn't want to spend the Karma, none of them can.

PLOT POINT SUMMARY

Mission 001: Melrose, Scotland – The team goes in to deal with 'disturbances' around the old abbey. In a place like Melrose, hauntings are expected, but two people have turned up dead and a mysterious message mentioning Michael Scot means the problem may be



a little beyond Scotland Yard. It turns out someone is poking around the crypts looking for something, but the information the team turns up raises more questions than it answers.

Mission 002: London, England Part One – The information found at Melrose implicates Mason Albright, a member of the House of Lords, who recently acquired something of dubious provenance attributed to John Dee. The SPA wants it, so the team gets to attend a society function where they can break into Albright's sanctum and retrieve it. Success rewards them with even more riddles, and the knowledge of a secret society: the *Ordo Octostium* – or the "Order of the Eight Doorways".

Mission 003: Salon-de-Provence, France – Since all the information gathered so far points to Nostradamus, the team goes to a bakery that's been built in the old Franciscan chapel the seer was originally buried in. The problem is they aren't the only ones trying to track down this information. It's not long before they have their first run in with Initiates of the *Ordo Octostium*.

Mission 004: Cefalù, Italy – In an attempt to be proactive, the team is sent to intercept a group of Ordo Initiates, if only to figure out what the heck they're up to. Sicily is full of tourists, but so far the Ordo hasn't seemed the sightseeing sort. Although the team can figure out their quarry is interested in an American family, it's too late when they realize the target isn't the wealthy father, but his young daughter. The bulk of the Initiates are dealt with, but their leader escapes with the girl.

Mission 005: Paris, France – Still stinging at the loss of face in Italy, the SPA learns the Ordo is

poking around Paris after the works of Roger Bacon. The team is sent in to get the goods first, but it turns out the Ordo's goal wasn't information – it's to eliminate the pesky agents who've been interfering with its plans. The hunters quickly find themselves the hunted, and are lucky to escape with their lives.

Mission 006: Hohenschwangau, Germany – After the Paris debacle, the SPA opts to move more cautiously again. But having learned a copy of the mysterious prophecy that's been driving the Ordo was acquired by Prince Wolfgang of Bavaria, the team is sent to negotiate for it. It turns out there are several plots going on and the tablet in question is more popular than anyone might have suspected. The team must stop a thief and an assassin, but the grateful prince is more than happy to give them their prize.

Mission 007: Barcelona, Spain – Having had a chance to examine information more closely, Supervisor Gordon-Yancy is concerned over the Ordo's plans for the girl they kidnapped. The team is sent to a suspected temple in the hope a raid will turn up more information. The mission is at least partially successful: an Ordo temple is shut down, and they learn the girl, Esther West, is viewed as important for something called the 'Aquarian Convergence'.

Mission 008: Arlesheim, Switzerland – The team is sent on another raid against an Ordo temple. According to SPA intelligence, this is the one Esther West is being held at, and the Administration wants to deny her to the enemy. It's a delicate operation, but once the girl is freed from the Ordo, she's turned over to the SPA. Unfortunately, a power struggle has been brewing

at the highest levels over the Administration's direction, and a coup removes Gordon-Yancy from power.

Mission 009: London, England Part Two – Under the control of Supervisor Carlyle, the team is sent after their former supervisor, who's seen as a threat given her knowledge of the SPA. Gordon-Yancy was seen boarding a train in London, and the team must track her down. Unfortunately, Carlyle has very specific plans for Gordon-Yancy, and a sniper kills her after the agents have flushed her out.

Mission 010: Vatican City – After another mission, the agents are approached by Gordon-Yancy, who looks surprisingly well for a dead woman. She warns them of their own peril before fleeing again. If the team was surprised, Supervisor Carlyle is positively terrified. She sends the team into St. Peter's Basilica to retrieve the Ring of Solomon – a powerful relic that she hopes will allow the SPA to combat monsters who won't stay dead.

Mission 011: London, England Part Three – Now that the Ordo is deemed a legitimate threat, the team is sent back to Lord Albright's estate, along with the ring (just in case) to assassinate him and learn the location of the Ordo Grand Master. Perhaps it's just as well, since Albright is an Ordo Master, and they find themselves fighting not only him, but also the demon he's got at his beck and call. The good news is they do find the location of the Ordo's main temple near Walenstadt, Switzerland.

Mission 012: Walenstadt, Switzerland – This is it. With the Ring of Solomon in hand, the team is sent in to eliminate the Grand Master and hopefully end any immediate threat the *Ordo Octostium* might represent. Unfortunately, the Grand Master is expecting them... Heinrich Himmler wasn't exactly born yesterday, after all. In the end, it's up to the agents to resist his offers to join him and his cause and destroy the Ordo's power base once and for all.

Epilogue: Succeed or fail, these are the results of the team's actions:

- If the characters fail, they're likely either dead, or in bad shape. Any survivors would be reprimanded by Supervisor Carlyle for their failure, and likely remanded to some horrible location as punishment. It won't matter anyway, as far as that goes, since they'll be on the outs with the SPA soon enough.
- If the characters succeed, they'll be commended and given some well-earned vacation time. This won't matter either since, as we said, they'll be on the outs with the SPA soon enough.
- Esther West is recruited into the Phoenix Project and pretty much disappears from view. What the characters won't know is ultimately, in 2020, it will be Esther West who's leader of the team that discovers the true nature of Pulse energy and how to harness it for use in machines through the creation of Celestium. This eventually leads to what is known as the Pulse Wars many years later, and the near destruction of the Earth.

- The characters, now Heroic Rank, can either be whisked off by the gods to someplace a little safer and more friendly, or can find themselves faced with the ugly reality of their circumstances. You can take over their story from there, or move them on to *Noir Knights*.

Either way, it's not the end of the story... The Millennium is impending, and there are still things gnawing at the fabric of 'reality' in the hopes they can reshape the world to their liking at the Aquarian Convergence.

MISSION OOI: MELROSE, SCOTLAND

We're assuming this is the first mission the characters do as a team – at the very least, it should come early on, since it sets the events in motion for the 'Star of the West'. This is also a good time to let the characters get to know each other... from here on out, they'll be working together for quite a while (hopefully), and their lives will certainly depend on each other.

You (acting as the SPA supervisor) should pick out the Team Leader, since he's the one who'll be getting all the mission briefings: usually a packet with a recorded message and any pertinent photos and documents.

In this case the message is from Supervisor Gordon-Yancy. She states simply that the team's mission – should they choose to accept it – is to travel to Melrose, Scotland, to investigate some disturbances around the famous Melrose Abbey. Intelligence suggests there might be a group operating out of Switzerland and seeking

supernatural information. The team is authorized to deal with the situation as they deem necessary, although they should report any unusual facts to Lord Ferguson, the British SPA Supervisor. Should the team's activities be discovered, any knowledge of them will be disavowed.

The rest of the packet has the remaining details.

The Abbey is known for its history (and is even rumored to be haunted), but locals have recently filed several complaints with the Lothian and Borders police over eerie lights and noises coming from the ruins. Even more disturbing are the two people who turned up dead – a groundskeeper and a transient apparently seeking shelter for the night.

But what's apparently got the Powers That Be in the SPA all worked up is a radio transmission intercepted by agents in Switzerland:

"Look into Michael Scot... The necromancer might have had what we need."

The notes explain that Michael Scot was a renowned thirteenth-century scholar and mathematician. Rumors held him to be a wizard of some power... and he was buried at Melrose Abbey.

OPTIMAL GEAR PACKAGE

Characters receive a 3-day car rental and a pair of night vision goggles (passive). Additionally, each character receives PEG-treated clothing, a Glock pistol (fully loaded), 2 clips of bullets, one holster and audio transceivers.

CHECKING THINGS IN

The team arrives at Edinburgh Airport and can take a cab or rented car from there to Melrose, where they have rooms booked in their names at the Bay Waverley Castle Hotel. The hotel is nice, but obviously old. Several stories of off-white stone show the weight of its years – in spite of what appears to be several obvious attempts to renovate it.

Once they've settled in, the first order of business for the agents should be deciding how to pursue their mission. Of course the fact of the matter is they can go any of several directions, and it's impossible to predict which one it might be. So, for now we'll just give you a bit of info to help you roll with their choices.

Whenever the characters decide to head to the abbey itself, move on to **Checking Things Out** below. In the meantime, they may want to poke around the town in general to see what turns up. Mostly this should involve wandering around and asking questions... though you can feel free to toss in some Stealth or Lockpicking rolls if the team gets really sneaky.

In any case, they should roll for Investigation (if they dig through the library or news archives) or Streetwise (if they hit the streets or pubs). Either roll can be cooperative, although each agent can only do one or the other.

Regardless of Success or Failure, the agents learn that Melrose is a Gothic-style abbey founded in 1136 and added to over the years. Many of the

buildings are now in ruins, but a structure dating from 1590 is still intact, and is used as a public museum.

Investigation in particular turns up lots of the Abbey's history and trivia (like the Robert the Bruce's cremated heart is buried there). Either way, the agents also learn the murders are two separate cases – although the police are handling them as if they're related.

If the team makes a Success on either roll, they find the Museum is temporarily closed to the public, as the two murders have turned the place into a crime scene. On a successful Streetwise roll, they also learn many of the locals claim the ghosts haunting the abbey have become angry, for some reason.

A Raise on either roll also turns up the information that the bodies of the groundskeeper and the transient were found on the South and East sides of the Abbey respectively. The abbey's cemetery is to the South, hence the popular rumor about ghosts.

If any of the agents make themselves too obvious in their actions, they'll attract some unwanted attention – have them make Notice rolls to realize they're being watched and shadowed.

Should they stage an ambush, they'll find themselves dealing with suspicious inspectors from Lothian and Borders... though the characters should be left with the sneaking feeling it wasn't simply the police they noted following them.



CHECKING THINGS OUT

Melrose Abbey itself is essentially seething chaos under a veneer of calm. Despite it looking like people are simply going about their business, the place is still a crime scene, and there are people from the press trying to get a scoop while the police are doing their best to keep the area from being contaminated.

During the Day: Depending on how much of a scene the agents (or their actions) have created, there's one or two officers per Agent on duty here, all under the command of the senior inspector, Ian Stewart. There's also one reporter per Agent hanging around.

The easiest way to poke around the grounds openly is by going through Inspector Stewart – this is accomplished by using the Social Conflict rules

from *Savage Worlds*, and assuming the agents need to beat two Successes. It's up to the characters if they want to use guile or persuasion to accomplish this.

Assuming they do go to the Inspector (or at least find some other way to access police records), the team can learn the following:

- The first victim, Hugh Murray, was the groundskeeper for the abbey. He was found five days ago in the south cemetery.
- The second victim was a vagabond who'd been hanging about Melrose for the last couple of weeks. The police are still trying to positively identify him, but he'd introduced himself as 'John' to the locals he'd spoken with. He was found two days ago on the east side of the abbey, but the forensics team believes the body was moved there from somewhere else.

- Rumors of ghosts notwithstanding, both victims were killed by a single shot from a medium-caliber weapon – probably a pistol at close range. There were no reports of gunfire on either occasion.

If the agents examine the abbey grounds during the day (with or without permission), they can make a Tracking roll with a -4 penalty (this can be cooperative). A Success leads them to a set of muddy bootprints in the main chapel area. The prints lead to a large flagstone marked with a large pentacle.

The stone can be lifted, and leads down to a series of crypts. There's nothing to find during the day, although a successful Notice roll reveals someone has been down here poking around. There's also a matchbook from the Bay Waverley Castle Hotel.

During the Night: The police presence is the same as during the day with the exception of Inspector Stewart, who's now left the scene. There aren't any reporters either (unless you want to toss in one plucky journalist who's doing much the same thing the agents are... It just depends on if your group likes that sort of complication).

Nighttime is also the preferred time for Stealth – all bets are off if the team gets caught prowling around, and the police aren't going to be easily convinced by any tales.

Also have the characters make a Notice roll. This isn't overly important (but let them burn Karma if they really want to): the highest roll gets to spot a faint red glow coming from the ruins of the main chapel.

Once spotted, the details can be made out by anyone with night vision gear: several people (about twice the number of agents on the team) are in the chapel area. They descend into the ground, apparently climbing down something and then lowering a door – at which point the light disappears.

Should the team attempt to follow, it's easy enough to find the moveable flagstone and the stairs leading to the hidden crypts... and the men left behind to act as guards!

Hired Guards (1 per 2 heroes)

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

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6, Stealth d6

Pace 6 Parry 5 Toughness 7/9(2/4) Pulse 10

Gear: Pistol (**Ranges:** 12/24/48, **Damage:** 2d6+1, AP1, Semi-Auto), Flak Jacket (+2/+4, Covers torso)

FIRST FINAL CONFRONTATION

One way or another, the team should find the bad guys – either in the crypts, or back at the hotel, depending on how they've played things.

In the crypts, the drawback is that the bad guys are edgy and more prepared for trouble. On the other hand, the hotel is a lot more public and likely to attract unwanted attention. Either way, once the enemy leader is aware of the team's presence, he simply says, "This job has been a pain in the ass from the start. Kill them."

Deal the cards for Initiative.



David Mitchell

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

Skills: Climbing d6, Fighting d6, Notice d8, Persuasion d6, Shooting d8, Stealth d8, Streetwise d6

Pace 6 Parry 5 Toughness 6 Pulse 15

Hindrances: Greedy, Overconfident

Edges: Quick Draw, Thief

Gear: Normal clothing, Glock 9mm (**Range:** 12/24/48, **Damage:** 2d6, AP 1, semi-auto, suppressor), crowbar, key card to a room at the Bay Waverley Castle Hotel

Hired Guards (1 per Agent)

Use the stats for the Hired Guards above.

Should the agents investigate the connection to the Bay Waverley Castle Hotel, they won't find a whole lot – it's simply where Mitchell has been staying. But in his personal effects there's one interesting letter.

Mr. Mitchell,

I have need of your services again. Look into the crypts under Melrose Abbey and see if Scot had in his possession anything that might confirm Deets claims. I will pay your usual fee.

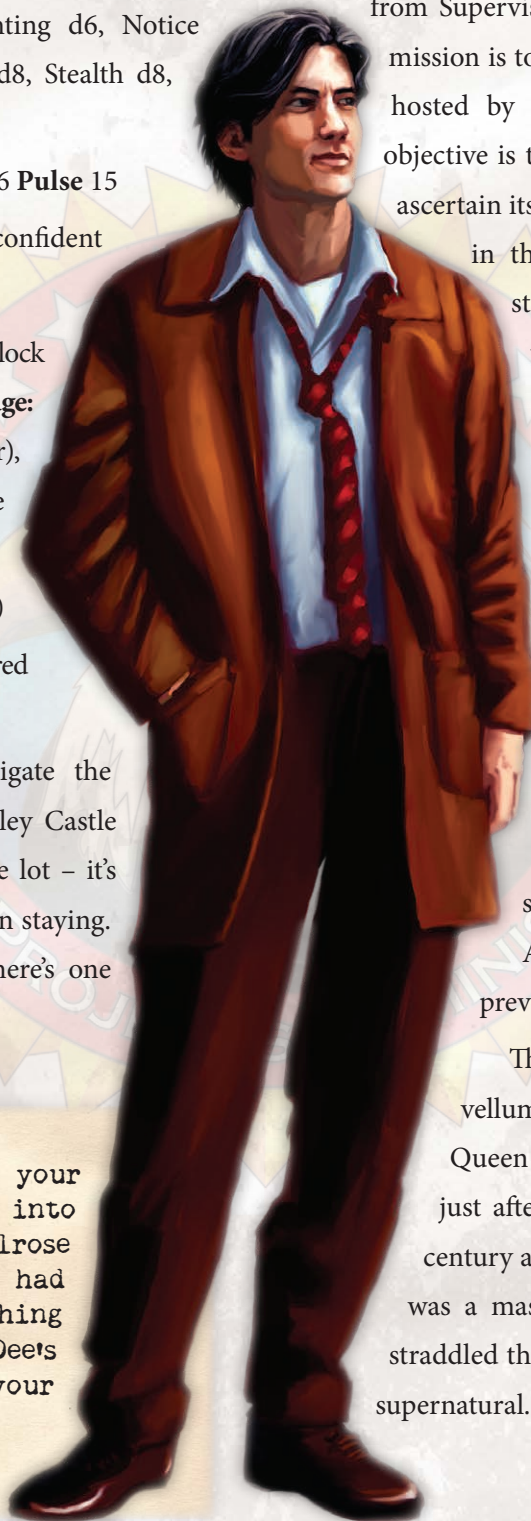
M. Albright

MISSION 002: LONDON, ENGLAND

The Team Leader gets another mission packet from Supervisor Gordon-Yancy. The team's mission is to attend a charity benefit being hosted by Lord Mason Albright. Their objective is to locate a particular item and ascertain its contents. All of the details are in the packet, but the supervisor stresses that discretion is of the utmost importance – this is a Society function. Should the team's activities be discovered, any knowledge of them will be disavowed.

The packet has a dossier on Lord Albright, including a photo. Albright sits in the House of Lords, and is somewhat influential in English politics. However, it's strongly suspected he's the 'M. Albright' who signed the note previously found in Melrose.

The 'item' in question is a small vellum case, purportedly given to Queen Elizabeth I by Doctor John Dee just after the turn of the seventeenth century and just prior to her death. Dee was a masterful scholar, but he always straddled the line between science and the supernatural.



OPTIMAL GEAR PACKAGE

The team receives a Safe Cracker and a Field Tech Toolkit. Additionally, each team member receives PEG-treated formal clothing, a Weighted Purse or Garrote, Caltrops, and audio transceivers.

The vellum case was purchased by Lord Albright at an auction through Sotheby's... not normally a red flag, but in this case it was just prior to the recent scandal over the sale of 'antiquities of questionable provenance'.

Most people were concerned with potential fraud, but others were aghast at the idea that a relic could be acquired illegally and then sold. It's this latter possibility the SPA is concerned about. If the vellum case is genuine, there's no telling what Dee might have placed in it – or why Albright apparently wanted it badly enough to pay the equivalent of five-million US dollars for it.

IT'S MY PARTY

The team has been given accommodations at the Grosvenor Hotel and invitations to the event, which is tomorrow night at Lord Albright's home in Belgravia. This gives them enough time to set up shop and make a plan of action.

Unfortunately, there's no clean way for them to gain admittance to Albright's estate prior to the party, so they'll have to be prepared to work 'on the fly'. They'll also have to decide if they're all going in, or if any will remain outside for support.

When the team arrives at the event, they're greeted politely by Lord Albright himself. He has the good fortune to look just how an English Lord should look, and at this point – unless the agents have done something to raise a red flag – he's got no idea who they are... simply more 'charitable donors' as far as he's concerned.

A tall blond man wearing a black suit stands just to the side and behind Albright. Any agents succeeding on a Notice roll get the impression this guy's probably in charge of security. He has a small radio transceiver tucked behind his ear, and he scrutinizes every guest as they enter.

In fact, once inside, another successful Notice roll alerts the agents to the degree of security. They're innocuous to most people, but the estate is crawling with cameras and 'guards'. It's not very surprising, considering the number of very wealthy and influential people in attendance.

At this point, the agents can mix and mingle... and hopefully figure out a way to implement or adjust their plan. If they need to bring in anyone left outside, they can still do it – they've all got invitations.

With a successful Common Knowledge roll (at +2, since they're all members of the SPA), they spot Lord Edward Ferguson, the supervisor of the British SPA. He's attending in his capacity of a member of the House of Lords, but will avoid direct contact with the team so as to avoid arousing any suspicion.

Feel free to let the characters indulge in socializing, but in reality the entire scene boils

down to something of a massive Dramatic Task for anyone present. If the agents chose to bypass all the formality and simply go to searching the mansion, skip down to **Poking Through The Cupboards** below, and assume they've aroused suspicion.

For the next several hours, the agents must pit their knowledge of High Society against the scrutiny of the rich and famous. This is a Common Knowledge roll, but the following modifiers apply:

- -2 because it's a Dramatic Task
- -2 for anyone with a 'street' background (criminals and the like)
- +2 for anyone with a 'society' background (rich and the like)

Each agent makes their roll separately, and each agent must make a total of five Successes in order to remain undetected. Any agent who doesn't make five Successes arouses Lord Albright's suspicion; any character who gets a Failure when they drew a Club is immediately tossed out of the event (probably into the arms of the local constabulary).

Try to play some of this out if you've got roleplayers in your group. It might be fun to describe what sorts of trouble the characters might be getting into (belching into the face of a duchess, stepping on a dance partner's toes, hitting on the beautiful young wife of a lord... that sort of thing).

On the other hand, they also might want to know how exactly they've done well (making a shrewd comment about current events or proving to be exceptionally charming, for example).

A quick and dirty method to help you wing it is to look at the Suit of each character's card for the round: Spades represent a conflict of some sort – either a heated political discussion, or even a quick gentleman's wager on something, for example; Hearts represent some sort of personal – or even romantic – event, like dancing or chatting; Diamonds represent some sort of business-related event. Clubs, of course, are always bad and typically represent outright social hurdles.

There's also potentially a lot of NPCs the characters could interact with, but rather than give you a long list, you should simply ask the players to tell you who they're dealing with. Many of the answers are likely to be generic, but award a bonus Karma to any player who actually indulges in a bit of story telling.

POKING THROUGH THE CUPBOARDS

Once the characters have 'established' themselves at the party, it's easier for them to break away and search for the vellum case.

If no one on the team has aroused any suspicion, they initially only need to make successful Stealth rolls to get past Albright's security. Otherwise, they're making an opposed Stealth roll against Hauk's Notice (which is assisted by a group roll from the rest of the guards).

Initial searches of Lord Albright's private study reveals a journal in his desk, written in some sort of cypher. The characters must take this with them, so make sure they don't leave it behind.

Next the agents need to figure out where the vellum case might be hidden. There are a number

of potential places – the process boils down to another Dramatic Task involving Notice rolls. This one may be handled cooperatively, and the team finds the case as soon as they get five Successes.

If the group succeeds, they find the study's hidden safe. At that point, a simple Lockpicking roll gets it opened, and they find the vellum case. Should they fail to make five successes, they don't find the case and their faces are recorded on the security cameras; the characters receive a Black Mark as the SPA must spend time and money removing evidence against the characters from the London police databases. If they fail the Notice roll on the draw of a Club, Hauk and his men get the Drop on the agents.

The problem is that Albright has magical wards on his safe – something the agents aren't likely to realize... until Hauk (the blond guy at the front door) and his security team show up a few minutes later.



Hauk

See Ordo Octostium Bestiary [page 117](#).

NOTE: keep one of Hauk's Karma in reserve. If he dies, spend it to keep him alive... The gods have plans for him.

Ordo Soldiers (2 per hero)

See Ordo Octostium Bestiary [page 116](#).

TIME TO SAY GOODNIGHT

If all has gone well, the agents have their loot in hand and need to get out of Albright's mansion. Realistically, this doesn't even have to happen before they finish fighting Hauk and the rest of Albright's security team.

Regardless of when they choose to cut and run, you should make it dramatic.

If they break away from the fight, give them a short chase on foot (use the Chase rules from *Savage Worlds*). Otherwise, have each character describe in three steps what he's doing to get away and then make appropriate Trait rolls.

For instance, a character who wants to climb out the study window, sneak off the grounds and make it back to the hotel could make rolls for Climbing, Stealth, and Smarts; a character who wanted to run out to a balcony, leap from the roof to a handy ledge and lose himself in the darkness could make rolls for Agility, Strength and Stealth.

Once they get away, they can settle down to seeing what they've found.

Translating the journal requires an Investigation roll at -2 to gain any useful information. A Success uncovers the mention of the "Etoile d'Hesperia Quatrain" by Nostradamus and how it's of interest to an organization called the *Ordo Octostium*. A translation of the Quatrain also appears in the journal. Apparently Albright is very interested in the quatrain.

The contents of the case turns out to be a couple of very old letters.

The first is written in French:

*Une étoile monte du maison d'Hesperia
mille fois et encore de la croix
la lumière de roulement et signe
avant-coureur des ténèbres
un nouvel âge est inauguré sur son aile*

If the characters succeeded in their Investigation roll, the agents can find the translation in Albright's journal:

*"A star ascends from the house of the west
one thousand times and again from the cross
bearing light and harbinger of darkness
a new age is ushered in on her wings"*

The meaning is obscure, and you should let the characters know they aren't expected to figure it out at this point. The second letter is written in English, but still requires a successful Smarts roll to read because of its archaic style.

In short, it's a letter from John Dee to Queen Elizabeth describing the French quatrain (which he calls "ye Etoile d'Hesperia Quatrain", along with a warning: "Ye Starre of the Occidente must needs be watched for as a heralde of the beginning of thinges either grande or terryble.[sic]"

The team can turn this all over to Supervisor Ferguson for evaluation. Assuming they didn't make a huge scene at the society benefit, they're commended for a job well done. Otherwise, they'll be told to look up the definition of 'discrete'.

MISSION 003: SALON-DE-PROVENCE, FRANCE

The Team Leader receives a mission packet containing an odd assignment: the team's mission is to break into the basement of a restaurant in Salon-de-Provence, France. They are to recover any potential information concerning the "Etoile d'Hesperia" quatrain – Details are provided in

the packet. While they are authorized to use what ever means they deem necessary, should any of the team's activities be discovered, any knowledge of them will be disavowed.

The restaurant in question is called La Brocherie. It was built on what used to be a Franciscan chapel, and the chapel was the original burial place of Michel de Nostredame – better known as Nostradamus.

According to SPA research, John Dee mentioned a quatrain he ascribed to the famous seer, but no one seems to know anything about it. In fact, prior to the team bringing the copy in from the Dee vellum, there's no record of anyone else ever seeing this quatrain before.

The concern is the group digging in Melrose might have been searching for more information – which means it could be a potential threat. The hope is there might be something in Nostradamus' original crypt to shed a better light (or at least add to) the cryptic information in the quatrain.

FOOD FOR THOUGHT

The town of Salon-de-Provence dates back to the Roman Empire, though it's now just a picturesque tourist attraction sitting on the Mediterranean.

Finding La Brocherie is as simple as making a successful Investigation or Streetwise roll. It's a rustic restaurant near the beach, popular with both locals and tourists. The place doesn't open until dinner (around five o'clock), but it stays open long into the night with the busiest hours being between eight and ten.

OPTIMAL GEAR PACKAGE

Each team member receives PEG-treated clothing, flashlights, a Glock pistol (fully loaded), 2 clips of bullets, one holster and audio transceivers.

This means savvy agents should probably try any breaking and entering very early in the morning – after the staff has packed up and gone home and before the chefs show up to start work the next day (usually just after lunch).

If any of the agents talking to the locals made a Raise on their Streetwise roll, they actually manage to speak with one of the restaurant staff. While talking about the building's history, he mentions there are several loose bricks in the cellar wall. He spoke to the owner about fixing them, but was told the city wanted them left that way. How strange...

The team may want to ask a few more questions of La Brocherie's staff. The simplest way to do this is to make reservations for dinner and make a Streetwise roll during the meal. This can be a cooperative roll.

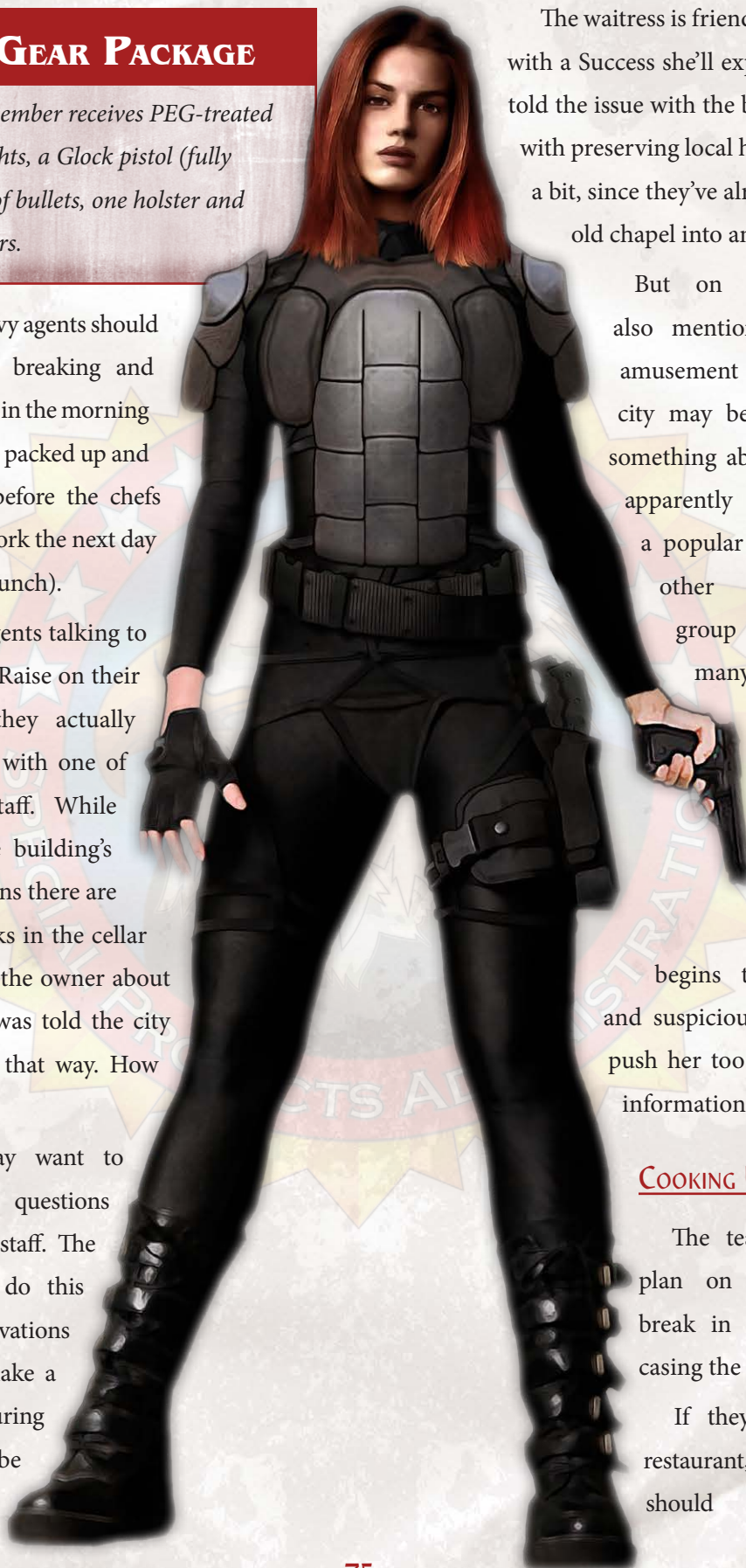
The waitress is friendly enough, and with a Success she'll explain she's been told the issue with the bricks has to do with preserving local history – at least a bit, since they've already turned an old chapel into an eatery.

But on a Raise, she also mentions with some amusement how the city may be forced to do something about it after all: apparently it's becoming a popular topic. Just the other day, another group was asking many of the same questions over dinner. She doesn't know much about them, and begins to grow wary and suspicious if the agents push her too hard for more information.

COOKING UP A PLAN

The team can either plan on making their break in right away, or casing the place for a bit.

If they do case the restaurant, each agent should make passive



Stealth roll, and if they're specifically watching for other people they should make a Notice roll against a target of 5 (the Initiates' Stealth roll... see below).

Should any of the agents fail their own Stealth roll, he's alerted the Initiates to something suspicious, and should make another roll for his Stealth opposed by the Initiates' Notice skill. If this second roll fails, the Initiates are alerted to the agent's presence and they'll try to eliminate the threat at the first opportunity.

If the any of the agents succeed at the above Notice roll, the team is aware of the Initiates' presence (though not their identity), and can act accordingly. If the agents choose to ambush the Initiates, they'll need to make another Stealth roll to Succeed. Use the stats below for any conflict, and assume there is one Initiate per Agent.

On the other hand, simply following them still requires a Stealth roll, but leads the team to where the Initiates are staying. They can attempt to bribe, con or force their way into the hotel room and search it, in which case they'll find enough information to confirm these guys are from the *Ordo Octostium* and they have similar orders as the team: dig up any information left behind by Nostradamus.

CLEANING UP

Breaking into the restaurant's cellar requires Stealth and Lockpicking rolls – and possibly a Climbing roll as well, depending on how the team chooses to approach it.

Of course, if they're really gutsy, they can try to Sneak down during business hours, but the Stealth roll is made with a -2 penalty. The

biggest upside to this approach is, if they're caught, they'll only be tossed out of the restaurant as opposed to being arrested (which is the penalty for being caught breaking in after hours).

Once downstairs, it's easy enough to find the loose bricks... In fact, if they've gone into the cellar after hours, the bricks have all been pulled from the wall and placed into a neat stack.

Either way, an agent making a successful Tracking roll can tell the mortar around all of the bricks has been deliberately cracked. The bricks themselves can be easily removed by the agents if they're still in place.

Behind the bricks is the original stonework of the chapel, and a small metal gate. Again, if the team is breaking in after hours, the gate is unlocked... Otherwise, the agents must pick it (or find another way to bypass it).

The crypt itself is surprisingly labyrinthine. Finding where Nostradamus may have originally rested is a Dramatic Task using Smarts. This should be done as a cooperative roll.

A Failure on any of the rolls results in any remaining Initiates and the agents stumbling into each other; a failure on the draw of a Clubs gives the Initiates the drop on the team as the team runs into a dead end.

In any case, once they succeed at the task, they find the object of their search – the original resting place of Michel de Nostredame... And the Initiates who are diligently searching it.

If the agents tracked down and eliminated any of the Initiates, reduce their number by that amount – otherwise, there are two per Agent.

Initiates of the First Doorway (1 or 2 per Agent)

See Ordo Octostium Bestiary [page 117](#).

These guys are fanatics, determined to prove themselves to their superiors. As such, they attempt to fight to the death. Any Initiate engaged in the first Round of combat invokes *deflection* as his first action; the remainder invoke *summon ally*. Any Initiate who is captured attempts to escape or kill himself and/or his captors at the first opportunity. Note that the agents could theoretically use the scrolls, but any such action earns them the disapproval of their superiors should it be discovered. The ‘proper’ procedure for such things is for the agents to turn the scrolls over to be used as evidence or research.

In any case, once the Initiates have been dealt with, the agents can turn their attention to the crypt which once housed the illustrious Nostradamus. Unfortunately, anything that might have been buried with the body was apparently moved with it – the crypt is empty.

The only good news: the *Ordo Octostium* came up empty-handed as well... And the SPA now knows with a certainty that the occult group is after something.

MISSION OO4: CEFALÙ, ITALY

A priority mission packet arrives for the Team Leader. The team’s mission is to intercept a suspected group of *Ordo Octostium* agents

OPTIMAL GEAR PACKAGE

The team receives a lineman’s telephone, night vision goggles (passive), telephone tap (Bug), tracking bug, tracking receiver and a 5-day hotel rental. Additionally, each team member receives PEG-treated clothing, a Glock pistol (fully loaded), 2 clips of bullets, one holster and audio transceivers.

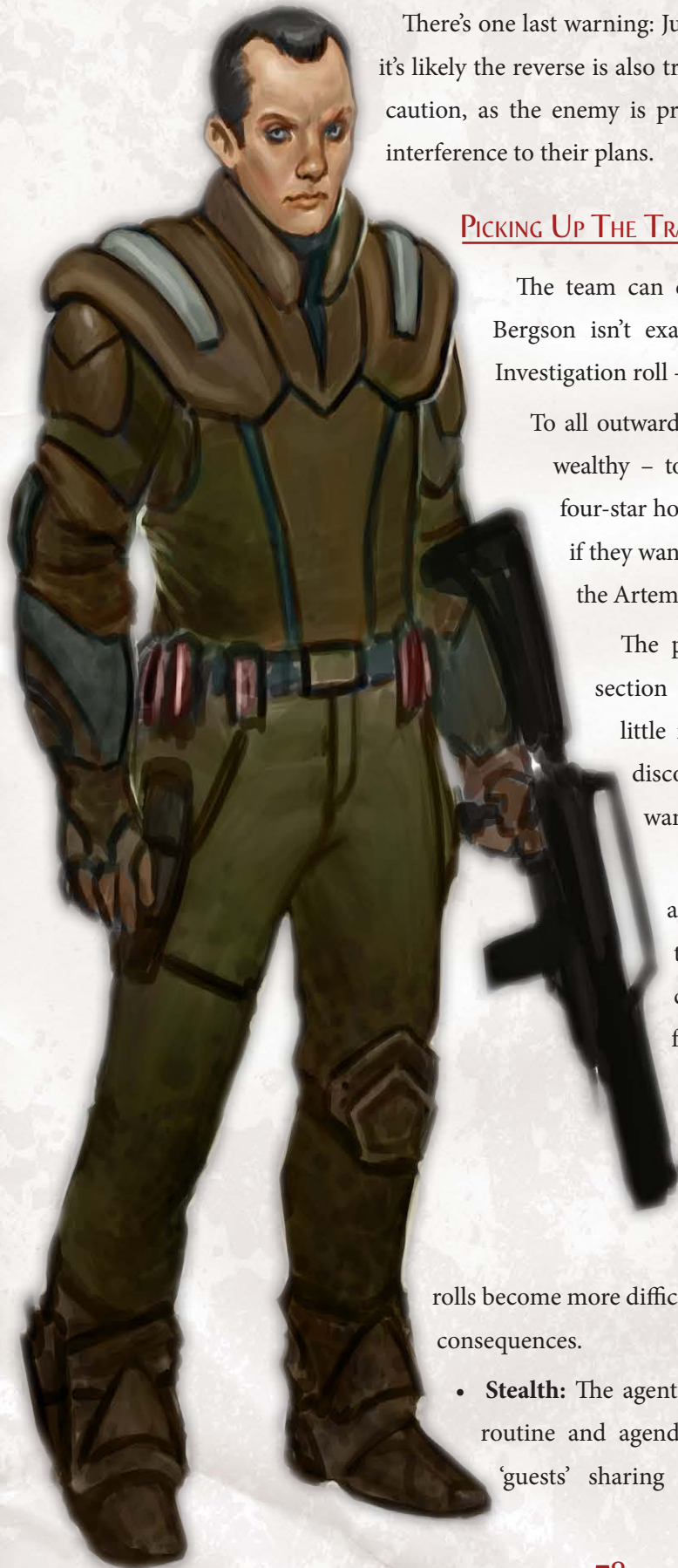
traveling to Sicily and neutralize them. However, as the nature of the Ordo mission is unknown, the team should also attempt to ascertain the Ordo’s goal. The team is authorized to accomplish these tasks as they see fit, but should any of their activities be discovered, any knowledge of them will be disavowed.

The physical packet gives the agents a little more explanation:

Since the last few run ins with the *Ordo Octostium*, the SPA has used their parent organizations to monitor suspicious activities surrounding anyone attached to the previous cultists. Yesterday, a man named Peter Bergson received a priority dispatch from Switzerland, and promptly made travel arrangements to Cefalù, Italy, on the island of Sicily.

The SPA apparently wants to know why.

Cefalù is essentially a seaside town with a brisk market for tourism. However, of particular concern to the Supervisor is the presence there of ‘Thelema Abbey’ – a now-abandoned house previously owned by the notorious necromancer, Alistair Crowley.



There's one last warning: Just as the Administration is aware of the Ordo, it's likely the reverse is also true. The team members are advised to exercise caution, as the enemy is probably going to be watching for any further interference to their plans.

PICKING UP THE TRAIL

The team can easily travel to Cefalù. Tracking down Peter Bergson isn't exactly difficult, but does require a successful Investigation roll – although this can be cooperative.

To all outward appearances, he seems to be an ordinary – if wealthy – tourist who's booked a suite at the Artemis, a four-star hotel. The agents can arrange to stay there as well, if they want, or choose other accommodations... although the Artemis is one of the most luxurious hotels in the city.

The process of shadowing Bergson uses a cross-section of skills, with each Success gaining them a little more information, but increasing the risk of discovery. In the end, it's up to the agents if they want to push to accomplish all five skills.

Here's how it works: every segment, draw a card and the characters make a roll for the appropriate Trait. They can make it a cooperative roll, but they take an additional -1 for each agent assisting on the roll (it's easier for the Ordo Initiates to catch on when more people are involved). The successful use of any Trait gains the agents a little more information to work with. They can choose to stop or continue to the next Trait, but the rolls become more difficult, and Failure on a given Trait roll has unique consequences.

- **Stealth:** The agents shadow their quarry to get an idea of his routine and agenda. If successful, they learn he has several 'guests' sharing his suite who are purportedly business

associates. Oddly enough, Bergson also seems relatively disinterested in the typical tourist attractions, focusing instead on other hotels and villas in the city.

If they fail, Bergson becomes suspicious and sets a tail on whomever was following him. If the card drawn was a Club, he calls the police on his 'stalker'.

- **Investigation:** The agents do a little research to find out more about Bergson and his associates. This roll is made with an additional -1 penalty. If it's successful, the team learns Bergson's associates all come from areas now known to have Ordo activity – in fact, if any of the Initiates escaped from Salon-de-Provence in **Mission 003**, the agents recognize them in the group. There are a number of Initiates equal to the number of agents on the team.

If the roll is a Failure, Bergson or one of his allies realizes they're being investigated and hires some local thugs to deal with the problem. The team is set upon by a number of thugs equal to their number unless they failed on the draw of a Club, in which case they face twice their number.

Thugs (1 or 2 per Agent)

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

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6, Stealth d4

Pace 6 Parry 5 Toughness 7(1) Pulse 10

Gear: Club or Knife (**Damage:** Str+d4), Leather Jacket (+1, Covers torso)

- **Notice:** The agents continue spying on Bergson and his Initiates to find some rhyme or reason to their actions. This roll is made with an additional -2 penalty. With a Success, the team notes the Initiates seem inordinately preoccupied with some of the other tourists – particularly one small American family (a couple and their young teenaged daughter). It seems the Initiates are keeping tabs on the family's activities.

If the roll failed, the Initiates become aware of the team's presence. They 'anonymously' tip the police that the agents are tailing the West family (the one mentioned above), possibly with criminal intent; the team is taken into custody for questioning.

If the Initiates already knew about the team, or the card drawn was a Club, they arrange for some thugs (as above) to deal with the agents while they're incarcerated – one per Agent. If both instances apply, there are two thugs per Agent.

- **Streetwise:** The agents ask around town to see if they can gain more information on either Bergson's plans or the American family. This roll is made with an additional -3 penalty, but if they succeed, the team learns the family's identity: the West family, from Chicago. Joshua West is a wealthy businessman on vacation with his wife, Mary, and his daughter, Esther.

If this roll is a failure, Bergson and his crew meet the knowledge of the team with lethal force. The next time any of the agents takes a vehicle somewhere, it's been rigged to explode for **Damage:** 4d6 (treat as an

GOING BACK WEST

Veteran players of Noir Knights might recognize the name of Joshua's grandfather, Manny West, who they might have run into a couple of times. Yep... Manny may not have seemed important, but if he is lost, the future's in trouble. Of course, if you're following this with Noir Knights, they might figure that out for themselves.

anti-tank mine). If the card drawn was a Club, it's their room that's been booby trapped. Characters can make Notice rolls at -2 to realize the danger and bail out (taking half damage).

- **Repair:** The agents hack into databases to determine what the *Ordo Octostium* might want with Joshua West. This roll is made with an additional -4 penalty. Should they succeed, they glean enough to tell they're apparently planning to kidnap Joshua's daughter, Esther. If they manage a Raise on this roll, the agents get one other ominous tidbit: 'Esther' is Hebrew for 'star'. They also recall the first line of the "Etoile d'Hesperia" quatrain: "A star ascends from the house of the west".

A Failure here means the Initiates bomb the team's room, as described above, and if the card drawn was a Club, they actually use that blast as their distraction when they act...

TEMPUS FUGIT

The Initiates make their move almost immediately after the team's investigation has either succeeded or failed. Ideally, the agents should either be keeping an eye on the Wests or the Initiates by this point.

The West family is having dinner at a small outdoor cafe in the plaza of the Duomo Cathedral; one of the Initiates triggers a car bomb nearby (again, treat it as an anti-tank mine). The Wests are safely outside the blast range, but the ensuing chaos is what the Ordo Initiates are looking for.

Two Initiates invoke *summon ally*, and a pair of dark figures appear to materialize near the panicked West family. They grab Esther. Meanwhile, another Initiate barrels into the plaza in a stolen car, while the remaining Initiates provide cover fire against the agents (should they attempt to intervene).

The Initiates' goal is to get into the car with Esther and flee. They have no qualms about killing the agents, Esther's parents, or anyone else who gets in their way, which means any team members with a conscience (or the Heroic Hindrance) will have to hold off from giving chase long enough to keep others from getting killed.

Ultimately, this should end in a chase, since there are more Initiates than agents, and they have their *summon ally* Powers to boost their ranks. Once they have Esther in the car, they all flee.

Initiates of the First Doorway (3 per every 2 Agents)

See Ordo Octostium Bestiary [page 117](#).

THELEMA ABBEY

The team can choose to chase the Initiates using the standard chase rules, but you might want to remind them there's an innocent girl in the car – shooting guns and forcing the vehicle off the road could prove fatal. Besides... It might be kind of nice to figure out why the Ordo wants her.



Assuming they do pursue, the chase ends after five rounds, as the Initiates pull up to a house on the outskirts of the town.

The place is run down, overgrown, and neglected. The team may not know it, but this is Thelema Abbey. Yep... The supervisor was probably right to be concerned about its presence in Cefalù, but it's too late to fret about it now.

The remaining Initiates hook up with a couple more (enough to bring the original number up to 2 per Agent) to deliver Esther to Peter Bergson. Then they cover his retreat into the house with the girl. And as if that wasn't bad enough, his first action is to invoke his *zombie* sigil, causing several corpses to burst up from the ground – one per Agent!

Don't go easy on the agents now. The bad guys will use cover to their best opportunity, and do everything they can to insure Bergson escapes with Esther.

Yes... We're telling you to play dirty. The team can kill as many Initiates and zombies as

they want, but they shouldn't be able to finish off Bergson (unless he can shove Esther through the Gate – but we'll get to that in a moment).



Peter Bergson,

Adept of the Fifth Doorway

See Ordo Octostium Bestiary [page 117](#).

AND FUGIT AGAIN

Try as they might, the agents are just behind Bergson as he makes his escape. His superiors have already inscribed a portal inside the house, and he makes his escape through it with the girl. Ideally, the agents should arrive inside just in time to see the portal close in a collapse of arcane energy.

The characters shouldn't feel too bad about it, though... There's no way they could have anticipated all of the Ordo's plans and prepared for them. Supervisor Gordon-Yancy tells the Team Leader as much in the debriefing.

All the same, it seems the Ordo got what they wanted. Now it remains to determine why they wanted this particular girl.

MISSION 005: PARIS, FRANCE

The Team Leader gets another priority mission packet from Gordon-Yancy. The team's mission is to preempt an *Ordo Octostium* mission in Paris, France. An Ordo message was intercepted suggesting the organization is tracking down documents by Roger Bacon. As Bacon was alive at the same time as Michael Scott and was also known for his arcane studies, it is imperative to prevent the Ordo from gaining any useful information. The team is authorized to deal with any Ordo activity as they deem necessary, but should their activities be discovered, any knowledge of them will be disavowed.

Inside the physical packet, there's a little more information for the agents to work with. The message was intercepted in London, and caused a bit of consternation in the British SPA.

The Administration finds it particularly disturbing in light of the fact that Bacon was purported to have discovered the secret of the Philosopher's Stone – an object that either turns lead into gold or grants immortality, according to various legends.

As Bacon was known as an alchemist, among other things, It's possible the Ordo feels they've discovered where they might actually find the object of their original search at Melrose Abbey.

Bacon was also a Franciscan friar – a disturbing connection to Nostradamus' first resting place. Early in his career he lived in , and would have been a young man when Micheal Scot left Britain for a post in Paris, where he died.

OPTIMAL GEAR PACKAGE

The team receives a medical kit.

Additionally, each team member receives PEG-treated clothing, a Glock pistol (fully loaded), 2 clips of bullets, one holster, a weighted purse or garrote, caltrops and audio transceivers.

A few years later, Bacon followed after and took up a position in Paris as well, serving at the University of Paris. Although the University was split into thirteen autonomous schools in the early 1970s, many of the original buildings remain. In fact, the most well-known is the Sorbonne.

LOOKING FOR A SIGN

It's easy enough for the team to get to Paris. The tricky part is trying to find a group of anonymous Ordo Initiates among the buildings of the former University... Those buildings are scattered around the fifth and sixth arrondissements.

Still, it's nothing a canny group of agents can't get around with Investigation and Streetwise.

The agents can start out with either skill and make a cooperative roll, but the roll is at a -2 penalty. A Success, however, allows the second Trait roll to made without a penalty – otherwise, it's still at -2.

If only one roll succeeds, the team can make a cooperative Smarts roll to piece together their information. Otherwise, if both rolls are successful, they find a group of scholars – ostensibly from Oxford – recently arrived in Paris, and have begun sifting through old documents kept in the Sorbonne's vault.

At this point, the team can attempt to track down the Initiates either at their hotel or at the Sorbonne.

Actually, finding where the Initiates are staying is pretty simple, since the information the team's already picked up would cover that. The problem arises when it becomes apparent the Initiates aren't actually staying at their supposed accommodations. This can be discovered slowly by staking out and watching the place, or quickly with a successful Streetwise roll.

THE STACKS BELOW

This leaves the vault, which is really more of a repository for old and currently unused manuscripts. It's easy enough to get to during the day – as long as one has the proper permission.

The team can break into the vault either through stealth or guile, depending on their preferences.

Talking their way into the vault requires another successful Streetwise roll (in order to find out who they should be talking to in the first place) followed by a plausible story and a successful Persuasion roll. It's up to you to decide if the team's story is actually plausible: don't let them just say, "We're going to talk him into letting us in," but remember the guy isn't all that suspicious and won't be looking for big holes in their story.

Sneaking into the place requires a Success at both Stealth and Lockpicking. If the agents sneak in at night, they won't find much – the Initiates aren't hanging around after dark. At best, a successful Tracking roll confirms someone is indeed poking around the old manuscripts on the shelves and digging through crates.

Should the team enter the vault during the day, however, things are much different.

A small group of Initiates pokes around the dusty books, and a young woman with dark hair lies bound in a corner, disheveled and gagged with a dirty rag.

Initiates of the First Doorway (1 per Agent)

See Ordo Octostium Bestiary [page 117](#).

These guys won't hang around to fight... They'll try to flee instead, if at all possible. This might lead to a chase if the agents try to follow. If any Initiates are caught or captured, they won't say much. If the team interrogates them (using Intimidation opposed by the Initiates' Spirit), they'll only say they're looking for a copy of *De Mirabili Potestate Artis et Naturae*.

If pressed, they claim not to know what their superiors want with it. They also claim to work for Peter Bergson.

The girl isn't too bad off, although she's been 'roughed up' a bit.

Assuming she's untied, she introduces herself as Simone. She speaks French, but if none of the agents understand French she switches to thickly-accented English.

According to Simone, she was at a bookstore in the Latin Quarter called La Porte Ouverte. She overheard her captors talking about a work called *Theatrum Chemicum*, and being interested in the subject approached them.

Apparently she said the wrong thing, because the next thing she knew she was lying here all tied up. She's not entirely sure how it happened.

MILLENNIUM KNIGHTS

Simone can explain – assuming the characters are interested – that the *Theatrum* was a book circulated during the sixteen hundreds... the time of John Dee, if the agents have been paying attention. In fact, the book references many of Doctor Dee's notes, as well as those of Roger Bacon.

The particular item the Initiates were talking about is a letter spoken of in the *Theatrum* attributed to Bacon. The book leaves some intriguing questions about the letter, but no copy of it is known to have survived. Simone has to assume the men were searching the Sorbonne's stacks in the hopes one could be found here.

Perhaps they thought she could identify it, should that prove to be the case.

More importantly, Simone knows where this bookstore is. The name of the place, La Porte Ouverte, should make the agents suspicious, at any rate: it's French for 'The Open Door'.

TURNING TABLES

Simone can easily take the team back to the Open Door. In fact, that's what she's supposed to do.

The fact of the matter is, while the SPA views this mission as a chance to strike back at the Ordo after Sicily, the truth is it's the other way around: the *Ordo Octostium* is now aware of the team and is luring them into a trap.

Simone and her husband, Nicolas, are a team of highly-skilled assassins. The Ordo has sent them to eliminate a potential threat to their plans and goals, and so the hunters quickly find themselves the hunted.

The team can learn of all this should they defeat the assassins: In the store's office they can find a dossier of information compiled about themselves along with the orders for the hit.



The one piece of good news is the store is indeed an Ordo front, and the team's success here means they can shut it down.

Once the team enters the bookstore, Nico attempts to shoot one of them, while Simone strikes from the rear. Remember the Assassin Edge – if they can get the drop in the agents, the first attack is at a whopping +6 damage!



Nicolas 'Nico' Savoy

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

Skills: Fighting d10, Intimidation d10, Notice d8+2, Shooting d12, Stealth d12

Pace 6 Parry 7 Toughness 10(4) Pulse 20

Hindrances: Bloodthirsty, Loyal (Simone), Vengeful

Edges: Alertness, Assassin, Improved Dodge, Combat Reflexes, Marksman

Gear: Stealth Suit (+4, Covers entire body; +2 to Stealth in Low Light conditions), Collapsible Sniper Rifle w/ suppressor (**Range:** 50/100/200, **Damage:** 2d10, AP 4, Snapfire, HW), Pistol (**Range:** 12/24/48, **Damage:** 2d6+1, AP1, Semi-Auto), Knife (**Damage:** Str+d4)



Simone Savoy

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

Skills: Fighting d12, Notice d8+2, Persuasion d10, Shooting d8, Stealth d12, Taunt d10

Pace 6 Parry 9 Toughness 9(4) Pulse 20 Charisma +2

Hindrances: Bloodthirsty, Code of Honor, Greedy

Edges: Alertness, Assassin, Attractive, Combat Reflexes, Improved Block

Gear: PEG-treated clothing (+4 Armor, All Locations), Knife (**Damage:** Str+d4), Garotte (**Damage:** Str+d4 after successful grapple, Stealth +4 to conceal), Pistol (**Range:** 10/20/40, **Damage:** 2d6-1, Semi-Auto)

Remember, these two aren't fanatics – they'll try to survive if things go south for them, either fleeing or surrendering as the case may be. On the other hand, if Simone is killed, all bets are off and Nico will fight to the death.

On the other hand, if they're captured they don't have a lot of information. They're independent operatives and don't really know anything about the Ordo's activities. As far as Simone knows, while the Ordo might have wanted the letter in question, she's pretty sure it isn't around... her employers only gave her enough information to create a plausible story.

As a final note, if the team lets Nico and Simone go free, they won't catch too much flak from Gordon-Yancy – after all, they weren't Initiates. In fact, she's plenty happy with shutting down the bookstore operation.

And the Savoy's won't take any more contracts on the team. That's just the way they work. And down the line, who knows? Maybe the team will need a couple of assassins for hire...

MISSION 006: HOHENSCHWANGAU, GERMANY

The Team Leader gets another mission packet from Supervisor Gordon-Yancy. The team's mission is to obtain a stone tablet believed to be

inscribed with the “Etoile d’Hesperia” quatrain from Prince Wolfgang of Bavaria. The prince has a number of residences, but is currently at the family castle of Schloss Hohenschwangau, Germany. As Prince Wolfgang is currently ninth in the line of succession for the House of Wittelsbach, extreme discretion is advised. Should the team’s activities be discovered, any knowledge of them will be disavowed.

The information in the packet explains a little more about the situation. Apparently, Prince Wolfgang recently acquired an inscribed tablet in a very private closed auction. The rumor is the tablet originated in Salon-de-Provence, and its provenance is at least somewhat verified by the Ordo.

A recently intercepted message seems to bear this out, as the Ordo is apparently interested in ‘acquiring’ the tablet as well.

While the tablet itself probably won’t reveal much more than is already known about the quatrain, it could go a long way toward verifying the authenticity of the Nostradamus attribution and the possibility of it being a valid prophecy – at least as valid as those sorts of things get.

While the House of Wittelsbach doesn’t have any major political importance these days, they’re still a prominent family. That’s why the team should keep a low profile and minimize any damage or harm that might come to Prince Wolfgang, or any other family members.

Fortunately, the prince is hosting a social event to celebrate and show off his new-found prize. The Administration has pulled some strings

OPTIMAL GEAR PACKAGE

Each team member receives PEG-treated formal clothing, a steel knife, audio transceivers and night vision goggles (passive).

to insure the agents can gain invitation to the fete... Hopefully they can take that opportunity to somehow gain access to the tablet. How they accomplish that is entirely up to them.

HIGH-STAKES GAMING

The characters most likely fly into Munich, and then take transportation to Schloss Hohenschwangau in the southwest of Germany. The castle is the traditional seat of the Bavarian royal family – but unlike some of the fanciful castles built by Ludwig II, it’s more of a solid-looking fortress.

Prince Wolfgang himself is a handsome man in his late thirties, with blonde hair, blue eyes, and – the agents may quickly notice – a keen intellect. He’s quite hospitable to his guests, and makes sure his butler sees them comfortably housed.

Just as they’re being led off to the guest wing, Wolfgang stops them for a moment with a disarming smile and suggests they should take the opportunity to get to know some of the other guests. Then he leaves as the butler whisks them off in the other direction.

The team has a little free time before dinner and what amounts to the formal function – how they spend it is up to them.



Several guests are in attendance, but most of the royal family is away. Of the guests, only a handful should prove important to the agents: Prince Wolfgang (of course), Frau Erika Steinhausen (a minor member of a subsidiary to the Gutenberg family), Herr Stephen Schwartz (a prominent Munich banker), and Karsten Becker (an antiquities collector).

All of these people will be met over dinner, if not sooner.



Frau Erika Steinhausen, Scion of the Third Doorway

Yep... Frau Steinhausen is an agent of the *Ordo Octostium*. After failing to convince the Prince to simply sell the tablet to her, she's sure he's up to some kind of a game and playing by the rules isn't going to get her anywhere. She's prepared a circle for summoning a doppelganger

to kill Wolfgang and take his place. Then she can simply take the tablet, and keep tabs on the prince's interests through her demonic servant.

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

Skills: Fighting d6, Knowledge (Demonology) d8+2, Knowledge (Occult) d8+2, Notice d6, Scribe d8, Shooting d6

Pace 6 Parry 5 Toughness 5 Pulse 15 (all committed)

Hindrances: Arrogant, Fanatic

Edges: Enabled, New Power, Rapid Recharge, Scholar

Powers: *Deflection, puppet, summon doppelganger* (as *summon ally*, but see below)

Gear: Formal clothing, pistol (**Range:** 12/24/48, **Damage:** 2d6, Semi-Auto), talisman

of *deflection* (good for 4 rounds), talisman of *puppet* (good for 5 rounds), circle of *summon doppelganger* (good for 5 rounds, but see below).



Herr Stephen Schwartz

Aside from Herr Schwartz's banking interests, he's also a prominent figure in the black market. He knows there are plenty of people interested in the tablet and wants to add it to his commodities list. Knowing Prince Wolfgang's plan – and not above a little cheating – he's paid off one of the castle servants to slip a drug into the most threatening player (probably one of the characters). The goal isn't to kill him... just keep his head out of the game long enough for Schwartz to win.

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

Skills: Fighting d6, Gambling d8, Notice d6, Persuasion d8, Shooting d6, Streetwise d8

Pace 6 Parry 5 Toughness 5 Pulse 10 Charisma +2

Hindrances: Greedy, Quirk (just can't play by the rules)

Edges: Attractive, Connections (Black Market)

Gear: Formal clothing, knife (**Damage:** Str+d4), pistol (**Range:** 12/24/48, **Damage:** 2d6, Semi-Auto)



Karsten Becker

Karsten has been an independent student of the occult for most of his life, but recently discovered a group called the Temple of Hidden Enochian Mysteries. He's tried throwing his lot in with THEM, but hasn't been able to rise as quickly as he wants. He managed to find

out about the quatraine tablet, and wants to get it – figuring it'll increase his prestige with THEM – but he doesn't have the kind of money it'll take to enter the high-stakes poker game. So his backup plan is to steal it while the game is going on.

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

Skills: Climbing d6, Fighting d4, Investigation d6, Knowledge (Arcana) d6, Notice d6, Spellcasting d8, Stealth d4

Pace 6 Parry 4 Toughness 5 Pulse 10

Hindrances: Overconfident, Stubborn

Edges: Gifted, New Power

Powers: *Armor, bolt, light/obscure*

Gear: Formal clothing, knife (**Damage:** Str+d4), lockpicks



Prince Wolfgang of Bavaria

The prince knows a lot more than he's letting on. For one thing, he's well aware of the quatraine and its implications, but he's also a member of the *Keepers of the Solomonian Keys* – an esoteric order directly opposed to the *Ordo Octostium* – and he's doing his best to flush out a suspected Ordo Initiate. He's cooked up this little gathering with the intent of starting a high-stakes poker game knowing full well he's going to put the tablet up for ante. In fact, he'll announce it over dinner.

Of course, there's a minimum stake, which some people can't cover. But members of the Ordo (or people with backers, such as the agents) are sure to be able to swing it. He's counting on the Initiate to ultimately reveal himself... because he's got one other ace in up his sleeve.

DISCLAIMER

We just want to go on record as saying, while the circumstances surrounding the death of Ludwig II were mysterious, we mean no disrespect to him or his descendants. We're pretty sure the real world Wolfgang Wittelsbach isn't a lycanthrope, and isn't involved in any occult conspiracies. In fact, he's a brilliant engineer and entrepreneur who sells some beautiful timepieces he designed himself. Remember: This is just a story – not reality.

He's a Werewolf.

There's a lot of mystery surrounding the death of Wolfgang's illustrious ancestor, King Ludwig II. Little things like how he actually died. Or why the body was reported to have no wounds – when the clothes were reported to have bullet holes in them. The fact is Ludwig contracted 'lycanthropy' late in life, as have several of his descendants over the years.

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

Skills: Faith d8, Fighting d6, Gambling d10, Investigation d8, Knowledge (Occult) d8+2, Knowledge (Religion) d8+2, Notice d8, Persuade d6+4, Repair d8, Riding d6, Shooting d6, Streetwise d6, Taunt d4

Pace 6 Parry 5 Toughness 6

Pulse 20 (at least 3 committed) **Charisma +4**

Hindrances: Heroic

Edges: Charismatic, Empowered, Filthy Rich, Werewolf, Level Headed, Noble, Scholar

Powers: Deflection, healing

Gear: Formal Clothing

Special Abilities

- **Claws (Damage: Str+d4).** Werewolves in their wolf-man form have claws, but any tasks requiring fine manipulation suffer a -2 penalty.



- *Regenerate:* Werewolves can regenerate Wounds while in their wolf-man form. After five minutes, a Werewolf makes a Natural Healing roll.
- *Transformation:* Furies can take on a human form by spending 3 Pulse. This lasts one hour, and can be maintained for 2 pulse per hour.

TIME TO PLAY

There are several things going on, so we'll try to give you an idea of how the timing might work.

After dinner, Prince Wolfgang, Herr Schwartz, and any other characters involved in the poker game retire to a parlor for the game. Each character rolls their Gambling skill each turn and compares results, but keep in mind each character is operating separately in this case – these aren't cooperative rolls. Alternatively you can play a few hands of Poker for real. To factor in the Gambling skill, allow those with it to make a roll, for every Success or Raise they can draw an additional card and discard one of their choice from their hand.

Round 1: Sometime in the middle of the round, Karsten Becker excuses himself from the proceedings with the goal of making his way to the room with the tablet from the outside. Characters attempting to follow must make Stealth rolls opposed by Becker's Notice skill. Otherwise, anyone watching from the outside can make a Notice roll (with penalties for distance and lighting applied... at least a -2).

Round 2: Herr Schwartz targets the winner from Round one for his poison. In addition to his

Gambling roll, the character targeted must make a Vigor roll at -4. If he succeeds, he takes a level of Fatigue; if he fails, he takes 2 Fatigue. During the round, Becker makes it back in to the secure portion of the castle and makes his way from the inside to the tablet display.

Round 3: If any of the characters succeeded with a raise in the previous Round (and especially if it was the same character as last time), Schwartz briefly excuses himself before the Round starts. He takes a quick break to pay a little more to the servant and have another round of mickeys served to the 'offender'. The same Vigor test applies as before, although a character runs the risk of being Incapacitated if he's taken enough Fatigue.

Schwartz returns and the game can be resumed, but by this time Becker has found the tablet display and set off a silent alarm. A man enters the room apologetically, goes to the prince and whispers in his ear. Prince Wolfgang nods, stands and excuses himself for a moment to 'take care of something'.

After the prince leaves, Frau Steinhassen also excuses herself. Go ahead and have the characters make one more Gambling roll for the Dramatic Task, and keep track of any successes... If they manage to gain all five tokens, Wolfgang will ultimately honor his pledge to turn over the tablet to the winner.

However, for now, Steinhassen trails the prince to where Becker is being held. While Wolfgang is interrogating the would-be thief, Erika summons up the doppelganger which bursts into the room and attacks the prince.

She attempts to keep any unwanted intruders at bay, and Becker takes the opportunity to attempt an escape. Meanwhile, Schwartz's is likely to see this as a chance to pluck away the tablet himself.

In other words, it's likely to degenerate into a free-for-all...



Doppelganger

This demonic creature is humanoid in shape and size, but has slick gray skin and blank white orbs for eyes in its 'natural' form.

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

Skills: Fighting d8, Notice d6

Pace 6 Parry 6 Toughness 7 Pulse 10

Special Abilities

- *Claws and Teeth* (**Damage:** Str+d4.)
- *Demonic:* Doppelgangers are immune to poison and disease, have +2 to recover from being Shaken, suffer only half damage from non-magical attacks, except for iron (or steel).
- *Transformation:* When a doppelganger kills a victim, it can take an Automatic Action and spend 10 Pulse to *shape change* into the victim's form. This lasts for a day, after which the Power must be applied again.
- *Vampiric Maintenance:* A doppelganger that has killed absorbs the Pulse of its victim and can use that Pulse to keep itself in this world. This costs the doppelganger 1 Pulse per day. In order to maintain this Pulse reserve, a doppelganger must kill a new victim.

- *Weakness (Iron):* As demonic creatures, doppelgangers have a susceptibility to iron, and take normal damage from any weapon of that material. Additionally, holding iron causes it one level of Fatigue.

DENOUEMENT

Even if they don't manage to win the tablet in the poker game, Prince Wolfgang is grateful enough to give it to the agents if they saved him from assassination. At the end of the day, they can find either a powerful ally or a potent enemy in the prince.

MISSION 007: BARCELONA, SPAIN

A high-priority mission packet arrives for the Team Leader with very specific orders. The team's mission is to raid an Ordo temple in Barcelona, Spain, neutralize any Ordo forces there, and retrieve any information about "Etoile d'Hesperia" for analysis. The team is authorized to take whatever steps they deem necessary to accomplish this mission, but should their activities be discovered, any knowledge of them will be disavowed.

The packet contents go on to clarify the team's target as the Church of Sant Pau del Camp. Apparently, the *Ordo Octostium* has managed to set up a temple – possibly in a crypt beneath the structure – on the site of the old monastery, which is said to sit on a nexus of mystical energies.

Those who research such things claim there's a convergence of ley lines at the site, making

it perfect for rituals. This is circumstantially substantiated by the monastery's history: although it was built in the eighth century, scholars believe the site was used well before then.

The building itself was named a historical landmark in the late nineteenth century, but the property is now surrounded by a struggling neighborhood of Barcelona. The local poverty has led to fewer visitors to the site, and less funds to support it.

On the other hand, that would make it a perfect Ordo temple.

Alejandro Rivera, A rich businessman with suspected ties to the *Ordo Octostium* became a large donor and benefactor to the church a few years ago. Since then, visitors say the site seems to have a 'charged' air about it.

The administration is growing more concerned with the Ordo's activities, and their apparent obsession with the "Etoile d'Hesperia" quatrain. The implication of the quatrain, and the recent abduction of the West girl (whose family has yet to receive any ransom note) are... troubling, to say the least.

If the Ordo temple is as important as suspected, there's likely to be some information there about the quatrain and the Ordo's plans.

DIGGING DEEPER

Finding the Church of Sant Pau del Camp is easy enough: simple Investigation or Streetwise rolls should get the team there with a minimum of fuss. The tricky part is finding any hidden temple.

During the day, while the place isn't exactly 'crawling with tourists,' there's enough activity there and in the local neighborhood to raise suspicions if the agents just start poking around and checking for holes (or worse yet, making holes).

This means a nighttime operation is probably in order.

Poking through the church at night presents a couple of potential problems unless the team is outfitted for it. For one thing, it's dark. Notice rolls will suffer the penalties for dark lighting conditions. On the other hand, using flashlights or the like will draw attention, so any Stealth rolls suffer equivalent penalties (in other words, the darker it is, the easier it's going to be for someone to notice odd lights).

Finding the temple's hidden entrance can be done with a Tracking roll (remember those potential lighting modifiers), but it might be easier to simply hide, stake the place out, and wait for an Initiate or two to wander into the church. This requires those previously-mentioned Stealth and Notice rolls.

However the team does it, once they find the hidden entrance, they find stone stairs descending into darkness.

OPTIMAL GEAR PACKAGE

Each team member receives PEG-treated clothing, a Collapsible M-16 with suppressor (fully loaded) or two CZ-75 (Range: 12/24/48, Damage: 2d6+1, AP1, Semi-Auto), 2 clips of iron-tipped bullets of appropriate size, one holster, night vision goggles (passive) and audio transceivers

Well... Semidarkness, anyway.

Assuming the agents followed the Initiates, a pair of oil lamps flicker eerily down below, providing dim light, and characters making successful Notice rolls (with no penalties for lighting) can hear faint sounds like mumbling or quiet conversation. Okay, yes... It could be chanting.

The lower chambers themselves aren't very complex, consisting of a central passage flanked by a pair of openings and leading to a large chamber at the end. It's up to the agents how they want to proceed.

The Left Opening: Set back from the passage is an old, metal gate. Normally it's locked, but if the team followed the Initiates, it's unlocked.

The chamber beyond is currently being used for storage. Some of it is ritual paraphernalia – robes, incense, jars containing animal pieces and parts... That sort of thing. The rest of it amounts to provisions: clean bedding, dried and canned food, and even bottles of wine. All in all, the room's contents might be interesting, but not inherently dangerous or useful.

The Right Opening: This is similar to the one on the left, except the metal gate's been replaced with a wooden door. A Notice roll shows it to be a fairly recent and largely cosmetic change. Again, this door is usually locked, unless the team followed the Initiates into the temple.

Unlike the opposite chamber, this one has obviously been set aside for more personal use. There are several cots, some shelves lined with books, and a small desk... currently being used by an Initiate.



Sophia Trujillo,

Initiate of the First Doorway

See Ordo Octostium Bestiary [page 117](#), except Sophia is a Wild Card.

If she can, she attempts to sound the alarm. On the other hand, if the agents choose to overpower her, she's willing to trade information for her life. She knows the following:

- Her name (obviously), and the name of the Scion who leads this group – Alejandro Rivera. She also knows Alejandro and the remaining Initiates are in the middle of a ceremony. It's a routine one for meditation and contemplation, not for summoning.
- She's not entirely sure of the importance of the "Etoile d'Hesperia" quatrain. Her understanding is it has something to do with an event called 'The Aquarian Convergence', but she hasn't been initiated deeply enough to know what that might be.
- She's heard of Esther West, but doesn't know where the girl might be. She's also not sure of the girl's importance – although she's overheard Scion Alejandro refer to the West girl as 'the conduit'.

If the team lets Sophia go, she'll simply flee. As long as their superiors don't learn about her, there won't be any repercussions. Of course if their superiors do find out, the agents will have earned a Black Mark on their dossiers. But should the team encounter Sophia in the future, she'll be well disposed toward them, and even willing to help should they need an ally.

If the agents promise to let Sophia live, get her information, and then kill her, any character who didn't try to prevent it from happening is treated as having the Doomed Hindrance until you spend your bonus Karma on him.

One way or another, once Sophia has been dealt with, the team could search this room – but it would take several hours, which won't be good if they haven't dealt with the remaining Initiates first. When the team can go through the books, they find little other than what Sophia could tell them – many of the books are encrypted. These can be turned over to the team's Handler for analysis.

The Far Opening: This opening is different from the others, being blocked by heavy, metal-bound doors. Inscriptions on the archway over the doors suggests it was originally a mausoleum of some sort. The chanting seems to come from the chamber beyond.

MAEGICUS INTERRUPTUS

Inside, the stone sarcophagus has been converted into an altar. The stone around the altar is now engraved with a magic circle of some sort, inscribed with a number of symbols and glyphs. These glow slightly where fresh blood has been used to fill them.

The blood probably came from a pair of dead goats lying discarded to one side, but is now being painted into the glyphs by a robed man, while several other hooded figures stand around the circle, chanting.

The moment the agents make themselves known, the man inside the circle orders the others to kill them. Or, if the team managed to sneak in and take out the leader with a single shot, the rest simply fall on the agents with a vengeance.

Initiates of the First Doorway (3 per every 2 Agents)

See Ordo Octostium Bestiary [page 117](#).



Alejandro Rivera,

Scion of the Third Doorway

Alejandro is a native of Barcelona, and a longtime member of the Ordo. After he discovered the hidden chamber, he realized between the crypt and the church's thick walls which block out the city's noise he had a perfect temple. As a reward, the Ordo put him in charge of the new temple.

If he gets a chance to act, Alejandro's first action is deflection, followed by *summon hellspawn*.

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

Skills: Fighting d6, Investigation d8+2, Knowledge (Demonology) d8, Knowledge (Occult) d8, Notice d6, Persuasion d8, Scribe d10, Shooting d6, Streetwise d8, Taunt d8

Pace 6 Parry 5 Toughness 5 Pulse 15 (all committed) **Charisma +2**

Hindrances: Arrogant, Fanatic, Loyal

Edges: Charismatic, Enabled, Investigator, New Power, Rich

Powers: *Deflection, puppet, summon hellspawn* (as *summon ally*, but see below)

Gear: Normal clothing, velvet robe, pistol (Range: 12/24/48, Damage: 2d6), Blessed Ritual Dagger (Damage: Str+d4+2, Fighting +2), amulet inscribed with *deflection* (good

for 4 rounds), talisman inscribed with *puppet* (good for 5 rounds), talisman inscribed with *summon hellspawn* (good for 5 rounds).



Hellspawn

'Hellspawn' is technically a generic term for any unclassified creature pulled from another Realm. This particular one has a fleshy, purple hide covered with wicked-looking barbs. It has six legs, and greenish eyes

that resemble a spider's.

Attributes:

Agility d8,
Smarts d8(A),
Spirit d8,
Strength d8,
Vigor d8

Skills: Fighting d8,
Notice d8

Pace 8 Parry 6 Toughness 8

Pulse 10

Special Abilities

- **Demonic:** Hellspawn are immune to poison and disease, have +2 to recover from being Shaken, and suffer only half damage from non-magical attacks (except for iron or steel).
- **Long Gait:** This particular hellspawn has many long legs that give it +2 Pace.
- **Pointy Bits:** The nasty barbs and spikes on this hellspawn are natural weapons (Damage: Str+d8, AP 1).
- **Size +2:** Many hellspawn (this one included) are larger than life – or at least humans.



- *Weakness (Iron)*: As demonic creatures, hellspawn have a susceptibility to iron, and take normal damage from any weapon of that material. Additionally, holding iron causes them one level of Fatigue.

MISSION 008: ARLESHEIM, SWITZERLAND

The Team Leader gets another very specific mission from Supervisor Gordon-Yancy. The team's mission is to conduct a snatch-and-grab to extract Esther West from where the *Ordo Octostium* is holding her: Birseck Castle, near Arlesheim, Switzerland. Intelligence suggests Birseck is being used by the Ordo as another Temple, so extreme caution is advised. The team is authorized to take what ever steps are deemed necessary to recover Miss West alive, but as always, should the their activities be discovered, any knowledge of them will be disavowed.

The physical portion of the packet goes on to explain much of what the Administration was able to decipher from the information recovered from Barcelona.

According to the researchers, Birseck was referred to as an *Aedis Octostium*, which implies it could be a major temple for the Ordo. The *aedis* itself is apparently located somewhere near a structure referred to as the 'Ermitage'. The whole place is technically open to the public, but so difficult to access that it's virtually unused in spite of it's standing as a Swiss place of 'historical relevance'.

As the team might have suspected, the Ordo has also reached the conclusion that Esther West is the *Etoile d'Hesperia* mentioned in the quatrain. 'Etoile' is French for 'star', which is the meaning of the Hebrew name 'Esther'. 'Hesperia' is a word Nostradamus occasionally used when making oblique references to the 'West' as a location – in this case, the Ordo thinks he was referring to her proper name.

Of perhaps greater significance, the Ordo's documents state in no uncertain terms that Miss West is mystical in and of herself, being somehow directly tied to the element of light. If this is true, she could prove dangerous – though no one seems certain of just how.

In any case, the Administration wants to deny her as an asset to the Ordo, and the orders emphasize she's to be protected at all costs.

The girl is to be taken to a CIA safe house that's been secured in the French town of Mulhouse, about ten miles north of the Arlesheim. The agents will likely need to exercise a fair amount of caution when crossing the border at Basel, since the disposition of Ordo assets in the region hasn't been determined.

OPTIMAL GEAR PACKAGE

Each team member receives a *Stealth Suit*, a *Collapsible M-16 with suppressor (fully loaded)* or two *CZ-75 (Range: 12/24/48, Damage: 2d6+1, AP1, Semi-Auto)*, 3 clips of bullets, one holster, a steel knife, a pocket toolkit, audio transceivers, night vision goggles (passive) and one medical kit.

SPECIAL DELIVERY

Birseck Castle is quaint and overgrown, with the forest coming right up to the walls... in fact, trees have even taken root inside the main courtyard. The area is rugged as well, although the village of Arlesheim sits less than a mile to the west of the castle.

That's why the team is being brought in from the east.

The SPA has arranged for the team to be brought in at a low altitude by helicopter and dropped off in the forest so they can approach the castle without being seen – either from the castle, or the town. It's up to them whether they want to go in during the day or under cover of darkness.

However, the team's going to have to find their own transportation out of the area.

Getting up to the castle is the easy part – there's not a lot in the way of external security, since the Ordo doesn't need every tourist and wild animal in the area setting off an infrared trigger. The tricky part will be finding the proper spot, since the ruins of the castle itself cover a good four acres – and that's not counting the outlying grounds.

Tracking is the quickest way to figure out where to go, but it might be easier for some agents to simply wait and watch. This requires successful Stealth and Notice... and now daytime or nighttime might make a difference.

There's a -2 penalty to Notice rolls at night (which can be offset by night vision gear), or a -2 penalty to Stealth rolls during the day (which might be offset by careful planning – such as creating an effective disguise or distraction).

Once the team has found the right entrance, they face two more hurdles: the lock and a security camera.

The camera's easy enough to spot with a Notice roll... but only if any of the agents actually think to look for one. The lock can be picked with Lockpicking, or broken with some sort of attack (guns work best, but are pretty noisy; Strength can be used, but may take some time and wear out one or more agents).

If the team doesn't spot the camera and do something to avoid detection, or uses a lot of noise to break open the lock (or door!), any Stealth rolls inside the castle will be opposed by the enemy's Notice.

REPOSSESSION

For the team to find their goal in the interior labyrinths of the castle requires succeeding at a Dramatic Task using Smarts. The rolls are made at an additional -2 if the team managed to alert the Ordo to their presence earlier. Any failure during the task results in the agents stumbling across several Ordo soldiers – 1 per Agent, unless the card draw was a Club, in which case it's 2 per Agent.

Ordo Soldiers (1 or 2 per Agent)

See Ordo Octostium Bestiary [page 116](#).

Assuming they succeed at the Dramatic Task, the team finds their prize – and maybe a chance for some payback.

Esther West is being held down in a dungeon cellar, and guarding her are several more Initiates... along with Peter Bergson (the agents should remember Pete from Sicily). Bergson isn't about to let his prize walk out of here with the agents, and this time he'll fight to the death.



Peter Bergson,

Adept of the Fifth Doorway

See Ordo Octostium Bestiary [page 117](#).

Initiates of the First Doorway (1 or 2 per Agent)

See Ordo Octostium Bestiary [page 117](#).

Esther shouldn't become involved in the fight – she's been kept heavily sedated so she can be easily kept track of. This might make it easier for the team to carry her out of Birseck without any complications from the girl... Mostly it's a matter of their personal style. But just in case you need some stats for her:



Esther West

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

Skills: Persuasion d6, Streetwise d6, Knowledge (Biology) d6, Knowledge (Chemistry) d6

Pace 6 **Parry** 2 **Toughness** 4 **Pulse** 10
Charisma +2

Hindrances: Small

Edges: Attractive, Aurora

Gear: Normal clothing

Special Abilities

- *Channel Light:* Esther can use the Light/ Obscure power, centered on herself. She can see normally through her own Obscurement.
- *Enhanced Vision:* Esther halves penalties for Dim and Dark lighting.

- *Shadow Walking:* Esther may pay 1 Pulse to walk into a dark shadow and Teleport to another shadowy area within line of sight.

Once the team has (hopefully) secured Esther, the hard part begins: getting her out of Switzerland.

If they've played their cards right, there shouldn't be any immediate pursuit (although, if there is, treat it as a chase, with the pursuers being a mix of Initiates and soldiers – 1 of each per Agent). It's possible the agents haven't thought far enough ahead to secure a vehicle, but there's at least one nearby. Several, in fact, in a parking area just outside the main grounds.

The other issue the team must overcome is the border. It's a national boundary, which means there are a few soldiers keeping tabs on travelers' comings and goings.

If the team managed to get to Esther without raising any alarms, they can drive across the border without mishap – no one will be on the lookout for them until they're well into France.

On the other hand, if they made a lot of noise and raised the alarm, someone had the presence of mind to call the authorities as a precaution. The soldiers at the border will be on the lookout for a group of people who've kidnapped a young girl – cars will be stopped; cars will be searched.

The agents might come up with a good plan for getting through (if they aren't being chased, for example, they could always take the long way around on foot). If they do, let them. Your goal isn't so much to stop them at this point as make them sweat.

Once clear of Switzerland, they've got a short and easy drive to Basel.

POWER STRUGGLES

The safe house is easy enough to locate: a little cottage on the outskirts of town. The team's been given a key card to get in, and they'll find a welcoming committee in the form of Supervisor Gordon-Yancy herself, and her Deputy Supervisor, Larry Carlyle. The two of them are there to personally escort Miss West back to the states.

The team is given congratulations by the supervisor, but they might notice some tension between Gordon-Yancy and her assistant if they make a successful Notice roll. In this case, they just 'feel' the tension, but more canny agents might pick up on it when Carlyle mentions something about "playing with fire" to the supervisor, who responds, *"Now isn't the time or place."*

The agents are dismissed, but any who choose to loiter long enough to listen can make one more Notice roll. With a Success, the agent overhears Carlyle insisting they *"...should, at the very least, remand that thing to the R&D people at Guantanamo."*

Gordon-Yancy replies, *"The girl hasn't done anything wrong, Mr. Carlyle. We don't kill puppies just because some dogs attack people when they grow up... And as long as the SPA is under my authority, that's the way we'll play."*

The mission is over for the agents, but a few weeks later, they'll get a file update from Supervisor Carlyle.

Yep... They heard right. Roberta Gordon-Yancy has been removed from her position for inadequate performance, and apparently fled into hiding – a dangerous thing, given her intimate knowledge of the SPA. Supervisor Carlyle has declared the former supervisor 'disavowed' as well as 'burned': the agents are warned not to provide any assistance to her should she attempt to make contact.

MISSION 009: LONDON, ENGLAND

The Team Leader gets a high-priority mission packet from Supervisor Carlyle. Former Supervisor Gordon-Yancy was spotted in London boarding a west-bound train. The team's mission is to go to London, pick up Gordon-Yancy's trail, and apprehend her if at all possible for immediate transfer to Guantanamo. Because of the potential threat Gordon-Yancy presents to the SPA, the team has



clearance to remove her if she refuses to cooperate. If any of their activities are uncovered, all knowledge of the team and its mission will be disavowed.

While Carlyle's attitude may appear somewhat... arrogant to the team, the physical packet attempts to clarify and mitigate things a bit. The short explanation is pretty simple: the team is currently the most experienced in the field.

According to information uncovered by the Administration since Gordon-Yancy's departure, her father showed a great deal of supernatural aptitude. It's speculated that's why she's apparently so sympathetic to potentially dangerous forces.

The team has enough experience they may be able to track her down and flush her out – and it's warned she may be a dangerous opponent if the story of her birthright is accurate.

Gordon-Yancy was put on an international watch list, and was subsequently spotted by MI5 agents in London. She was boarding the West of England Main Line. While there are likely to be local authorities on the watch for the former supervisor, the team has been alerted as quickly as possible so they can move in before anyone else.

Time is of the essence. Every day Gordon-Yancy runs free increases the threat of sensitive information being disseminated to enemy forces.

OPTIMAL GEAR PACKAGE

Each team member receives PEG-treated clothing, a Glock pistol (fully loaded), 2 clips of bullets, one holster, night vision goggles (passive) and audio transceivers.

A WESTBOUND TRAIN

The agents can easily get to London, and easily find where Gordon-Yancy was seen boarding a train (Waterloo Station)... It's the minutia they might have a tougher time coming up with.

If the characters come up with some other brilliant scheme, let them have a go at it, but the simplest way to get the information they need is by using the Investigation skill to hack into transit records. They can either attempt this remotely at a -4 penalty, or use Stealth and Repair (to pick the electronic locks) to break into the London offices of Network Rail and directly access their computers.

Of course, it might be easier for them either way if they know what alias Gordon-Yancy might have been traveling under.

Finding that information is a Dramatic Task using either Investigation or Streetwise. It doesn't matter which skill a character uses, but since time is of the essence, each character must make a separate roll (or use his roll to help another agent). If you have fewer than five agents on the team, reduce the number of Successes they need to match – a three-agent team only needs three Successes.

Each agent also gets a separate card draw. If any of them fails on the draw of a Club, they've been noticed by the local authorities (the police if it was a Streetwise roll; MI5 if it was Investigation). This could get ugly if the agent can't come up with a good cover story (Persuasion).

If the team can track Gordon-Yancy's movements, they find she's using the alias of Zanua Clancy.

According to Network Rail's records, Ms. Clancy did indeed take a westbound train from London Waterloo to the station at Salisbury, where she debarked. The proximity of Salisbury to places like Stonehenge shouldn't do much to comfort any agents with a Knowledge of the arcane or the occult.

SALISBURY STAKES

Before we go much further, we want to let you know the team is being followed by another SPA operative. We're just mentioning it now so if it comes up later, you've got your ducks lined up. The other agent is assumed to be succeeding at his Stealth rolls while he shadows the team, so unless they're paranoid enough to start looking over their shoulders for no reason at all, they'll never know.

If it turns out they *are* paranoid enough to start looking over their shoulders for no reason at all, let them make their Notice rolls and then roll the dice and let them know they don't see anything. They'll be positive there's something there to see (which is true), but it won't screw up your story later on.

Back to the adventure...

Salisbury isn't huge as far as cities go, but it's big enough – the largest in the county, as a matter of fact. This means Gordon-Yancy (a.k.a. Clancy) won't have had too many problems losing herself in it.

Good thing the agents are professionals.

Once again they'll need to do some legwork involving Investigation and/or streetwise – treat it just like you did in London. Only this time, if they

get the required number of Successes, they get a lead and can move in on where their former boss might be hiding.

The rumor is that someone is hiding out in Salisbury Cathedral. Yeah, it's Gordon-Yancy, and she pretty much wants to stay hidden – at least from people like Carlyle.

On the other hand, it's not like she's unwilling to talk to her former charges. So let the team make what ever preparations they want before entering the Cathedral – in the end, they can simply walk in. Gordon-Yancy will step out, arms away from her sides, and ask what they want.

Let the team talk. Let them attempt Persuasion rolls if they really want to, but the bottom line is she's going to refuse to cooperate. She tells the agents (rightly) that being remanded to Guantanamo is as good as a death sentence for her.

Now the team has a decision to make: Complete their mission, either by force or by killing her, or let her walk. If they try to make a grab for her, she runs. If they try to attack her, she runs. And if they let her go, she runs.

What happens next depends on how the team has opted to deal with the situation.

If Gordon-Yancy has to fight, she attempts to use non-lethal force and break away at the first opportunity. The moment she can break away, she breaks out of the cathedral (shooting out a window, if necessary). Be sure to keep one of her Karma held in reserve – she's going to need it.

Normally, this would be the beginning of a chase.

But no matter what happens, at some point a sniper takes out Ms. Gordon-Yancy with a

single shot. Remember that agent we told you was following the team? This is why. Supervisor Carlyle wanted to hedge her bets. She views Gordon-Yancy as dangerous, and wasn't sure the team would be willing to betray their former supervisor.

If Gordon-Yancy leaves the cathedral unescorted, the team hears the killing shot moments after she steps outside. If the team brings Gordon-Yancy out in restraints, they hear the shot just before the bullet hits her in the head, killing her instantly. In fact, the sniper shoots her even if the team manages to Incapacitate Gordon-Yancy and carry her out.

This is when you spend her Karma... Just don't tell the players. Yet.



Roberta Jane Gordon-Yancy

Roberta is the daughter of Loraine Gordon and Jason Yancy – both of whom appeared in *Noir Knights*. Being that her parents were both 'Chosen,' and she's reached the Heroic Rank, she's more 'clued in' than most about supernatural beings.

Fortunately, she always tries to keep the SPA's original virtues in mind, viewing all the members as volunteers. The team may quickly realize Gordon-Yancy's replacement doesn't feel the same, but rather views them as more of a military unit.

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

Skills: Driving d6, Fighting d8, Investigation d10, Notice d8, Persuasion d8, Shooting d8, Stealth d8, Streetwise d6

Pace 6 Parry 6 Toughness 7(1) Pulse 25 Charisma +3

A NOTE ON AGE

Players doing the math may wonder how Gordon-Yancy could be the daughter of two agents who operated in the 1930s. We haven't really gone into it, but another thing that happens with those who get a Telesma is they slowly become closer to immortal. Heroic Rank characters (and entities) can live longer than normal people. Demigod Rank characters live longer still.

Hindrances: Heroic, Vow (SPA)

Edges: Charismatic, Combat Reflexes, Command, Pulse Armor, Strong Willed

Gear: Normal clothing, leather armor (Armor +1, covers torso, arms and legs), Glock (**Range:** 12/24/48, **Damage:** 2d6, AP 1, Semi-Auto), Telesma (golden ring inset with a large blue diamond)

Telesma Abilities: Protective, Karma Bank, Allure

Special Abilities

- **Heroic Entity:** Ms. Gordon-Yancy counts as a Heroic Rank character, and receives all the benefits that come with it, including +1 to Soak rolls and to recover from being Shaken, an extra Karma for her own use, and increased Healing and Pulse recovery.

CLEANING UP

Ideally, the team should clear out, and quickly, since the police will be showing up to ask a lot of potentially embarrassing questions. If the team goes after the sniper, she won't flee, but instead gives the appropriate passwords to show she's one of them. If they demand a name, she says she's Agent Hunter (ironically).

Hopefully, they don't kill her outright, since that'll just get them into trouble with the Administration, as well as the local authorities.

In any case, Agent Hunter can explain her mission. The characters may be a little annoyed with Carlyle's heavy-handed tactics... or maybe not – it mostly depends on their natures and ideals. But Supervisor Carlyle runs the SPA now, and this is how she does things.

Welcome to the new face of the SPA.

MISSION OIO: VATICAN CITY

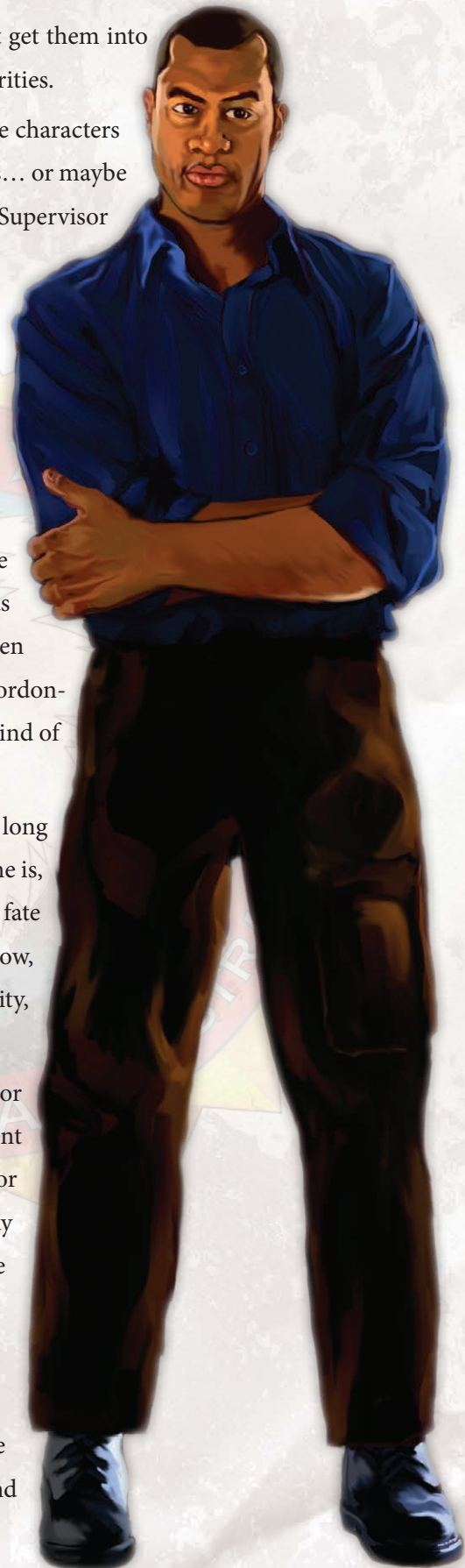
There's a prelude to this mission which can be tacked onto the end of any other Savage Tale.

The team is finishing up a mission when they're approached by Roberta Gordon-Yancy. This might come as a bit of a surprise to them, since they're likely to have seen her die. Remember that Karma we told you to spend for Gordon-Yancy? Such is the nature of the Chosen in *Suzerain* – it's kind of hard to keep them dead.

The former supervisor won't stick around long – just long enough to convince the agents she's exactly who she says she is, and offer them a warning: They're in danger of sharing her fate because of their very natures. Should the agents try to follow, they're in for another shock when a rift opens up in reality, and Gordon-Yancy escapes through it.

It doesn't matter if the team reports the encounter or not... Supervisor Carlyle has trust issues, and has Agent Hunter keeping tabs on them. As a result, one way or another, Carlyle learns Gordon-Yancy didn't exactly stay dead, and this worries the supervisor. After all, what's the point in killing monsters if they're going to get back up again a little later?

Within a few days, the Team Leader gets a high-priority mission packet. The team's mission is to penetrate the vaults beneath St. Peter's Basilica in Vatican City and



acquire the Ring of Solomon – also known as the Seal of Solomon. St. Peter's is well-guarded with tight security; the team should exercise extreme caution during the mission as they can't expect much sympathy from the Roman Church if caught breaking into sensitive areas. Should the team's activities be uncovered, all knowledge of them or their mission will be disavowed.

There isn't much in the way of other information in the packet.

They've been given tickets for a flight to Rome, tourist brochures about Vatican City and the Basilica, and a couple of pictures depicting what the ring might look like, since no one alive is known to have seen the thing. Based on the drawings, the standard theory is that it's a signet ring embossed with the Star of David.

THE GATE OF SAINT PETER

Getting to Rome, Vatican City, and even St. Peter's Basilica isn't the hard part – they're all open to the public, and plenty of pilgrims, tourists and worshipers go to the Basilica to attend mass. On the other hand, the grotto beneath the Basilica isn't so open to the public... and that's doubtless where the team's going to have to go.

All things considered, the characters might want to put a little research in on their own, even if it's just to have an idea of what they might be dealing with.

If they want to know more about the Ring of Solomon, all they really need is a successful Investigation roll. The ring is a legendary item, sometimes considered to be the original *almadel* – a seal impressed into wax in order to bind demons

OPTIMAL GEAR PACKAGE

The team receives a safe cracker and a field tech toolkit. Additionally, each team member receives a Stealth Suit, a weighted purse or garrote, a collapsible CZ-75 (Range: 12/24/48, Damage: 2d6+1, AP1, Semi-Auto), 2 clips of bullets, ceramic knife, caltrops and audio transceivers.

within an object. On a Raise, they also learn there are legends ascribing the power to bind demons to one's will by using the ring.

Unfortunately, most of the myths, legends and rumors are scanty. All that's certain is the ring is ascribed to King Solomon, and it's considered to be a powerful artifact.

Hence why the thing is probably kept in the Vatican, if it exists at all.

Should the team want to know what they might be up against inside the Basilica, it'll take another Investigation or a Streetwise roll. Success in this case suggests to the agents they might be up against the Vatican's Swiss Guard.

However, a Raise gives them a slightly different take. Since the Swiss Guard is the Pope's personal bodyguard, they might be watching the grotto access, but it's more likely the Corpo della Gendarmeria – the Vatican Police – will be keeping an eye out for intruders. There's also rumors that the vaults are guarded by a very sophisticated security system.

The team can also stake out the Basilica to get a visual idea of what to expect. This requires a successful Notice roll to see there are no Swiss Guards at what should be the grotto access – just a closed and locked gate.

But with a Raise, they also note there's always a couple of plainclothes gendarmes keeping a subtle watch on the area.

At this point, it's up to the team how they want to proceed.

Simply sneaking in will be tough if they don't distract the gendarmes. If they missed spotting them, they'll quickly learn of their existence the first time they approach the gate. A woman in a pressed suit walks up to them and politely – but firmly – informs them the grotto isn't open to the public.

If the team can come up with a suitable distraction to get the police out of the area, they can buy themselves a few minutes to break in. It's up to you what a 'suitable distraction' might be, but give them the benefit of the doubt if they're being creative.

However, picking the lock (which is a combination of modern electronics and good old-fashioned Swiss engineering) is a Dramatic Task requiring Lockpicking and Repair in any combination. But only one agent can roll at a time – the roll can't be assisted. The consequences for failure right here could be pretty ugly – ranging from deportation to incarceration, depending on the circumstances.

On the other hand, if they get in, they should congratulate themselves. Give them a Karma.

CRYPTIC JOURNEY

Now comes the hard part.

Once down in the grotto, the first thing the team discovers is the Pope has some private soldiers who aren't on any records – that's because they're the Roman Church's equivalent to the SPA.

They aren't going to be happy about a sudden intrusion, and the agents aren't going to be able to talk their way out of this one.

The Holy Templars move in to attack. It's up to the agents whether or not they want to use lethal force, but the Templars aren't going to hold back – the agents are intruders.

Holy Templars (1 per Agent)

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

Skills: Faith d8, Fighting d10, Healing d10, Notice d8, Shooting d8, Stealth d8

Pace 6 Parry 8 Toughness 7 Pulse 20

Hindrances: Fanatic

Edges: Block, Combat Reflexes, Empowered, New Power (x2), Quick Draw, Rapid Recharge

Prayers: *Banish, blind, confusion, damage field*

Gear: PEG treated clothing (+4, Covers torso, arms, legs), short sword (**Damage:** Str+d6)

The good news for the team: if they can dispatch the Templars, these guys have access to a lot of information – much of which is now stored on a computer. If any of the agents can make a successful Investigation roll, they find the Ring of Solomon is indeed in the crypts.

From here, it's a Dramatic Task using Notice rolls for the team to find its way through the maze of vaults to where the Ring of Solomon is stored. In this case, though, the rolls can be cooperative.

If any roll results in a Failure, the team is just wandering around lost for a while, and runs the risk of bumping into more Templars (if the card

drawn was a Face Card). If the card was a Club, not only have they tripped an alarm, but they've run into a whole squad of Templars – 3 per Agent!

Should they succeed in the Dramatic Task, the team finds the right vault, nestled in a chamber lined with mosaics and frescoes. Several statues of Roman legionnaires line the walls. Opening the vault just requires a successful Lockpicking roll.

Unfortunately, this place is ancient, and the treasures aren't unguarded.

The moment an agent touches the vault, two things happen: A figure appears which can only be described as an Angel of Vengeance, and the legionnaire statues animate to attack the intruders. Unless the team was expecting the worst (meaning they've been pestering you to know if they see or hear anything unusual), the guardians have surprise.



Angel of Vengeance

This being is an androgynous winged figure seemingly composed of cohesive light. It is intelligent, and can communicate – provided the would be conversant knows how to speak Aramaic.

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

Skills: Fighting d12, Intimidation d10, Notice d10

Pace 6 Parry 8 Toughness 13(2) Pulse 25 (24 left) Charisma +2

Special Abilities

- *Chain Armor:* The Angel's wears Chainmail Armor (+2).

- *Fear:* Characters seeing the Angel of Vengeance must make a Spirit roll. Failure results in the character having to roll on the Fright Table in the Savage Worlds core rulebook.
- *Fiery Sword of Vengeance:* **Damage:** Str+d8, AP 2, Objects hit must roll to see if they catch on fire.
- *Flight:* Flying Pace 8.
- *Heroic Entity:* The Angel of Vengeance 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.
- *Spirit:* The Angel of Vengeance can manifest in the Physical World for 1 hour at the cost of 5 Pulse (or 1 Pulse if manifesting on a holy site). Each additional hour costs it another 1 Pulse.

Legionnaire Statues (2 per hero)

Attributes: Agility d6, Smarts d6(A), Spirit d6, Strength d10, Vigor d12

Skills: Fighting d10

Pace 5 Parry 7 Toughness 8 Pulse 10

Special Abilities

- *Construct:* +2 to recover from being Shaken. The statues take no additional damage from called shots and are immune to poison and disease.
- *Swords:* Each legionnaire statue wields a gladius (**Damage:** Str+d6). If the statue is destroyed, the sword is destroyed as well.

RING OF SUCCESS

Inside the vault are a lot of ancient relics and manuscripts. While the agents could probably sift through these treasures and find some interesting things, they'd be wise to get what they're after and leave quickly. If they insist, make up something appropriate and to your liking – then have another squad of Templars show up, and penalize the 'heroes' 1 Karma for your next Adventure.

The ring itself is easy enough to spot: It's gold, sits atop a small pedestal, and has the six-pointed star they were more or less expecting.

If they return with the mission accomplished, Supervisor Carlyle is very pleased with them. She pulls Agent Hunter off of babysitting duty, and gives them a little more leash. For the moment.

MISSION 011: LONDON, ENGLAND

The Team Leader receives a priority mission packet with another very specific objective – this one perhaps more direct and dangerous than any other. The team's mission is to take the Ring of Solomon, raid Lord Albright's London estate, eliminate Albright and find the location of the Grand Master of the *Ordo Octostium*. Needless to say, getting caught is not an option, and should the team's activities be uncovered, all knowledge of them or their mission will be disavowed.

This time, at least, the physical packet has more information on the hows and whys.

The Administration has long suspected Lord Albright's involvement with the Ordo, but has

KING SOLOMON'S RING

The Ring of Solomon is the original almadel, or 'Seal of Solomon'. Among the powers ascribed to it in legend was the ability to bind demons to the wearer's will. In game terms, the Ring of Solomon allows the wearer to spend 3 Pulse and make an opposed Spirit roll as an action against any entity with more than Pulse 20. If the wearer succeeds, the target's Karma is 'sealed' for the next minute; if the Success was with a Raise, the sealing lasts for an hour. During this time, the target can't spend any Karma – this includes for purposes of Soaking, removing a Shaken status, or (especially) avoiding permanent death. And yes... nefarious NPCs can use it on player characters.

had little reason to move against such a powerful and public figure. Current circumstances have changed that.

The Ordo is obviously trying to prepare for something – this 'Aquarian Convergence' perhaps. Agents have been covertly monitoring Albright's activities since Mission 002, and he's now making preparations for some sort of ceremony or ritual on the next full moon.

Given that Albright appears to be both an Ordo Initiate and a sorcerer of some sort, and since the Administration is now in possession of the Ring of Solomon, now seems like a good time to strike. And given Albright's mundane wealth and power, it's probable he has more direct contact with the head of the Ordo than previous targets.

OPTIMAL GEAR PACKAGE

The team receives a collapsible sniper rifle w/ suppressor. Additionally, each team member receives a Stealth Suit, a Collapsible M-16 with suppressor (fully loaded) or two CZ-75 with suppressors (Range: 12/24/48, Damage: 2d6+1, AP1, Semi-Auto), 3 clips of bullets, a holster for each gun and audio transceivers.

The Ring of Solomon should only be used to disable any direct supernatural threat – including Albright – and insure once it's killed it stays dead.

The ring is in the packet. The Team Leader is advised to keep it secret; keep it safe.

TACTICAL STRIKE

This mission differs from many others the team may have been on in several respects.

First, they've been to Albright's estate once before, so they've got a pretty good idea of the interior layout. Second, the mission objective is pretty straightforward – eliminate the threat. Third, they've been given a specific tool to use for accomplishing their goal.

Some agents may wonder at Carlyle's sudden use of mystical devices given the Administration's hard-nosed stance against anything supernatural. Carlyle isn't there to defend her decision, so they'll have to decide whether to break orders or simply go with the flow.

The ultimate upside is the characters have plenty of time to plan their strike and decide how they want to approach the estate.

Their previous mission should alert them to three facts:

- Albright's estate is guarded by physical, electronic and magical defenses.
- Other than Albright himself, their biggest known threat would be Hauk, Albright's main security expert.
- Albright's study is probably as good a place to start looking for information as any, although it's probably more secure than it was the first time they broke in.

Technically speaking, the team can make the strike on their terms – either a quiet or a busy night. Or day. You may have to roll with the punches a bit to accommodate any plans the team makes, but you can assume a couple of things:

At night it's harder to see and be seen, but any security is likely to be on a higher state of alert than during the day. And busy days are less likely to draw immediate attention to any unusual activity but, again, the grounds are more likely to be on a higher state of alert.

In our minds, the best time would be a nighttime raid when nothing special is going on: The team will have an easier time of being stealthy, and the security situation will have balanced itself out.

The team can hit the estate from at least a half-dozen locations, so the easiest way for you to handle it is as a series of tasks with several goals and rolls. Each roll should be made at a base penalty of -2, but in most cases they can be cooperative rolls. In any case, the team should choose which Trait to use, but they can choose only one.

Cross the Outer Perimeter: The agents first goal is to get past the outside fence and guards. This can be done through Fighting, Stealth or any other means the team thinks will work. Using combat should incur an additional -2 penalty, since they stand more of a chance to alert the estate to their presence. Also, any combat should require the agents to make a Vigor roll as well (also at -2) to avoid taking a Wound.

Regardless, a Failure on this roll means Hawk is aware something is wrong, and the next roll (for the estate's security) gains an additional -1 penalty.

Disable or Bypass the Security: The next step is for the agents to get past the estate's electronic security. This is best handled with a Repair roll, although Lockpicking or Stealth could be used with an additional -2 penalty... It's easier on the team to manipulate the security systems than to simply try to avoid them.

If the team fails the roll here, a security team is dispatched to check the situation. This means the agents have to fight (or otherwise deal with) several of Albright's hired guards and, unless they come up with a brilliant scheme, suffer an additional -1 to their next task (breaking the inner perimeter).

Ordo Soldiers (1 per hero)

See Ordo Octostium Bestiary [page 116](#).

Break Through the Inner Perimeter: This is the part where the team actually gets inside the mansion itself. Once again, there's any number of ways the agents can accomplish this... Climbing, Lockpicking, Repair and even Strength are all valid Traits to use.

Just like with the outer perimeter, a Failure here alerts Hawk to a problem. But the penalty for the next roll (sneaking through the mansion) is -2 since they're closer to the heart of things.

Gain Access to the Interior: Unless the characters come up with something really wild, odds are the best way to approach this is simply Stealth. They could try Fighting or Shooting, but that's almost guaranteed to raise the alarm, and should suffer a -4 penalty in addition to anything else.

Failure here is bad. Real bad.

It means Hawk knows something's up, and he'll use everything at his disposal to converge on the agents' position with a team of security. Not only does this lower the odds of a successful mission (because police eventually respond to a protracted firefight), but it means Albright will have a chance to prepare himself for them.



Hawk

See Ordo Octostium Bestiary [page 117](#).

Ordo Soldiers (3 per hero)

See Ordo Octostium Bestiary [page 117](#).

Penetrate the Inner Sanctum: Once they've reached Albright's study, the agents have a little work cut out for them since Albright moved anything 'vital' to the Ordo after their previous little snatch and grab. However, they can still use either Investigation or Notice to track down enough clues to lead them to a ritual chamber underneath the mansion.

Failure here is about as bad as above, and brings on Hawk and his security team as we just described.

On the other hand, we'll give the characters a break if they succeed, and allow them to sneak down below with no further incident (unless you really want to throw a stray servant in their path just to see how they react).

THE RITUAL ROOM

What the team encounters here largely depends on how they've approached the situation and how they've done in the previous areas.

If the agents were foolish enough to wait until Albright is actually conducting his ceremony, it's probable he won't be aware of their presence yet, but he'll be surrounded by a bunch of Initiates – 3 for every 2 heroes, to be exact. In this case, assume the ritual is to induct a new Initiate, who's lying on a pentagram with sigils being painted on him by Lord Albright.

On any other occasion, when the team arrives – assuming Albright hasn't been alerted – he's been 'having fun' with a woman who's been under the influence of the *puppet* Power granted by a Demon of Desire. The demon's dismissed as soon as the team enters (leaving a very panicked woman behind).

In any case, the first thing Albright does – either to prepare for the team's entrance or to react to it – is trigger the temple's summoning sigil to bring forth a Demon of Devouring.



Lord Mason Albright,
Master of the Seventh Doorway

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

Skills: Fighting d6, Intimidation d8, Knowledge (Demonology) d10, Knowledge (Occult) d10, Notice d6, Scribe d10, Shooting d6

Pace 6 Parry 5 Toughness 6 Pulse 25 (all committed) **Charisma +2**

Edges: Enabled, New Power (x2), Noble, Rapid Recharge

Powers: *Deflection, puppet, smite, summon Demon of Devouring* (as *summon ally*, but see below)

Gear: Normal clothing, pistol (**Range:** 12/24/48, **Damage:** 2d6, inscribed with *smite* with a Raise - good for 6 rounds), ring inscribed with *deflection* (good for 6 rounds), talisman inscribed with *puppet* (good for 6 rounds), massive sigil inscribed with *summon Demon of Devouring* (good for 13 rounds)

Special Abilities

- **Fanatical Followers:** Albright has a number of lesser Initiates who are willing to die for the cause. If they're present and Albright is hit in combat, he can spend a Karma to cause one of his followers to 'take the hit' for him.
- **Heroic Entity:** Lord Albright is Heroic Rank and has all the perks enjoyed by Heroic Rank characters, including +1 to rolls to Soak rolls or recover from being Shaken, +1 Karma for his own use, and enhanced recovery rates.



Demon of Devouring

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

Skills: Fighting d10, Intimidation d10, Notice d8, Persuasion d6, Throwing d8

Pace 6 Parry 7 Toughness 8 Pulse 25

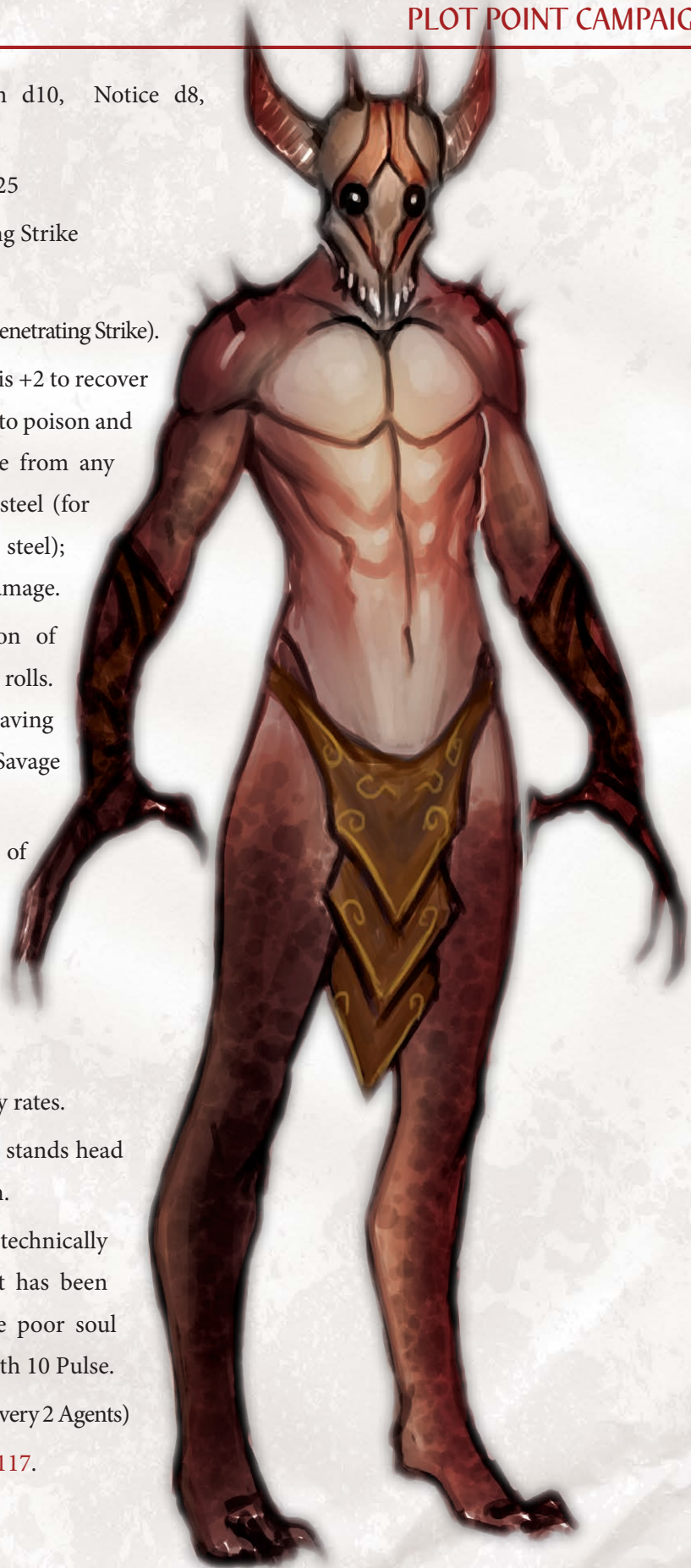
Edges: Improved Frenzy, Penetrating Strike

Special Abilities

- **Claws:** (**Damage:** Str+d6, AP 1 from Penetrating Strike).
- **Demon:** The Demon of Devouring is +2 to recover from being Shaken and is immune to poison and disease. It only takes half damage from any normal weapon that isn't iron or steel (for the record, bullets aren't iron or steel); iron or steel weapons do normal damage.
- **Fear:** Characters seeing a Demon of Devouring must make Spirit rolls. Failure results in the character having to roll on the Fright Table in the Savage Worlds core rulebook.
- **Heroic Entity:** The Demon of Devouring is Heroic Rank and has all the perks enjoyed by Heroic Rank characters, including +1 to rolls to Soak rolls or recover from being Shaken, +1 Karma for its own use, and enhanced recovery rates.
- **Size +1:** The Demon of Devouring stands head and shoulders over an average man.
- **Spirit:** The Demon of Devouring is technically a part of the Spirit World, but it has been summoned for 13 rounds... Some poor soul was sacrificed to imbue the sigil with 10 Pulse.

Initiates of the First Doorway (3 per every 2 Agents)

See Ordo Octostium Bestiary [page 117](#).



THE ENEMY UNCOVERED

Once everything else has been dealt with, the agents should have at least a couple minutes to search the area before they have to escape.

Fortunately, this is where Albright has most of his occult notes stored.

Unfortunately, they're in his own particular cypher. Unless one of the agents happens to be a student of John Dee and versed in the Enochian language, odds are the agents don't have the knowledge to crack the code.

But since players like to roll dice, allow any character with Knowledge (Occult) to make a roll with a -4 penalty to get the gist of the notes: The Grand Master is somewhere in the mountains of Switzerland, and they're preparing for the moment of the 'Aquarian Convergence'.

In the end, the information is best turned over to the SPA for study and evaluation.

MISSION 012: WALENSTADT, SWITZERLAND

Another high-priority mission packet from Supervisor Carlyle arrives for the Team Leader. The team's mission is to assault the *Ordo Octostium* headquarters in Äuli, Switzerland. The actual target is the Grand Master of the Ordo, although any other Ordo casualties are considered acceptable. With the recent assassination of Master Albright, it's expected the Ordo will be on high alert for trouble; exercise extreme caution. Should the team's activities be discovered, all knowledge of them or their mission will be disavowed.

OPTIMAL GEAR PACKAGE

The team receives a collapsible Sniper Rifle w/ suppressor, a large block of C4 (Damage 3d8, LBT) and a Medical Kit. Additionally, each team member receives a Stealth Suits, a Collapsible M-16 with suppressor (fully loaded) or two CZ-75 with suppressors (fully loaded; Range: 12/24/48, Damage: 2d6+1, AP1, Semi-Auto), 3 clips of bullets, one holster, a steel knife, a small block of C4 explosive (Damage 2d8, SBT) and audio transceivers.

The physical packet has more information on both the town and the Grand Master.

Äuli is actually something of a ghost town between the towns of Walenstadt and Flums. It was originally built to be a military training base, but for a number of reasons it was abandoned.

The Administration is inclined to wonder how much of this was Ordo influenced, since the town is still largely intact. Photographs show paved roads and sturdy buildings designed to be barracks, all tucked behind chain link.

The Grand Master himself remains an enigma – although research seems to indicate he had ties to the Nazi regime, and even Heinrich Himmler himself. But in this regard, the Administration has a theory.

Although documentation currently in the hands of the CIA confirms Himmler's suicide by cyanide poisoning, the discovery that certain individuals possess the capacity to defy death raises the ugly possibility Herr Himmler – who was reportedly buried in an unknown grave – might not be so dead.

For this reason, the packet also contains the Ring of Solomon for the team's use.

WALENSTADT

Walenstadt is a rustic little Alpine town on the east side of Switzerland. It's got lots of scenery and no shortage of medieval landmarks... and it's hard to believe a group of demon-summoning sorcerers is operating right next store.

Digging up local information is easy enough if the anyone on the team can succeed with a Streetwise roll. Most of the locals know about Äuli, although as far as they're concerned it's deserted. If they make a Raise on the roll, they find one young man who admits he took a lady friend to the abandoned town for a... um... 'romantic' evening. They fled when they saw odd lights and heard eerie noises – as far as he's concerned, the place is haunted.

For the most part, though, the agents find the locals are more interested in showing off the old church (which is actually well-maintained), or pointing out the Chapel of Saint George that sits on a bluff overlooking the east side of town and provides a scenic vista for the church.

Agents can also stake out Äuli to see what they can see. This requires successful Stealth rolls by anyone who goes, and at least one successful Notice check.

If any of those rolls results in a Failure, the team finds nothing.

Otherwise, they begin to notice little things that indicate a small army is in fact residing on the 'deserted' base. They also suspect a certain amount of magic is being used to make things harder to hear and see from the outside.

Trying to launch a frontal assault on Äuli is probably foolish and suicidal. They'd be outnumbered, and a protracted fight would draw the attention of outside authorities.

If your group is insane enough to try it anyway, feel free to let them. Throw some soldiers at them (use the Soldier stats from *Savage Worlds*) – about 2 per Agent – and some Initiates at them (use the Initiate of the First Doorway stats from the Ordo Octostium Bestiary [page 117](#)) – 1 per Agent.

Every time the cut some of them down, more arrive to replace the fallen until one of two things happens: Either the agents are all killed or a Joker is drawn.

In the last case, the fighting has aroused the attention of the local authorities, and first police and then the Swiss military begin to show up. The team better hope they can escape, or they'll be on the SPA's disavowed list.

If the team gets really lucky, they might survive, might not get caught, and might even see the Swiss Army take down the Ordo base. But it won't accomplish their mission.

Like we said... That approach probably isn't the best plan.

BACKDOOR MEN

A better plan would be for the team to continue staking out he base.

No matter who (or what) is there, the agents would be right to assume they'd have to get supplies of some sort from somewhere.

If the team takes this approach, start drawing cards. For every card drawn, they need a successful

Stealth roll to remain undetected, otherwise “eerie lights and noises” will come from the base to scare off the intruders. If the team leaves at that point and gives it a little time, that’ll be the end of it. Otherwise they’re aiming for that ‘total war’ scenario we just described.

What they’re waiting for is a Face Card, Ace or Joker. As soon as one comes up, a small truck leaves the base and makes its way toward town.

It’s up to the team how they want to deal with it. They can either tail the truck (which requires a successful Stealth roll) or ambush it to capture and interrogate the drivers (there are only two of them, both soldiers, and you can treat the truck as a semi, but the trailer is attached, and it’s only got four wheels).

Either way, assuming they’re successful, the agents find the truck is sent into town to pick up supplies, then it stops at the Chapel of Saint George to offload some of the supplies before heading back to the base.

Yep... The Grand Master resides beneath the Chapel of Saint George.

Now the team just has to figure out how they want to attack it. Since they’ve probably done this sort of thing several times by now, it’s sufficient to say they’ll need to exercise a certain amount of Stealth.

The problem is the arcane security. By the time the agents reach the Inner Sanctum, the Grand Master is well aware of their presence and is waiting for them.

THE FINAL SHOWDOWN

The Grand Master and his Inner Circle are all present when the team bursts in through the

final door in the crypts beneath the chapel. And he won’t go down without a fight, but he’s not a stupid man... He’s well aware of the existence of the agents, and he knows they’re talented and resourceful.

More importantly, he knows they’re from the Chosen, so before he gets to trying to destroy them, he’ll try to recruit them. He knows what fate awaits the agents if they stay with the SPA – Gordon-Yancy was proof enough of that – and that’s the tack he’ll take. He can offer them power, life, and any number of things the SPA would deny them.

The Grand Master is indeed Heinrich Himmler, although he doesn’t look anything close the ninety-nine-year-old man he is. In fact, he only looks a bit older than his military photos from World War II. Remember that thing about age we mentioned before? Well, Himmler has that going for him, only he’s not one of the Chosen... Any more.

He’s thrown his lot in with the Forgotten.

So while he might have some pretty words, the little voices in the backs of the characters’ heads are going to be warning them that the Grand Master serves those who would see the world entirely and utterly destroyed.

The agents might even get a glimpse of this if they spend much time talking to the Grand Master. He’s explains the Aquarian Convergence is a point when the universal paradigm can be shifted from the hands of ‘mere human mortals’ to more deserving hands. Hands that hold True Power. Then the world can be remade in a more pure fashion.

He stops short of cackling maniacally.

Hopefully, the team won't buy into the propaganda... If they do, the story is essentially over, since they're now walking down a very different path. But if they don't, then it'll come down to the fight. And the Grand Master will fight to the death. After all... he can always come back, right?



The Master of the Eighth Doorway

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

Skills: Fighting d8, Intimidation d8, Knowledge (Demonology) d12+2, Knowledge (Occult) d12+2, Notice d8, Scribe d12, Shooting d8

Pace 6 Parry 6 Toughness 7 Pulse 25 (all committed) **Charisma +2**

Hindrances: Arrogant, Fanatic

Edges: Charismatic, Enabled, New Power (x4), Pulse Armor, Rapid Recharge, Scholar

Powers: *Barrier, deflection, puppet, smite, summon ally, zombie*

Gear: Normal clothing, ritual sword with a ruby in the pommel (**Damage:** Str+d6, inscribed with *smite* with a Raise - good for 5 rounds), Runes on the floor Inscribed with *barrier*, amulet inscribed with *deflection* (good for 5 rounds), ring inscribed with *puppet* (good for 5 rounds), ring inscribed with *summon ally: Sentinel* (good for 5 rounds), rod inscribed with *zombie* (animates 3 zombies; good for 1 day)

Telesma Abilities: Attribute Synergy (Smarts), Protective, Pulse Battery

Special Abilities

- **Fanatical Followers:** The Grand Master is attended by a number of lesser Initiates who are willing to die for the cause. If he's hit in combat, The Master can spend a Karma to cause one of his followers to 'take the hit' for him.
- **Heroic Entity:** This ability grants the Grand Master all the perks enjoyed by Heroic Rank characters, including +1 to Soak rolls and checks to recover from being Shaken, +1 Karma for his own use, and enhanced recovery rates.

Scions of the Third Doorway (3 per Agent)

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

Skills: Fighting d6, Knowledge (Demonology) d8+2, Knowledge (Occult) d8+2, Notice d6, Scribe d8, Shooting d6

Pace 6 Parry 5 Toughness 5 Pulse 15 (all committed)

Hindrances: Fanatic

Edges: Enabled, New Power, Rapid Recharge, Scholar

Powers: *Deflection, puppet, summon lesser hellspawn* (as *summon ally*, but see stats below)

Gear: Formal clothing, pistol (**Range:** 12/24/48, **Damage:** 2d6, Semi-Auto), talisman of *deflection* (good for 4 rounds), talisman of *puppet* (good for 5 rounds), circle of *summon lesser hellspawn* (good for 5 rounds).

Lesser Hellspawn

'Hellspawn' is technically a generic term for any unclassified creature pulled from another Realm. These particular ones have a chitinous hide and sharp, wicked-looking teeth.

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

Skills: Fighting d8, Notice d8

Pace 6 Parry 6 Toughness 7(2) Pulse 10

Special Abilities

- **Armor +2:** Chitinous hide provides these lesser hellspawn with armor.
- **Demonic:** Lesser hellspawn are immune to poison and disease, have +2 to recover from being Shaken, and suffer only half damage from non-magical attacks (except for iron or steel).
- **Bite: (Damage:** Str+d6, AP 2).
- **Size -1:** These lesser hellspawn are about the size of dogs.
- **Weakness (Iron):** As demonic creatures, lesser hellspawn have a susceptibility to iron, and take normal damage from any weapon of that material. Additionally, holding iron causes them one level of Fatigue.

ENDGAME

At this point, the bulk of *Millennium Knights* is finished and the characters should be Heroic Rank. What they do now is kind of up to you and the players, but there's at least one continuation option.

Once the characters have reached this point, they're essentially ready to 'awaken', and not only will their Telesmae formally 'introduce' themselves, but they might get a couple visits from patron gods (or wannabe patron gods).

The more helpful of them suggest the characters may want to go AWOL from the SPA and get out of Dodge.

Or... They could go back to Dodge.

You see, in order to save their present and their future, Heroes are needed to save their past. This is a good entry point for *Noir Knights*, and gives the characters a chance to continue not only with their adventures, but with the SPA as well.

The gods can pull some strings; get the agents hired on in their current capacity and status. And the place they need to start is Dodge City, Kansas, back in the summer of 1934...

ORDO OCTOSTIUM BESTIARY

Several Ordo Octostium foes get presented in several adventures over the course of the campaign. For your ease of reference, those stats are provided here.

Ordo Soldiers

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

Skills: Fighting d8, Intimidation d6, Notice d4, Shooting d8, Stealth d6

Pace 6 Parry 6 Toughness 7/9(2/4) Pulse 10

Gear: Pistol (**Ranges:** 12/24/48, **Damage:** 2d6+1, AP1, Semi-Auto), Flak Jacket (+2/+4, Covers torso)

Initiates of the First Doorway

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

Skills: Fighting d4, Intimidation d6, Investigation d8, Knowledge (Demonology) d6, Knowledge (Occult) d6, Notice d6, Scribe d8, Shooting d6

Pace 6 Parry 4 Toughness 5 Pulse 10 (committed)

Hindrances: Fanatic

Edges: Enabled

Powers: *Deflection, summon ally*

Gear: Normal clothing, pistol (**Range:** 12/24/48, **Damage:** 2d6), scroll inscribed with *deflection* (good for 6 rounds), scroll inscribed with *summon ally: Bodyguard* (good for 5 rounds).



Hauk

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

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

Pace 6 Parry 6 Toughness 9/11(2/4) Pulse 15

Edges: Dodge, Marksman

Gear: Pistol (**Ranges:** 12/24/48, **Damage:** 2d6+1, AP1, Semi-Auto), Kevlar Vest (+2/+4, Covers torso), Telesma (Carnelian inset on a gold ring).

Telesma Abilities: Protective



Peter Bergson,

Adept of the Fifth Doorway

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

Skills: Fighting d6, Intimidation d8, Knowledge (Demonology) d10+2, Knowledge (Occult) d10+2, Notice d6, Scribe d10, Shooting d8

Pace 6 Parry 5 Toughness 5 Pulse 20 (all committed)

Edges: Enabled, New Power (x2), Scholar, Rapid Recharge

Powers: *Deflection, puppet, summon ally, zombie*

Gear: Normal clothing, pistol (**Range:** 12/24/48, **Damage:** 2d6)

Telesma Abilities: Protective, Attribute Synergy: Vigor

Special Abilities

- *Fanatical Followers:* Bergson is attended by a number of lesser Initiates who are willing to die for the cause. If he's hit in combat, Bergson can spend a Karma to cause one of his followers to 'take the hit' for him.

SAVAGE TALES

BRAIN FOOD

The agents' mission, should they choose to accept it, is to travel to Chicago and deal with a killer operating in the vicinity of the Field Museum of Natural History. Caution would be advised as a police investigation is underway, but the bizarre nature of the killings suggests zombies. The team is authorized to deal with any supernatural threat as deemed necessary. As always, the team will be disavowed should their activities be discovered.

UNNATURAL HISTORY

It'll probably help you if you have some idea of what's really going on behind the scenes. So...

Doctor Joseph Barberry, Professor of Anthropology, discovered a ritual while studying the Ulupu tribe of the Amazon Basin. Ulupu 'dream seekers' could apparently open a path into an alternate reality – one vaguely resembling various 'heavens' of human myth and religion.

What Dr. Barberry failed to realize was that the doorway opens to different places if the ritual is done in different locations. The unfortunate professor opened a gate into the hunting ground of a nasty species of pack predators and became their first victim.

Police were naturally called in to investigate the unusual and grisly murder (it seemed the professor's brain had been messily 'sucked' out of

OPTIMAL GEAR PACKAGE

Each team member receives PEG-treated hiking clothes (Armor +4), a Glock pistol (fully loaded), 2 clips of iron-tipped bullets, one holster and an audio transceiver.

his head through the various orifices in his skull). When one of the investigating detectives was found de-brained, the Feds got involved.

CHECKING THE... HEADLINES

What the characters don't know is they've only got twenty-four hours to 'fix' the situation before humanity's future becomes threatened – we'll explain that part a little later.

For now, set out 24 tokens at the start of the adventure, and remove one for every hour the team spends running around. Don't tell the players what's going on – let them sweat. Odds are they'll be encouraged to have their characters hustle when tokens start going away.

Most of the background information the police and FBI have can be recovered with successful Investigation or Streetwise rolls. The trick is getting some of that info without raising any suspicions... which is likely to involve Persuasion or Stealth (whichever is more appropriate to the circumstances).

Note that after sixteen hours, the agents need to make Vigor rolls to avoid taking Fatigue (or waste valuable time by sleeping).

One agent can attempt an Investigation roll and one agent can attempt a Streetwise roll, which



is assumed to eat up an hour of time. Any other agents with either of those skills can assist with those rolls. First, the agent making the roll must make either a Persuasion or Stealth roll, with a Raise granting him a +1 bonus to the Investigation or Streetwise roll. A Critical Failure results in a complication which, at best, wastes the hour and results in no information being gained.

A Success on the Investigation or Streetwise roll results in one piece of information being gained. A Raise gives the team one additional piece of information.

- The police and FBI agree there is a killer (or killers) at large, but they can't agree on the number or nature of the killer (or killers), nor can they come up with a plausible motive other than an odd psychosis.
- The first murder was Doctor Joseph Barberry. The problem investigators are having stems from the circumstances of the murder: his brains apparently being sucked out is one thing, but it seems the professor was found in his locked office, with no sign of forced entry. There were signs the professor stumbled around a bit (as if having a heart attack), but no indication of a real struggle.
- The second murder was Detective Lionel Rouse. Oddly enough, he was killed at the crime scene after apparently locking himself into the deceased professor's office and poking around at the desk and filing cabinets. Again, there was no sign of a forced entry, and Detective Rouse apparently also staggered around a bit before losing his brains.
- Doctor Barberry's office is at the Chicago Field Museum of Natural History, and investigators are concerned because of a conference planned to begin at 6PM the following day (around twenty-four hours after the team begins its investigation). Head curator, Doctor Gene Kirkland won't be persuaded to call it off, however – plans

have gone too far to cancel, and Doctor Kirkland has ties to both the Mayor and the Governor of Illinois.

- Doctor Barberry's office is currently a crime scene, which makes searching it a delicate (but perhaps necessary) operation.

RITE OF PASSAGE

Let's face it: it's going to be necessary to check out Doctor Barberry's office.

Again, Persuasion or Stealth are likely to be the operative skills in this case – as well as Lockpicking, unless one of the agents can convince someone there's a reason to unlock the door for the team.

Searching around the professor's office takes another hour. The place is a miniature museum of anthropology, cluttered with mementos from dozens of research expeditions to study various tribes of the Amazon. But along with shrunken heads, odd wooden fetish carvings and copious notes, there's... something else.

A character who succeeds at a Spirit roll feels something wrong; something out of place. If he makes a Raise on the Spirit roll, he also 'sees' a sort of rippling, like heat waves, in a dark corner of the room.

A character who succeeds at a Notice roll senses a 'cold' spot in the same place. With a Raise, he also notes something the police probably missed: the ventilation duct over that spot is hanging loose. It's far too small for a human to fit through, but something about the size of a large rat or small house cat could easily do it.

Irregardless of other rolls, the agents can easily sift through the late professor's notes. There's enough there to let them know the about the professor's interest in the Ulupu 'dream seeker' ritual, and (if the players don't figure it out) a character reading the notes can make a Smarts roll to determine the professor was planning to duplicate the ritual.

That 'rippling' is a gate into another place.

Unfortunately (or perhaps fortunately), the gate doesn't seem to be letting things through to the other side, so an agent isn't in any immediate danger of stepping through it and into the unknown. It quickly becomes apparent that the reverse isn't true, however, when a large dragon-like creature emerges from the portal. It's hungry; it attacks!



Dragon-like Creature

The brain eaters aren't exactly at the top of their local food chain – this thing is. Usually, it feeds on brain eaters, or other local fauna (which the brain eaters typically scavenge after this big guy makes the kill), but a snack of fresh mammal would make a rare treat for the monster.

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d12+1, Vigor d10

Skills: Climbing d10, Fighting d8, Notice d8, Stealth d6

Pace 6 Parry 6 Toughness 10(1) Pulse 10

Special Abilities

- **Armor +1:** The dragon-like creature has a thick, scaly hide to protect it.
- **Bony Ridge:** The dragon-like creature's head is protected by large bony ridges that give it +4 Armor against called shots to the head.

- *Claws and Teeth:* The dragon-like creature does **Damage:** Str+d6, AP 1 when it strikes.
- *Frenzy:* The dragon-like creature can make two attacks at a -2 penalty.
- *Glide:* The dragon-like creature has stunted wings. It can't actually fly, but it can glide, dropping 1" for every 3" moved.
- *Size +2:* The dragon-like creature is pretty big. The good news is its size works against it in the close confines of the professor's office, giving it a -1 to resist Agility Tricks.

THE EXTERMINATORS

The big lizard obviously didn't kill Doctor Barberry or the detective, and since the gate only works one way, whatever did do the killing is still around, somewhere. If for some reason this isn't obvious to the players, give their characters a Smarts roll to figure it out.

The other problem is the gate itself, since the agents need to figure out how to close it – and they aren't likely to have the magical powers to do it on their own.

The good news for them (although they won't know this unless they spend another two hours scouring the professor's notes) is the gate isn't permanent. If they can keep it under wraps for another couple of days, it should collapse on its own... But that won't stop anything from coming through in the meantime. Or they can reverse the ritual. We'll come back to that in a bit.

In the meantime, there's the killer...

Finding their quarry is a dramatic task (see the core *Savage Worlds* rules). Each attempt takes

an hour, and the agents can use the following skills one time each: Knowledge (any applicable, your discretion), Lockpicking, Notice, Stealth, Survival and Tracking. If they fail any given roll, they lose an extra hour to unavoidable delays and complications.

Should they suffer a failure on the draw of a Club, they're also drawn to the sound of screams as a lone security guard is attacked by brain eaters. When the team arrives, it's too late for the poor bastard, and they have to fight a small swarm of the creatures (1 per agent, see below for stats).

The search leads them to the steam tunnels and catacombs beneath the museum. The lair is an old tool room at the dead end of a 2" wide corridor. Give the agents an opportunity to use stealth and tactics to their advantage, but they have every right to be afraid.

Brain Eaters (2 per agent)

Brain eaters resemble scorpions about the size of a cat, with bodies closely resembling a human brain. They have stingers ending in a needle point, and generally try to get the drop on their prey, preferring a quick kill to a protracted combat. If more than half of their number are killed, the rest attempt to flee – making their way back to Doctor Barberry's office.

Attributes: Agility d8, Smarts d8(A), Spirit d8, Strength d4, Vigor d6

Skills: Fighting d8, Notice d8, Stealth d10

Pace 8 Parry 6 Toughness 4(1) Pulse 15

Special Abilities

- *Armor +1:* A brain eater's body is actually chitinous, and helps protect it.

- *Brain Sucker*: Brain eaters feed on brains, and will go for openings in the cranium. If a brain eater hits with a Raise, in addition to the normal damage the victim must make a successful Spirit roll or permanently lose one Die of Smarts. Additionally, anyone seeing (or experiencing this) must make a successful Spirit check or roll on the Fear Table (see the *Savage Worlds* core rules).
- *Fast*: Brain eaters have a Pace of 8 and roll a d10 when running.
- *Size -2*: Brain eaters are little suckers, about the size of a cat, and human-sized attackers take a -2 penalty to hit them. However, their toughness is reduced by 2 as well.
- *Stinger*: Brain eaters strike with their tail stingers, **Damage**: Str+d4, AP 1, Reach 1.
- *Wall Walker*: A brain eater can use the *wall walker* Power as an automatic action. It must pay the Pulse costs as normal.

THE RITE STUFF

If the team feels up to it, there's enough information in Doctor Barberry's notes to reverse the ritual and close the gate. In fact, it's probably safer for them to do this, since the longer it stays open, the less likely it is they can keep it from being discovered (or prevent other things from getting through).

Once they've read through the notes (a two-hour task, as mentioned above), the agents realize they've got the tools they need to shut down the gate: a particular type of bark incense (sitting in the professor's office), and time enough to meditate.

Only one person can attempt the closing ritual at a time. The rest should keep an eye on the gate in case more brain eaters or another dragon-like creature comes through (at your discretion).

The ritual is another dramatic task, with each attempt requiring fifteen minutes and two rolls – Smarts to correctly chant the proper phrases, and Spirit to maintain the proper state of meditation. The character earns a token only if both rolls are successful, and only earns two if both achieve a Raise.

The only penalty for Failure is not closing the gate (although failing on the draw of a Club would be a good time for another monster attack). The team can try again from the top... but time may be of the essence.

And another couple of notes: If the team fails to track and eliminate all the brain eaters, the remaining creatures attack during the gala dinner at the conference's opening; or, if the team doesn't close the gate, another dragon-like creature comes through at some time during the dinner, wreaking havoc as it pursues its prey.

Either of these events by itself represents a PR nightmare for the SPA, largely covered up as an act of domestic terrorism. This earns the team a reprimand and a black mark on their records.

But there's a greater danger. The first victim of the attendees is a brilliant young Chinese scientist by the name of Doctor Wu Xue. In another thirty years – should he survive – he'll be the only hope for mankind to survive a vampiric plague.

FIST OF VENGEANCE

The agents' mission is to travel to Rome posing as special agents working for Interpol. There they contact Chief Inspector Antonio Campano of the Italian State Police, where they take over the investigation of several acts of vandalism and murder reportedly caused by 'living statues'. The agents are authorized to deal with any threat as deemed necessary. As always, the team will be disavowed should their activities be discovered.

A TALE OF DESTRUCTION

There's a police report in Rome of one of their vehicles being smashed by 'asphalt giants'. The agents have been provided with dummy IDs and fake papers to pursue this lead.

They've been told the police incident is the latest in a string of unusual localized natural disasters. The damage includes the destruction of several homes belonging to wealthy businessmen, a couple of landmarks and, most recently, three police cars.

It's pretty easy to believe the 'natural disaster' story, given the current weather in Rome. The rain pounds around the agents, but it's easy enough for the team to hook up with their contact – they just need to inquire at the Polizia di Stato. Inspector Campano promptly takes them to a small cafe. They seem to be the only customers, and the waitress is always in the room when needed, but never when the conversation gets serious.

Espressos are served, and Campano gets straight to business, candidly informing the team the common link between all of the cases would seem to be the Mafia.

OPTIMAL GEAR PACKAGE

Each team member receives a flak jacket (Armor +2/+4), a holster with a Glock pistol (fully loaded, plus 1 extra clip of bullets), a combat knife, 1 small block of C4 explosive (Damage: 2d8, SBT) and an audio transceiver.

At least initially.

When the houses were destroyed, their occupants were all members of the Mafia. Campano ordinarily wouldn't shed any tears over this and, in fact, for a while the Polizia simply shrugged and chalked up the deaths to freak accidents. Few questions were asked.

But the situation changed dramatically when a bar was attacked in the middle of the day by something witnesses described as 'ogres made of asphalt'. In addition to the apparent target (another Mafia member), several bystanders were killed, and three police vehicles were smashed before the monsters simply crumbled into their constituent parts.

Campano knows it sounds crazy, but that's the story he's been told.

A TALE OF BLACK MAGIC

As the agents may have already guessed, traditional criminal investigation methods haven't yielded any clues. The number of people with possible motives are in the thousands, if not more. What makes the murders exceptional is how they've been done.

While the police can acknowledge the fury and the power involved, the method used for invoking it remains beyond them.

The investigation is loosely handled as a Dramatic Task (as in the core *Savage Worlds* rules), although the nature of the task changes over time as the characters get closer to the truth.

Each character needs to get five successes over the course of five Rounds. Each Round, tell the players which skills are useful, and let them describe how their character uses one of the skills... or at least tries to use one. You can encourage creativity by offering a +2 bonus for fun or interesting descriptions. Really entertaining descriptions might even be worth Karma. Don't rush this process. Have lots of fun with it.

We're assuming the characters are in communication, so only one agent needs to succeed for the team to progress. Raises count toward personal success.

Round One: Investigation, Knowledge (Occult) or Streetwise. Failure means the character lost some credibility with the local community and suffers a -2 to his roll for the next Round.

Success earns the team a bit of information. The kind of magic being used appears to be a specialized form of summoning – one in which the summoned spirit is bound into an object, giving it a semblance of life.

Round Two: Intimidation, Persuasion or Stealth. Failure means whatever sticky situation the character got himself into went awry and he takes a single Wound from being thrown out,

hauled away, or otherwise getting beaten up. The Wound penalty applies to all future rolls in the investigation.

Success earns the team more information. Legends tell of a mythical tome, the *Malos Animos*, said to hold spells of incredible power used for summoning and binding devils.

Round Three: Investigation, Notice or Persuasion. Failure means the character missed an important clue and suffers a -2 to his roll for the next Round.

Success earns the team more information. Translated documents relate the confession of a fourteenth-century puppeteer convicted of summoning devils and binding them into his creations.

Round Four: Investigation, Lockpicking or Stealth. Failure means the character suffered some nasty repercussions when he pushed a little too hard a little too quick. He takes a Wound from some guard dogs (or even guards) or some other nasty accident.

Success earns the team more information. Another text traces a tome of 'evil magic' through its owners over the course of three centuries, ending in the 1940s. All of the owners were apparently puppeteers or ventriloquists.

Round Five: Investigation or Streetwise. At this point, things start getting creepy. The agents may feel like a picture is watching them or that a statue has moved around the room. Any failure here means the puppet master strikes again – this time destroying the police station. The attack is over before the team can arrive, but it still looks

A TALE OF REVENGE

Giovanni Giaccone is an elderly puppeteer of great talent who runs the largest puppet show on earth, The Palazzo dei Pupazzi in Rome. Technically he's world famous, although few people travel all the way to Italy for a puppet show. But running the Puppet Palace isn't Giovanni's passion these days. Instead, he seeks vengeance for the death of his son, Philip, who was too close to the target of a Mafia hit.

Giovanni heard legends of the Malos Animos, and nearly bankrupted himself leveraging his wealth and prestige. But in the end, he held the book... or, more accurately, it held him. Signor Giaccone is now firmly in the thrall of the book. His vengeance initially provided direction, but as those he blamed fled the area, his frustration became madness. Now he's striking at whatever angers him.

bad on their record. They receive a Black Mark (and a -1 Charisma penalty with other SPA agents).

On the other hand, Success earns the team more information. An old book, *Malos Animos*, was sold at auction just over a month ago – right before the attacks began. The buyer was a puppeteer named Giovanni Giaccone, and he runs the largest puppet show on earth: the Palazzo dei Pupazzi in Rome.

The team as a whole finishes the Dramatic Task as long as the characters have five Successes between them, but any character who fell short of

five Successes takes one Fatigue for every 'miss' in other words, an agent who finished up with only three Successes takes two Fatigue. This Fatigue can't kill; it reflects the energy spent running in circles, as it were.

A TALE OF DEATH

When the team arrives at the Palazzo dei Pupazzi, Asphalt Golems prowl the area using their Earth Meld ability. An agent can spot them with a successful Notice check as demonic eyes floating crocodile-like just above the surface of the pavement. Otherwise, the monsters have the drop on the team.

Asphalt Golems (1 per 2 agents)

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

Skills: Fighting d10, Intimidation d8, Notice d6

Pace 5 Parry 7 Toughness 10(2) Pulse 10

Special Abilities

- **Armor +2:** Asphalt 'skin'.
- **Construct:** +2 to recover from being Shaken. Asphalt Golems take no additional damage from called shots and are immune to poison and disease.
- **Earth Meld:** Asphalt Golems can use the *burrow* Power as an Automatic action.
- **Fearless:** Asphalt Golems are immune to Fear and Intimidation.
- **Size +1:** Asphalt Golems stand over 8' tall and weigh a solid ton.
- **Stone Fists (Damage: Str+d6)**

Inside the building, the team faces a factory of malicious puppet parts and woodworking tools. In order to make it past the puppets and down the stairs, the agents must succeed at three Agility rolls (Raises count as extra Successes). The characters are considered to be moving through a Swarm, and each time they roll their Agility they take **Damage**: 2d4.

They can try to fight the parts and pieces (see the *Savage World* core rules for more information on Swarms), but since the Swarm is stationary it might be better for them to just run through it.

Down the stairs and in the puppeteer's private workshop, the team faces Giovanni Giaccone. Well... what's left of him. He's a husk of a human being, practically mummified in marionette cords and gypsum plaster. Signor Giaccone ultimately called forth something his magic couldn't contain, and it devoured his soul.

Instead of facing a mad puppeteer, the team finds itself confronted by a creature of congealed darkness. It hovers in the back of the room, looming over Giovanni's remains and a pedestal that holds a large and very old-looking book. Yes, that's the *Malos Animos*.

The creature politely introduces itself as Arioch. It says it's looking for a good host to help it make its way in this new world. Arioch paints itself as a victim – after all, it didn't ask to come here – but if slighted or threatened in any way, it offers to let the offender live... provided he leaves its sight immediately.

Otherwise, Arioch attacks. There are penalties for Dim lighting.

Arioch, Demon Of Vengeance

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

Skills: Fighting d10, Intimidation d10+2, Notice d8, Persuasion d6, Throwing d8

Pace 6 Parry 7 Toughness 8 Pulse 20(19)

Edges: Improved Frenzy, Penetrating Strike

Special Abilities

- **Booming Voice:** +2 on Intimidation checks.
- **Claws Of Darkness:** **Damage:** Str+d6, AP 1 (from Penetrating Strike).
- **Dark Spawn:** Any Power Arioch manifests has the Darkness trapping.
- **Demon:** Arioch is +2 to recover from being Shaken and is immune to poison and disease. Arioch only takes half damage from any normal weapon that isn't iron or steel (for the record, bullets aren't iron or steel); iron or steel weapons do normal damage.
- **Size +1:** Arioch stands head and shoulders over an average man.
- **Spirit:** Arioch is technically a part of the spirit world, but can manifest in the physical world for 1 hour at the cost of 5 Pulse (or 1 Pulse if manifesting in a dark place). Each additional hour costs Arioch another 1 Pulse. He starts the encounter manifested.

A TALE OF MYSTERY

Destroying Arioch doesn't destroy the *Malos Animos*. The book itself is a demon-possessed

object. Truly destroying the book requires spells and magic the agents don't have. The SPA probably doesn't have them either, given its restrictions on the paranormal.

However, if the team doesn't secure the book for some reason, it's sure to wind up in the wrong hands again. If the agents do recover the *Malos Animos*, the SPA arranges a secure drop. From there, it goes into storage. For now....

FOREVER YOUNG

The agents' mission is to acquire an unusual item going up for auction at Christie's in New York; they should also watch for and eliminate a long-time serial killer. The item in question is a rare antique mirror of Dutch origin; the person in question remains at large and unidentified, but may have arcane abilities. The team is authorized to acquire the mirror and deal with any potential threat as they deem necessary. As always, the team will be disavowed should their activities be discovered.

MIRROR, MIRROR ON THE WALL

The team leader gets an 'information packet' giving the details of the case... such as they are.

The mirror in question seems to be an ordinary antique mirror – valuable only because of the scarcity of true Dutch-designed furniture of the colonial period.

The problem (according to the guys who sift through obscure data) is this same mirror seems to have gone up for auction through a private

OPTIMAL GEAR PACKAGE

The team receives a van rental for 1 week, a disposable camera, a portable film developing lab, and a set of B&E tools. Additionally each team member gets PEG-treated hiking clothes (Armor +4), a Glock pistol (fully loaded), 2 clips of bullets, one holster and an audio transceiver.

house in Chicago back in 1957. And before that, through Parke-Bernet, New York, in 1910. And earlier, through Freeman's, Philadelphia, in 1841.

Things are a little harder to trace prior to that, but it seems the same mirror was sold four other times in locations between Massachusetts and New York since the founding of New Amsterdam (that's New York for agents who don't have a good grasp of history), back in 1614.

Obviously, the buying and selling of a mirror isn't noteworthy in and of itself. But in each of the more modern instances there's been an unusual and unsolved murder in one of those cities at around the same time, and in the earlier cases there's similar inferences to be made – the infamous Witch Trials of 1692, only a year after the mirror was sold in the town of Salem, for example.

And then it just gets eerier.

There are a few photos and portraits of the men who purchased the mirror over the last century-and-a-half. They bear a striking similarity in appearance, and in at least one case the buyer was also a suspect in the attendant murder investigations.

For those who want more details on those cases, there is the murder of the Grimes sisters in the Chicago area in 1957. The previous purchaser of the mirror was only briefly held, but was an associate of Walter Kranz, who led police to the bodies and was briefly a suspect.

The man who purchased the mirror in 1910 apparently moved to Chicago. A grainy photo shows him and a group of police speaking to a hermit-pedlar named Joseph Konesti. Konesti was a suspect in the murder of Elsie Paroubek, but he ‘threw himself under a train’ and was killed five days before he was acquitted of any charges.

In 1841, it was a Philadelphia merchant named John Anderson who bought the mirror. While never ‘officially’ cited in the notorious murder of Mary Rogers, he was her employer. He also appears in a very early photograph, with the mirror hanging in the background.

Of more immediate concern to the agents (or at least the SPA) is the recent disappearance of a young lady named Ashley Harker. While these things happen all too frequently, the timing and the proximity of the case make it potentially pertinent.

REFLECTING ON THE LEADS

It’s easy enough to track down the mirror. It’s currently being stored by Christie’s at their auction house, awaiting sale. When the team arrives on scene in New York, there’s about six hours until the bidding starts.

There are several ways the team could approach the situation. Some examples:

Stealing The Mirror. The agents could attempt to break into the auction house and steal the mirror before it’s sold. This can be handled as a dramatic task, using Stealth, and would potentially give them the object – but leave a lot of mysteries unsolved.

Of course, you could always have Edward Black send some of his minions after the agents... After all, he’s spiritually tied to the mirror.

Buying The Mirror. The agents could infiltrate the auction and try to buy the mirror legitimately, but this creates its own set of problems.

First, while the auction isn’t exactly ‘invitation only’, unless they come up with some sort of proper credentials, they’ll have problems getting a seat for the bidding. And that just raises the question of money.

A seventeenth-century antique mirror might normally fetch a healthy price, but examples of Dutch craftsmanship of the period that isn’t influenced by other European trends have become increasingly rare, and the bidding promises to be... vigorous.

Add to that the fact Edward Black must have his mirror...

If the team goes this route, you can handle it as a social conflict (from the core *Savage Worlds* rules), and simply let things fall where they may. Should the team succeed in acquiring the mirror, Black still comes after them with his minions.

Lying In Wait. Another option – and perhaps the easiest – is to simply attend the auction as a viewer. Then the team only needs to see who buys

it and follow him. If it's their 'villain', he'll lead them back to his lair. If not, no doubt the true culprit will show his face soon enough.

As it turns out, it's the first case.

Edward Black is on hand to make his bids and sign his papers – this is basically old hat for him. Once he's secured his prize, he takes it to his car and heads home with it. The agents can simply tail him.

Well... maybe it's not so simple. Hopefully, the team has a vehicle (or can steal one really quick). At that point, tailing Black becomes a dramatic task using the driver's Stealth. If he can make his five Successes, he follows Black's car all the way home – otherwise, Black snaps to the tail and tries to shake it. Then it's time for a Chase!

FINAL CONFRONTATION

If the team fails to track Mr. Black back to his lair after he has the mirror, they've failed. It's as simple as that. Otherwise, once they've either followed him back, they'll have to confront him. If they've managed to follow discretely, they have the element of surprise – otherwise, Black is ready for them.

The house is an old Victorian affair out in the countryside. The security could be considered average, but is still good: fenced in grounds, cameras and guards.

We'll let the characters decide how they want to approach an assault or infiltration, but we'll give you the pertinent stats.

Attack Dogs (2 per Agent)

Black lets his pack of dogs roam the grounds freely. Those who belong there know better than to poke around when the dogs are out. Use the **Dog/Wolf** stats from the *Savage Worlds* core rules.

Security Guards (1 per Agent plus 1 – see below)

Black also keeps a team of well-paid 'soldiers of fortune' on his payroll to discourage unwanted intruders. Use the **Soldier** stats from the *Savage Worlds* core rules (try looking under 'situational rules' if you're having trouble finding them). Each team also has a team leader who has the **Experienced Soldier** stats. Each guard wears Kevlar armor if they're expecting trouble and, regardless, each carries a submachine gun (**Range:** 12/24/48, **Damage:** 2d6, ROF 3, AP 1, Auto) and a combat knife (**Damage:** Str+d4).

This 'group' can be encountered twice – or at the same time, if the team has raised the alarm.

Zombies (1 per Agent, but no more than 6)

What? You didn't still think Black was an ordinary guy, did you? Should he find himself cornered, he'll start using Powers, starting with *zombie*. He keeps a few corpses on hand for just such an emergency. Use the **Zombie** stats from the *Savage Worlds* core rules (you can probably find them under the *zombie* Power).



Edward Black, Necromancer

'Edward Black' is just the name he's currently going by. Over the years, he's had several names and identities. He uses his powers if he thinks he can win in a confrontation. Otherwise he flees... taking the mirror with him if at all possible.

MILLENNIUM KNIGHTS

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

Skills: Fighting d8, Knowledge (Arcana) d12, Knowledge (Occult) d8, Notice d6, Spellcasting d12, Persuasion d10, Shooting d8, Stealth d8

Pace 6 Parry 6 Toughness 5 Pulse 30 Charisma: +2

Hindrances: Arrogant, Greedy, Vengeful

Edges: Charismatic, Gifted, New Power (x2), Patron God: Death (*gaze of death*), Pulse Armor

Powers: *Deflection, puppet, summon ally, zombie*

Gear: Formal Clothing, pistol (**Range:** 12/24/48, **Damage:** 2d6+1, AP 1, Semi-Auto)

Special Abilities

- **Heroic Entity:** Edward Black counts as a Heroic Rank character, 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.

DENOUEMENT

Assuming the team succeeds in bringing Black down, they can recover several things, including the mirror.

Also of interest might be his journal. It takes a bit of time to wade through, but explains how he created the artifact

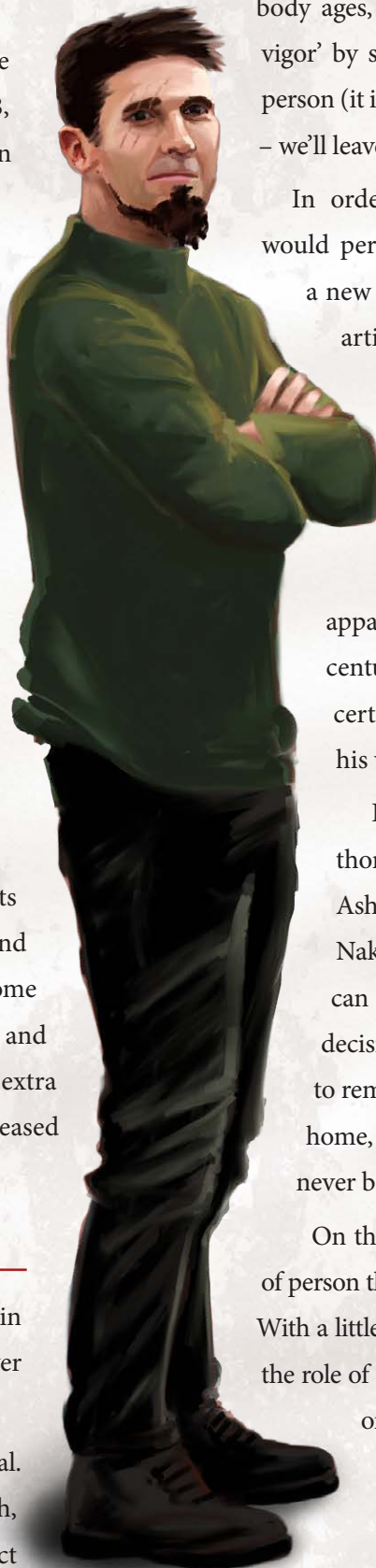
himself to use its power and prolong his life. His body ages, but can be restored to 'youthful vigor' by sacrificing the Pulse of a younger person (it involves physical contact and death – we'll leave the details to your imagination).

In order to alleviate suspicion, 'Black' would periodically sell the mirror, assume a new identity, and then repurchase the artifact as the 'new' owner. Then he'd round up a victim and regain his youth.

The journal confirms he's done this at least eight times previously, and it's apparent the man lost his humanity centuries ago – he obviously takes a certain perverse delight in luring in his victims.

If the team takes the time to do a thorough search, they can also find Ashley Harker. She's in the basement... Naked, bound and in bad shape. She can be saved, but the agents have a decision to make: She's seen too much to remain innocent. They can return her home, which elates her family, but she'll never be entirely 'whole' again.

On the other hand, she's exactly the sort of person the SPA looks for in a new recruit... With a little time and effort, she could take on the role of a companion for one of the agents, or even serve as a replacement if any of the team has fallen.



MISSING PERSONS

I like to stick to factual occurrences when writing, and considered using an actual missing person case instead of Ashley Harker. But the real stories are tragic – often unresolved – and I've no wish to open wounds for any families going through such things. Open cases dating back years can be found via the Internet. If you have any information that could lead to closing a missing person case, please contact someone... Even if you must do it anonymously. – Curtis Lyon

FOX AND HOUNDS

The agents' mission, should they choose to accept it, is to perform a favor for the SPA in Kameyama, Japan. A rash of severe wind storms has recently struck the coast of the Mie Prefecture, and Supervisor Yamamoto suspects an ancient – and possibly missing – national treasure may be involved. The team is to investigate and recover the Kusanagi Sword if possible. They're authorized to act on their own discretion but, as always, the team will be disavowed should their activities be discovered.

A BIT OF HISTORY

The team is met at Narita International Airport in Tokyo by Kenichi Yamamoto, the SPA's Japanese Supervisor and liaison to the DIH. He politely introduces himself and explains he's there to brief them as well as drive them to their destination. He also apologetically explains the trip will take about five-and-a-half hours, but points out that

OPTIMAL GEAR PACKAGE

Each team member receives PEG-treated clothing (Armor +4), a holster with a Glock pistol w/ suppressor (fully loaded, plus 2 extra clip of bullets), night vision goggles and an audio transceiver.

it'll give him time to give a thorough briefing as well as answer as many questions as possible concerning the mission.

Their destination is just west of Suzuka and, as promised, it's a long trip.

Along the way, Yamamoto says the problem is in the form of the severe winds striking the Mie region. While not unusual, these are unseasonable – even unnatural – and while they haven't caused any severe damage, they have caused problems and some embarrassment, especially where skirts are concerned.

Yamamoto won't elaborate on that other than to blush slightly and clear his throat.

Then he'll move on to discussing the Imperial Regalia of Japan. The story is long and convoluted, but it boils down to this: The Imperial Regalia were purportedly three items given to the first emperor by his grandmother, the goddess Amaterasu. They were a jewel, a mirror and a sword.

All three have been reported lost and found any number of times throughout Japan's history, but tradition holds that the mirror is buried at the Grand Shrine of Ise and the jewel is in the Imperial Palace. The sword, Kusanagi, is supposed to be at the Atsuta Shrine in Nagoya. In fact, the jewel

and the sword were 'seen' at the enthronement of Emperor Akihito in 1993, but they were heavily shrouded in cloth.

What's this got to do with anything?

Well... The Kusanagi sword purportedly could control the winds. If the wrong someone has gotten a hold of the sword, they could cause some serious damage – not to mention major embarrassment to the Japanese government.

It's theoretically possible the sword could be in the Mie Prefecture. One of the 'lost and found' stories involves a monk stealing it during the sixth century, only to have his ship sink at sea. The sword allegedly washed ashore in the Ise Province, where the Shinto priests recovered it. Ise is modern-day Mie, and if there was a grain of truth to that particular legend, it might be that Kusanagi wasn't found by the priests of the Grand Shrine, but rather by other important men.

Suzuka was the provincial capital of Ise, and sat on the Tōkaidō – the trade road between Kyoto and Edo (modern-day Tokyo). As a matter of fact, it's the same road Yamamoto is now following.

The first 'rest stop' south of Suzuka was the town of Kameyama. Kameyama Castle was destroyed and occupied during the seventeenth century, but was declared a historic site after being mostly torn down during the Meiji restoration. The massive stone foundation (now supporting a small museum) still sits in the middle of the town, which also happens to be the epicenter of the strange weather phenomenon.

IN THE LABYRINTH

Yamamoto answers any other questions as best he can, and then drops the team off in Kameyama. Then he departs, leaving them to their own devices. The characters can pretty much handle the investigation as they please, but a good starting point would be the 'castle'.

There's not really what you'd call a lot of high-tech security around the museum, but the team should still be cautious so as to not draw the attention of local authorities.

The massive stonework of the castle foundation actually sits in the middle of a park, surrounded by cherry trees with a small lake to the north and a high school to the south. The museum is on top of the foundation, about fifty feet above the surrounding area and accessed by stone steps along the side of the structure.

During the day, the area is generally occupied by either students or sightseers, depending on the season. At night, the grounds are locked and deserted, although police regularly patrol the neighborhood. The police aren't a major threat to the characters except for the potential repercussions of getting tangled up with them.

Local Police (1 per Agent)

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

Skills: Fighting d6, Notice d6, Shooting d6, Stealth d6

Pace 6 Parry 5 Toughness 5 Pulse 10

Hindrances: Loyal, Vow

Gear: Uniform, club (**Damage:** Str+d4), pistol (**Range:** 12/24/48, **Damage:** 2d6), flashlight

The museum itself offers little for the team except a great deal of Kameyama's history, but...

Assuming the team spends a little time poking around the park and the foundation as well, they can make a Notice check (remember the lighting penalties if they're exploring after dark). If any of them succeed, they find an odd-looking recess in the foundation at ground level – it's about three feet wide, five feet high, and six inches deep.

Yes, it looks like a secret door. In fact, any characters who can make a successful Tracking roll find evidence of someone using it. Recently, even. With a Raise, they'd say it was someone of small build – a woman, a very small man, or maybe a large child.

Now the agents need to decide on a course of action. Figuring out how to open the door only requires a successful Repair roll, but depending on the time of day, they'll need to deal with the surrounding environment, although how they choose to do it is up to them.

Some ideas that might work: during the day, they could pose as a survey or repair crew – this would require successful Persuasion; at night they could simply try to avoid detection – this would require successful Stealth.

In any case, if they enter the stone foundation, they're confronted with an old and dusty corridor. Inside is Dim lighting during the day and Dark lighting at night.

Ahead, the corridor empties into a larger chamber, but unless an agent is specifically

looking (in which case he gets a Notice roll to spot it), the first person to enter steps onto a pitfall just in front of the doorway. He must make an Agility roll at -4 or fall about twenty feet onto a lot of sharp spikes (**Damage:** 3d6+2). It takes a successful Climb roll to get out of the pit, or a rope and a cooperative Strength roll.

Immediately inside the room, next to the opening, is a stone marked with the Japanese kanji (symbol) for 'stone'. Pressing this deactivates the trap... or reactivates it, if it's already been pressed.

The chamber itself is obviously old, and the walls are covered in faded and dusty murals. An appropriate Knowledge check identifies them as depicting the five Japanese elements: air, earth, fire, spirit and water.

In the center of the room is a four-foot high stone pedestal on top of which sits a carved jade bowl. The bowl is filled with water.

A successful Notice check reveals kanji on the other three walls – one for 'air', one for 'fire', and one for 'spirit'. One lip of the bowl is also etched with a kanji character... 'water', of course. The bowl won't move, but the pedestal can be rotated. There's also a haiku carved into the pedestal: *"before that which moves/and that which remains unseen/destruction is quenched"*.

If the agents can figure it out on their own, give them a Karma. Otherwise, let them make Smarts rolls to figure out the kanji on the bowl needs to be aligned with the kanji for fire. At that point, a counterweight causes the wall with the air kanji to slide down, and a door to open up in the wall with the spirit kanji.

The moment the door opens, however, sentinels materialize, one at a time, and attack!

Sentinel (2)

These are exactly the same Sentinels summoned up by the *summon ally* Power... with one major exception: they're illusions. Use the stats from the core *Savage Worlds* rules but add the following:

- **Illusion:** The Sentinels are real only inasmuch characters believe they're real. Any character who tries to disbelieve an illusion may make a Smarts roll against the Spellcasting roll used to summon it. If successful, the Sentinel simply vanishes – for that person. Any character who has successfully disbelieved may add a +1 bonus to another character's Smarts roll, up to a maximum of +4. Characters may be killed by a Sentinel, but will have no visible wounds when paramedics arrive.

If the Sentinels are overcome, the team may continue into the new corridor, but within the first fifteen feet, a wall of flame leaps up in front of them.

This is the *barrier* Power with the fire/heat Trapping. It's also an Illusion which can be 'disbelieved' just like the Sentinels above. The flames will remain for one minute or until everyone has passed through (or otherwise overcome the Illusion).

Ultimately, the agents enter another room and come face to face with their 'host', Kiniroko.

FOXY LADY

The final chamber is actually well-lit, and comfortably furnished with cushions, a tea ceremony set, and other traditional Japanese paraphernalia. There's even a koi pond, complete with koi. Sitting in a place of honor on a small, silk-covered dais is a sword – although it more closely resembles an old Roman gladius than a katana. The sword is, however, Kusanagi.

In her natural form, the being in the room looks like a beautiful and petite Japanese woman with golden hair... and long, tufted ears... and nine fox tails. She's dressed as a noblewoman of the Heian period, resplendent in gold, white and red.

Of course, if she thinks it will better suit her purposes (and she has the Pulse left), she may take on an entirely different form. While she enjoys having the sword to play with, she's in no hurry to die, and will do anything she can to avoid lethal combat. If she must fight, she'll try to flee at the first opportunity.



Kiniroko the Kitsune

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

Skills: Fighting d8, Gambling d8, Notice d8, Persuasion d8, Spellcasting d10, Stealth d8

Pace 6 Parry 7 Toughness 5 Pulse 25 (has used at least 13) **Charisma +2**

Hindrances: Greedy, Quirk (prankster), Small

Edges: Acrobat, Attractive, Extraction, Gifted, Improved Frenzy, New Power, Patron God: Trickster (prestidigitation)

Powers: *Barrier, disguise, summon ally*

Special Abilities

- *Bite or Claws:* (**Damage:** Str+d4)
- *Heroic Entity:* Kiniroko counts as a 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 her own use, and increased Healing and Pulse recovery.

END OF THE TALE

How things are resolved depends on a number of things. Kiniroko is perfectly willing to leave the sword to escape alive. If she must flee and can get outside, she'll find the police and weave a tale of being assaulted by horrible foreigners, just to tie up the characters for a bit.

If she survives, she'll remember if the agents were merciful or murderous. So will the SPA.

The Kusanagi sword's powers are outside the realm of this adventure – the agents would be wise not to use it and provoke their superiors in any case. But recovering it scores points with both Yamamoto and the Japanese government.



SIREN'S SONG

The agents' mission is to meet with a man named Alejandro Domingue near the city of Hamilton on the island of Bermuda. Mr. Domingue says he has information about a group called *la Iglesia de la Unión Profana* ("the Church of the Unholy Union"). While this group is currently unknown to the SPA, intelligence suggests it may be trying to promote paranormal growth. The team is authorized to deal with the situation as deemed necessary. As always, the team will be disavowed should their activities be discovered.

MAKING A HIT

The meeting place is a small cantina on the docks called 'Wharf Speed', and as the team approaches, it's easy enough to spot Alejandro Domingue sitting at a table on the patio. He notes the characters and nods slightly in greeting.

Just then, there's the screech of tires on the road above the cafe and a sedan rounds the corner. Before the agents can act, several men lean out and open fire on Alejandro with automatic rifles; he goes down, while chaos and screaming erupts on the patio. The car, meanwhile, starts to speed away.

The characters only have a moment to react, and there aren't too many choices: they can follow the car or see to Alejandro. There's no reason some can't do one while the rest do the other, but anyone who wants to follow the car will need to 'acquire' a vehicle of his own.

OPTIMAL GEAR PACKAGE

The team receives a collapsible Sharps .50 rifle, a scope and a waterproof case to carry it in, 60' of rope, a pair of binoculars, and a yacht rental good for 2 days. Each team members also gets a diver's knife (treat as a waterproof dagger), 2 concussion grenades, a wetsuit, earplugs, an audio transceiver and two glow sticks (light in SBT).

The chase can be run using the *Savage Worlds* chase rules.

Bad Guys (1 driver +4 gunmen)

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

Skills: Boating d6, Driving d6, Fighting d8, Notice d8, Shooting d8

Pace 6 Parry 6 Toughness 6 Pulse 10

Hindrances: Fanatic

Edges: Combat Reflexes, Rock n' Roll!, Steady Hands

Gear: Assault rifle (**Range:** 24/48/96, **Damage:** 2d8), one mid-sized vehicle.

These guys attempt to escape or fight to the death. If any are captured, they'll only spit, "*La Unión Profana para siempre!*" before biting down on a cyanide capsule. Anyone who speaks Spanish can translate: "The Unholy Union forever!" In any case, the car's license plate can be taken down for later investigation.

If anyone bothers to check on Alejandro, they find he's not quite dead. He grabs any character who comes near, pulls him close and chokes out, "*La Bruja del Mar... La Roca del Diablo... Trienta*



y tres... Sesenta y cuatro...” Then Alejandro collapses, dead. Anyone who speaks Spanish can translate his last words: “The Sea Witch”, “The Devil’s Rock” and the numbers ‘33’ and ‘64’.

Searching the dead man turns up a wallet with an ID of a young blond man named Alistair Darby – definitely not one of Domingue’s fake IDs.

In any case, the sound of approaching sirens should warn the team to clear the area right away.

PUTTING TOGETHER THE PIECES

There are several avenues of investigation open to the team, although it’ll help them a bit if they figure out a few things first. Bear in mind that in the late 1990s the Internet wasn’t quite what it is today, so information isn’t so easy to retrieve.

The Church Of The Unholy Union: No one on the island has any information they’re willing to share on this. A Success on a Streetwise roll followed by a Success on a Notice roll alerts the agents that some people associate the name with something that scares them too much to discuss it. No amount of persuasion or intimidation will alter that fact.

The Sea Witch: The agents may make several assumptions here, but this is something of a dead end as well. There are no ships by that name registered in these waters, and a Success on an Investigation roll only turns up references to Hans Christian Andersen and *The Little Mermaid*.

The Devil’s Rock: This is even worse than “The Sea Witch”. The best that can be turned up with a Success on an Investigation roll is there are a number of places around the world with that epithet.

The License Plate: Running a check on the plates from the car carrying Alejandro's assassins requires a Success on an Investigation roll, but this at least turns up something interesting: the car is registered to a British national by the name of Alistair Darby.

Alistair Darby: A Success on an Investigation roll (or a Raise on a Streetwise roll) also nets some information about Alistair Darby. Darby is the son of a wealthy British industrialist and recently went missing while vacationing in the Bahamas. The senior Mr. Darby has offered a substantial reward for any information concerning his son. If the characters made a Raise on the Investigation roll, they'll also find a tantalizing bit of information that suggests the younger Mr. Darby was intrigued by the occult, however there is no other useful information to be found.

33 And 64: A Success on a Smarts roll suggests that the numbers are latitude and longitude. Award any player who immediately suggests this with a bonus Karma. Simply looking at any map of the region shows the coordinates 33° N, 64° W to be only about seventy miles northeast of Hamilton – out in the ocean. A Success on an Investigation roll uncovers that the location is just inside the area known as the Bermuda Triangle... also called "The Devil's Triangle".

OUT TO SEA

Hopefully the team will eventually make use of a boat and head out to the coordinates they've been given. If they're a little slow to move along, feel free to throw a few more gun-toting thugs at them (with the same stats as above).

In any case, those same thugs follow them in another boat while trying to stay out of sight, although the team should get a Notice roll to see they're being followed. If they succeed, they can choose how to handle the situation – either confronting the thugs directly, or trying to outrun them (in which case treat it as another chase). There are 2 thugs for each agent present.

Given several hours, the agents should be able to get out to 33° N, 64° W, where they find a small island that consists of a large, flat rock shelf dominated by a huge, finger-like slab of rock that juts into the air above the shelf.

In case the team hasn't guessed, this is the Devil's Rock.

It's up to them how they want to approach – they can swim, take an inflatable dingy, or even pilot the yacht in close enough for the agents to jump (although this requires a Boating roll with a -4 penalty, otherwise the boat tears out its keel on the rocks).

Searching the Devil's Rock reveals two things: a large pentagram inscribed on the rock shelf and a small cleft near the rocky finger. The cleft drops down a few feet into water and darkness.

Anyone trying to descend into the cleft should make a Notice roll (with penalties for Dark lighting unless they're using dive lights or glow sticks). On a Success, they find metal brackets that have been driven into the rock as handholds. Without the handholds, a character needs a Success on a Swimming roll with a -2 penalty, or he comes back to the outside surface, sputtering, frightened and suffering a level of Fatigue. Using

the handholds simply requires a Success on an Agility roll to come up into the air pocket on the other side.

It's Pitch Black (-4), unless a character has some sort of light.

Assuming the characters can see, they see a beautiful woman, reclining in the damp cave. Then they all get Spirit rolls. Anyone who makes a Success realizes the woman is simply an illusion covering the truth: a large, foul creature with pendulous breasts, bulbous eyes, a gaping toothless maw, and tentacles tipped with wicked barbs. In any case, the Sea Witch attacks...



The Sea Witch

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

Skills: Fighting d8

Pace 4 Parry 6 Toughness 10 Pulse 20

Special Abilities

- *Barbed Tentacles (Damage: Str+d8):* The Sea Witch can attack up to six targets with its tentacles. The tentacles have Reach 1, and can also be used to grapple. A character can target one of its tentacles by making a called shot with a -2 penalty; if the attack causes a Wound, the Sea Witch takes no damage (and is not Shaken) but the tentacle is rendered useless.
- *Dark Vision:* The Sea Witch halves any penalties for poor lighting conditions.
- *Illusion:* The Sea Witch naturally generates a powerful illusion, making it appear to be a beautiful humanoid female. The illusion can

be resisted with a successful Spirit roll, but anyone who remains fooled by it is subject to being controlled. The Sea Witch can use the *Puppet* power against such a character, using its Spirit instead of an Arcane skill. There's no limit to the number of people it can control in this way, but it must spend Pulse as normal.

- *Size +2:* The Sea Witch is a large creature.

Don't forget about that boat load of thugs. If they haven't been dealt with before the team engages the Sea Witch, they attempt to intervene or ambush the agents at the best opportunity.

DENOUEMENT

A team of cleaners will likely have to come in and remove the remains of the Sea Witch. There's also a clutch of eggs that needs to be destroyed. Inside the cave are the bones and remains of at least 20 previous victims of the Sea Witch, several of which can be identified – most notably those of Alistair Darby.

What about the mysterious cult? If the agents want to follow that up, the whole of the Bermuda Triangle can be your playground!

STORMY RELATIONS

The agents' mission is to travel to Paimpont forest in France to learn the fate of a unit of CIA operatives who were operating out of the nearby city of Rennes. The CIA team went in to investigate the disappearance of a group of scientists, and has been out of communication since their final transmission:

OPTIMAL GEAR PACKAGE

Each team member gets PEG-treated hiking clothes (Armor +4), a Glock pistol (fully loaded), 2 clips of iron-tipped bullets, one holster and an audio transceiver.

“The furniture! The furniture is moving! It’s—” The agents are authorized to deal with the situation as necessary. As always, the team will be disavowed should their activities be discovered.

TRAVELING TO RENNES

Getting to the area is easy enough— Rennes is the administrative capital of the Ille-et-Vilaine region of Brittany – however, traveling into the forest proper will ultimately require the agents to travel on foot. Smart agents may want to take the time to do some background research while they’re getting to the city and settling in.

There are a couple avenues of investigation in that regard:

The CIA Team: Information about the missing agents can be found with either Investigation or Streetwise rolls, but there isn’t much to learn. As the mission brief explained, they were operating out of Rennes and they went into the forest to track down some missing scientists. Their team was the same size as the characters’ team, and they’ve been missing for about a week now.

The Scientists: Information about the missing scientists can also be found with either Investigation or Streetwise. In this case, there is a little more information...

A Success with either skill informs the agents that the scientists were a mixed research team from Florida State University and the University of Rennes who were studying something to do with weather phenomena. There were a dozen of them, and nearly a month ago the researchers went into the Paimpont with a bunch of equipment. They never returned.

If a Raise was made on an Investigation roll, the agents also learn that – while some of the gear the researchers took into the forest was definitely for storm tracking, some of it was... well... ‘odd’, and no one’s really sure what it was for. Another odd note is that the scientists were also looking into the magnetic properties of various types of stone – in fact, if the team got two Raises on the roll, they learn the scientists had specifically ruled out the use of iron.

If a Raise was made on a Streetwise roll, the agents find out that members of the research team – particularly the Americans – spent a fair bit of time quizzing the locals about the forest, largely in regard to any local legends. In particular, they seemed interested in something called “the Fountain of Barenton”... If the team wants more information about the fountain, see below.

The agents can also make a Common Knowledge roll to recall that Florida State University was the home of the Ruizology program back in the ‘30s. Ruizology was a ‘pseudo-science’ which combined technology with the arcane, largely for purposes of weather manipulation.

The Paimpont Forest: Again, information about the Paimpont forest can be gathered with either Investigation or Streetwise rolls.

CONCERNING RUIZOLOGISTS

Those of you familiar with Noir Knights may wonder what happened to the Ruizologists.

By the end of the 1930s it was apparent that Refractive Breaches were far too dangerous to use for weather manipulation. But while the Ruizology program at Florida State University was shut down, Professor Bathurst was recruited into another program by the newly-formed Office of Strategic Services with the goal of using the same principles to create an efficient weapon. Ultimately, this project was codenamed “Manhattan”, and any remaining Ruizologists were either recruited into the program or simply ‘removed’ as threats to national security (either by imprisonment, or more extreme measures).

After the war, the surviving members of the Manhattan team were put to work on yet another project. Although using radioactive isotopes had proven successful in opening Refractive Breaches capable of releasing massive amounts of energy into our dimension, they were deemed an inefficient and excessively dangerous form of power transmitter. Unsanctioned experiments during the ‘30s had demonstrated there were other potential sources of untapped raw energy in the universe, and the new goal was to find and harness them. This new project was started in the 1950s, and codenamed ‘Phoenix’.

A Success on an Investigation roll turns up that the Paimpont is often associated with the forest of Brocéliande from Arthurian legend, and there are a number of rumors attached to it concerning faeries and magic. With a Raise, the agents also learn that medieval writers such as Wace and Chrétien de Troyes mentioned these things – as well as a fountain used to summon rain or storms.

With a Success on a Streetwise roll, the agents learn from some of the locals that faeries are supposed to protect the forest from unwanted incursions. A Raise turns up that the faeries are there to protect the fountain of Barenton in particular. In the latter case, the team learns the fountain was supposed to be used exclusively by hunters native to the region – when outsiders, such as the Knight of the Lion, try using the fountain, the faerie guardians rise up in anger.

INTO THE UNKNOWN

At some point, the agents have to strike out into the forest.

The trick, however, is figuring out where exactly the scientists and the CIA agents went. Tracking would surely help, but in reality it just takes a certain amount of time and patience. If you want to treat it as a Dramatic Task involving Tracking you can, but if you want the adventure to move on, it might be better to just let the agents wander around long enough to get edgy and then have them come to a glade with a mansion at the point when they succeed at a Notice roll. This will be the last easy Notice roll they get for a while.

The glade surrounds the mansion, and is unlike anything the agents have probably experienced. The place plays tricks with their senses: colors are brighter and starker; sounds are sharper and musical; smells are richer, and everything they touch prickles with something which feels like static electricity. From here on out, any Notice rolls in the mansion or the glade are made with a -2 penalty as the agents' senses are confused and beguiled.

The mansion itself appears surreal, glowing in the dark wood. It's three stories high, and constructed in an impossible manner with tall, thin towers and upper floors hanging impossibly over the lower ones. The eaves drip with verdant moss. The entire thing is limned in bright gold, but beyond the glass panes all the agents can see is a murky twilight. The only way in or out of the building is through a huge set of double doors inscribed with gold runes which are unfamiliar to any of the agents.

There's one other potentially disturbing discovery for the team: any radio equipment they might have won't pick up anything beyond the immediate area, but instead is filled with a constant chittering, chattering and high-pitched laughter.

Inside the mansion, things don't get much better – in fact, the agents have stepped outside of their own reality and into a corner of the Fey Realm of Dreams.

The ground floor is mostly composed of a vast central chamber filled with tables and chairs. Wardrobes and chests of drawers line the outside

walls, while a colossal fireplace dominates each of the walls to the left and right, casting long, dancing shadows with its firelight. A grand staircase leads upward at the far end of the room. It's all pretty peaceful... until the agents enter the room.

The doors behind them vanish with no warning, and every object in the room begins to hum and vibrate. Seconds later, chairs hurtle through the air, tables rear up like angry lions, and a ton of furniture thunders toward the team from all around.



Furniture Swarm

Attributes: Agility d10, Smarts d4(A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d10

Pace 10 Parry 4 Toughness 9(2) Pulse --

Special Abilities

- **Armor +2:** The swarm is composed of lots of inanimate objects - wooden, metal and stone. This makes individual objects a little tougher to destroy.
- **Construct:** The swarm is a bunch of enchanted furniture. It adds +2 to recover from being Shaken, doesn't suffer additional damage from called shots, and doesn't suffer from Wound Modifiers, disease or poison.
- **Pointy Edges:** Doors and drawers slam and pinch, letter openers cut and stab, candlesticks burn or bludgeon, hitting automatically and causing **Damage:** 2d6 to everyone in the template. Damage is applied to the least armored location.

- *Split*: The swarm is clever enough to split into two smaller swarms (Small Burst Templates) should their foes split up. The Toughness of these smaller swarms is lowered by -2 (to 7(2) each).
- *Swarm*: Parry +2, but weapons work normally against it, unlike 'ordinary' swarms (because of the size of some of the objects).

The fey furniture attacks until either the swarm is dispersed or the agents reach the stairwell. If any of them are Incapacitated and left behind, they'll join the other captives (see below) – otherwise, the furniture retreats en masse to its original position.

Upstairs, the team finds a scene that's entirely different from the one downstairs. First of all, this floor is impossibly bigger than the ground floor – even accounting for the overhang seen from outside. A delicate, gold-specked mist hangs in the air, twinkling above an expanse of soft green carpet that's very reminiscent of grass. Comforting, fragrant warmth surrounds the agents, and a diffuse light from an unseen source forces them to shade their eyes. Far in the distance, another stairwell leads up above the mist.

Crossing to the next flight of stairs is a Dramatic Task for each agent. A series of Vigor rolls must be made at a -2 penalty, with a Failure earning the agent a level of Fatigue. Should any agent become Incapacitated, fail a roll on the draw of a Club, or not complete the task in five attempts, he immediately falls asleep. Technically he could be carried out by fellow team members, but don't forget to assess penalties for encumbrance.

Any character left behind will be imprisoned (see below), but any character reaching the stairway immediately recovers all Fatigue incurred on this floor and may ascend to the next.



THE FOUNTAIN OF BARENTON

Upstairs, the agents are confronted by a glade that's nearly identical to the one outside, only this one is inside... or at least the hanging vines create the illusion of being inside a huge cathedral-like chamber. The biggest difference from the outside is the mansion is gone, replaced by a huge, stone megalith.

Water trickles from runic grooves cut into the stone, collecting in a naturally-formed basin on the rock, and a number of smaller standing-stones surround the fountain. These 'smaller' rocks are still roughly human-sized – a Success on a Notice roll alerts the agents that they're also disconcertingly human shaped. With a Raise, an agent is sure the rocks are fashioned in the form of humans bowing in supplication.

The number of stones around the fountain is equal to 12 plus the number of characters on the team, plus a number equal to any agents left behind in the mansion earlier.

As the team takes this all in, a company of shadowy beings emerge from the vine growth to surround them. They're small, armed with dark spears, and watch the agents with rage-filled eyes. Another being also appears, although this one's taller and girded with a sword; light seems to radiate from him.

The agents of course have the option to talk, since the fey host won't attack unless they're attacked or someone moves toward the fountain. On the other hand, since the SPA mandate encourages the destruction of creatures such as these, the agents may simply choose to attack.

If the team attempts to communicate, the sword-bearing one steps forward to parley.

He introduces himself as Esclados, Knight of the Rose, and demands to know why the humans have violated the fountain. If the agents ask for clarification, one of them must make a Persuasion roll (not Intimidation... if the agents insist on attempting to intimidate Esclados, the faeries all immediately attack), although this can be a cooperative roll, opposed by Esclados's Spirit.

Regardless of the Persuasion roll's outcome, the agents learn the following:

- Esclados and his company have been granted dominion over the Forest Brocéliande in return for guarding the fountain for a thousand years. He still has a hundred years of service left. He won't name his liege other than to state she's The Queen.
- The first group of humans (the research team) incurred the knight's wrath by inappropriately 'playing' with the fountain – it's a tool for hunters, not a toy for controlling the weather. They're being punished by serving penance for the final hundred years of Esclados's obligation, after which they'll be released.
- The second group of humans (the CIA team) incurred the knight's wrath by invading Esclados's demesne and attacking his warriors. They're being punished in a similar manner (as are any members of the characters' team who fell during their ascent).

- Esclados doesn't much trust humans... The last one he dealt with took advantage of his hospitality, seduced his daughter, ran off with a rare and prized animal, and then had the audacity to come back again asking for Laudine (the daughter) to run away with him. Worse yet, she did.
- The mansion is simply an extension of the Fey Realm into the mortal realms – Esclados's did this to increase the protection around the fountain.

If the agents make a Success on their Persuasion roll, they can convince Esclados to release the CIA agents (along with any of their own petrified team members), as they were simply trying to rescue their own. However, the characters must take a blood oath never to return and never to speak of what they found within the forest. The other humans, however, must fulfill their penance.

If the agents can make a Raise on the Persuasion roll, they can convince Esclados to release all of the humans – but only if they all take the same blood oath. Realistically, this shouldn't be too hard, though, as all of them are desperate to escape.

Of course, if negotiations break down at any point, the agents will have to fight (and it's possible they might try to betray Esclados once he's released the prisoners).



Esclados, The Sidhe Knight

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

Skills: Fighting d10, Notice d8, Persuasion d6, Shooting d6, Stealth d6, Survival d4, Taunt d8

Pace 8 **Parry** 7 **Toughness** 9(3) **Pulse** 25
Charisma +6

Hindrances: Arrogant, Vow (must always keep his word if given in blood)

Edges: Alertness, Charismatic, Command, Fleet-Footed, Improved Dodge, No Mercy

Gear: Fine Clothing, Plate Armor (Armor +3), Longsword (**Damage:** Str+d8)

Special Abilities

- *Command Fey:* Esclados can order any of the fey creatures under his command to do his bidding, up to and including to fight to the death against overwhelming numbers or betraying things they care about. Commands must be made verbally and last until the next sunrise, after which the creature is free of that instruction unless Esclados commands it again.
- *Create Portal:* Esclados can spend 5 Pulse to open a gate to the Fey Realm of Dreams.
- *Glamour:* Esclados can use a glamour to appear how he wants. This is often as an attractive human, granting Charisma +4. This ability can be used at will freely, but is only an illusion, granting no special abilities (like *fly*, should he take on a form with wings).
- *Heroic Entity:* This ability grants Esclados all the perks enjoyed by Heroic rank characters, including +1 to Soak rolls and checks to recover from being Shaken, +1 Karma for his own use, and enhanced recovery rates.
- *Weakness (Iron):* In common with many residents of the Fey Realm of Dreams,

Esclados has a susceptibility to iron, and takes double damage from any weapon (or bullet) of that material. Additionally, holding anything of iron causes him one level of Fatigue.

Sprite Warriors (2 per agent)

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

Skills: Fighting d8, Notice d8, Stealth d8

Pace 6 **Parry** 7 **Toughness** 5(1)
Pulse 10

Gear: Leather armor (Armor +1, Covers all locations), spear (**Damage:** Str+d6, Reach 1, 2 hands, +1 Parry)

Special Abilities

- *Fey Shot:* By spending 2 Pulse and succeeding at an opposed Spirit roll against a target within 6 inches, any of Esclados' sprites can cause paralysis. The target immediately falls prone and can take no action (or even speak) for 1d6 Rounds.
- *Invisibility:* One of the sprites can spend 2 Pulse per Round to turn invisible.
- *Size -2:* Esclados' sprites only stand about two feet tall.
- *Weakness (Iron):* In common with many residents of the Fey Realm of Dreams,

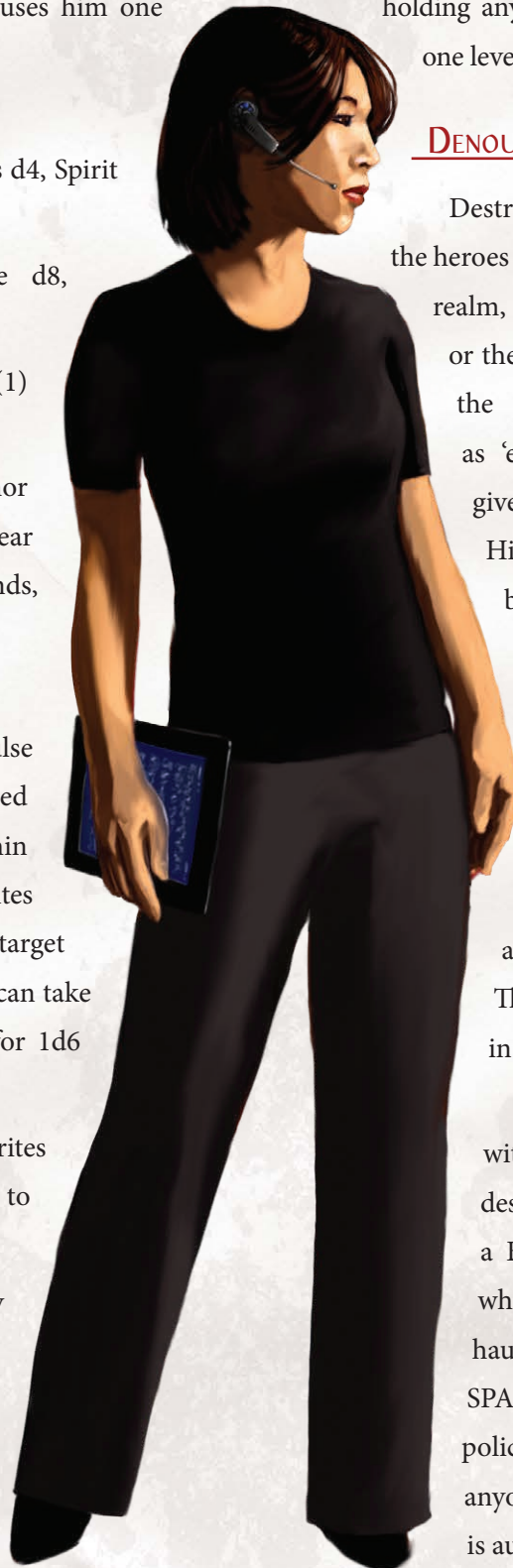
Esclados' sprites have a susceptibility to iron, and take double damage from any weapon (or bullet) of that material. Additionally, holding anything of iron causes them one level of Fatigue.

DENOUEMENT

Destroying all of the fey returns the heroes and the fountain to their own realm, but won't free the scientists or the CIA agents. For that matter, the agents will all be marked as 'enemies of the fey' (sure... give them each a Minor Enemy Hindrance), which could come back to haunt them later.

Should the agents take Esclados's blood oath, they must keep their word until death or find themselves instantly transported to the Fey Realm of Dreams to answer for their transgression. There's no return (at least not in the scope of this adventure).

If the agents negotiated with the fey rather than simply destroying them, they'll have a Black Mark on their record, which could also come back to haunt them later. After all, the SPA in 1999 has a zero tolerance policy about the paranormal, and anyone who talks with the enemy is automatically suspicious.



For the time being, assume they'll have a -1 Charisma penalty on any rolls with fanatical SPA operatives. On the other hand, they'll have made a couple of friends out of the CIA agents, so they can give themselves a CIA contact.

And if they also rescued the researchers, give them a bonus Karma for the next mission, an academic contact, and the goodwill of at least a couple of scientists. Wrap it up in a warm fuzzy feeling and break out the pizza - good job, team!

VIPERS' NEST

The agents' mission is to learn the fate of an Interpol team that disappeared while gathering evidence on the Ktapódi Syndicate in Monaco. The organization deals in human slavery, and is run by a mysterious woman who goes by the name of Madame Ktapódi. The team is authorized to deal with any paranormal activity as deemed necessary. As always, the team will be disavowed should their activities be discovered.

PICKING UP THE TRAIL

Should the team be curious about why the SPA is getting involved, they'll be told a very precise statue of the Interpol team leader, carved from gray basalt, appeared in front of the Hotel de Paris the day the Interpol team disappeared. That just seemed weird and the SPA is merely being... cautious.

It's easy enough to get to Monte Carlo (the main administrative part of Monaco), and a successful Streetwise check gets the agents enough information to learn the Interpol team was operating out of the Hotel de Paris - the only 'clue' was an Ace of

OPTIMAL GEAR PACKAGE

Each team member receives PEG-treated formal clothing (Armor +4), a holster with a collapsible Glock pistol (fully loaded, plus 2 extra clip of bullets), a disguise kit (razor, mirror, etc) and an audio transceiver.

Spades from the Grand Casino, apparently left as a calling card. It'll take a lot more (probably in terms of Persuasion or Stealth) to get into the hotel room, which is now a crime scene.

If a Raise was made on the Streetwise check, the agents also learn the Interpol team was apparently monitoring the Grand Casino, and they didn't go quietly - there were signs of a swift and violent struggle in the room. The hotel security cameras were interrupted just before the alleged assault.

Ultimately, all signs point to the Grand Casino.

HIGH STAKES

Ultimately, there's really nothing for the team to do but head into the Monte Carlo Grand Casino and start poking around. The agents should bear in mind this place is strictly 'jet set', so they'll have to dress to impress - in fact, in the evenings a jacket is definitely required.

Security in the Grand Casino is high tech, rather than invasive, and guns aren't allowed. Of course, clever agents can get around such annoyances, and agents with Gambling or social skills will have a chance to shine while they mingle with the rich and famous. In fact, we'd encourage you to allow a bit of roleplaying, especially when the agents meet Artemis Appollonia. We'll get to her in a moment.

Once the team starts hanging around the casino floor, they can start making Trait rolls.

Successful Notice checks allow them to discern the casino is alive with energy tonight – an excited buzz fills the place, particularly around the high stakes room. A Raise on the Notice roll allows the team to pinpoint the focus of the excitement: a blonde bombshell who's making a killing at the baccarat table.

Even without the Notice rolls, a successful Streetwise check informs agents of the presence of one Artemis Appollonia (the woman playing baccarat). Common Knowledge about the beautiful Miss Appollonia is she's the heiress to an arms fortune, although the Streetwise gossip suggests she's also a call girl of some sort. In fact a Raise on the Streetwise roll garners the rumor that Artemis may actually be the head of her own syndicate, somehow related to organized prostitution.

Bear in mind any obvious displays that the characters are agents will cause Artemis to leave before they get to her, having been tipped off by a corrupt guard. It's all about networking.

The easiest way to get to meet her is to earn the opportunity at the gambling tables – although clever agents will doubtless come up with other plans. Gambling can be expensive, with stakes running into the tens (or even hundreds) of thousands. This may be a little steep for the agents, but the good news is that five Successes (including any Raises) causes Artemis to withdraw to more private quarters.

Characters who want to tip the odds a little more in their favor can always resort to cheating or even Tests of Will.

Snake Charms

Sure, most of you have probably heard of Medusa – a snake-haired woman whose gaze turned people to stone. The myths are correct in that a hero named Perseus slew Medusa, but most people don't remember she had a couple of sisters: Euryale and Stheno. Most people also don't remember that gorgons are immortal unless their own magic is turned against them. After the Age of Heroes, paranormal creatures had to become more canny in their dealings with mortals. Euryale (now Artemis) and Stheno (now Diana) had no shortage of gold, and that's always a path to power in the mortal world. Eventually they came under the protection of a monastery of blind monks, which grew into the Blackwater Brotherhood. Now, the gorgon sisters lead a worldwide human slavery syndicate through fear, wealth, and an army of well-paid minions.

An agent engaged with Artemis, as well as any companions in the room with him, may attempt another Notice roll. A Success on the roll alerts the agent to two things: the feeling he's being watched (and not just by the crowd, surveillance cameras, or Artemis's black-clad sunglasses-wearing bodyguards), and the feeling there's something 'odd' in the shimmer of air around Miss Appollonia... something beyond her apparent charisma and stunning beauty.

A Raise reveals more: Artemis seems to be 'veiled' in some kind of magic, and there is an observer lurking in the shadows of the gallery overlooking the room – a dark-haired twin to Artemis.

That would be Artemis's sister, alias Diana Diamond. If there's any kind of trouble, she's there to eliminate it. With extreme prejudice. If Diana (or Artemis) become suspicious of the characters for any reason, the pair will withdraw, luring your SPA team after them. The plan would be to take them out in private, using their well-trained bodyguards and their own abilities... just as they did with the Interpol team.

CUT TO THE CHASE

Sooner or later the agents are bound to come into conflict with Artemis, Diana and their minions, whether it's because the sisters become suspicious of the team and lay an ambush, or the team becomes suspicious enough of the sisters to attack first.

The latter can come about in a myriad of ways. Diligent Investigation attempts may uncover shipments of gray basalt being shipped back to Greece to be used for construction materials, or emails that identify both Artemis and Diana as 'Madame Ktapódi'.

Diligent Stealth attempts may allow an agent to catch a glimpse of one of the sisters in her true form. In that case, we'll leave it to the players as to how they want to approach the assault – the agents can easily find where the sisters live (the Hotel de Paris, as a matter of fact, which makes breaking, entering and attacking a little more difficult).

Otherwise, feel free to lure the characters into some dark place where the gorgons will strike them with deadly force. They have little regard for 'innocents'; after all, they can afford a big cleanup crew.

Whatever the case, the agents face two powerful foes and a small horde of extras. Charge!



Artemis Appollonia (Euryale)

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

Skills: Driving d8, Fighting d8, Gambling d8, Persuasion d8, Notice d8, Stealth d8

Pace 6 Parry 6 Toughness 6 Pulse 25
Charisma +4(-2)

Hindrances: Ugly

Edges: Improved Frenzy, Very Rich

Gear: Formal clothing, short sword (**Damage:** Str+d6, Venom (see below)), Amulet of Beauty (hides true appearance and gives wearer the Very Attractive Edge)

Special Abilities

- *Healing Blood:* Drinking the blood of a gorgon acts as the *healing* Power.
- *Heroic Entity:* These gorgon sisters 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.
- *Invulnerability:* Gorgons can be Shaken, but aren't wounded by any type of attack except their weakness.
- *Petrify:* It's dangerous to meet the gaze of a gorgon. In combat, a character may avert his eyes – he may take a -1, -2, -4, or -6 penalty to his attack roll (his choice). Whether or not the attack is successful, he must then make a Spirit check with a

bonus equal to the penalty he took to his attack. On a Failure, he locks eyes with the gorgon and is turned to stone. A character Surprised by a gorgon may make an Agility roll at -4 to quickly avert his gaze.

- **Venom:** A gorgon's saliva is poisonous – treat it as Venomous Poison as described in the *Savage Worlds* core rules.
- **Weakness:** Gorgons are susceptible to their own gaze. A character with a mirror (or other highly-reflective object) may attempt an Agility or Smarts Trick against the gorgon, with the added effect that a Success causes the gorgon to become Shaken and each Raise causes a Wound.



Diana Diamond (Stheno)

Diana's stats are identical to her sister's with the following exceptions:

Skills: Fighting d4, Intimidation d10, Piloting d8, Notice d8, Shooting d8, Stealth d8

Pace 6 Parry 4 Toughness 6 Pulse 25 Charisma +4(-2)

Edges: Marksman, Very Rich

Gear: Formal clothing, repeating crossbow (**Range:** 15/30/60, **Damage:** 2d6, ROF 1, 6 shots, AP 2, Venom (as above), 2 Rounds to reload), Amulet of Beauty (hides true appearance and gives the wearer the Very Attractive Edge)

Blackwater Brotherhood Initiates /

Bodyguards (3 per agent)

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

Skills: Climbing d6, Fighting d8-3, Notice d8, Swimming d6, Stealth d8

Pace 6 Parry 7 Toughness 7(2) Pulse 15

Hindrances: Blind

Edges: Assassin, Block, Combat Reflexes, Dodge, Echolocation, Martial Artist

Special Abilities

- **Fists:** (Str+d4)

MORE WHERE THAT CAME FROM

Neither Artemis nor Diana are keen to die. If things look bad for them, they'll either attempt to flee (making their way to the resort's helipad) or bargain for their lives. In any case, the agents can find enough information in the sisters' quarters to show they're the brains behind both Madame Ktapódi's syndicate and the Blackwater Brotherhood.

If either or both of the sisters is forced to flee and escape, the agents will have made a powerful enemy. Even if the pair was killed, the team should be on the alert for reprisals from the Blackwater Brotherhood. Besides, there's no guarantee the sisters were the only gorgons around. After all, they might have had daughters....

Note that sparing either of the sisters could have far-reaching repercussions. Should the agents' Supervisor catch wind of it, they'll have acquired a Black Mark. On the other hand, there's no telling when they might need friends in some very low places.

WINGS OF WAR

The agents' mission, should they choose to accept it, is to perform some 'clean up' in the

village of Tharali, India. It seems a truck struck and killed a wyvern in the foothills outside of town, and the panicked driver has riled up police and press with the story. The team is to extract the carcass and attempt to allay suspicion. They're authorized to act on their own discretion but, as always, the team will be disavowed should their activities be discovered.

MEDIA BLITZ

The team arrives at the Indira Gandhi International Airport in New Delhi less than a day after the wyvern's demise. From there, they can easily take a truck to Tharali, 175 miles northeast in the Himalayan foothills.

Well... It's easy for the first half of the journey. The last hundred miles is crumbling rural roads – someone needs to make a successful Driving roll in order to keep the team from losing valuable time.

The village of Tharali is abuzz with news of the strange incident. Ajit Chandak, the truck driver, has become a minor celebrity in town and a few daring locals have even visited the scene themselves. Rumors in town suggest the thing is a dinosaur or dragon. To keep locals from further disturbing the scene, the territorial police have blocked the road between Tharali and Gwaldam (the next town up the road).

To make matters worse, journalists from the national presses arrive in Tharali at the same time as the agents do... The arrival of satellite trucks and more than twenty reporters causes a huge stir among the locals.

OPTIMAL GEAR PACKAGE

The group has a three-day truck rental. In addition each team member receives PEG-treated clothing, a holster with a Glock pistol (fully loaded, plus 2 extra clip of bullets), night vision goggles and an audio transceiver.

The good news for the team is they're taken to be international journalists.

The bad news for the team is the arrival of a dozen Rakta kē Sansa cultists about an hour later. The agents aren't likely to know about them unless they've specifically said they're keeping an eye out for new arrivals. On the other hand, since they take up positions in town and near the accident, alert agents get a bad 'vibe' if they make a successful Notice roll. On a Raise, they also spot a pistol on one of the newcomers.

Eight cultists slip out of town on foot, hiding among the trees and boulders with plans to kill the police by night and retrieve the wyvern in a rented Mahindra truck. They'll kill anyone who gets in their way.

The other four cultists watch events in town, singling out anyone who looks troublesome. In the meantime, eager journalists are looking for any opportunity to bypass the police and get to the scene.

A WING AND A PRAYER

A successful Streetwise roll informs the team that the wyvern's carcass is two miles outside of

CULTISTS? WHY?

Four years ago, a fanatical cult of Kali worshipers (the Rakta kē Sansa, or 'Sons of Blood'), managed to acquire a wyvern egg. The cultists hatched it and kept the creature captive in a cave high in India's Uttarakhand territory, feeding and nurturing it until it reached maturity. The intent was to sacrifice the wyvern, believing its sacred blood would empower them. Unfortunately, the beast escaped its captors a week ago and fled south through the mountains, into the foothills. Yesterday morning, the wyvern swooped down on a sheep crossing a country road and slammed into the front of a Mehar gravel truck. The rest, as they say, is history.

Tharali, on the trucking route to Gwaldam. The police roadblock is set up about a mile outside of town.

The bottom line is the agents need a proper strategy to get the dead wyvern back to the airport in New Delhi for transport to Guantanamo. They'll need a truck, for one thing. If the agents didn't bring one, they'll have to buy or steal one in Tharali. And of course the prying eyes of the populace, press, police, and the Sons of Blood closely follow the team's every action.

Day or night, by road or over land, the team has four challenges in front of them:

First, there's the police roadblock, consisting of four officers and two cars. Two policemen watch the roadblock, while the other two patrol the

mile between there and the scene of the accident. There's an identical roadblock a mile outside of Gwaldam.

It's possible to bypass either roadblock on the way in, but not on the way out (with 'cargo'). Agents would do well to avoid violence, since more police and press attention would follow... but if they attack any way, use the stats for the Cultists below, adding a Revolver (**Range** 12/24/48, **Damage** 2d6+1) to their gear.

Second, some enterprising locals have outwitted the police and are seeking video and photographic evidence they can sell to the press. They're not the sharpest tools in the shed, and see the team as 'competition'. They first attempt to Intimidate the agents and, if threats fail, they attack.

Local Thugs (1 per agent)

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

Skills: Fighting d6, Intimidation d6, Notice d6

Pace 6 Parry 5 Toughness 6(1) Pulse 10

Gear: Leather Jacket (+1, covers torso and arms), club or knife (**Damage:** Str+d4)

Third, a group of clever reporters has also evaded the police (give the guys a break... they're outnumbered and overworked), and is converging on the scene. They're easily evaded, but if they're not convinced to return to Tharali, they'll arrive on the scene to collect evidence of the wyvern's existence.

Perhaps just as bad, they'll also document the attack by the Rakta kē Sansa (below). If the agents

choose violence, use the stats of the Thugs above for the poor reporters – only they don't have armor, and are using improvised weapons.

Finally, there are the eight Rakta kē Sansa hiding around the scene and waiting for their brothers in the rented truck. Anyone approaching the body of the wyvern is set upon by the cultists. If the team doesn't Notice them, the Sons of Blood get the drop.

Cultists (2 per agent)

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

Skills: Fighting d6, Notice d6, Shooting d6

Pace 6 Parry 5 Toughness 5 Pulse 10

Gear: Pistol (**Range:** 12/24/48, **Damage:** 2d6), dagger (**Damage:** Str+d4)

While the first three challenges can be dealt with by Stealth, Persuasion, Intimidation, or even plain old bribery, the cultists can't be dealt with so easily... They fight to the death to protect the wyvern corpse.

ON THE ROAD AGAIN

If the team can get past those challenges, they can collect the dead wyvern.

However, it won't take long for the remaining Sons to discover their brothers' failure and give chase. Right through the narrow, dusty (and crumbling) foothill roads. Use the Chase rules from *Savage Worlds*.

The driver attempts to run the agents off the road, two cultists fire on the vehicle with their pistols, and the remaining Sons attempt to leap onto the team's truck with the goal of killing the agents and commandeering the vehicle.

Should the team survive to the national motorway, the journey becomes a lot quicker and easier... Unless they attacked the police or broke through the roadblock at Tharali by force. In that case, another roadblock will have been set up where the rural road joins the motorway. This includes spike traps, far greater numbers, and the willingness to employ a violent response.

UP, UP AND AWAY

Assuming the team makes it back to the airport without doing anything to garner more police attention (such as driving a burning vehicle, riddled with bullet holes and dangling bodies), the ripe carcass of the wyvern is quickly loaded in a cargo transport headed to Guantanamo.

The degree of the mission's success can be judged in the following hours and days, as events at Tharali hit the national and international presses.

If the agents largely avoided detection and dealt with the challenges appropriately, the stories lack any real evidence and are presented more as curiosities; otherwise their actions bring some unwanted attention and tie them to an unsolved mystery.

Millennium Knights

SPECIAL EDITION

IT'S 1999 AND MONSTERS DON'T EXIST.
THEY'RE THE STUFF OF LEGEND AND MYTH, RIGHT? WRONG.
OUR WORLD IS FILLED WITH PARANORMAL CREATURES
JUST ITCHING TO ENSLAVE HUMANITY OR WIPE IT OFF
THE FACE OF THE EARTH.

ONLY THE WORLD'S FINEST AGENTS STAND BETWEEN THE
PARANORMAL HORROR AND AN UNSUSPECTING PUBLIC.

OUTFITTED WITH THE BEST TECHNOLOGY
AND TRADECRAFT, IT'S TIME TO GET TO WORK.

WEAR THE TUXEDO,

LOAD THE WALTHER PPK,

AND SAVE THE WORLD!

SAVAGE
MOJO