

[illegible]

ONE SHEET

Disclaimer

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

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

Credit Where Credit's Due

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What is *Bodyguard Duty*?

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

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

Bodyguard Duty

Realm: American Grit (London, 1934)

When you're a demigod you've got power, real power, and some people know it. People like Margot VanDee for example, an American movie star in London to promote her latest movie. Secretly though she's an agent for the SPA scoping out other countries for supernatural threats, to see if it's just the USA that's suffering (you can find out more about that in our *Noir Knights* book). She's also a hero with a Telesma, so can spot your demigods a mile away.

That's a good thing because Margot is in over her head. The Egyptian god Set has targeted her for abduction, and not just for her acting and singing talents. She needs your demigods as bodyguards, to escort her as she goes about her nightly escapades. Why? Because she's Margot VanDee and she *wants* your demigods as her bodyguard. What Margot wants, Margot gets. She's kind of 'high maintenance' like that. If she weren't so darn likeable and so clearly one of the good guys it'd be tempting to leave her to sort this mess out herself, but....

Settite agents have just learned that she's got the spark their master needs so they'll be trying to grab her, take her to Set's realm and drain her life force. It's a pretty good reason for your demigods to protect her. They turn up in London's Soho district with instructions from Ra to stop Set's plans. Across the street is Margot VanDee, stepping from a limousine outside an exclusive club.

She's drop dead gorgeous, with long raven hair, a slim build and just the kind of self-belief that 1930s Soho adores. And they do adore her, with fans stopping her for

autographs and journalists calling out questions about her plans while she's in England. It's Hollywood glitz and glamour at its finest.

Margot knows she's being shadowed by "bad types" and it doesn't faze her in the slightest. She's pulled strings with her patron god (that's right, Ra) and got your demigods dispatched to the realm to protect her. She spots them as they arrive, lurking in a shadowy alley, and gestures for them to come over.

Just as they're crossing the street one of the fans pulls a syringe from a bag and moves in to tranquilize her. It's Big Lou, a Settite agent who's ready to drug her and drag

her off to a car parked just ahead. Big Lou doesn't look any different to the other people milling around, which makes it hard to pick him out until he makes his move. He's no more thuggish and isn't any taller than average. That's not how he got his name.

Your demigods need to act fast to stop Big Lou from grabbing Margot. He has a gun that can hurt your demigods, and isn't afraid to use it. Same for the wise guys in the car (1 per demigod) - using a Tommy gun on the crowd of people is just fine with them if it helps Big Lou capture the actress. While most people in England have never touched a gun, gangland enforcers like these aren't "most people".





Margot VanDee

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

Skills: Fighting d8, Intimidation d6, Knowledge (Supernatural) d10, Notice d6, Persuasion d10, Shooting d8, Taunt d8

Pace 6 Parry 7 Toughness 7(2) Pulse 25 Charisma +6

Edges: Charismatic, Command, Hold the Line!, Level Headed, Natural Leader, Patron God: Ra (Healing Blaze), Strong Willed, Very Attractive

Gear: A wardrobe fit for a starlet, purse with a small hold-out pistol (**Range:** 10/20/40, **Damage:** 2d6-1, one shot only)

Special Abilities

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

Healing Blaze

Down and out, friends dying all around you? Ra can help; this aspect of his Patron God Edge will let your demigod burn away hurt like never before. It costs 20 Pulse to activate and takes 4 Rounds to power up. In a Large Burst Template: drive away disease, heal the sick and injured, bring back someone from the brink of death and wipe away pain. Ra's cleansing sunlight will also remove mental illness from the mind of the afflicted. The hero can choose who in the Large Burst Template is affected by this Power. Everyone affected is cured of any disease or poison they might be suffering from, have the *healing* Power cast on them with a Raise, and remove any on-going negative effects they might be subject to, e.g. *stun* or *puppet*.



Big Lou

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

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

Pace 6 Parry 8 Toughness 7 Pulse 25

Edges: Improved Block, Combat Reflexes, Improved Dodge, Marksman, Improved Nerves of Steel

Gear: Large Pistol (**Range:** 12/24/48, **Damage:** 2d6+1, AP1, Revolver), syringe with knock-out drug (it's a plot device, guaranteed to work on Margot and not on anyone else)

Settite Wise Guys

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

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

Pace 6 Parry 8 Toughness 6 Pulse 15

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

Gear: Large Pistol (**Range:** 12/24/48, **Damage:** 2d6+1, AP1, Revolver) or Tommy Gun (**Range:** 12/24/48, **Damage:** 2d6+1, AP1, RoF 3, Auto).

By now you've got the makings of a classic 1930s shootout in a city that's not used to such things. Those American dames sure know how to add a dash of excitement! Now, let's really give the journalists something to write about....

STRAYBOLT NIGHT

The London police are ill-equipped to get involved, so it's up to your demigods to stop Big Lou and his muscle (no, not *that* muscle - we mean the hoodlums in the car). There are screaming civilians everywhere, another car of Tommy-gun toting bad guys roaring up the street behind your demigods, and then Straybolt shows up.

Straybolt is that kind of B-movie vigilante who's popular around this time. He's modeled himself on a new American comic-book hero called Flash Gordon, who seems very dashing to a moderately dull Londoner who took one too many punches to the noggin while boxing in the army. It's not that Straybolt can't handle himself in a fight - the army trained him pretty well - but he looks vaguely ridiculous in a home-made outfit. Oh, and all those punches to the head? He's never too sure who's on which side, so prefers to attack everybody just to be sure.



Straybolt

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12, Vigor d12

Skills: Climbing d6, Fighting d10, Intimidation d8, Notice d4, Shooting d4, Swimming d6, Throwing d6

Pace 8 Parry 7 Toughness 14 (5) Pulse 20

Edges: Berserk, Bruiser, Brawny, Fleet-Footed, Frenzy, Improved Martial Artist

Gear: Home-made energy shield (+5 Armor, all locations, whenever it makes the difference between taking a Wound or not there's a 50/50 chance it breaks down)

Special Abilities

- **Heroic Entity:** This ability grants all the perks enjoyed by Heroic rank characters, i.e. +1 on Soak rolls and checks to recover from being Shaken, +1 Karma for his own use, enhanced recovery rate and so on.

The bad guys are going to try to get Margot and if they manage to snatch her feel free to turn this into a car chase, as per chase rules in the Savage Worlds rulebook. If they fail to get her, Margot insists they help track down this band of miscreants and heads off after any escaping survivors. Make sure there's a car-load to chase either way.

The Settites have their base in the Egyptology Hall of the British Museum. This is where they meet more Settite agents (2 per demigod) and their boss, who looks like a curator at the museum - which he is. He's working the controls on an ancient sarcophagus, pressing carvings and reciting a ritual inscribed on the lid in hieroglyphs. As your demigods show up, the inside of the sarcophagus begins to pulse with a glowing light. It's a temporary portal to the Maelstrom where other Settite agents will whisk Margot away to her doom.

And that's when the mild-mannered curator turns to face your demigods and transforms into his true shape, a mighty sand demon. His first act is to raise the British Museum mummies (1 per demigod) and send them to fight.



Mighty Sand Demon

This massive creature is made of sand and magic, and is capable of smashing through dozens of lesser foes. It has the capacity to disappear into the ground and reappear for a sudden, surprising strike.

Attributes: Agility d10, Smarts d4, Spirit d8 Strength d12+2, Vigor d10

Skills: Climbing d8, Fighting d10, Intimidation d6, Notice d4, Throwing d6

Pace 6 Parry 9 Toughness 14 Pulse 25

Edges: Combat Reflexes, Improved Block, Improved Frenzy, Improved Tough as Nails,

Special Abilities:

- **Burrow:** As per the *burrow* Power.
- **Invulnerable:** Takes no damage from non-magical edged and piercing weapons.
- **Punch:** (**Damage:** Str+d8).
- **Size +5:** Sand demons tower over normal people, this one more than most; due to its size attacks against it gain +2 to hit.

British Museum Mummy

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

Skills: Fighting d6

Pace 4 Parry 5 Toughness 8 Pulse 15

Edges: Bruiser

Special Abilities

- **Fists:** (**Damage:** Str+d4, inflicts mummy rot disease).
- **Mummy Rot:** Short term, debilitating disease as per the Savage Worlds rulebook.
- **Undead:** +2 to recover from Shaken, no additional damage from called shot, immune to disease and poison.

Let the action flow. Things vary based on whether the bad guys got away with Margot, whether Big Lou's there to offer backup to the demon, whether Straybolt survived (have him crash through the glass roof of the exhibition hall like a good superhero should, ready for a second round of action), and so on.

When it's all over, Straybolt may or may not stick around. It's dependent on how much of an ally or mystery you want him to be.

There might be time for a little R&R. Margot offers your demigods tickets to the London premiere of her movie, *Bride of the Mummy*. The critics hate it and the movie sinks without a trace, disappearing from history. That's show business!

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CONTINUUM EDITION

In a 1930s London a powerful woman holds a spark that the dark god Set needs. This woman knows about demigods and the things they can do. She wants them as bodyguards and she'll step into the line of fire to get what she wants!

This One Sheet adventure for the Savage Worlds rules system lets you experience the crossover between Set Rising's Egyptian shenanigans and 20th Century supernatural hunting.

**Make those Egyptian rascals
run back to their mummies.**

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

