

SUZERAIN

NOIR KNIGHTS



Knights At The Opera



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We would also like to explain that Suzerain is our take on reality with mythological and magical elements. It depicts religions and mythologies with a twist – that is to say, differently than a true believer might see them. We mean no disrespect if you are such a believer but ask you to respect our right to our own interpretation.

Thank You

Sure, creating this book has been plenty of work, but it's also been a ton of fun. That's because we knew some day you'd be reading it! Your support for Savage Mojo means a whole lot to us. We couldn't enjoy crafting these products if it weren't for awesome fans like you. Your ideas, opinions and stories are super important too; we want to make books that you like! So send us an email with stuff you want to see more (or less) of in the future. Or just let us know you're out there with a simple "Howdy" to hello@savagemojo.com – thanks!

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What is Knights At The Opera

Knights At The Opera is a free 'One Sheet' adventure for *Savage Suzerain*, a short adventure to give you a feel for the 1930s realm of *American Grit* where we set our *Noir Knights* book. You'll want characters of Heroic rank to play this adventure, a copy of *Savage Suzerain*, and the Savage Worlds core rules.

Looking for some pre-generated characters to get you playing even quicker? Just check out the *Treasure* area of our website - we've got you covered.

Knights At The Opera

A Savage Worlds One Sheet for Heroic/Legendary characters in the Suzerain setting.

Realm: Mortal realms, American Grit (USA in the Great Depression of the 1930s).

The voodoo Loa (godlike spirits) are interesting beings in that their relationships with their human worshipers are much more symbiotic than is typical of 'gods' – especially *modern* gods. While this normally isn't an issue, and usually only makes for interesting fiction, there's sometimes a case that deserves a little more attention.

Such is the case of one Jean-Pierre Gudot, a practicing Taximancer bearing a misguided obsession with a Haitian immigrant by the name of Bethany.

Bethany came to Jean-Pierre's attention during a ceremony in which she was ridden by the spirit of Erzulie. Bethany was a beautiful young woman (hence Erzulie's attention), and her sensual nature while being possessed by the Loa filled Jean-Pierre with absolute desire. When he approached the woman the next day, however, he was dismayed to discover that Bethany herself was a bland girl with all the sex appeal of roadkill.

Fortunately for Jean-Pierre, he was versed in the art of taximancy, and roadkill was something he could work with. He killed the unfortunate Bethany, fixed her up with a little taxidermy, and then – in a very dark ritual aided by Kalfu – Jean-Pierre created a 'drudge', a human shell possessed and empowered by the spirit of Erzulie. Of course, Jean-Paul came to the attention of the Templars of Marassa (those taximancers who try to police their own people to stop this kind of thing happening) within about a week, and he fled with 'Beth' to New York, where he took up the stage name of 'John "Sporty" Gordon' and started hanging around Broadway.

But there are those who have noted Erzulie's absence, and who miss her presence...

New York City - 1935

The heroes are a freelance team working for the Task Force Division of the SPA, a branch of the government formed during the Great Depression to investigate the supernatural. Actually, it doesn't much matter where the heroes are at this point. As they sit in a hotel room somewhere – safe in their Pocket Realm – there comes a knock on their door. If the heroes are too paranoid (or too rude) to answer it, the visitor opens the door himself... it doesn't matter whether or not it's locked. In any case, the visitor turns out to be a middle-aged man with graying hair and the dark skin of a Caribbean or African native. He's dressed a little shabbily, and leans on a crutch, but he has an easy smile and a mischievous twinkle in his eye.

He makes little preamble as he addresses the group in accented English. *"Pardon de intrusion, but I was wonderin' if you might help a poor beggar wit' a problem?"*

Assuming the heroes are smart enough to hear him out, he enters the room and takes a seat. If the heroes are foolish enough to just slam the door in his face, they will still find themselves in New York City when they leave their room – only they'll have much less information to work with, as well as Legba's ire... skip ahead to *The Show Must Go On* below.

Otherwise, after he has made himself comfortable, the visitor explains himself. *"While I was otherwise preoccupied, a man made off wit a lady friend o' mine. He is callin' hisself 'Sporty', and she is answerin' to 'Beth'. You can find dem at de Alvin Theater..."*

Undoubtedly, the heroes have a few questions, and he will answer them to the best of his ability. More or less. He admits that his name is Legba, known to be a Loa, and he claims that Beth is certainly not with Sporty of her own free accord. In fact, he says that Sporty is a Dark Priest, and has used powerful and forbidden magic to bind the girl to himself. Should the heroes wonder why Legba doesn't take care of the problem himself, he points out that there are limits to how far gods and Great Spirits are allowed to meddle in mortal affairs.

After any questions have been answered, Legba stands and leaves the room, vanishing into the Maelstrom. And when the heroes next leave, they find themselves in a hotel situated near Broadway in New York City.

The Show Must Go On

It's easy enough for the heroes to locate the Alvin Theater – it's actually not far from the hotel they're 'staying' at. While it's not currently open to the public, there are plenty of people around working in preparations to perform George Gershwin's new opera, *Porgy and Bess*.

It isn't tough for the heroes to get in if they can flash Federal credentials, but that might raise their profile as people get curious about why Federal Agents might be popping in on the production. This will certainly alert Sporty to their presence, and might make him a little harder to pin down. Should the heroes wish to go in with a slightly lower profile, they can attempt Persuasion rolls... although they'll be at a -2 penalty unless the team can come up with a clever cover story.

The theater is in the usual chaos of pre-production disarray, with last-minute adjustments being made to sets and costumes, and last-minute practicing of lines and lyrics. Oh... did we fail to mention that the show is opening tonight? Messieurs Gershwin, Heyward and DuBose will try to be as patient as possible with the heroes, but they don't want any interruptions. After all... *"The show must go on!"* as they say.

The easiest way to track down a spirit-infused drudge would be with some sort of Spirit Sight. But if the heroes don't have that option (or simply fail to *think* of it), they can do it the old fashioned way: asking a lot of questions and making a successful Streetwise roll.

While most of the production crew aren't familiar with Beth, they do know Sporty. He's an extra in some of the group scenes, and generally considered a pain in the rear (*"The guy's just got too big an ego... he already thinks he's a star."*) by most of the crew. If anyone can manage a Raise, they'll find someone who's familiar with Beth. According to them, she's pretty but awful quiet and shy. She follows Sporty around like a lost pup.

One way or another, the heroes should be able to locate Sporty... just as the curtain raises for the first Act.

Bringing Down The House

Of course Act I is a group scene, which means Sporty is on stage as part of the 'Market Crowd'. But a clever hero may realize that means Beth should be around somewhere nearby. One way or another, the heroes should make Notice rolls (or use any spirit detecting Powers they might have handy), although the rolls are at -4 if it honestly hasn't occurred to them that Beth is always around Sporty.

On a success, they notice a figure up in the theater's catwalks above the stage. Yeah... it's probably Beth.

At this point, assuming they've seen Beth, the heroes have a decision to make: should they act now or wait for the show to end? Of course, if they *haven't* seen Beth yet – or if they choose to wait – the decision will likely be made for them. Sporty sees them, and he's pretty sure the heroes don't mean good for him. At the first opportunity, he'll exit the stage and start climbing up to the catwalks.

The heroes may realize if they don't act, they may lose their chance. Climbing the ladder is easy enough (if for some reason they need to make Climbing rolls, they're done with a +2 bonus); the problems really only start once they're getting to the top.

Sporty is waiting at the top of the ladder (or at the top of *one* of the ladders, should the heroes choose to use alternate ladders), waiting to whack the first head to clear the catwalk with a two-by-four. After that, combat ensues up on high.

You should play this scene for a certain amount of humor while still ratcheting up the tension. All of the combatants (including Sporty) should wish to avoid being noticed while the opera is in full swing, so Stealth rolls are certainly appropriate. On the other hand, the catwalks are high, narrow, and potentially dangerous to people wrestling and fighting on them. Sporty will attempt an Agility Trick or two, hoping to cause a hero to lose his (or her) footing. Successful Agility rolls will prevent an untimely fall, but will also leave the hero hanging from the rafters, so to speak.

Remember that improvised weapons abound in the form of lumber, sandbags, tools, and anything else you might deem appropriate. Sporty's goal is to escape – preferably with Beth, although that will become optional if he feels he can't succeed at both. In a pinch, he'll have Beth fight to protect him.

The Final Act

The only way to free Erzulie is to destroy the drudge in which she's imprisoned. Should Sporty escape with Beth, Legba won't be very happy – although the heroes can always try to track down the taximancer and finish the job (but we'll leave that adventure to your clever mind). On the other hand, if Sporty escapes *without* Beth, the heroes can still 'win', since they still have Erzulie.

Whatever happens, if the drudge is struck down, a beautiful mulatto woman rises from the corpse. If Sporty is still around and alive, she looks both sad and annoyed, saying, "*You're a handsome man... you could have just asked nice.*" On the other hand, if Sporty isn't around, she just looks sad and annoyed.

In either case, Erzulie looks around and makes a sour face, "*This place is dreary and ugly... I want to go somewhere else. I want to go shopping at Tiffany's.*" Unless the heroes want to chase her around New York City, they'll need to make a Persuasion roll to get her to go back to their hotel. This is actually easy enough if any of them have the Attractive Edge – although Erzulie will latch onto that character like a leech. Otherwise, they'll need to get a Raise in order to succeed.

Once back at the hotel, Legba will show up once again, retrieve the errant Loa, and the pair of them (with thanks appropriate to the degree of the heroes' success) will depart back into the Maelstrom, leaving the heroes' Pocket Realm wherever they'd like it. If you think the heroes acquitted themselves well enough, you can also grant them a bonus Karma at the start of the next session.

John 'Sporty' Gordon (a.k.a. Jean-Pierre Gudot)

Jean-Pierre has struck a deal with Kalfu in return for the power to bind Erzulie to Bethany's husk. The exact terms of the deal aren't important for this adventure, but should Jean-Pierre survive, they could form the basis of a whole other adventure.

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

Skills: Faith d12, Fighting d10, Healing d10, Notice d6, Shooting d6, Stealth d8, Taximancy d12

Pace 6 Parry 7 Toughness 12(4)* Pulse 28(35)

Hindrances: Arrogant

Edges: Bearer of Ill Omen: Improved, Empowered, New Power, Taximancer, Tough As Hell, Tough As Nails

Prayers: Armor, Boost/Lower Trait, Divine Intervention

Taximancer Prayers: Blood To Wine (**Range:** Spirit, **Pulse:** 2, A Taximancer may recite this prayer against one target, opposed by their Spirit. A success causes a Wound, while a Raise causes 2 Wounds. Additional Raises have no effect.), Drudge (Sporty has used this to 'create' Beth)

Gear: Costume from the set of Porgy and Bess, Set of Throwing Knives (5) (**Range:** 2/4/8, **Damage:** Str+d4)

Special Abilities

- *Demigod Entity:* Sporty counts as Demigod rank, and receives all the benefits that come with it, including +2 to Soak rolls and to recover from being Shaken, 2 extra Karma for his own use, and increased Healing and Pulse recovery. He also rolls a d8 for his Wild Die.

***Note:** When combat starts, Sporty's Armor Power has been active for one Round. He must pay Pulse to maintain it after the second Round of combat.

'Beth' (Drudge)

Drudges are the Taximancer's version of a Voodoo zombi. Sturdy and resilient, they answer only to their creator (as long as they're within range - the caster's Spirit). While a drudge infused with another spirit usually has a little more autonomy, Kalfu has ensured that Erzulie is subservient to Jean-Pierre.

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

Skills: Fighting d8, Intimidation d8, Notice d4, Shooting d6

Pace 5 Parry 6 Toughness 9 Pulse 5

Gear: Immodest Gown

Special Abilities

- *Fearless:* Drudges are immune to Fear and Intimidation.
- *Undead:* Drudges count as undead creatures, and have +2 to Toughness and to recover from being Shaken. Called shots do no extra damage to them.