

SUZERAIN

NOIR KNIGHTS



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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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We Bring Worlds To Life

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version 1.savage100406

The image features a decorative border with intricate, stylized patterns in the corners and along the sides. The background is a light, textured surface with a large, faint, white, stylized floral or scrollwork design in the center. The text "FOR PLAYERS" is written in a blue, outlined, serif font, centered horizontally and partially overlaid by the central background design.

FOR PLAYERS

There's a pale mist over the train yard just before daybreak. Two men stand next to a steel barrel, firelight bouncing off their callused hands and smudged faces. One man grinds his palms together, loosing a few motes of dirt and skin over the flames. He remarks, "The twenny-six'll be shootin' through here in a minute. It ain't gonna stop but we kin flip it."

A train's hollow clarion calls softly from the north. The other man picks at his beard and replies, "I heard there's a farm a little down the rails, who's looking for a couple hands. So I'm for it. Got your bindle?"

"Yeah, gimme jist a sec. This jungle fire ain't build itseff, an' someone else might need it." He extracts a scrap of paper and the stubby end of a pencil from his vest pocket. Somewhere behind the hobo's haggard eyes, a river of light carries his good will, flowing into his right hand. He makes a few rough lines on the paper and lets it drop.

Even the torn edges of the scrap hold their shape as it descends into the curling flames. A moment later, the fire seems to inhale, glowing brighter and filling the barrel. "That'll keep 'er goin' a few more nights." he announces as the Twenty Six's locomotive steams past. The two men scramble along the tracks to pick up speed, before hoisting themselves into an open box car and disappearing into its humble accommodations. Sunlight arcs over the treetops to display a yellow-green forest and the Twenty Six pressing south.

American Grit

Along the sunny avenues of Washington, D.C.
- America needs you. On its dusty Midwest farms
- America needs you. And in the misty swamps of Florida - America needs you!

The spirit of the nation is under attack. Unknown forces tug at our politicians' strings, and unleash agents of destruction into our cities. A quiet war rages without declaration or fanfare. Most Americans don't even know the enemy has taken up arms. But the strong and the just have been slowly disappearing from the countryside over the past decade.

Now is the time for heroes to redress the balance, the time for action, and the time to let your virtues be stamped on the heart of the nation. Delve into twisted conspiracies and save America's soul from a fate worse than death. You'll need the full gamut

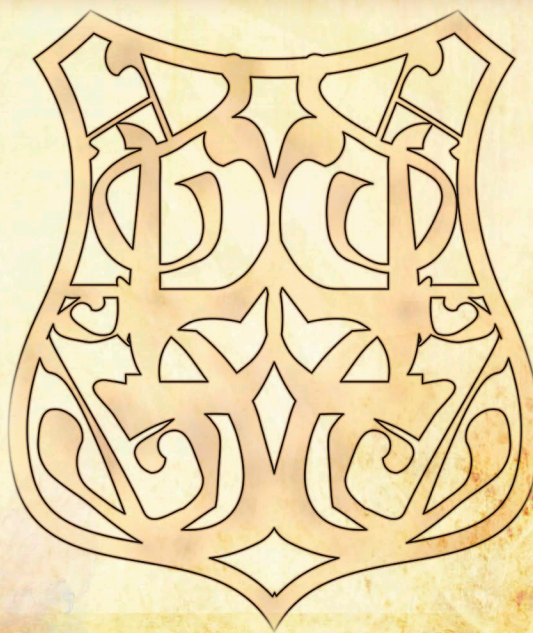
of might and cunning to survive the times ahead. So grab your pistol and your best noir voiceover, because the dust storms of the Great Depression aren't the only things stirring up some American grit!

What Is Noir Knights?

Noir Knights is your own epic. This [Savage Suzerain](#) setting offers a pulpy romp through the terrible destitution and thundering opportunities of 1930s America. Secret organizations, hidden magic, strange technology, and hard-as-nails G-men collide and mix across the canvas of a shattered nation.

Section One zooms in on Washington, D.C., the state of Florida, and the wild Midwest with everything players need to get started and craft their vigilante heroes, mystic hobos, repentant taxidermist priests, and inventor wizards.

The mysteries and machinations of America's unknown malefactors lurk in Section Two. Additionally, Section Two is piled with dozens of plot point scenarios and Savage Tales. Vivid villains and thrilling twists will give you GMs everything you need to run many evenings of dynamic adventure. But players beware, only the GM should read past the section divider that says, "For GMs". Don't get tempted now, or it'll spoil the surprises.



The Special Projects Administration

In the spring of 1932, twenty thousand veterans and their families set up protest camps in Washington, D.C. to demand access to their war-time military bonuses. That summer, the Attorney General ordered the camp's evacuation by force. The ensuing mayhem spurred President Hoover to create the Special Projects Administration – a group of volunteers who were promised first pick of various public works projects that he'd authorized, hoping to offset the deepening depression. While not 'real' jobs, it was a better offer to the veterans of the 'Bonus Army' than routing them into the Potomac.

In the past two years, as a result of Hoover's belief in 'volunteerism', the SPA has grown to encompass an array of duties, largely associated with the organization of civic renovations in communities spanning the forty eight states. That side of things is done by the Works Progress Administration which, thanks to the President, has given 8 million Americans jobs. However, while the WPA now makes the headlines, SPA 'volunteers' get tied to any number of bureaucratic branches... including the United States Bureau of Investigation. And that's where the truly interesting stuff happens.

Veterans who are exceptionally 'talented' have been quietly channeled into the Task Force Division, which is a semi-independent SPA Division attached to the USBI whose Director, Clifton H. Osborne, answers only to the President. The TFD works to police interstate crime alongside the USBI and J. Edgar Hoover (who is currently the motive force behind the Bureau, and who will see it formed into the Federal Bureau of Investigation pretty soon).

The Task Force Division's activities aren't widely reported in the popular press. It has a number of Task Force Coordinators who each run an Official Project Team, which might consist of full time employees, usually ex-military, who research and eliminate the more supernatural threats to national security, or might be made up of freelance teams who've been recruited for similar purposes. The Coordinators of freelance teams provide a vetting process, occasionally extending offers to join the organization full time to

highly dedicated teams (or 'task forces' as they get called using the office jargon).

If all of this seems confusing, a mess of layered departments, divisions and bureaus... well, it's meant to. The TFD is an official part of the government, but it's best not to scare the public with talk of hunting supernatural threats. People are already spooked enough after the rise of spiritualism and superstition in the '20s and there's no point adding hysteria to the Great Depression. Buried within plain sight, the work of these task forces remains largely invisible, even to the accountants on Capitol Hill who scrutinize every dollar of federal spending.

Working For The SPA

The Task Force Coordinators have much broader standards of hiring than the rest of the SPA, seeking out operatives from all corners of America. Circus freaks, gangsters, priests, post masters, lumberjacks, and street urchins -- they've all been tried out. Task forces are often rearranged to find effective synergies that can be used on assignments. The freelance nature





SPECIAL PROJECTS ADMINISTRATION
HEADQUARTERS, TASK FORCE COORDINATION
WASHINGTON, D.C. 20001

February 22, 1933

NOTIFICATION OF TASK FORCE ACTION REQUESTED, TF#00419

SUBJECT: Objective Designated for Dispatch Upon Noncompliance (DUN)

1. Task Force #00419, you are hereby notified of your obligation to carry out a DUN assignment, under authority of SPA title 8, section (f), complying with the SOP outlined therein. Your Task Reference Number (TRN) for purposes of debriefing and field assistance is 419C11.

2. Oh, to hell with formality, boys. Nobody else is gonna read this, and if they declassify it fifty years after I'm gone, it won't change where I ended up anyhow. Besides, I know you haven't read title 8, let alone the SOP.

3. Looks like we've got a real troublemaker, laying down some bad road behind himself, too. TF#203 traced this fella back to Cotton Valley, Louisiana. Say he used to farm a few acres. That is, until the crops dried up and the bank foreclosed last year. But get this. He got run out of town on a rail three months before that. Cotton Valley folks told TF#203 that he was jinxed.

4. I almost forgot, his name is Febold Pitcher. You're more likely to find him by asking for Nancy though. The list of names he's given is longer than Roosevelt's gravy train.

5. Since then he's been carrying the banner north and west. The sheriff in Pine Bluff, Arkansas, had Febold up in the kitty for a couple weeks, after he was caught trying to close an account at the 1st Bank of Pine Bluff. How many people even have money in the bank these days? It didn't help that the account he was trying to close belonged to the teller's sister, whose purse he'd nicked. Anyhow, Febold high-tailed it when a freak tornado sheered the roof off his jail cell.

6. Towns all across Kansas have booted him out, since their wells and their bars kept drying up at the same time, just as Febold rolled in. He generally rides the rails, claims to be an "honest hobo" looking for work. But he'll just grab what he can and skedaddle, once the locals get wise to him. TF#203 says "honest hobo" is a good phrase to listen for, if you wanna find him.

7. You can chalk up burglary, robbery, assault, vagrancy, and a whole barrel of destruction of property to our new dervish. He even tried snatching the cash box at a carnival. Tore up half the town getting away from the strong man and the barker. You can bet that mistake'll haunt him. The SPA caught wind of him when an agent from the Division of Investigation disappeared in Nebraska last month, although Febold's technically just a suspect.

8. Anyhow, you've probably guessed already. He's got the curse of drought, and he's not handling it as well as some. So he'll have the look too, since he's so far gone. Dusty haze over the eyes, dry skin, confused hair, raspy voice if you talk to him. You know the signs.

9. He'll be in Cheyenne when you get this. Find him. Get him under control, however you boys do it. Now, I know you aren't too keen on greasing your targets. You've got conscience. But I'm sending you on a DUN here, and Febold's a pretty mean egg. Catching the westbound may be the only way he's willing to stop kicking up dust, if you catch my drift. Of course, the head-shrinking part of the SOP says you should ask him to "consider how his actions affect others." Good luck with that!

10. One more thing. There's been some movement around Cheyenne lately. Maybe nothing, probably something. Hobos and tramps can't seem to leave the place alone. They've been like lice on, well, themselves. The population in the jungles is way up there. If there's anything to this, you'll want to find Febold, before he gets involved. Couldn't be good.

Clifton H. Osbourne

Clifton H. Osbourne
Director of Operations, Task Force Division - S.P.A.

of many task forces makes them less reliable, but it also makes them more expendable. Teams can be sent in just to test the water. This practice results in little waste if the pool turns out to be empty, and important intelligence as well as no real loss to the Division if the pool is full of sharks.

If player characters join a freelance task force, they will be relatively well cared for by their assigned Coordinator. A task force isn't just cannon fodder, but its members are kept in the dark regarding the big picture, and considered less respectable than an in-house Official Project Team.

The SPA has proven quite effective despite funding getting diverted to the WPA. It has had to ration its funds, and chooses to issue a tiny budget to the semi-autonomous TFD – which is forced to improvise as a result. As a result, the department has developed a policy of salvage rights, granting ownership of perpetrators' belongings to agents involved in their apprehension. The process requires a little paperwork for each claimed item, and always excludes articles necessary for prosecution and objects which threaten or uniquely interest the government.

President Roosevelt, who's been in office for about a year now, is tacitly fond of the SPA and has occasionally mobilized the TFD by indirect order. He used the OPTs for confiscation of gold bullion in accordance with Executive Order 6102, and also uses them for other tasks he deems important.

Walking A Secret Path

Across the U.S., the ground is torn up, and the top layer or two swirling in the breeze. New furrows and dunes take shape and most disappear just as easily. Underneath, the foundations lie silently, waiting to see how fertile the land becomes. And so it is with America's countless secret societies, minor spiritualities, and subcultures - each one shoring up its defenses or surging forward to claim territory, in accordance with its particular mores and goals. In particular, three groups of people deal in the supernatural every day, and deserve a special mention because they occasionally get recruited into the task forces of the SPA. These aren't the only folks who deal with supernatural forces, but they're surprisingly fertile recruiting grounds for Coordinators, so it's good to know a bit about their unique sub-cultures.

Ruizologists: In the unassuming city of Tallahassee, Florida, a sprawl of short buildings and sparse trees welcomes visitors. The weather is nearly perfect. Impossibly so. Even its imperfections are fabricated for appearance. Close to the center of the city, Florida State University is home to one of the most influential societies in the southern United States. The ruizologists hold sway over the forces of nature. The rain falls when it's needed, and the winds rise up at their whim.

In a private library under one of the agriculture buildings, a certain book relates the early days of ruizology. The deeply scientific practice was founded on the work of Bertrand Ruiz, an outdoorsman and honorary PhD at the Collège de Sorbonne in Paris. Ruiz's theory of tidal action and predictive wind patterns allowed him to make a solo trip in a twelve-foot dinghy from Portugal to Miami in under seven days. His 1821 arrival also marked his immigration to the United States.

The travels of 'Ruiz the Rainmaker' in the new world were poorly documented, but covered most of the North and South American continents. In the late 1830s, Ruiz settled in Tallahassee to build a small neo-Gothic mansion, where he graciously named his new science after himself. Red brick and a wide roof concealed an extensive modern laboratory. This was where he crossed over from predicting the future to telling the future, sometimes even creating it. The research traditions that Ruiz set out have been handed down to other great minds over the last century at Florida State. The machines and gadgets he invented have been honed by those who followed. It may look like powerful magic to the untrained eye, but ruizology is one hundred percent scientific application... mostly.

Railwalkers: The hobo movement has grown immense in recent years, but much of its culture is based on a society of railwalkers with roots in the civil war era. Free slaves and ex-soldiers looking for a home, or lost on the road, found magic in the steel. A hundred thousand miles of railroad lie in contact with the earth, binding a continent, acting as a conduit and a beacon for the earth's energies. They soon discovered their hobo code did more than inform. It gave common ground to a group of individuals where it sometimes seemed the discomfort of daily life was the only thing they had in common. More



Res Ex Gratia

It has nothing to do with magic, but railwalkers can generally recognize each other on sight. This leaves the question of who's got more status. Tuffs and Droop came up with an informal competition to resolve this. The Res ex Gratia supposedly translates to "dominance by kindness".

Two railwalkers meeting for the first time try to see who can make life most comfortable for the other, while spending the least effort doing so. This could be as simple as letting the other know there's a church with free meals up the road, or relating a new tall tale. It could also take the form of a useful gift, or drawing a protection sigil.

Whatever the kind acts are, the winner is determined subjectively, biggest bang for the buck, and often left unannounced. The dominance afforded by this competition doesn't make the winner a king by any means, but folks will surely pay the winner heed when they're in a tight spot.

than that, it could create shelter, ward off threats, and speed travel in ways that aren't easily explained.

Amongst their own they call their magic drawings 'sigils,' but with outsiders, even other hobos, they claim it's just a code. The sigils have been honed over the decades by several pioneer railwalkers. Franky "Droop" Dunlop and Tuffs Hanly are two storied figures, said to have first created over half the known sigils, as well as the Res ex Gratia.

Not long ago, in the railwalkers' glory days, they used to hold an annual convocation. Droop and Hanly put the word out, named a town and a few days in the spring. Not everyone showed up. It was an informal thing. But it was a thing to behold. Trading, teaching and preaching in the biggest jungle you ever saw. It was probably the safest place on earth too, since most railwalkers looked after their brothers. Three days later the whole thing would vanish, leaving a couple of empty tin cans and a static charge in the air.

Recently, the railwalkers have noticed a disturbing trend. Members go missing, or are found dead at their camp sites. There's no particular pattern, and the culprits are obviously varied. Nevertheless, it's clear they're under siege. In response, they've gone to ground, and they've got a lot of ground too. With luck, the move will buy enough time to find out who's got their number. Some have come to work with the SPA to get to the bottom of it, others investigate on their own, but all railwalkers are working towards the same goal this time... mostly.

Taximancers: Back in the 1700s, Adrien Toussaint disappeared from history and Erasmus Tock was put to death for blasphemy and murder, but their crimes have long outlived them. Toussaint was a self-proclaimed Houngan (Voodoo priest) from the French colony of Saint-Domingue, while Tock was a Catholic taxidermist from England. Both fled to the city of St. Augustine to avoid persecution over their particular ideologies. Even in their time, the oldest city in the States had an air of layered decay. Fate brought the pair together, and they began a 'holy order' based on their beliefs.

The Filial Order of St. James enticed many of the townspeople. Disaffected youth and repentant elderly came to Toussaint and Tock for eternal life and brotherhood. But the town whispered of golems and patchwork zombies, as each believer was welcomed into the Order's embrace. And many were never seen again - at least not alive, or in one piece.

One day the townspeople stormed into the Order's camp with torches and flintlocks. The few who survived claimed they found horrid slaughter and rot, and worse. The rot was alive. They fought things that were half man and half beast, and others that were so mixed, they couldn't tell where the parts had come from. Tock was captured, while Toussaint fled (later to hook up with the pirate captain Cesar Raleigh and continue his work in secret... but that's another story - see the *Savage Suzerain* book for more on that!).

The Filial Order of St. James survives today, as does the art of taximancy, although practitioners don't employ human anatomy so gratuitously any more, and the Order has an infallible moral compass that leads them along the path of good and away from evil... mostly.

Character Creation

Noir Knights is part of the [American Grit](#) realm of Suzerain where the melting pot of America presents many exciting possibilities for roleplaying in the supernatural 1930s. There are tons of ways to combine the new Edges in this section, to come up with a mechanically unique protagonist. Mix them up with the options from *Savage Suzerain* and the *Savage Worlds* core rules for a truly heady mix of cool character opportunities. But it's even better to start with a concept. Figure out the character's M.O. before delving into the nuts and bolts. Then choose some powers that let your character shine in the situations you can see him in.

A minor caveat: The adventures in *Noir Knights* assume that player characters either have some ties to the SPA, or are the type of people who would be willing to work with the SPA. You certainly don't have to make a perfectly scrupulous patriot, just someone who might at least be persuaded to fight for the soul of a great nation. Your characters are going to be an SPA task force, so think about how that might work for everyone.

Noir Knights has been written as a Heroic rank campaign setting, so if you're making your own characters, you should advance them accordingly – the process is explained on page 16 of *Savage Suzerain*. You can build your own character by considering the 5 points below or, if you want to jump straight into the action, grab one of the pre-generated archetype characters that are available for download from the [Treasure](#) area of our website. Grab one that looks fun to play, and go! It's well worth checking the Treasure area once in a while – we love throwing freebies up there, so you never know what useful stuff you'll find.

1) RACE

As in any Suzerain setting, all characters in *Noir Knights* are considered to be human, and start with a free Edge. Some realms are simply crawling with racial options, all vying for that Edge. American Grit isn't one of them. Of course, that doesn't mean a character might not come from some other place, and be some other... thing. As long as your GM is okay with it, your hero can come from any other setting;

he had to get to Heroic rank somehow, and since this is Suzerain there's no reason why he shouldn't have got his experience by living the events in the [Dogs of Hades](#) or Caladon Falls campaign, for instance.

2) TRAITS

Your character's Attributes and Skills are built just like normal, using the *Savage Worlds* rules. In *Noir Knights*, all of the normal Skills are appropriate, and could probably be used at some time or another. The Knowledge Skill may vary from GM to GM, but it's safe to say things like Knowledge of particular Pulse Paths, or Knowledge of unusual things like cryptozoology might well apply to a given game of *Noir Knights*. Derived Statistics are also done normally – just follow *Savage Suzerain's* lead and you'll be fine.

3) HINDRANCES AND EDGES

Hindrances and Edges work just the same as in any other *Savage Suzerain* game. In *Noir Knights*, there are a few new Hindrances and Edges to reflect the nature of the setting. These are all covered in detail below.

4) GEAR

Gear is also handled as normal: characters begin with \$500 (modified by any applicable Hindrances or Edges) to spend on whatever gear they want. Of course, *Noir Knights* offers some new equipment for your hero to play with (see page 31), and the GM may allow characters that start at a rank higher than Novice (which means everyone planning on playing the campaign in this book!) to start with a bit of extra cash to reflect their previous adventures. A good rule of thumb would be to tack on an extra \$500 for every rank above Novice.

5) BACKGROUND

This is where you fill in all those little details that make your character something other than a bunch of statistics. Decide on his role in life – is he a hobo drifter? A career lawman, perhaps? Or is he something entirely different? It's up to you. You might be surprised at how fleshing out a few details, like style of dress and personal goals, can help drive a great story.

That 1930s Feel

If you want to have cash be a little more in line with actual prices, simply divide cash amounts by 5. Just be warned: this will throw things out of sync with other Suzerain settings. If you go realm hopping, remember to adjust back to the 'correct' amount. Telesmae have a way of dealing with those sorts of things - they're very useful like that.

New Hindrances

Charge (Minor or Major)

Your character has someone in his life for whom he's responsible (or feels responsible for, at least). It may be his nosy kid brother or the frail great aunt who raised him, but whoever it is, the character goes out of his way to protect that person. And invariably, that person tends to land in trouble more than the character might like.

As a minor Hindrance, the character's Charge may factor into the story every once in a while – maybe every couple of adventures. As a major Hindrance, the character's Charge is almost constantly a factor – either requiring care or getting into trouble every adventure. Mostly this serves as a hook and plot device for the GM, unless the Charge is killed as a result of the character failing to protect him or her. If that happens, the Charge Hindrance is replaced by an appropriate Hindrance (or Hindrances) to make up for the now-lost Charge. Some examples would include Death Wish and/or Vow (if the character wanted to seek some sort of vengeance), or Habit (if the character decided to turn to the bottle in order to drown the memory). In all cases, the GM has final say as to the appropriateness of the replacement Hindrance.

New Edges

Echolocation

Type: Weird

Requirements: Novice, Notice d8+

There's always noise around, even when it's dark. And making noise is generally easier than making



light. Your character may have once been blind, or lived with monks in the caves of Outer Mongolia to hone this nearly superhuman capacity: a few subtle clicks of the tongue can tell him what's around him from the echo responses. He halves all penalties for bad lighting (round down). It's not cumulative with Low Light Vision, but does work in pitch darkness. However, excessive ambient noise can disable the echolocation, negating the benefit.

Fair Catch

Type: Combat

Requirements: Heroic, Agility d8+

Step right up, ladies and gentlemen! This is the Edge for the toughest G-men and carnival show performers alike. Once per Round your character can make an Agility check versus the result of a ranged attack against him. If he succeeds, he may pay 1 Pulse to harmlessly catch the projectile in his hand (assuming he has a free hand). On a Raise, there is no Pulse cost to this remarkable act.

The type of projectile that can be caught depends on your character's Vigor. Thrown and archaic projectiles (arrows, knives etc) require Vigor d4+. Musket balls

to modern day personal firearms require Vigor d8+, while advanced/super accelerated projectiles (rail guns and sonic spit balls) require Vigor d12+ to catch.

Fair Catch, Improved

Type: Combat

Requirements: Demigod, Fair Catch

This Edge improves upon the already astonishing Fair Catch. If your character chooses to spend 2 Pulse rather than 1 Pulse on a successful Agility check, he may redirect the projectile to another target of his choice using the original Shooting/Throwing check as the 'attack' roll (modified by the additional range if required).

Folk Hero

Type: Weird

Requirements: Novice, Wild Card

Your character possesses some unique ability that could place him right into the realm of folklore or modern myth. Upon taking this Edge, choose a single instance of one Power (for example, he could select Boost Trait: Strength, Shape Change: Hawk, or just plain Speed) for which your character has the requisite rank. This Power will work as normal, requiring the usual expenditure of Pulse to activate and/or maintain it. However, no Skill is actually tied to this Edge, and all instances of a Skill roll are instead replaced with a Spirit roll. This Edge may only be taken once.

Getaway Driver

Type: Professional

Requirements: Novice, Agility d8+, Driving d8+

Where the extremes of human reflex and skill peter out, this Edge revs up. There are only so many things that even the most experienced driver can do with a car. With this Edge your character can pluck stunts from the other side of impossible and give himself a chance to pull them off. He receives a +2 bonus to his Driving rolls, which increases to +4 when he is attempting to outmaneuver an opponent, or pull off an incredible stunt.

Hail Of Bullets

Type: Combat

Requirements: Seasoned, Shooting d8+

Playing A Folk Hero

When you choose to have a Power imbued by Folk Hero, you should think about how your character portrays that ability. For example, if you choose Boost Trait: Notice, you could define it as Microscopic Sight, allowing you to see things that others might miss, or a dog-like sense of smell, allowing you to identifying a person based on their unique aroma. The more details you put into the character, the easier it will be to get into the role, and the more memorable your character will be. Folk heroes are a larger-than-life part of the supernatural Great Depression, and this Edge helps get across some of that feel.

This is the art of unloading a clip in a crowded restaurant and not hitting a single innocent bystander. Your character may pay 1 Pulse if he rolls a 1 (or 2 if using a weapon with full-auto fire or a shotgun) to make sure he doesn't hit innocent bystanders. It's the hero's choice of a whiter-than-white government agent... and a few villains who like to maintain a 'bad boy folk hero' status among the general public. You can find innocent bystander rules in the Savage Worlds rule book.

Hydrodynamic

Type: Weird

Requirements: Novice, Swimming d8+

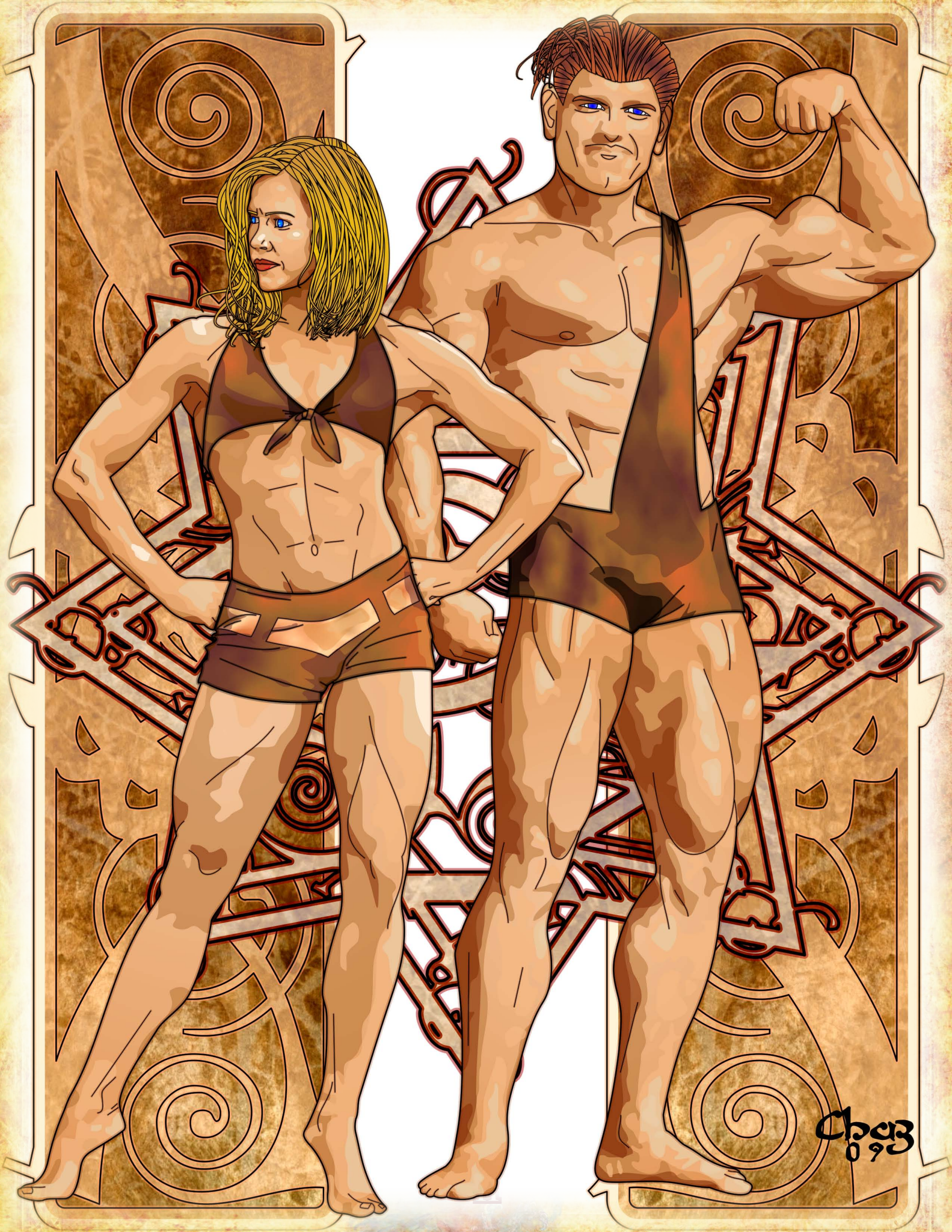
Your character has an almost supernatural affinity for water, and understands how to move through it. Having this Edge allows him to move at his normal Pace underwater. He also makes no additional noise when interacting with water, slipping under the surface as quietly as most people would step through a doorway. This grants him a +2 bonus on Sneak checks while he's in water.

Just As Planned

Type: Weird

Requirements: Novice, Lucky

Your character has a back-up plan or surprise turnaround for even the most outlandish circumstances. Once per gaming session, he is able



Chaz
093

to turn a situational penalty into a bonus by spending 5 Pulse. For example, Frank Delaney is wrestling a rabid dust devil when his opponent throws sand in his eyes. Luckily, Frank has trained hard for this day – instead of receiving a -2 penalty to all physical actions requiring sight, he takes advantage of his opponent's overconfidence and receives a +2 bonus instead.

Lucky Guess

Type: Weird

Requirements: Novice, Lucky, Smarts d6+

Impersonation can be a difficult task. One tiny slip can tip people off to the ruse. Your character has a knack for filling in the right details. He can guess the proper penal code designation to describe a crime when pretending to be a police officer, or prescribe the correct drug when posing as a doctor. Impersonating specific people can be much more difficult, since particulars about a person's life are harder to guess. Whenever the character is dealing with an NPC, he may spend 3 Pulse and make a Smarts Check. With a success, he correctly guesses the information he needs, giving him a +2 bonus to any social checks with the character he's fooled for the remainder of the scene. The GM should make certain bits of information more difficult to guess, and intuiting some facts may be impossible. Lucky Guess should be used in the moment and generally during the course of a conversation with someone whom the character is trying to fool.

Majesty

Type: Weird

Requirements: Heroic, Charisma +2 or more

Your character has a real aura of glory about him, the ability to make the bad guys lose their resolve whenever he's in the fight. Enemy Extras within Charisma x2 inches of him get -1 to recover from being Shaken. Your character may pay 2 Pulse to make enemy Wild Cards in the area suffer the same penalty until his next action.

Majesty, Improved

Type: Weird

Requirements: Demigod, Majesty

There's no mistaking it - your character is truly majestic. As per the Majesty Edge, except enemy Extras within range get -2 to recover from being

Shaken. The cost of making enemy Wild Cards suffer the same penalty is now only 1 Pulse.

Mesmerist

Type: Professional

Requirements: Seasoned, Spirit d8+, Persuasion d8+

You are getting sleepy. Your eyelids are growing heavier, dropping down, down, down. On the count of five, you will fall into a trance. One, two, three... Your character can make an opposed Spirit check to coax a participant into a deep reverie by spending ten minutes in a quiet location. The mesmerized participant will operate in a dreamy haze for up to an hour, answering questions truthfully and following any of the user's commands. The participant will have no memory of events while he was mesmerized, and there are two special uses of this Edge we should mention:

Aid Memory - The mesmerized participant receives a +2 bonus toward remembering forgotten information, +4 if the Mesmerist got a Raise on his Spirit roll.

Plant Trigger - The Mesmerist may plant a triggered response. The trigger is considered to be successfully planted if Mesmerizing the target is successful. In order for the target to resist performing the response planted by the Mesmerist, the target must make a Spirit roll when confronted with the trigger. If the Mesmerizing succeeded with a Raise, the Spirit roll to resist is made at a -2. Once a given triggered response has been either resisted or performed, it is cleared from the participant's mind, and will no longer affect his behavior. Triggered responses must be simple and quick to perform, and responses that are at odds with the participant's core values will give the participant a bonus to resist.

Nothing To See Here

Type: Weird

Requirements: Seasoned, Spirit d6+, Persuasion d8+

Whether through iron nerves or a federally-issued lawman's badge, your character can easily convince others that he's doing exactly what he's supposed to be doing, whatever that may be, so they leave him alone. Activating this Edge can only be done outside of combat, costs 5 Pulse, and lasts for the duration of

the scene. During this time, Extras shuffle about their daily business, ignoring whatever your character's up to (as long as it doesn't directly affect them). Wild Cards get a Spirit check, with failure having the same result. Observers who try later to recall what your character was doing get a -4 penalty to their Smarts check.

Safe Cracker

Type: Professional

Requirements: Novice, Agility d6+, Smarts d6+, Lockpicking d8+

This Edge is more about knowing every model of safe and secure strong box ever made than just picking locks. The key, quite literally, is being familiar with the weak points of their construction, and how to exploit them. Why spend hours beating down the front door, when the basement window is unlocked? Your character knows where many-a safe's 'basement window' is. He gets a +2 bonus to all his Lockpicking rolls, which increases to +4 when attempting to break into any safe. He also gets +2 to Streetwise thanks to his professional experiences in casing the joint and pawning the rewards of his efforts.

Sharp Shooter

Type: Combat

Requirements: Seasoned, Shooting d8+

Your character has the knack for picking off the villain who's holding the hostage in front of him as a human shield. He gets a +1 bonus toward offsetting a Called Shot penalty when making a Shooting roll. He may also pay Pulse before making the attack roll to offset more of a Called Shot penalty at a cost of 2 Pulse per point of bonus.

Sharp Shooter, Improved

Type: Combat

Requirements: Heroic, Sharp Shooter

Your character could shoot the wings off a pixie at 20 paces. The bonus from Sharp Shooter increases to +2 when making Called Shots. He may also pay Pulse before making the attack roll to offset more of a Called Shot penalty at a cost of 1 Pulse per point of bonus.

Soul Of Lincoln

Type: Social

Requirements: Novice, Charisma +2 or more, Spirit d8+

Your character's morals were conceived in liberty and he is a champion of the downtrodden. His speech has, on occasion, moved even the hardest hearts to nobly advance toward empathy. He gains +2 to Persuasion rolls, or +4 if he's arguing for the rights and well-being of a particular social group (so 'the poor', 'new immigrants' or 'accountants' are fine but 'people who are tied up in the corner of this room right now' doesn't get the +4). To get the bonus, your character and the heroes he's adventuring with can't stand to benefit from his oratory – this is altruistic stuff where the benefit is a warm fuzzy feeling inside, and the main beneficiaries have to be other folks. If it's innocent townspeople who are tied up in the corner of the room, your character can probably argue to get them released and get +2 to the roll. If it's the other characters who are tied up – no dice.

Unreliable Narrator

Type: Weird

Requirements: Heroic, Spirit d8+, Persuasion d8+

It's said that the finest actors of ancient Greece could entrance their audience and guide them to whatever ends the playwright had devised. Tales told around the campfire engage attention to horrifying conclusions, and hypnotists claim to utilize this state of conscious dreams for countless purposes. Your character may spend 3 Pulse to make an opposed roll between his Persuasion Skill and the Spirit of his audience (or the highest Spirit, if there are multiple values). If your character wins, the audience is enthralled, and must continue to listen, mostly unaware of anything else present in their surroundings – making them inactive guards for purposes of Stealth and giving them a -4 penalty to any Notice rolls they might make. This effect lasts for one minute, although the character may spend 3 Pulse to continue for an additional minute. He may keep this up for as long as desired. Only extreme elements in the environment, such as imminent personal danger, will allow the audience to attempt another opposed check to break the effect.

New Uses For Old Edges

Connections

These are some of the setting-specific connections that a character might take in *Noir Knights*:

Bureau Rats: The zigzagging streets of D.C. are lined with marble buildings. There's probably ten thousand miles of hallway inside them - hallways that lead to rooms packed with filing cabinets, and basements stacked to the ceiling with cardboard boxes. And who do you think scuttles around in the artificial light, fights back the gathering dust, and cross-references the alphabetized labels in triplicate? The bureau rats, that's who.

The Mob: With this connection, your character has a better chance of knowing who's into what sorts of unsavory activities and where they are doing them. He can also try to call on favors here and there in the form of weaponry, mook assistance, or underworld information.

Political Connections: With this connection, your character has a better chance of knowing who's trying to pass what bill, what lobbyists are pushing the envelope, and which circuit judge would be the most likely to convict their enemies. He can also try to call on favors now and then in the form of revoking a liquor license, changing police beats, or other information.

Works Progress Administration: The WPA is famous for quick and organized construction projects. Be it official connections, old friends, or an aptitude for cutting red tape, a character with this connection can call on enough plumbers, brick layers, and funding to get the job done.

Rubber Stamp: The bureau rats might be able to tell you what's printed on genuine documents, but sometimes what you really need isn't the truth. A character with this connection can pull the right strings to bring down the stamps on all sorts of official documents. Need a driver's license with a different name? No problem. Need a D.C. police badge? Okay. Need someone to have an outstanding warrant? They've got one.

Science And Tech: A character with this connection has a better chance of knowing what's new in the scientific community, and who's into what sort of research. He can also try to call on favors from time to time in the form of precise scientific explanations, or access to chemicals, gadgets, and equipment.

New Telesma Edges

Not every task force of the SPA is filled with truly Heroic characters. Your character, though, is a cut above the average agent, and gets all the perks of being Heroic in *Savage Suzerain*, including a Telesma that helps him out along the way. There are new tricks for these spirits, based around the supernaturally charged environment in our Great Depression realm of American Grit. Any Telesma which gets to pick a new Edge while in this setting can choose any of the original options from *Savage Suzerain*, or one of these new ones instead:

Folk Hero Telesma

Your character's Telesma is a part of his folk hero status. Thanks to its help, he can do things that other heroes have to train much harder to master. Once per Rank when choosing an Advance you can pick a new Edge for your character as if he were one Rank higher than he currently is. He still has to meet all the other requirements of the Edge. This Telesma Edge may not be taken more than once.

Spirit Sense

Your character's Telesma is much more sensitive to the spirit world around itself. It can sense spirits and other strong Pulse sources, even if they're not in its line of sight. This works up to a hundred yards distance with a vague idea of what sort of Pulse source they are (a raven spirit, for instance, or a portal to the Maelstrom). It then communicates this information back to its master - assuming they're on speaking terms. This Edge may be taken a second time, increasing the range to a mile and giving the Telesma an idea of how powerful the spirits are, too. This finely honed sense only works in the spirit world - if a spirit is manifested in the physical world, for instance, your character's Telesma will be blissfully unaware. And it doesn't work in the Maelstrom either, where sensory overload would surely result if it concentrated on all the spirits around!

Ward

Your character's Telesma maintains protective wards to stave off harmful magic and malign spirits. Enemies get -1 to their roll if they target your character with a Pulse-fuelled action (any action with a Pulse cost associated with it. This Telesma Edge may be taken multiple times with the effects stacking each time.

New Pulse Paths

Although they're not common, and tend to stay out of the public eye when possible, there are people in 1930s' America who are Gifted, Empowered, Enabled or Sighted (as per *Savage Suzerain*). But there are also those who are specialized in very precise forms of their art. Three of these particular groups get recruited into SPA task forces from time to time and, with your GM's blessing, your character may take one as an Edge as long as he meets all the requirements.

There are the ruizologists, 'magicians of science' who empower their technology with magic... or maybe it's the other way around. Then there are the railwalkers, viewed as nothing more than 'hobos' to most, who can lay down enchantments in the glyphs and scrawls they draw. And finally, there are the Brothers and Sisters of the Filial Order of St. James, who try to walk the path of light while wielding the dark powers of taximancy.

Ruizologist

Type: Pulse Path (Specialist)

Requirements: Gifted, Repair d8+

The methods of ruizologists are academic, but they're agrarians at heart, tied to the land and the weather by their gizmos and arcane-infused inventions. After learning their trade in secret lectures at Florida State University, they generally return home to work their farms and build their communities. Bertrand Ruiz was a successful farmer and professor, but he was an adventurer too. That is to say, a few ruizologists take to the road. And when they do, Henry Wallace, the Secretary of Agriculture, is very keen to hire wayfaring ruizologists into the United States Department of Agriculture... if the SPA doesn't recruit them first!

Ruizologists can come from anywhere in the gamut of backgrounds: a simple farm hand who learned to read and write; an adventurous professor with a whip and a fedora; a graceless boor with a trust fund; or an awkward bookworm with deep-set scruples. Working with other characters, a ruizologist tends to take on the role of an ostentatious problem solver and occasionally a jack-of-all-trades.

On taking this Edge, your character gains:

Ruizology (Smarts) d4

Two spells from the following list of new Powers: Augur, Bolt From The Blue, Rainbow Walk, Refraction Breach, Squall, Weather Working.

Rain Maker: Of course, it's harder than it looks. Careful preparations and precise calculations must be applied if a ruizologist wishes to effect one of his astounding displays. This isn't exactly magic. It's magic *and* science, and science is easier with the proper tools. Each of a ruizologist's Powers is enhanced by using a Spell Engine which the ruizologist can activate at any time as part of his spellcasting action. With a Spell Engine, a ruizologist gets +2 to his checks when casting the linked spell, but without one he gets a -2 penalty instead. A superior Engine adds +3 for that particular spell, rather than +2.

To build a Spell Engine he'll need pieces and parts he finds in the local hardware store, costing \$10 per point of Pulse the spell uses and needing his Repair Skill to determine success, with a penalty equal to the Pulse the spell uses. Get a Raise, and the Engine is a superior version. This process takes a number of hours equal to the Pulse the spell uses, and a failed Repair check ruins the parts and wastes the time. A character starting out as a ruizologist is assumed to already have Engines for any of his ruizology spells (but not superior versions).

Ruizologists may still use other spells (ones that aren't part of his specialization) in the normal manner. Those are still 'science' as far as the character is concerned, the precise calculation of Pulse manipulation, but they look and act like magic to everyone else's thinking.

Railwalker

Type: Pulse Path (Specialist)

Requirements: Enabled, Survival d8+

The railwalkers aren't really a society. They might never have been, and they certainly aren't now. There's no official structure and its members are scattered and isolated. Some would say they haven't really gone into hiding. It's just that the more reclusive railwalkers weren't hunted down. Droop might still be around somewhere, but Hanly is confirmed history. Today, surviving railwalkers are careful to go unnoticed. Even when meeting another of their kind, they check a couple times, maybe tracing a sigil in the air or asking a question about Hanly before invoking the *Res ex Gratia*.

On taking this Edge, your character gains:

Invoke Code (Agility) d4

Two sigils from the following list of new Powers: Bolt The Door, Good Luck, Hidden Stash, Little Slice O' Heaven, Mean Dog, Worth Robbing.

Method In The Magic: Except as outlined below, the railwalker's invocation works exactly as any other Scribe check used by an Enabled character (see *Savage Suzerain* page 36).

Commonly scrawled in coal or chalk, sigils are rough icons, with a scant resemblance to their meanings. They were, after all, intended to hide their message, while still bearing a mnemonic element for those in the know. Creating a sigil is simple and yields powerful results, a part of magic that's also a



part of the railwalker in a very physical way. Each sigil strains and the Pulse needs to be wrestled into existence, held and shaped to make the mystical forms that yield the desired results. There are few weak railwalkers; under their rags, they almost all keep the strong, wiry frame of a prizefighter. Not to protect themselves against the bulls (though it's good for that too), but to shape the magic.

Invoking the code takes time and physical components. Aside from normal writing utensils, railwalkers can carve, chisel, burn, use a stick in the dirt, pee in the snow, dig a series of trenches, or use just about anything to make a symbol of the proper shape and proportions. The size makes no difference in the sigil's potency, but larger sigils may draw unwanted attention. Be that as it may, railwalkers sometimes refer to the railroad as 'The Great Sigil'.

Sketching a sigil can be done quickly. However, concentrating Pulse to activate it is a more onerous time sink. The process normally lasts a full minute, but can be reduced to a Round by spending twice the normal Pulse. When creating a sigil the slow way, it's still possible to perform other actions (as long as the character can keep sketching), but the character's Invoke Code roll will suffer the -2 Multi-Action Penalty. Finishing in a few seconds requires total concentration, and cannot be combined with any other action, speaking, walking, or otherwise. It should also be noted that the extra Pulse spent in doing a quick sketch will recover at the normal rate, although the amount actually needed to fuel the sigil will remain 'spent' until the sigil is used up or cancelled. For some sigils that happens immediately the code is invoked (those with an 'instant' duration). Others last a short duration, then the sigil's power is used up. Some have an effect until they're cancelled... at the will of its creator or by his death!

Some railwalkers joke that they have a one track mind. It sounds good because of the railroad allusion, but they're really talking about a quirk of their powers. It is impossible for a railwalker to have more than one instance of the same sigil active at a time. The Hidden Stash sigil and the Worth Robbing sigil work fine together, but inscribing a second Hidden Stash sigil will cancel the effects of the first.

Taximancer

Type: Pulse Path (Specialist)

Requirements: Empowered, Healing d8+

The past two centuries have been good to the Filial Order of St. James. Its grisly origins have been forgotten by all but a few incredulous historians. And the South has tolerated the Order's growth and propagation across several states. Naturally, their methods and beliefs have tempered considerably since the days of Toussaint and Tock. Only a very few practice taximancy, and those few are sure to keep it out of sight or obscure the true mainspring of their miraculous clockwork.

The Order has permanent churches in Florida, Georgia and Alabama, but its preachers, missions, and revivals reach the entire southern United States, as far north as Delaware, and as far west as Texas. Sermons often extol the virtues of self-expression through physical media, such as painting, sculpture, entomological collections, leather tanning, and dissection. And services usually culminate in a sacramental, hands-on healing session, either purely through prayer or occasionally through a taximancer's well-concealed art.

The Order believes that selfish greed is the only sin, but that it takes many forms. Be it pride, lust, or wrath, the desire to outgrow your place in God's creation is always the cause. Redemption comes from prayer, confession, repentance, and art. Although not selfless to the point of self destruction, members of the Order aspire to be humble believers in the miraculous and the divine.

On taking this Edge, your character gains:

Taximancy (Spirit) d4

Two prayers from the following list of new Powers: Blood To Wine, Bondye's Boon, Drudge, Filial Drudgery, Loa's Blessing, Purgatory.

The Spirits That Ride: Toussaint was once a priest in Haiti, and carried many of his beliefs into the new religion that he founded with Tock. Bondye is technically the Order's only god, however there are many lesser gods or local saints, who are known to aid humans on Bondye's behalf. These saints are called Loa, and their aid is requested whenever a taximancer takes part in the holy process of creation. Which Loa the taximancer prays to depends on what power he wishes to give his creation.

Dealing with the Loa is a dangerous pastime, however – especially for those who are grounded in the realm of the physical. While they are not evil, they do have their own motives, and their actions may therefore appear capricious to mortal men. And while they are willing to do a service in return for the chance to drink of some extra Pulse, they may not always wish to play the servant's role. In fact, 'riding' a physical vessel is something that the Loa are fond of doing – that is, share or taking control of a physical vessel for a time, so that they may enjoy interacting with the physical world.

In game terms what this means is that any time a character rolls a '1' on his Taximancy die, the prayer fails and the Loa rides him for the rest of the scene, becoming a passenger in the character's body. A little of the Loa's more extreme personality quirks rub off on the taximancer – till the end of the scene he gains a major psychological Hindrance of the GMs choosing. Whether that's a phobia, delusion, death wish, or sudden bout of pacifism, it should be something that's likely to be relevant to that scene.

New Powers

Augur

Type: Spell

Requirements: Heroic, Ruizologist

Pulse: 5

Range: Self

Duration: 1 minute

This is the Power that ruizologists use for things like predicting the weather. On the other hand, a few enterprising practitioners have learned that you can also use it to predict slightly more esoteric things. The use of this Power involves the ruizologist tasting the waters of probability. By investing Pulse into the spell and making a successful Ruizology roll, the ruizologist may get the answer to one question in the form of 'yes', 'no', or 'maybe' (if no definite answer is possible). With a Raise, the ruizologist gets a deeper understanding – the GM should use any single word to sum up the answer (though 'yes' or 'no' might still be the best answer). At Heroic rank, a Raise would yield an answer up to three words in length, which becomes five words at Demigod rank... or perhaps a longer, more cryptic answer if your GM thinks that's suitable.

Augur takes place over the course of a minute, during which time the ruizologist shouldn't be taking any other actions. If he does, he suffers the usual penalties for multiple actions.

Blood To Wine

Type: Prayer

Requirements: Novice, Taximancer

Pulse: 6

Range: Spirit

Duration: Instant

While taximancers may be able to heal, they also can turn their power against a living target to kill. 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. This Power's Pulse cost is reduced by 2 at Hero rank, and by another 2 Pulse at Demigod rank.

Bolt From The Blue

Type: Spell

Requirements: Novice, Ruizologist

Pulse: 4

Range: Smarts

Duration: Instant

This Power calls a bolt of lightning down from the sky to a Medium Burst Template. Anyone within the template makes a Vigor roll or is Shaken, getting thrown back six inches (moved away from the center of the template). At Heroic rank, the knockback distance is equal to the ruizologist's Smarts and at Demigod it increases to Smarts x2. If the person being thrown hits a solid object, they are hurt as if they had fallen the distance they were thrown.

Bolt The Door

Type: Sigil

Requirements: Demigod, Railwalker

Pulse: 5

Range: Touch

Duration: Until cancelled

A railwalker may use this Power to shut, close, and seal anything permanently, as long as the sigil remains intact. The railwalker's Strength determines how large an area he can seal around the point he

touches. At d6 or d8 he can close off an area the size of a Small Burst Template. With d10 or d12 he may choose a Medium Burst Template instead. And with a higher than d12 Strength he may choose an area up to a Large Burst Template. Any sealable inanimate object (doors, gates, trash cans, jam jars, etc) within the area of effect is closed and sealed shut. As far as the SPA is concerned, the most important use of this sigil may be to close off dangerous portals to the Maelstrom, preventing otherworldly forces breaching the mortal realms. They're still looking for a suitably powerful railwalker to join their ranks.

Bondye's Boon

Type: Prayer

Requirements: Novice, Taximancer

Pulse: 6

Range: Spirit

Duration: Instant

This prayer is used by priests of the Filial Order to help infuse their congregation with the power of almighty Bondye. With a successful Taximancy roll, all Allies within range are Unshaken and gain +2 to all Soak rolls until the taximancer's next action. This Power's Pulse cost is reduced by 1 each rank, to 1 Pulse at Demigod.

Drudge

Type: Prayer

Requirements: Novice, Taximancer

Pulse: Varies – see below

Range: Spirit

Duration: 1-24 hours – see below

It could be said that this *is* taximancy – it's certainly what people tend to think of when they discuss taximancy powers (those who know about the subject at all). The creation of a 'drudge' (an automaton made of flesh) is a long process that takes much care and consideration. Once built, however, they are absolutely reusable, as long as they haven't taken significant damage (i.e. been 'killed'). A taximancer may construct any number of drudges, limited only by the Pulse he has available with which to empower them. A drudge functions like an Extra, meaning it gets no Wild Die and has only 1 Wound.

The process of creating a drudge requires several steps. First, the taximancer needs a vessel to serve as the construct, which means he must find a body. Any creature will do as long as it is dead, and still in good enough condition to perform taxidermy on (which usually means that it hasn't been dead for more than a day or so). The drudge will have the same base Traits and Abilities that the creature had in life, however the taximancer is limited by his rank as to how large a creature he can reanimate (see the chart below).

Once the taximancer has secured a vessel, he must stuff it and prepare it, using the art of taxidermy. This requires a successful Healing roll (the Skill must be used – magical Healing has no effect on the dead), and takes a number of hours to complete equal to the Pulse required to reanimate the creature (again, see the chart below).

Finally, the taximancer must actually imbue the drudge with power – the cost in Pulse we just mentioned, plus a successful Taximancy roll. This will empower the drudge for 1d6 hours. With a Raise, the drudge will remain empowered for 2d6 hours, and with *two* Raises, it will be empowered for 4d6 hours – up to a full day. For the duration, the taximancer has complete control over his creation while it remains within range. If a drudge moves beyond the taximancer's range of control it will remain active, but can only carry out the last orders it was given unless or until it is once again within range.

The examples given below are practical maximums. A Demigod rank taximancer could still create cat-sized drudge by expending 1 Pulse, for instance.

Rank	Pulse	Size	Example
Novice	1	-2	Cat, Hawk, Rabbit
Seasoned	2	0	Dog, Puma
Veteran	4	+2	Bear, Bull, Horse
Heroic	6	+4	Grizzly, Rhino
Legendary	8	+6	Elephant
Demigod	10	Any	Kraken, Orca

The creature chosen by the taximancer uses its normal stats, but is also considered a zombie and gains +2 Toughness. Additionally, the drudge is +2 to recover from being Shaken, is immune to disease and poison, and Called Shots do no extra damage.

Some taximancers who are secretly sympathetic to the Toussaint and Tock way of thinking have been known to bind spirits into drudges in order to grant them a certain amount of permanent autonomy. The Filial Order of St. James strongly disapproves of this practice. It's only one step from there to using human bodies as drudges, and that's only one step away from the bad old days of taximancy.

Filial Drudgery

Type: Prayer

Requirements: Novice, Taximancer

Pulse: 1 per target

Range: Spirit

Duration: 3(2/Round)

The undead can fight normally even with terrible wounds. Why, reasoned the Filial Order of St. James, shouldn't the living? With this prayer, up to 1 Allied character per rank can act without Wound and Fatigue penalties for the duration of the Power. Each target is a separate Taximancy die when reciting this prayer.

Good Luck

Type: Sigil

Requirements: Heroic, Railwalker

Pulse: 4

Range: Touch

Duration: 1 minute (1/Round)

It never hurts to have a little good fortune at your disposal. If the railwalker code is successfully invoked (by which we mean you make a successful Invoke Code check, in case you aren't sure), the target gains 2 Karma for the duration of the Power, which he may spend as normal (or lose at the end of the duration). This increases to 3 at Demigod Rank.

Hidden Stash

Type: Sigil

Requirements: Novice, Railwalker

Pulse: 1-5

Range: Touch

Duration: Until cancelled

The hearty traveler endures the blasting wind, the bitter cold, and the baking summer sun. He shuffles from town to town, taking on the jobs that no one

else would ever want, and he does it all for a little food and a night in the hayloft. The railwalker's Hidden Stash can sometimes make his life just a little easier. Hidden Stash acts as a Pulse battery the railwalker can tap into. The Pulse spent to create it (from 1 to 5 points) is stored in the sigil for later use and can be used in any combination, until all the Pulse is spent. Additionally, this sigil is the exception that proves the rule: unlike most sigils, the Pulse invested in Hidden Stash recovers normally, even if the sigil hasn't been used. However, a railwalker can still only have one instance of Hidden Stash at any given time.

The stash comes with a downside though. If the railwalker rolls a 1 on his Invoke Code die (not a Wild Die), the Pulse breaks free from the sigil as it's created, dealing 1d6 damage to everyone within a burst template for every point of Pulse that escapes (a Small template for 1-2 Pulse, Medium for 3-4 Pulse, and Large for 5 Pulse). At Heroic rank this becomes 1d6 less damage than normal (minimum of 1d6). At Demigod rank it becomes 2d6 less damage than normal (minimum of 1d6). While a railwalker can't actually plan to trigger this magical energy release, at least one of their number has been known to call on a Hidden Stash just as his would-be murderers closed in for the kill, taking them all with him. Lord keep you and bless you, Hanly.

Little Slice O' Heaven

Type: Sigil

Requirements: Novice, Railwalker

Pulse: 2

Range: Self

Duration: 3 (1/ Round)

A character who successfully invokes the railwalker code with this sigil can produce illusory effects in a Small Burst Template centered on himself. Onlookers within the template must pass a Spirit check to see through the illusions. With a Raise on the Invoke Code roll, the Spirit checks are made at a -2 penalty to see through the sham, and realize that the railwalker is wearing sackcloth and rags, rather than velvet and linen. Note that, since the effect is centered on the railwalker, the illusion will move if he moves.

The area that this Power may affect increases to a Medium Burst Template at Heroic rank, and a Large Burst Template at Demigod rank. Note the potential complexity of an illusion increases at Heroic and

Nice Doggy

Use the Dog/Wolf stats from the Savage Worlds rules for the Mean Dog sigil, with 3 Pulse each (if needed).

Demigod rank, too. A Novice railwalker may change his clothes from rags to finery, while at Heroic he could be stepping out of a Rolls Royce that isn't there, and at Demigod he could include a gaggle of non-existent (but very charming) young ladies following in his wake and giggling at his every witticism.

Loa's Blessing

Type: Prayer

Requirements: Heroic, Taximancer

Pulse: 4

Range: Spirit

Duration: 6 (1/Round)

The Filial Order of St. James is staffed by people with a strong soul and (mostly) noble intentions. Thanks to this prayer, a taximancer can share that strength of spirit with his colleagues. Any Ally within range may choose to use the taximancer's Spirit rather than his own. On a Raise, the range becomes Spirit x2. At Demigod rank the cost drops to 2 Pulse.

Mean Dog

Type: Sigil

Requirements: Novice, Railwalker

Pulse: 3

Range: Strength

Duration: 3 (1/Round)

When a railwalker finds himself in a tight spot, it's nice to have some friends nearby. This sigil is a railwalker's best friend, as it summons fiercely loyal dogs to help him. The railwalker can summon up to 1 dog per rank, so he could summon as many as 6 at Demigod. The dog(s) appears as if coming around a corner of a building, or stepping out from behind a big rock, and will disappear in a similar fashion after the duration of the sigil is complete. The mangy balls of hair and teeth behave as if the railwalker has the Beast Friend Edge, and will follow his verbal commands, play fetch or fight to the death, to the best of their abilities. The dogs' appearances depend

greatly on their master's personality, and the purpose for which they were summoned.

Purgatory

Type: Prayer

Requirements: Demigod, Taximancer

Pulse: 1

Range: Spirit

Duration: Instant

This prayer actually divests an entity of some of its Pulse, weakening it spiritually until it can recover the lost essence. While Purgatory is usually only aimed at other humans, it can theoretically be used on *any* creature or spirit that contains Pulse. The taximancer picks a single target within range and makes a Taximancy roll versus the target's Spirit. With a success, he drains an amount of Pulse equal to half his Taximancy Skill from the victim. On a Raise, the victim loses Pulse equal to the Taximancy Skill instead, and the taximancer may add half that Pulse to his own (up to his maximum). The victim's Pulse cannot be reduced below zero using this prayer. Drained Pulse recharges as normal for the victim.

Rainbow Walk

Type: Spell

Requirements: Demigod, Ruizologist

Pulse: 6

Range: Anywhere in the same world

Duration: Instant

By tearing a path through the Maelstrom, the ruizologist can create a bridge between two distant places. The ruizologist may travel anywhere within the realm he's currently in, although traveling beyond his line of sight incurs a -2 penalty to the Ruizology roll, and trying to go to a place he's not familiar with also causes a -2 penalty.

Succeed or fail, anyone traveling using Rainbow Walk gets a level of Fatigue for the effort. Additionally, if the ruizologist fails the roll, he and anyone he took with him are Shaken as they are ejected from the Maelstrom.... right back where they started. Breaching the Veil to the Maelstrom in this way isn't always a good idea.

Bringing Others: The ruizologist may spend 2 additional Pulse for each additional person or creature he wants to bring along. Only willing targets may be transported 'across the rainbow'.

Refractive Breach

Type: Spell

Requirements: Novice, Ruizologist

Pulse: 3+

Range: Smarts

Duration: 3 (1/Round)

This Power essentially pierces the Veil and draws a creature from either the spirit world or another Realm entirely. The size, power and potential physicality of the entity is dependent upon the amount of Pulse invested in the spell, which is in turn regulated by the ruizologist's rank. The examples given below are practical maximums. A Demigod rank ruizologist could still summon a small spirit by expending 3 Pulse, for instance.

Rank	Pulse	Example
Novice	3	A small spirit
Seasoned	5	An average-sized spirit or small creature
Veteran	8	A large spirit or average-sized creature
Heroic	12	A huge spirit or large creature
Legendary	17	A gargantuan spirit or huge creature
Demigod	23	A gargantuan creature

If the Ruizology roll succeeds for this Power, an appropriate entity is brought through, although it is of a Neutral disposition, and must be bargained with (or otherwise influenced or coerced) if the ruizologist wishes it to do his bidding. On a Raise, the summoned entity is entirely loyal to the ruizologist.

Note that it's by experimenting with such refractive breaches that things like dust devils have been allowed to enter the realm of American Grit. Sometimes ruizologists are quite naïve about what they can control. It's not unknown for the more powerful beings to break free of the spell's shackles and decide to stay....

Squall

Type: Spell

Requirements: Novice, Ruizologist

Pulse: 4

Range: Special

Duration: 3 (1/Round)

This Power creates an area of terrible weather around the ruizologist equal to his Smarts times his rank (Novice is 1, Seasoned is 2, etc.). Attacks into, out of, or through the area of effect suffer the standard penalty for pitch darkness of -6.

The squall also slows anyone within the affected area, halving their Pace with a success. With a Raise any movement becomes an action, incurring a Multi-Action Penalty if the target wishes to move and act in a Round.

Weather Working

Type: Spell

Requirements: Novice, Ruizologist

Pulse: 2

Range: Special

Duration: 3 (1/Round)

Ruizologists can exert some control over the weather or environment by manipulating the four basic elements. By expending the Pulse to activate this Engine, a ruizologist can create any single weather- or environment-related effect, granting a +2 bonus or -2 penalty with a successful Ruizology roll if applicable (+/-4 with a Raise). This might mean allowing a bonus to avoid the effects of heat or cold, staving off the Fatigue penalties for the same, or even just declaring that there is a brief rain shower.

This Power has a range equal to the ruizologist's Smarts times his Rank (where Novice is equal to 1, Seasoned is equal to 2, and on up to Demigod being equal to 6), and affects an area within a Small Burst Template at Novice rank, increasing to a Medium Burst Template at Heroic rank, and a Large Burst Template at Demigod rank. It is up to the player to explain how his character is actually manifesting any effects.

Worth Robbing

Type: Sigil

Requirements: Novice, Railwalker

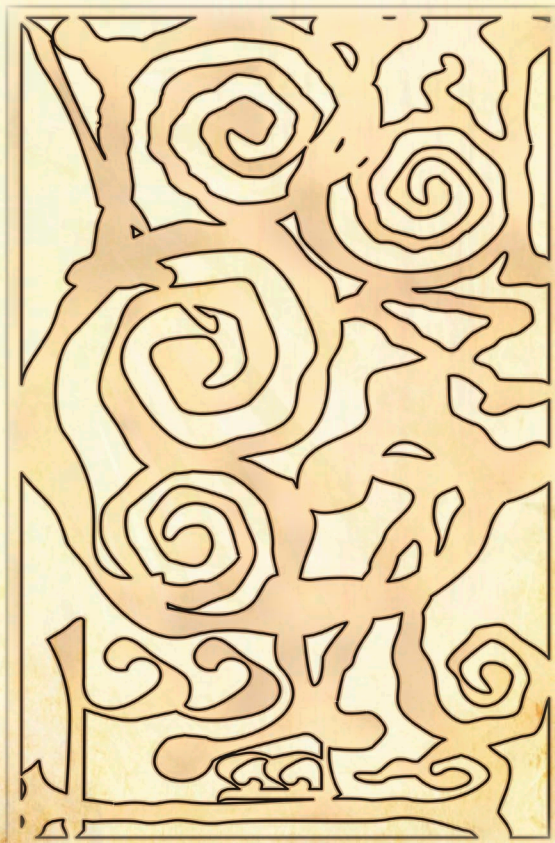
Pulse: 1

Range: See below

Duration: Instant

While this sigil can technically be used to detect anything, railwalkers most often use it for assessing the wealth of an individual or for knowing when someone isn't being truthful. If the sigil is in range of the target (the target actually being whatever is being detected), it will glow if successfully activated. If the railwalker gets a Raise on his Invoke Code roll, he will instinctively know the correct information with a little more precision. For example, if Droop was using Worth Robbing to detect wealth on a man getting off a train, the sigil would glow if Droop successfully invoked the railwalker code and the fellow had some valuables. But with a Raise, Droop would also see the glint of light off the gold ring the guy was wearing, or see the telltale bulge of a very fat wallet.

This Power has a range equal to the railwalker's Strength times his rank (where Novice is equal to 1, Seasoned equals 2, up to Demigod being 6).



The SPA Files

The world has crashed, or so it seems. It wasn't a war and there's no obvious scapegoat. Everything just fell apart. Banks have no money. Workers have no jobs. Farms have no food. Let's take a look at the world in which the average SPA agent lives and works. One thing's for certain – in the depths of the Great Depression, there's plenty of work for an agency hunting the supernatural. What follows is a run-through of the main case load for the task forces covering what they know, what they think they know, and what they know they don't know. With a little context thrown in for good measure - the economic and political backstory to help fit it all together in your own mind.

The winters are rough, but the summers got enough green to get you through here in Colorado. Except the fields and forests around Boulder kept disappearin' last year. Yeah, it makes no sense till you see it. The plants were just gone. Nobody knew why, till Mr. Farrow put a call through to the Sheriff. His house, his farm, and the man his self were all gone by the time we got there. All we found was a few metal... grasshoppers, I guess you'd say. That's when a team of gentlemen from the SPA showed up. They stayed in town for the night, and headed out in the morning. Polite, I'd sum them up as polite. There were some strange noises from the mountains that day, and some claim they heard explosions 'round about sunset. We didn't see the boys again, but the metal bugs didn't come back either. I think they made it, but I don't think the likes of me will ever know for sure.

Many point to the stock market crash of 1929 as the depression's author. But it took more than numbers on ticker tape to drag us all down. Citizens rushed to the bank in a panic, pulling out their savings. In turn, industry lost its capital, and wages dropped. People had even less money to invest, and wages dropped more.

Then the winds kicked up, and the rain stopped falling. Green fields shriveled, crumbled to dust and blew away. The price of staple foods has rocketed, and cut off the working man's income right at the knees. It's slim pickings, tough times, a lean and mean era of 'tighten your belt' living. Better yet, sell your belt if anyone is fool enough to buy it. As we trudge along into the year 1934, we can only hope that we've hit rock bottom.

Big City Life

Despite the millions of homeless and countless wanderers, most of America still lives in cities. The world doesn't feel quite as extreme there. There are plenty of buildings to live in, and the few people who still have money are generally there. You can live off crumbs; any pigeon'll tell you that.

Cities offer the remains of industry as well. The shrewdest and most resilient factory owners still offer a few desperately contested jobs. Don't let the competition fool you though. Any job you can get is sure to demand the most grueling hours in the grimmest conditions. It's better than selling your soul to Satan, but not by much.

Basically, the nation has buckled under its own weight, and left Americans looking for answers and demanding action. Behind the scenes there are many shadowy, and sometimes otherworldly, players trying to take advantage. Maybe Roosevelt's 'New Deal' can help us straighten our knees and walk again. Only time will tell. In the meantime, however, normalcy is the exception and there's adventure on the horizon.

Way Out

Escapism. That helps. People flock to the cinema, like bats into a cave at dawn, mostly blind in the dark, but also seeing the world in a different, seductive way. The lust for entertainment combined with a rise in itinerancy means another thing: carnivals! Empty lots and barren fields are sparked into gaudy

St. Augustine was my home, but I will never return. I was good. I know it. So were my brothers and sisters. Some of them are with me now as we travel west, away from that place. The fire and death cannot be described, and should not be described. We are taught our most important lessons by our most egregious mistakes. Perhaps ours was feeling adoration in place of reverence.

The loss of life will not be matched with a loss of faith. Although many of my brothers and sisters are in Heaven and our two holiest leaders are surely in Hell, I will not walk alone. For I hear the word of God. Although Toussaint and Tock were guided by the hand of the Devil, they showed me the path to salvation and I will not stray. For I have understood the word of the Almighty. Our art may tempt the sinner, but it is our greatest gift and I will not forsake it.

May God grant me the courage to shun all that is sinful; the piety to embrace all that is virtuous; and the wisdom to know the difference.

Brigadoons full of promise and taboo. Many of the folks from the orient, whose fathers built the railroad a generation earlier, have found work as fortunetellers, contortionists, ring masters, and lion tamers. However, anyone with talent or otherwise “exceptional” qualities might find work under the tents. Prizefighting is real popular too, if you’ve got the savvy for it – go see the carnies and they’ll set you up with a bare-knuckles bout or two.

It’s an extreme time for certain, a time for taking risks. Some people think they have nothing to lose, and others think that what they have is all the more important for its scarcity. There are heroes and villains, larger than life, born of conviction and desperation. Bank robbers, kidnappers, and murderers square off against G-men who can catch bullets with their bare hands, or so it’s said. Guard dogs, bigger and uglier than Cerberus are pacified by wily hobos’ sleep-inducing yarns. It’s enough to make a person wonder....

The Elusive Answer

Some folks have gone looking for a deeper meaning to it all. The occult saw great popularity in the 1920s, with Ouija boards, tarot cards and séance parties. But

One time in the autumn of ‘33, a passenger train carrying a hundred people was careening toward a washed out bridge, and an out-of-work prize fighter by the name of Joseph Hickok stood on the tracks and gave the locomotive a solid uppercut punch. The whole train went flying straight up, cleared the bridge and landed neatly on its tracks across the river without missing a trick. Of course, some of this might be exaggerated. It can be hard to tell exactly, in times like these.

it all seems much more serious since everything fell apart. Membership in many religions has increased; they tender solace in place of worries. Small religions have grown as well, offering less common outlooks for those who prefer them, whatever their reasons. Swedenborgians, in tune with their inner Johnny Appleseed, propose a return to nature and throwing off the shackles of industrialization. And there are many other spiritual groups, and local personalities with any number of different messages. There might be as many answers as pilgrims, but who knows what the seekers have found?

Vigilance

In metropolises like D.C. some law-abiding citizens believe the police and other authorities have been bested by modern criminals. Newspaper headlines deride officials for negligence and incompetence. They ask, “Is Washington Facing Cop Flop?”

Corruption and fear breed dissent. And dissent calls for action. Although the average citizen may be powerless, and the police have their hands shackled with due process, there are a few Washingtonians who break free from normalcy. They take matters into their own extraordinary hands. Combing the back alleys and broad streets of D.C. in defense of their fellow man, they become vigilantes.

Their methods vary widely, both in application and degree of justice: the quiet stalker who slips away with a robbers’ loot and returns it to the victim, the mad brute who dutifully pounds a gangster’s face into a marble pillar, or the spoon-bending tricksters who convince the loan shark to send a copy of his books to the police. And public response varies as much as the vigilantes’ methods, as one would expect when most knowledge regarding the vigilantes is rumor and speculation.

Official response hasn’t had enough time to do more than condemn specific instances of vigilantism, and request that certain heroes come in for questioning. Any new laws or policies regarding the practice are surely months or years away. Right now, Washington is the pinnacle of American legislation and the muddiest trench in the nation’s war on crime.

Out in the hinterlands and farms, people who exhibit that same vigilance are generally seen as folk heroes. Where vigilantes can be described as extraordinary personalities, folk heroes are forces of nature. Their feats echo across the nation, retold a thousand times. Surely the stories are greater than the men and women behind them, right? Not always. Desperate times and a universal call to action have thrown mystery into the air. The people need someone to believe in, and their belief has created what they need. It’s hard to say which is the chicken and which is the egg.

A few individuals have learned to tap into the legends and draw strength from them. They lasso entire hills, wrestle tornadoes, and pick their teeth with redwoods. They harness the power of the stories

to trick rivers into flowing backwards, kick a mine shaft straight into the earth, and inspire those around them to take action and retell tales of their deeds. And the tales fuel the heroes' powers in turn.

Like cougars and mountain lions, vigilantes and folk heroes seem to be the same animal with a different name. Doesn't make them any less ferocious

The Everglades

The rain and heat define life on the Florida peninsula. They drive it forward and hamstring it, leaving only the quick and the clever. Buildings rot and crumble in the swelter. Stone fortresses show their age like a heavy smoker, while wooden manor houses sag and splinter into the earth they were built on.

Most of Florida lies close to the sea on a limestone shelf. Eons of ocean tides have carved out thousands of caves, and covered the peninsula with fine silt and sand. About two thirds of the way down to the tip, the massive and shallow Lake Okeechobee lies as a dormant colossus. The lake both announces and guards the start of the Everglades, a broad, seeping river that drains into the Atlantic.

Florida is steeped in centuries of legend, nowhere more so than the Everglades. The Spanish sought the lost city of gold as far north as Orlando, and many threw their lives into the swamp while searching for the fabled fountain of youth. The decades when Neptune smiled on the pirates in their corsairs swept new stories across the region. There were Voodoo priests, buried treasure, forgotten curses, mystic guardians, and ghosts that walk the ramparts of stone sea forts. The promise of countless sagas hangs in the air, and each droplet of sweat evaporating from the brow of an adventurer adds to the saturation.

Villages, lone huts and lost way markers pepper the terrain, while vines, reptiles and the ever sinking rivers swallow them down. Layer by layer and year by year, the Everglades welcome the greedy, the tenacious... and occasionally the truly wise. See, there's something going on down there in Florida and while the SPA isn't quite sure what it is yet, it's definitely not natural.

The Iron Giant

One thing America does have is railroads, linking all these hotspots of supernatural activity together,

Listen up, road kid. This ain't easy. You've got a home somewhere, go back to it? No? Okay. Then it's trains next, the Great Sigil. Riding the rods. Sleepin' in a rattler, keep your feet to the front. Else if the big O pulls the breaks, it'll split your skull. Right, an' stay outta the reefers. What? Refrigerator cars. They fill 'em with ice... while you're inside.

You roll into some burg. The townies'll hate you if they think you're a tramp. So, put on your fine rags till you find some work. An' don't be a rum dum. Drinking's a luxury. Sure, maybe you wanna get a little elevated, or it's a cold night an' you need a tokay blanket. You're better off findin' a hayrick, or rollin' up in some California blankets. Least you kin read the California blanket. It don't smell as bad neither.

An' eats. Sure, go spear some biscuits. Behind a restaurant, or a doughhead's, even a general store, check the trash cans. Folks throw it all away. Or say you're desperate, right? You don't mind some religion, find a buck. A priest is always good for a frog skin. I s'pose the junkyard's my personal advice. Like I said, folks throw it all away. You've just gotta watch the bone polisher. Don't let 'em fool you, the bite really is worse than the bark. But you know what the code for 'em looks like, right? What? Whaddaya mean, what code? Hoo, boy. I gotta start over .

becoming a part of the supernatural as time goes by, too. They don't just crumble in a day. In the 1800s, the thunder of industry and privatization rolled across the continent. Veins and arteries of progress spanned the nation. Workers sailed in from east and west, to lay down track, punch through mountains, and raze forests.

The network that remains today serves many purposes. 'The Great Sigil', as railwalkers call the railroad, carries paying passengers and wares, of course, but it also provides a cheap mode of transportation for those willing to live a little bit south of the law. Trains become temporary housing, or longer term if you're wily enough. A loose community has formed in the switching yards and along the tracks, comprised of people from most walks of life. Lore, rumors, and news travel by word of mouth. Stories of promised work, dark government cabals, and even Pecos Bill's latest exploits pass from hobo to hobo, and state to state.

The new 'wandering class' has its own culture and has developed an informal ideography. Hobos leave signs for each other, carved in trees or drawn with

charcoal on a wall, to warn of a mean dog, point the way to a flop house, or show the location of an easy mark. They say there's even magic in some of them, if you know what to look for.

Townies see inconspicuous graffiti and ignore it. Hobos see their special code and follow its advice. Railwalkers see the magic behind the mystery and learn from it. Few railwalkers are masters of all the known sigils, and there are many more hobo signs than true railwalker sigils. Someday, more of the mundane signs may develop their own mystic powers.

It should go without saying that true railwalkers avoid being seen while creating their sigils, and try not to leave them in conspicuous places. First off, it's usually graffiti. And second, it'll still identify them as hobos if any bulls or bluecoats see them. Worst yet, being recognized as a railwalker could get them turned into track grease. These are dangerous times.

Bulls? Well, with the rise of hobos, freight train crews have become more like a pack of bodyguards than skilled engineers. The rail cars can be a dangerous place for a transient caught trespassing by these officials. 'Railroad bulls' is what they get called, and they often deliver beatings with all the sophistication of a silver back gorilla. There's a continual struggle between hobos and bulls to develop tricks for hiding and methods of discovery, a gritty and violent game of cat and mouse.

Lucky hobos are merely hauled off to prison. It's not rare for enterprising bums to commit crimes on purpose to get a place to sleep and free meals, despite the threat of chain gangs, hard labor, and overcrowding. Sometimes instead of prison, men and especially women are sent to asylums. These cyclopean monuments are some of the largest buildings on the planet, when measured by square feet. Patients receive little in the way of care. Rather they are forgotten in the endless maze of halls and iron doors. Such places belong in an earlier, darker century, and there's talk of evil stalking the wards behind those barred windows.

Deals At Dusk

Not all of the SPA's time is spend out on the road, riding the rails between small towns and swamps, asylums and hobo jungles. There's something going on at the top level and perhaps it's just crimes of greed and petty corruption of our officials, but maybe there's more to it.

The economic malaise extends even to those who still have a comfortable lifestyle. The fear of falling into destitution is enough to drive anyone to grab what they can. Politicians like a wet whistle and a scratched back as much as blue collar workers like three square meals a day. The Mayor of D.C., Melvin Hazen, is under investigation for involvement in money laundering and smuggling. Although it's unclear what role he played in the affair, his office did receive large donations from the Callabri family, and he bought his house from Arno Callabri for the ridiculous sum of \$450.

Some crimes are more difficult for the G-men to follow: missing persons, mail fraud, and well-wrapped Ponzi schemes. And others are downright impossible to predict, such as the Potomac triangle. A dozen cargo ships were sunk on the Potomac this spring, and not only was the cargo missing, only one of the vessels was located. It's as if every trace of their existence had been carted away under water. Who would have use for entire ships and all their cargo? Who would be able to arrange such an extensive diving team, to move entire boats without anyone noticing? Why sink the ships at all? Unless the perpetrators strike again, these questions may never be answered. But you can bet the SPA are looking into it.

The Government

The nation's finances lie in ruin, baffling the economists, shaking the world, and starving the unprepared. And who could have possibly prepared? Florida sunsets burn with the color of an overripe peach, as the Great Plains are dried up and scattered into the Atlantic. America's boxcars overflow with hobos, some looking for honest labor, others for a fast buck and anonymity. There is no real escape to be found. Some folks hide in a whiskey glass, since prohibition was repealed. Others have found solace in religions. But the government has a few answers too.

Since the crash, Washington has had some time to get its feet back under itself. The President patched holes as quickly as he could, launching official agencies and departments to employ Americans with their own tax dollars. They surveyed the land, began constructing public works, and a few took on missions of national security. This provided a ledge for the U.S. to land on, slowing our descent.

DOI

Department of
the Interior
(Land Management)

DOD

Department of
Defense
(External Security)

DOJ

Department of
Justice
(Internal Security)

WPA

Works Progress
Administration

SPA

Special Projects
Administration
(We're all SPA
agents as far as
the big cheese
is concerned)

BOP

Bureau of
Prohibition

USBI

U.S. Bureau
of Investigation
(Becomes the
FBI in 1935)

TFD

Task Force
Division

TFC

Task Force
Coordinators

OPT

Official Projects
Teams

TFC

Task Force
Coordinators

OPT

Official Projects
Teams

TFC

Task Force
Coordinators

OPT

Official Projects
Teams

TFC

Task Force
Coordinators

OPT

Official Projects
Teams

etc. etc. (Multiple Teams)

**WHO DO YOU
WORK FOR?**



Then America elected a Democrat, Franklin Delano Roosevelt. He offered a 'New Deal', a middle class, and a rosy glow on the golden cheek of capitalism. This summer he assigned every man, woman and child a number with the promise of financial aid to the elderly, retired, and disabled. Despite the good intentions, folks rioted in D.C. in the face of this cataloging of the citizenry.

A procession of cryptic acronyms, the agencies and federal departments grew in number as they stretched their influence across the nation. Big government holds up its people. The new deal has taken shape....

An ABC Of Who's Who

The government responded to the depression from the kitchen, cooking up a veritable ocean of alphabet soup organizations and bureaus. If the private sector has gone fallow, it reasoned, we'll sow our seeds in Washington. The BOP, DOI, SPA, WPA, and many others sprouted up, undertaking massive public works like the Oakland Bay Bridge and the Hoover Dam, as well as smaller, more classified projects. Federal employees, agents, and officers have spread out across America, building infrastructure and carrying out missions of national security.

The policies have worked to a degree, underpinning the economy, but they can't fully undo the damage. Privately owned businesses are closed everywhere, and unemployment has reached upwards of 25%. Many folks lost everything. Families have been uprooted and set adrift, left only to dream of the prosperity they enjoyed in the roaring '20s.

Roosevelt has been in office for a year now, and expanded on what his predecessor started. It's tough to keep track of all those acronyms that get thrown around, so here are some of the more pertinent ones you'll want to know about:

BOP (Bureau of Prohibition): Originally put in place to oversee the enforcement of prohibition, the Bureau is on the outs since the repeal.

DOD (Department of Defense): The arm of the government concerned with external security.

DOI (Department of the Interior): The arm of the government responsible for land management within the United States, and ostensibly the parent body of the SPA.

DOJ (Department of Justice): The arm of the government concerned with internal security, this is the parent body of the USBI (and eventually the FBI).

OPT (Official Projects Teams): The element of the TFD that actually goes out and gets their hands dirty. This means you, heroes.

SPA (Special Projects Administration): The parent body of the TFD. The OPTs and TFC of the TFD are part of the larger SPA, and how's that for a slurp of alphabet soup! Never forget, we're all SPA agents as far as the guys who write the pay checks are concerned.

TFC (Task Force Coordinators): The element of the TFD that handles your task force.

TFD (Task Force Division): A crime-fighting and investigative branch of the SPA that is informally attached to the USBI.

USBI (United States Bureau of Investigation): Originally a task force put together under President Theodore Roosevelt, and largely responsible for handling crimes of an 'immoral' nature, the USBI is also on the outs. As a result, it is attached to the BOP in 1934, and called simply the Division of Investigation. But J. Edgar Hoover will push through the creation of the FBI as a Federal police force in 1935, responsible for ferreting out internal threats to the country's stability.

WPA (Works Progress Administration): The subdivision of the DOI that's in charge of civil projects, and as a result, grabs the headlines from the SPA. Which is fine with the TFD.

Low Lives In Upper Circles

The Great Depression rolled out in waves from Wall Street six years ago, and continues to sag like a heavy load across the entire world. You can see it in the people's eyes, lean and hungry, a tick too wide and desperate. Folks in the big city turn to fantasy and crime. Movie houses are packed, and the vacuum tubes in household radios hum as they play an endless stream of pulp serials.

This is the tail end of one of the hottest summers on record. No one wants to work hard in the swelter, especially when there are no jobs to be had anyway. Folks are starving, frustrated, unemployed, and just too damn hot.

Easy pickings.

After prohibition was repealed, folks had at least one thing to do. It helped, really. But it also left a network of organized crime leering at America. What would you expect them to do? Take their money and invest in the New York Stock Exchange? The mob diversified. Enzo Piretti of Chicago moved west and started running opium. The Ballestri family has a dozen planes pulling shipments from Central America to Florida and Texas. Seems a long way to go, but it's working for them. The New Yorkers have mostly taken up residence in the nation's capital: Washington, D.C.

They fit right in too. Uppercrusters with big ideas and no scruples. They lobby for their rights, and for their wrongs when they can get away with it. They have the connections and know who's in the market for a new car, a low interest loan, or just a few nights on the town. Dozens of new names have been springing up in Congress, and 'made man' means something else entirely these days.

Between aggressive lobbying and direct legislation, the crime families have effected a few highly lucrative changes. The most notable is legalized gambling. Within the 100 square miles of our nation's light and sprawling capital city, 'bookie' isn't a bad word anymore. Everyone from cabinet secretaries to car mechanics can be seen sitting down for an evening of cigars and five card stud. The slot machines see their share of action too.

The 'Business' In D.C.

The capital is rife with leaders and bursting with followers. But not all of them are politicians, bureaucrats and lobbyists. Former and current gangsters carve out business where they can, which is sometimes directly out of their rivals.

The Callabri family is your classic Famiglia. They've had connections here for decades and possess a broad network of associates. Their Don, Arno Callabri, was instrumental in arranging the legalization of gambling and has, or more accurately had, innumerable 'friends' in the ranks of D.C.'s elected officials. The Callabri family's aggressive methods may have paved the way for organized crime in our nation's capital, but it also left them overextended and obvious. New groups have crept in and taken over turf with a more defensive stance. And last month's Aster Massacre may have been the beginning of the end for D.C.'s

most famous gang. Arno himself escaped the Aster Club with his life and a .45 caliber round in his arm as a souvenir, but his four sons and a dozen of their top men were less fortunate.

Among those claiming responsibility are the Sons of the Renaissance. They're known as collectors of all sorts, involved in loan sharking, extortion, counterfeiting, antique smuggling, and more. Their rise in power has been nearly geometric, following the radial spokes of the city's parkways. The work is done largely by bohemians and drifters, although it can be hard to tell who started as a hobo and is now a made man. Their true leadership is unknown, but some say they're controlled by foreign investors who organize the gang through telephone calls and wire transfers. Wherever the money originated, it's surely been a lucrative endeavor, as the Sons of the Renaissance are a highly influential group in D.C. today.

Then there's the Chance, though they don't condone the name themselves. Their undisputed head, Lester 'Bones' LaChance, owns the Lucky Statesman Casino, the largest and most profitable casino in D.C.. Lester always seems to know who to make friends with, and he's damn good at it. He'll roll into a Senator's view just before anyone could know that an important bit of legislation is about to hit the floor, and he once bought over sixty percent of the east coast's pine lumber just a week before forest fires raged across the region. Surrounded by Morlant champagne and women in Chanel and diamonds, he charms his way out of any direct connection to the Chance's illicit operations: prostitution, money laundering, drug running, and even assassination.

Another heir to the throne of the Callabri is the Ramblers. This highly mobile and rapacious group of young men and rarely women behave more like terrorists than gangsters. They employ highly destructive means, using explosives and fast cars to bust in, take what they want, and skedaddle. They've hit banks, car dealerships, jewelry stores, and even an army base. One might think the police would have great success in simply arresting the Ramblers, but their organizational structure is egalitarian (mostly) and their membership constantly shifting. The furious lifestyle is highly attractive to today's desperate youth, and unlike many other gangs, some members actually retire once they've amassed enough wealth.

The O'Loughlin clan appears to be another classic mob family. They embrace the reputation, and use

it to their advantage, dabbling in enough extortion to keep the public certain they're on the down and down. Their real passion is fraud, industrial insurance scams, empty capital investment and reclamation, rigging fights, and good old-fashioned defaulting on loans paid to imaginary businesses. The white collar nature of most of their operations also keeps them out of the line of fire from most other gangs, while simultaneously generating profits that most folks don't even know are there to be had.

Aside from the major gangs, dozens of smaller organizations and powerful individuals act in their own interest. Some vie for power, others for prosperity. The criminal landscape is treacherous and pocked with craters. Its investigation and complete understanding would be a dangerous task for anyone, but there are persistent rumors of the various mob gangs and families using supernatural help to get an advantage over their rivals. And where there are such rumors, the SPA sends task forces to investigate – it's about the most deadly assignment available.

Just Plain Otherwise

Although they're not technically organizations, or even necessarily criminal, there are a few other factions in D.C. that may be apparent to those who pay close attention. Since it's the home base for your characters, we figured you might want to know about them:

Orchard Protection Program - A few data collectors at the SPA have pieced together reports from across Ohio and Indiana. Missing persons, and sudden shifts in the behavior of influential people might suggest a deeper conspiracy for the more paranoid. Preliminary research, though, indicates only one link between these events - apple orchards. But nobody can figure the reason for it.

Founding Fathers - There are also claims that the founding fathers have come back to save America. However odd it might seem that the ghost of Jefferson would rise from his resting place to put right the modern wrongs, the Washington Post recently ran a story on the third page with a photo of Jefferson unloading a musket into the chest of a Rambler who was in the middle of raiding a coin collector's store. The police followed the Jefferson look-alike to the Smithsonian, but lost track of him there. Other such stories trickle in from around the city, but no one has yet found the source.

The Fires Of Industry - Surrounding the capital, hundreds of factories provide the goods for day to day life. But something may be amiss with capitalism. It's working, but perhaps it's working too well. There are so few jobs to be had, and yet the factories are well staffed. The denizens of Washington don't notice that their lives are any different, as only a few industrialists are truly profiting. Consumables come into the city and money goes out. The slow drain hasn't yet been spotted by city officials, but the SPA is beginning to wonder, "Who's working in the factories and how come they're thriving in the midst of the Great Depression?"



Guns And Gear

While most gear you might want or need is in the Savage Worlds rules already, we've thrown in a few other things you might find useful, or that are more appropriate to the *Noir Knights* setting.

Personal Armor

Type	Armor	Weight	Cost	Notes
Leather Jacket	1	5	\$30	Covers torso and arms
Padded Trenchcoat	+1/+0	8	\$50	Covers torso, arms and legs; see below

Padded Trenchcoat: This coat as been lined with padding to give its wearer additional protection from harm. Unfortunately, if the opponent hits an area that isn't padded, it doesn't do any good. When an attacker gets a Raise on his attack roll, he strikes between the padding and the bonus for this armor is negated.

Hand Weapons

Type	Damage	Weight	Cost	Notes
Whip	Str+d4 4	\$35	Reach 1; see below	

Whip: A whip can be used to initiate a Grapple maneuver at a range of 1 inch. Escaping is the same as a normal Grapple attack. In addition, a whip can be used as a rope, enabling the wearer to swing over short gaps (4 inches or less).

Guns

Type	Range	Damage	RoF	Weight	Cost	Shots	Min Str	Notes
Pony Sure-Shot	12/24/48	2d6+1	1	4	\$175	6	-	AP 1, revolver
Colt .38 Super	12/24/48	2d6	1	4	\$200	9	-	AP 1, semi-auto
Elephant Gun	50/100/200	2d10+1	1-2	16	\$750	2	d8/d10	AP 4, see below

Pistols: There are many similar pistols available to the discerning collector from the 1930s, but above you'll find two of the most common used by (and against) Federal agents. The Pony Sure-Shot is the archetypal high-powered pistol of the time, very subtle in a standard issue G-man shoulder holster. Like all revolvers it's reliable and that helps its popularity.

The Colt .38 Super, meanwhile, is the archetypal 'automatic' of the time, a pistol that's popular with people who like to make an impression by putting lots of lead into the air, like organized crime enforcers and other ne'er do wells. John Dillinger is reported to use one. But then it's also offered to Federal agents if they prefer it over the trusty Sure-Shot.

Elephant Guns And Shotguns: These are both double-barreled and double-chambered rifles. One or both barrels can be fired at once, but in the latter case it is an all-or-nothing affair: either both barrels hit, or both barrels miss. In the case of the elephant gun, the minimum Strength is d8 if one trigger is pulled, or d10 if they are both pulled. For the shotgun stats, see the Savage Worlds rule book.

Shoot like a **REAL** G-Man!

\$175.00

The **Pony Sure-Shot** is the latest in home protection and it's used by law enforcement officials all across this great land of ours!

Remember...
when you only have 1 shot,
be certain it's a
PONY SURE-SHOT!

Other Guns: Many of the firearms in the Savage Worlds core rules are available in this realm, or close approximations to them. So while Tommy guns are available, the Uzi 9mm is a big no no.

Special Weapons

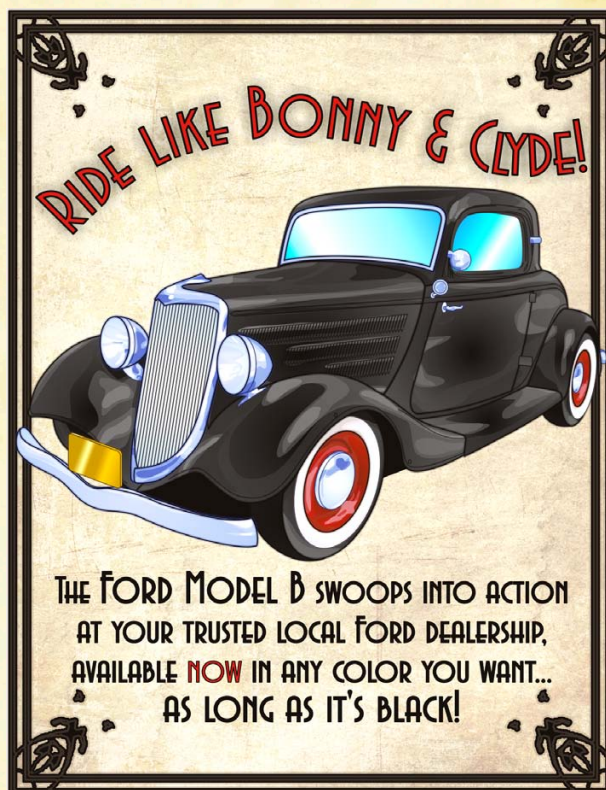
Type	Range	Damage	Weight	Cost	Notes
Dynamite	4/8/16	1d6+1d6/stick	3	\$15	Medium Burst Template, +1 inch/extra stick

Miscellaneous Gear

Type	Weight	Cost
Field Radio	20	\$150
Film (12 pictures)	1	\$1
Jar (glass, ceramic, etc.)	1	\$5
Lighter, butane	--	\$5
Padlock	1	\$25
Saw	1	\$10
Watch	--	\$15

Services

Meal, poor	--	\$5
Meal, common	--	\$20
Meal, extravagant	--	\$50
Room, poor	--	\$20
Room, common	--	\$60
Room, extravagant	--	\$200
Passage (ship or train)		
common, per day	--	\$5
extravagant, per day	--	\$20



Vehicles

Type	ACC/TS	Toughness	Crew	Cost
Buick 1933	15/50	10(2)	1+1*	\$4,000
Chevrolet Standard	13/45	10(2)	1+1	\$2,500
Chrysler Imperial Roadster	15/50	12(2)	1+1	\$15,000
Ford Model B	8/30	10(3)	1+3	\$3,500
Harley-Davidson (motorcycle)	10/35	8(2)	1+1	\$1,000
Indian (motorcycle)	8/30	8(2)	1	\$500
Lincoln All-Weather Brougham	10/40	14(3)	1+6	\$36,000
Nash 1932 Convertible	13/50	12(2)	1+3	\$5,500
Packard Light 8	12/50	14(3)	1+4	\$9,000
Studebaker Truck	8/15	10(2)	1+1*	\$3,000
Willys Roadster	10/40	8(2)	1+1	\$3,000

* The Buick 1933 has a rumble seat that allows for 2 additional passengers. The Studebaker Truck has a cargo bed that has Armor 8(2) and can carry 8 passengers (uncomfortably).

FOR GMs

I'd just graduated college that spring, and got a job on a farm north of Crestview. I thought I'd unlocked all the secrets of the universe at Florida State. I promised Mr. Tynan a perfect harvest, and said the weather would be just right the whole season. I sure was an idiot. The early summer just kept getting warmer. I did what I could to keep the farm cool, but half the crops died. I know now that there must have been a dust devil nearby. But no one had ever heard of them at the time.

We replanted as best we could that July, but the real lesson got carried in on the wind. On a blustery day, I looked to the northeast and saw a brand new mountain. Only, this mountain was bubbling and rolling forward toward the farm as wide as the horizon. Brown dust took over the sky and the air around us. For two weeks, day was dark and night was pitch, and there wasn't a lick of nothing I could do about it. Mr Tynan fired me in August and foreclosed in October.

But here's what I learned. Mother Nature can always send you to bed without dinner, no matter how skilled you think you are at twisting her to your will. And make no mistake, this Great Depression isn't caused by natural forces and the normal turn of events, not by a long stretch.

Top Secret – Your Eyes Only - Whoa, Nelly!

The rest of this book is only for the GM. Anyone who's not planning on running the game would spoil a lot of their own fun by reading any further. Players, head back while you still can.

Hello, game master! Beyond this page, the nation's conspiracies and secrets unravel at your feet. The villains and their wild plots will present dozens of adventures and offer action aplenty in the thrilling world of our American Grit realm.

American Villains

America is a massive country with a million quiet corners. Both good and evil are out there, and the following bits try to shed some light on both. Here, you'll discover the secret villains that fester out of sight, some of them out of their minds as well. You'll also learn about a few beacons of light that the characters may be able to turn to for help.

Seriously, if you're a player and you're still reading, stop for your own good. Final warning.

Many of the points in this chapter play out in the campaign and Savage Tales scenarios to one degree or another. They're presented here as an overview, so you're better prepared to direct your players when they (naturally and inevitably) wander off the trail of adventure we've laid out. It's the next layer of truth behind the information the players got earlier on.

Also, feel free to treat this section as a spring board for developing your own tales. There's a lot more to the 1930s than you might think at first glance!

Truth And Legend

There's history as we know it, and then there's history. The American Grit realm is just a tiny speck in the vastness of a billion, billion dimensions, and most of the time we live our lives without any idea of anything beyond our own narrow perceptions. While there are many secret and hidden things within our own world, there are infinitely more that lay beyond the Veil. Plots are hatched, wars are fought, and the fates of countless beings are decided with most of them never even knowing.

While most of these events are plainly the machinations of those we might call gods, some appear to be flukes – twists of fate holding the potential to change the destiny of an entire realm. Who's to say if they really are random, or the even more subtle maneuvering of powerful beings? The fact is they happen, and one of them happened in the third decade of the twentieth century.

Dissent And Dishonesty

Most folks tend to view accidents as singular events in which some random event causes problems. But oftentimes those flukes are really a series of events coming together to create unforeseen circumstances. Like who'd have thought that experiments with weather control and a gunman's ill-conceived attempt to assassinate the newly-elected Franklin Roosevelt would combine to form one of the greatest threats mankind would face in the modern era? But that's exactly what happened.

Actually, you'd have to go back a few more years to get the whole story, since it was the ruined economy that provided a golden opportunity for a few key people who were willing to gamble. Or steal. Revid Nightingale and Lawrence Duster graduated *Magna Cum Laude* from Florida State University in 1924. As befitting their ruizologist training, they tried their

hands at farming, but without any success. Growing up in the big city had left the pair of them with no affinity or feel for the land and its life. So they took off in the other direction, using their intuitive grasp of ruizology to build a better mouse trap.

By the late 1920s, the pair had amassed some wealth and a little notoriety among ruizologist circles with various alternative versions to the standard meteorological spell engines. But they wanted more. Much more. Making a few bucks with a localized rainmaking machine was all well and good, but being able to cover a county – or even a state – would be better. After all, if they had control of the nation's weather, they'd be sitting fat and happy. But something most ruizologists don't really understand is that their machines work by pricking the Veil at a localized point and creating an effect by drawing forces from out of the Maelstrom. One night as they worked too late and got too tired, an error in calculating X and Y variables had Nightingale and Duster go deep, rather than wide.

In the spring of 1929 their trial run outside of Norman, Oklahoma, tore a rift into a dimension of heat and fire, allowing dust devils and other unpleasant critters into our world. In fact, things would have gotten ugly really fast if not for the actions of another pair of relatively unknown men, Frank Dunlop and Tuff's Hanly. But we'll get to them in a minute. For the moment, it's enough to know that the failed experiment – even though most folk have no idea – was the thing which baked and parched the United States.

Utterly mercenary and blissfully unaware of the long-term ramifications of the event, Nightingale and Duster found ways to exploit their failure. First they figured they'd buy up as much ruined land as possible before even trying to undo what they'd done. And to do that, they needed money. So they sold some of their technical specs to an enterprising ruizologist named Amanda Dorson, who was a civil servant in the Hoover Administration.

They've never bothered wondering why Dorson's interest in their work has continued, nor do they care, as long as they keep getting paid for it.

Stuffed And Mounted

Although Roosevelt won the '32 election by a landslide, there were still people who didn't like the policies he'd built his platform on. Giuseppe Zangara

was one of them, and so he took a shot or six at the new President, who was traveling through Florida in the spring of '33. Fortunately for Roosevelt, Zangara was a lousy shot. Unfortunately for five other people, Zangara was a lousy shot.

History gives a lot of attention to the death of Chicago Mayor, Anton Cermak, as a result of that shooting, but much less well-known was the death of Clifton Osbourne. Roosevelt had already singled out Osbourne to head up a secret arm of the government as part of his New Deal, and so efforts were made to both save the mortally-wounded man, and keep his future role in the New Deal a secret. Amanda Dorson's sister, Belinda, was on hand in the secure facility Osbourne was rushed to. When he succumbed to his wounds, there was a quick phone call, and Amanda, along with a close acquaintance, Darius Toussaint, rushed to Miami.

Toussaint was a well-known businessman in Washington, D.C., but he was also a descendant of *that* Toussaint – that's right, the guy who founded taximancy with his partner, Erasmus Tock. It was less well-known that Darius was versed in the family business, so to speak, and he knew that a drudge could be animated and filled with a spirit in much the same way that the Loa would 'ride' a living being.

Two Toussaints

If you paid attention to the Savage Tales in *Savage Suzerain*, you'll recall a character by the name of Thaddeus Toussaint on page 139. He's Darius' half brother, and the two haven't seen each other for years. How does this campaign fit with The Heart of All Saints adventure? Well, if you were looking to offer the players a chance to bring characters into American Grit from another realm, this is a great chance – have them take on the mission for Kalfu and let it play out. Then, let Yancy introduce them to the SPA and invite them to stay on. How do those events change the campaign? That depends on what the characters got up to!

This was to be a glorious moment for science. Toussaint used his skill as a taximancer to make the body ready for re-use, and the Dorson sisters fired up a machine built around Nightingale and Duster's designs. Once more the Veil was pierced; once more a spirit was pulled through, only this time it was shoved into Clifton Osbourne's corpse, which was reanimated. The problem was that the spirit wasn't Osbourne. It was a being from the Realm of Fire named Azira. So, the glorious moment for science was quietly swept under the rug, and the principals involved began to plot.

And the plot went something like this: if the Great Depression could be extended long enough, people who knew the truth could exploit the opportunity to tumble the existing power structure and rebuild it into a New World Order with themselves at the helm. Well, that's what Toussaint and the Dorsons figured, anyway. Azira played along, but had his own ideas. If he could harness enough of that ruizologist power, he could re-open the spirit world rift to the Realm of Fire, gather his brethren, mount an invasion, and take this Realm as his own. A truly scary prospect for humanity.

Backlash

Newton taught us that for every action, there is an equal and opposite reaction. There's perhaps more truth to that than the good Sir Isaac knew, and so when the fiery forces began to invade, other forces began moving to balance the pivot.

We mentioned Dunlop and Hanly. Before the Great Depression, they'd been scholars, adventurers, and many other things. Particularly, they knew the power of sigils, and they knew the nature of the Veil and the Maelstrom. There's a lot of disagreement as to whether it was Athena, or Odin, or Lynx, but the fact of the matter is that some god of Knowledge came to Dunlop, Hanly, and their comrades, and alerted them to the coming danger. And so began a great quest. They breached the Veil and braved the Maelstrom to travel back a hundred years, to a time where they could ensure the Transcontinental Railroad was laid down exactly as they needed it.

So, in the spring of 1929, when Nightingale and Duster tore a hole in the Veil allowing fire to spill into the world, Dunlop and Hanly were waiting to mend the tear. Spirits of fire howled out at them, bent on stopping their efforts, but Hanly sacrificed himself

to buy Dunlop the time he needed. The Great Sigil was enabled, thousands of miles of iron in just the right configuration, channeling the power of Pulse into one huge protective ward. The spirits of fire were held at bay.

Sort of.

Trying to maintain a barrier to protect a few million square miles isn't without its logistical problems. There are times and places where it's weak. And while Franky 'Droop' Dunlop has enlisted a number of hobos into helping as railwalkers, he's the motive force keeping the Great Sigil charged. So people in the know realize there are two ways to destroy it: get rid of the rails themselves... or get rid of Droop.

Of course, neither option has proven very easy. In order to get rid of Droop, you've gotta find him first, and he makes sure that's not easy to do. It's a lot easier to find the rails, but there's an awful lot of them. Fortunately for ruizologists of an amoral bent who want to experiment with Things Man Was Not Meant To Know, destroying a small portion of the railroad weakens the Great Sigil in that area. A locus is created through which the Veil can be more easily pierced.

And sadly, the Great Sigil isn't proof against the incursion... It has only slowed things down to a trickle. But at least it's a potentially manageable trickle.

And that's how things got to where they are, supernaturally speaking. Tough times, with everything hanging in the balance.

The Other Side Of The Coin

Don't get us wrong. Just because there are a few bad pennies among the ruizologists doesn't mean they're all bad guys. Most aren't even aware that such a thing as a bad guy ruizologist exists – they can be kind of naïve like that. Even though the ruizologists don't have any real ties to the railwalkers, the ramifications of a sudden surge in heat and dry weather isn't the sort of thing to escape their notice.

Professor Eric Bathurst is the closest thing the ruizologists have to a leader, mostly by virtue of his knowledge, experience and position as an instructor at Florida State. An outdoorsman and naturalist, Bathurst has been around, and knows there are things in this world that most folks would prefer not to know about. While he hasn't discovered what is causing the problem yet, he's got a few suspicions, and encourages his fellow ruizologists to lend aid



whenever and however they can. The good professor prefers not to fight, but pacifism can be turned into righteous rage – especially if he finds out his own ruizologists are behind things.

National Insecurity

Just because the SPA has a lot of autonomy, doesn't mean that Azira... sorry... Director Osbourne can act with impunity. Almost right across the street from his office on Pennsylvania Avenue is the office of a short, paranoid, but brilliant man named J. Edgar Hoover.

Hoover got his start working for the Justice Department during the Great War, moving into intelligence work as a result of the Palmer Raids. While gathering information about illegal aliens and suspected anarchists, Hoover discovered something very disturbing: not every dangerous and undocumented person was... *normal*. And in some cases, not even human. Hoover became obsessed with building a body of investigators to protect himself and the country from 'outside' threats.

In 1924, the same year Nightingale and Duster graduated from Florida State, Hoover became the Director of the United States Bureau of Intelligence. By 1934, the USBI had become simply the Department of Intelligence, and was working in conjunction with the Bureau of Prohibition to clean up supernatural crime. Finally, in 1935, Hoover gets the Department sanctioned as the Federal Bureau of Investigation, with nearly unlimited authority to go after national threats. In time he'll get the SPA shifted into the FBI, and there'll be a new boss for all those task forces. Meanwhile, it's a good thing for the more insidious plotters that Hoover's resources are largely tied up with a plethora of mundane criminals, the likes of John Dillinger, Kid Cann, and Pretty Boy Floyd.

The Role Of Heroes

Again, we don't want to mislead you. Just because the SPA is being run by a malevolent Salamander imprisoned in an undead body doesn't mean the organization is evil. Actually, most of the people in the SPA's Task Force Division are upstanding folks trying to do their best for their fellow man. It's just that 'Osbourne', Dorson and Toussaint try to make sure those agents are dealing with threats they aren't involved with.

Priest Of Who?

Sure, most people know that Thor is the god of thunder, and Mars is the god of war. But assuming you want to have your taximancer priests paying lip-service to a Voodoo Loa, here are a few suggestions of Loa and saints (for the Christian side of things) that'll be involved. For player characters, they might make appropriate Patron God Edges, too (as per *Savage Suzerain*). These aren't set in stone, and are very open to interpretation since taximancy and Voodoo in general is a fluid hybrid of Carribean and African tradition and Christianity. Just the same, it's good to have at least a name when your players ask.

Patron God	Loa	Saint
Crafts	Ayezan	Eligius
Death	Ghede	Gertrude
Fertility	Dumballah	Casilda
Knowledge	Legba	Holy Spirit
Love	Erzulie	Valentine
Nature	Azacca	Albertus
Trickster	Marassa	Dismas
War	Ogoun	Elizabeth
Weather	Agau	Agricola

And don't forget ol' Kalfu, the devil at the crossroads, though you'd have to be a bad sort to take him as your patron!

And while there will always be good people, there will also always be bad people and people who are looking out for number one and easily misled by less savory types willing to exploit their personal goals and desires. It's up to the characters to stay true to themselves and their course; otherwise there's no way to sugar-coat it... humanity is doomed.

But you wouldn't have it any other way, right? A bit of high stakes adventuring will make sure your players up their game and the characters are firing on all cylinders. They're Heroic rank, and herculean tasks go with the territory.

The Templars Of Marassa

Hobos and rainmakers and Feds. Yes indeed. But these aren't the only folks with a stake in what's going on. Remember Darius Toussaint? The tiny Filial Order of St. James managed to survive and even repair its tarnished image among the locals of St. Augustine. There are a few descendants of Adrien Toussaint running around, but most folks don't know much about taximancy. All that stuff is ancient history, right?

Unfortunately, when it comes to reanimating corpses, there's nothing like a taximancer to dig up the past.

As a result, Darius Toussaint has managed to survive and even thrive in the Washington D.C. business community. Wealthy, debonair, self-assured... Darius just has a knack for 'getting things done'. Of course, that sometimes involves using dead things, but his conservative acquaintances don't have to know that. And the less conservative ones don't really care. It was Darius' business ties that brought him to the attention of Amanda Dorson during the

last year of the Hoover Administration, and it was his particular craft that made him so very useful later on. But there was a reason that Darius Toussaint left the south and came to the capital to make his fortune.

After the fiery exodus from the settlement outside of St. Augustine, the Filial Order of St. James condemned the use of human body parts in the practice of taximancy. Nevertheless, some taximancers are still enticed by the possibilities of more intelligent and capable creations. This temptation caused many problems for the Order's reputation in the early years... especially when trying to regain good faith with the common parishioners attending their churches. So the Order decided to do something about it.

As the official story goes, Marassa, one of the Voodoo Loa, came to one of the Order's priests and gave him a prayer to locate the uses of human taximancy. There is some debate over this, since Marassa is more of a trickster than a knowledge-giver, but the most accepted theory is that the original Toussaint made some sort of promise about the use of



his powers, and Marassa considered it to have been broken. Whatever the truth of the matter may be, such a prayer does exist and a tiny group of warrior-priests was formed to work in secrecy; whenever they locate a rogue taximancer, the Templars of Marassa attack with righteous and deadly intent. Their purpose is to protect the Order and its reputation.

This threat extends, of course, to any of the players' characters who wander too far toward the taboo. The Templars will inevitably locate any human drudges unless the taximancer has some way to conceal his efforts. Legba and (ironically) Marassa have both been known to occasionally grant someone the prayer that counters this, but since the Templars work in secret, most renegades don't actively seek out this counter-prayer. They simply don't think they need to mystically hide their creations. It goes without saying that Darius Toussaint has his own work well protected against the prying priestly eyes of the Templars.

Capital Gangland

Since prohibition was repealed, and Arno Callabri arranged for legalized gambling in D.C., the nation's capital has become the gangsters' new Chicago. A spider web of crime radiates out from its marbled and sunny streets. Darius Toussaint falls tenuously into that category, but while he is unscrupulous and has his hands in any number of shady business dealings, at least most of them are technically legal. Well, except for a little grave robbing operation. Some of the other gangs, though, have a firmer grip and even fewer scruples than Toussaint.

The Callabri family used to be the undisputed Kings of Capitol Hill, but their fortunes have been dwindling since the Aster Massacre. The fault and problem lies with Arno Callabri's third son, Davide, who wanted to ascend in the family faster and higher than his age and birth order would allow. Davide met the infamous Al Capone in the mid-1920s, and he idolized the gangster from then on. After Capone's incarceration in 1932, Davide dreamed of becoming 'the next Al Capone'.

For good or ill, it turned out that Davide was actually Gifted with a talent for the arcane arts, and was able to occasionally influence things to go his own way, using supernatural abilities to help him. But not enough. His big break came less than a year later, when he met a Heroic young lady. Davide didn't care about her so much as the Telesma he sensed in

her presence. One murder and robbery later, he was possessed of the Telesma. From there, his sanity quickly dwindled, and the Sons of the Renaissance were born.

Of course, Arno knows nothing of his son's treachery, and he's simply reeling from the Aster Massacre. His operations are in shambles, cut off at every avenue, and he's lost considerable weight in the past months – though his girth still attests to his previously decadent lifestyle. Uneasy with his current position in the underworld, Arno's not sure whether to launch an all-out counterattack, or cut his losses and move to Argentina.

Two other men really stand out in the D.C. underworld, especially if an SPA task force could get close enough to sniff the raw Pulse they're channeling: Bones LaChance and Danny O'Loughlin.

Lester 'Bones' LaChance is powerful and canny, and would make a formidable mob boss as such, but he's got another ace up his sleeve. He knows the future... or at least snippets of it now and then. Since before Caesar invaded France, the first child born every seven generations in LaChance's family inherits the seer's sight. The gift has been used for many purposes throughout history. Napoleon was the last person to benefit by imprisoning and repeatedly interrogating a seer. Already an old man with grandchildren out in the world, the seer committed suicide in 1814, less than a year before Waterloo. LaChance has kept his power a secret, lest he suffer the same fate. Roughly once a day, LaChance catches a glimpse of something he will see in the next two weeks. For this reason, he checks his wrist watch every few minutes, to check the time and date. And he generally keeps a newspaper open to important articles in hand, or laid out on his desk. He has a journal of his current visions, which he writes in code and stashes in his breast pocket. Once a vision has come to pass, he destroys the paper it's written on. But the visions aren't set in stone. LaChance's actions can, and often do, change what happens.

While the O'Loughlin clan supposedly has a secret business of fraud, the actual secret is information. The elite clan members have a massive network of wire taps and spies. They use ignorant go-betweens, patsies, and encoded telegrams to find and interact with clients. If it's happening on the east coast, someone in the O'Loughlin clan has probably heard about it. They've got the skinny on the Callabri family, the Sons of the Renaissance, and a good idea regarding LaChance's secret. dust devils are old hat, too. Paying enough for the right information is the tricky part, but if your

players ever need a hint about what's going on, or a nudge in the right direction, they might just get a phone call from Buster 'the Snitch'. Buster probably isn't interested in cash, though. The heroes can carry a package for him, or trade some other secret in return.

Note, the O'Loughlins aren't supernatural themselves (by and large), but are a source of information about supernatural things going on. Because of their scurrying and sneaking and digging in the supernatural dirt, they sometimes seem to be supernatural by association, especially to someone who can sense such things (Sighted characters, perhaps, and others who can sense the supernatural use of Pulse).

Underlying Mechanics

We've got one more bunch to talk about, who haven't really hit the SPA radar yet. Morlocks.

The Industrial Age isn't just a mechanism of modern man, although there are plenty who are willing to exploit and profit from it. Under every city from Tinseltown to the Big Smoke, you're sure to find a plunging complex of tunnels filled with sparks and strange half-magic machinery. The inhabitants call themselves morlocks, and are slightly bulkier than average humans, often with an unnatural pallor to the skin from being in such an unhealthy environment all the time.

Each morlock colony is attached to the subbasement of an unassuming factory. Humans these days are glad to find a regular job, even if it means working twelve or sixteen hour days. Morlocks refer to their subjugated workers as 'elo', and most of these workers don't notice their spirit draining away along with their desire to do anything but rote tasks. The especially weak-willed eventually deteriorate, taking posts deep in the factory, and working every second of the day until their bodies crumble into industrial grit. Not all colonies let it go that far. In fact, no two colonies are quite the same in technology or culture, as morlocks tend to forget their social bonds rather quickly. A newly-founded colony may acknowledge its heritage, but feels no special connection or duty to its parent colony. Similarly, a lone wandering morlock will never feel homesick, and would not receive a warm welcome upon returning to his former home.

Despite all this, they are technically human. Only just, perhaps, but not another race in the way that most roleplaying games define it. Their interests lie in making products, to make money, so they can build more factories... to make more products. Drill bits,

tires, steel wash bins, their public wares are rarely innovative. Underneath, however, the machines they use to stamp out a hundred thousand shovels in a single day are refined instruments run on magic and genius, even if they're covered in the grime and filth of industrial processes. Morlocks can be thought of as ants with no need of a queen. They toil away in their catacombs without any ostensible reason, only surfacing to tend to their aphids and gather supplies. Their threat is not always intentionally malicious, but if left unchecked, they would gladly 'employ' every person on earth.

But make no mistake – there *are* leaders among the morlocks. Every factory needs a foreman, and some foremen are... well... more motivated than others. Thomas Edison is a classic example. Few know that the 'Wizard of Menlo Park' was actually a morlock, and fewer still know that he didn't die in '31. But Edison's reputation of stealing ideas wasn't entirely unfounded, and after acquiring some ruizologist technology – the same stuff that Nightingale and Duster were playing with – the Wizard returned underground to hatch his own schemes. After all, human workers are all well and good, but they have an annoying tendency to drop dead after a while. Edison's idea is that spirit-filled robots are the way of the future.

Other Ways To Adventure

You're about to get a full campaign and plenty of Savage Tales to plug into it, but that shouldn't be the end of your fun. We've peppered this whole book with interesting teasers, ideas you can turn into your own stories. There's more to the mob families than we've used for the official scenarios, and the SPA Files in the Player's Section hold all manner of hints – they're all yours to exploit. What's up with the Swedenborgians and the whole Johnny Appleseed 'protect the orchards' thing? What's really going on in the nation's asylums? Are the founding fathers coming back as 1930s folk heroes? You decide.

And as a parting shot, consider the SPA task force action letter near the start of this book. It was the last one written by Director Osbourne before he died, was stuffed, and Azira took over. That Task Force never made it back to base, but maybe the letter's sitting in Osbourne's desk, waiting for someone to find it. In memory of a good man, maybe the heroes' task force is willing to take the investigation forward....

Adventure!

Four-color pulp. Answering the call to action. Patriotism in the guise of universal morality. Adventures in *Noir Knights* should strum these three chords. Various melodies and motifs play throughout as well, but these are the hook, the chorus, and the verse.

The specifics of the heroes are for the players to decide, of course, and the narrative evolves under everyone's collaboration. As the GM, you get to weave the rest of existence, challenge and entertain your players. Perhaps that task is daunting, but the rest of this book should help you on your way. You'll find thirty scenarios. The first twelve make up our Plot Point Campaign. They're intended to be played in order, but not necessarily back-to-back. The remaining eighteen are composed with broader strokes and can be adapted to fit anywhere in the saga, before or after any of the plot points.

The beauty of this setting is that since the heroes are all working for the SPA, it's easy to direct them to their next adventure: you just hand the players a telegram and tell them to check it out - that's their job. Sure they can just 'accidentally' stumble across an adventure here and there, but in a pinch, feel free to have the SPA send them where you want them. Or have a shadowy deep-voiced figure giving them hints of supernatural activity they might want to follow, following his own agenda of course. It's been known to work before.

Plot Point Overview

Getting Out Of Dodge: As the dust bowl makes its presence known across the Midwest, the SPA sends the heroes to Dodge City, Kansas, to investigate the missing son of a wealthy investor. But with a dust devil terrorizing the local hobos, things aren't exactly as they seem...

Carnival Of Wonders: Following leads from Dodge City, the heroes are sent to Sweetwater, Tennessee, to investigate a suspicious carnival that may be involved in human trafficking. Can the heroes stop things before they become the next package to be shipped?

Between Brilliance And Madness: The trail of human trafficking leads the heroes to a warehouse and factory in Atlanta, Georgia. But why would the local Ford Plant need a steady supply of workers? And what exactly are they building there?

Headwinds: A high priority distress call sends the heroes to Camp Panama, Florida, where the rail line

across the Keys is being sabotaged. But the natives living in the marshes may not be to blame, and the storm brewing on the horizon may not be natural...

Dead Air: The heroes are sent to Ocala, Florida, where G-men are closing in on elements of the Barker-Karpis Gang. The problem is that 'Ma' Barker seems to be up to something strange, and the Feds are sure they've already killed some of those gang members...

Black Sunday: The trend of railroad sabotage leads the heroes to Grand Island, Nebraska, to investigate. But this time, rogue ruizologists may have bitten off more than they can chew. Can the heroes survive the motive force behind the worst dust bowl of the Great Depression?

Strange Bedfellows: In the face of mounting evidence of a greater conspiracy, the heroes travel to Tallahassee, Florida, to gather and consolidate information. A raid on a nest of taximancers may provide some answers, but what secrets are really hidden within the abandoned factory?

Weather Of Swords: The infamous Labor Day Hurricane was the third strongest ever on record - but the heroes must return to the Florida Keys and brave its winds in an attempt to fathom the truth behind ruizologist plans and save as many lives as possible....

Ferrets And Moles: More and more evidence seems to point to a mole within the SPA, but who? And why? J. Edgar Hoover would like those answers as well, but first needs the heroes in Washington to find one of his own agents who disappeared while doing some investigating for the SPA.

Flood Of Unrest: The heroes are summoned to Pittsburgh, Pennsylvania to help quell growing unrest over highway construction. There, an old friend introduces them to a notorious railwalker who has a cryptic warning for them... but has it arrived too late to save them?

Gangs Of D.C.: Once more in Washington, the heroes are given a chance to speak with a crime boss who has information they may need, but - *quid pro quo* - he wants them to take out another boss. It may be in their best interests, though, because that boss holds the key to what they fear...

The Fire Within: The heroes finally have enough information to present their suspicions to the Director of the SPA, only to find they may already be too late. Will they be able to stop a rain of fire that could spell doom for the entire nation?

Getting Out Of Dodge

This should be the characters' first adventure, introducing them to the plot, and perhaps even each other. It's the start of 1934, late in the winter...

REPORT TO DODGE CITY KANSAS AND
RENDEZVOUS WITH OTHER SPA MEMBERS AS
TEAM DESIGNATION 684 TO INVESTIGATE
MISSING PERSONS REPORTS STOP CONTACT
SHERIFF HALSTON ASCERTAIN VARACITY
LOCATE PERSONS IF POSSIBLE AND
SUBMIT REPORT UPON COMPLETION ATTN
L GORDON END

Dodge City, Kansas

A telegram from the heroes' Task Force Coordinator, Loraine Gordon, has sent them to Dodge City, Kansas, where they debark at the train station. If the heroes' task force hasn't worked together before, this is a chance for them to get introduced, and when they meet, they will feel a spark of recognition from their Telesmae, identifying each other as fellow heroes and allies.

Dodge City is a small town on the eastern fringes of the official dust bowl region, and it shows. Even this early in the year, where the heroes might expect to see some snow, there's little more than a slight drizzle that barely dries out the parched ground. The town itself is a veritable ghost town. Many folks have left for the bigger cities in the vain hope of work, and acre after acre of farmland has reverted to dusty scrubland.

There isn't much here other than a Sheriff's office and jail, a small hardware store, a brand new cinema house, and a 'hobo jungle' just outside town, the other side of the train station. As for the rest, there are buildings, but many of them are vacant.

Visiting The Sheriff

As small as it is, Dodge City hasn't incorporated its own police force, and instead relies on the Ford County Sheriff's Department for law enforcement. The Sheriff's office is a small building up the street from the train station, consisting of a front office with a couple of desks and a back room with two empty jail cells. Sheriff Halston is leaning back in a chair, leather boots up on his desk.

The Sheriff is surprised by the task force's entrance and drops his feet to the floor, making a quick attempt to look busy. When he stands, he's well over

six foot tall, and his suit is wrinkled and stained, a little stubble showing on his chin – he's not a starched uniform and clean shave kind of law enforcer.

Halston is further surprised to learn they've been sent by the Federal Government, since he's only submitted one missing persons report and that was just two days ago – for Adrian Graham. While Halston is aware of rumors that hobos have gone missing, he views them as wild tales not worth putting stock into, as hobos are itinerant anyway. He admits there was another local, Manny West, who was said to be missing, but West was the town drunk, known to associate with the hobos.

"Hobos come and go all the time. Nobody filed a report for Manny, so he probably moved on too. Thing is, Adrian's got a steady job and family ties. He was last seen leaving work... probably heading home or to the carnival. I talked to the carnies, but there's nothing doing there. I suppose you could talk to 'em yourself, but you may be better off talking to Eugene, Adrian's father."

Halston will freely tell the heroes where to find the carnival and the Graham home, as well as recommending a decent hotel to stay at, but he insists he doesn't have any more information. A successful Notice roll tells a member of the task force that Halston isn't telling them something, and a Raise alerts the hero to the fact that he's not just being cagey out of resentment over Feds barging onto his turf. There's something else here.

Attempts made to Persuade or Intimidate Halston are made with a -2 penalty to reflect the Sheriff's sense of authority in his jurisdiction, but if successful, the heroes can learn a few more tidbits through conversation.

What Halston Really Knows

Halston doesn't think that hobos make one lick of sense. Not only in terms of the bizarre stories they spin, but also their lifestyle. As far as he's concerned, they should have all stayed where they came from and built up their home communities. That's why he's not too concerned with their disappearances.

He's positive that Adrian Graham's disappearance is in no way connected with Manny West or the missing hobos, although he'll adamantly refuse to elaborate. He can be persuaded or forced to admit that he feels a little odd about his carnival investigation, but he can't put a finger on why.



If any of the heroes have access to Powers or Abilities that will allow them to probe more deeply into the mind (such as the Mesmerist Edge), they could get at some other information. But Sheriff Halston won't agree to it willingly – he has things he's intentionally hiding, and doesn't want found out by folks ferreting around in his head.

Specifically, when Manny West went missing, Halston actually did follow up on it, and eventually found the missing drunk. Manny was working in a morlock factory harder than he'd ever worked before. Halston talked to the factory owners, who admitted they needed more workers, and Halston cut a deal: they could have as many hobos as they wanted, as long as Dodge City could have cheap goods. Halston is sure the factory has nothing to do with Adrian Graham's disappearance. He checked as soon as the missing persons report was filed, and Adrian wasn't there.

But if the heroes can somehow force the issue, there's one thing Halston isn't aware that he knows: his most recent visit to the carnival was much shorter than he remembers. He showed his badge at the lot, met the owners, and was then hypnotized into believing he had a careful look through the whole carnival. That's why he feels strange about the visit, but believes the place was clean.

Sheriff Halston



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

Skills: Fighting d6, Guts d6, Intimidation d6, Notice d6, Persuasion d6, Shooting d8, Stealth d4, Streetwise d8

Pace 6 Parry 5 Toughness 6 Pulse 15

Hindrances: Doubting Thomas

Edges: Dodge, Marksman, Nerves Of Steel, Quick Draw, Sharpshooter

Gear: Sheriff's Uniform (somewhere back at home, gathering dust in a cupboard), Worn And Crumpled Suit (being worn and crumpled), Large Pistol (**Range:** 12/24/48, **Damage:** 2d6+1, AP 1, Revolver).

Pistols

In the gear section (see page 31) we give two examples of pistols for the heroes to use – you'll even see advertisements for them in the pages of this book! For NPC stats in the campaign and *Savage Tales*, though, we're a little less prescriptive. Not every bad guy with an automatic is using a Colt .38 Super. Instead, we just class guns as 'small pistol' and 'large pistol'. You can describe them as colts, Smith and Wessons, or whatever takes your fancy. In terms of stats, they stack up the same way as the Pony and Colt, which makes things easy and sticks to the *Savage Worlds* principle of FFF.

Manny And The Morlock Factory

While not a part of the main plot, if the task force wants to follow up on the factory that 'hired' Manny, you can either improvise your own story, or use the *Laboring Hard* adventure on page 128.

The Graham House

Eugene Graham, Adrian's father, is no Rockefeller, but he's thriving despite the times. He owns the deli, the hardware store, and is heavily invested in Dodge City's new cinema house. His own house is a two storey affair that fits on the same sized lot as its neighbors, but only just. Similarly, Eugene himself is a portly man who can barely fit through his front door. His girth and florid complexion are a testament to his good living.

Eugene isn't happy with his son's disappearance, and is pleased that the Federal Government had enough sense to send someone and check it out (assuming the heroes introduce themselves as such). He'll invite the group to sit in his library, and offer them brandy or cognac, as well as a cigar to any men. He's perfectly willing to discuss the situation, although Eugene's information is basically the same as Halston's: Adrian was last seen leaving work at the hardware store a few days ago. While Eugene is aware that Manny West also vanished, he dismisses it as unrelated. He believes Halston's assessment because he trusts the Sheriff and blames the hobos for his son's disappearance.

“Adrian was too nice to those lousy vagrants. He gave them money and food... why, he even hired one of them to come in the house and sweep the basement once. I fear my son got himself noticed by some cutthroat hooligan, beaten, robbed, and thrown into one of their sickening mulligan stews. That muddy camp the hobos have in the woods is where you should start looking.”

A successful Persuasion roll gets Eugene to open up a little more about his son, although he still doesn't have anything substantial to offer about the case. He mostly notes that Adrian fancied himself an 'adventurer' – he was very much into pulp novels, and Eugene is sure that's what put such ridiculously idealistic ideas into his son's head. He also points out that he's been offering a \$1,000 reward for good information regarding his son, and will offer it to the group as well, should they succeed in finding out anything of substance.

Going To The Carnival

At some point, the heroes may want to check out the carnival that Sheriff Halston mentioned. It's not difficult to locate, as there are flyers all over Dodge City proclaiming “The Jiang Twins' Carnival of Wonders will Reveal the Mysteries of the East and West.” However, upon arriving at the designated lot, the task force finds the grounds have been cleared – probably just the night before. It looks like the carnies skipped town with suspicious timing. Checking into it would require tracking the carnival down, which the heroes don't have the time and resources to do at the moment.

Dempsey's Jungle

The woods that Eugene Graham referred to are north of the rails. In the face of both the dust bowl and winter, they currently consist of little more than the withered and desiccated skeletons of trees, dotted with the battered tents and old fire pits of the hobo jungle. The jungle itself is nearly deserted, filled only with a mix of faded hobo signs indicating a safe camp and new ones telling hobos to get out and stay away.

Any hobos the heroes question have arrived very recently. All are edgy about the task force – although any railwalkers among them will help ease tensions – and a few have heard rumors of hobos going missing in the area, but they suggest talking with Doc Dempsey, since he's been here the longest.

Doc isn't hard to find. He's a well kempt man (for a hobo) of advancing years, a little short of five foot tall, and right now he's as drunk as a tequila worm. Talking to him isn't difficult, it's just a little tough to understand him. Between complaints about the bricks not lining up, the occasional hiccup, and lapses into incomprehensible mush mouth, the heroes' task force can get something approaching sense out of him.

“I was travelin' with Rusty MacGregor... Red hair, ya know... like them berries ya shouldn't oughta eat. We had jobs all lined up in Kansas City – take us through the rest o' the year – but Rusty done up an' got caught a few days back. I'm stayin' 'til I can do something for 'im... though I s'pose the hooch ain't helpin' much. Thing is, I can't do a damn thing since that dirty yegg stole my lucky chalk box.”

The heroes should quickly realize they aren't going to get anything else out of Dempsey unless they can do something about his 'lucky chalk box'. In reality, Dempsey has no proof that the accused hobo has his box – other than suspicious timing and demeanor – and even then, the guy isn't easy to track down and deal with. Heck... If it was easy, Doc would have taken care of it himself.

Yegg Hunt

Bearing in mind that time may be a factor for Adrian, the heroes can use whatever means they feel appropriate for chasing down the thief. Rolls for Persuasion, Intimidate or even Tracking could be used. If they've got the ability to use it, some form of divination or scrying would obviously help. The point is that they should have to work for it, but give them some latitude on their approach.

When the task force finally finds him, confronting the guy about Dempsey's box is like asking a four-year-old about a shattered cookie jar:

“That box is mine. I bought it. He gave it to me. I found it. It was a present from someone. I don't even have it. Someone else stole it. It's none of your business!”

If the heroes make a successful Persuasion roll, he'll offer to sell it for seventy-five dollars, not a cent less. It can be taken by force, or by making a successful Intimidation roll. A fight isn't out of the question, since it's pretty easy to retrieve the box if the thief is Incapacitated. Of course, the heroes should realize that any use of weapons may lead to trouble for them.

Rotten Yegg

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

Skills: Fighting d8, Intimidation d4, Notice d8, Persuasion d4, Shooting d4, Stealth d8, Survival d6

Pace 6 Parry 7 Toughness 6 Pulse 15

Hindrances: Greedy (Major)

Edges: Block, Combat Reflexes, First Strike, Quick, Quick Draw, Two-Fisted

Gear: Dirty Clothing, Solid Stick(Damage: Str+d6), Doc Dempsey's Lucky Chalk Box, \$64 In His Shoe.

Dempsey has fallen asleep in the meantime, but once roused and given his chalk box, he'll be grateful... and even sober enough to give the task force some better information.

Dempsey Reveals All

Doc Dempsey is a railwalker in hiding. There are too many... *things* that seem to be after his kind, and he's sworn off magic for fear of being discovered. He truly wants to avenge his friend, MacGregor, but worries that doing so will require his skills as a railwalker. His guilt and fear are what drove him to the bottle.

On the bright side, finding a few trustworthy folks willing to help him has restored some of his confidence. He'll admit his anxieties if the heroes give him the chance, and also confesses that he knows something of what has been happening. The real problem isn't hobos or carnies.

"There's a monster in town. A dust devil. Yeah... I know what ye're thinkin': ol' Dempsey needs to dry out some more. But I'm tellin' ya, it's the truth. Them things've been showin' up more an' more, bringin' the heat. They'll suck a man dry... this one's been feedin' on hobos, but it likes the taste o' railwalkers the best." He rubs his arms, as if cold. "I should know. It was that thing what got Rusty... an' the townie boy, too. The fool tried ta play hero with somethin' that no sane man should touch. But I gotta take care of it... For Rusty. Will ya help? I can't do it alone."

The heroes should want to help – that's their job, after all. If not, the dust devil can always attack outright. If the group has any other questions, Dempsey answers them to the best of his ability.



About dust devils: *"All's I know is that they dry out everything: plants, critters... anythin' what lives. But they go after us the most. I guess we taste better."*

About the railwalkers: *"We walk the rails, an' that's all I can say. It's against the code ta say more."* On the other hand, if there's a railwalker on the task force, he'll apologize to them for his actions, and give them the rest of his bottle of hooch. *"I s'pose I won't be needin' that anymore."*

Doc Dempsey



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

Skills: Fighting d6, Guts d6, Notice d6, Persuasion d6, Scribe d8, Invoke Code d8, Stealth d8, Survival d8

Pace 6 Parry 5 Toughness 6 Pulse 20

Hindrances: Poverty, Vow (Railwalker's Code)

Edges: Connections (Railwalkers), Enabled, Luck, Railwalker

Sigils: Deflection, Light

Railwalker Sigils: Good Luck, Hidden Stash, Mean Dog

Gear: Dirty Clothing, Walking Stick (**Damage:** Str+d6, Improvised Weapon: -1 Fighting), Lucky Chalk Box.

Special Abilities

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

End Of The Line

Assuming the heroes agree to help, Dempsey leads them out of town to where the dust devil has been hunting. If someone in the task force has Tracking, he can make a roll to follow the signs of its passage straight to the creature. Otherwise, in 1d6 hours, it will find them. In either case, the dust devil immediately attacks.

A wall of dust swirls into the form of a 20 foot tall tornado, with dark holes for eyes and a maw. With a hissing sound, it surges toward the group.

Greater Dust Devil



Use the stats for the Dust Devil from page 140, only this one is a Wild Card.

The dust devil focuses on the most Pulse-rich character first, hoping to feed as much as it can with its Pulse Drain ability. This means it'll likely attack one of the heroes first, favoring those with a Pulse Path, then the one with the highest Spirit.

After destroying the dust devil, the characters find the desiccated husk of a man's corpse nearby. Searching the body reveals a pair of large pistols – each containing an empty magazine – and a pocket watch engraved with the letters 'AG'. If taken back to Eugene Graham, he is saddened and confirms that the watch was his son's.

He still offers to pay the \$1,000 bounty, which the heroes are free to accept. However, if they decline, they should each begin the next session with one bonus Karma.

The official story that hits the papers is that Adrian Graham tried to take on some bandits out in the hills, but got himself killed instead. Doc Dempsey thanks the heroes for their help, telling them if they ever need him, just pass the word to the hobos and he'll be there in a jiffy. Although they doubtless still have questions, this case is officially over, and they can file their report. Assuming they do, their TFC will send a reply:

GOOD WORK STOP WILL TRY TO GET INTEL ON CARNIVAL AND PASS IT ON STOP L GORDON END

Carnival Of Wonders

This adventure should take place some time in the spring of 1934, and should be run after the characters have had a chance to Advance, probably after a couple of Savage Tales.

TEAM 684 WE HAVE LOCATED JIANG TWINS CARNIVAL STOP PROCEED TO SWEETWATER TENNESSEE AND INVESTIGATE CONNECTION TO MISSING PERSONS AND POTENTIAL HUMAN TRAFFICKING STOP SUBMIT REPORT UPON COMPLETION ATTN L GORDON END

Sweetwater, Tennessee

The heroes' Coordinator, Loraine Gordon, sends their task force a telegram, alerting them to the whereabouts of the Jiang Twins' Carnival of Wonders and prompting them to travel to the town of Sweetwater, Tennessee.

Sweetwater turns out to be another small town with a large vagrant population – no surprise, since they're a favorite stopping point for carnivals. While the dust bowl hasn't directly devastated towns this far

east, the place is still feeling the effects of the Great Depression and what is becoming an exceptionally warm spring. The town is poverty-stricken and dilapidated. There aren't many notables that live here, although the team may want to check with the town's Sheriff – a nondescript fellow by the name of Burke.

The Sheriff is grudgingly cooperative with the task force if they've got their credentials. He notes that things in Sweetwater are pretty quiet, although he's keeping an eye on the carnies. To Burke's way of thinking, the hobos are a nuisance, but the carnies are vermin.

"Ya can't trust 'em. They're all just too dang clannish – like rovin' packs of gypsies. They look out for each other, but anyone else is fair game. I tell folk go an' look at the freaks if y'all want to, but I'd keep an eye on my wallet if'n I was you. 'Course ever'one goes anyways, an' I gotta deal with all the reports an' accusations of thievin' and cheatin'."

If asked about any disappearances, Burke notes that the hobos have been clearing out more than usual, but doesn't find it disturbing: the hobos have always come and gone as they please, and they probably don't want competition with the carnies. After all, they both have similar targets, to his way of thinking.

Asking around town may provide a slightly different picture. On a successful Streetwise roll, the heroes learn through talking with the local hobos that many of them have disappeared since the carnival came to town. With a Raise, the hobos admit that a few have left of their own accord – mostly out of some nervousness about the carnies – but most of the recent 'departures' have been sudden, unexplained, and unaccounted for.

The Little Shill

After the heroes have poked around town a little, they eventually see a kid – a boy in his pre-teens – making a pitch for the carnival. He's wandering up and down the street, hollering and handing out flyers.

"Come one, come all! See the Jiang Twins' Carnival of Wonders! Inform yourself of mysteries of both the East and West! Gaze at the sinuous twirls of the Siamese Trapeze Triplets! Yessir, step right up and take a complimentary flyer! Come and enjoy the wonder!"

The team can approach the shill right away, but if they wait and watch for a few minutes, and make a successful Notice roll, they see he is also picking pockets as he works. When the heroes do approach the boy, he stands in front of his mark and launches into his pitch, fanning flyers with his right hand to distract from his left hand's attempt to snag a wallet, or other precious-looking item (which is likely a Telesma). This simply requires a successful Stealth roll, unless the team is aware of his actions from observing him earlier. In that case, the boy's Stealth roll is opposed by the heroes' highest Notice Skill.

If the heroes fail to see what's going on, one way or another they'll still get a flyer. If the kid snags a Telesma, it'll telepathically notify the character who's its master. If he's caught in the act, they'll know about it that way. Whichever way it works out, the kid tries to flee unless someone can Grapple him before he can run.

If the young shill escapes the first grab, the team is in for a chase if they want to catch him. Use the Savage Worlds chase rules starting at Near Range with Rough Obstacles (mostly in the form of other pedestrians, crates, carts, and even the occasional vehicle).

Should the team catch the thief, he'll beg them not to tell anyone. He says that his name is Timmy, claiming that his parents died two years ago, and that he doesn't make enough money at the carnival to feed himself. He blubbers that his boss, Phil, will beat him if he's caught stealing from the townies, and on and on. If the scene is protracted enough, he may even start crying at full volume right there on the street.

How the team handles this is up to them, but ideally, Timmy wants to be let go. Failing that, he offers to lead the heroes to the carnival – although he won't do anything to help them out.

Timmy Swift



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

Skills: Fighting d6, Guts d4, Intimidation d4, Notice d6, Persuasion d8, Stealth d8

Pace 8 Parry 5 Toughness 4 Pulse 10

Hindrances: Greedy (Minor), Young

Edges: Acrobat, Fleet-Footed

Gear: Dirty Clothes, Carnival Flyers, Jewelry and Cash (worth \$50).

Exploring The Carnival

The team can easily get to the carnival, with or without Timmy, although if he's with them he'll play his best angle to get the heroes to talk to Phil. With or without the boy, it costs \$1 to get into the carnival, and ride tickets are two for another \$1. If the heroes use Intimidation (flashing their badges, or such) to get inside without paying, they'll receive an additional -2 Charisma penalty when dealing with the carnies.

Inside the carnival, hundreds of patrons mill about, eating popcorn, carrying balloons and generally enjoying themselves as they escape from the outside misery for a few hours. For a small town that's fallen on hard times, there sure area a lot of people willing to spend a few dollars.

There are concession stands and ticket kiosks throughout the front lot. Straight ahead of the entrance, two rows of tents offer dozens of 'games of skill', such as the Softball Throw (to knock down milk bottles), the Pellet Rifles, Ski-Ball, the Penny Pitch and the Ring Toss. These cost one ticket to play.

If a hero wishes to play any of the games, he can use the appropriate Skill – like Throwing for the Ring Toss – but it isn't that easy. Contrary to popular myth, the carnies don't always rig the games so they can't be won, but they do set them up in ways to insure that winning isn't going to be as easy as one might think (the pegs in the Ring Toss may be angled backward a bit, for instance). Any Skill rolls at the games suffer from a -2 penalty because of this.

In addition to the games, there are a few rides, a Fun House, a Freak Show, and even a main circus tent with shows each evening at 7:00 PM (*"A bargain at only two tickets!"*). Behind the games is also a gaudy Fortuneteller's booth.

The team can make Streetwise rolls to ask questions at the game booths about the carnival, but no matter the result, the carnies will all direct them to Phil's office, behind the Fun House. However, with a Raise, one carnie will nervously look around and quietly suggest checking out the Freak Show.

The Freak Show

Past the games of skill, the tents are fully enclosed. Wild placards depict such things as mermaids and giant rats, a harem of bearded women, the museum of unborn freaks, and the three-legged man. Each

Carnie Culture

Much as Sheriff Burke said, carnies have a very insular subculture that isn't very accepting of 'outsiders'. As a result, any character interacting with a carnie is treated as if he had the Outsider Hindrance, and suffers an automatic -2 to his Charisma. This may be offset if the character has an appropriate background or Edge that applies.

show is a single ticket to view. The task force is here to pursue the supernatural, so even without the carnie's suggestion they should be plenty interested.

Most of the exhibits are at least nominally what they claim to represent, if not exactly. The giant rats, for example, are some sort of dead and stuffed rat-like mammals of significant size. The bearded women have facial hair, if not full beards. In all of the exhibits, there are several other audience members who join the heroes to observe.

The same is true of the three-legged man's tent. Upon entering, the team is joined by a few other people who watch as, wearing black shorts, the three-legged man performs cartwheels and walks in any direction he pleases. Duly impressed, the rest of the audience wanders out, as the performer makes nervous eye contact with the team.

"I don't have much time to talk. I've been working here for two months, but I can tell the Show Boss, Lei Jiang, is working some angle. There's Phil, of course. Don't go see Phil. But there's something more. Jiang won't even let anyone go near his–"

He stops abruptly as another carnie comes in to signal a new show. *"That's right, folks! Born under the grace of God with three legs! One-hundred percent Mother Nature!"* As the other carnie steps back out, and more people begin to wander in, the three-legged man hisses, *"The animals... After dark. There's a gap next to the Fortuneteller's."*

Even by paying for another round in the tent, the heroes can get no more information out of him – it's clear that he's scared to say anything else.

Carnival Rides

Two constructs make up the rides on the west end of the carnival, and cost four tickets each. The Tilt-a-Whirl gives patrons an exhilarating feeling of nausea. As the team watches, they see a young girl looking somewhat cross-eyed as she stumbles off the ride. The operator furtively provides her with a paper bag, which she promptly vomits in. A more dignified scene surrounds the Ferris Wheel, which lifts its riders four stories into the air – higher than most of them have ever been.

The Fortuneteller

The Fortuneteller's booth costs two tickets to enter, and is filled with the trappings one would expect from such a place: silks and satins, burning incense, etc. Resting on cushions on the floor is a slender, elegant, and exotic Asian woman dressed in brightly-colored robes. She invites visitors to sit, and introduces herself as Madame Ying. If she stands up at any point they'll realize she's strikingly tall for a woman in the 1930s – over six foot tall in fact, but she'll stay sitting if possible to hide that fact.

Madame Ying is actually Cai Jiang, one of the Jiang twins who owns the carnival, and while she isn't strictly speaking 'arcane', Pulse-sensitive characters will sense something odd or different about her. Using an odd mix of theatrics, I-Ching coins and a crystal ball, Madame Ying proceeds to tell the fortunes of her visitors.

Staring with dark, piercing and unblinking eyes (a Notice check to see they're slightly slitted, like a snake's eyes), she says, *"I sense that you are powerful and seeking more power as well. You will yet have many journeys before you find what you seek."* Then those eerie eyes narrow. *"And you seek the fire... but the fire is within."* She suddenly gives her head a brief shake, and looks away from the team. *"Go now. Or I shall have you ejected from the carnival."*

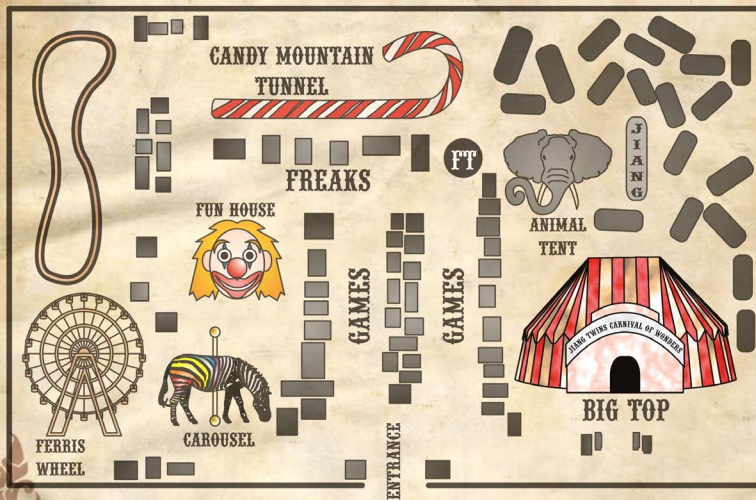
The heroes aren't going to get anything else out of her, and she is clearly agitated. Additionally, while she may not be Gifted as such, she does have a supernatural gift, and will alert her brother, Lei, to the team's presence, meaning that he and his henchmen aren't going to be surprised by their presence – however things pan out.



Nagi

Nagi are a rare and ancient oriental people purportedly descended from a race of serpents. True or not, they share certain ophidian qualities including quick and agile slyness, and a tall, thin physical appearance. Regularly branded as 'outsiders', they're well-adapted to the life of the carnival, and the Jiang Twins certainly aren't the only Nagi to control such an outfit.

JIANG TWIN'S CARNIVAL OF WONDERS



Each evening at Strawberry Park
7PM - Only \$1

ALL MYSTERIES REVEALED;
ORIENTAL & OCCIDENTAL!!

- *Never Unarmed:* Through a combination of training and natural skill, nagi always get their full Parry value, even when they don't have a weapon.
- *Snake Charmer:* Being descended of serpents themselves, the nagi have an easy time commanding their simple cousins. Nagi have the Beast Friend Power as an innate ability, but only usable on snakes. The cost for Cai to use this Power is 2 Pulse

The Fun House

Behind a facade of a giant clown's face welcoming visitors into its mouth, the Fun House is a two-story maze of air jets, moving floors, sliding walls, flashing lights, and sudden darkness. The barker out front proclaims, *"Traverse the exciting halls and thrilling passageways! Step lively through the rumble room, and keep your wits about you in the maze of mirrors! Experience what it's like to be a clown... from the inside! Just four tickets for fun you'll never forget!"*

Timmy leads the task force to the back of the building if he's still with them (or that's where other carnies direct them if they've been asking around). There they find a plain metal door adorned with a small plaque that

reads simply: 'Phillip Bailey'.

Timmy gladly lets the heroes go in first – and then shuts the door behind them. Should they force the boy inside with them, he bolts for an escape hole once things get dark. If he is physically held, he attempts to free himself, pitting his Agility against either the hero's Agility or Strength (player's choice). Whatever happens, the other carnies won't be intimidated by a threat against Timmy's life.

Bailey's office appears to be a sparsely-furnished room with a small desk lit by an overhead bulb at the far end. Once the door is closed, the lights go out and the floor gives way. The heroes must make an Agility roll, or take 2d6 damage as they fall to the bottom.

What happens next depends on whether or not Lei Jiang is aware of the team's presence.

If not, when the lights come back on, several blackjack-wielding carnies enter (two for each member of the task force) with the intent of rendering

Cai Jiang (a nagi)



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

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

Pace 6 Parry 6 Toughness 6 Pulse 25 Charisma +2

Hindrances: Cautious

Edges: Acrobat, Attractive, Fair Catch, Mesmerist, Reader, Unreliable Narrator

Gear: Silk Dress, Two Jade Hair Pins (**Damage:** Str+d4), Jewelry worth \$150.

Special Abilities

- *Heroic Entity:* Cai Jiang 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 her own use, and increased Healing and Pulse recovery.

the heroes unconscious. They fight until they are outnumbered, in which case they flee through a door that leads to the Fun House's exit, and through which the heroes can also escape, or until they knock out every member of the team – in which case the heroes wind up in the animal cages.

Should the heroes manage to capture one of the carnies, he can only tell them he was told by Jiang to catch anyone snooping around and put them in the cages in the animal tents. He doesn't know why.

If Jiang is aware of the team's presence, or if any carnies escape the beating by the team, Lei Jiang and a horde of carnies (three for each member of the heroes' task force) arrives to escort them off the carnival lot. Jiang is over seven foot tall and an imposing sight, but isn't looking for a fight at this point – though he will fight if the team doesn't leave. His explanation for the 'trap' is that it is a 'practical joke' they play on people who don't know how to respect private property.

Lei Jiang (a nagi)



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

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

Pace 6 Parry 9 Toughness 8 Pulse 25

Hindrances: Vengeful (Minor)

Edges: Beast Master (Simba – see below), Combat Reflexes, Command, Fair Catch, Improved Block, Improved Dodge, Level Headed, Nerves Of Steel

Gear: Ringmaster's Outfit, Whip (**Damage:** Str+d4, Reach 1, Entangle), \$1000 in a roll of cash.

Special Abilities

- *Heroic Entity:* Lei Jiang counts as Heroic rank, and receives all the benefits that come with it, including +1 to Soak rolls and to recover from being Shaken, an extra Karma for his own use, and increased Healing and Pulse recovery.
- *Size +1:* He's a tall one, even for a nagi.
- *Never Unarmed:* Through a combination of training and natural skill, nagi always get their full Parry value, even when they don't have a weapon.

- *Snake Charmer:* Being descended of serpents themselves, the nagi have an easy time commanding their simple cousins. Nagi have the Beast Friend Power as an innate ability, but only usable on snakes. The cost for Lei to use this Power is 2 Pulse.

Carnie Thugs

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d10, Vigor d10

Skills: Fighting d10, Guts d6, Intimidation d6, Notice d8, Stealth d8

Pace 6 Parry 9 Toughness 8 Pulse 10 Charisma -2

Hindrances: Greedy (Minor), Mean

Edges: Acrobat or Brawny, Combat Reflexes, Dodge, Improved Block, No Mercy

Gear: Club (**Damage:** Str+d4), d10x\$10 for every three carnie thugs.

The Animal Tent

Behind the Big Top, things are dense and disorganized. When there is no show going on inside, it's almost impossible to make it through this area without being seen – there are simply too many carnies bustling about. During the evening show, a successful Stealth roll against the carnies' active Notice roll allows the task force to move about unnoticed. Failure results in being escorted out the back gate, accompanied by a lot of nasty words. After midnight, however, the team can sneak around with relative impunity. In the back of the animal tent, behind the horses, the elephant, and the snakes (there seem to be a *lot* of snakes), are three lion cages. Each cage has two sections separated by a locked door.

There are a half-dozen hobos in these cages, along with any team members who were captured. All are bound and gagged. The heroes, if imprisoned, can attempt to escape on their own, but if they don't, they'll be sold to some morlocks and transported to a factory. This won't necessarily end their adventures, but they may find themselves thrust into the next part of the campaign before they are ready. At that point, they'll be involved in the preliminary events of the *Between Brilliance And Madness* adventure (see page 55).



The team may also arrive and attempt to free the hobos. This earns them kudos with the transient community, but may be easier said than done, as most of the captives have been tied up for a while, and aren't in the best state for sneaking or fighting. Use Regular Folk stats for these (see page 142), but consider them all to have two levels of Fatigue.

The Back Lot Trailers

Beyond the animal tent are the trailers where the carnies live. Most of them are small and rickety, containing meager belongings and outlandish costumes. Next to the animal tent, however, is one trailer that is much bulkier. By its door hangs a wooden sign with a Chinese character carved in it (if anyone can read Chinese, it says 'Jiang').

If the heroes enter by day or evening, there is no one within its posh interior of brass ornaments, silk pillows, tapestries and incense. At night, things may be a little more problematical since Lei and Cai Jiang sleep here (as well as Simba). Additionally, many carnies (assume four for each hero) will arrive at any sign of trouble and the cry of "Hey, Rube!", the carnie signal for trouble and a likely fight.

If the team enters without being detected, searching the roll-top desk inside yields a journal and a letter. The

journal lists cities the carnival has visited, profits, fees, wages, and future booked locations. The letter has a San Francisco postmark, but is in Chinese. If someone can read it, the letter is from the Jiangs' father, and commands Lei to gather able-bodied workers for the Atlanta factory. Odds are, however, the team will have to wait for an expert to translate it for them. Additionally, there is an envelope containing an invoice from Wells Enterprises in Atlanta, Georgia, as well as \$300 and a note reading 'For three units: 3x\$100.'

If Jiang wasn't finished off earlier, or Cai has alerted him to the team's presence, he and a group of carnies (two for each hero) are waiting outside the trailer when the team exits. However, this time they are better armed.

"You should have just left this alone. Now we have to remove you... more permanently." They attack. Use the stats given above for Jiang and his thugs, except that Lei is carrying a small pistol (**Range:** 12/24/48, **Damage:** 2d6, AP 1, Semi-auto) and has his Animal Companion, Simba, with him. The carnies are carrying baseball bats (**Damage:** Str+d6, Improvised Weapon: -1 Fighting).

Simba (male lion)

Use the Lion stats from the Savage Worlds rule book.

If the heroes are knocked out, they'll be sold to the morlocks as above; if they're 'killed' but use Karma to cheat death, same deal. And if they truly die... well, time for some new agents to take over!

If the heroes win, on the other hand, Jiang attempts to surrender and tell them what he knows, which isn't really much. All he knows is that there are men representing some factory or another, who are always looking for more people to work. He just makes an extra buck doing it.

If the heroes spare him, he'll consider it no harm, no foul. But if they kill him, they will make a powerful enemy of his father, Xian Jiang, in San Francisco – and his sister, Cai, won't forget them, either. In either case, they can file their report, and receive the attendant reply:

ANOTHER GOOD JOB STOP WILL TRANSLATE
LETTER AND TRY TO LOCATE FACTORY
STOP BE PREPARED FOR ATLANTA TRIP
STOP L GORDON END

Between Brilliance and Madness

Although we assume this adventure takes place in the summer of 1934 and should be run after the characters have had a chance to take a second Advance, the events of Carnival of Wonders may have thrust them here prematurely. In that case, give the task force a chance to escape their captivity and make a report. Failing that, another team can always rescue them, and then events can unfold accordingly.

TEAM 684 THE JIANG CARNIVAL LETTER AND SUBSEQUENT INVESTIGATION POINTS TO WAREHOUSE IN ATLANTA GEORGIA STOP PROCEED THERE AND DEAL WITH HUMAN TRAFFICKING RING STOP SUBMIT REPORT UPON COMPLETION ATTN L GORDON END

Atlanta, Georgia

A telegram from the team's Coordinator sends them to a warehouse at an address in Atlanta, Georgia. According to information gathered at the Jiang Twins' Carnival of Wonders, this is where the 'shipments' have been dropped off. The only threat the heroes may face here are uncooperative teamsters. These guys only know that they receive regular shipments from a Chinaman and they deliver the cargoes to the Ford factory on the outskirts of the city. The heroes can learn these things either by interrogating the teamsters or by searching the warehouse. The teamsters don't want a fight, but they're teamsters... so prepared for one anyway.

Teamsters (2 per hero)

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

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

Pace 6 Parry 7 Toughness 7 Pulse 10 Charisma -2

Hindrances: Mean

Edges: Block, Brawny, Combat Reflexes, No Mercy, Quick Draw

Gear: Club (**Damage:** Str+d4), d10x\$10 for every five teamsters, every other teamster has a Small Pistol (**Range:** 12/24/48, **Damage:** 2d6, AP 1, Semi-auto).

Atlanta is also suffering from the Great Depression, but isn't in the same bad shape as some of the smaller towns and communities. It's becoming the center for the National Weather Service, as well as national mail deliveries, so there's some hope on the horizon here. Still, the summer is stifling between the heat and humidity, and that tends to make people surly.

Finding the indicated factory is simple – it's a big plant owned by Henry Ford. But there's no foot traffic in or out as only delivery trucks are allowed through the retractable gate. The task force may still get in by a number of means that include sneaking in or posing as truck drivers. A successful Streetwise roll will let the heroes learn through conversations with various locals that the Ford Plant has been consistently hiring, although it seems that it must go through a lot of workers for that to happen.

Sneaking in will require a Climbing roll to scale the surrounding fence, but rolling a 1 on the Skill Die, regardless of the Wild Die roll, results in taking 2d4 damage from the barbed wire at the top. Then the group needs a successful Stealth roll to make it to the building undetected.

Posing as a delivery driver requires the team acquiring a truck, as well as a successful Persuasion roll to convince the guard at the gate that they're legitimate.

The First Floor

Heroes brought here in captivity will be placed in the empty office on the south wall: a grim, cinder block chamber. The door is unlocked, but they will be bound and gagged, and their gear deposited in a bin against the back wall. A pair of unwashed, pale-skinned men (morlock lackeys) slouch through every hour or so to check on them (see below for their stats), bringing bowls of gruel and asking "You hungry?"

If anyone indicates they are, his gag will be removed so he can be fed. As long as the hero doesn't start yelling, he will not be gagged again. One way or another, at some point the heroes will emerge on a cavernous industrial floor. Gray light seeps in from high windows on all four walls, and blue welding arcs flash against the steel girders and joists above. Clangs ricochet in a sea of humming and grinding. Hundreds of people stand at their posts, their bodies lean and frail, as if they hadn't eaten a proper meal in weeks. They're stamping out metal shapes and

assembling unidentifiable bits of machinery. Their mental fog can't be shaken off, and even yelling and slapping won't bring them around. They'll just get back to work once it's over.

It won't be long before two overweight men with lank, greasy hair and pale skin emerge from the south end of the factory. They give each other an awkward glance before waving a hand in greeting. *"You here for a job?"* one inquires. As they approach, their body odor is palpable.

Should the team answer with an affirmative, they are shown to their workstations. *"You stamp,"* is the extent of their training before the morlocks wander back to the south. The heroes are free to explore at this point. Otherwise, the pair looks annoyed and tells the team to leave. Refusal will result in a fight, although the workers won't get involved one way or another, with the exception of one young man who looks healthier than the rest who will aid the heroes.

Morlock Overseers (2)

Use the stats for the Morlock Overseer from page 142.

Eloi Laborer

Use the stats for the Eloi Laborer from page 141.

If the young man survives the fight, the team can talk to him. He gives his name as Bobby Clark, and says that he only recently got caught by these creatures, the morlocks, when he came looking for work.

"They call us eloi. The unlucky ones get taken downstairs to the basement. Don't know what they're doing. Saw them taking all sorts of stuff down there, though." If asked how to get to the basement he'll say, *"There's a cement stairwell in the corner, over there. There's a vault door at the bottom. The morlocks open it to come check on us every hour. That'll lead to the basement. I'm gonna get out of here."*

Closer inspection of the machinery being made suggests mechanical people parts.

A Grim Basement

The ceiling is lower on this floor. Great furnaces fill the room with orange light and sweltering heat. A couple of ragged and starving eloi push a cart full of dirt and rocks to one of the furnaces and dump the

Eloi Chow

The task force may eventually wonder why the eloi – captive humans all – remain so docile and complacent for the morlocks. The answer is in the gruel they're fed. It also keeps them working, although it doesn't contain the proper nutrients for good health, and continued consumption will eventually lead to death. Every day that a person consumes the gruel, he must make a successful Spirit roll, or become enthralled to the morlocks (similar to the Puppet Power). Every week a person subsists on the gruel, he must make a successful Vigor roll or gain a level of Fatigue from starvation. This Fatigue can kill.

load into its roaring maw. A healthier-looking pair let their cart fill up under a grating in the wall that spews more dirt and rocks.

Moving to the north, the heroes spot two uncomfortable-looking morlocks. Unless one of the characters has an incredibly silver tongue, this will likely result in combat. The morlocks order their eloi to aid in the attack (two for each hero). Use the same stats as above for both the morlocks and eloi, although the morlocks each have one level of Fatigue from the heat. Should the morlocks die or fall unconscious, the eloi simply go back to work.

Through the north door is a room with twelve cots and scant personal belongings. A search of the cots, and a successful Notice roll, reveals a notebook under a cot, tracking total eloi numbers, and progress toward something that's almost finished. There's a note in the back, which reads, "Contact Wells Enterprises. Azira has arranged for the Jiangs to help you find workers who will arrive soon. Dorson."

A door in the west wall leads to a maze of twisting, mechanical passages, at the end of which the task force finds a massive vault door. A hero can pick the combination with a successful Lockpicking roll, or they can simply wait for the next patrol of morlocks to come through and ambush them as they open the door. The morlocks patrol in pairs.

Deep Below

Beyond the vault door a tall chamber is carved from the bedrock, twenty-foot round and stretching far up like some forgotten silo, turned to a new purpose. Alien machines whirl and rattle. Cabinets covered in blinking lights line one wall, and what appears to be a huge metal doorframe hums at the far end, with a podium before it bristling with knobs and switches. An older man stands chained to the podium, furiously adjusting dials and wiping his brow. Behind him stand two morlocks, holding some kind of ritual swords.

As the party steps forward, a twisted creature steps into the light, laughing hysterically. He looks like the morlocks the team saw before, only with all the color bleached from his skin. He's obviously aware of the heroes, and given half a chance, he'll monologue shamelessly. As he does so, other morlocks advance from the shadows.

"You cannot stop me now... I've already set it free! I, Thomas Edison, shall rule the world with my army of morlocks and machines! It will be here soon, and I shall harness its power... and there's nothing you can do to stop it!"

At that point, the podium lights up, and static sparks curl around the metal frame. Blue light shimmers across the doorway along with a pall of smoke. Bright red eyes open somewhere high in the smoke cloud. Edison and his remaining morlocks will fight to the death. The man at the podium calls out to the team, *"Please... he's lying. Release me and I can stop this!"* If the heroes can't reach the podium and release the captive man in five Rounds, they must also face the creature being summoned: a huge spirit of flame.

Thomas Edison (a morlock)



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

Skills: Fighting d10, Guts d6, Intimidation d10, Knowledge (Science) d12, Notice d6, Stealth d8

Pace 6 Parry 7 Toughness 8 Pulse 30

Gear: Grungy Suit, Heavy Wrench (**Damage:** Str+d6, Improvised Weapon: -1 Fighting), Small Pistol (**Range:** 12/24/48, **Damage:** 2d6, AP 1, Semi-auto).

Special Abilities

- **Brawny:** Edison has retained his fitness better than his minions who oversee the eloi.
- **Heat Sensitive:** Like all morlocks, Edison prefers the cool atmosphere of caves and other underground places. He has a -2 penalty to resist the effects of heat. It's a pity he needs to harness a spirit of flame to take over the world, then.
- **Heroic Entity:** Thomas Edison counts as Heroic rank, and receives all the benefits that come with it, including +1 to Soak rolls and to recover from being Shaken, an extra Karma for his own use, and increased Healing and Pulse recovery.
- **Low-light Vision:** Edison's eyes are accustomed to the darkness of being underground, and he ignores penalties for darkness in all but pitch-black conditions.
- **Mean And Ugly:** Like all morlocks, Edison is generally unappealing, and suffers a -4 modifier to any Persuasion or Streetwise rolls.
- **Photosensitive:** Morlocks are underground creatures by nature, and prefer low lighting. Bright lights, like a flash of a camera or sunlight, give Edison a -2 penalty to his actions on every Round he's subjected to it.

Morlock Warriors (2 per hero)

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

Skills: Fighting d10, Guts d6, Intimidation d10, Notice d6, Stealth d8

Pace 6 Parry 7 Toughness 8 Pulse 20

Gear: Morlock Sword (**Damage:** Str+d6).

Special Abilities

- **Brawny:** These warriors have retained their fitness better than most morlocks.
- **Heat Sensitive:** Morlocks prefer the cool atmosphere of caves and other underground places. They have a -2 penalty to resist the effects of heat.

- *Heroic Entity*: Each warrior counts as Heroic rank, and receives all the benefits that come with it, including +1 to Soak rolls and to recover from being Shaken, an extra Karma for his own use, and increased Healing and Pulse recovery.
- *Improved Frenzy*: Morlock warriors can use the Improved Frenzy Edge in combat.
- *Low-light Vision*: Morlock eyes are accustomed to the darkness of being underground, and they ignore penalties for darkness in all but pitch-black conditions.
- *Mean And Ugly*: Morlocks are generally unappealing and surly, and suffer a -4 modifier to any Persuasion or Streetwise rolls.
- *Photosensitive*: Morlocks are underground creatures by nature, and prefer low lighting. Bright lights, like a flash of a camera or sunlight, give them a -2 penalty to their actions on every Round they're subjected to it.

Huge Spirit Of Flame



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

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

Pace 8 Parry 8 Toughness 10 Pulse 30

Special Abilities

- *Aura Of Heat*: Spirits of flame are creatures of heat and fire. When an adjacent character attacks one, he takes 2d8 fire damage. This only counts for adjacent characters – characters can safely attack with Reach or from range.
- *Elemental*: Originating from the Realm of Fire, this spirit is an elemental creature, literally a living flame. It doesn't suffer additional damage from called shots, penalties for Wound modifiers, nor the effects of disease or poison. It's also immune to Fear effects.
- *Envelop*: (**Damage:** Str+d8) A spirit of flame attacks with its body, inflicting

fire damage on its opponent. It's never considered unarmed and always receives its full Parry value.

- *Flare*: By spending 2 Pulse, the spirit may release a jet of flame, treated exactly like the Burst Power.
- *Hardy*: Spirits of flame are tough creatures to take down. A second Shaken result doesn't result in a Wound.
- *Heroic Entity*: This spirit counts as Heroic rank, and receives all the benefits that come with it, including +1 to Soak rolls and to recover from being Shaken, an extra Karma for its own use, and increased Healing and Pulse recovery.
- *Immunity (Fire)*: Being composed of fire themselves, spirits of flame are immune to the effects of fire and heat.
- *Size +2*: This spirit is around 12 foot tall.
- *Spirit*: This spirit is from the Realm of Fire and, like the other spirits in this campaign, they've all been brought to our world in a way that makes them dual aligned – affecting the physical and spirit world equally (and equally susceptible to physical and spirit weapons).

If the team can release the man on the podium, he runs to another bank of knobs and twists them sharply. The entire podium suddenly shines with a terrible white glow. Light bulbs on the bank of cabinets begin to burst like popcorn. The whole room shakes and a hot wind surges toward the door through which the heroes entered. “*She’s gonna blow!*” the man cries as he staggers toward the door. “*Run for it!*”

The device explodes for 3d6 Heavy Weapon damage that covers the entire room and another 6 inches up the hall. The vault door, if shut, counts as 10 points of Heavy Armor against the force and concussion of the blast.

After everyone's ears have stopped ringing, the man the task force just saved introduces himself.

“*I am Henry Ford. I must thank you for your help. Edison was always a bastard, but even I never imagined he would fake his own death and become this depraved. How can I possibly repay you?*”

Before answering any questions, Ford shakes his head and insists on checking the people upstairs.

There may be a few morlock warriors or overseers left, at your discretion, or they may have run away when Edison died, sensing deep down that something terrible had happened. Do whatever feels right for the pace of your session.

The workers are still weak and haggard, in thrall to the morlocks. Getting them off the chow and on to real food will quickly change that, but meanwhile they wander around in a dazed state, having lost their former masters. Ford quickly sees to providing food and blankets for the workers, and will appreciate any help the task force can give. He also contacts his own people and has them see to cleaning up the mess. Once he's satisfied the factory is being returned to its proper state and the workers being given all the care that's possible, he invites the team to his home, where he can give a better accounting of things.

Ford knows the following:

The creatures working for Edison were called morlocks. They seem to have come up from the deeper places of the earth, although he suspects that Edison was also a morlock. *"It would certainly explain his utter lack of respect for anyone else."*

Edison had been Ford's neighbor for years, and learned that he had a certain ability to control machines. *"Some might call it 'magic', but I don't think it's anything but an innate understanding of how they work."*

Ford is pretty sure that Edison had become deranged. He bounced from one project to another, his goal apparently to find a way to bind spirits to the machines the workers were building. *"As for myself, I'm going back to automobiles. There's more of a future for everyone in that."*

He has no idea who Azira or Dorson might be, nor does he know anything about the Jiang family.

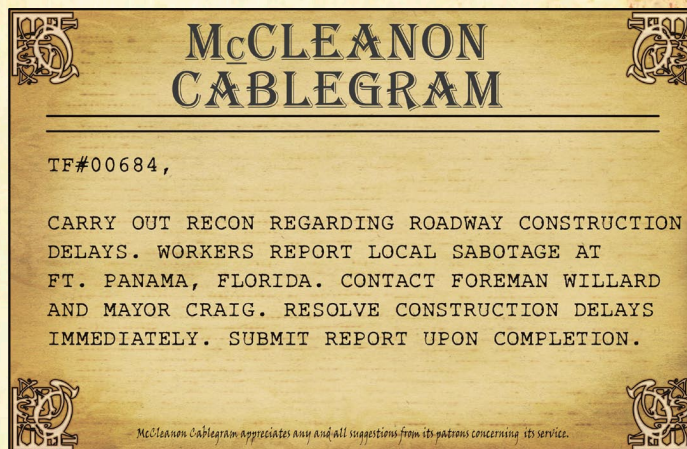
Ford needs to rest, but will answer questions for a little while. He makes good on any promises of reward, although heroes who become too greedy will lose some of Ford's respect, and he'll refrain from aiding them in the future.

Once the heroes have filed their report, they will receive another message from their TFC:

EXCELLENT WORK STOP INFORMATION
HAS BEEN FORWARDED TO THE TOP FOR
EVALUATION STOP TAKE A VACATION YOUVE
EARNED IT STOP L GORDON END

Headwinds

This adventure should be run some time just before the characters reach Legendary rank. We're assuming it's autumn 1934.



Camp Panama, Florida

Coordinator Gordon sends her task force to Camp Panama, Florida – a tiny community in the Florida Keys also known as Craig Key after the man who virtually owns the island, Roland Craig. Craig knows Gordon and called in a favor to get a team of G-men down here, and it's just as well they're hunters of the supernatural.

The island is connected to the mainland by a railroad bridge, and the town itself is little more than a dozen permanent structures. The town's population is about 25 residents, but there are some four dozen veterans living in several portable barracks while they work on railroad refurbishing for the WPA. While the place is obviously not wealthy, it seems to be thriving in spite of the Great Depression – largely through fishing and shipping, based on the smell and the businesses.

A strikingly skinny man in loose coveralls exits one of the barracks and approaches the task force, introducing himself as Foreman Willard. He's civil enough, but won't answer any questions directly, instead saying, *"We should head over to Poor ol' Craig's and get this sorted out."*

If asked about poor ol' Craig, Willard just shrugs and says that's what folk around here call Captain Craig – Willard is sure it's just a kind of joke, since Roland pretty much owns the whole place, having secured the railroad's Right of Way from the Government.

Meeting With Craig And Willard

Compared with some of the local buildings, Craig's house is considered opulent although it serves double-time as a fishing charter business. The interior is well-kept, but bears the signs of family living. A photograph above the fireplace shows Roland Craig and a woman with two young girls. Curious heroes can easily learn that those are Craig's wife and daughters. "*Dot's at the post office, and the girls are with her,*" he explains.

Willard clarifies that Craig's wife, Dorothy, is also the community's Postmistress, and was first to discover the latest problem.

According to the two men, the sabotage started about two months ago, while Willard's team was working on some maintenance of the rail trestles that rise above the water, just off the Key. At first, a few tools went missing. Then several tons of cement disappeared, but was later found dumped into the water. A gas fire burnt a pile of a hundred wooden posts meant for trestle repair. And finally, work was simply undone overnight, and a support leg on one of the bridges up the keys was removed, causing part of the bridge to collapse. This morning, the telegraph to the mainland stopped working.

Both men are convinced that it's the work of indigenous folk who are living in and around the Keys. There are splinter groups of Seminoles that may be around – the bulk of the tribe was relocated to Oklahoma, but they take pride in never having surrendered to the United States. A few hundred are known to still inhabit the South Florida region, and may naïvely believe that the rail incursions are some attempt at conquest. Thus the sabotage.

Craig suggests that the heroes should see about fixing the telegraph and also go talk to the natives. Maybe they can find out what would make them stop. If Willard is asked why he doesn't send men out to repair the telegraph, he explains that most of his group has withdrawn to the mainland in the face of the recent events, and the remainder have become too nervous to wander far from the town, fearing an attack. They'll get right back to work once the task force has done its job.

Mending Fences

The team can follow the telegraph line as it crosses the railroad bridge. The line then runs about thirty

feet away from the track and dips slightly with the land as it becomes marshy. If the heroes are actively looking, it doesn't take much to find one of the wires has become detached from its support on the telegraph pole. A successful Climbing roll allows a Hero to scale the 15 foot pole, and a successful Repair roll will allow the wire to be re-attached.

While this is going on, the rest of the heroes' task force will be confronted by a dozen natives who appear from the surrounding trees and marsh. They're wearing a mix of modern and traditional clothing, and have tattoos on their arms and chests. A few have drawn pistols, but none of them are pointed at the agents... yet.

"*Don't move. Who are you, and why are you here now?*" one of the ambushers asks, his face set.

The natives won't fight unless attacked first, and if questioned they insist they had nothing to do with the sabotage – they don't like all the workers on their land, but they don't want to provoke war with them. If the team makes a successful Persuasion roll, the natives will admit to stealing some tools, but nothing else. One of the men suggests the heroes question the strangers in the old fort. As for Camp Panama, the native leader says, "*As long as they stay away from us, we'll stay away from them.*"

The Breaking Point

Things turn ugly again once the heroes make their way back to town. The sky becomes cloudy, and the winds begin to pick up. As they're nearing Camp Panama, a local boy runs up to the heroes yelling, "*It's murder! Captain Craig says you gotta come quick!*" He turns and sprints back the way he came.

By the time the team gets there, an unruly crowd is gathered around Roland Craig and Foreman Willard, and no one appears to be happy. The heroes hear Willard yell, "*This has gone too far! Those yokels have it coming!*" A few others chime in, and soon every able-bodied man is calling for blood.

Craig is trying to maintain some semblance of order, but no one seems interested in what he has to say. The heroes can easily find out what's going on: three of the veterans were found stabbed to death just by the beach, and the remaining workers and townspeople are sure it was the natives.

The local citizens can be calmed by siding with Craig and making a successful Persuasion roll, but



Willard and some two-dozen war veterans will take a little more work. One of the team must succeed in a Test of Wills against Willard in order to get him to back down, which will cause the remaining mob to follow his lead.

Swamp Assault

If the team either can't or doesn't stop Willard, the workers will attack the natives. The heroes can either join the veterans, fight them on their own, or run ahead and try to warn the natives. In the event of a fight,

there are 10 veterans and 10 men from the town who will fight, as well as Willard. The natives have a dozen warriors who will fight, the rest fleeing as best they can. If they got warned by the heroes, they have about five minutes to set up defenses. There are three large huts on stilts, and the marshy ground is considered rough terrain. Prone characters run the risk of drowning if they can't get up. The fight is likely to be further complicated by an incoming storm as well.

Foreman Willard



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

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

Pace 6 Parry 8 Toughness 7 Pulse 20

Hindrances: Stubborn

Edges: Block, Combat Reflexes, Dodge, Marksman, Nerves Of Steel, No Mercy, Steady Hands, Sharp Shooter.

Gear: Machete (**Damage:** Str+d6), Small Rifle (**Range:** 24/48/96, **Damage:** 2d8, AP 2, Semi-Auto), \$75.

Veteran Laborers (10)

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

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

Pace 6 Parry 8 Toughness 6 Pulse 10

Edges: Block, Combat Reflexes, Hail Of Bullets, No Mercy, Quick Draw

Gear: Shovel or Pick (**Damage:** Str+d6, Improvised Weapon: -1 Fighting), Small Pistol (**Range:** 12/24/48, **Damage:** 2d6, AP 1, Semi-auto), d10x\$10 per five veteran laborers.

Townspeople (10)

Use the Regular Folk stats from page 142.

Seminole Warriors (12)

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

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

Pace 8 Parry 7 (or 8) Toughness 7 Pulse 15

Hindrances: Outsider

Edges: Alertness, Fleet-Footed, Frenzy, Quick Draw, Two-Fisted

Gear: Spear (**Damage:** Str+d6, Parry +1, Reach 1, 2 Hands) or Small Pistol (**Range:** 12/24/48, **Damage:** 2d6, AP 1, Semi-auto), Machete (**Damage:** Str+d6).

The Old Fort

If the task force gets Willard to back down, they can continue to investigate, although the rain begins to fall, and the wind continues to pick up. Where the bodies of the three murdered workers were, there have been too many people coming and going to try tracking the murderers – and the rain will make that task next to impossible anyway.

The heroes may eventually think to check out the old fort the natives mentioned – if they don't, a successful Smarts roll should jog their memories. Asking around town, most folk know of the place, but local rumors say the place is haunted, and it's bad luck to go there. Still, it's easy enough to get directions.

The storm continues to grow in intensity as the team approaches the fort, with the wind becoming strong enough to collapse an old tree (make Agility rolls, or suffer 2d6 damage from the impact). At the fort itself, however, the storm suddenly breaks – it's as if the place sits within the eye of a small hurricane.

The fort itself is little more than a tumble of stones, but an eerie purple light comes from within, accompanied by a strange keening that counterpoints the wind. Entering the ruins, the heroes stumble across two men working over some sort of machine, although they seem aware of the team, looking up at their approach. One of the men is tall and handsome, the other might be as tall as the first if he didn't have a hunchback.

While the hunchback glares at the heroes, the taller, dark-haired man smiles pleasantly and says, *"I'm sorry, but we're terribly busy and can't take guests at the moment. Could you come back another time?"* If the team refuses to leave, he sighs. *"I'm afraid you don't understand.... Leave now!"* He flips a switch on the machine, and a greater dust devil rises in the midst of the ruins.

Revid (the dark-haired one) and Lawrence (the hunchback) assume that the heroes are just like the veterans they've already dealt with, so they will surrender if they are injured or if the dust devil is defeated. Since the dust devil was summoned through a Refractive Breach, it will disappear the turn after Revid surrenders, as long as at least three rounds have passed. Revid will then spill his guts if he thinks it will save his life. Lawrence will require a successful Intimidation roll to get him to talk.

Revid Nightingale

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

Skills: Fighting d8, Notice d6, Persuasion d8, Repair d10, Ruizology d12, Shooting d8, Spellcasting d8

Pace 6 Parry 6 Toughness 6 Pulse 13(25) Charisma +4

Hindrances: Overconfident

Edges: Attractive, Charismatic, Gifted, Ruizologist

Spells: Puppet, Shape Change

Ruizologist Spells: Bolt From The Blue, Refractive Breach, Squall

Gear: Nice Clothing, Small Pistol (**Range:** 12/24/48, **Damage:** 2d6, AP 1, Semi-auto), Hunting Knife (**Damage:** Str+d4), \$500.

Lawrence Duster

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

Skills: Fighting d8, Intimidation d8, Notice d6, Repair d12, Ruizology d12, Spellcasting d10

Pace 6 Parry 6 Toughness 6 Pulse 25 Charisma -2

Hindrances: Ugly

Edges: Gifted, Improved Rapid Recharge, New Power (x2), Ruizologist

Spells: Boost/Lower Trait, Deflection

Ruizologist Spells: Augur, Bolt From The Blue, Refractive Breach, Squall

Gear: Normal Clothing, Small Pistol (**Range:** 12/24/48, **Damage:** 2d6, AP 1, Semi-auto), Hunting Knife (**Damage:** Str+d4).

Greater Dust Devil

Use the stats for the Dust Devil from page 140, only this one is a Wild Card.

Revid Nightingale and Lawrence Duster are somewhat notorious ruizologists, and any ruizologist in the heroes' task force may make a Common Knowledge roll to recognize the names and the rumors of unscrupulous and irresponsible behavior that go with them.

The two were approached by a redheaded woman a few months back who said she would pay them a considerable amount of money to accomplish two things: build a weather-affecting machine and see how much power they could dump into it, and cause as much damage to the local rail system as they could. She never said why, and they made sure never to ask.

It will take a Raise on either a Persuasion roll (for Revid) or an Intimidation roll (for Lawrence) to get one or the other to confess to the murders. If they do, they will also admit that it was to bottle extra 'essence' for the machine, as they call it. Between the pair of them, they only had so much Pulse, so they took a little extra to fulfill the woman's instructions.

The pair can be convinced to turn off the machine, although a hero could attempt it himself by getting a Raise on a Repair roll. A ruizologist only needs to make a successful Ruizology roll. Or the team can simply smash the thing.

Revid and Lawrence will try to convince the team to let them go, since they told them everything they know, but that's the heroes' decision. Once the situation is in hand, the machine can be confiscated (or what's left of it, if the team destroyed it) and the two can be arrested (if they survived, and weren't released).

Once the truth is known, tensions between the townspeople and the natives will ease, for which Captain Craig will be very grateful. If the heroes managed to prevent bloodshed between the two groups, they should begin the next session with a bonus point of Karma.

After the report is filed (the telegraph should work by now, even if the heroes couldn't manage to fix it), they receive a reply from Coordinator Gordon:

EXCELLENT WORK STOP WILL TRY TO FIND MORE INFORMATION ON THE REDHEAD WOMAN AND KEEP YOU APPRAISED STOP CONTINUE WITH OTHER MISSIONS FOR NOW
L GORDON END



Dead Air

We're assuming this adventure takes place at the start of 1935, and should be run soon after the characters have reached Legendary rank.

TEAM 684 PROCEED TO OCALA FLORIDA AND MEET WITH DOI AGENTS JASON YANCY AND SEAN LEE STOP ASSIST ANY WAY POSSIBLE BUT USE DISCRETION STOP SUBMIT REPORT UPON COMPLETION ATTN L GORDON END

Ocala, Florida

The task force's Coordinator sends the team back to Florida, this time to the small town of Ocala, where they'll meet with two agents from the Department of Investigation. The DOI has a Patriot Airlines plane heading down and the journey is significantly faster and more comfortable than in previous missions they've been on (where they've probably been using the railroad for longer journeys). It turns out that Patriot Airlines is a covert charter service for important agents and although they're just hitching a ride, the heroes should feel like they've moved up in the eyes of the government.

Circling over Ocala, the most notable feature of the town is that many of the buildings are constructed of brick or granite. A warm tropical winter rain falls at the airstrip as the task force lands and the heroes are quickly greeted by a pair of men in suits: one white, one dark gray. Flashing Federal credentials, the taller man (in the white suit) introduces themselves as Agents Yancy and Lee respectively, and offers to give the team a lift to a nearby diner where they can talk. Yancy drives a Lincoln Brougham that will hold everyone.

The heroes, by way of their Telesmae, will be aware that Agent Yancy is also marked by divinity. If the characters already met Yancy in *The Heart of All Saints* story from *Savage Suzerain*, this won't be news to them, but then you'll probably have a different meeting at the airport, more of a "Hello again" than a first time introduction.

The diner is a small structure of brick and glass that sits near the entrance of the airstrip, by the offices of several smaller airlines, including Patriot Airlines. Taking seats near the back, Agent Lee – who appears to be of Asian descent – fills the heroes in on the situation.

Yancy And Lee's Briefing

The Department of Investigation is about to be rechristened as the Federal Bureau of Investigation, and Director Hoover has made their top priority tracking down America's most wanted 'Public Enemies'. To that end, agents have tracked the notorious Barker-Karpis gang to this area, but there are things that seem... well... *odd*. Hoover suggested that elements of the SPA might be able to help.

Yancy clarifies that they've tracked the gang to a cabin on nearby Lake Weir, but reconnaissance shows that gang members are there who are known to be dead. Kate Barker has also secured a small cargo plane capable of water landings, and the agents aren't sure why, although they fear the gang may be onto them and preparing for an escape. For this reason, they want to move on the cabin as quickly as possible.

Lee tells the heroes that they've got agents ready to move as soon as the team is ready. The agents will allow the heroes to go scouting on their own if they insist, though they advise against it, if only for fear of alerting 'Ma' Barker and her sons to the presence of Federal agents. Lee also warns the heroes to be careful at the lake, since the letter that tipped them off to the gangsters' presence spoke of a giant alligator.



A Mysterious Stranger

At an opportune moment when the team isn't with Yancy or Lee, but prior to assaulting the lakeside cabin, the heroes are discretely approached by an elderly woman. If the team never separates from the DOI agents, the woman will approach any single character who wanders away for a moment.

"My name is Jacqueline Dubois. I am a Templar of Marassa, and I feel I should give you fair warning: Madame Barker is not what she may seem... she is a rogue taximancer, and many of her 'sons' are no longer living, but are drudges created to do her bidding."

Jacqueline doesn't wish to hang around long, but she will linger long enough to answer a few questions. She can explain the basics of taximancy – that it's a practice that mixes Christian and Voodoo beliefs with the science of taxidermy. She'll also clarify that a drudge is simply a form of zombie, only more resilient. They need to be utterly destroyed to prevent them from being reused.

As far as 'Ma' Barker's plans go, the Templar isn't sure. *"I only know that Madame Barker has been doing research into the ingredients that go into traditional 'Zombie Dust' – that which the legendary bokor of the Voodoo religion use to create pliable zombies. Puppets, if you would."*

Jacqueline will leave at the first opportunity, casting Invisibility on herself if necessary to make an escape. She doesn't want her presence advertised – especially to the agents of the Department of Investigation.

The Lake Weir Cabin

Lake Weir is less than an hour's drive from Ocala, although the Federal agents will take the last mile on foot in order to sneak up on the cabin, hoping to catch the gang unaware.

The cabin itself has seen better days, although it's currently a bustle of activity. A rusty old pontoon plane is moored at a small pier behind the cabin with its engines running, and several people are loading crates and canisters onto it. Some cargo is sitting on the pier, and more is being carried from the cabin itself. A couple of men keep lookout from the front porch.

While the heroes can play it how they want, Yancy suggests they make their way to the pier area while he and Lee lead the rest of the DOI task force against the front. Either way, it won't be easy. Aside from the

heroes, Yancy and Lee, there are two more Federal agents and four local lawmen from the Marion County Sheriff's Department. 'Ma' Barker and her son, Fred, are the only living people at the cabin, and they are both potent taximancers. They have 24 human drudges working for them... and 'Joe'.

Shootout At The Lake

However the heroes decide to handle it, Fred Barker will take charge of 12 of the drudges to defend the front of the cabin with pistols, while 'Ma' Barker will take the other 12 and attempt to defend the rear, get the plane loaded, and get it in the air. If things begin to look bad for the loaders, she'll call in Joe, a giant alligator drudge!



Sean Lee

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

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

Pace 6 Parry 8 Toughness 6 Pulse 25

Edges: Block, Dodge, Marksman, Rock And Roll!

Gear: Sharp Suit, Large Pistol (**Range:** 12/24/48, **Damage:** 2d6+1, AP 1, Revolver), Tommy Gun (**Range:** 12/24/48, **Damage:** 2d6+1, AP 1, RoF 3, Auto).

Special Abilities

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



Jason Yancy



Yancy's a little tougher than he was in The Heart of All Saints adventure. You can claim he's done some training between then and now, or that he's seen more of the universe and learned a new trick or two. Whatever your justification, he'll need every ounce of his new ability for this showdown!

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

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

Pace 6 Parry 6 Toughness 7 Pulse 25 Charisma +2

Edges: Attractive, Combat Reflexes, Dodge, Fair Catch, Majesty, Marksman, Patron God: Zanua (Resilient In Battle), Sharp Shooter. Patron God: Zanua is detailed on page 50 of *Savage Suzerain*.

Gear: Sharp Suit, Large Pistol (**Range:** 12/24/48, **Damage:** 2d6+1, AP 1, Revolver), Tommy Gun (**Range:** 12/24/48, **Damage:** 2d6+1, AP 1, RoF 3, Auto).

Special Abilities

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

G-Men (2)

Use the stats for G-men from page 141.

Additional Lawmen (4)

Use the stats for Lawmen from page 141.



Kate Barker

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

Skills: Faith d10, Fighting d6, Guts d8, Healing d12, Intimidation d8, Notice d8, Persuasion d6, Shooting d6, Stealth d6, Taximancy d12, Throwing d6

Pace 6 Parry 5 Toughness 6 Pulse 30

Hindrances: Greedy

Edges: Empowered, Improved Rapid Recharge, New Power (x2), Taximancer

Prayers: Deflection, Healing

Taximancer Prayers: Blood To Wine, Drudge, Filial Drudgery, Loa's Blessing

Gear: Hard-Wearin' Work Clothes, Small Pistol (**Range:** 12/24/48, **Damage:** 2d6, AP 1, Semi-auto), Tommy Gun (**Range:** 12/24/48, **Damage:** 2d6+1, AP 1, RoF 3, Auto), 3 Sticks Of Dynamite (**Range:** 4/8/16, **Damage:** 1d6+1d6/stick, Medium Burst Template +1 inch/extra stick), \$250.

Special Abilities

- *Heroic Entity:* 'Ma' 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 her own use, and increased Healing and Pulse recovery.

Fred Barker



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

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

Pace 6 Parry 6 Toughness 7 Pulse 16(25)

Hindrances: Fanatic

Edges: Empowered, New Power, Rapid Recharge, Taximancer

Prayers: Divine Intervention, Obscure

Taximancer Prayers: Blood To Wine, Drudge, Loa's Blessing

Gear: Small Pistol (**Range:** 12/24/48, **Damage:** 2d6, AP 1, Semi-auto), Shotgun (**Range:** 12/24/48, **Damage:** 1-3d6), 3 Sticks Of Dynamite (**Range:** 4/8/16, **Damage:** 1d6+1d6/stick, Medium Burst Template +1 inch/extra stick), \$100.

Special Abilities

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

Kate Barker's 'Sons' (24)

Use the stats for a Human Drudge from page 140 with the following gear: Small Pistol (**Range:** 12/24/48, **Damage:** 2d6, AP 1, Semi-auto), Knife (**Damage:** Str+d4)

Gator Joe



Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d12+3, Vigor d10

Skills: Fighting d8, Guts d6, Notice d6, Stealth d6, Swim d8

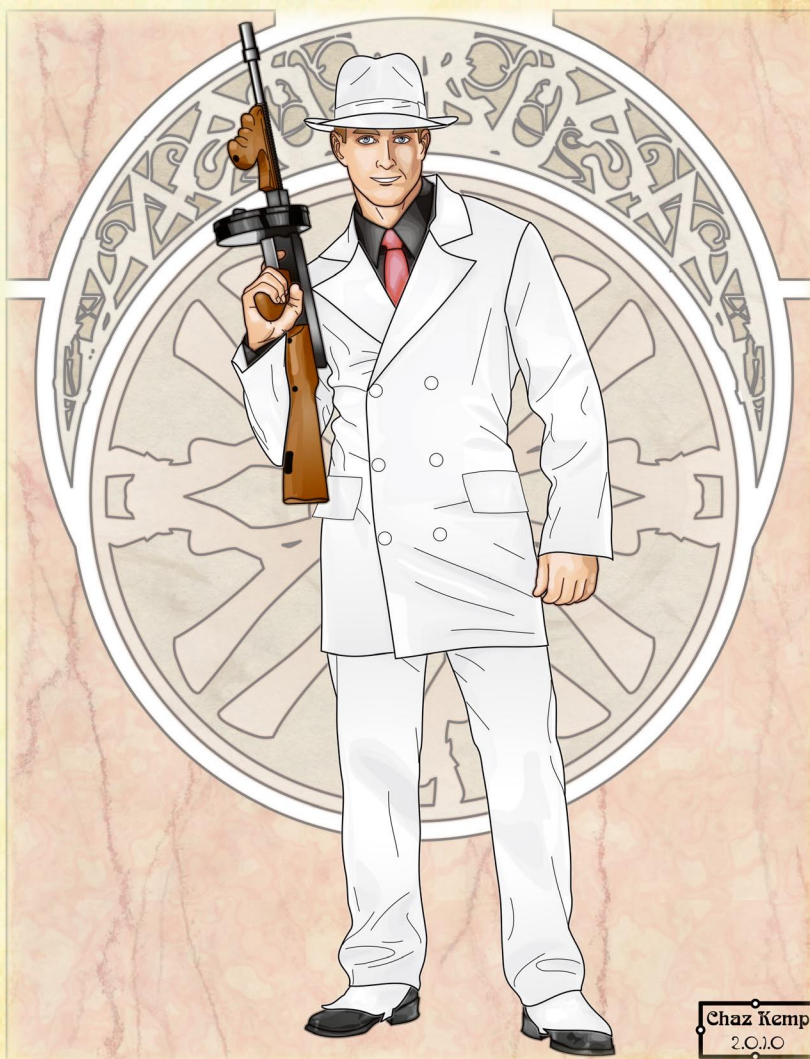
Pace 5 Parry 6 Toughness 15(2) Pulse 6

Edges: Mighty Blow

Special Abilities

- *Thick Alligator Hide:* Armor +2, all locations.
- *Aquatic:* Swimming Pace 8.
- *Bite:* (**Damage:** Str+d6)

- *Fearless:* Gator Joe is a drudge, and immune to Fear and Intimidation.
- *Large:* Gator Joe is almost 20 foot long. He's Size +4 and +2 to be hit.
- *Rollover:* Gators are notorious for grasping their prey in their vice-like jaws and repeatedly rolling with their victim in their mouth. If Gator Joe makes a successful Grapple against a character, he does an extra 2d4 damage to his prey in addition to his regular Strength damage each Round he successfully holds on.
- *Undead:* +2 Toughness and to recover from being Shaken. Called shots do no extra damage, and Gator Joe ignores all Wound penalties.



Chaz Kemp
2010

If the heroes are all fighting at the pier, don't bother rolling for the combat at the front of the cabin. When it's over, Fred Barker will be dead, the other 'sons' destroyed, and several of the lawmen badly wounded.

Once the fighting starts, the heroes have 10 Rounds before the plane will be loaded, and another 5 Rounds later it can get moving and into the air. If that happens, the team may have problems, since it's bound for Washington, D.C. with a lot of gas canisters that will turn those who inhale the contents into living zombies.

5 Rounds into the combat – assuming 'Ma' Barker is alive – she'll summon Joe, who will come bursting up from the placid lake on the next Round. She'll try to talk her way around the heroes' defenses at some point. *"Y'all may as well jus' let these Necro-Bombs fall on Washington... They all puppets anyways! They's folk up there that want the chaos an' destruction to continue, ya know. It ain't gonna be over here. Ain't never gonna be over!"* Then she'll use her best prayer or weapon to make a last-ditch attempt to annihilate the task force.

In the end, Agent Yancy at the very least should survive – he's fated for other things. Historically, 'Ma' Barker died in this shootout – if the heroes have qualms about shooting a little old lady (even if she is commanding zombies and throwing dynamite), then any surviving agent or lawman can do the job for them.

Should the cargo plane get away, it will be 'safely' dispatched by the US military over swampland, but the team won't get nearly the kudos they get for keeping it on the ground (or bringing it down themselves, as the case may be). If they do stop the plane themselves, they should start the next session with a bonus point of Karma.

Documents within the cabin will confirm Jacqueline Dubois' accusation that Kate and Fred Barker were doing research with Haitian zombie recipes. More disturbing is a note amongst the scattered books and papers that outlines the plan to bomb D.C. and ends, *"If you are successful, Azira will reward you handsomely. Toussaint."*

Once the team files their report, they receive a reply:

EXCELLENT WORK STOP HOOVER SENDS CONGRATULATIONS AS WELL STOP WILL CONTINUE LOOKING FOR AZIRA CONNECTION STOP SUGGEST KEEPING EARS AND EYES OPEN L GORDON END

The task force has earned the right to charter planes from Patriot Airlines as a means of getting to important missions – the perks of their newfound status as a 'can do' team.

Black Sunday

Run this adventure after the characters have tackled a couple more Savage Tales but before they have taken another Advance. Historically, Black Sunday was in April of '35.

TEAM 684 GO TO GRAND ISLAND NEBRASKA AND INVESTIGATE REPORTS OF RAILWAY SABOTAGE AND MURDER STOP DETERMINE ANY CONNECTION TO CRAIG KEY INCIDENT STOP YOU ARE SANCTIONED TO USE ANY NECESSARY RESOURCES L GORDON END

Grand Island, Nebraska

Another telegram from the heroes' Task Force Coordinator sends them to the town of Grand Island, Nebraska, where the Chief of Police has been reporting railway sabotage for the past few weeks in and southwest of the city. Grand Island is a bustling community of nearly 20,000 people, and serves as the county seat for Hall County. Grand Island is a bustling community of nearly 20,000 people, and serves as the county seat for Hall County. The town's been hit by the Great Depression, and hit hard.

The Chief of Police, Alex Smith, almost seems relieved to hand the investigation over to the heroes. Events have been escalating from pulled up tracks to reversed cross switches that have caused two accidents and other destruction. But just recently, a dozen hobos turned up dead in a hobo jungle outside the town of Alda. This latest event is why the team was sent in. After all, this is exactly the sort of situation they've got experience in handling.

"I can't imagine why anyone would be doing it, considering just about everyone makes their living off the farms, and grain goes out on the rails. At first I figured it could be some foolhardy teenagers, but they'd have to be pretty freewheeling. There have been too many incidences, too spread out, for one person without a car. But now it's turned to mass murder..."

Smith has little else to offer, other than the vandalism has been occurring at night. He suggests heading to Alda to speak to Sheriff Upland about the murders.

On the Trail

The town of Alda is just a speck on the railroad to the southwest of Grand Island. The Sheriff, Peter Upland, doesn't know what to make of the twelve dead hobos. Their bodies are being kept in a cooler at the slaughterhouse until they can be buried, pending any investigation, and it's obvious that all of them were burnt to death. But Upland says that no fires were reported.

After the team is done examining the bodies – assuming they wish to do so – a call comes in to the Sheriff that a freight train has derailed in Wood River, the next town down the line. Sheriff Upland will ask the team to accompany him there.

The site of the wreck is... well... a wreck. Most of the train is on its side amid the debris of cargo and a barn that was impacted. There is a lot of smoke, and chickens run amok. It quickly becomes apparent that several ties were pulled and an entire length of track was dragged several feet out of line. The engineer was killed, and the only other person on board was in the caboose when the crash happened. He's alive and mostly uninjured, but he couldn't have seen anything of the site prior to the crash.

If one of the heroes makes a successful Notice roll, he realizes that the wooden ties are burnt in a consistent manner, and the metal rails are melted in precise patches – as if something extremely hot had been used to move them. A Raise on the roll will also allow the hero to find burnned patches on the ground that resemble footprints.

In any case, even if no one makes a Notice roll, Sheriff Upland will point out the pall of smoky plumes in the distance, farther along the tracks toward the town of Shelton.

Turning Up The Heat

Shelton is the next tiny little town on the railroad, according to Sheriff Upland, and as the heroes get closer they see the whole town seems to be on fire. There is a heat haze on the horizon, and there are figures moving among the burning buildings heedless of the flames.

The task force can continue forward into the town, but if they want to remain unseen, they'll need to make successful Stealth rolls. You may want to bear in mind the rules for heat and fire as the heroes make their way through the conflagration. As it is, creatures of flame and ash wander the town, destroying every structure in an almost methodical manner.

Should the team fail to stay hidden, they're attacked by a pair of ash fiends and two lesser dust devils.

Ash Fiends (2)

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

Skills: Fighting d10, Notice d8, Stealth d10

Pace 8 Parry 8 Toughness 7 Pulse 20

Special Abilities

- *Aura Of Heat:* Ash fiends are creatures of heat and fire. When an adjacent character attacks an ash fiend, he takes 2d4 damage. This only counts for adjacent characters – characters can safely attack with Reach or from range.
- *Cloud Of Ash:* Ash fiends may use the Obscure Power for 2 Pulse, as per the Savage Worlds rules. Ash fiends aren't affected by this ability, and may act without suffering any vision penalties.
- *Elemental:* Originating from the Realm of Fire, ash fiends are elemental creatures. They don't suffer additional damage from called shots, nor the effects of disease or poison. They are also immune to Fear effects and Intimidation.
- *Immunity (Fire):* Ash fiends are immune to Fire or Heat-based attacks.
- *Scythe Claws:* An ash fiend's arms end in scythe-like extremities, which it uses to attack with (**Damage:** Str+d6).

- *Spirit*: Ash fiends are spirits from the Realm of Fire and, like the other spirits in this campaign, they've all been brought to our world in a way that makes them dual aligned – affecting the physical and spirit world equally (and equally susceptible to physical and spirit weapons).
- *Vicious Beast*: Ash fiends are considered to have both the Ambidextrous and Two-Fisted Edges, and do not suffer a multi-action or off-hand penalty for attacking with both of their scythe-like hands.

Lesser Dust Devils (2)

Attributes: Agility d10, Smarts d6(A), Spirit d10, Strength d10, Vigor d12

Skills: Fighting d10, Intimidation d10, Notice d6, Stealth d8

Pace 6 Parry 7 Toughness 10 Pulse 20

Special Abilities

- *Aura Of Heat*: Dust devils are creatures of heat and fire. When an adjacent character attacks the dust devil, he takes 2d6 damage. This only counts for adjacent characters – characters can safely attack with Reach or from range.
- *Claws Of Sand*: A dust devil's 'claws' are actually sand and debris it swings around itself to lacerate foes. These attacks do Str+d4 damage, and may Sweep (as the Edge).
- *Elemental*: Originating from the Realm of Fire, dust devils are elemental creatures. They don't suffer additional damage from called shots, penalties for Wound modifiers, nor the effects of disease or poison. They are also immune to Fear effects.
- *Pulse Drain*: Dust devils feed on the essence of living things. They may make an opposed Spirit check against a single opponent within 1 inch of it, taking 1d6 Pulse from the target for every success and Raise, up to the dust devil's maximum. Additional Pulse is lost.
- *Regenerative Healing*: As an action, the dust devil may spend 5 Pulse to heal one Wound.

- *Size +2*: Lesser dust devils are around 10 foot tall.
- *Spirit*: Dust devils are spirits from the Realm of Fire and, like the other spirits in this campaign, they've all been brought to our world in a way that makes them dual aligned – affecting the physical and spirit world equally (and equally susceptible to physical and spirit weapons).

For Flame And Glory

In the middle of the town appears an efreet, and not just any efreet. This guy is a powerful Lord of Flame, sitting on a throne of burning rubble from which he can oversee the remodeling of Shelton into a little slice of home for the minions of fire. He senses the presence of the heroes almost immediately.

"Hmmm, what's this? More cold flesh to feed the flames. Ah... But wait. I sense more power in these humans. Come forward, humans, and be welcome to my demesne. Tell me why I should not have you destroyed immediately."

Should the team decide to attack the efreet outright, they're in for trouble, since he has a small army at his beck and call: literally scores of dust devils, ash fiends and spirits of flame. If it looks like the heroes are leaning in that direction, it may be good to point out the legion of fiery creatures that surrounds them.

The efreet, who gives his name as Alghul, is perfectly willing to chat – at least long enough to size up the heroes. He says that a pair of minor wizards opened a portal above the town with some kind of machine, through which they have been summoning many of his servants. They used his minions to damage the Great Sigil and destroy several of its scribes. The wizards' arrogance convinced them they had the strength to summon Alghul. Though the very idea was preposterous, he came anyway - just to have the pleasure of seeing them perish in his fire. Which they did. With the Great Sigil damaged in this place, Alghul has decided to remain with his minions and claim the territory as his own, adding it to his list of conquests.

If the heroes ask about the Great Sigil as he calls it, Alghul will explain it's the great iron glyph that spans this country, protecting it from invasion. He has no idea why the wizards' masters (and he has no idea who they might be) wished to damage it.

If the heroes want to know more about the Great Sigil, they can go ask a railwalker, because Alghul has nothing to add on the subject (fortunately, even if there isn't one in the task force, they should have a friend in Doc Dempsey at this point who'll happily give more folklore behind the Great Sigil if they pay him a visit).

Alghul is not entirely unreasonable. While he wishes to acquire territory by conquest, he doesn't want a Pyrrhic victory and seeks to minimize his losses. The heroes can attempt a Persuasion roll to convince the efreet to withdraw, but it requires a Raise to succeed. If they make a very good argument (at your discretion), they may be able to convince him with an ordinary success. Otherwise, he is willing to accept a challenge to single combat for control of this land. If the heroes seem stymied, he will suggest this himself.

Alghul

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

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

Pace 6 Parry 8 Toughness 11(2) Pulse 30

Edges: Improved Frenzy, Penetrating Strike

Gear: Efreet Mail (+2 Armor, all locations), Flaming Obsidian Blade (**Damage:** Str+d8, AP 1, shatters for 2d6 damage over a Small Burst Template when the efreet who owns it dies), d10x\$1000 in precious metals and gems as part of his molten skin (best not pry those off while he's still warm).

Special Abilities

- **Booming Voice:** +2 on Intimidation checks.
- **Flametouched:** As per the Power Smite, activated with a Spirit roll. Also, Efreets are immune to the effects of heat and fire.
- **Hardy:** A second Shaken result doesn't cause a Wound on Alghul.
- **Heroic Entity:** Alghul counts as Heroic rank, and receives all the benefits that come with it, including +1 to Soak rolls and to recover from being Shaken,

an extra Karma for his own use, and increased Healing and Pulse recovery.

- **Size +1:** Most efreets are bigger than an ordinary man.
- **Spirit:** Efreets can physically manifest as per page 175 of *Savage Suzerain* but Alghul is like other spirits who've been brought to our world in this campaign – affecting the physical and spirit world equally (and equally susceptible to physical and spirit weapons).

Alghul will concede the fight if he takes three Wounds, and true to his word will withdraw. However, even if he wins the duel he will still leave, grumbling that the people who live in this realm are too pathetic to be worthy of his lordship. Either way he says, “*I will continue to await Azira's command.*”

He withdraws along with his minions to a hilltop overlooking the town where there's an open portal to the Maelstrom. Alghul's minions all go through, followed by their master – if the characters try to follow Alghul growls, “*Do not test me further*”. Going through to the Realm of Fire at this stage would be a real career ender.

A Devil Of A Time

The machine that summoned Alghul isn't hard to find - just follow the humming sound that's coming from behind a tall boulder and clear off a little undergrowth that's barely hiding it. The team will probably find two very crispy wizards, still smoldering along the way. Their corpses are in the middle a patch of charred earth and it's clear they never stood a chance against Alghul.

The problem is that something is coming through the portal as the task force find the machine. Before the team can shut the thing down, they're confronted with a parting gift from Alghul... the biggest dust devil they've ever seen! Dust bowl winds blow outward across the Great Plains, fanning the flames of Shelton and raising a blinding wall of sand and soot as the dust devil surges toward the heroes. They'll want to close down the machine before Alghul decides to send any more 'gifts', and deal with the monstrosity that's looming before them.

Black Sunday



Attributes: Agility d12, Smarts d6(A), Spirit d12+2, Strength d12, Vigor d12+2

Skills: Fighting d12, Intimidation d10, Notice d6, Stealth d8

Pace 8 Parry 8 Toughness 17 Pulse 35

Special Abilities

- *Aura Of Heat:* Dust devils are creatures of heat and fire. When an adjacent character attacks Black Sunday, he takes 2d8 damage. This only counts for adjacent characters – characters can safely attack with Reach or from range.
- *Claws Of Sand:* Black Sunday's 'claws' are actually sand and debris it swings around itself to lacerate foes. These attacks do Str+d6 damage, and may be used with an Improved Sweep (as the Edge).
- *Demigod Entity:* Black Sunday 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 its own use, and increased Healing and Pulse recovery. It also rolls a d8 for its Wild Die.
- *Elemental:* Originating from the Realm of Fire, Black Sunday is an elemental creature. It doesn't suffer additional damage from called shots, penalties for Wound modifiers, nor the effects of disease or poison. It's also immune to Fear effects.
- *Huge:* Black Sunday is around 30 foot tall. It is Size +8 and is +4 to be hit.
- *Pulse Drain:* Dust devils feed on the essence of living things. Black Sunday may make an opposed Spirit check against a single opponent within 1 inch of it, taking 1d6 Pulse from the target for every success and Raise, up to Black Sunday's maximum. Additional Pulse is lost.
- *Quick Reflexes:* Black Sunday may discard and redraw any Action Card of 5 or lower.
- *Regenerative Healing:* As an action, Black Sunday may spend 5 Pulse to heal one Wound.

- *Spirit:* Dust devils are spirits from the Realm of Fire and, like the other spirits in this campaign, they've all been brought to our world in a way that makes them dual aligned – affecting the physical and spirit world equally (and equally susceptible to physical and spirit weapons).
- *Tornado:* Because of the fury of its whirling winds, Black Sunday is considered to have the Improved Resonance Edge, with the restriction that the Large Burst Template must be centered on Black Sunday itself. By taking an action and spending 1 Pulse, anyone within the radius of the template must make an opposed Strength check against Black Sunday's Spirit, or be moved 2 inches away from the creature. Each Raise Black Sunday scores over a target results in an additional inch of pushback. Anyone moved in this way must make an Agility roll or be knocked prone. This causes no damage, but may push people off of ledges or into solid objects. The latter results in the target being Shaken.

This isn't supposed to be an easy fight, especially since the task force may already have an injured person from a one-on-one with Alghul. However, let's assume they prevail. With Black Sunday defeated and the machine destroyed, there is little left to fuel the fires burning in Shelton. Most of the inhabitants of Shelton are dead, and the few survivors can be treated for their wounds. The official report is that a massive fire broke out in the town and burned it to the ground, but the heroes will note that the machine which summoned Alghul looks suspiciously like a ruizologist creation, since they've seen those before, as well as bearing some resemblance (but on a smaller scale) to the device on the podium that Thomas Edison had created beneath the Ford plant.

With their report filed, the team receives a reply:

GOOD WORK BUT TROUBLING NEWS STOP
WILL ARRANGE SOME MEETINGS TO COMBINE
INFORMATION IN FACE OF WHAT APPEARS
TO BE LARGE SCALE CONSPIRACY AND FILL
YOU IN STOP IN MEANTIME WATCH YOUR
BACKS L GORDON END

Strange Bedfellows

We're assuming this adventure takes place in the summer of 1935, and should be run after the task force has had its first Advance as Legendary characters.

TEAM 684 REPORT TO TALLAHASSEE
FLORIDA STOP HAVE ARRANGED MEETING
TO COMPARE NOTES WITH KNOWLEDGEABLE
SOURCES AND PLAN COURSE OF ACTION
STOP WILL CONTACT YOU AFTER YOUR
ARRIVAL L GORDON END

Tallahassee, Florida

The team's Coordinator sends a telegram instructing them to go to Tallahassee, Florida, where they will try to piece together some of the events of the last year-and-a-half, and decide what to do next.

Tallahassee is a city of some 50,000 people, but it is still more or less a farming community. As a result, the boom that saw a 400% increase of the city's population over the previous decade has dwindled to a trickle as folk head to more promising industrial cities in the face of drought and depression. But Tallahassee's universities are still a big draw, and it's to the Florida State campus the heroes are directed once they've arrived in the city.

According to the memo they receive, the team will be meeting directly with their Task Force Coordinator, as well as a Professor of Ruizology and a Matron of the Filial Order of St. James, at the campus' Administration Building – a beautiful and ornate structure of neo-Gothic design. This should immediately tell them something's up. Task forces almost never meet their Coordinator anywhere other than in the HQ of their organization, and some freelance groups never communicate with their TFC except by telegram.

Meeting Of Minds

The meeting room is furnished with tall shelves filled with a stunning variety of books and, in the middle of the room, an elegant table around which everyone is seated. Huge glass windows in one wall overlook a tree-studded lawn across which students occasionally roam.

The team's Task Force Coordinator, Loraine Gordon, is a striking redhead that appears ill-at-ease in the conservative dress she currently wears. They may have met her many times, a few times, or never – depending on how you've run things so far. Different TFCs use different protocols, so any of those options are possible depending on how much time the team spends in Washington, D.C. If the heroes were expecting some stuffy middle-aged bureaucrat, they're certainly surprised!

Gordon is clearly a worried woman and gets on with introducing the other two people in the room.

The jovial, well-dressed man to her left turns out to be Professor Eric Bathurst, the University's leading scholar of Agricultural Sciences, and according to Gordon, the person who currently holds the most knowledge about the remarkable science of ruizology. The other person is a handsome mulatto lady with silver streaks in her dark hair. She is introduced as



Rachel Piggot (“*pih-GOH*,” the woman clarifies), a Templar of Marassa – the branch of the Filial Order that’s tasked with bringing down anyone who’d use taximancy for evil purposes.

Each of the three has something to say about the clues the task force has been gathering. Weave these facts into the conversation.

Professor Bathurst: *“Based on what Miss Gordon tells me of your reports, I’m certain we’re dealing with a rogue group of ruizologists. While we try to teach our students to use their talents for the benefit of all, the lure of personal gain is too strong for some. Nightingale and Duster are two prime examples... I’m certain they have more to do with the current state of affairs than we realize. As far as the name ‘Dorson’ goes, I have record of two students coming through here by that name. Sisters, actually... Both very talented, based on our notes. But I can find no meaning behind the name ‘Azira’.”*

Rachel Piggot: *“It was that name, Azira, which led us to begin thinking in broader terms. According to Mademoiselle Gordon’s reports, the name was also linked to that of ‘Toussaint’ at Lake Weir. Toussaint is a dark name from our Order’s history, and the events at Lake Weir would seem to confirm taximantic involvement.”*

Loraine Gordon: *“Your report from Shelton shows that whoever – or whatever – Azira might be, he may pose a significant threat. While I can’t entirely confirm what the... er... efreet told you, I have found that according to railwalker legend a group of their founders were behind the plans for the Transcontinental Railroad in the 19th century, and that according to them it is, in fact, a huge Sigil designed to keep something sealed. Currently, there seems to be some consistent effort to break up portions of the rail system... We just don’t know exactly why ruizologists or taximancers might be interested in such things.”*

And the three of them have a lead of their own. Piggot’s Templars have sensed taximancer activity in a long-abandoned broom factory in Bradfordville, a tiny community about 8 miles north of Tallahassee. Bad taximancy at work. Bathurst has heard rumors on the alumni grapevine that ruizologists might be working around the same town. And Gordon has checked the files – that factory had signs of morlock activity last year when a task force checked it out, though no

morlocks were found at that time. The coincidence is too striking for Gordon and she sends the team to investigate the possible union of taximancy, ruizology, and morlocks. *“This is what we’re here for.”* She says, *“I want you to do a straightforward raid on the place. If you can find information to link things together, all the better. Do you have any questions?”*

At this point, the three of them will answer questions to the best of their ability in order to help the team. While they don’t have all the answers, Bathurst certainly knows the history of ruizology, and Piggot is well versed in the lore of the taximancers. If it comes up, the Dorson sisters were named Amanda and Belinda – Amanda being the oldest.

Bradfordville Raid

The Bradfordville factory in question has been out of use for several decades. But closer examination confirms that the ‘abandoned’ facility is currently in use, and apparently producing something. A chain link fence surrounds the entire place with armed guards at the front, and if they observe for a reasonable length of time, the heroes will note regular patrols with dogs roaming the interior. Smoke belches from an old stack at the rear of the place.

There are several ways the team might try tackling the compound, but the most likely involve heading right up to the front gate, or sneaking over the fence.

If the heroes try going straight through the front, they find themselves confronted by four guards at the gate, each armed with a heavy rifle. If the heroes bother with conversation, the guards tell them to leave, as this is private property. Otherwise, the guards simply start shooting, and sound the alarm. In that case, a patrol (see below) shows up every 3 Rounds to assist in the defense, followed by the denizens within the factory.

Sneaking over the fence requires a successful Climbing roll, followed by a successful Stealth roll to avoid detection by a patrol. Each patrol consists of two guards, one taximancer, and two drudge dogs. If a patrol is attacked, they attempt to raise the alarm, which results in reinforcements from the other patrols and the gate, similar to above.

Factory Guards (2 or 4 – 10)

These guys are all ex-military, and far tougher than your average security guard for hire. According to their uniforms they work for McCleanon Security out of Denver, which might seem odd in Florida. The McCleanon group of companies is actually run by organized crime with links to Washington, D.C. (pick which outfit suits any mob-based side adventures you want to run) which is how Toussaint got them to do security here.

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

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

Pace 6 Parry 8 Toughness 8 Pulse 20

Edges: Block, Combat Reflexes, Improved Dodge, Marksman

Gear: Uniform, Large Rifle (**Range:** 30/60/120, **Damage:** 2d10, AP 2, no Snapfire), Large Pistol (**Range:** 12/24/48, **Damage:** 2d6+1, AP 1, Revolver), Boot Knife (**Damage:** Str+d4), d10x\$10 per 3 guards.

Special Abilities

- *Heroic Entity:* The guards 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.

Taximancers (1-3)

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

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

Pace 6 Parry 5 Toughness 7 Pulse 25

Hindrances: Fanatic

Edges: Empowered, New Power, Rapid Recharge, Taximancer

Prayers: Healing, Obscure

Taximancer Prayers: Blood To Wine, Drudge, Loa's Blessing

Gear: Normal Clothing, Large Pistol (**Range:** 12/24/48, **Damage:** 2d6+1, AP 1, Revolver), d10x\$10.

Special Abilities

- *Heroic Entity:* The taximancers 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.

Drudge Dogs (2 – 6)

Use the Dog/Wolf stats from the Savage Worlds rule book, with the following additional special abilities:

- *Fearless:* Drudges are immune to Fear and Intimidation.
- *Undead:* +2 Toughness and to recover from being Shaken. Called shots do no extra damage.

Inside The Factory

There are three entrances to the building itself: a front door, a back door, and a recently-added loading dock with a pair of large, sliding metal doors.

The front door is unlocked, and leads to a small reception area and a pair of offices that are currently being used as sleeping quarters. From the reception area, a door leads to the main floor of the factory. Both of the rear doors are locked, although the smaller one can be picked with a successful Lockpicking roll. The larger doors are bolted from the inside, and would have to be physically battered down. Both of the rear entrances, however, open onto the main production area.

Along with the outside guards, the facility is manned by a pair of ruizologists, another taximancer, Louis Gregg, and forty worker drudges. There is also something... *else* the heroes may have to contend with from beyond the Veil.

Louis Gregg



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

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

Pace 6 Parry 6 Toughness 7 Pulse 30

Hindrances: Fanatic

Edges: Empowered, Improved Rapid Recharge, New Power (x2), Taximancer

Prayers: Divine Intervention, Obscure

Taximancer Prayers: Blood To Wine, Drudge, Filial Drudgery, Loa's Blessing

Gear: Normal Clothing, Small Pistol (**Range:** 12/24/48, **Damage:** 2d6, AP 1, Semi-auto), \$100.

Special Abilities

- *Heroic Entity:* Louis Gregg counts as Heroic rank, and receives all the benefits that come with it, including +1 to Soak rolls and to recover from being Shaken, an extra Karma for his own use, and increased Healing and Pulse recovery.

Ruizologists (2)



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

Skills: Fighting d8, Notice d6, Repair d12, Shooting d8, Ruizology d12, Spellcasting d10

Pace 6 Parry 6 Toughness 6 Pulse 25

Edges: Gifted, Ruizologist

Spells: Bolt, Deflection

Ruizologist Spells: Augur, Bolt From The Blue, Refractive Breach, Squall

Gear: Normal Clothing, Small Pistol (**Range:** 12/24/48, **Damage:** 2d6, AP 1, Semi-auto), Knife (**Damage:** Str+d4), \$250 between them.

Special Abilities

- *Heroic Entity:* The ruizologists 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.

Worker Drudges (40)

Use the stats for a Human Drudge from page 140, with the following gear: Overalls, Various Tools (**Damage:** Str+d4, Improvised Weapon: -1 Fighting)

The Ruizologists' Room

One of the offices is being used by the ruizologists. At any given time one is in the room while the other is on the factory floor. The ruizologists are willing to fight, but not necessarily die for the cause, and surrender if in a bad position. However, if allowed to flee, either one will alert the guards to the heroes' presence, who then move in to attack.

There are two cots here, as well as a desk. If the team has the chance to search the room, they find, on the desk, a set of project development papers that outline what is going on here. It takes 1d6 hours and a successful Smarts roll to read through and get the salient points:

The ruizologists have confirmed that the railroad system somehow interferes with the effects of their devices, especially in regard to refractive breaches – the spell they're using to pierce the Veil and bring spirits through to the mortal realms from the Maelstrom. However, damage to the tracks removes the interference locally.

It was experiments with breaking up the rail interference that caused an accidental breach surge which seems to have been the triggering event behind the dust bowls.

The ruizologists are aware of various morlock factories across the US, but not entirely sure of their motives. It's the ruizologists opinion, however, that the use of living laborers is ultimately inefficient, as they still tire and die of malnutrition.

The ruizologists became aware of the morlocks after Thomas Edison stole technology from them regarding refractive breaches.

In light of this knowledge, Amanda Dorson suggested using taximantic drudges to mass-produce any required technology. The Bradfordville property was purchased with the assistance of one Darius Toussaint, who also arranged for the guards and other unspecified "difficult to acquire" assets with his underworld connections.

One of the Dorson sisters is currently researching more potent variations of refractive breaching based on experiments in the Florida Keys that proved moderately successful.

With their acquired knowledge, the ruizologists here have managed to create a breach to tap into some sort of 'spiritual well' which keeps the drudges functioning with minimal impact to the taximancers.

The aim of the factory is to mass produce devices for weather control and the creation of breaches. Final reports and evaluations of the project are still pending, but look promising.

The Taximancer's Room

The other office is pungent with the smell of death and formaldehyde. If the task force arrives at night, Louis is here, but he is otherwise out on the floor and overseeing his side of this project. Other than the taximancer, the room has a cot bed, a workbench and a number of tools, including religious paraphernalia and taxidermy implements.

Unlike the ruizologists, Louis is more of a fanatic, and will do his best to fight under any circumstances, although he does so by calling every drudge in the factory to his defense.

The Factory Floor

The main floor of the factory is eerie in a way that makes the morlock factory seem almost charming. Slowly assembling bits and pieces of machinery along a pair of long tables are two-score undead workers wearing metal caps adorned with wires and glowing lights that occasionally flash on and off. Some of the wires trail off each cap, where they snake along the floor and are gathered together to form larger bundles, eventually joining one of two giant cables of wire at the back of the room, which are connected to a huge glass container of some sort.

The glass cylinder sits in front of the large doors at the back of the factory, and is also capped with metal and lights. The tube itself glows with a strange, violet light – similar in effect to a black light – and something not quite tangible seems to writhe and pulse behind the glass.

Piles of crates, boxes, pieces and parts litter the room. The drudges occasionally pull bits from those to add to the assembly process. A stack of apparently completed machines sits near the reception entrance.

The team can handle the situation in any way they choose, but it's worth noting a few things:

If any members of the team can see into the spirit world and choose to do so, they can see that the glass cylinder contains a rare treat for the ruizologists – some sort of spirit that resembles a winged serpent. In fact they've branched out from the Realm of Fire just this once and snared a servant of the Aztec gods that was dragged into the mortal realms to fuel the drudge power source. And it's not happy about it. If the heroes can somehow communicate with it, they mostly get demands to release it.

If the heroes sever the cables leading from the glass cylinder to the drudges, it won't stop them from functioning – the device is powering them, but they all have 1d6 hours of available Pulse at any given time. In fact, in the event of a fight, the drudges will simply remove their caps and join the fray. The good news is that it takes a drudge two Rounds to do that – in the meantime, it can't move away from its spot at the assembly line.

Similarly, smashing the glass cylinder won't stop the drudges – at least, not directly. The tube has a Toughness of 6 and if at least 4 points of damage gets through in one blow, it shatters in an explosion that does 3d6 Heavy Weapon damage to everyone in the main part of the factory. That may be sufficient to stop some of the drudges, and maybe even a few other bad guys... although any heroes still standing now have to deal with a very angry spirit.



Winged Serpent Spirit

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

Skills: Fighting d12, Guts d12, Intimidation d10, Notice d10

Pace 4 Parry 8 Toughness 15(3) Pulse 30

Special Abilities

- *Claws/Bite:* (**Damage:** Str+d8).
- *Flight:* Flying Pace 12.
- *Heroic Entity:* The winged serpent 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.
- *Large:* The winged serpent is easily 20 foot long from tip to tail. Size +4 and +2 to be hit.
- *Lightning Breath:* The winged serpent can spit lightning using the Cone Template at a cost of 5 Pulse. Any target within the cone may avoid the attack by making a successful Agility roll at -2. Those who fail take 2d8 electrical damage. The winged serpent cannot use its claws or bite in the same Round it breathes lightning.
- *Scaly Hide:* The winged serpent's thick scales give it Armor +3.

- *Spirit*: Like the other spirits in this campaign, this servant of the Aztec gods has been brought to our world in a way that makes it dual aligned – affecting the physical and spirit world equally (and equally susceptible to physical and spirit weapons).
- *Tail Lash*: The winged serpent can make a Sweeping attack against any opponents directly behind it, doing Strength -2 damage. Additionally, characters that are struck by the tail lash must make opposed Strength or Agility rolls against the serpent, or be knocked prone.
- *Unnerving Aura*: Characters seeing the winged serpent for the first time must make a Guts roll at -2. It's scary – doubly so because it's really angry.
- *Vitality*: The winged serpent automatically Soaks the first Wound it takes. After that, it will suffer Wounds normally.

Denouement

However the team deals with the factory, and regardless of whether or not it's still standing afterward, hopefully they've found some information to report back to Gordon, Bathurst and Piggot. The ruizologists' project notes would certainly prove useful.

Unfortunately, no one knows where to find either of the Dorson sisters yet and, even though Gordon immediately contacts Washington, D.C. to bring in Darius Toussaint for questioning, she'll learn that he managed to disappear and go into hiding before he could be apprehended.

Some mysteries may have been solved, but many more questions remain. Bathurst and Piggot will nonetheless congratulate the heroes, and promise to offer any assistance they can in the future. Gordon also gives them a 'well done', and releases them to continue with other investigations until she can track down some more leads.



Weather Of Swords

Homestead, Florida

An urgent telegram from Loraine Gordon calls the team to Homestead, Florida in the face of another mounting hurricane. Located at the southern tip of the state, about 35 miles south of Miami, the town isn't huge, but it is sizable.

When their Patriot Airlines plane arrive at the airstrip, the heroes find Gordon waiting for them, although this time she's dressed more comfortably and obviously prepared to deal with trouble. Rain is falling, and the wind is whipping here; every radio in the area is crackling with news about the hurricane. There's a lot of science speak concerning barometric pressure and millibars, which most people probably don't understand, but it's pretty apparent that this isn't a run-of-the-mill hurricane.

Loraine Gordon



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

Skills: Driving d10, Fighting d8, Investigation d8, Notice d8, Persuasion d8, Piloting d8, Shooting d10, Stealth d8, Swimming d8

Pace 6 Parry 6 Toughness 6 Pulse 25 Charisma +2

Hindrances: Heroic

Edges: Ace, Attractive, Connections (Bureau Rats)

Gear: Normal Clothing, Small Pistol (**Range:** 12/24/48, **Damage:** 2d6, AP 1, Semi-auto).

Special Abilities

- **Heroic Entity:** Gordon 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 her own use, and increased Healing and Pulse recovery.

Gordon quickly ushers the team back onto the Patriot Airlines plane. Although the engine is idling, She ends up in a brief but heated discussion with the pilot, who points out the folly of flying in this weather and that an emergency evacuation train has already been washed off the tracks south of the town. Finally, she pulls rank and orders the pilot to take off, climbing into the cockpit despite his protests.

The pilot gets out, muttering something about crazy redheads and leaves the plane rather than risk his life. "C'mon! We've got to get going!" she yells, taking the controls and heading for the runway. Among her many hidden talents, it turns out Loraine Gordon can fly a plane... and she's good at it, too!

Damn The Torpedoes

Once in the air, the plane encounters low visibility from rain and hail, along with intermittent lightning. Loraine Gordon mostly has to deal with those, but the heroes all have to deal with the nasty turbulence. Everyone must make a successful Vigor roll, or take a level of Fatigue from air and motion sickness. This can be recovered once the hero has been on the ground for about an hour.

In the meantime, Gordon tries to fill the team in on what's going on.

"I got a call from Professor Bathurst after this tropical storm heated up in the Bahamas. He says it's formed too fast, and is too oddly compact and intense to be natural. He thinks it may be similar to the ruizologist-generated storm that suddenly struck Craig Key last year... I'm sure you guys remember it. Interestingly enough, this hurricane also made landfall at Craig Key, although it looks like the brunt of it may have stuck Islamorada – which isn't good either, since there are several hundred veterans working on the rails there."

According to Professor Bathurst, if the hurricane is artificial the machine generating's likely to be in the eye of the storm. So the plan is to head west and try to fly through the hurricane and enter the eye as it moves past Cape Sable, with the intent of seeing what might be there.

"If we're lucky, we'll make it through the storm. If not, they'll be fishing us out of Whitewater Bay."

Into The Lion's Jaws

With a combination of skill and raw grit, Gordon manages to get the plane through the worst of the storm after what seems like an eternity. As the heroes burst out of the clouds and into an eerily clear late-night sky surrounded by a circle of dark clouds, they are met by an even stranger sight: gliding along the dark water in a slight haze is a vaguely ghostly eighteenth-century sailing ship adorned with faintly-glowing runes.





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Gordon flies in low in an attempt to get a good view of the ship, but just then the plane is struck by a Bolt From The Blue (quite literally – the ruizologist spell), and she finally loses control of the aircraft. As it tips and is shoved into the roiling seas, Gordon has just enough time to warn everyone to hold on tight.

Assuming everyone was smart enough to be buckled in, they take 3d6 damage when the plane strikes the water. Anyone who's determined to have *not* been buckled in will take 6d6 damage. The next immediate threat will be the sea water spilling into the ruptured cabin of the aircraft. You may want to take a quick look at the Drowning rules in Savage Worlds, just in case the worst happens.

Fortunately, the heroes only have to survive in the water for about five minutes before the ship is upon them. A voice calls from above, *"Ey, mon... I can leave ya bobbin' dere, but if ya promises ta play nice, I an' I pullin' ya from da brine, irie?"*

The ship's name is painted on the hull, but it's tough to tell if it's *Legacy* or *Royal Blue*. Look at it one way and it says one thing, look another and it clearly says the other. Most odd.

A group of scruffy-looking men stand at the railing looking down at the heroes and wielding an array of weapons – including a pair of deck-mounted machine guns. The glyphs inscribed on the ship's hull and sails still glow with a supernatural light, and the main structure of the ship appears a milky, ghostly white.

How the team wants to deal with the situation probably depends on how they fared in the flight and crash. If they need some time to rest, heal and recover, the heroes can comply and allow themselves to be fished out of the water and taken captive. But if they're still in good shape, they can always opt to fight – although their guns are probably waterlogged, and they're obviously at a tactical disadvantage.

Assuming the heroes at least put up the pretense of cooperating, nets and ropes are lowered to them, and they're hauled aboard and restrained by the crew. The leader of the group is a striking man with dark skin and bright red dreadlocks.

"Welcome aboard da Legacy. I an' I am Lucas Raleigh. Bee was sayin' dere'd be agents of Babylon comin', but I am not a servant of da wicked, an' so ya can makin' upfulness just bein' out of da way 'til da iwa."

He then has the task force taken below decks and locked in a brig – but not before they see a large machine with flashing lights dominating the hold, just below the cargo hatch. A woman with brown hair and intense, slightly wild eyes is attending it when the team is brought through, and she doesn't look too happy that they're here.

Lucas Raleigh



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

Skills: Boating d10, Fighting d10, Guts d8, Intimidation d8, Persuasion d8, Notice d8, Scribe d12, Shooting d10, Stealth d8

Pace 6 Parry 8 Toughness 7 Pulse 30 Charisma +2

Hindrances: Pacifist (Minor)

Edges: Acrobat, Attractive, Block, Combat Reflexes, Command, Dodge, Enabled, New Power (x2)



Sigils: Deflection, Environmental Protection, Quickness, Smite

Gear: Large Pistol (**Range:** 12/24/48, **Damage:** 2d6+1, AP 1, Revolver), Cutlass (**Damage:** Str+d6).

Special Abilities

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

Legacy's Crewmen (50)

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

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

Pace 6 Parry 8 Toughness 7 Pulse 25

Hindrances: Loyal

Edges: Acrobat, Block, Combat Reflexes, Dodge

Gear: Large Pistol (**Range:** 12/24/48, **Damage:** 2d6+1, AP 1, Revolver), Cutlass (**Damage:** Str+d6).

Deck-Mounted Machine Gun x4 (**Range:** 24/48/96, **Damage:** 2d8, AP 2, Automatic, may not move)

What's Going On

While the heroes can certainly attempt to slash and burn their way through Lucas and his crew, there are things going on which they can exploit to make things easier.

Lucas Raleigh is a descendant of both the explorer Sir Walter Raleigh and the notorious pirate Cesar Raleigh, but more importantly, to his thinking, he is a devout follower of the recent Rastafari Movement. Belinda Dorson came to him not long ago with a journal purportedly from one of his illustrious ancestors that detailed the location of a forgotten cache of treasure near Cedar Key.

While Lucas isn't very interested in temporal wealth, it was an easy matter for Belinda to convince him that the treasure could be used to good cause by providing for an exceptional 'groundation' to celebrate the Ethiopian New Year. Lucas was keen on the idea of taking what his ancestors had stolen "*in the name of Babylon*" and returning it to Zion, but American law mandates that all treasure or relics recovered in

US territory belongs to the Federal Government. So he accepted Belinda's assistance to fund a secret recovery expedition. In truth, she couldn't care less about Lucas' goals; the journal is a forgery anyway. Once she's finished her experiment, she'll report back to her colleagues and leave him far behind.

Dorson told Lucas that the machine she built was to aid their secret assault, and Lucas has come to view it as similar to the Ark of the Covenant – a divine construction powered by Jah to aid in their cause. In reality, Belinda Dorson is attempting to establish the practical limitations on the amount of Pulse that can be pushed through a ruizologist machine. Using the principles established by Nightingale and Duster, as well as techniques used to assist Louis Gregg, she has constructed a weather-affecting device that should be able to siphon a nearly endless supply of Pulse. It feeds from the sigils Lucas has inscribed on the *Legacy*, as well as the Pulse from anyone who dies within the storm's radius.

Having let the device's effect build to a crescendo, Dorson had instructed Lucas to head through the Keys, letting the weather effects destroy the rails that would otherwise inhibit the machine's capacity – the fact that over 400 veterans perished on Islamorada was only a bonus that allowed the machine to achieve an almost fever pitch.

With all that Pulse getting sucked into the ship, a strange thing has happened – the spirit of Cesar Raleigh's old pirate ship has started to manifest in the physical world, merging with the *Legacy*. As time goes by, Lucas' perfectly normal 1930s' trawler becomes more and more like the *Royal Blue* and less and less like the *Legacy*. The regular crew are affected too, looking increasingly like pirates from the 1700s, though the main characters – Lucas and Dorson, Gordon and the task force – are made of stronger stuff, spiritually speaking, and are unaffected. Mostly. If a player wants to throw in the odd bit of pirate speak for his character while he's on board, we're not going to stop him.

Aboard The Legacy

Once locked in the brig, the heroes have a little time to regroup and reorganize. From their locked room, through a small, barred window, they can see the machine, and that it's constantly guarded by four men.

Crossover Adventure

The Suzerain universe is an interesting place at moments like this. You have *The Heart of All Saints*, a *Savage Tale* from *Savage Suzerain*, and then you have this adventure, and both ostensibly happen in 1935 in the Florida Keys, both involving a supernatural hurricane, a ghost ship called the *Royal Blue*, and there's at least one character who also appears in this campaign (Yancy). How it all fits together depends on what the characters have done with *The Heart of All Saints*, if anything. This is one of those opportunities to really stretch your creative GMing muscles!

As soon as the task force is incarcerated, the woman they saw insists on speaking to Lucas, and it's clear that the two are headed for an argument. Any hero who makes a successful Notice roll can make out that the woman – who Lucas refers to as “Bee” – feels the team poses a threat and should be disposed of immediately, while Lucas insists murder is a sin against Jah. The two of them leave the hold and go above.

Again, the team can do a number of things, including attempt to pick the lock or otherwise break out of their confinement and assault the crew. If they wait for at least an hour, though, a guard will fetch them to speak with Captain Raleigh.

Both Lucas and Belinda Dorson are in the captain's cabin, which is gaudily decorated, and smells as if Lucas has been partaking of the Rite of Ganja quite recently. Actually, given the ghostly changes that are happening, it's more of a wild mix between eighteenth century pirate chic and Rasta-style. And maybe we were lying a little about Lucas – he's starting to look a bit like his ancestor, Cesar Raleigh, but with dreadlocks. If you've always had an itch to do a mash-up accent of Rastafarian and pirate dialects, the rest of this scenario is your chance to indulge yourself. (And if that thought frightens you mightily, you can just as easily leave Lucas as he is.)

A successful Notice roll tells the heroes that Belinda is currently both annoyed and disgusted. Lucas pays her no heed as he invites the team in and

offers them food (fruits and vegetables, only), drink (herbal tea), or even the Sacred Herb, if they've a mind to and respect its sanctity.

“Bee is tinkin’ ya bein’ too wicked ta live, but I an’ I is tinkin’ only Jah is havin’ da right to demand death. An’ so my innerstanding is to let ya have a say.”

At this point, the heroes can freely ask questions (which Lucas will answer honestly to the best of his knowledge), or make a case for themselves. The latter is likely to result in opposed Persuasion rolls between the team and Belinda as each tries to convince Lucas of their position. You should give the heroes a bonus if they roleplay out a particularly good argument. If any side pulls a weapon, they lose by default.

This is also an ideal place to employ Tests of Will to break down Dorson's willpower through sheer mental Fatigue, as outlined in *Savage Suzerain*. Eventually, one side or another will come out on top. If it's Dorson, the team is going to have to fight their way out of the situation. Otherwise, Belinda will flee, attempting to sabotage the machine and escape using her Rainbow Walk spell.

The Hurricane Machine

Heroes pursuing Belinda Dorson will find themselves confronted by the four sailors guarding the machine. Being unaware of events in the captain's cabin, they are simply following her orders to protect her, and will fight the team unless Lucas is with them and orders them to stand down.

If Belinda has a chance to sabotage the machine (which takes her 6 Rounds), it will ‘go critical’ in five minutes. In that time, the heroes must make a successful Repair roll with a Raise, or a successful Ruizology roll, to defuse the thing or it will explode in a fury of Pulse energy. While this won't necessarily kill the heroes, it *will* blast the *Legacy* and everyone on board through into the spirit world, which may be just as bad if they aren't ready for it. If the heroes successfully shut down the weather machine in *Headwinds* (see page 59 above), they get a +1 bonus on their rolls to stop this one. If the device hasn't been sabotaged, it can simply be smashed – although the heroes may have to convince Lucas that the machine is actually bad if they want to do that unhindered.

Belinda's primary goal, however, is to escape and survive, so if necessary she'll forgo tampering with the hurricane machine in order to accomplish those things.



Belinda Dorson



One of the villainous Dorson sisters, Belinda can put on a bespectacled, inoffensive, innocent face when she wants to, playing off her looks and persuasion. The heroes shouldn't be fooled, but it's amazing how often a pretty face and a tight skirt can addle the most sensible of adventurers' minds.

Chaz Kemp
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has seriously diminished. Assuming all went well, the task force can be let ashore at that time by a chagrined Lucas Raleigh, and Gordon sees to getting them back to base.

Gordon won't push for charges to be filed against Raleigh, who will allow the heroes to take the hurricane machine (or its remains) back to Professor Bathurst,

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

Skills: Fighting d6, Guts d8, Notice d8, Persuasion d10, Repair d12, Ruizology d12, Shooting d8, Spellcasting d10

Pace 6 Parry 5 Toughness 7 Pulse 35 Charisma +2

Hindrances: Arrogant

Edges: Attractive, Gifted, Improved Rapid Recharge, New Power (x3), Ruizologist

Spells: Boost/Lower Trait, Deflection

Ruizologist Spells:

Augur, Bolt From The Blue, Rainbow Walk, Refractive Breach, Squall

Gear: Small Pistol (**Range:** 12/24/48, **Damage:** 2d6, AP 1, Semi-auto), Ruizologist's Tool Kit.

Special Abilities

- **Heroic Entity:** Dorson 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 her own use, and increased Healing and Pulse recovery.

Regardless of how things turn out, the hurricane still strikes the Florida mainland two days later, near Cedar Key, but the force of the storm

and offer one final bit of knowledge. Raleigh may be idealistic, but he's not stupid, and notes that Belinda seemed pretty well-versed in the team's operations. *"I an' I be tinkin' ya may be gettin' downpressed by politricks. Good luck t'ya wit dat."*

Gordon congratulates the team for another job well done, and promises to keep them in the loop when she can dig up some more information. But a successful Notice roll tells the heroes that something is troubling her, even though she won't speak of it.

"I'll let you know if I find anything."

The Spirit World Option

And what happens if the ship crosses over into the spirit world? The ship instantly becomes the *Royal Blue*, sailing under a silvery sun with a swirling hurricane of bright light all around. All the crew are fully possessed by the ghosts of Cesar Raleigh's pirates. Ludlow is taken over by the spirit of Cesar himself. And they're all out to protect the Heart of All Saints which is on a nearby island. The characters will get attacked by all these ghosts, each wielding cutlasses, and if they survive that, they get a chance to search for clues of what to do next.

This isn't tough to find. Cesar's clutching a letter from a man called Guy De Lorme, which is exactly how he died, back in the 1700s, having a fit while reading the letter. Guy was a sneaky pirate who helped Raleigh bury his relic on an island in the Keys, then joined another captain (Jetter) who planned to attack Dutch shipping, feeling his prospects were better there. They were – De Lorme and Jetter managed to take a bullion shipment which they buried on the same island, planting supernatural guardians to protect it all.

He then sent Raleigh a letter to crow about the fact that he now had stacks of silver and controlled the Heart. It was all too much for poor old Cesar but, after his death, his ghost rose together with his ship and crew in the waters off the island, first blowing Guy De Lorme's new ship out of the water (and the smug look off his face), then staying to protect the island for the next two hundred years.

How does this help the heroes? Looking off the bow they can see a silvery spirit island just at the edge of the storm's eye. And in the spirit world, the Heart of All Saints is clearly visible, a well of Dark Pulse, clear as any day in the physical world. If they land on

the island, their Telesmae can probably tap into the energy of the Heart and draw the task force back into the physical world, even if they have to go through the Maelstrom to do it.

It's a million to one shot, but it might just work.

Our raid on the Dutch silver shipment went as poorly as it could. Our home, the Burning Saber was sunk, and all my brothers died on Dutch steel. Only Captain Jetter and I survived. But our raid went the very best that it could. To a man, the Dutch have gone to Davy and the hold is stacked with bullion. We have a new ship, and just two of us to share the stake!

Tomorrow, we shall go ashore and Jetter will finally use the magic seeds he bought in St. Augustine. He says, we must only wait a few hours for the mangroves to reach full size, and a loyal servant will emerge from each tree. Then Jetter will tell these 'escoltadores' that he and I share the treasure equally, and they will guard it for us to the death.

- Guy De Lorme; 2nd bosun



Ferrets And Moles

This adventure takes place in the winter of 1935/1936, and should be run after the characters have had their second Advance as Legendary characters.

TEAM 684 RETURN TO WASHINGTON DC STOP
WOULD LIKE YOU ON HAND WITH THINGS
BREWING STOP J E HOOVER REQUESTS
ADDITIONAL AID AS WELL STOP CONTACT
ME UPON ARRIVAL L GORDON END

Washington, D.C.

The team receives a telegram from Gordon calling them to the nation's capital to help dig up more information on the apparent conspiracy they've slowly been uncovering.

The District of Columbia is a booming metropolitan area of nearly half a million people – many of whom have arrived to take advantage of the jobs created in the President's 'New Deal'. But the heat that's afflicting the rest of the country is here too, and a warm rain falls that almost makes the air feel humid, rather than offering any cooling relief to the people. It's more like late spring than winter.

As soon as the heroes report to Gordon, she directs them to contact Hoover, and in almost no time they're being ushered in to speak to the Director of the newly named FBI (formerly the U.S. Bureau of Investigation).

Shared Suspicions

Hoover is not terribly tall or imposing – in fact he looks like an ordinary, balding middle-aged man – but he exudes a palpable intensity. As he scrutinizes the heroes' task force from across an oaken desk, a successful Notice roll will alert a hero to the fact that he fiddles with a Freemason's ring on his right hand.

Finally he says, *"Loraine Gordon has shared information with me in light of some of our organizations' combined operations and her own suspicions. And as a result of some of your exploits, I'd like to offer you a little quid pro quo."*

Assuming the heroes are interested, he continues: *"Your organization came up with some information regarding one Darius Toussaint. He's a local businessman who has his fingers in a lot of pies*

– the Bureau has been keeping our eyes on him for a while now. But when your Division went to bring him in, he conveniently went missing. A while back, I sent an agent to keep an eye on his residence up near Bethesda... Jason Yancy. You worked with him at Lake Weir. I haven't heard from Yancy in a couple of weeks, and although there's been no indication of foul play, I'm sure something rotten is afoot. Loraine has given it her sanction, if you're willing to go check up on Toussaint yourselves."

If, for some reason, the team is reluctant to pursue this investigation, Gordon will encourage them to do so, pointing out that too much may be at stake to ignore it. They should also feel deep down that Yancy is a good man on a universal scale, not just a good agent of the Federal Government, and should be helped if possible to fulfill his greater destiny.

The Toussaint House

Bethesda is an unincorporated but affluent community north of Washington, D.C. The task force is given enough information by both Hoover and Gordon that it's a piece of cake to locate Toussaint's house, an elegant Victorian building overlooking the Potomac River. Getting inside may prove more difficult. If the heroes take the time to do some reconnaissance around the area and make a successful Notice roll, they will find a car hidden in a copse of trees not too far from the house – it appears to be the same Brougham that Yancy was driving down in Ocala, but seems to have been left to the elements for a few weeks.

The grounds are surrounded by a 10 foot wrought-iron fence with a single cottage gatehouse manned at all times by a pair of guards (use the factory guard stats from Strange Bedfellows on page 73 above – these guys are from the same security company). The heroes will either have to be creative, sneaky or outright brazen to get in. Should it become an issue, the guards have no real information: they've a standing contract with Mister Toussaint, and that's all there is to it.

There are two doors through which the team can gain entrance to the house – both of which are locked, and will require a successful Lockpicking roll with a -2 penalty because of the quality of the locks.

Exploring The Ground Floor

Once the heroes have made it inside the house, they can explore at their leisure – sort of. Downstairs there are several rooms including a foyer, a study, a kitchen, and a dining room, as well as stairs that lead up. The interior is decorated like a huntsman's dream, with the heads of many types of animals mounted on the walls as adornment. Their gazes are somewhat disturbing, as they all seem to watch the heroes as they move.

In the study, however, is a pair of stuffed grizzly bears, - these will stand and attack if any of the heroes enter the room (which might catch them by surprise unless a hero mentions he's keeping a wary eye on them because they might be drudges). After dealing with the bears, the team is free to search the room. With a successful Notice roll, they find an opened letter:

M. Toussaint, it appears that your role in things has been compromised and Federal authorities wish to bring you in for questioning. Those damned agents are more of a nuisance than we bargained for. Azira wants you back here before any action against you can be mobilized. This way, you can still perform your duties without fear of discovery. Dorson.

Grizzly Drudges (2)

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d12+5, Vigor d12+2

Skills: Fighting d10, Guts d10, Notice d8, Swim d6

Pace 8 Parry 7 Toughness 15 Pulse 6

Special Abilities

- **Bear Hug:** Bears use their weight to pin their prey and rend it with their claws and teeth. If the grizzly hits with a Raise, it has pinned its foe. The opponent may only attempt to escape on his action, which requires a Raise on an opposed Strength or Agility roll.
- **Claws:** (Damage: Str+d6).
- **Fearless:** Drudges are immune to Fear effects and Intimidation.
- **Large:** Grizzlies can stand up to 15 foot tall and weigh nearly a ton. Size +4 and +2 to be hit.

- **Undead:** +2 Toughness and to recover from being Shaken. Called Shots do no extra damage.

Exploring The Upper Floors

Upstairs, the house is largely comprised of bedrooms, with a single bath chamber. There's nothing of note initially, although characters who bother with a more thorough search can find a hidden door with a successful Notice roll. Behind it is a staircase that spirals up to the house's large turret.

Inside the turret chamber is Agent Yancy, strapped to a gurney and unconscious. Tools that look disturbingly familiar by now are on a small metal table next to the gurney... they're the tools used for taxidermy and taximancy. The room is also filled with the discernible hum of ruizologist machinery, and a single figure stands with his back to the door, looking out of a curtained window.

The tall man won't respond to the heroes until they enter the room. Should they hesitate, he will say in a harsh, rasping voice, "Please... Don't be shy. Enter."

Once the team enters the room, he will turn around and the door behind them will slam shut, followed by the click of tumblers falling into place as it also locks. While none of the heroes recognize him, he seems oddly familiar, and the gleam of fire gutters deep within his eyes.

"It appears the trap worked. And it seems Azira has given me the chance to redeem myself for a... lapse in judgment."

With a gesture, a dozen greater ash fiends materialize around the room and rush the team.

Human Drudge (possessed by) Alghul)

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

Skills: Fighting d10, Guts d12, Intimidation d8, Notice d8, Stealth d6

Pace 5 Parry 7 Toughness 9 Pulse 2

Gear: Fashionable Clothes, Butcher's Knife
(Damage: Str+d4)

Special Abilities

- *Fearless*: Drudges is immune to Fear and Intimidation.
- *Undead*: +2 Toughness and to recover from being Shaken. Called shots do no extra damage.

Greater Ash Fiends (12)

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

Skills: Fighting d12, Notice d8, Stealth d10

Pace 8 Parry 8 Toughness 8 Pulse 30

Special Abilities

- *Aura Of Heat*: Ash fiends are creatures of heat and fire. When an adjacent character attacks an ash fiend, he takes 2d6 damage. This only counts for adjacent characters – characters can safely attack with Reach or from range.
- *Cloud Of Ash*: Ash fiends may use the Obscure Power for 2 Pulse, as per the Savage Worlds rules. Ash fiends aren't affected by this ability, and may act without suffering any vision penalties.
- *Elemental*: Originating from the Realm of Fire, ash fiends are elemental creatures. They don't suffer additional damage from called shots, nor the effects of disease or poison. They are also immune to Fear effects and Intimidation.
- *Heroic Entity*: Greater ash fiends 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.
- *Immunity (Fire)*: Ash fiends are immune to Fire or Heat-based attacks.
- *Scythe Claws*: An ash fiend's arms end in scythe-like extremities, which it uses to attack with (**Damage:** Str+d6).
- *Spirit*: Ash fiends are spirits from the Realm of Fire and, like the other spirits in this campaign, they've all been brought to

our world in a way that makes them dual aligned – affecting the physical and spirit world equally (and equally susceptible to physical and spirit weapons).

- *Vicious Beast*: Ash fiends are considered to have both the Ambidextrous and Two-Fisted Edges, and do not suffer a multi-action or off-hand penalty for attacking with both of their scythe-like hands.

Should the heroes manage to destroy the drudge, they will find they've only destroyed a shell, and the possessing efreet will be freed. Yep... Now Alghul looks *much* more familiar. And this time he will fight to the death. Use the same stats from Black Sunday on page 71.

Should they survive this intense onslaught, the heroes can rescue Yancy, who is injured and fatigued, but who'll completely recover with time and care. They might want to hurry, though, since the house is probably in the process of burning down after the fight with Alghul. Leaving it will be easy enough – the guards have already fled from the fireworks going on up in the turret.

Reporting In

The heroes can give the letter, or any other information, to either Hoover or Gordon – they're working closely enough at this point that it's all the same. And in either case, they will be called back to speak with Hoover.

"This all adds another piece to the puzzle. I'm sure by now you are well aware that there are... things that threaten the security of our nation. I won't pretend to understand what they are, or where they come from, but I do know that someone high up is pulling some strings. And I want to bring him or her down. Be alert and keep your eyes and ears open."

Beyond that, they have the FBI Director's thanks, and the assurance that Yancy will be well cared for. Loraine Gordon will also contact the team to congratulate them, and suggest they take a few days off... and keep a low profile while in D.C.

Just in case.

Flood Of Unrest

This adventure should take place after some more Savage Tales. Historically, the Saint Patrick's Day Floods happened in March of 1936. The last three adventures in the campaign build up to the climactic scenes in reasonably short succession, and it makes sense to pace them just right so the last chapter in this story plays out just as the characters hit Demigod rank. We're not saying you can't slot a few Savage Tales in between them, but by keeping them reasonably close together it ratchets up the tension better.

TEAM 684 PROCEED TO PITTSBURGH PENNSYLVANIA TO ASSIST AGAINST MOUNTING UNREST STOP SPECIFIC REQUEST FOR TEAM MAY INDICATE SUPERNATURAL THREAT STOP RECOMMEND EXTREME CAUTION L GORDON END

Pittsburgh, Pennsylvania

The team receives a telegram ordering them to Pittsburgh, Pennsylvania – apparently by specific request – to deal with some sort of civil unrest that is growing in the city.

Pittsburgh itself is another teeming metropolis of over half a million people. Here, the pall of the dust bowls blowing in from the west would hardly be noticeable through the pall of dark smoke that already hangs over the city, pumped into the air by the myriad steel mills and factories. The steadily falling spring rain is hardly surprising, but not very comfortable – mixed with soot and ash as it is.

With little to go on, the heroes may want to make a Streetwise roll. On a successful roll, the team learns that there have apparently been a number of rallies and protests largely focused against proposed legislation to replace a number of rail lines with asphalt highways. Ostensibly, this has to do with fears of losing jobs due to reduced steel production, but a Raise on the Streetwise roll nets the heroes an observation that there are an inordinate number of hobos attending these rallies.

Regardless of success or failure, the team easily notices a number of flyers around the city announcing a rally to be held in front of the *Blockhouse* on the Point at noon that day.

Getting To The Point

It's easy enough to learn that 'The Point' is the tip of the center city that sits at the confluence of the Allegheny and Monongahela rivers. It's also easy to find out that the *Blockhouse* is a stone building that's almost all that remains of the original Fort Pitt. Technically, the place is now considered a residence, but all of the Point is owned by a number of industrial companies.

Arriving on the scene, the task force sees a large crowd already gathering – blue collar workers, concerned citizens, and yes... plenty of hobos. A phalanx of National Guard stands on hand, in front of what remains of an old wall surrounding the main Blockhouse building, hoping that's all they'll have to do. A sea of angry faces and protest signs swirls around the tree-studded lawn of the Point, murmuring and occasionally chanting. Meanwhile, the rain has become a steady downpour, although it doesn't seem to deter any of the gathered assembly.

If they try to talk to any of the hobos the heroes realize (with a successful Notice roll, or on a Raise, if they just observe) that they seem a little too cultured and refined for your typical hobo. Some seem downright ill-at-ease in their grungy clothes.

Except for one who sidles up to the team and quietly greets them: *"I'm glad ya made it... even if Droop sez it's gonna be ugly."*

They should recognize Doc Dempsey from their escapades in Dodge City, and any railwalker in the task force has heard of Droop – even if they don't know for sure why he's famous. Leaning in close, Doc continues in low tones: *"It ain't safe talkin' here, but Droop... He's kinda our unofficial leader. He's strong with his sketchin' and he said ya'd be comin'. That's why he had me keep a lookout for ya. Tol' me ta tell ya he'd be very obliged if ya'd honor 'im with a little chat."*

If the heroes want any more explanation from Doc, he'll motion with his eyes toward one of the other hobos on the Point and say, *"Like I says... Ain't safe ta be talkin' here."*

The team doesn't *have* to follow Dempsey, but they'll be in a bit more trouble when the excrement hits the fan – just move on down to Rising Waters. Whatever they decide, it's around noon by then, and a bland-looking man standing beneath an umbrella in front of the Blockhouse begins a speech, and shouts go up in support of what he's saying.

Meeting Droop

Assuming the team takes up Droop's offer to chat, Doc Dempsey will lead them to a grove of trees a little further up the Point. There they see a half-dozen hobos sitting or standing in a loose circle, each carving or painting on one of the trees. All except one, who watches as the heroes approach through the rain.

He looks like he might have been good-looking before some sort of accident burned one side of his face. Dempsey makes the introductions, introducing the man as Droop, and telling Droop, *"These're the ones I was tellin' ya 'bout."*

One side of Droop's face lights up and he says, *"Then you are the ones who can save us... If we can first save you from the trap."*

Before Droop can answer the question that undoubtedly comes immediately to the team...

Rising Waters

The mood of the crowd suddenly changes from anger to terror as the waters around the Point start bubbling and boiling. A steam spirit causes the Allegheny and Monongahela rivers to surge forward, overflowing their banks, while a dozen salamander spirits ride the waters toward the heroes.

If the team is with Droop, the railwalkers spring into action. Sigils glow on the trees of the grove, as Good Luck and Mean Dog are activated for each of the heroes as back up. However, the hobos aren't fighters, and are worn out from using their powers to assist in the best way they can. The National Guard soldiers are busy assisting the panicking crowd, so the team doesn't have any help there, either – but then they also don't have any inconvenient distractions.

Mean Dog (1 per hero)

Use the Dog/Wolf stats from the Savage Worlds rules to help the heroes.

Salamander Spirits Of Allegheny (12)

Attributes: Agility d10, Smarts d6(A), Spirit d8, Strength d12, Vigor d12+1

Skills: Fighting d10, Guts d6, Notice d10

Pace 4 Parry 7 Toughness 12 Pulse 25

Special Abilities

- *Aquatic:* These amphibious creatures have Swimming Pace 10.
- *Bite:* The salamander spirits have sharp ridges of teeth (**Damage:** Str+d4).
- *Constrict:* These creatures bite when they succeed at a Fighting roll, and Entangle when they succeed with a Raise. The Round they entangle and each Round thereafter, they cause an additional 2d4 damage to their prey. The prey may attempt to escape on his action by getting a Raise on an opposed Strength or Agility roll. Additionally, if the salamander is in the water, it can submerge an entangled character (see the rules for Drowning in Savage Worlds).
- *Hardy:* The salamanders don't suffer a Wound from being Shaken twice.
- *Heroic Entity:* The salamanders 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.
- *Large:* These creatures are a good 20 foot long. They are Size +4, and +2 to be hit.
- *Spirit:* These are spirits and, like the other spirits in this campaign, they've all been brought to our world in a way that makes them dual aligned – affecting the physical and spirit world equally (and equally susceptible to physical and spirit weapons).

Steam Spirit Of Monongahela



Attributes: Agility d8, Smarts d4, Spirit d12, Strength d12+4, Vigor d12+4

Skills: Fighting d10

Pace 6 Parry 7 Toughness 16 Pulse 35

Special Abilities

- *Demigod Entity:* The Monongahela steam spirit 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

its own use, and increased Healing and Pulse recovery. It also rolls a d8 for its Wild Die.

- *Elemental*: The spirit suffers no additional damage from Called Shots. It is immune to Fearless and Intimidation effects, as well as disease and poison, and ignores Wound penalties in combat.
- *Hardy*: This being does not suffer a Wound from being Shaken twice.
- *Large*: It is difficult to make out the exact size of the Monongahela spirit, since it blends in with the river, but it is *really* big. It is Size +6, and +2 to be hit.
- *Slam*: The water spirit can throw itself against an opponent to do Str+d6 steam (heat) damage.
- *Spirit*: This is a spirit and, like the other spirits in this campaign, it has been brought to our world in a way that makes it dual aligned – affecting the physical and spirit world equally (and equally susceptible to physical and spirit weapons).
- *Waterspout*: If it chooses not to slam an opponent, the Monongahela spirit can project a torrent of rushing, boiling water. This acts just like the Burst Power, and costs 2 Pulse to activate.

Mopping Up

Assuming things end in favor of the heroes, they can take a little time to get some answers from Droop. The old railwalker explains that, like them, he was part of a group of heroes, but since the rest of his companions were killed, he's done about all he can.

"I went back in time and convinced the railroad barons to build the rails to specific plans, and, when the time came, I activated the Great Sigil. Of course, that means there are powers that would see me destroyed but as long as the Great Sigil is unbroken, I can hold back most of the critters from the Maelstrom that're trying to enter our world." He looks tired as he sits heavily on a convenient surface. *"Of course, I can't do much if the Great Sigil is undone."*

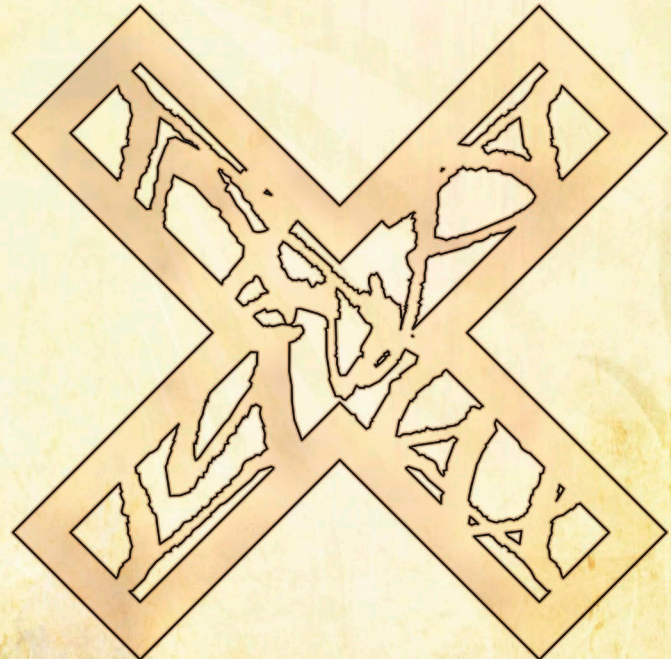
Droop doesn't know exactly who is behind all of this, but he knows that the heroes are important. *"The Great Sigil can't last forever, but you have all been*

called to defeat the invasion before the barrier fails. I'm afraid that's why you were brought here... someone among the bad guys knows this, and has been calling all the hidden things of this realm to destroy you. If you were wondering why life's been tough for you recently, that'll be the reason."

Droop is also pretty sure that ruizology seems to work by pulling power from beyond the Veil, and so the ruizologists have perhaps created this invasion either willfully or inadvertently. Whatever the case, there is certainly someone in a position of power and authority who is pulling strings – someone who can find ways to legislate the destruction of the Great Sigil and who can toss the heroes into a trap.

The threat of rioting will quickly die down as the inhabitants of Pittsburgh deal with the aftermath of the sudden flood. A report should be sent to the task force's Coordinator, Loraine Gordon, and the team will receive a reply:

SINCERE APOLOGIES STOP IF HAD
REALIZED IT WAS A TRAP I WOULD HAVE
FOUND OTHER WAYS TO DEAL WITH THE
SITUATION STOP STILL HAVE NO FURTHER
INFORMATION FOR YOU BUT WILL LOOK
INTO WHO MADE ORIGINAL REQUEST FOR
YOUR TASK FORCE L GORDON END



Gangs Of D.C.

By this stage, the characters should definitely have taken their third Advance as Legendary characters. We're closing in on the final act. Won't be long now.

TEAM 684 HOOVER MAY HAVE USEFUL INFORMATION FOR YOU STOP RETURN TO D.C. AND MAKE CONTACT STOP LET ME KNOW IF ANYTHING TURNS UP L GORDON END

Washington, D.C. (Reprise)

The task force receives a telegram informing them that J. Edgar Hoover may have some information about the conspiracy they've caught up in. Returning to Washington D.C. they're immediately ushered into the FBI Director's office.

"I've been looking into the events that have been going on, but haven't found a lot of concrete evidence... yet. The good news is that I may have a lead. It may require your... ah... singular talents, though." He takes a manila folder and pulls out a small stack of photographs.

"I'm not sure how aware you are of the gang activity in D.C., but there have been a number of turf wars going on in recent times. The biggest involved a shooting at the Aster Club, where a majority of the Callabri family was murdered. A new faction, the Sons of the Renaissance, was blamed for the attack, but an informant with the O'Loughlin clan says it isn't so cut and dried." He hands the heroes photos of various men going into a casino called the Lucky Statesmen.

"Information about the Sons is sketchy, but O'Loughlin's information is that the ringleader may be the man who runs this casino, a man named Lester 'Bones' LaChance, and if it isn't him, he'll know who is. Unfortunately, LaChance knows most of my agents, and won't talk to them... but he won't necessarily know you. Which is just as well. Aside from the garish name, my gut tells me there's a touch of the occult involved here. That's another reason I'm tossing it to you. I realize you've been singled out as a threat by whoever is behind all this, which makes it personal for you."

The Lucky Statesman

Owned by the notorious Lester "Bones" LaChance, the Statesman is a hulking marble building with iconic pillars and tight security. It was clearly modeled after classic Greek temples on the outside, but the inside is welcoming and softly lit, although the illusion is broken by the rows of clanging one-armed bandits. There are also several craps and roulette tables, side rooms for blackjack and poker, and a small theater in the back.

It will take a successful Streetwise roll, followed by a successful Persuasion roll for the heroes to learn where they can find Lester. If they have problems making the rolls, they can keep trying – although the second attempt will result in a number of LaChance's mooks telling the team to back off and mind their own business. The heroes can deal with this however they want. Intimidating a couple of mooks isn't out of the question, for instance.

LaChance's Mooks (2 per hero)

Use the stats for Thugs from page 143.

A private stairway at the back near the stage leads up to a large reception area, with a narrow hallway leading to private offices on the right. A secretary sits behind a desk that's much too small for the reception room, in front of a door that leads to LaChance's office. A placard on her desk reads 'Aubrey Plymouth, Secretary'. She greets anyone coming up the stairs with a polite cough and a smile. *"I'm sorry, but Mr. LaChance is out right now. Would you like to make an appointment?"*

If the heroes ask to make an appointment, Miss Plymouth will tell them that the next available slot is in two weeks. As they try to convince her to let them see him see LaChance sooner, a middle-age, balding man opens the door behind the secretary and says *"Aubrey, it's fine. I'll see them now."* Aubrey looks surprised, but will nod. *"Yes, sir."*

The man turns to go back into his office, saying, *"Please come in, and have a seat."* His office is huge, and furnished lavishly, with heavy red velvet curtains, mahogany furnishings, and expensive paintings decorating the walls.

Mr. LaChance looks quite tired as the team watches him go to a small side bar, where he pours himself a glass of what looks to be absinthe. After downing it without changing expression and pouring himself another, he turns and asks the heroes if they'd like a drink. He has a full bar, and can get them anything within reason.

"I've heard you're looking for the Sons of the Renaissance. I can help... but for a price." He sips on the drink, his expression distant. *"The spirits are restless. They have been for some time. All they tell me these days is that fire is coming, and we will all burn."* He looks up at the heroes with haunted eyes. *"If I tell you how to find the Sons, you must stop the fire. Promise me that, and I'll tell you what I know."*

It will take either a successful Persuasion or Intimidation roll to convince Lester that the team is both willing and able to make such a promise. Assuming they're successful, he nods and says, *"You should look within the Callabri family... I've been given to understand that the leader of the Sons is a traitor within their own ranks – I'm just not sure which one it is, though I'd put money on the son."*

LaChance can tell the heroes a few things about the Callabri family:

There are only two Callabri family members still living after the Aster Club shooting: Arno, the family's head, and his youngest son, Davide.

Arno and Davide got into a fight right after the shooting over Davide's wanting to stay in his own house rather than consolidating the family by moving back into his father's mansion, like Arno wanted. The pair aren't talking right now, though Arno won't disown his only surviving son.

Davide remains in the D.C. mansion he bought right before the shooting took place. Arno, meanwhile, has barricaded himself in his home, and has become more and more reclusive since the shooting.

House Calls

With Connections or a successful Streetwise roll, the team can easily locate both of the Callabri mansions.

Under no circumstances will Arno Callabri speak to the heroes. Trying to force their way in will only result in a protracted firefight with Arno's remaining loyal enforcers (consider there to be two dozen or so of them, and use the Gangster stats from page 141

for all of them, including Arno), who will fight to the death along with their boss.

Davide's mansion is by Rock Creek Park in northern D.C.. The place is well-guarded by men in pinstripe suits, who patrol the grounds and balconies with Tommy guns. This is another case where the heroes can try to sneak in (helped along by the fact that catering trucks sometimes come in the back way), or simply blast their way in.

In the latter case, consider there to be six groups of four armed men scattered about the place. In the event of combat, all but one of the remaining groups (which stays with Davide) will join the fight, one arriving every three Rounds. Any locks that need to be picked can be done so at a -2 penalty because of their quality.

Davide's Mobsters (6x4)

Use the stats for the Gangster from page 141.

Mirror, Mirror

Davide spends most of his time in the master bedroom, attended by a handful of guards. He sits in a chair, gazing wistfully into a jeweled mirror that rests on a settee in front of him. Guided by their own Telesmae, the heroes immediately sense that the mirror is a Telesma, although Davide doesn't seem to be bonded with it.

If the heroes think and talk fast, they can make a Persuasion roll to attempt some conversation before Davide simply orders his men to start shooting at them. Otherwise, he'll simply order his men to start shooting at them.

In any case, Davide picks up the mirror and clutches it to himself protectively. *"You can't have it! I'm the new Al Capone, and I say you can't have it!"*

There are a couple of ways the team can handle this. They could try to converse and reason with Davide, but this isn't likely to work too well. A successful Healing roll, or a Notice roll that succeeds with a Raise, tells them that Davide is more than a little out of touch with reality – or confirms that opinion, if they've already decided it on their own.

Alternatively, they could try to reason with Davide's men. This may work better since, although they're loyal, they recognize that their boss is going off the deep end, and would like to see him helped (if that's possible). It takes either a successful Persuasion

or Intimidation roll with a Raise to have the guards simply walk away and allow the heroes to deal with Davide. Bear in mind, however, that they'll want to exact vengeance later if the team doesn't deal with their boss nicely.

Or the task force could just start shooting people, which takes them back to Davide ordering his men to start shooting at them.

In the event of a fight, don't forget the remaining men show up in groups of four every three Rounds. For his part, Davide is essentially a coward, and tries to stand back and look for an opportunity to escape with his mirror. Barring that, he uses his own powers to attempt to win his freedom through either force or guile.

Davide Callabri



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

Skills: Fighting d6, Intimidation d6, Notice d6, Shooting d10, Spellcasting d12

Pace 6 Parry 5 Toughness 7 Pulse 30

Hindrances: Delusional (Major)

Edges: Gifted, New Power (x2), Rapid Recharge

Spells: Burst (Fire), Entangle, Invisibility, Stun

Gear: Tailored Suit, Small Pistol (**Range:** 12/24/48, **Damage:** 2d6; AP 1, Semi-auto), Jeweled Mirror.

Special Abilities

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

However things turn out, if the heroes can get the mirror, they can learn some useful information.

The Telesma spirit in the mirror can communicate with the characters through their own Telesmae. It informs them that it was created by Aedh (pronounced "AY" - rhymes with "hay"), god of Fire. It can sense spirits very well and has a particularly keen sense of beings from the Realm of Fire (a focused version of the Spirit Sense Telesma Edge on page 15). It senses Azira, a powerful being of fire, within the city. Azira

has somehow bound himself to this realm so that he can remain. The Telesma also senses a rupture in the Veil building up in the city near to Azira. While it can't say precisely where these things are, it can indicate that they are somewhere in the middle of the avenue that separates the country's king from his counselors.

One way or another, the heroes can also learn that the mirror was taken by Davide from a former mistress, who he killed in a fit of jealousy. The Telesma would have them simply pawn it – from there, it will eventually find a new master, as is the way of the universe.

Answers And Questions

Armed with this information, the team can report back to Hoover and/or Loraine Gordon. Both of them find it troubling. The mirror's suggesting that Azira and a potential breach are located somewhere in the middle of Pennsylvania Avenue, between the White House and the Capitol Building. This is an area of high level government agencies and departments, confirming a high-level problem. But it doesn't pinpoint it.

Someone will have to act, and they may have to act soon.



The Fire Within

This adventure can be run at any point after Gangs Of D.C. but it's best if the characters will reach Demigod rank at the conclusion. Seems like a nice way to wrap things up.

TEAM 694 BASED ON CALLABRI MIRROR
REPORT WE MUST GATHER ALLIES AND
ACT SOON STOP MEET ME AT HQ FOR
PRESENTATION TO TFD DIRECTOR
OSBOURNE L GORDON END

Washington, D.C. (Second Reprise)

If the team is away from Washington, D.C. Loraine Gordon calls them back with another telegram. Based on the accumulated body of information, she feels it's time to take it to the Director of the Task Force Division and request a full-scale arcane operation to locate and take down Azira before he can bring his plans to fruition.

The heroes and Loraine aren't the only people present to make the case. J. Edgar Hoover has sent Agent Jason Yancy to cover what the FBI has found. Professor Eric Bathurst has come from Florida to detail the nature of the rogue faction of ruizologists. Similarly, Rachel Piggot is on hand to discuss the renegade taximancers who remain apart from the Filial Order of St. James.

After an initial (and very cramped) meeting in Gordon's office, where the group can discuss how they might want to present their information, everyone heads upstairs to Director Osbourne's rather larger office for the appointment.

The Director's Chair

Osbourne's office is much more comfortable as the group seats itself on plush chairs around the room and states its case.

Director Osbourne cuts a suave figure as he sits at his desk and listens, in a fine tailored suit, steepling his fingers, listening to the various presentations and smoking an aromatic stogy. If you wish, you can have the players summarize their findings and conjectures out loud – this is the climax, after all, and everyone should get his say. No matter how you play this out, the heroes can make a Notice roll. With a success, they are aware that Osbourne seems almost amused

as he listens to the information being presented to him.

When they're finished ("Are you done?" Osbourne smirks. "You sure?"), he then takes his chance to reply.

"So close, and yet so far. Still, Miss Gordon, you should have perhaps heeded my suggestion to focus on other matters. But allow me to indulge your curiosity, and perhaps satisfy you after a fashion." The Director presses the button on an intercom and says, "You can come in now, Darius."

"I Draw My Gun And Shoot"

Undoubtedly there will be players who want to immediately start drawing weapons and summoning Powers at this point, but it would be nice if they could get the plot details. Besides, this is the part where the villain spills his whole plan. So, before the players get too jumpy, make it clear that Gordon's fate awaits any character who doesn't hold back, at least for the time being. They are all being covered by drawn weapons, held by experienced agents. And besides, there's a villainous monologue to hear.

Back From The Dead

The office door opens and, accompanied by several SPA agents, a well-dressed young man enters the room. Gordon and Yancy both curse, which causes the man to smile. "Ah... *It's so good to be recognized.*" Gordon leaps from her chair with cat-like reflexes and draws her pistol, but the SPA agents all have drawn pistols, and she takes a bullet to the shoulder for her instinctive response, collapsing back towards Yancy, who kneels and tries to dress the wound. The well-dressed man continues, "*I am Darius Toussaint. Businessman. Entrepreneur. And taximancer. You see, Clifton H. Osbourne died a few years back, but there were people who were... well... interested in his welfare. So I sewed the good Director back together again, and made sure he was still usable. But what good is an SPA Director who can only grunt and follow direct orders? People would get suspicious rather quickly, don't you think?*"



Toussaint gestures out the window, “Fortunately, the same event that gave us the opportunity to forge a New World Order also gave us the means to give the Director the semblance of autonomous action. It was the ruizologists, you see. Who gives a damn about Roosevelt’s New Deal? If the heat and poverty continue long enough, those of us with real power will be in a position to step in and run the whole show. The ruizologists had reached across the ether and pulled back a spirit once, so they could do it again. And thus we gave Director Osbourne a new spirit. He he, and what a spirit.”

Darius smiles pleasantly, “And things are moving along nicely. In fact, in a few more minutes, I believe Miss Dorson will have activated her... oh, what does she call the stupid thing? Ah yes... her ‘Refractive Breach’, and then we ought to see things stay nice and balmy throughout the whole US for some time to come. The only thing that seemed to be getting in our way was an over-eager task force controlled by Loraine Gordon. So... do you have any questions before dying?”

Battle Royale

At this point, the heroes *can* ask some questions, which may even get answered (for example, yes, Azira is the name of the spirit possessing the body of Director Osbourne), but when there’s the first slight pause in the conversation you should mention that one of the SPA agents momentarily takes his eye off the most aggressive-minded characters. It’s a chance; take it or leave it.

This is the cue to actually draw those weapons and start summoning Powers.

At the moment the conversation is terminated by either the heroes or Toussaint, a door at the back of the room bursts open, and several drudges join the attack. Now deal Action Cards.

Stats for Loraine Gordon are on page 79, and Jason Yancy is on page 66. Gordon’s taken two Wounds, though that won’t stop her trying to kick Toussaint’s smarmy ass. Yancy doesn’t have a Tommy gun this



time, but that frees up one hand to use his Fair Catch Edge, which he'll use to protect himself and Gordon from incoming fire.

Similarly, Bathurst and Piggot will act as a double team, using the sturdy furniture for cover, firing off as much magical destruction as possible, and protecting their allies as best they can

Eric Bathurst



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

Skills: Fighting d8, Intimidation d8, Notice d6, Repair d12, Ruizology d12, Spellcasting d10

Pace 6 Parry 6 Toughness 7 Pulse 25

Hindrances: Pacifist (Minor)

Edges: Gifted, Improved Rapid Recharge, New Power (x2), Ruizologist

Spells: Boost/Lower Trait, Deflection

Ruizologist Spells: Augur, Bolt From The Blue, Refractive Breach, Squall

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

Special Abilities

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

Rachel Piggot



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

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

Pace 6 Parry 6 Toughness 6 Pulse 30

Hindrances: Fanatic

Edges: Empowered, Improved Rapid Recharge, New Power (x3), Taximancer

Prayers: Deflection, Greater Healing, Healing

Taximancer Prayers: Blood To Wine, Drudge, Filial Drudgery, Lo's Blessing

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

Special Abilities

- *Heroic Entity:* Piggot 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 her own use, and increased Healing and Pulse recovery.

Darius Toussaint



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

Skills: Faith d10, Fighting d8, Guts d8, Healing d12, Intimidation d8, Notice d8, Persuasion d6, Stealth d6, Taximancy d12

Pace 6 Parry 7 Toughness 7 Pulse 30 Charisma +2

Hindrances: Arrogant, Greedy

Edges: Attractive, Empowered, Improved Rapid Recharge, New Power (x2), Taximancer

Prayers: Boost/Lower Trait, Deflection

Taximancer Prayers: Blood To Wine, Drudge, Filial Drudgery, Loa's Blessing

Gear: Sharp Clothing, Gold-Plated Pistol (**Range:** 12/24/48, **Damage:** 2d6+1, AP 1), Knife (**Damage:** Str+d4).

Special Abilities

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

Clifton Osbourne Drudge



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

Skills: Fighting d8, Intimidation d8, Notice d6, Shooting d10

Pace 5 Parry 6 Toughness 10 Pulse 2

Gear: Large Pistol (**Range:** 12/24/48, **Damage:** 2d6+1, AP 1, Revolver), Knife (**Damage:** Str+d4).

Special Abilities

- *Fearless:* The drudge is immune to Fear and Intimidation.
- *Level Headed:* Osbourne acts on the best of two Action Cards.
- *Undead:* +2 Toughness and to recover from being Shaken. Called shots do no extra damage.

Drudge Soldiers (1 per hero / Wild Card Ally)

Use the stats for a Human Drudge from page 140, with the following gear: Tommy Gun (**Range:** 12/24/48, **Damage:** 2d6+1, AP 1, RoF 3, Auto).

SPA Agents (2 per hero / Wild Card Ally)

Use the stats for the G-man from page 141.

There will be a lot of chaos in the SPA Headquarters as the battle spills into the hallways and offices. While many agents are good and dedicated men and women, others have bought into the idea of the New World Order. And others are just confused as to who

are the good guys and who are the bad guys. This is further complicated when agents show up from the FBI to help contain the combat.

Should the heroes want to, they may spend one Karma at any point to get reinforcements in the form of two agents loyal to their cause (use the G-man stats). They may each do this once. But to be fair, for each time they do, one of the Wild Card villains can do the same.

The Real Enemy

If and when Director Osbourne's body is destroyed, the spirit contained within will be freed in an explosion of heat and flame. Mostly this is for effect, and won't harm the heroes, other than knocking them Prone if they're with a Large Burst Template, but it *will* destroy any extras still in the same area. This is so the conflict can move into the next stage.

As Azira bursts free, he takes the form of a monstrosity huge dragon of pure flame. "*Free at last!*" he bellows joyously. "*Now to open the portal and secure this realm as my own!*" With that, he disappears through the door at the back of the room in a gout of fire, rushing down to the basement.

Any of the team's Wild Card Allies who are still standing tell the heroes to follow Azira... they will finish off what's left of the fight here.

The Great Refractive Breach

Behind the door is an emergency staircase leading down to a huge basement chamber, within which is Azira and a woman who's making the final preparations to fire up a huge Refractive Breach. All the carnage upstairs is filling tubes lining the walls of the chamber with glowing Pulse that can be used to tear a massive hole in the fabric of reality.

The woman is either Amanda or Belinda Dorson, and the heroes have 10 Rounds to either destroy the machine or Incapacitate Dorson before a horde of beings from the Realm of Fire come spilling through the portal. At that point, feel free to go nuts with any mix of ash fiends, spirits of flame, dust devils, and manifestations of your own creation.



Ches
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Amanda/Belinda Dorson

Amanda and Belinda are sisters, and either one can be used in this scene. If Belinda didn't survive Weather Of Swords (see page 79), Amanda can be the ruizologist operating the machine. If Belinda did survive, she'll be the operator. That frees Amanda to be one of those useful loose ends we GMs love. She'll be wanting to exact payback for her sister – assuming the heroes win!

Amanda Dorson



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

Skills: Fighting d6, Guts d8, Notice d8, Persuasion d10, Repair d12, Ruizology d12, Shooting d8, Spellcasting d12

Pace 6 Parry 5 Toughness 7 Pulse 35 Charisma +2

Hindrances: Arrogant, Greedy

Edges: Attractive, Demigod Rank, Gifted, Improved Rapid Recharge, New Power (x3), Ruizologist

Spells: Boost/Lower Trait, Deflection

Ruizologist Spells: Augur, Bolt From The Blue, Rainbow Walk, Refractive Breach, Squall

Gear: Small Pistol (**Range:** 12/24/48, **Damage:** 2d6, AP 1, Semi-auto) Ruizologist Tool Kit.

Special Abilities

- *Demigod Entity:* Dorson 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 her own use, and increased Healing and Pulse recovery. She also rolls a d8 for her Wild Die.

And finally, ladies and gentlemen, let us introduce....

The Real Azira



Attributes: Agility d12, Smarts d8, Spirit d10, Strength d12+4, Vigor d12

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

Pace 8 Parry 8 Toughness 16 Pulse 35

Special Abilities

- *Aura Of Heat And Smoke:* Azira is a creature of heat and fire. When an adjacent character attacks Azira, he takes 2d6 heat damage, and must make a successful Vigor roll or suffer a level of Fatigue as he feels his energy being sucked from him. This only counts for adjacent characters – characters can safely attack with Reach or from range.
- *Demigod Entity:* Azira 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.
- *Elemental:* Originating from the Realm of Fire, Azira is an elemental creature. He doesn't suffer additional damage from called shots, penalties for Wound modifiers, nor the effects of disease or poison. He is also immune to Fear effects.
- *Envelop:* Azira attacks with his body, inflicting Str+d8 fire damage on his opponent. Azira is never considered unarmed and always receives his full Parry value.
- *Fearsome Appearance:* A person looking at Azira's true fiery form must make a Guts check at -2.
- *Flare:* By spending 2 Pulse, Azira may release a jet of flame, treated exactly like the Burst Power.
- *Hardy:* Azira is a tough creature to take down. A second Shaken result doesn't result in a Wound.

- *Huge*: Azira is over 40 foot tall when he uncoils those fiery draconic coils. Size +8 and +4 to be hit.
- *Immunity (Fire)*: Being composed of fire himself, Azira is immune to the effects of Fire and Heat.
- *Improved Sweep*: Azira may use his Envelop ability against all adjacent characters, with no penalty.
- *Level Headed*: Azira acts on the best of two Action Cards.
- *Spirit*: Azira is a spirit and, like the other spirits in this campaign, has been brought to our world in a way that makes him dual aligned – affecting the physical and spirit world equally (and equally susceptible to physical and spirit weapons).
- *Vitality 2*: Azira automatically Soaks the first two Wounds he takes. After that, he will suffer Wounds normally.

If Azira is defeated and the machine is destroyed (or stopped), the heroes have saved the world! The President will quietly congratulate the task force, and even the gods are impressed. The team should take a break... they've earned it!

The Future Of The Main Characters

Gordon and Yancy, Bathurst and Piggot. By the end of this adventure you'll have forged two great double teams. Gordon and Yancy eventually set up house together, the perfect G-man couple. Gordon discovers she has a Telesma soon after, and their adventures in the Maelstrom begin with a visit to Yancy's patron goddess in the realm of Relic.

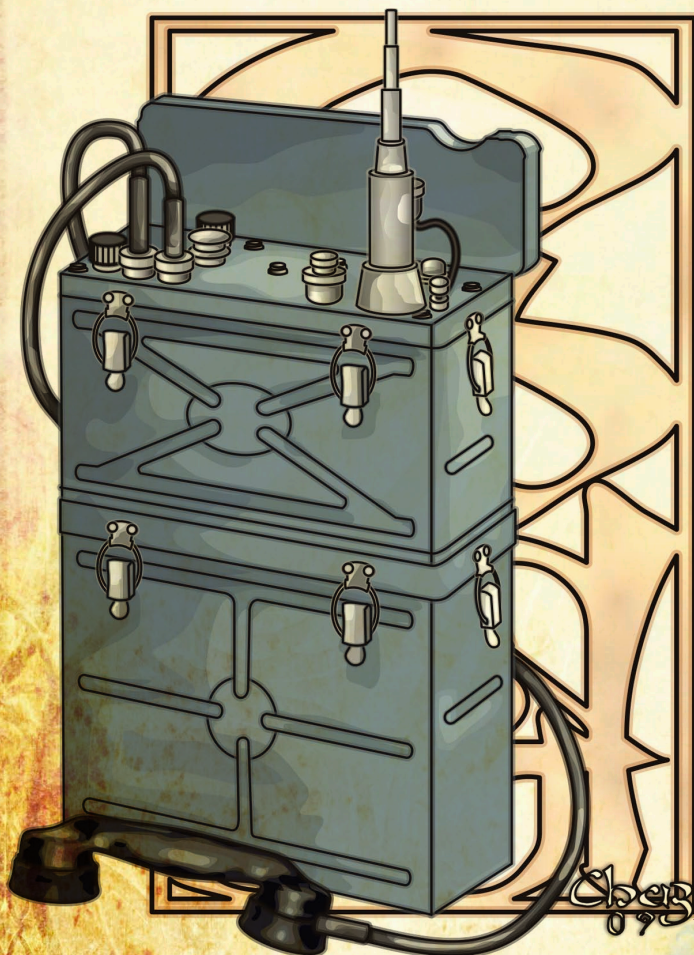
Bathurst and Piggot head back to Florida, where they pursue an academic lifestyle – Piggot teaching Divinity and Bathurst continuing his work as a Florida State Professor of Agricultural Sciences. Behind the scenes, though, they remain just as devoted as ever to keeping their forms of magic in the hands of the good guys.

And what of the bad guys? Well, if any of those survive, Director Hoover has them hauled off to a secure facility and that's the last any of them will trouble the nation. It's a great success all round, and largely thanks to the heroes.

The Future Of The SPA

The SPA lingers on for a few more years, but its Task Force Division is put under the jurisdiction of the FBI. Hoover, while he appreciates the role the TFD plays in things, is convinced by the massive breach of security that they're dangerous if left independent. After WWII, the Task Force Division is formally folded into the FBI, where it dwindles until it's no more than a couple of lone agents in a basement who know the truth is out there.

In the 1980s, though, an interesting line item appears in the CIA's budgets: Special Projects Administration. When the President's senior financial advisor on governmental spending asks what this 'SPA' is, the President merely says, "[Covert Ops](#)".



Savage Tales

It was a dirty night in a dirty town, inky black like a cloak of evil had dropped down to smother it. Black like their thoughts. Noir.

Welcome to the Savage Tales for our 1930s' setting, *Noir Knights*. These adventures can generally be run whenever you think they'd best fit. Occasionally, we might make a suggestion or two, but this story belongs to you and your players. Have fun. Change things. Make it your own. And did we mention having fun?

So let's start with something black....

Blackbeard's Castle

The team is asked by either their Task Force Coordinator on behalf of the Filial Order of St. James – or directly by Rachel Piggot, if they've already made her acquaintance – to travel to Charlotte Amalie in the Virgin Islands and investigate some disturbing events.

Charlotte Amalie

There's been a port situated at Charlotte Amalie, a town of several thousand inhabitants, since the Dutch settled Saint Thomas in the latter half of the seventeenth century. Saint Thomas became a territory of the United States when the US bought several of the Virgin Islands from the Netherlands nearly twenty years ago, and in 1931 the Department of the Interior took over the island's administrative duties. With an average temperature that deviates very little from 75 degrees over the course of the year, this is paradise compared to the rest of the nation. Especially compared with the dust bowl of the Midwest!

But there's some colorful history here as well, and the heroes' task force has been asked to investigate some disturbing events that may be linked to some of the blacker moments. Blackbeard, to be precise. Guests staying at an inn built around an old watchtower called Blackbeard's Castle have reported sightings of odd lights and monsters, and the Filial Order of St. James fears these may be tied to another Blackbeard legend.

According to the team's contact, the story goes that when Edward Teach, better known as Blackbeard, was defeated and killed, the Lieutenant credited with the victory, Robert Maynard, cut off the notorious pirate's head and hung it from his ship's bowsprit, ostensibly as a warning to other pirates, but more likely to confirm the kill and collect the standing reward.

The tale enters into legend after that, since there's no record of the fate of Blackbeard's head. It's said the Brethren of the Coast recovered the skull and commissioned a silversmith to fashion it into a chalice, bearing the curse 'Deth to Spotswoode' engraved on the rim. In fact, a North Carolina judge by the name of Whedbee claims to have seen and even drunk from the cup a few years ago, back in '31. Blackbeard's body – which had been unceremoniously dumped into the sea after the battle – supposedly wanders restlessly, in search of its missing head.

The Order fears there may be some truth to the legend, and the chalice has somehow come to rest in the tower itself, calling to various undead things. It figures this should be right up the task force's alley.

Hotel 1829

The heroes are directed to Hotel 1829, an inn converted from a stylish private residence at the turn of the century. The place was originally built in 1829 by a wealthy French merchant named Alexander Lavalette, who used the old Dutch watchtower of Skytsborg as the mansion's centerpiece. The tower has come to be known as Blackbeard's Castle, and local legend has it that the tower was used by Teach as a lookout when he was prowling the seas in the early 1700s.

The current owners, Sidney and Martha Kraft, are perfectly happy to share tales of the infamous pirate with anyone willing to listen. They know about the purported sightings and, although they've never seen any 'lights' or 'glowing', Sid claims to have seen something shambling around the tower in the moonlight about a month back. He's positive that the ghost of Blackbeard is lurking around though, shuddering happily at the thought.

Martha rolls her eyes, and accuses Sid of sensationalism in the hopes of drawing more tourists to the place. In any case, the tower has been closed off – just in case – pending the task force's investigation. The heroes, of course, are allowed in whenever they wish.

Searching The Tower

Skytsborg is in surprisingly great shape, given its age. All the stonework remains intact, as do the doors, floors and windows. Okay... the windows are just holes in the walls, but they're obviously holes that are meant to be there. There are also guest rooms within the tower, if the heroes are willing to endure the drafty accommodation.

The task force can handle the investigation any way they want. They can search the place, or simply wait around in the hope of seeing the ghost, for example.

If they decide to search, they can make a Notice roll with a -2 penalty. A successful roll allows them to find an old and hidden trapdoor in the tower's cellar. If the roll is made with a Raise, they also find the trapdoor appears to have been used fairly recently, as the wood has fresh scrapes and scratches in it.

Beneath the trapdoor are stone steps that lead down to a hidden grotto, probably used for secret deliveries or departures... and the next encounter.

Fish Stories

If the heroes simply wait (or if they search the underground grotto), the true culprits show themselves. About a score of bipedal fish, equipped with teeth and claws, come up from the water, and begin poking through the tower. They aren't friendly, and will attack on sight.

Fish-Men (5 per hero)

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

Skills: Fighting d10, Guts d8, Intimidation d10, Notice d8, Stealth d10, Swimming d12

Pace 6 Parry 7 Toughness 8 Pulse 20

Special Abilities

- *Aquatic:* Swimming Pace 12.
- *Blood Rage:* When any creature within sight of a fish-man takes a Wound, the

fish-man must make a Smarts roll or go Berserk, as per the Edge.

- *Claws And Teeth:* (**Damage:** Str+d6). The fish-men can attack with Improved Frenzy, as the Edge.
- *Dehydration:* Fish-men must immerse themselves in salt water at least one hour out of every 24. Those who don't automatically get a level of Fatigue each day until they're Incapacitated. The day after that, they perish.
- *Low-Light Vision:* Living underwater has granted the fish-men improved sight in dark conditions. They may ignore the penalties for Dim Light and Darkness.

The good news is the heroes have solved the problem, for which the Filial Order of St. James and (to a lesser degree) the Krafts are grateful. It's impossible to find out what the fish-men might be looking for, and the heroes sadly never find any sign of Blackbeard's cup or his ghost. Unless, that is, you want to make more of this and write the further adventures of Blackbeard!

Blood Suckers

The team's Task Force Coordinator – or some other person with a favor to call in – sends them to Blanchard, Texas, to investigate a trio of bodies that were found drained of blood and which then proceeded to disappear from the morgue.

Blanchard, Texas

Blanchard, Texas, is a tiny speck of land with a population that has held close to 50 for about the last thirty years. The place probably wouldn't have hung on this long except that a major rail line from the All American Rail Company runs right by the community.

The town has a Deputy Sheriff, Roscoe Walker, who maintains order, and he's more than happy to turn this affair over to the heroes. He tells the task force things probably started a while back, when people began reporting livestock killings. Pigs, goats, sheep and even cows would be found weekly, all with their throats slit and the blood drained from the bodies.

Then, not quite a month ago, a woman named Ellen Parker turned up in the same condition. A week later, Ellen's body disappeared from the mortuary and the next day another girl was found dead. The same thing happened the next week, and last night, the latest body disappeared. They just found the body of a transient this morning, killed and drained just like the others. Walker says rumors of vampires and ghouls are starting to run rampant, and the townsfolk are getting mighty scared.

Deputy Walker will gladly take the heroes across the street to see the body and speak with the local coroner and mortician, Franklin Mortimer. Mortimer is a caricature, being a tall and cadaverously lean man with a morbid sense of humor, saying things like, *"Yep... Things usually aren't so dead around these parts."* The coroner readily shows the task force the latest body, which is an ugly sight. He points to markings on the legs and ankles, as well as other wounds.

"It's jes' like th'other ones. Ah'd say they were all killed first – prob'ly by bow an' arruh – then hung by they ankles an' bled out from th' jugular." If asked about the missing bodies, he admits to having no idea what happened to them. *"Ah'm assumin' someone took 'em... Lessun they jes' got bored layin' 'round here."*

Investigating The Town

The heroes can investigate in any way they want. Deputy Walker can show them where the body was found, but there aren't any clues to be found there. And there aren't too many people in the town, so it's easy to question people – although they mostly get wild speculations centering on vampires or ancient Indian curses.

The exception is the local grocery that's run by a middle-aged couple, and which doubles as a butcher's shop. The wife, a large woman named Reba, runs the place like a Master Sergeant, while Ned, her henpecked husband, sweeps, stocks and otherwise takes care of the grunt work. When the heroes enter, a bell hanging from the door rings; Reba comes out to greet them and ask what they need. On a successful Notice roll, the heroes see that Ned studiously avoids making eye contact with them. With a Raise, they also see he has an awful lot of scars along his forearm.

As the heroes explain themselves, Reba crosses her arms and taps her foot impatiently. *"Look... I got a business ta run, an' I ain't got no time for wild talk about blood-suckin' varmints. If ya ain't here ta buy somethin' then y'all kin leave."*

If the team doesn't leave, Reba will call for Deputy Walker, who will come and reluctantly inform the heroes that he has to ask them to leave the store as well.

But that doesn't mean they can't sneak back later. They'll have to pick the lock on either the front or back door (successful Lockpicking roll), but the front door still has a bell on it. Unless they remember it and do something to neutralize it, the team will alert Reba to their presence if they go in that way.

Assuming they get inside, the heroes will need to make successful Stealth rolls to avoid detection. Fortunately, no one is paying much attention. Then, a successful Notice roll will alert the team to a dim light flickering through the seams of the grocery's meat locker. Within is a scene from a Bram Stoker nightmare.

Candles and burning incense are arranged around Reba as she holds a large, ceramic bowl filled with blood. Her form contorts as she raises the bowl to her lips and starts to drink. Around her are three young women, watching the ceremony with palpable anticipation. These are likely the three missing dead women, judging by the wounds on their necks.

Reba is no longer human. She's made a deal with a powerful spirit, granting her immortality and power in return for blood. The problem is that if she doesn't provide any other blood, the spirit will take hers. So Reba has to make sure she's got enough blood every night to satisfy him. And herself. She's turned to draining humans, since they provide more of the precious fluid than pigs and goats. Tastes better, too. The problem is that humans tend to rise up as blood husks, so Reba needs more blood to go around.

Reba



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

Skills: Fighting d12, Intimidation d8, Notice d10

Pace 8 Parry 6 Toughness 8 Pulse 25

Special Abilities

- *Fearless:* Loogaroos are immune to Fear and Intimidation.
- *Heroic Entity:* Reba 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 her own use, and increased Healing and Pulse recovery.
- *Immortal:* A loogaroo can be Incapacitated, but is not killed unless it's prevented from making an offering of blood. Otherwise, it simply rises again the next night.
- *Sharp Tongue:* As in life, Reba has a sharp tongue. Only now, she can make physical attacks with it. It has Reach 1, and does Str+d6 damage.
- *Undead:* +2 Toughness and to recover from being Shaken. Called shots do no extra damage.

Loogaroos

Reba is what is known as a 'loogaroo', who gains magical abilities in return for supplying the spirit with blood. A loogaroo can leave its own skin (usually under a 'Devil Tree') and turn into a flame or blue ball of light to search for blood. However, there is one way to protect yourself... they're compulsive in counting things. So, if you happen to spread sand on the ground, or leave a pile of seeds in front of your door, the loogaroo will stop and count 'em all. Might even keep her busy all night.

Blood Husks (3)

Attributes: Agility d8, Smarts d8(A), Spirit d4, Strength d10, Vigor d10

Skills: Fighting d10, Intimidation d6, Notice d8

Pace 6 Parry 5 Toughness 8 Pulse 10

Special Abilities

- *Bloodsucker:* Blood husks attempt to Grapple and latch on to a target so they can suck its blood. Every Round the victim remains in the blood husk's grip, he takes a level of Fatigue, until he's Incapacitated. Should the blood husk have the opportunity, it will continue to feed, causing one Wound per minute until the victim is dead.
- *Fearless:* Blood husks are immune to Fear and Intimidation.
- *Undead:* +2 Toughness and to recover from being Shaken. Called shots do no extra damage.

After the fighting is over, Ned comes down the stairs. Hopefully the heroes don't kill him outright, since he has information. Otherwise, they may find themselves fighting Reba again tomorrow night. Given a chance, Ned says, "*Wait... It ain't over yet. Th' only way ta kill 'er is ta keep her from gettin' any blood fer the rest o' th' night. She's been killed three times now, an' every time, she's come back.*" Ned shudders.

If the heroes keep watch over Reba, they'll have to fight her twice more during the night. Each time, she rises up as a blood husk, attempting to drink some blood. Use the above blood husk stats, but the first time, she counts as a Wild Card still. The second time, she fights as an Extra. Provided Reba doesn't drink any blood (by causing at least one level of Fatigue), her body shrivels up and turns to dust at sunrise.

Champ Or Villain?

The heroes' task force receives one of its more unusual requests when a raven asks them to travel to Port Henry in up-state New York, in order to keep the legend of Beowulf from being reinvented.

A Dark Messenger

One of the heroes is visited by a raven who claims to be delivering a message. Which character it is doesn't really matter, although it should be one who's Sighted, if there is one. If none of the heroes are, then it will be the one you'd think *least* likely to receive such a visitation. Although the raven tries to use mundane methods (windows, and the like), if that proves difficult he simply appears at an inconvenient moment.

He introduces himself as one of Odin's ravens, and seems to feel it shouldn't come as any surprise for a raven to show up and start talking. If asked *which* of Odin's ravens he is, he'll claim to be the *other* one, and that it shouldn't matter, because he's delivering an important message, if they'll stop asking silly questions long enough to hear it.

"I hate having to do this... Humans get so caught up in trivialities, and focus on the wrong thing. It's like that Poe guy I tried talking to... He got all worked up and weirded out because I was a talking raven. Couldn't get anything through to the idiot. Finally, I just threw up my wings, said, 'Never more!' and left. So what does he do? He writes about that instead of dealing with the problem. Of course, since the problem didn't get fixed, I'm stuck doing this all over again anyway."

Once the hero gets the raven back on track, the bird will explain the situation: *"Back in the last century, once the local natives started getting run off their turf and more people started showing up from out-of-the-way places, Loki convinced one of his Chosen morons it would be a swell idea to import a giant lizard into Lake Champlain and reinvent the Beowulf saga. If something isn't done about it – soon, I might add – things are gonna turn ugly. I mean, uglier than a giant lizard already is."*

Just so you know what's going on, since the heroes aren't likely to find out (it's not *impossible* for them to find out – just not likely), the raven is actually the Raven, the Trickster God of the northeastern Native Americans. What Raven says is true, insofar as he

tells it (other than the Odin part, of course). But what he *really* wants is for Loki's Chosen (a Demigod rank mortal) to be dealt with. As far as Raven is concerned, he doesn't want another Trickster God on his own stomping grounds.

Port Henry, New York

Assuming the heroes decide to help Raven, he sends them to Port Henry, New York. Port Henry is a tiny community – a village considered to be loosely affiliated with the nearby town of Moriah – that sits on the southwest shore of Lake Champlain. The first thing the task force is likely to wonder is where they should start looking. While Raven was adamant that they should be in Port Henry, there's no indication that anything is amiss beyond the usual problems of the Great Depression.

The heroes can make a Streetwise roll which, if successful, will largely garner them stories and rumors about Champ, a monster that supposedly inhabits the lake. While the first sighting of the creature was supposedly around 300 years ago, the fact is there's nothing to support that legend. The first 'official' sightings began only last century – although Port Henry is apparently roughly where they began. The legends make Champ out to be some kind of large reptile, similar to a plesiosaurus.

But not long after their arrival, a pair of State Troopers is brutally killed at a cabin just north of the village. It's not hard for the heroes to learn of this – something of that magnitude is rare in a community of this size, and the death of a State Trooper is a Federal matter, making their task force the right bunch to investigate. The local officials won't prevent them, but don't feel they really need the help. The theory is the troopers were killed by a bear.

If the heroes actually buy into that, Raven will find a way to sarcastically comment to them about how bears are well known for breaking into cabins and mauling armed lawmen.

Nooks And Crannies

It's not difficult for the heroes to find the cabin in question... The place is still cordoned off while the investigation is finished. They can make a successful Notice roll to realize there's no sign the place was actually raided by a bear. In fact, anyone with the Tracking Skill will immediately realize

there's no indication of any recent disturbance in the surrounding undergrowth by any particularly large creature.

On the other hand, a successful Tracking roll will show that someone was there recently. The tracks can be followed right down to the nearby shore, where they are lost in the waters of Lake Champlain. Should the heroes decide to push on, they must each make a successful Swimming roll to dive into the depths of the lake, and then a successful Notice roll by any of them will reveal an underwater cave entrance.

Note that, if the team *doesn't* decide to push on at this point, people will keep getting killed, but only singly or in pairs. Unless one hero decides to sacrifice himself by waiting around alone (not really a good idea), they will never encounter the cause – only the effects, which are much like the above.

The cave entrance leads to a small grotto. While only directly accessible from the lake, the interior is raised up enough to allow air inside, and this is obviously being taken advantage of. Furs, food, utensils and many other supplies fill the chamber, along with a clutch of giant eggs. And a giant of a man. He looks like a throwback to the Nordic sagas, dressed as he is in skins and pelts, and to complete the image, he picks up a huge axe and bellows in rage: “*You finding secret! You dying, ya!*”

The heroes may find some way to negotiate with the guy, but it's not likely. He's got an agenda that involves secrecy and mayhem. People poking around his cave and his eggs is simply *not* acceptable.

Ivar Lokison



Attributes: Agility d10, Smarts d4, Spirit d10, Strength d12+4, Vigor d12+4

Skills: Fighting d12+2, Guts d10, Intimidation d10, Notice d6

Pace 6 Parry 9(-1) Toughness 13 Pulse 35

Hindrances: Delusional

Edges: Berserker, Block, Brawny, Combat Reflexes, Improved Nerves Of Steel, Improved Sweep, Improved Tough As Nails, Mighty Blow, Trait Perfection: Demigod (Fighting)

Gear: Great Axe (**Damage:** Str+d10, AP 1, -1 Parry, 2 hands)

Special Abilities

- **Demigod Entity:** Ivar 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 its Wild Die.

Once Ivar has been dealt with, the heroes can finish up. A successful Tracking roll will inform the task force that the eggs were laid by some sort of large creature moving around on fin-like feet. The eggs should probably be destroyed, but it's your call if you want to let a character wander off with a dinosaur egg. Just remember that several tons of carnivorous lizard probably isn't the best idea for a pet.

Raven, by the way, if pleased with the outcome, will go on his merry way, although the heroes will each receive a boon in the form of one bonus Karma at the start of the next session. Loki, on the other hand, won't be impressed....

Cold Snap

Perhaps the team gets another telegram from their Task Force Coordinator, or maybe they simply owe someone a favor, but one way or another they're sent to the town of Eatonville, Washington, at the foot of Mount Rainier, to find a missing research team.

Eatonville, Washington

Eatonville is a tiny but bustling community that serves as both a lumber town and way point for the rails running into the Cascade Range. Here, unlike most of the rest of the country, heat isn't the big problem – unless you count the constant threat of volcanic eruption.

The heroes have come because a number of people are concerned about a research team exploring the area: it seems to have gone missing. Professor Harold Acero of Oregon State University received funding from their Zoology and Anthropology departments to take a group of a half-dozen graduate students into the Cascades to search for signs of either unusual creatures, or lost native tribes. This was in response to reports and rumors of large, hairy men in the mountain forests – presumably not the local lumberjacks.

Over the last few weeks, however, the weather in that area has been unseasonably cold and stormy, and there hasn't been any communication from the team. The university and the families of the Professor and students have been growing concerned, and called in some favors to get help.

The heroes are provided with a truck, if they need it, as well as suitable cold-weather gear for the search. According to officials in Eatonville, the Professor was using a cabin about twenty miles east of the town as a staging area, but had moved farther up the mountain. The task force is encouraged to exercise caution when driving that way, and told it's likely they'll have to cover the last half of the distance on foot.

A successful Streetwise roll tells the team that most folks around here don't really expect to see either the researchers or the heroes again. A Raise also garners them a little lore: the rumors that Professor Acero was looking into have actually been around for a long time. In fact, the whole region is steeped in legends of giants and strange creatures.

Field Trip

You may want to look at the Savage Worlds rules for dealing with cold weather, since the heroes are going to be out in a lot of it for a while. Just making ten miles by vehicle takes them an hour, along with a successful Driving roll with a -2 penalty for snow and ice. On foot, it takes a good five hours, and the weather is well below freezing.

Ten miles up the road, if the heroes are driving, they have to abandon their vehicle. After that, they have another five hours on foot, with temperatures dropping dangerously, before they can even attempt to locate the cabin. It doesn't help that another blizzard has blown in while they trudged up the mountain.

The task force finds the cabin they're looking for with a successful Tracking roll or with a Raise on a Survival roll. If they make a simple success on a Survival roll, they can at least find some temporary shelter if they need to. These rolls can be attempted every hour until they stumble across the cabin. If the worst happens, and luck isn't with the heroes, causing them to succumb to the cold, they can each spend a Karma to have one of the surviving researchers stumble across them and get them to the cabin.

At the cabin, the heroes find five of the seven researchers present, including Professor Acero. They

happily welcome the task force as potential rescuers, and the students express hope that the heroes brought some extra food as supplies are running low. Professor Acero explains the situation:

"We came here almost a month ago to look into claims of hairy giants that had recently been reported. The natives have many tales of such things – Tacoma and Rainier both draw their names from those legends – so the prospects were exciting. The weather was fine when we set out, and we didn't expect this sort of thing, what with all the heat waves everywhere else. But a blizzard set in almost as soon as we got here. Unfortunately, David and Steven had already gone out to take some pictures when the first storm suddenly came. By the time we were able to find them, they'd already succumbed to exposure. We came up in a truck, but the engine is frozen solid, so we've had no choice but to wait, and pray for help."

Coming Down From The Mountain

The heroes can decide to handle the situation however they want, although waiting out the snow may not be the best choice. Then again, hiking back down is dangerous as well. Ironically, the problem actually stems from the heatwave affecting the rest of the nation – the rift into the Realm of Fire has threatened and agitated some of the indigenous mountain spirits that are tied to winter and the cold.

Most of them take the form of huge icy wolves, which Professor Acero would call Wendigo, for lack of a better term. They are large, angry and carnivorous, wishing nothing more than to feed on the flesh and warmth of the living, manifesting in the physical world to hunt any large prey they sense. These are what locals have seen in the woods, although the sightings and reports have become garbled.

But the Wendigo are led by a more powerful spirit, a snow maiden, a cold spirit that manifests in the form of a pale and icy young woman. She has been thawing because of the general warmth caused by the invading spirits from the Realm of Fire, and she doesn't like it – not one bit. While not carnivorous like her Wendigo, she is vengeful, and feeds on the warmth and souls of the living. It was the snow maiden who actually killed the students, David and Steven.

Whether the heroes choose to stay or leave, the spirits will attack *en masse* that night. While the Professor has a hunting rifle, the rest of the students can only use improvised weapons (unless the team happens to have extra gear to pass around – use the stats for Regular Folk on page 142).

Professor Acero

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

Skills: Fighting d6, Guts d4, Knowledge (Folk Lore) d8, Notice d6, Shooting d8, Stealth d6, Survival d8, Tracking d8

Pace 6 Parry 5 Toughness 6 Pulse 20

Hindrances: Loyal

Edges: Marksman, Woodsman

Gear: Winter Clothing (+2 to Fatigue checks against cold), Large Backpack, Large Rifle (**Range:** 30/60/120, **Damage:** 2d10, AP 2, no Snapfire)

Snow Maiden



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

Skills: Fighting d10, Notice d12, Persuasion d10, Stealth d12

Pace 6 Parry 7 Toughness 7 Pulse 10(30)

Special Abilities

- *Aura Of Cold:* Snow maidens are creatures of cold and ice. When an adjacent character attacks the snow maiden, he takes 2d4 cold damage. This only counts for adjacent characters – characters can safely attack with Reach or from range.
- *Beautiful:* Snow maidens take the form of very attractive women, giving them a +4 to Persuasion rolls.
- *Blizzard:* The snow maiden can summon a snowstorm that covers one square mile per every 2 Pulse invested in it. The invested Pulse won't start to recover until she halts the storm. She's maintaining a blizzard all through this adventure.
- *Elemental:* Being powerful entities of cold and ice, snow maidens are elemental creatures. They don't suffer additional damage from Called Shots, penalties for

Wound modifiers, or the effects of disease or poison. They are also immune to Fear and Intimidation.

- *Embrace:* A snow maiden attacks with her body by grappling her victim in a freezing embrace that inflicts Str+d4 cold damage. The character suffering the embrace must also make a successful Vigor roll or take 1 level of Fatigue. A snow maiden is never considered unarmed and always receives her full Parry value.
- *Heroic Entity:* Snow maidens 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.
- *Immunity (Cold):* Snow maidens are immune to cold-based attacks.
- *Pulse Drain:* The snow maiden is drawn to the heat and life force of people, off which she feeds. After a successful Embrace attack, she may make an opposed Spirit roll against her target, draining 1d6 Pulse from him for every success and Raise, up to her maximum Pulse. Additional Pulse is lost.
- *Spirit:* Snow Maidens are ancient spirits of ice and cold, wanderers in the frozen reaches of the mortal realms. They can manifest into the Physical world for one hour by paying 4 Pulse, plus another 2 Pulse per hour thereafter. Without manifesting, only the Blizzard special ability will affect the physical world. This snow maiden starts her assault by manifesting next to one of the students and trying to drain his Pulse. Remember – the heroes' Telesmae can probably see her spirit world form, even if they can't stop her.

Wendigo Wolves (2 per hero)

Attributes: Agility d10, Smarts d6(A), Spirit d10, Strength d10, Vigor d10

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

Pace 8 Parry 7 Toughness 7 Pulse 20 (25)

Special Abilities

- *Bite:* (**Damage:** Str+d4).
- *Elemental:* Wendigo wolves are elemental creatures of ice. They don't suffer additional damage from Called Shots, or the effects of disease or poison. They are also immune to Fear and Intimidation.
- *Go For The Throat:* Like their physical namesakes, wendigo wolves instinctively go for an opponent's soft spots. With a Raise on its Attack roll, a wendigo wolf hits the target's least-armored location.
- *Heroic Entity:* Wendigo wolves 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.
- *Immunity (Cold):* Wendigo wolves are immune to cold-based attacks.
- *Size +1:* Wendigo wolves are slightly larger and brawnier than most humans.
- *Spirit:* Wendigo wolves are ice spirits who can manifest in the physical world as long as there are sub-zero temperatures. This costs them 5 Pulse, then 3 Pulse per hour thereafter. These wendigo wolves begin the assault manifested.
- *Windborne:* Wendigo wolves roll a d10 when running instead of a d6.

When the heroes defeat the attack, they can finish traversing the path back to Eatonville. In fact, the weather immediately begins to grow noticeably warmer after that. The folk from OSU will be happy for any survivors, as will whoever first contacted the task force.

The snow maiden's activity can be seen as the world confirming Newton's laws. The appearance of beings from the Realm of Fire had an equal and

opposite reaction – activating an ancient spirit of cold that, in make ways, is the opposite of the spirits of flame the heroes' task force encounters in the plot-point scenarios.

Dead Reckoning

The heroes' task force is sent to Atsion, New Jersey, deep in the Pine Barrens, to look into the 'spooky' murder of a wealthy investor.

Atsion, New Jersey

Atsion is a tiny little town that once had a thriving iron industry, which was supplanted by agriculture – mostly in the form of cranberries – after the town was purchased by Joseph Wharton about 45 years ago. The old mansion that once dominated the town still stands, uninhabited now, and used mostly for storage and packing.

The current problem is one of escalating violence. First, some hunters disappeared. That's not uncommon – and most of them were itinerants and poachers anyway. But then some tourists turned up dead and the residents of Atsion began to worry. The Pine Barrens of New Jersey aren't the safest place in the best of times though, so the people just stuck closer together. Bringing in the law from the big city would only unearth skeletons (physical and metaphorical) long since forgiven and buried.

But when some kids found the body of a rich investor, Claude Hopper, shot full of holes in the woods, it was too much to ignore, and his family called for an investigation. Under duress from wealthy and influential people, the SPA released a team to look into the 'serial killings'. However, all the heroes' superiors really want is for them to find something to appease the well-connected Hopper family. The reasoning for sending specialist in the supernatural? Everybody who's found any of the bodies has always used the same word in their official statement to describe the feeling they got when they found the corpse – 'spooky'. Since they hadn't seen each other's statements, surely that's somewhat... spooky?

Digging Up Dirt

The good folk of Atsion, from the Sheriff to the town drunk sleeping it off in his jail, are torn. Gossip is the best way to pass time in a small town in the Great Depression, but the heroes are strangers

asking strange questions and looking for a murderer amongst one of their own. At first they'll just ask about news from the big city and joke about it being the Jersey Devil that killed the people (even though Hopper was clearly shot).

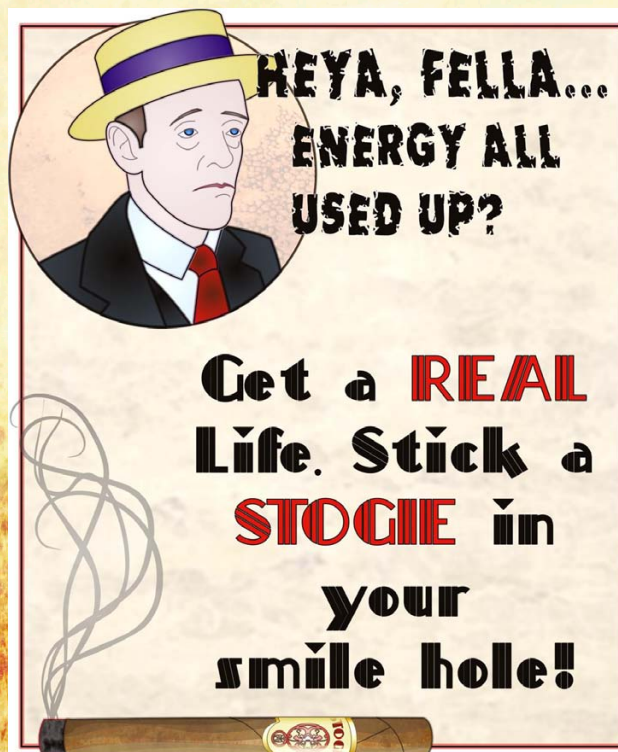
But all they really need is a little token effort from the heroes to earn some trust, and they're happy to rattle off all sorts of longer stories and salacious gossip. To this end, if the heroes want to make a Streetwise roll to gather information, they must first make a successful Persuasion roll to break the ice. On a success, they can make a Streetwise roll, while a Raise will grant them two. Of course, they can repeat the process if they want until they get bored of all the chat.

Each successful Streetwise roll will give the task force one of the following tidbits:

"I heard that the Bronx Zoo in New York commissioned some of those hunters to catch the Jersey Devil! Heh... How silly. What a bunch of hot air."

"Hopper was in town to buy land from Old Lady Leeds, but she got so mad at him, she said she'd shoot him if he came on her property again."

Jake, the town drunk, claims: *"I'm tellin' you... It was that Jersey Devil! Yeah... That Hopper guy was all shot up, but them other folk... They was all clawed up, I'm tellin' you! I saw 'em!"*



A Raise on their Streetwise roll will gain the heroes the following story:

Old Ben, the town's best storyteller says: *"I wish that Jersey Devil stuff was true... we'd make a mint on tourists if it was. Good story, though. Long time ago, Deborah Leeds was ready to have herself her thirteenth baby, but there were rumors sayin' she took some weird herbs and wouldn't go to church. Then, when the baby was born, it took the shape of a lizard with wings, killed the midwife and flew off. They say it's still alive... It supposedly terrorized the whole state back in '09, from New York to Pennsylvania."*

Follow The Leeds

The only solid clue the heroes have to work with is Miss Leeds. Her house is just outside of town, in the woods. When the heroes arrive, they can either knock, or break into the little cottage.

Simply opening the door might get a hero shot, since Old Sarah Leeds is in a panic and shoots a shotgun at anybody coming inside (**Range:** 12/24/48, **Damage:** 1-3d6; use the stats for Regular Folk on page 142 for Old Lady Leeds). Knocking, however, only elicits a frightened, *"S-s-stay away! Or I'll sh-shoot!"* She's obviously in a panic.

The heroes can use whatever means they feel appropriate or necessary to calm or subdue Miss Leeds... although they *may* want to refrain from killing her. Provided they can get her to a point of answering questions, they can use Persuasion, Intimidation or Powers to learn what's going on.

She did indeed shoot Claude Hopper, but only because she thought it was one of those things that are roaming the woods late at night. Exactly what 'those things' are, she isn't sure, but she *is* sure they're what's been killing people, and that the Old Man up at the mansion is behind them. She doesn't really know anything about the Old Man, either, other than he showed up about a year ago, poking around the mansion. After that, there were some strange lights up there late at night, and then people started disappearing and dying.

The Old Mansion

During the day, the mansion is exactly what it's supposed to be: an old building used for storing and packing cranberries. Poking around the upper floors, however, will show signs of someone living in the place. It will also require a successful Agility roll to avoid accidentally putting a foot through the floor, or some other accident that causes 2d6 damage to the unfortunate hero. Dilapidated places aren't a safe environment, and the top floors of the mansion are definitely in a bad way.

Searching the upper floors will also allow the team (using a Notice roll at -2 penalty) to find a journal hidden under a loose board. A quick perusal shows it belongs to someone named Ebenezer Tuck, and that he's interested in something he calls the Spirit Stone.

A more thorough reading will take 2d6 hours and a successful Smarts roll (to sift through the crabbed handwriting), but will reveal that this Spirit Stone supposedly has power over death. Tuck apparently found it here after a long hunt and empowered it, resulting in the dead buried in the mansion's cemetery coming back to life. According to the journal, he has the stone in a crypt, but based on the sudden cessation of entries, it's entirely possible the would-be necromancer met an ugly end at the hands (or claws) of his own creations.

It's actually pretty easy to find the crypt in question, and another successful Notice roll will net the team a round, softball-sized stone glowing with a sickly green aura. And the mutilated body within the crypt is probably the erstwhile Tuck. The problem is if the heroes are near the mansion or cemetery after dark... or if they touch the stone.

In the latter case, the hero must make a successful Spirit roll, or be immediately drained of 10 Pulse. And in any case, every dead thing for miles around claws its way from the earth and attacks. Use the stats for Skeletons and Zombies from the *Savage Worlds* rules, with 2 Skeletons and 1 Zombie appearing every three Rounds for every hero present.

The only way to deal with this is to fight through ten waves of the walking dead, or find a way to either destroy or suppress the Spirit Stone. Smashing it isn't easy, since it has a Toughness of 10, and requires 12 points of damage dealt in a single blow. Suppressing it isn't necessarily easy either, but let the heroes be creative. And if they survive the horde, they can always deal with it at their leisure.



However they deal with the problem, just before the heroes leave the area, they see a creature watching them with eyes that look eerily human. Its body is warped, with patches of scaly skin and long clawed hands. It has bat-like wings, although they don't look big enough to do more than allow it to glide. Then it disappears into the trees, leaving no trace that it was ever there.

Coincidence?

An interesting but unrelated side note about the Mansion in Atsion is that before Joseph Wharton bought the area in 1892, it was the residence of the previous owners: the descendants of a Philadelphia merchant named Maurice Raleigh. We didn't tie him to the other Raleigh descendants, but... who knows?

Ghost Hunt

This adventure can be run at any time and can be placed anywhere. This is a good hook to use to get the task force someplace you want it to be or see. In this case, the team is sent to Anytown, USA, to investigate rumors of a sudden haunting. If you're from the USA, how's about setting the adventure in your home town, but from the 1930s, to add a little spice to your gaming evening?

One word of warning though – this adventure only really makes sense if the task force has some way to get into the spirit world or to make the area dual aligned to both the physical and spirit worlds. If they don't have a Sighted hero in their midst or a Telesma with the Spirit Interaction Edge for instance, they might not get to solve this riddle.

Anytown, USA

Most places are filled with ordinary folks just trying to get by and survive the Great Depression. Some folks take any menial job they can get, others turn to begging, and some... well, some just do things. Such was the case of Matthew Kennedy, according to the report that sends the heroes here.

The heroes are told that Kennedy was viewed as an eccentric – a tinkerer and an inventor – who lived a largely isolated existence in a small house on the edge of town. Several weeks back, fire crews were called to the address, where there'd been an explosion in the basement. While the house is still standing, the basement was utterly destroyed to the point where Kennedy's body was never recovered.

Since then, however, residents have reported strange lights and noises from the house – eerie events that have the townsfolk spooked and convinced the ghost of Matt Kennedy is haunting his former domicile.

Is Anybody There?

Since there are any number of ways the task force might get at the truth and try to deal with the problem, we'll let you know what's going on so you can let them run around to their heart's content.

A couple of months ago, Kennedy was approached by a man in a suit who claimed to be from the Department of the Interior. The agent offered

Kennedy a substantial sum of money to examine some sort of odd machine, supposedly recovered in a sting operation. Kennedy agreed, and began to tinker with the device, only to have it blow up in his face.

Kennedy was surprised to learn, however, that the explosion wasn't a natural one. Instead of being dead, he's found himself trapped in a small Pocket Realm – similar to the type of thing the heroes' Telesmae create. See page 39 of *Savage Suzerain* for more about those. He found himself unable to leave, and only partially able to interact with the physical world. Kennedy is afraid, because he's seen... *things* trying to break through whatever barrier is acting as his prison. And these critters don't look like they're interested in rescuing him.

In practical terms, this means that Matthew Kennedy can see the physical world, and the heroes as well, but can't directly interact with them unless they can enter the spirit world. In the physical world, Kennedy can move small objects (so he could write a message if a pen and paper were available) and occasionally push or pull them in or out of his prison. If the task force can contact him directly in the spirit world, it's like dealing with someone in a plastic bubble. They can see and hear him, but his voice is muffled, and they can't quite get close enough to touch him.

The bad news is they're on the same side of the bubble as the creatures trying to get at Kennedy. They don't have to stand around and deal with them, but it does complicate things. To determine how many spirits of feral hunger attack a given hero, have him roll his Spirit Die (with no Wild Die). That's the number that swarm him. The good news is this roll doesn't Ace.

Spirits Of Feral Hunger (1-12 per hero)

Attributes: Agility d8, Smarts d6(A), Spirit d10, Strength d8, Vigor d6

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

Pace 6 Parry 6 Toughness 5 Pulse 20

Special Abilities

- *Claws:* (**Damage:** Str+d4).
- *Flight:* Spirits of feral hunger fly on leathery wings so they can swarm around a victim. Their Flying Pace is 8.
- *Psychic Attack:* A spirit of feral hunger will try to rip chunks of spiritual flesh from a person's soul. All attacks initially cause Fatigue instead of Wounds, but after a hero becomes Incapacitated in this way, the damage becomes Wounds.
- *Spirit:* Cannot manifest.

Guardian At The Gate

While the heroes can't directly access Kennedy, their Telesmae detect a nearby portal which might be used to safely get to him. The problem is the portal is guarded by a sphinx – a greater spirit that's half way between a spirit of knowledge and a trickster spirit that looks much like a winged lion with a woman's head- who dwells at the entrance to the other realm and is a stickler for protocol. This means she won't let the team past her without them answering her riddles. If you happen to have a book of riddles handy, you can always let the heroes succeed or fail by virtue of their own Smarts. Or you can treat the riddle contest as a sort of Test of Wills, where failure on an opposed Smarts roll results in Fatigue... and when one or the other side is Incapacitated, they lose.

Sphinx

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

Skills: Fighting d8, Guts d8, Intimidation d10, Notice d12, Persuasion d6, Stealth d6, Taunt d12

Pace 6 Parry 6 Toughness 10 Pulse 30

Special Abilities

- *Claws:* (**Damage:** Str+d6).
- *Flight:* The sphinx has a Flying pace of 12.
- *Hardy:* A second Shaken result doesn't cause a Wound.
- *Heroic Entity:* The sphinx count 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 her own use, and increased Healing and Pulse recovery.

- *Learned:* The sphinx's large body of knowledge grants her a +2 bonus on any Common Knowledge roll, as well as a d6 for all Knowledge Skills.
- *Size +2:* This sphinx is about the same size as a lion.
- *Spirit:* A sphinx can manifest in the physical world for 2 Pulse per minute, but that's unlikely to become necessary in this adventure unless the team has no way of getting into the spirit world.
- *Trait Perfection: Heroic (Smarts):* Sphinxes are known for having an extensive body of knowledge.
- *Weakness (Riddles):* The sphinx won't directly attack sentient beings, even preferring to withdraw rather than fight if attacked, but must instead first enter into a contest of riddles. If victorious, she feels she may freely kill the unworthy being.

Clever heroes may realize they can troll for some additional information from the sphinx. Use your discretion, but remember the sphinx is knowledgeable, not omniscient. As an example, she can discern that the man who hired Kennedy is from the same organization as the team, but she could only guess at who he is.

Glory And Honor

Ideally this adventure should take place in the summer of 1934, when history tells us John Dillinger was shot and killed. The task force is sent to Chicago, Illinois, where elements of the Department of Investigation are closing in on John Dillinger – Public Enemy Number One. Apparently, however, there are those who question what might really be going on...

Chicago, Illinois

With over three million people living in Chicago, it should come as no surprise that the city has a certain amount of chaos. Years before Al Capone set up his Chicago outfit, enterprising folks with little regard for the law were finding ways to make a dishonest buck or two. The Great Depression just made it worse. Of course, not all of the 'bad guys' are viewed that

way by the masses. John Dillinger is one. Wanted on charges of murder and robbery, there are many who view Dillinger as a modern-day Robin Hood, a true folk hero of his time.

Agents of the Department of Investigation claim to have tracked Dillinger down to a Chicago neighborhood, and want to take him down. The heroes' task force has been sent to assist in this, although the orders from their Task Force Coordinator seem to indicate a certain... *suspicion* about how things are being handled. Nothing specific, but the heroes have been told to be on the lookout for anything unusual.

The agent in charge of the operation is Samuel Cowley, a stern-looking guy who makes up for his complete lack of humor with a total knowledge of 'The Book' by which all things should apparently be done. Excluding the heroes, there are three other agents in the operation, the most outspoken being a short man named Melvin Purvis. Purvis compensates for his lack of height with sheer cockiness and conceit. In fact, Purvis argues with Cowley almost constantly over how the mission should be handled.

Back Room Deals

Melvin Purvis claims he should have a larger say in things because he's the contact man. Assuming the heroes want to know what he means, he'll explain the break in the case came when he was approached by Anna Sage, the madam of a brothel that Dillinger has been frequenting. Apparently the woman isn't a US citizen, and is facing deportation, so she wanted to strike a deal.

Heroes making a successful Notice roll sense Purvis isn't being completely honest about this, but any attempts to dig deeper or coerce him to be more frank only result in his throwing a tantrum and walking out of the meeting. At this point, the team may be interested in checking deeper into things. If not, Cowley harrumphs and comments that maybe someone other than Purvis should have a chat with Miss Sage.

Anna Sage's brothel on Halsted Street isn't hard to find – Cowley has the address. The place isn't as garish as one might expect, since the government has been cracking down on prostitution in an attempt to reduce human trafficking. But the air is still redolent of smoke and perfume, and a number of ladies immediately make themselves available to offer their companionship to the heroes. A successful

Streetwise roll will allow the team to find Anna, and a Raise will have someone point out John Dillinger's girlfriend, Polly Hamilton.

Actually, no one knows for sure if Dillinger *really* comes here – although several suspect it. The client in question is named Jimmy Lawrence, and he claims to come from Wisconsin. He bears a striking resemblance to Dillinger however, though when it's pointed out, he just smiles and says, "*Yeah... I get that a lot.*" But Polly is Jimmy's favorite girl, and perfectly willing to talk to the heroes about him. She's a perky blonde, and mostly goes on about what a nice guy Jimmy is. She's sure he's not really John Dillinger.

Anna, on the other hand, is sure he is. But she's less open to conversation, and requires a successful Persuasion or Intimidation roll to talk. Anna is an immigrant from Eastern Europe and according to her, Melvin Purvis approached her with the threat of deportation for her immoral behavior... unless she handed him John Dillinger. She's made the arrangements, but she feels bad for Polly. If the heroes made a Raise on their roll, they can tell there's more. Anna admits she doesn't trust Purvis... She isn't sure how he knew about Dillinger.

Double Trouble

The plan is simple: Anna has let Purvis know that Dillinger will be with Polly at one of two movie theaters. Anna will go along and wear a red dress to identify the group. But by now, the heroes should be suspicious of Melvin Purvis and his motives. First, Purvis insists on leaving the local police out of the loop. Then he insists on being with the stakeout team at the Biograph Theater. And finally, he wants the point position, saying he'll light a cigar when Dillinger emerges.

As people begin to leave the theater, the heroes should make Notice rolls. On a success, they see Anna, Polly, and a man – presumably John Dillinger – in the crowd, and a moment later, Purvis lights his cigar. Dillinger looks right at Purvis and starts to draw a gun, but stops and runs down an alley instead as Purvis follows. Cowley and the other agents open fire.

If anyone made a Raise on that Notice roll, however, they see Anna say something to Dillinger just before he bolts. And maybe it's their imagination, but it almost seems as if Purvis starts moving to the alley *before* Dillinger does. Hopefully, the heroes join the pursuit... Otherwise, they'll miss out on the fun.

In the alley, Dillinger is down, but something is obviously wrong. His blood is the color of molasses, and Purvis curses as he examines it. From the other end of the alley, the *real* John Dillinger steps into view wielding a gun. Before the heroes can act, Purvis snarls, “*That witch betrayed me!*” and he gestures with his left hand, causing the air in front of him to shimmer.

As Action Cards are dealt, the heroes realize that some sort of demon is in the alley – they have to choose whether to help Purvis or Dillinger. The demon goes after Dillinger, while Purvis attempts to get away.

Melvin Purvis



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

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

Pace 6 Parry 5 Toughness 6 Pulse 14(20)

Hindrances: Arrogant, Stubborn, Vengeful (Minor)

Edges: Dodge, Gifted, Hail Of Bullets, Marksman

Spells: Bound Servant (for 6 Pulse, Purvis can summon his Demonic Servant), Deflection

Gear: Gray Suit, Large Pistol (**Range:** 12/24/48, **Damage:** 2d6+1, AP 1, Revolver)

Demon Of Vindication (Bound Demon)



Attributes: Agility d12, Smarts d4, Spirit d8, Strength d12, Vigor d12

Skills: Fighting d12, Intimidation d12, Notice d12

Pace 6 Parry 7 Toughness 11(2) Pulse 25

Special Abilities

- *Demon:* +2 to recover from being Shaken. Demons are also immune to poison and disease and take half-damage from nonmagical attacks, except for cold iron.
- *Fearless:* The demon is immune to Fear and Intimidation.
- *Fearsome:* Anyone who sees this demon must make a Guts check at a -2 penalty.
- *Feral Rage:* Demons of vindication have the Berserk Edge.

- *Hardy:* A second Shaken result doesn't cause a Wound.
- *Heroic Entity:* Demons of vindication count as Heroic rank, and receive all the benefits that come with it, including +1 to Soak rolls and to recover from being Shaken, an extra Karma for their own use, and increased Healing and Pulse recovery.
- *Size +1:* This demon is over 7 foot tall.
- *Sword Of Vengeance:* The demon of vindication wields a great sword that does Str+d10 fire damage. Additionally, it may attack with this sword as if it had the Improved Sweep Edge.
- *Thick Skinned:* The hide of a demon of vindication provides Armor +2.

John Dillinger



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

Skills: Fighting d8, Guts d8, Intimidation d8, Notice d8, Shooting d10, Stealth d8

Pace 6 Parry 6 Toughness 6 Pulse 25 Charisma +2

Hindrances: Bad Luck, Quirk (Lady's Man)

Edges: Charismatic, Combat Reflexes, Dodge

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

Special Abilities

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

If the heroes help Purvis, he encourages them not to mention the demon, and leaves, claiming the prize of taking down John Dillinger.

If the heroes help Dillinger on the other hand, Purvis flees, and once the demon is destroyed, Dillinger attempts to surrender. At this point the air shimmers again, but this time a regal woman in white robes materializes and addresses the team:

"I am Zanua, a goddess of the Valon people whose home is far from here. This one has a role to play in another place, another time. I ask you grant him mercy that he may serve Justice." If the heroes agree, the goddess continues, *"Then come, Dillinger... You may now be Jimmy Lawrence and make your atonement."* With that, Zanua and Dillinger disappear into the Maelstrom, and the heroes gain a bonus point of Karma at the start of the next session.

If they disagree, the goddess frowns, and the team is knocked out cold while the pair leaves. Either way, 'John Dillinger' is counted as dead, and Melvin Purvis is counted a hero. Sadly, for her role in creating Dillinger's doppelganger, Anna Sage is betrayed by Purvis out of spiteful vengeance and she's deported back to Romania.

Also, we should note that Zanua is the patron goddess of Jason Yancy, an agent from the plot point campaign. If the characters don't show her enough respect, his Telesma will let him know and he'll act cooler towards the task force for the rest of those scenarios.

The Huckleberry Finn Memorial River Race

The team is asked by Professor Bathurst, once they've made his acquaintance in the campaign, to travel to Memphis, Tennessee, and enter a commemorative boat race. This adventure can be run at any time after meeting Bathurst, but 1935 is especially appropriate since it's also the 25th anniversary of Samuel Clemens' death.

Memphis, Tennessee

Memphis, Tennessee, is a large city and although the Great Depression has impacted here too, it's not as bad as some of the more rural areas. When the heroes arrive, in fact, there's a certain festive air in the city.

For the last few years, the St. Louis Chamber of Commerce, up in Missouri, has hosted an annual *Celebration of Freedom*, which has included parades and various activities. This year, however, they decided to broaden the scope in light of a newly-discovered journal written by Samuel Clemens – better known

as Mark Twain. The Huckleberry Finn Memorial River Race is a reenactment of the journey Clemens' character took to help his friend, Jim, escape from slavery. The goal is to leave from the port at Memphis and be the first boat to reach 'freedom' in St. Louis.

A representative of the ruizologists is on hand to greet the characters and explain Professor Bathurst's interest in this particular event:

While Clemens' only surviving child, Clara, inherited the bulk of the famous writer's notes and works, a few apparently landed in other places. This journal is one, and the experts agree it's probably genuine. It's of interest to the ruizologists because it was penned in the latter half of the 1880s, a time which connects Samuel Clemens' membership in the newly formed American Society for Psychical Research and his kindling of a close friendship with Nikola Tesla. In the opinion of Professor Bathurst, there may be information contained within the journal's pages which could be of interest to ruizologists.

The journal has been offered by the St. Louis Chamber of Commerce as the Grand Prize in the race, along with a \$2,500 cash prize. Bathurst would like the heroes to win the race and the journal, if they could. They're welcome to the cash, if they wish.

To that end, the heroes are loaned the use of a thirty-foot patrol boat, *The Liberty*, which uses a diesel engine:

The Liberty

Type: Ship

Acc/TS: 3/12

Toughness: 13(2)

Crew: 4 (Boating d10)

The Rules Of Engagement

The race is expected to last two or three days as the boats make their way up river against the current. There are two checkpoints along the way, where the contenders can resupply or take care of any other necessary things. The problem for the heroes is there are other people who want the prize, for any number of reasons – even if it's just to sell a potentially valuable object for even more money. And between checkpoints, there's no one to enforce any sense of fair play.

While there are a couple of dozen competitors in the race, there are only a few the task force may have to *really* worry about. If they take the time to check into it, they can attempt Streetwise rolls. Each success nets them a name, and each Raise gives them some dirt to go with it.

The Prudence

Type: Ship

Acc/TS: 2/10

Toughness: 13(2)

Crew: 4 (Boating d10)

Captain Beckley, piloting *The Prudence* is a stocky, pale man who runs an old steamer along with three crewmen. He's an old hand at the river, and has raced and won several other competitions.

Beckley is the favorite to win – he's got more experience with the Mississippi than anyone else in the race. Dark rumors associate him with the inventor, Thomas Edison, but others say the captain is an honorable man.

Le Chat Noir

Type: Ship

Acc/TS: 4/12

Toughness: 12(2)

Crew: 5 (Boating d6)

Lena Godot, piloting *Le Chat Noir* is a rich widow from Marseilles, France who runs a sleek, black vessel with four other crewmen. She is definitely viewed as a woman of mystery.

Many rumors surround Godot, including that she dressed as a man in the Great War, and became a Field Marshal for France. Others say she is another Mata Hari, and still others say she is a witch.

The Jade Dragon

Type: Ship

Acc/TS: 3/10

Toughness: 10(1)

Crew: 1 (Boating d6)

Captain Xiao, piloting *The Jade Dragon* is an Asian man who seems to enjoy attention. Dressed in suspenders and a pork-pie hat, he waves to the crowd and singly operates a rickety wooden boat.

No one knows much about Xiao, although many claim that his boat is pulled by water serpents, as it has no apparent mechanical power source. He says that it's *elemental*. But then, he's hard to understand.

The Betty Barge

Type: Ship

Acc/TS: 2/12

Toughness: 15(4)

Crew: 4 (Boating d8, Shooting d8)

'**Barge**' **Betty**, piloting *The Betty Barge* is a mean-looking woman who, along with three other crew, captains what can only be described as a garbage scow.

Betty has ties to all sorts of underworld figures. She's known for lacking any kind of scruples or moral compass. If any of the heroes manages two Raises on their Streetwise roll for this opponent, he will also run into Doc Dempsey, who tells him that Betty also recently met with some ruizologist fellow from out of town.

Rollin' On The River

With a gunshot into the sky and a great cheer from the crowds, all the boats head into the Mississippi. The race is handled similarly to a standard Savage Worlds chase, with a few differences. In order to finish the race, the team must get 10 tokens. Each Round (which represents about six hours of time), the heroes and the named competitors draw Action Cards to determine the order they attempt a Boating roll. This roll can be cooperative. A success earns the character 1 token, while a Raise earns the character 2. There's no effect for a failure, although a Critical Failure costs the character 1 token.

Rather than using generic obstacles, any time a character draws a club as an Action Card, the following effects are applied:

Card Result

2 Missed Way Marker: Or someone else moved it and you went down a wrong channel. Make your Boating roll with a -4 penalty as you try to get back on track and make up for lost time.

3-4 Loose Debris: Fallen trees and floating logs... Make your Boating roll with a -2 penalty as you try to avoid getting either hung up or holed.

5-6 Tricky Waters: Natural obstacles hinder your path. If you fail your Boating roll, your boat is hung up and you lose a token while you take the time to free the hull.

7-9 Shallows: You hit water that isn't as deep as you'd hoped. Make an additional Boating roll, or take 3d6 damage to your boat as it scrapes bottom.

10-J Cheaters: One of the other boats has done something to hinder your movement (such as dumping garbage in the river). You get one less token this Round than you normally would (losing one on a Failure).

Q-K Pot Shots: Someone from the shore takes a few shots at your boat with a rifle. You can either make your Boating roll with a -2 penalty, or a random character on board takes 2d8 damage. (If the heroes insist on stopping to check, they lose 2 tokens, and don't find anything.)

A Lost Boater: Someone didn't get the memo that this part of the river was closed off for the race. Make an additional Boating roll with a -2 penalty to avoid the interloper. If you hit the other boat, you may sacrifice a token to help the boater out of the river. (Beckley is the only other competitor who will stop to help. If the heroes do this, though, they get +1 to their Boating rolls for the remainder of the race.)

Crossing The Line

Whoever gets to St. Louis first wins the Grand Prize. Although there aren't any repercussions if the heroes don't win, Professor Bathurst will be a little disappointed. On the other hand, the task force could always try to steal the prize from the winner. Would they do a thing like that?

If It Ain't Broke

This adventure may work best after the characters have finished *Dead Air* (see page 64), since they will have made connections with the FBI and be familiar with drudges. The task force is called back to Washington, D.C. to deal with a tricky situation revolving around boxing promotions.

Washington, D.C.

Even in the nation's capital the Great Depression can be felt, and so the masses here turn to escapism as much as anywhere else. And some of the best escapism is boxing. While the big prize fights dominate the headlines, every good-sized town holds its own matches, and D.C. is no exception. But these days it seems like where there's business, there's dirty money – fight fixing is not an unknown problem.

The heroes have been called in to look at a situation involving what seems to be some attempt at fight fixing centering around the O'Loughlin Clan. Normally this would be the providence of the Bureau of Investigation, except for some disturbing news: rumor has it the O'Loughlins made a successful hit on a fighter who didn't throw a fight – only the guy didn't stay dead.

The task force can ask around to get some information by making Streetwise rolls. Buster 'the Snitch' is a good source on this one, as a matter of fact. A successful roll gives the heroes most of the story: Recently, one of Darius Toussaint's business associates, Pete 'Lefty' Lecroix, began promoting a new boxer called 'Little John' Johnson. Danny O'Loughlin was fine with that – as long as Little John lost to O'Loughlin's man.

Little John won, and Lecroix made a killing. Oops.

O'Loughlin decided to return the favor, and sent a couple of his boys out to deal with it. They dealt with it right outside the infamous Midnight Lounge, and Johnson was pronounced dead at the scene. But the next Saturday, when he was scheduled to fight... well... he showed up to fight. Lecroix made another small fortune, and O'Loughlin wants this abomination out of the way before the next fight.

Going To The Source

It takes a Raise on a Streetwise roll for the team to learn the alleged whereabouts of Little John Johnson. Rumor has it he's hiding out at his promoter's place.

Finding the residence of Lefty Lecroix, on the other hand, is easy enough: he lives in Georgetown. Getting information from Lecroix is a lot more difficult. Lefty points out there's nothing illegal about promoting a boxer in the ring and, if asked about his boy, he says that Little John is an excellent fighter – definitely prize fight material.

Under no circumstances will Lecroix allow anyone to speak with Johnson, and if asked about the hit, Lefty says, *"What can I say? Johnny's a tough guy."* But a successful Notice roll tells the team Lecroix is uncomfortable and suspicious of them. In fact, within the next twenty-four hours, four men in dark suits pull up next to them in a Packard Light, and open up with Tommy guns.

Hit Men (4)

Use the stats for the Gangster from page 141. The Packard Light 8 can be found in the Gear section on page 31

There are a number of ways the task force can handle the situation, depending on their style. They could break into Lecroix's house and attempt to take out Johnson – which also involves dealing with Lecroix and some of his boys. Heck, if they've got the connections, they could call in the Templars of Marassa and form a joint team to raid the place.

Another interesting option would be for one of the heroes to enter the ring and fight Little John. If they take him down that way, he's of no use to Lecroix any more. By the way, in case the heroes haven't figured it out yet, Little John is a taximancer's drudge and Lefty is a protégé of Toussaint.

Pete 'Lefty' Lecroix



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

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

Pace 6 Parry 6 Toughness 7 Pulse 23(25)

Hindrances: Greedy (Minor)

Edges: Empowered, New Power, Rapid Recharge, Taximancer

Prayers: Boost/Lower Trait, Divine Intervention

Taximancer Prayers: Blood To Wine, Drudge, Loa's Blessing

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

Special Abilities

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

Lefty's Boys (2 per hero)

Use the stats for the Thug from page 143.

'Little John' Johnson



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

Skills: Fighting d12+2, Intimidation d8, Notice d4, Shooting d6

Pace 5 Parry 9 Toughness 11 Pulse 2

Gear: Boxing Trunks and Gloves

Special Abilities

- **Brawny:** Little John ain't so little.
- **Fearless:** Drudges are immune to Fear and Intimidation.
- **Undead:** +2 Toughness and to recover from being Shaken. Called Shots do no extra damage and Little John doesn't suffer from Wound penalties.

Hoover will be frustrated that he can't take down O'Loughlin on this one, but there's a greater good to consider. On the bright side, if one of the heroes beats Little John in a match, they're now a local celebrity. But that may have its own problems.

Illegal Alienation

The heroes' task force is contacted either directly or indirectly by Doc Dempsey and sent to Benson, Arizona, to look into reports of some missing railwalkers.

Benson, Arizona

Benson, Arizona is a small town on one of the All American Rail Company's lines. It's hot and dry pretty much all the time, Great Depression or not, and the locals would probably never have noticed the Great Depression if it weren't for the number of vagabonds riding the rails. At the request of Doc Dempsey (or their Task Force Coordinator, if that works better), the heroes have been sent to Benson to look into why railwalkers have started going missing on the rails between Benson and Tucson.

Should they talk with Benson's Sheriff, Jeffery Black, they learn that he hasn't bothered investigating at all. As far as he's concerned, some missing hobos are no great loss, and they should know the risks of stowing away on freight trains. He couldn't care less, and would prefer if there were never any hobos in his town.

If the team makes a successful Streetwise roll, however, they can learn a few interesting tidbits from the few hobos who *are* in town. It turns out most of them aren't overly concerned about the disappearances. The rumor is the Immigration and Naturalization Service has a sting set up on the rails to round up illegal immigrants for deportation. The only folk that gotta worry is them illegals, right?

But, if the heroes make a Raise on a Streetwise roll, they get a slightly different take. A hobo named Pinky Dodd tells them the INS rounded up a buddy of his, name of Scats. *"Me'n Scats grew up together in Wisconsin. He was about as un-immigrant as ya could get, but they singled him out. I'm bettin' it's coz he was one of us what 'knew' stuff, ya know? He knew th' real secrets of the rails... but he was mighty quiet about it. 'Parently not quiet enough, tho."*

Pinky can tell the team the train was stopped along the rails between Tucson and Benson, just south of Redington. A few uniformed deputies went searching through the freight cars accompanied by a gal with a notebook. They ignored him, but she pointed at Scats and said, *"Him."* The deputies took Scats away at gunpoint, and then the train moved on. This is the sort of news that should get the task force interested.

Rails And Redington

The easiest thing for the task force to do would be to hop on a train to Tucson. They could just head by road to Redington, but the results will be pretty much the same. Since the heroes can tinker with this in a number of ways, we'll give you the low down so you can roll with their punches.

Tiffany Watts is a gifted worker for the Civil Service. We mean 'Gifted'. As in Arcane, per *Savage Suzerain* page 36. Someone from higher up in the WPA assigned her to go to Redington with a handful of deputy Sheriffs and use her Detect Arcana Power to locate anyone on passing trains who has usable sigils. This could be defeated with a simple Conceal Arcana, but most railwalkers passing through don't realize the danger.

Redington is a tiny little place, consisting largely of a post office, a general store and a jail house on the single road through town. The INS team takes a truck down to the rail line, waits for a train, and flags it down. Engineers in either Benson or Tucson have been ordered to cooperate. The group then scours the train with Tiffany scouting for sigils, singling out anyone who has them. A railwalker hero who takes the train will be pointed out in the same way.

These individuals are then loaded into the truck and taken back to a small cell in Redington to await deportation from the States. Bear in mind that everyone concerned believes they are acting in the interests of National Security, and is only following orders from above. Sadly, those orders are impossible to trace to a single source given the bureaucratic paper trail. Whether or not the heroes can figure it out, the idea is to reduce the available support for maintenance of the Great Sigil. No railwalkers; no maintenance.

The task force could try to use the system to deal with the situation, but bureaucratic stonewalling will likely incapacitate them. They can also try breaking the half-dozen railwalkers out of jail, but they'll have to be careful, lest they find themselves in a cross-organizational mix-up and firefight. The goal here is not to blow away bad guys but to resolve the situation... somehow.

Tiffany Watts



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

Skills: Fighting d6, Notice d8, Persuasion d8, Shooting d6, Spellcasting d12, Stealth d6

Pace 6 Parry 5 Toughness 5 Pulse 15

Hindrances: Loyal

Edges: Gifted

Spells: Deflection, Detect/Conceal Arcana

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

Deputies (1 per hero)

Use the stats for the Lawman from page 141.

Whatever the turnout of affairs, there will be people in the SPA and FBI interested in the team's information – some for less benevolent reasons than others. But the attention and report will be sufficient to close down the INS sting.

Laboring Hard

This adventure assumes the characters have already played through the first plot-point adventure (Getting Out of Dodge on page 43). If not, you can still run this with only a few minor tweaks. The task force is contacted either directly or indirectly (through their Task Force Coordinator) by Sheriff Halston, who wants the heroes to return to Dodge City and help him with a small problem.

Dodge City, Kansas

Dodge City hasn't changed much since the heroes were here last: it's still a hot, dry, sleepy little town on the edge of what might as well be a desert at this point. Sheriff Halston, on the other hand, while still tall and rumpled, looks even more harried than before. And he won't keep the reason a secret for long.

The Sheriff seems relieved to see the team, and after a polite greeting, gets straight to the point: *"I know you all don't owe me anything, but I'm in a bind and I could sure use your help. You see, I got this letter from some bigwig lawyer up in Chicago... It seems that Manny West has inherited a fortune from some uncle up there, and they're tryin' to track him down."*

Manny West, if the heroes' memories are a bit shaky, was the town drunk who disappeared a while back. The heroes may have already figured out the score on him, but if they haven't, Halston will come clean now. The Sheriff knew that Manny had wound up in a factory, but since Manny was now a productive member of society, didn't see any reason to interfere.

Halston explains his arrangement, as well as his predicament: *"You see, I struck a deal with the factory manager, Tiberius Gloop. I look the other way if they round up a hobo or two to work the assembly lines, and the town gets cheap goods. People need jobs anyways, so it seemed okay at the time. But now..."*

The Sheriff went and talked to the manager, but Gloop wasn't interested in giving up any of his labor. So Halston sneaked onto the factory floor and talked to Manny personally, but he said he wouldn't go and then just ignored the Sheriff, getting back to work. Halston would leave it be, but he feels Manny deserves his good fortune and he'd like to help him claim his inheritance. It just doesn't sit right with Halston that Manny would brush aside an opportunity like this.

The task force can handle the situation however they want, and Sheriff Halston will help them any way he can – even agreeing to take the heroes to the factory to speak with Tiberius Gloop.

The Morlock Factory

It's hard to say what General Manufacturing actually makes, although the phrase adorning their occasional billboard advertisement is 'General Manufacturing – Manufacturing Your General Needs'. The morlocks don't care. They just have their eloi making *stuff*... whatever stuff happens to be this month.

If the team takes the front door approach, a pair of greasy, overweight men – absurdly bundled up in the daytime heat – greet them at the door: *"Gloop sez 'no', an' 'go away.' He don't wanna talk no more."*

As usual, there are a number of ways the heroes can handle the situation. Simply fighting their way in, or walking away and trying to break in later are two. Another would be to try talking their way in.

Successful Persuasion or Intimidation rolls get the task force taken to the back office to speak with Gloop. The morlock glares at the Sheriff, but notes that he's brought backup this time, and lets the glare go with a sigh: *"I need more workers, not less. You still want our deal or not?"*

Unless the heroes have some sort of bargaining chip, it isn't going to be easy to convince Gloop to simply hand Manny over. In fact, the best they'll be able to manage (and only with a Raise on either a Persuasion or Intimidation roll) is getting Gloop to take them down to the floor to speak with Manny.

Bargaining chips will open the door to negotiation, but aren't easy to come by. Allow the heroes to be creative, though. One example might be for them to convince Eugene Graham (from *Getting Out of Dodge*) to give Gloop and his Overseers unlimited free passes to the Cinema House so the morlocks have some other form of entertainment.

Another way to deal with Gloop is to simply wear him down with a Test of Will. Suzerain allows for protracted verbal battles, and if Gloop can be Incapacitated in this way, the heroes can get what they want from him.

The Hard Way

Sneaking or shooting their way into the factory will likely end the same way: a protracted fight with a dozen morlocks and another several dozen eloi laborers. Two morlocks will show up every 3 Rounds (to a maximum of 12 morlocks), accompanied by 1 eloi worker for every hero present. Tiberius Gloop, if not already present, arrives with the second group of reinforcements, wielding a ritual morlock sword.

Tiberius Gloop



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

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

Pace 6 Parry 7 Toughness 8 Pulse 25

Gear: Dirty Clothing, Morlock Sword (**Damage:** Str+d6).

Special Abilities

- *Brawny:* Gloop has retained his fitness better than his counterparts who oversee the eloi.
- *Heat Sensitive:* Morlocks prefer the cool atmosphere of caves and other underground places, and so have a -2 penalty to resist the effects of heat.
- *Heroic Entity:* Gloop counts as Heroic rank, and receives all the benefits that come with it, including +1 to Soak

rolls and to recover from being Shaken, an extra Karma for his own use, and increased Healing and Pulse recovery.

- *Improved Frenzy:* Gloop can use the Improved Frenzy Edge in combat.
- *Low-light Vision:* Morlocks' eyes are accustomed to the darkness of being underground, and they ignore penalties for darkness in all but pitch-black conditions.
- *Mean and Ugly:* Morlocks are generally unappealing and surly creatures, and suffer a -4 modifier to any Persuasion or Streetwise rolls.
- *Photosensitive:* Morlocks are underground creatures by nature, and prefer low lighting. Bright lights, like a flash of a camera or sunlight, give them a -2 penalty to their actions on every Round they're subjected to it.

Morlocks (12 total)

Use the stats for the Morlock Overseer from page 142.

Eloi Workers (1 per hero per wave)

Use the stats for the Eloi Laborer from page 141.

Manny At Work

Hopefully the heroes will eventually get around to finding Manny West, one way or another. They'll find that he's pale, thin and sickly-looking, but diligently standing over a conveyor belt and adding his piece to a constant stream of... stuff. It will take yelling at him to get his attention, and even then he doesn't talk, only responding to direct orders.

The good news is this means the heroes (provided no one is interfering) can simply order Manny to come along with them. The bad news is they'll have to deal with Manny's addiction to eloi chow - which won't be pretty.

But with time and distance, Manny will get over it, and after a few months, the heroes will get a letter from him, thanking them for their help, and offering them any reward within his (now vastly improved) means.

Let's Make A Deal

Finished Laboring Hard? If you've run the adventure above, and a little time has passed to let Manny settle into his new life of opulence, then it's perhaps time for him to contact the task force, asking them to come to Chicago, and help him with a really big problem.

Chicago, Illinois

The Windy City, Chicago is one of the nation's largest, with over three million souls scratching a living there. Crime and grime are the order of the day and, in spite of Hoover's attempts to put a stop to organized criminals, Frank Nitti's Chicago Outfit and George Moran's North Side Gang still effectively run a large portion of the city. Drive-by shootings aren't uncommon, but at least they've pretty much quit throwing dynamite into each other's taxis.

Not that everything is bad. In a city the size of Chicago, there's plenty of wealth to be made, and entertainment to be found. The heroes have come by request of Manny West, who's apparently managed to find trouble along with his new wealth.

Arriving at the address they've been given, the task force finds that Manny already has visitors. Two men wearing fedoras and pinstripe suits stand out front, next to a dark sedan, smoking cigars. They eye the heroes suspiciously, but don't move to interfere with them, unless the team attempts to provoke them. The front door of the large mansion is ajar.

Inside, they can follow the sound of voices to a parlor, where a very pale-looking Manny sits, surrounded by a trio of well-dressed... er... businessmen. The apparent leader notes the task force's entrance, and says to Manny, *"We'll be waiting, Mr. West. C'mon... We're done here for now, boys."* Unless the heroes try to stop them, they will simply leave, climbing into the car with the other two and driving off. If the team decides to pick a fight, use the Gangster stats from page 141.

After the other men have left, a visibly shaken Manny stands and goes straight to the study's bar, where he pours himself a shot of whiskey. After gulping it, he pours another and addresses the heroes. *"Thanks fer comin'. I jus' dunno what ta do any more."*

Manny explains that all of this started a few weeks back, when a fellow named Sid Harker showed up at his door saying that Manny was failing to keep his end of the bargain. Harker told Manny that they'd agreed upon a contract wherein Manny would gain enough money to buy all the alcohol he could ever want... provided Manny *only* spent the money on alcohol.

"I tol' him I didn't remember nothin' about no contract, but this Harker pulls out a piece o' paper with my name all signed at th' bottom an says 'a contract is a contract'. So I says I musta been drunker than a skunk when I signed it, an' so I wasn't gonna pay it no attention. Harker jus' grins then, an' says again, 'a contract is a contract', an' points to some print that says my soul is 'forfeit' if I reneges on th' contract an' then die. Then he walks off."

The next thing Manny knew, some of Frank Nitti's boys showed up on his doorstep to inform him that his uncle still owed them a lot of money, and now it was his debt. The threat was simple: pay or die.

"I jus' dunno what ta do. I'd love ta pay it off, but I jus' don't got the money. Most my uncle's money is 'invested so I can't use it... least, that's what th' accountant says. At best, I could pay half, but I'd be livin' on th' streets again."

Dealing With The Devil

There are a number of ways the heroes could try to fix Manny's problem. If they've got about a million dollars laying around, they could simply pay off his debt, for example. Or they could take on the entire Chicago Outfit, and hope the rest of the Mob doesn't join the war. The best option, though, is probably for the team to have a chat with Sid Harker. He's easy enough to find, since he gave his hotel address to Manny... in case Manny changed his mind.

If you need Harker's stats, you can find him on page 140 of the *Savage Suzerain* book.

Sid Harker is a plain man of unassuming height who walks with a slight limp. He uses a cane when he walks, and there is always something... *slimy* about his demeanor. But he's friendly enough, and perfectly willing to listen to the heroes, nodding sympathetically the whole time.

When they've stated their case (or made their threats, as the case may be), he responds: *"I'd love to help y'all, but I've gotta answer to someone else. A*

contract is a contract, after all. Although..." Harker furrows his brow thoughtfully, "Maybe I can offer y'all a deal."

Provided the heroes are willing to listen, Harker offers to set up a challenge between them and Kalfu, his patron. If Kalfu wins, he gets Manny... *and* the heroes. But if the heroes win, the contract between Harker and Manny will be voided and Kalfu will take care of Manny's debt. If they agree, Harker will tell the task force to head south, out of the city, until they come to a crossroads on top of a hill. Be there at midnight, he tells them, and Kalfu will meet with them.

The Devil Went Down To Illinois

As long as the heroes are at a crossroads at midnight, Kalfu will appear, along with Sid Harker. Kalfu is a handsome man of African descent, wearing black clothes and a confident expression as he leans on his own cane of ebony and ivory.

Kalfu doesn't speak, however. It's Harker who asks the team, "*Will this be a challenge of strength, or a challenge of wits?*" Kalfu simply watches the heroes, seeming to look straight into them, as if evaluating the worth of their souls. If any of the team gets a success on a Smarts roll, they realize that Kalfu feels that a challenge of strength is the low path, while a victory in a battle of wits is much more meaningful.

Either way, Kalfu will battle them. The heroes can choose the terms, although it must be something that will cause Wounds or Fatigue... bearing in mind the interpretation of this can be very loose. For example, if it were, say, the classic riddle contest, it would be in the form of opposed Smarts rolls, although the heroes' roll could be cooperative.

Crossroads

This is another of those crossover points between this book and The Heart of All Saints adventure in *Savage Suzerain*, at least in as much as they both have Kalfu and Sid Harker in them. How exactly they link, if at all, is up to you.



Kalfu

Attributes: Agility d12, Smarts d12+4, Spirit d12+4, Strength d12+2, Vigor d12+6

Skills: Fighting d10, Guts d12, Intimidation d12, Notice d12, Persuasion d12+4, Stealth d10, Taunt d12

Pace 6 Parry 7 Toughness 13 Pulse 40 Charisma +4

Edges: Attractive, Charismatic, Improved Tough As Nails, Pulse Armor, Reader, Stutter, Trait Perfection: Demigod (Persuasion)

Special Abilities

- *Cane:* Kalfu fights with his cane, which does Str+d12 damage, and is AP 1.
- *Dual Alignment:* Kalfu can choose to switch between the physical or the spirit world at will (though it takes a Round to change).
- *Loa:* Loa spirits like Kalfu are right on the boundary between being demigods and gods, tipping more towards being deities than not. But the Loa are somewhat restricted in the mortal realms so for game purposes assume that Kalfu has all the abilities of the Demigod rank, as well as all of the abilities associated with Patron God: Death, an Edge from *Savage Suzerain*.
- *Hardy:* Kalfu is tough to take down. A second Shaken result doesn't result in a Wound.
- *Vitality 2:* Kalfu automatically Soaks the first two Wounds he takes. After that, he will suffer Wounds normally.

If Kalfu is defeated in physical combat, he will be banished back to the Maelstrom to heal. If defeated in a battle of wits, he will acknowledge the heroes' worth, and disappear. Kalfu will keep his word, and the heroes can be assured of any help or resources Manny can provide in the future.

If Kalfu wins... he he. You've got a rich vein of further adventures after the campaign is done, as the heroes try to get themselves off the hook.

A Midsummer Night's Mayhem

While this adventure could be run at any time, the most effective time is before the fall of 1935. The heroes' task force is called to Ashland, Oregon, where a series of strange events and sightings has been causing problems.

Ashland, Oregon

Ashland, Oregon, is a small town nestled in the foothills of the Siskiyou and Cascade mountain ranges. Known for its peaches and natural lithium spring, Ashland has struggled in the face of depression and a waning interest in mineral baths. But the presence of the University of Southern Oregon and a major line for the All American Rail Company has kept the town alive.

The heroes are here because a rash of odd occurrences and strange sightings has suddenly cropped up, and it quickly becomes apparent that whether it's truth or hoax, something is going on because the whole town is abuzz with talk of it. Everyone the team talks to has a story about the things going on: talking trees, glowing lights in the park, strange little misshapen creatures glimpsed ducking behind a house... the list goes on and on. On a successful Streetwise roll, the heroes work out that most of the events seem to center in or around Lithia Park.

If the task force spends any time asking questions or otherwise making their presence known, they'll be sheepishly approached by a well-dressed young man. He introduces himself as Robin Goodfellow, and apologetically says he thinks he's responsible for what's going on in Ashland.

If asked to elaborate, Robin explains: *"I studied the science of ruizology at Florida State, and was working on a better rain-making machine. Since the Northwest Pacific has retained a decent rainfall, I came here to calibrate some precipitation vectors to see if I could help out in the Midwest. But something apparently went wrong, and the machine exploded. I woke up in the hospital, but right after that... I started hearing about all of the strange occurrences, and I didn't figure it was just a coincidence."*

Everything that Robin says is true insofar as he knows, and he actually wants to somehow help make

amends if he's to blame. Should the team either need or want his help, they can have it. At the very least, he'll answer questions to the best of his ability. If nothing else, he can confirm that he'd set his machine up in the park. That's just one more reason he's convinced it was his fault.



Robin Goodfellow

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

Skills: Fighting d6, Guts d6, Notice d6, Repair d8, Ruizology d8, Spellcasting d8

Pace 6 Parry 5 Toughness 5 Pulse 20

Hindrances: Bad Eyes (Minor)

Edges: Gifted, Ruizologist

Gear: Normal Clothes, Ruizologist's Tool Kit

Park Misplaced

If the heroes spend any reasonable amount of time checking out Lithia Park, it'll quickly become apparent that things are amiss. In order for you to better portray this, you should know what *really* happened that fateful night in the park.

When Robin Goodfellow fired up his machine, it breached the Veil and reached into the Maelstrom, as ruizologist inventions tend to do. In the Fey Realm of Dreams, a portal was opened and another Robin Goodfellow was pulled into this realm. A *different* Robin Goodfellow – one who is better known as Puck. Puck and a handful of other boisterous spirits found themselves in a whole new place, and have been having a merry time ever since.

They've kind of had to. They don't have any way to get back home.

So with pixies throwing around illusions, boggarts playing practical jokes, pookas shape-shifting into various and sundry animals, and Puck leading the charge, they've tried to make this vacation as enjoyable as possible. Often at someone else's expense. And in all fairness, they'd be perfectly happy to play with the heroes as much as anyone else. Bear in mind that, while the fey spirits will use every power at their disposal to torment the team, they won't actually *try* to hurt anyone – unless one of them hurts a member of the fey. Then it'll turn mean.



Puck

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

Skills: Fighting d10, Guts d10, Intimidation d8, Notice d10, Persuasion d10, Stealth d10

Pace 6 Parry 7 Toughness 5 Pulse 20

Special Abilities

- *Faerie Charm:* Puck can produce illusory effects in a Large Burst Template centered on himself by spending 1 Pulse per Round. Onlookers within the template must pass a Spirit check to see through the illusion.
- *Invisibility:* Puck can spend 3 Pulse per minute to turn invisible.
- *Shape Change:* Puck may change into any creature by spending Pulse equal to 3 plus the creature's size per minute.
- *Size -1:* Puck is a small, satyr-like creature who stands only about 3 foot tall.
- *Spirit:* Puck, like the other spirits who've been brought through the Veil by ruizology Spell Engines, is dual aligned – affecting the physical and spirit world equally (and equally susceptible to physical and spirit weapons).
- *Weakness (Cold Iron):* In common with many residents of the Fey Realm of Dreams, Puck has a susceptibility to cold iron, and takes double damage from any weapon of that material. Additionally, holding anything of cold iron causes him one level of Fatigue.

Boggarts (1 per hero)

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

Skills: Fighting d6, Guts d6, Lockpicking d12, Notice d10, Repair d12, Stealth d12

Pace 6 Parry 5 Toughness 4 Pulse 15

Special Abilities

- *Fey Shot:* By spending 2 Pulse and succeeding at an opposed Spirit roll against a target within 8 inches, a boggart can cause paralysis. The target immediately falls prone and can take no action (or even speak) for 2d6 Rounds.
- *Invisibility:* Boggarts can spend 3 Pulse per minute to turn invisible.
- *Tricky Traps:* Boggarts can use their Repair Skill to fashion traps that do 1d6 damage per 1 Pulse spent. They don't need any special materials, they just seem to have what they need. Generally, these traps aren't lethal, and boggarts can choose to have any Wounds that are caused be Fatigue instead.
- *Size -2:* Boggarts are little goblins that stand about 3 foot tall.
- *Spirit:* The boggarts, like the other spirits who've been brought through the Veil by ruizology Spell Engines, are dual aligned – affecting the physical and spirit world equally (and equally susceptible to physical and spirit weapons).
- *Weakness (Cold Iron):* In common with many residents of the Fey Realm of Dreams, a boggart has a susceptibility to cold iron, and takes double damage from any weapon of that material. Additionally, holding anything of cold iron causes him one level of Fatigue.

Pixies (1 per every 2 heroes)

Attributes: Agility d12, Smarts d6, Spirit d12, Strength d4, Vigor d6

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

Pace 4 Parry 5 Toughness 3 Pulse 15

Special Abilities

- *Fey Charm*: Pixies can produce illusory effects in a Large Burst Template centered on themselves by spending 1 Pulse per Round. Onlookers within the template must pass a Spirit check to see through the illusion.
- *Flight*: Pixies have wings and move with a Flying Pace of 8.
- *Pixie Dust*: Pixies can stun a target by spending 2 Pulse and succeeding at an opposed Spirit roll. The target is confused and befuddled, wanting to think of things like Christmas and snow for the next 3 Rounds. For every additional point of Pulse the pixie invests, the target's Spirit roll is at a -1 penalty.
- *Size -2*: Pixies are tiny folk that stand only about a foot tall. They are -2 to be hit.
- *Spirit*: The pixies, like the other spirits who've been brought through the Veil by ruizology Spell Engines, are dual aligned – affecting the physical and spirit world equally (and equally susceptible to physical and spirit weapons).
- *Weakness (Cold Iron)*: In common with many residents of the Fey Realm of Dreams, a pixie has a susceptibility to cold iron, and takes double damage from any weapon of that material. Additionally, holding anything of cold iron causes him one level of Fatigue.

Pookas (1 per every 2 heroes)

Attributes: Agility d10, Smarts d4, Spirit d10, Strength d10, Vigor d10

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

Pace 6 Parry 5 Toughness 6 Pulse 20

Special Abilities

- *Brawny*: Pookas are tougher than they look, and used to carrying a lot of weight on their backs.
- *Rough Ride*: When a pooka is in the form of an animal that can be ridden, it may spend 2 Pulse to automatically Entangle

anyone who rides it. Every Round, the victim may attempt to dismount, but the pooka can spend Pulse each time to give a -1 penalty to the victim for every 2 Pulse spent. The pooka can free the target at any time – usually right as the pooka stops, so the target is thrown for 2d6 damage (unless he hits a soft object).

- *Shape Change*: Pookas may change into any creature by spending Pulse equal to 3 plus the creature's size per minute.
- *Size -1*: Pookas in their natural form are small, ugly goblin-like fey that stand about 4 foot tall.
- *Spirit*: The pookas, like the other spirits who've been brought through the Veil by ruizology Spell Engines, are dual aligned – affecting the physical and spirit world equally (and equally susceptible to physical and spirit weapons).
- *Weakness (Cold Iron)*: In common with many residents of the Fey Realm of Dreams, a pooka has a susceptibility to cold iron, and takes double damage from any weapon of that material. Additionally, holding anything of cold iron causes him one level of Fatigue.

Getting The Puck Out Of There

Certainly the heroes can shoot and blast their way through the fey, but it might be a little more satisfactory if they actually help the poor little guys out. Out of this realm, at any rate. That might be easier said than done, however. First they have to figure out what happened, which will probably involve catching Puck.

Between bears suddenly leaping out of bushes to say "Boo!", terrain that isn't really there, and tripwires triggering booby traps, it ain't going to be easy. And that's just Puck. Once you add in the other fey, it might be simpler to just lure the guy in for a chat.

And eventually, the fey will want to chat. For one thing, they're getting homesick. For another, Puck knows the Faerie Queen is going to be *really* angry that he's gone missing. Again.

Once the heroes can actually talk to the visitors, they should be able to figure out more or less what is going on. At the very least, the Goodfellows (No... the two Robins, *not* the mobsters), can piece it together. They need another machine that will shove Puck and company back into their own realm.

Any ruizologist can build a machine, and Robin can do it if none of the heroes are able to. Here's the tricky part: they need a Critical Failure on their Ruizology roll in order for it to backfire, blow up, and blast the fey back home. Once that happens, things will be back to normal – although the explosion will do 4d6 damage to anyone within a Small Burst Template centered on the machine.

For the record, on July 4, 1935, Angus Bowmer will direct several of Shakespeare's plays in the first of what will become the Annual Shakespeare Festival in Ashland. The main performances are *Twelfth Night* and *Merchant of Venice*, but for some reason, Bowmer is moved to do a special performance of *A Midsummer Night's Dream*.

Nine Tenths Of The Law

This adventure is best run after the characters have completed Carnival of Wonders (see page 48). The task force is called to San Francisco, California, where the Jiang family seems to have run into some problems that need handling.

San Francisco, California

San Francisco is a big city – a melting pot of cultures, full of sound and color. Here the effects of the Great Depression largely manifest as an endless stream of vagrants looking for a hand or a handout. The problem the heroes have been sent to deal with appears to center around some conflict within the Jiang family. Xian Jiang runs Chinatown with an iron fist, but his daughter, Cai, has begun directly opposing her father. Normally, this wouldn't be any affair of the SPA, but rumors of magical activity have begun surfacing in regard to the dispute as well.

If the team ended Carnival of Wonders on good (or at least passable) terms with the Jiang family, it's Xian himself who has sent for them. Otherwise, a representative of the Jiang family requested the heroes' assistance through official channels, and not necessarily with Xian's consent. Either way, it's this representative they'll be talking to – it could even be Lei, if he survived and it seems appropriate.

The stance he takes with the heroes depends on how things ended with the Jiang twins. If things ended well, he'll be Friendly; if things ended poorly, he'll be Unfriendly. If for some reason the heroes haven't dealt with the Jiangs, assume their family representative remains Neutral. This is mostly important if the team feels they need either allies or assistance, but will also affect how they're treated.

In any case, the upshot of the situation is this: a few weeks ago, Cai Jiang started acting strangely. She's always been a loyal daughter to Xian, but her recent actions have had a negative impact on the family's businesses. Elders of the community have suggested a spirit of some sort is possessing her, but they remain helpless to affect it.

Any remaining information requires the team making a successful Persuasion check, which is modified by how their contact has reacted to them: Friendly or Unfriendly attitudes give the heroes a +2 or -2 modifier respectively. Success allows them to learn the Jiang family are nagi – a clan supposedly descended from serpents – much like the Emperors of old, if you believe that sort of thing. Apparently the possessing spirit is some sort of snake, which is making Cai more susceptible to it, while leaving the Jiang mystics helpless.

Crossing The Line

Finding Cai is easy enough, although she may not be very chatty if she suspects the heroes' motives. But in order to deal with the possessing spirit, they have to enter the spirit world. They may already have the means to do this, but if they don't, the Jiang family can provide each hero with a talisman that allows the transition – but only for an hour. If they can't dispatch the spirit within that time, they must return or be lost to the spirit world forever (or at least until they can figure out a way back).

On the other side, the spirit possessing Cai Jiang appears as some type of large snake, wrapped around her and slowly squeezing. Anyone with knowledge of shamanism will know this type of spirit is most commonly associated with Native American animal totems. This particular spirit is a small part of the Great Snake Spirit.

Cai's soul is visible, struggling weakly, and if she sees the task force, she looks at them with desperation. If any of the heroes make a successful Notice roll, they see some sort of astral leash running from the snake spirit to... someplace else within the city.

The heroes can fight however they wish, but if any of the team uses ranged weapons, remember the Innocent Bystander rule – and Cai is the most likely bystander. Also remember the heroes' Spirit and Vigor are all reversed in the spirit world! Cai Jiang's stats are on page 52.

Spirit Of Snake



Attributes: Agility d6, Smarts d4, Spirit d12+2, Strength d12, Vigor d6

Skills: Fighting d12, Guts d8, Intimidation d10, Notice d12

Pace 4 Parry 8 Toughness 15(2)* Pulse 30

*Remember that Spirit and Vigor are reversed in the Spirit World.

Special Abilities

- **Bite:** The snake spirit can attack anyone in front of it with a bite doing Str+d6 damage.
- **Constriction:** The snake spirit can also squeeze Cai Jiang in any Round for Str+d8 damage – it will do this in an effort to make her convince the heroes to stop attacking.
- **Heroic Entity:** The snake spirit counts as Heroic rank, and receives all the benefits that come with it, including +1 to Soak rolls and to recover from being Shaken, an extra Karma for its own use, and increased Healing and Pulse recovery.
- **Large:** The snake spirit is easily 20 foot from nose to tail. Size +4 and +2 to be hit.
- **Scaly Hide:** The snake spirit's thick scales give it Armor +2, all locations.
- **Spirit:** This spirit cannot manifest into the physical world.
- **Tail Lash:** The snake spirit can make a Sweeping attack at -2 against any opponents directly behind it, doing Str+d4 Damage. Additionally, characters struck by the Tail Lash must make opposed Strength or Agility rolls against the snake spirit, or be knocked prone.
- **Vitality:** The snake spirit automatically Soaks the first Wound it takes. After that, it suffers Wounds normally.

Heroes can also follow the astral leash, but that causes the snake spirit to immediately constrict around Cai. Following the thread requires a successful Tracking roll every Round, as it weaves through the spirit world version of the streets and alleys. If the tracking hero ever succeeds with a Raise, he finds the source: an unfamiliar man of Native American descent, who's also clearly using The Sight to be in the spirit world. The shaman immediately drops the leash and flees through a portal.

That will cause the snake spirit to release Cai and go its own way, now freed from its service to the shaman. The leash dissipates the Round after the snake is killed. If the heroes manage to pursue the fleeing shaman through the portal, you can immediately move them to the Snake Oil adventure on page 136. Don't worry if they don't, though. They can still deal with it later. Rescuing Cai is worth a bonus point of Karma at the start of the next session and a friendly reception from all nagi as word of their involvement spreads around the carnivals and Chinatowns of America.



A Personal Favor



The task force is asked by their Task Force Coordinator, Loraine Gordon, to look into a nightclub her sister has been working at. Gordon feels her sister has been acting strangely since she began the job.

The Midnight Lounge

A Little Bubbly, Please

Between the morlocks and Ma Barker's Necro-Powder, there are folks beginning to realize the implications of something that makes people docile and compliant. It's easier to create a New World Order that way. Those same folk are financing some experiments in mind control, and the champagne at the Midnight Lounge is one of them. Every hour spent drinking gives a character a -1 penalty to Tests of Will (or a +1 bonus to someone else's Persuasion roll against them).

Gordon has told the task force that her sister, Kelsey, started working here about a month ago. Since then, she has grown listless, docile, compliant... Gordon assures the heroes that her little sister is *none* of those things normally. She gives the heroes a description and, if they aren't already familiar with this cool hangout, the club's location. If they can check it out, she'd greatly appreciate it, as a personal favor.

A new and trendy establishment, the Midnight Lounge is fairly large, boasting a stage in the middle of the main floor, surrounded by a bar. Booths line the walls, with tables and chairs scattered throughout the spaces in between. The lighting is subdued, except on the stage, where a sultry brunette is singing, accompanied by a man playing a grand piano.

The atmosphere is very laid back, with people drinking and smoking quietly, while the hostesses dispense drinks. But if the heroes make a successful Notice roll, they quickly realize something isn't quite right. The place is a little *too* laid back, almost to the point of being catatonic. The clientele seems to occasionally stare into space for a while before realizing they were engaged in a conversation. The hostesses hand out the drinks in an almost absent fashion.

Asking around for Kelsey Gordon is easy enough, and the heroes are soon directed to a hostess who is pretty, like her sister, but with golden tresses rather than red. Kelsey is currently seated on a customer's lap, conversing around happy giggles. If addressed, Kelsey blinks at the heroes and says, "Oh... *Can I get something for you? The champagne is delightful, right Harry?*" The man whose lap she's seated on nods enthusiastically. But it's easy enough for the team to persuade the girl to extricate herself and talk to them.

Kelsey's bubbly demeanor turns a little sour if she learns that her sister sent the heroes. "*I'm fine... Loraine's always trying to take care of me, but I'm not doing anything wrong. I know she means well, but Mr. Harrison'll fire me if he thinks I'll cause trouble, and I need the job. So could you please leave me alone?*"

On the other hand, it's actually pretty easy to get information from her – not that she has any worth speaking of – and Persuasion rolls against her receive a +2 bonus. No one interferes with the heroes if they poke around the main floor.

Special Delivery

There are three exits from the main room: the front door, the door to the restrooms, and a door that leads to the back. The last one is the one that will cause problems if the task force starts poking around. The back area consists of an office and a storage area, as well as a rear door for taking deliveries. The delivery door is open when the heroes check, as the club is receiving a delivery at that moment – a delivery no one wants other people to know about.

A tall man in an expensive suit – whom the heroes would have to assume is Jimmy Harrison, the club owner – is receiving a thick wallet from a man in a jumpsuit. Two other men, similarly clad, are carrying a large crate to the storage room, and a trio of men with Tommy guns appear to be standing guard. If the team doesn't immediately comply with an order to buzz off (he'll add, "ya bunch of chumps" for good measure at the end of that order), Harrison's goons with the guns will open fire.

The delivery crew has a fourth man in a truck parked out back, and they're under orders to torch the establishment if things seem to be going south. If it looks at all bad for them or Harrison, each of them will take an action to light a Molotov cocktail and toss it into the club. Use the Savage Worlds rules for fire to deal with this.

James 'Jimmy' Harrison



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

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

Pace 6 Parry 7 Toughness 7 Pulse 20 Charisma -2

Hindrances: Greedy, Mean

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

Gear: Silk Suit, Small Pistol (**Range:** 12/24/48, **Damage:** 2d6, AP 1, Semi-auto), d10x\$100 (plus another d10x\$1000 in his office).

Harrison's Goons (3)

Use the stats for the Gangster from page 141.

Delivery Men (4)

Use the stats for Thug from page 143.

If the heroes can manage to capture any of the bad guys, they can interrogate them using either Persuasion or Intimidation. All they can learn, though, is that a dame with glasses, wearing a dark hat and a trenchcoat was paying all of them. The 'delivery men' were supposed to drop off a crate each week, and Harrison is supposed to put a drop of the contents into each glass of champagne. The heroes can take the chemical back to Gordon to see if the SPA labs can figure it out.

On the other hand, if a fire breaks out in the club, the heroes may have other problems to worry about. Unless it is quickly doused, it rapidly spreads, and the customers will have to be evacuated. At least they're all under the influence of the champagne and will be easy to order around. Unfortunately, the task force is likely to lose any evidence to the flames.

This is a great opportunity to have a little derring-do with one of the heroes diving through the flames to haul Kelsey from under the burning grand piano and carry her to safety before both of them succumb to the smoke.

Provided Kelsey comes out okay, her sister will be happy. More than that, you get a potential lead into a further set of side quests about the spread of chemicals to make the population docile. Did we mention that Amanda Dorson did a PhD in Agricultural chemistry as part of her time at Florida State? No? Well, it seems like a great way to link the campaign plot back to her, wouldn't you say?



Snake Charmer

And now, for a little more snakey skullduggery, because you can never have too much of that. The heroes' task force has been dispatched to Chokoloskee, Florida, to look into odd behavior in the locals. They may have been recruited by some other interested party, but this is the sort of thing their Task Force Coordinator would send them to deal with.

Chokoloskee, Florida

Situated off the west coast of the Everglades, Chokoloskee Island is designated in government records as having a small community of the same name. There are perhaps a hundred people living in the town, which is a sprawled out stretch of houses and nothing more, though it actually has a couple of stores, one of which also serves as the post office. Chokoloskee seems to be surviving in spite of the climate and the occasional hurricane. Crops of tomatoes, eggplant and bell peppers give the humid air a tangy aroma, while mosquitoes and other bugs buzz around lazily in the midday heat, less lazily when they sense a good meal walking past.

The heroes have been asked to investigate the townsfolk because of some unusual behavior, and have taken about the only transportation available to the island: a boat delivering the local mail. The boat's pilot, a hardy fellow called Captain Richie, can offer a little information about the town. He says Mr. McKinney is more or less in charge of the town, though he's getting on in years. McKinney owns one of the stores in town, while the other is owned and run by Ted Smallwood. Since Smallwood is also the town's Postmaster, Richie can easily direct the team to him.

Mail Call

As the heroes' boat nears the island, they hear the call of some sort of horn in the distance. If they ask, Captain Richie laughs and tells the team that since the mail only comes by boat – and not always that regularly – they blow a conch shell to let all the townsfolk know the mail's arrived.

While a few people greet the boat, and help secure the moorings, it's at Smallwood's Trading Post that most folks gather to check the mail. The store isn't big, but it's got most of the necessities the townsfolk might need. The most noticeable thing about Ted

Smallwood himself is his large girth and his even larger handlebar mustache. He greets Captain Richie warmly, but is a bit more formal with the task force, asking them to bide their time until he can take care of the mail.

This takes a little while, since many of the townsfolk have turned up to check the mail for themselves or their families. Most of them are young adults who look at the heroes with curiosity, but if anyone on the team makes a successful Notice roll, they see that a few of them keep their distance and talk amongst themselves, while occasionally throwing worried or angry looks in the heroes' direction. If any of the team tries talking with them, they immediately leave – with or without their mail.

Once things have settled down, Mr. Smallwood turns his attention to the team, asking if they're here to check into the disappearances. This may come as news to the heroes, but Smallwood pulls out a tin of chewing tobacco and takes a piece, absently offering it to any men in the task force, and clarifies: *"Oh... All of 'em have come back, so far. But they just aren't actin' right, ya know? First is was the Peters' boy... but he's always takin' off anyways. But then others would disappear for a few days, then turn up again actin' all strange an' clannish with the ones who'd already gone an' come back. I don't care for the situation much."*

He doesn't have anything else constructive to add, although he'll recommend they talk with Charles McKinney, the guy who runs the town's other store. Smallwood points out that McKinney is pretty much the town's founder and headman.

McKinney's store is easy enough to find, although it has a different selection of goods than Smallwood's, centering mostly on herbs and health care products. The man himself is getting well on in years, somewhere between seventy and eighty from the looks of him.

The old man is perfectly happy to chat with the heroes, even going so far as to offer them the use of the two guest bedrooms in his house. But if asked about the disappearances, he seems to hedge: *"Eh... It's prob'ly jus' the young'uns gettin' all antsy an' wand'r'in' into the woods ta do what young'uns do."* He laughs. *"They've all come back, an' as far as I've seen, they're all healthy. I should know... I'm th' closest thing to a certified physician 'round here, ya know. Well... Midwife, but ya can't git a real doctor ta stick around fer any length o' time. Teachers, neither. Can't fer the life o' me figger out why..."* And he launches into a

diatribe about how the teachers and doctors don't stay for more than a few months, and he has to rely on the help of the occasional itinerant dentist for surgical assistance, and....

The heroes would have an easier time trying to get a donkey to rappel down a cliff than get McKinney to talk about any missing people.

Male Call?

That night, the task force receives a visit from a young girl. She singles out the hero with the highest Charisma, favoring females in the case of a tie: "Um... *They took my daddy...*"

Assuming they ask her to elaborate, she explains: "*I'm Melody Smallwood. Daddy was at the store late, an' mommy tol' me ta take him some supper, an' I stayed, but after it got dark, Jim an' Terry broke in with the other kids... Daddy made me hide, an' they... they...*" Melody starts to cry.

A successful Persuasion roll will calm her down enough to continue, but only the hero she singled out can attempt the roll. If the hero succeeds, she says: "*I followed them ta the haunted cave, but I'm scared ta go in. Please... can you help my daddy?*"

Melody is reluctantly willing to lead the team to the cave in question, which is almost more of a pit out in the thick undergrowth, but she absolutely refuses to go inside. Flickering light and odd chanting emanates from the cave's bowels. Successful Stealth rolls will allow the team to enter the cave without being noticed.

A small tunnel descends into a damp, earthen chamber at the rear of which sits a beautiful Asian woman on a crude throne. Floor sconces hold guttering torches, and the walls are adorned with bizarre oriental ornamentation, some in better condition than others. Seated around her are about a dozen townsfolk, some of them bowing to her in adoration, others simply attending to her. The heroes recognize McKinney among the group. Next to the throne, gagged and trussed, is Ted Smallwood.

Any hero with a Pulse Path will immediately sense that some type of supernatural power is being employed to control the people. Otherwise, a successful Smarts roll will suffice. Which makes things tricky. The woman, Xi Wei, is happy with the current state of affairs, and doesn't wish to have it changed. To her way of thinking, her ancestors were

Emperors – she's just reclaiming a birth right, after a fashion. Additionally, any fight is likely to involve the townsfolk, who are victims in this case.

The task force can take time to consider their options if they haven't been noticed, but once they're detected, Xi Wei will beckon them into the chamber. She is willing to talk – and is even mildly flirtatious with attractive men – but she is unwilling to negotiate. If she feels that the conversation is deteriorating, she will invite the heroes to join her revelries, and attempt to cast Puppet on the nearest one. If things devolve into violence, she will call upon her worshipers to defend her, and they will fight fanatically.

However, if the task force helped the Jiangs in Nine Tenths of the Law (see page 130), there's a chance that Xi Wei will have heard of them, even in this remote location, on the nagi spiritual grapevine. They might be able to use that fact to negotiate with Xi Wei and make an agreement of some kind without the need for bloodshed.

Xi Wei (nagi mystic)



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

Skills: Fighting d10, Guts d6, Persuasion d10, Notice d8, Stealth d6

Pace 6 Parry 8 Toughness 6 Pulse 25 Charisma +4

Hindrances: Arrogant, Quirk (Vain)

Edges: Block, Combat Reflexes, Fair Catch, Folk Hero (Puppet), Mesmerist, Very Attractive

Gear: Exquisite Silk Robes, Dagger (**Damage:** Str+d4), Jewelry worth d10x\$100.

Special Abilities

- **Heroic Entity:** Xi Wei 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 her own use, and increased Healing and Pulse recovery.
- **Never Unarmed:** Through a combination of training and natural skill, nagi always get their full Parry value, even when they don't have a weapon.
- **Snake Charmer:** Being descended of serpents themselves, the nagi have an easy

time commanding their simple cousins. Nagi have the Beast Friend Power as an innate ability, but only usable on snakes. The cost for Xi Wei to use this Power is 2 Pulse.

Brainwashed Townsfolk (3 per hero)

Use the stats for Regular Folk from page 142.

If the heroes manage to defeat Xi Wei without killing any of the townsfolk, they should start the next session with an extra point of Karma.

Snake Oil

Our last two Savage Tales offer something a little bit... extra... to the 1930s character experience. This being Suzerain and the characters being Heroic, it would seem a pity not to let them travel a little as they go about their adventures. And not just to places where Patriot Airlines and the All American Rail Company can go. Think further afield, like different times as well as places.

This adventure makes a good follow up to Nine Tenths of the Law (see page 130), although it's not necessary to use it that way. If you do, it can either follow right on the heels of the other adventure. Alternatively, at some other opportune time a large raven approaches the heroes' task force, and asks them to deal with a small snake problem in San Francisco.

San Francisco, 1998

If you're using this as a direct follow up to Nine Tenths of the Law, skip to 'A modern night's mayhem' below. Otherwise, at the appropriate time, a raven appears to the team.

The heroes may or may not have encountered Raven before (see Champ or Villain on page 107), but he acts like he knows them either way, soliciting them without preamble. *"You guys like to travel, right? I mean... That's one of the perks that comes with the job. So... uh... San Francisco sounds like a fun place to be, doesn't it?"*

Then he gets to the rub: *"There's something you might wanna deal with. You see, there's a couple of giant snakes wandering around. I hate snakes."* He shudders so hard it ruffles his feathers. If the heroes ask why they haven't actually heard about such a

thing, Raven points out that he just told them, but: *"Mostly it's 'cause it hasn't happened yet. But it will, and besides... Snake's got two Chosen Ones in the same place, and that really sucks. So are you gonna check into it, or what?"*

Assuming the heroes are willing to follow up, Raven will tap on the doorframe or window ledge he's sitting on, opening a portal to the Maelstrom that happened to be there all along – but the characters weren't looking for portals at that time, so just as well Raven was there to help. He hops through with them and points them at a portal back into the mortal realms, which deposits them in the middle of San Francisco's Chinatown at dusk. Before he leaves them to their devices – or if the team asks how they're supposed to find the snakes – Raven says, *"Well... uh... Just follow the running and screaming."* Then he disappears, quite literally.

A Modern Night's Mayhem

In some ways, Chinatown doesn't look much different sixty-five years later. In other ways, though... Bright neon, modern cars, and many more pedestrians. With a successful Notice roll, the heroes very quickly become aware of the commotion Raven promised: panicking people are fleeing out of Waverly Place from the direction of the Tin How Temple.

The sound of police sirens joins the screams, and the heroes should realize they may be competing with contemporary Law Enforcement if they don't hurry up. The narrow street is now more or less empty, and it won't take the team long to get to the source of the problem.

125 Waverly Place is a three-story building, but the third floor balcony, decorated in shades of red and gold, proclaims that floor to be Tin How Temple in both English and Chinese. While there is the glow of soft light up there, dark movement can also be seen.

The task force can get upstairs from either the inside or the outside (by climbing), but if they loiter for more than a few minutes, two police cars and a third unmarked car with a flashing light pull up and deposit several angry and concerned officers and a couple police detectives. At that point, the team will be directed away from the building as a cordon is set up around the front. If they haven't got inside by then, their job just got a lot harder.

Upstairs, in the temple proper, paper lanterns hang from the ceiling, and offerings to Tin How, Empress

of the Sky, adorn the open room. While a handful of Asian people huddle at the edges of the room, a familiar-looking Native American wearing traditional shamanic garb plucks some sort of medallion from a dais. The sinuous forms of two shadowy serpents flank the man. *"It is finally mine!"* he says.

If the heroes haven't been through the Nine Tenths of the Law adventure, this guy won't look familiar but the set up remains the same. Either way, this would be a good time for Action Cards.

William Blackcloud



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

Skills: Fighting d10, Guts d8, Notice d8, Perform Ritual d12, Stealth d8

Pace 6 Parry 7 Toughness 8 Pulse 9(30)

Hindrances: Death Wish (Acquire Immortality)

Edges: Combat Reflexes, New Power (x2), Nerves Of Steel, Sighted

Rituals: Beast Friend, Dispel, Entangle, The Sight

Gear: Snake Medallion, Ritual Dagger (**Damage:** Str+d4)

Beast Friend (The Spirit Snakes), Dispel and Entangle are all active for the combat.

Special Abilities

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

Spirit Serpents (2)

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

Skills: Fighting d10, Notice d10, Stealth d12

Pace 6 Parry 7 Toughness 9 Pulse 20

Special Abilities

- **Big:** Size +2.
- **Bite:** (**Damage:** Str+d6).
- **Poisonous:** If a character takes a Wound from one of the serpents, he must make a Vigor roll at -2. With a Raise there is no effect. With a success, the bite area swells and becomes numb, and the

character suffers from a level of Fatigue. With a failure, the character takes two levels of Fatigue.

- **Quick:** These serpents are notoriously fast, and may discard Action Cards of 5 or lower, drawing a new card.

- **Spirit:** These serpents have been summoned by Blackcloud and are affected by the medallion, disappearing when he is Incapacitated.

Should you need stats for the police officers, use the Lawman stats from page 141.

After the heroes have finished dealing with the shaman and his serpents, the police burst in with drawn weapons. The detectives, a large blond man and a shorter Asian one, assess the scene, and the team is arrested along with Blackcloud if he's still alive. Although the Asian – whom the blond calls Ling – tries to question the witnesses, he says he can't get a coherent answer from them.

The task force could try to escape, but they may not have any place to flee to. Assuming they go along quietly for the moment, the other detective, who

The Medallion Of Tim How

This medallion takes the form of a snake devouring its own tail, forming a closed circle. It has a number of Powers associated with it:

- The wearer can use the Healing and Greater Healing Powers at will by spending the appropriate Pulse.
- Snake spirits within 6 inches of the wearer can choose to be in the physical or spirit world for any Round (decided at the beginning of the Round), as if they had The Sight.

Blackcloud wants the medallion because he has information linking the medallion to the Great Snake Spirit and rituals to initiate himself to higher orders of shamanic power and immortality. If you want to embellish on this item, feel free to play with it.

gives his name as Peters, questions them at the station, accuses them of impersonating Federal agents (if he sees their IDs), and has the heroes locked up.

It won't be long, however, before a beautiful Asian woman of indeterminate age comes to the station and posts bail for the team. She thanks them for defending her shrine and her people, escorts them to a quiet alley, and opens a portal, offering them a way home. Raven flaps out of the portal and nods to her getting a deep bow in return. "*Come on then. No point hanging around here.*" He says, and flaps back through, showing the heroes the right portal to get back to the Great Depression and the realm of American Grit.

Unlimited Power

This adventure can be run at any time, but may work best if it's late in the characters' careers. The heroes' task force receives an unusual request to deal with a problem some people consider more pressing than any other might be.

Vallis Capella Outpost, The Moon

Yep, you read that right. A ruizologist by the name of Sherman Peabody is reported missing and shortly afterwards the heroes are contacted by any of the gods they happen to be aligned with (or Raven, or Zanua, if for some odd reason no one has a divine contact – it doesn't matter because they're *all* concerned). Play it up, 'cause the gods have a... well... *personal* request for the team: prevent the accidental end of everything.

Some ruizologists suspect this, but the gods can confirm that ruizologist technology works because ruizologists use their gift to pierce the Veil and draw an effect from out of the Maelstrom. Experiments by the likes of the Dorson sisters, or Nightingale and Duster have demonstrated that their technology is only limited by the amount of Pulse pushed into the machine. Other experiments have shown that Pulse can also be *pulled* from other sources to fuel the process.

Which leads to the problem. The heroes are told that Peabody found a way to travel far enough into this realm's future to acquire the resources needed to construct a machine capable of drawing Pulse directly from the Maelstrom itself. But the device has no limitations, which means if the switch is flipped, it will theoretically consume the entire universe and pump it out in a single burst of energy. Think 'Big Bang,' and yes, it will destroy the heroes, the Earth, the gods, the Maelstrom... *everything*. Theoretically. And it's a theory even the gods don't want to test.

The task force (whether or not they agree to help) is deposited in a small valley on the Moon's surface, near what appears to be a tiny mining site. Terraforming has granted the Moon a thin atmosphere, but the only thing growing is some sort of pale green moss. The Earth hangs high above in a nighttime sky.

Entering And Breaking

This is pretty much a straight smash-and-grab mission. The inconvenient and uncooperative miners in the outpost have been eliminated, and now Peabody is protected by automated defense turrets and some hired alien muscle with no scruples.

You can play this up as much as you want, with the team having to penetrate barriers and electronic locks, while dealing with laser turrets and Tegmine mercenaries. The important bit, however, is the main chamber where the machine itself is located.

There the heroes find a stooped old man in a rumpled suit and bifocals tinkering over a mechanical monstrosity of wires, conduits, tubes and lights. Electricity arcs around the room wildly, the crackling accompanied by the whirl of the machine. Near the old guy – who *must* be Peabody Sherman – is a ridiculously large red button. The chamber also contains about a dozen mercenaries and a handful of defense turrets.

Peabody is aware of the team's presence (unless they've managed to sneak their way through the base defenses), and he addresses them: "*Hah! They said I was crazy!*" He cackles insanely. "*Well, I'll show them! Can't be done... Hah! In just... er...*" He checks a pocket watch. "*In just one minute, they'll see the light!*" Peabody has raised a shield that protects him, and will summon a guardian beast to bolster his defenses if necessary. He isn't worried about using up his Pulse – if his calculations are correct, he'll have *plenty* of Pulse for his machine!

The heroes have one minute – six Rounds – to penetrate Sherman's defenses and prevent him from pressing the button. If any of them have the presence of mind to look for a plug (let them think of it on their own), yes, there *is* one, and pulling it will shut down the machine so the task force can deal with Peabody and his goons at their leisure. Give that hero a bonus Karma.

Automated Laser Turret (1 per hero)

Toughness: 10

Skills: Notice d10, Shooting d10

Range: 15/30/60, **Damage:** 3d6, 3 Round Burst

Tegmine Mercenaries (3 per hero)

Tegmines come from a binary star system and look pretty much like large, bipedal crabs.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d10

Skills: Fighting d8, Guts d6, Intimidation d8, Notice d4, Shooting d10

Pace 5 Parry 6 Toughness 16(8) Pulse 20

Gear: Laser Rifle (**Range:** 30/60/120; damage: 1-3d6, Burst Fire)

Special Abilities

- *Big:* Tegmines are bulky and stand about 7 foot tall. Size +1.
- *Natural Hardened Body Armor:* Armor +8, all locations

Sherman Peabody



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

Skills: Fighting d6, Guts d8, Notice d8, Persuasion d10, Repair d12, Ruizology d12, Shooting d4, Spellcasting d12

Pace 6 Parry 5 Toughness 7 Pulse 33(35)

Hindrances: Bad Eyes (Minor), Delusional (Major)

Edges: Gifted, Improved Rapid Recharge, New Power (x3), Ruizologist

Spells: Barrier, Deflection (active)

Ruizologist Spells: Augur, Bolt From The Blue, Rainbow Walk, Refractive Breach, Squall

Gear: Ruizologist Tools

Special Abilities

- *Demigod Entity:* Sherman Peabody 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 its Wild Die.

Three-Headed Dog (Summoned Beast)

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

Skills: Fighting d12, Intimidation d10, Notice d10

Pace 8 Parry 8 Toughness 12 Pulse: 25

Special Abilities

- *Bite:* (**Damage:** Str+d8).
- *Fear (-2):* Anyone who sees the beast must make a guts check with a -2 penalty.
- *Fearless:* The beast is immune to Fear and Intimidation.
- *Fleet Footed:* The beast rolls a d10 when running instead of a d6.
- *Heroic Entity:* The beast 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.
- *Large:* The beast is Size +4, and is +2 to be hit.
- *Three Heads:* Because of its three heads, the beast may make three attacks as a single action. This is treated as Burst Fire.

If Peabody survives, he can be moved somewhere safe, where nice nurses and attentive men in white coats will take care of him. Either way, the gods are pleased (breathing a collective sigh of relief as they set up a working committee to plug that hole in the universal laws). The celebratory feast should be spectacular.

Allies And Enemies

What follows is a list of the more regular people and things the heroes are likely to encounter on their adventures. At least insofar as you can call some of them 'regular'. While these stats are used in the adventures above, you can also use them to fill in gaps, or as a springboard to creating your own tales.

Drudge, Human

Human drudges are similar your standard zombie, only better and more durable.

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 2

Gear: Varies

Special Abilities

- *Fearless:* Drudges are immune to Fear and Intimidation.
- *Undead:* +2 Toughness and to recover from being Shaken. Called shots do no extra damage.

Dust Devil

Dust devils are manifestations from the Realm of Fire that appear as dark cyclones of wind, dirt and debris. Within the small tornado are the dark parodies of eyes and a mouth. This one is one of the bigger versions.

Attributes: Agility d10, Smarts d6(A), Spirit d12, Strength d10, Vigor d12

Skills: Fighting d12, Intimidation d10, Notice d6, Stealth d8

Pace 8 Parry 8 Toughness 12 Pulse 30

Special Abilities

- *Aura Of Heat:* Dust devils are creatures of heat and fire. When an adjacent character attacks the dust devil, he takes 2d6 damage. This only counts for adjacent characters – characters can safely attack with Reach or from range.
- *Claws Of Sand:* A dust devil's 'claws' are actually sand and debris it swings around itself to lacerate foes. These attacks do

Str+d4 damage, and may Sweep (as the Edge).

- *Elemental:* Originating from the Realm of Fire, dust devils are elemental creatures. They don't suffer additional damage from called shots, penalties for Wound modifiers, nor the effects of disease or poison. They are also immune to Fear effects.
- *Heroic Entity:* This dust devil 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.
- *Large:* Dust devils such as this one are around 20 foot tall. They are Size +4 and +2 to be hit.
- *Pulse Drain:* Dust devils feed on the essence of living things. They may make an opposed Spirit check against a single opponent within 1 inch of it, taking 1d6 Pulse from the target for every success and Raise, up to the dust devil's maximum. Additional Pulse is lost.
- *Quick Reflexes:* This dust devil may discard and redraw any Action Card of 5 or lower.
- *Regenerative Healing:* As an action, the dust devil may spend 5 Pulse to heal one Wound.
- *Spirit:* Dust devils are spirits from the Realm of Fire and, like the other spirits in this campaign they've been brought to our world in a way that makes them dual aligned – affecting the physical and spirit world equally (and equally susceptible to physical and spirit weapons).
- *Tornado:* Because of the fury of its whirling winds, this dust devil is considered to have the Resonance Edge, with the restriction that the Medium Burst Template must be centered on the dust devil itself. By taking an action and spending 1 Pulse, anyone within the radius of the Template must make an opposed Strength check against

the dust devil's Spirit, or be moved 1 inch away from the creature. Each Raise the dust devil scores over a target results in an additional inch of pushback. Anyone moved in this way must make an Agility roll or be knocked prone. This causes no damage, but may push people off ledges or into solid objects. The latter results in the target being Shaken.

Eloi Laborer

Eloi is the term morlocks use for humans that have become enthralled through the use of 'eloi chow' (see Between Brilliance and Madness on page 55). Unless commanded by their morlock overseers, eloi tend to be complacent and docile. Of course, they also tend to be pale and unhealthy.

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

Skills: Fighting d8, Guts d4, Intimidation d4, Notice d6, Stealth d6

Pace 6 Parry 7 Toughness 5 Pulse 5

Hindrances: Habit (Major: Eloi Chow)

Edges: Block

Gear: Tattered Clothing, Factory Tool (**Damage:** Str+d4, Improvised Weapon: -1 Fighting).

G-man

This represents an agent from any organization from the FBI to the SPA.

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

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

Pace 6 Parry 6 Toughness 6 Pulse 10

Edges: Combat Reflexes, Dodge, Hail Of Bullets

Gear: Gray Suit, Small Pistol (**Range:** 12/24/48, **Damage:** 2d6, AP 1), Tommy Gun (**Range:** 12/24/48, **Damage:** 2d6+1, AP 1, RoF 3, Auto).

Gangster

This represents any enforcer for an underworld organization, from the Chicago Outfit to the New York Syndicate. It also works for small-time individuals, like Clyde Barrow or Lester Gillis.

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

Skills: Fighting d8, Guts d6, Intimidation d6, Notice d6, Shooting d10

Pace 6 Parry 6 Toughness 7 Pulse 10

Hindrances: Loyal

Edges: Improved Dodge, Rock And Roll!, Steady Hands

Gear: Pinstripe Suit, Tommy Gun (**Range:** 12/24/48, **Damage:** 2d6+1, AP 1, RoF 3, Auto), d10x\$10 in cash.

Lawman

This represents any branch of local law enforcement, from the local police to the county Sheriff.

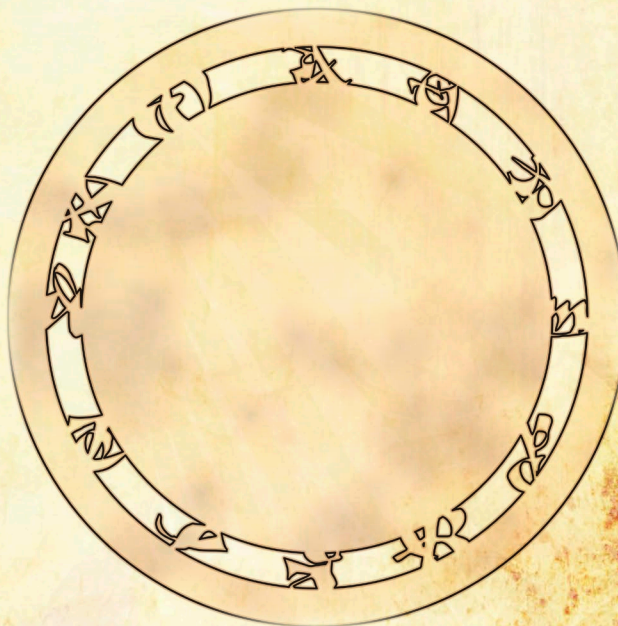
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

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

Pace 6 Parry 6 Toughness 6 Pulse 10

Edges: Combat Reflexes, Dodge

Gear: Uniform, Small Pistol (**Range:** 12/24/48, **Damage:** 2d6, AP 1), Shotgun (**Range:** 12/24/48, **Damage:** 1-3d6).



Morlock Overseer

To the casual observer, morlocks look human. Morlocks are pale-skinned, with blue or gray eyes that are very sensitive to sunlight. Morlocks are slightly shorter than the average man, but are heavy-set and tend to slouch. They don't quite spend enough time outside to understand the standard social conventions; a morlock overseer will dress in clothes he thinks are appropriate for a factory manager, but might put on a lady's fur coat instead of a man's jacket.

When going into the sunlight, they cover their sensitive eyes and as much of their skin as possible. They are also sensitive to heat, so most morlocks will usually only venture from their homes in the winter, or at night.

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

Skills: Fighting d10, Guts d6, Intimidation d10, Notice d6, Stealth d8

Pace 5 Parry 7 Toughness 8 Pulse 15

Gear: Dirty Clothing, Heavy Wrench (**Damage:** Str+d6, Improvised Weapon: -1 Fighting).

Special Abilities

- *Frenzy:* Morlocks can use the Frenzy Edge in combat.
- *Heat Sensitive:* Morlocks prefer the cool atmosphere of caves and other underground places, and so have a -2 penalty to resist the effects of heat.
- *Heroic Entity:* These morlocks 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.
- *Lazy:* After years of having others work for them, morlock overseers have become overweight and out of shape. Morlocks are treated as if they have the Obese Hindrance, even though they're rarely actually obese.
- *Low-Light Vision:* Morlocks' eyes are accustomed to the darkness of being underground, and they ignore penalties for darkness in all but pitch-black conditions.

- *Mean And Ugly:* Morlocks are generally unappealing and surly creatures, and suffer a -4 modifier to any Persuasion or Streetwise rolls.
- *Photosensitive:* Morlocks are underground creatures by nature, and prefer low lighting. Bright lights, like a flash of a camera or sunlight, give them a -2 penalty to their actions on every Round they're subjected to it.

Regular Folk

These are the ordinary citizens; the workers and laborers, and people who don't fall into any other special category. They're the poor souls of the Great Depression who the character's are sworn to protect.

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

Skills: Fighting d4, Knowledge (any) d6, Notice d6, Shooting d4

Pace 6 Parry 4 Toughness 5 Pulse 5

Gear: Normal Clothing, d4x\$10.

Templar Of Marassa

The lifelong commitment to this pious calling begets warriors with highly focused skills. The Templars normally work in teams of four, depending on the suspected strength of the rogue taximancer. Their sole purpose is to dispose of the person responsible for the abomination. The characters normally shouldn't have to worry about them unless they've decided to cross the line - which means they aren't likely to be heroes any more.

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

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

Pace 6 Parry 8 Toughness 7 Pulse 25

Hindrances: Fanatic

Edges: Block, Combat Reflexes, Empowered, New Power (x2), Quick Draw, Rapid Recharge, Taximancer

Prayers: Divine Intervention, Invisibility

Taximancer Prayers: Blood To Wine, Detect Human Drudge*, Filial Drudgery, Loa's Blessing

*Treat this as the Detect Arcana Power, but it only picks out the nature of taximantic magic.

Special Abilities

- *Heroic Entity:* Templars count 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 their own use, and increased Healing and Pulse recovery.

Thug

Thugs are your generic muscle, often hired by someone to serve as their tool of intimidation or enforcement.

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

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

Pace 6 Parry 7 Toughness 7 Pulse 10 Charisma -2

Hindrances: Mean

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

Gear: Normal Clothing, Small Pistol (**Range:** 12/24/48, **Damage:** 2d6, AP 1, Semi-auto) or Tommy Gun (**Range:** 12/24/48, **Damage:** 2d6+1, AP 1, RoF 3, Auto), Club or Knife (**Damage:** Str+d4), d10x\$10 for every five thugs.





This Savage realm of Suzerain* is the tale of the 1930s Great Depression as you've never experienced it. For Heroic rank characters who are feeling particularly heroic, Noir Knights is part of our American Grit realm, where government agents investigate paranormal activity across a hard boiled film noir America.

Whether it's a supernatural swampland encounter in Florida or otherworldly conspiracies in the corridors of power, the truth is out there – just waiting for your characters to find it. Industry and legend clash in a time of folk heroes, hobo mages, and secret societies.

America is a nation of dust and determination.

Ride the rails and prove your mettle.

Inside the covers of this book you'll find what you need to run games in a supernatural 1930s. Many new character options include new Edges, Hindrances and Powers, weather-manipulating wizards, taxidermist reanimator priests, and hobo railwalker magic users – all as playable options! All inspired by the X-Files with femmes fatales and four-color G-men thrown in. Plus 30 scenarios including a full plot-point campaign taking characters from Heroic rank to the brink of becoming Demigods.

***Savage Worlds core rulebook and Savage Suzerain required to play.**

