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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

*Brenda Pearce, you were a rock when my life was a storm, you brought me into this world and I will NEVER forget you. — Darren*

To the Suzerain community, rocking across the universe since 1997... thank you for the inspiration. As ever, we want your feedback to make Suzerain even better. Email us on [hello@savagemojo.com](mailto:hello@savagemojo.com) to tell us what you like and what you'd like more of.

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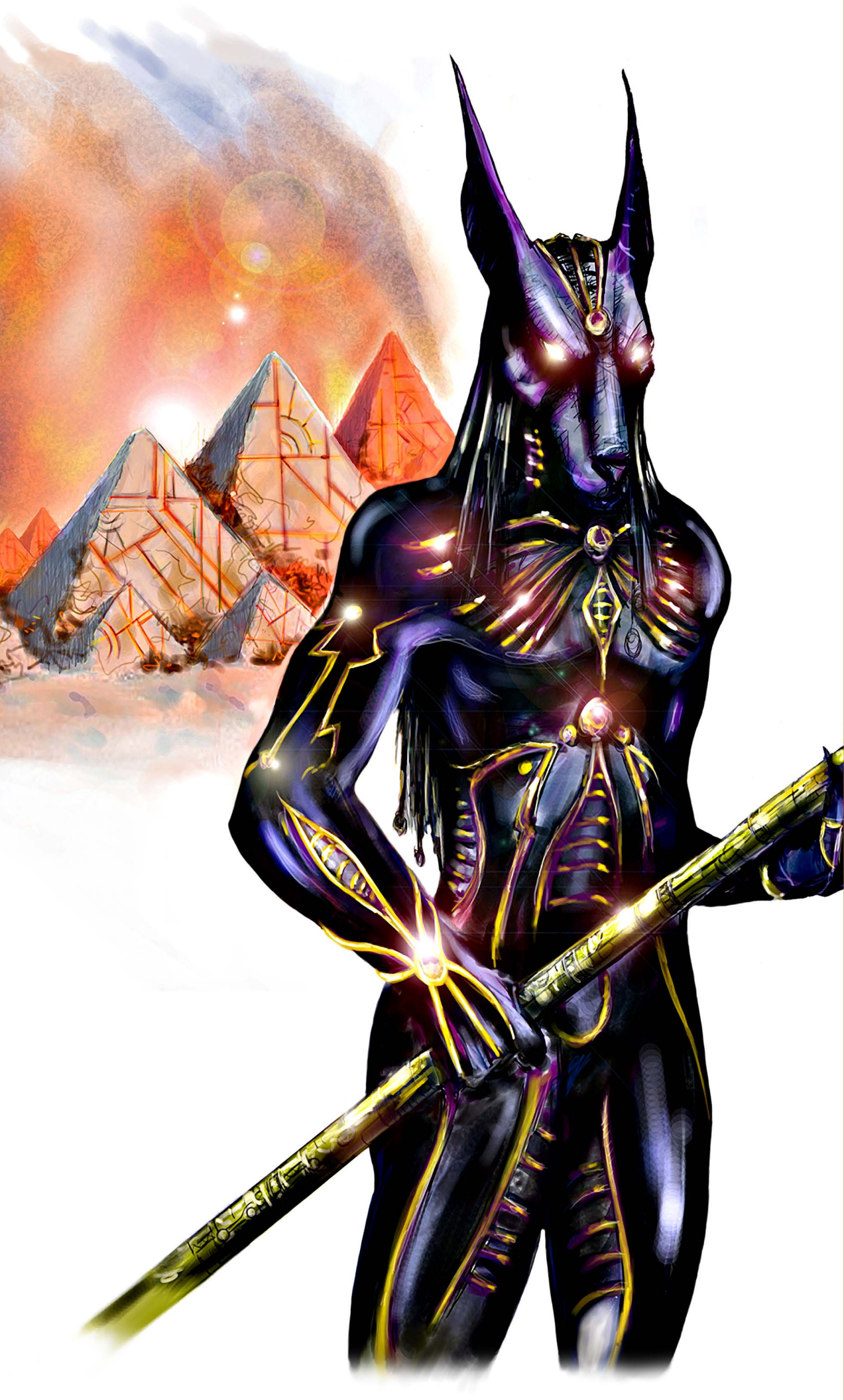
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FOR FAYERS



# For Players

*Time is running out...*

In the early days of mankind, a group of curious cavemen are kidnapped by shadowy figures. They wake screaming, trapped in ancient stone sarcophagi, their life force stolen by powerful, terrible magic.

In 1937, Amelia Earhart and her navigator, Fred Noonan, vanish while trying to circumnavigate the globe, their plane drawn into the Maelstrom. There seems to be no one to prevent their capture by Set's agents.

In 2327, in an alternate Norse winter, the Valkyrie have broken free of the Norse gods and overthrown them, ruling in their stead. One warrior maiden opposes this and her name is Sigrid. It's time for Set to take her out of the equation and because she has the spark he needs, the best way to do it is to kidnap her for his magical device.

In 4301, in a reality where magic is commonplace, a whole city of glass vanishes overnight; those who are questioned about the city can't even remember its name. It's as if it never existed.

In the chaotic, swirling eddies of the Maelstrom, something is wrong; something is *terribly* wrong. And on the other side of the Veil, across the whole of mortal time and space, people are going missing. Agents of a powerful god are wreaking havoc and transforming reality as they go.

Ripples of change whisper out across the ages and create a flex in numerous alternate realities (see *Savage Suzerain* for more about flexing a nexus) in which new masters rule existence. Reality is being manipulated and subverted into one of Set's choosing, and it's not a place most people will want to live.

## Plans And Counter-Plans

People from all walks of life across countless worlds and realities are being kidnapped and placed within powerful spells to be used as living Pulse batteries, fueling a change to so many nexus points that it will alter the face of the Maelstrom forever.

Welcome to *Set Rising*!

Your character is a demigod, chosen by Mighty Ra, Father of the Egyptian gods to undertake a dangerous quest — to save reality from the ambition of Set, one of the former gods in his Egyptian pantheon.

## What Is *Set Rising*?

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.

The other gods know how bad this is. They have a request: hunt down Set, reverse the damage he's already done, and make sure he can never threaten the universal order again.

Alternate realities? New god realms? It's all part of the *Set Rising* experience.

In the Player's Section you'll find more detail on the situation, new Powers and abilities for your characters, key gods of the pantheon, and a whole slew of Techno-Egyptian equipment (including the Osiris super future-tech war barge).

The GM gets some neat stuff in her section too: there are secrets of the Maelstrom, a complete Plot Point Campaign, 20 *Savage Tales* set in different versions of the mortal realms, and a host of useful NPCs and critters inspired by Egyptian mythology.

Set will stop at nothing to become master of Ra's pantheon. He'll risk destroying everything in the Egyptian realms to remake reality to his design. It's up to your character as a demigod to stop him and reorder reality before it's irrevocably broken. The question is: how do you stop a god?

The gods have always had an uneasy alliance; your character knows this, having probably worked for a few of them by the time he reaches Demigod rank. Now, the Egyptian pantheon has come to your demigod (and his friends). The talking cats of the goddess Bast have spoken of a schism ripping through their pantheon and upsetting the balance.

Set has gathered an army of those who are loyal to his goal and those who believe their reality is too diseased and broken to continue as it is. They've been swayed by the promises of power and more. Ra has taken the main Egyptian realm, the Outer Kingdom, in the direction of super high tech wizardry and is reinventing his loyal



deities as a Techno-Egyptian pantheon. Meanwhile, Set recoils from this new vision for a classic pantheon, and has chosen his own, dangerous path.

Forsaking the techno-pyramids and science of the others, Set has gone to a hidden corner of the Maelstrom and founded a new realm built of ancient magic and blood where he has gathered servants, constructed mystical artifacts and wields dark powers. His spells have allowed him to send minions across reality to find and kidnap key individuals, bringing them to his home.

Inside Set's epic stone pyramid, the victims are placed into sarcophagi and bound with magic, their life force used to fuel his spell-engine of change. With this he plans to re-order Ra's pantheon, shape it to his will and then rule unquestioned, the master of mortals and gods alike.

Set's minions also abduct common mortals, those who aren't vital to any particular nexus. After all, the new realm needs slaves to construct his temples and expand it even further. Their Pulse has been drained and they're left as lifeless husks. The bleached bones of many thousands litter the dark sand.

Each new sacrifice allows the god to draw even more power, building his realm and adding yet another layer to a pyramid built of blood and ambition.

## Special Forces

It's your demigod's task to fix the situation, to revert what's been subverted. He and his team are the special forces sent with take-down orders for a god. Ra and the other Techno-Egyptians are relying on the team, and the rest of the Maelstrom's gods trust Ra's chosen demigods will get the job done.

Where key individuals have been abducted, there are new rulers (loyal to Set and his cause) who keep the mortal realms from snapping back to its old path. These people need dealing with, and each reality needs restoring to its former state. They may also have information on the whereabouts of Set's new realm in the Maelstrom.

In some places Set's servants have been reorganizing reality to such an extent they've created entirely new realms, built from pure Pulse and kept in place with constant sacrifices from across time and space. Such places create a huge strain on the fabric of the Suzerain Continuum and must be destroyed entirely.

As a demigod, your character's task is a monumental one. He starts with all the information we've outlined above, but there's likely more to the situation, waiting to be uncovered by your team through investigation, guile or brute force.

Set's minions won't be easily stopped; some are renegade demigods who've allied with him, beings as powerful as your character and able to traverse time, space and reality just as well. Once Set learns of your team, he'll no doubt move to stop it — and he has a reputation as a wily adversary.

Fortunately Ra and the other Techno-Egyptian gods stand ready to help out. As far as the rest of the gods are concerned this is a matter for the Egyptian pantheon to sort out, and they're planning on doing just that. According to ancient agreements, they can't step into the mortal realms themselves, but they've hired the most competent help available... your demigod and his buddies.

## The Theme

*Set Rising* is packed with the wonders of Egyptian Hypertech and the magical forces of Set's break-away faction. It's all about technology against magic, the fight between the progressive forces of Ra and Set's traditionalist views (which is to say, "old school" blood rites and sacrificial sorcery).

Time isn't going to matter too much on this one, not the march of days anyways. Time is running out for your demigods... but tracking the individual bits of it will become hard since you're going to be bouncing around the Maelstrom in the Osiris for most of it. Ra isn't going to want you to perform the equivalent of bookkeeping; he wants you to stop Set.

You're going to travel from realm to realm, fix what's broken, move on and eventually crack Set's hidden realm and bloody his nose hard.

## A Base... With Wings!

The Techno-Egyptian gods make sure your demigod won't be sent naked and unarmed into this battle. He has enough power to garner their respect and with respect comes trust. And with trust comes the Osiris, the most powerful of the Techno-Egyptian artifacts, a combination of powerful magic and technology.

This bird-shaped vessel is the finest of Techno-Egyptian machinery, a capable ship and home for your demigod's journey through the treacherous realms of both



the Maelstrom and other realities. According to the spirit engineers who created this monumental war barge, it's more than capable of handling anything Set throws at it, and you'll be testing those claims!

From its stately rooms to the command center, your demigod will learn the ship inside and out. He has access to a considerable armory and store of equipment tailored to help him in his great undertaking. Inside he'll find defenses such as the Sun Armor of Ra and weapons like the deadly Judgment of Anubis, powered by Pulse and able to harm the monsters Set is sure to send once he divines your plan.

Your demigod's team has allies in this battle of course; the Osiris comes with a capable crew chosen from some of the finest soldiers, scientists and medical staff living among the Techno-Egyptian gods.

**Anhur:** The captain of the ship is a well trained and disciplined man; he'll provide your team of demigods with much knowledge and information about the current mission. He's watched many of the recent changes across the mortal realms and should be able to give advice when the ship reaches a new realm.

**Ahwei:** The ship's scholar and engineer, she has mastered many of the Techno-Egyptian secrets. She knows the workings of the Osiris and all of the weapons and technology, making her a valuable addition to any expedition. Ahwei offered to join the crew of the Osiris after her brother was killed by Set's master assassin and spymaster, but won't let a quest for personal vengeance hinder the mission at hand.

**Svenrik Thorsonn:** This mighty fighter comes to the Osiris from the Norse world-tree, Yggdrasil. The Norse gods aren't directly involved, but Thorsonn doesn't need an invitation to become a part of any military adventure. This bold and dangerous warrior is familiar with many battle tactics and keeps a tight ship. He has allied with the Egyptian pantheon in the past and Ra is happy to have him as the team's tactical advisor.

**Gomedi:** The ship's healer is a Sand Healer from the Sunfire Domain, favored of the goddess Bast and trusted of Isis. She can fix injuries, heal the soul and provide funeral rites should it come to it.

There are more crew, more secrets, and many things for your demigod to discover on the Osiris. Now, though, it's time for him to take flight through the Maelstrom. Only by stripping away the layers of Set's plan can your team of intrepid demigods tame the subverted realities and force a confrontation with their nemesis in his new realm.

Remove Set's henchmen to lessen his power. Only by defeating all of them can you hope to slow his plans. Along the way, you'll need to find weapons to leave Set weak enough to stand a chance against a full deity.

There's one more thing you should know: not everyone who seems friendly is allied to the team's cause. Set's a treacherous one. It's up to your demigod to negotiate with the various beings encountered along the way. Oh, and your demigod will find many of the realms simply don't know there's anything wrong, since to them it's the only reality they've ever known.

With all of this in mind, your team should prepare to board the Osiris, take up arms, and gather allies... then set out across the Continuum. Fail in this task, and we'll all serve the scheming manipulator of the Egyptian pantheon. Succeed, and your demigod will be one step closer to realizing his true potential, fulfilling his destiny and gaining his final reward — godhood!





## Society In The Outer Kingdoms

Before your demigod gears up and rocks out to find Set and stop him, here are some things he would know about the Outer Kingdoms and how things work. Consider it a one-stop shop of Techno-Egyptian hierarchy.

**Top Of The Heap:** Ra and his Techno-Egyptian gods are right up there above the rest of Mundania (as he calls it). From his gold and glassy pyramids he oversees everything going on in the Outer Kingdoms. His people have the best of the best; they live in awesome architecture and have some amazing technology to play around with.

He and the other gods maintain their own cities, towns, villages and societies to the nth degree. If you're lucky enough to be a servant spirit born in the lap of luxury, you'll want for nothing — especially if you're a favorite of Ra.

They also maintain their own star navy and ground forces. Under the control of Sekhmet, the military is one of the strongest arms of the Techno-Egyptian pantheon.

**Mundania:** The mundane spirits of the Techno-Egyptian realms, those born here in this little part of the Maelstrom live below the majesty, only looking up at the awesome light of Ra's pyramid through a couple of hundred dollar solar-reactive shades, compared to the Hard-light sunglasses Ra's agents wear.

These people are still well looked after but they're nowhere as affluent as the *crème-de-la-crème* of society. They have their own mayors, elected officials and government structure — as well as their own military. Unlike the gods and their followers, they're not allowed a star navy, so they must make do with the typical ground pounding infantry and mechanized infantry. Considering the level of technology is well above mortal Earth in the 21st century, they don't do too badly.

**Dregs:** Dregs are those people who hide away from the light of Ra, sneak under the radar of the Mundania citizens and exist outside of laws and liberties. They're the homeless and the afraid, those who have no love for the Techno-Egyptian gods or their people.

The Dregs of many Outer Kingdom societies are a dangerous element Ra has to keep an eye on. He allows them some freedom, and why they hate Ra and his people is a mystery to the ruling gods. They have no organized government, they have no military — what you see is what you get.

## Into The Thick Of It!

So just who the heck are the demigods for this one? What kind of character are you going to play? This is where you answer the BIG QUESTION. You're going to love this, or at least we hope you will.

Anything you want, and from any starting point.

While *Set Rising* is for Demigod rank characters, there's nothing stopping you from kicking off a Novice character, rising them through normal play, and rocking out with your fellow demigods come the time. Alternatively, create a Novice character and advance him to Demigod rank before the first session, then get straight into the tough stuff.

Regardless of the method, you're going to want to get up to speed pronto, and this is where things get real interesting, real fast. Later on you'll find we've given you a helping hand, just a leg up on where things stand with Ra's servants and the kinds of people he likes to employ. But for now you're going to want to concentrate on what makes your character tick.

Demigods are the ones Ra wants for this. He's picky, he's choosy and above all he's stylish and flamboyant. He's the Mack Daddy of the Techno-Egyptian pantheon and a legend in his own lifetime, as well as several others.

## You Want To Come From Where?

*Set Rising* takes place across numerous realms, many of which have been subverted, so your character could come from any one of those, or someplace entirely new — as long as you can think up a suitable back-story, that's fine.

It shouldn't be too hard for a Demigod rank character to have an interesting story though; he's going to have seen action, lots of it. He might come from any of the other *Suzerain* settings, 1930's America, 2048 Shanghai, the far-future Garden of Athena, the fantasy realm of Relic; let your imagination lead you.

There's a second option, though. Play someone who works, lives, breathes and serves in the Outer Kingdoms, someone from the right hand of Ra or one of the other gods. There are all kinds of beings who work with the sun god and rock to his particular techno-beat. Those people get rewarded; after all the sun is warm, isn't it? Ra gifts his particular chosen with all the hottest toys.

There are all sorts of Techno-Egyptian cities and places to say your character comes from. Here's a few: Sunfire Domain, Moon Domain, Ra's Pyramid, Shifting Sands,



Golden Delight (yeah, if you're thinking it's a pleasure city, you'd be right on the money), Judgment (Anubis' domain) and more. Don't worry about this right now, there are details coming on many of those.

If you play as one of Ra's people though, you're going to have a seriously awesome time. Ra's cities are the biggest, most fantastic and seriously impressive of all. Gleaming pyramids of white and gold glass as far as the eye can see. Fantastical architecture redefines physics, and all of it built with Ra's Hypertech Corporation nano-constructors. There's a reason Hypertech Corp. has the slogan: *It works because we say it does*. There are some crazy-impossible things going on in the Outer Kingdoms.

When your demigod's in his realm, he's cruising at the speed of sound down a slick glass highway in a nano-constructed Golden Sunfire Chariot (Ra's personal favorite sports car), music blaring on the stereo, cool nano-shades giving him speed readouts, ambient temperature and other information flashing past.

This is style over substance... just how the Techno-Egyptian gods like it!

## The Hook

Put yourself in your demigod's shoes for a moment. It's all well and good having this cool tech, these cool powers, these fantastic abilities and your Telesma... how do they all fit in? How in the Outer Kingdoms did you get picked by Ra?

Chances are you're a badass demigod already and you've done things, things which really put you on the map. Ra needs all the help he can get, he might hide it behind a beaming smile of pearly white teeth, acting all benevolent and cool behind his desk. Really though, he needs you as much as you need him.

Helping Ra is going to take more than cool shades and a badass attitude though; it's going to take a team. Set isn't going to send a minion or two after you; he's going to be throwing an army of trained manipulators, assassins, seductresses and the odd gun-toting psychopath your way. You can either run crying to mommy and daddy, or you can hook up with some friends and tear the way to the truth.

Taking on Set is a team game, there's no room for the Lone Wolf brooding operative in this one. Someone who doesn't listen to authority, well this is going to make Ra look for someone else to champion his cause. We're not saying the big guy is after 'yes men' — far from it. He wants someone dependable, and people who'll work as a team.

As a group, your demigods can be old friends or thrown together for the first time, right in the deep end. This kind of fun hook can make for interesting interplay in a team. It won't stop the setting being fun either way, so play it how you like it.

This is a Demigod rank setting and it's going to push your demigod hard; after all, you're not slaying goblins and orcs here. You're saving reality from a greedy, chaotic and avaricious cunning deity plus his minions. What's cooler than that? Perhaps Ra's car...

## Give Me Action NOW!

Can't be bothered to roleplay your character's back-story from Novice rank onwards? Can't be bothered to work out the Advances for a Demigod rank character from scratch? Well, you could always use pre-generated characters. We've put some in the Treasure area of [www.savagemojo.com](http://www.savagemojo.com)

These folks are all ready for you to take out and test-drive today. Don't worry about breaking them either, they're pretty tough and ready for whatever Set can throw at them.

## Archetypical Characters

To help you get up to speed, here are a few character archetypes. They're not necessary but they're going to give you an idea of the cool things Ra has on offer. Some of these can be found in the pre-generated characters. It wouldn't be fair to leave them out, since they're just as useful here.

**Agent:** Ra has people who he trusts; he trusts implicitly, none more so than his agents. Ra's agents are given access to the cutting-edge Hypertech and go into the most dangerous situations. The perks are worth it — they have the high-rise pyramids, the guns, the girls and the best nanotech Hard-light gizmos the sun god can throw their way. Of course Ra expects them to be the best at what they do. They're responsible for internal security, bodyguard duty, espionage and much more in the Outer Kingdoms. *Agent types:* bodyguards, spies, assassins and police officers.

**Hard-light Hacker:** So there's Hypertech and Hypertech computers. Well, the Hard-light hacker knows these systems like the back of his hand. He probably worked





for the corporation and wrote many of the subroutines in the light matrix processor. He knows how to make the lines of code dance to his tune. Hard-light hackers are the best at what they do, re-writing code, making new programs, cracking systems otherwise impregnable. They're the epitome of the Hypertech Age. Expect to be lauded for how awesome you are — Ra loves Hard-light hackers. *Hard-light hacker types:* whiz kid, systems analyst, data thief and corporate systems specialist.

**Hypertech Engineer:** With the high level of technology, requiring a mind-numbing grasp of physics that's enough to make quantum mechanics curl up in a ball and whimper, Hypertech is the next step on the engineer's ladder. This character understands the advanced concepts of Hypertech, of Hard-light nanotechnology and how to build some of the coolest gadgets in the Outer Kingdoms. Hypertech engineers are responsible for the construction, maintenance and design of ships like the Osiris and weapons such as the Sunstorm Cannon. *Hypertech engineer types:* Engineer, ship's mechanic, tinkerer and construction supervisor.

**Hyper-Sorcerer:** Ra may not like traditional magic, but as the big man often says, magic is just another form of science. And when you get down to the nitty-gritty of Hard-light Hypertech, you're walking a fine line right there. So the Hyper-Sorcerer is Ra's way of coming to terms with science and magic combined. Through the study of ancient hologlyphs — which are like hieroglyphs only more sparkly and cooler — Ra has gifted his sorcerers the power to hurl bolts of lightning, fly, call a beam of solid light into being and so much more. *Hyper-Sorcerer types:* Ra sorcerer (working for the big man), clairvoyant (great for helping you find lost car keys), astral warrior and civilian sorcerer (helping the little guy).

**Mercenary:** Ra doesn't really have a standing army, he prefers his agents. Of course the other gods like to keep their own private contractors going. So they basically use mercenaries, soldiers of fortune... if you can find them, you can usually hire them. They may or may not be wanted for crimes they did (or did not) commit. Most of the time they're just soldiers who are tired of a regimented military life and quit the corps. Mercenaries are combat specialists when it comes to being up close and personal, or for ranged battles. *Mercenary types:* soldier, soldier of fortune, demo specialist and military officer.

**Negotiator:** There are those character types who don't like to fight — they like to talk. To them, the pen or spoken word is truly mightier than the sword. They usually walk side by side with someone who can protect them though. These people are adept at talking down hostile situations and getting the best out of adversaries

who might otherwise just want to kill everyone. They have a silver tongue (sometimes psychic powers) and a knack for calming even the most savage beast. You really want one on your side when you're going up against odds as big as this. *Negotiator types:* corporate negotiator, police negotiator, debate specialist and empath.

**Ranger:** The ranger is a covert operations scout. They travel from place to place, realm to realm and engage only if ordered to. They work in small clandestine groups and are usually armed with a sidearm, a long range weapon and a Hard-light nano-knife. A ranger is adept at outdoor survival and works well in hostile climates such as the deserts of the Sunfire Domain. Rangers also chart out unexplored realms, dimensions and continents feeding the information back to Ra and the other gods. *Ranger types:* scout, explorer, saboteur and spotter.

**Sand Healer:** From the burning deserts of the Sunfire Domain, these are people who are skilled at healing wounds. They work with Hard-light technology and some mystical ability, though Ra keeps close tabs on anyone who uses such power. He's not fond of traditional magic, especially since Set and the others flew the coop and established their own little mystical "paradise" elsewhere in the Maelstrom. The life of a Sand Healer is a hard one unless they use purely Hypertech methods to fix broken bones, seal wounds and so on. *Sand Healer types:* doctor, field medic, healer and apothecary.

**Star Navy:** Ra maintains a fleet of Hypertech battleships. He doesn't talk about them much, preferring to leave his little ace-in-the-hole for when times get truly tough in the Maelstrom. He trains many young Egyptians to serve in his Star Navy, a fancy group to man and control the fleets of fine warships. The Osiris being a one-of-a-kind prototype doesn't fit in the regular Star Navy fleet structure, but a Star Navy character could easily know how to fly the ship, should the captain or helmsman be injured or killed over the course of the adventure. They could even serve as the first mate aboard the ship. Star Navy characters are adept at ship life, ship combat and know their stern from their bow. *Star Navy types:* ship's captain, naval officer, able starman and boatswain.

**Sunsword:** There are those people who really hate the idea of guns. Sunswords excel in close quarters combat and they love 'up close and personal' encounters. Armed with a Sunrod (a really impressive plasma sword) and a serious lack of personal safety, these character types are the first to run into any kind of battle situation. They live for the fight and trust their Personal Sunshield and prowess will keep them from getting blown into tiny bits. *Sunsword types:* swashbuckler, melee expert, champion gladiator and circus entertainer.



**Trickster:** A catch-all category for a civilian sector thief or con artist, these are the people who aren't part of any organization — they're certainly not military and usually operate under Ra's radar. They like to break into places they're not allowed, take things which don't belong to them and generally profit from the misfortunes of others. Of course not all tricksters are like this, just the really avaricious ones. Which is most of them. A trickster is a great addition to a team which enjoys sneaking around places and getting out again without being caught. *Rogue types:* thief, cat-burglar, conman and grifter.

## Magic Meets Science Meets Ra

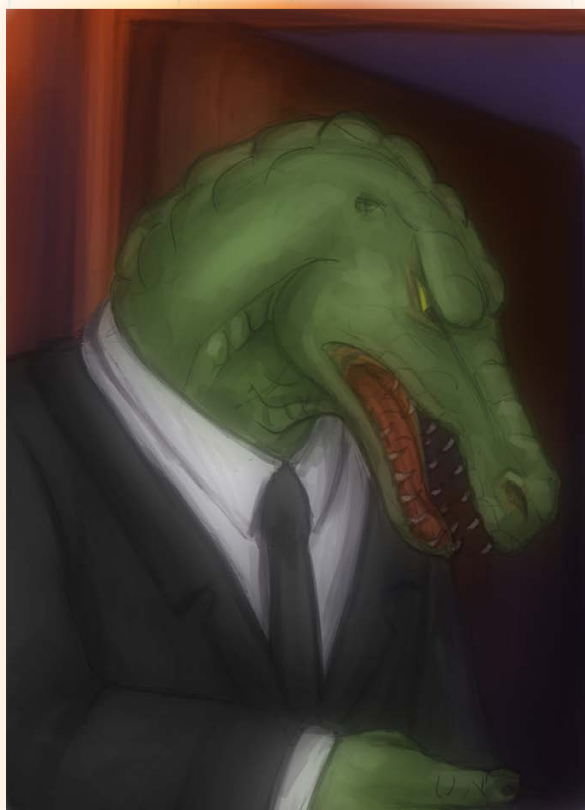
Ra's Hard-light Hypertech is very much science taken to the nth degree, pushed as far as the boundaries of physics can take it and then some. In thematic terms, it marks one extreme in the battle between technology and magic; only magic is the bad guy in this story. Set's broken with Ra's progressive ideas, gone off in a huff, and is doing magical things your demigod is going to stop. Or at least try to.

In *Set Rising* you'll find a lot of Hypertech equipment, new Edges with a Techno-Egyptian flavor to them, and new abilities to let your characters do things they couldn't do before. Ra's even been so kind as to beef up your character's Telesma Edges since he's that kind of guy. So here's a little guide to some of the things on offer here in *Set Rising*:

**Pulse Paths:** Magic is a bad thing, but Ra tolerates some of it — like Sand Healers and his Hyper-Sorcerers for instance. These are introduced in *Set Rising* and have their own Powers and Edges associated with them. Your demigod is able to do some pretty cataclysmic things but that's a demigod's right, and he shouldn't be afraid to stretch his demi-divine legs a little. You won't find player options for Set's sorcery though. This is the stuff Ra really hates and if your demigod is caught using it... well, it won't be pretty.

**Hypertech:** Ra has a saying: it works because it's Hypertech. Don't ask questions — I'm a god. It's a simple slogan built into his Hypertech Corporation. There's often no rhyme or reason to the technology the Techno-Egyptian gods are playing around with and physics doesn't seem to enter into it.

Imagine the really awesome sports car we mentioned earlier on. Now imagine it can move at the speed of light, avoid traffic instantly and, if Ra wants, fly. Why? Because it's Hypertech. People might accuse Ra of being lazy in



some respect, but he just grins and laughs — he's a god. Hypertech is going to allow your demigod access to some awesome tools of the trade: vehicles and the Osiris, for starters, but much (much) more besides.

**Patron Gods:** Ra might be the father of the Techno-Egyptian pantheon, but he's not the only one. You're going to find details on all those lovely gods who ally themselves with Ra, as well as the things they can offer your demigod should you choose to take one as a patron. We're talking good stuff here from Ra, Isis, Osiris, Anubis, Bast, Sekhmet (for the warrior inclined) and more. We're not going to spoil anything for you here, not even if you ask nicely.

**Telesma Goodies:** You've got a bracelet on your person, or a really nice gem encrusted watch, or perhaps you have always had an awesome red stone pendant. Your Telesma has been with you a long time; it has picked up new abilities as you've wandered the Maelstrom. Now it's going to get even more power, power to let your demigod accomplish so much more. And if you're wondering what a Telesma is, it's time to check out the *Savage Suzerain* book.

Ever wanted to throw your hammer and have it come back, just like Thor? Well, it's here and more besides. How about stealing time from people to do things with? OK, we'll let you do it. You get the idea. Powerful stuff.



## New Skills

### Knowledge: Hard-light/ Hypertech

Hard-light is used to construct nearly every complex item or system in Ra's realm; any character wanting to hack into a security system, reprogram an existing construct or build their own Hard-light item on the fly with need to understand the principles of Hard-light. Using a Hard-light item requires no special understanding just like using a sword doesn't require you to understand blacksmithing. However if you want to hack in to a Hard-light system that would require Knowledge: Hard-light.

To build a Hard-light item uses the lower of Knowledge: Hard-Light and Repair skills. A simple item like a knife would be a straight check, something more complex like a gun would be at a -2 and simple aircraft would be at a -4. Crafting any Hard-light item requires a solid object to serve as the focus for Hard-light construct to be built around. Suitable tools and larger or more complex items require proper facilities or further penalties are incurred. Knowledge: Hard-Light and Knowledge: Hypertech do the same thing, people coming from the theoretical side tend to call it Hypertech and those coming from the mechanical side tend to call it Hard-Light or H-L. There is no difference between the two names — when it comes to using the skill they're identical.

## New Hindrances

### Hard-light Hard-luck (major)

**Requirements:** Only available to characters from Ra's realm, the Outer Kingdoms.

Your character really can't hack this new tech, it does something to him, and he's not sure what. When the character rolls a 1 on their check, regardless of their Wild Die, while using a Hard-light device it simply just cuts out! Bad news if they're piloting a Hard-light hover-copter flying over the desert at the time. Ouch!

### Magical Vulnerability (minor or major)

Your character has some problem with magic, especially when bad spells are thrown his way. Whatever the effect, it's doubled for the minor version, or tripled for the major. If it's a damaging attack then it's going to seriously hurt. And for positive magic, the effect is halved (minor) or a third of the usual effect (major).

## New Races

### Anubite

**Type:** Background, Racial

**Requirements:** Spirit d6+

Anubis' children resemble their father greatly, being human but with the head of a black-furred jackal. They usually have dark blue or green eyes, though other eye colors are possible. They prefer to dress in black and gold and have a penchant for funerary items. They're extremely in tune with the spirit world so they gain a bonus of +1 to any checks involving Spirit.

**DOA:** A macabre innate sense develops in all young Anubite. They can tell within a few minutes how long a corpse has been dead, as long as that's less than a day. With more skill (see below) they can also tell the proximity of the soul and whether it has gone on to the underrealm yet.

**Speak To The Dead:** The adventurer can speak to the dead, as long as the corpse is only around an hour old. Any older and it requires a much stronger connection to Anubis (see below).

### Anubite: Improved

**Type:** Racial

**Requirements:** Heroic, Anubite, Spirit d8+

The hero's racial Edge improves in three ways: He now has +2 to his Spirit-based checks, he can now tell the time of death and soul proximity of a corpse as long as it's no older than a week, and he can also now speak to the dead as long as they haven't been dead more than a day.

## Power And Obligation

The races that inhabit Ra's realm are exotic, based on the animal-headed gods who gave them life. Their Edges have a little more punch than if you'd played a human character but they're also supposed to maintain Ra's standards of behavior. Expect gods to be annoyed if your Bastet makes the techno-Egyptian pantheon look bad. Think of it as a major Hindrance to go with the extra perks.



**Anubite: Mastery****Type:** Racial**Requirements:** Demigod, Anubite: Improved, Spirit d10+

The demigod's racial Edge improves in three ways: The demigod now has +3 to his Spirit based checks, he can now tell the time of death and soul proximity of a corpse as long as it's no older than a month, and he can now speak to the dead as long as the spirit hasn't been dead for more than a week.

**Bastet****Type:** Background, Racial**Requirements:** Agility d6+

The graceful and feline children of the goddess Bast, the Bastet share their mother's looks right down to the cat head. Males tend to be built a little bigger than females and have a more lion-style mane of hair compared to the women. They all have the upper and lower body of a person and the head of a cat. They're lightly muscular and have a variety of fur and eye colors. They're very agile and anything they do involving an Agility check gains a bonus of +1. The children of Bast tend to dress fairly provocatively — the women prefer clothes which swish or cling.

*Bast's Grace:* The Bastet are able to land on their feet even if they fall with their backs facing the ground — their supreme agility allows them to twist in the air and right themselves (this adventurer gains the Cat's Descent as per the rules in the *Savage Suzerain* book).

*Eyes Of The Mother:* All Bastet are capable of seeing in the dark. They require a small amount of ambient light for this to be effective but in conditions less than pitch black (–3 penalty or less) they suffer no penalties due to low light.

**Bastet: Improved****Type:** Racial**Requirements:** Heroic, Bastet, Agility d8+

The hero's racial Edge improves in three ways: his Agility check bonus is now +2, he gains the Cat's Descent: Improved Edge (as per the rules in the *Savage Suzerain* book), and he can also spend 3 Pulse per day to see in pitch black conditions for that day.

**Bastet: Mastery****Type:** Racial**Requirements:** Demigod, Bastet: Improved, Agility d10+

The demigod's racial Edge improves in three ways: his Agility check bonus is now +3, he can spend 3 Pulse to negate falling damage of any kind, landing on his feet automatically and not even ruffling his clothes (the cool factor of this is the most important part for most Bastet), and he can spend 1 Pulse per day to see in pitch black and magically darkened conditions with no penalties for that day.

**Horan****Type:** Background, Racial**Requirements:** Agility d6+, Smarts d6+

The Horan are the children of the god Horus and they appear rather like their god. Their head and neck is a hawk with the feathers melding into bronze colored skin. They've the lower half of a man and don't possess a bird's tail or tail feathers. Some of them are marked with the Eye of Horus symbol around their large dark eyes. Horan are naturally wily so they gain +1 to any Smarts based checks.

*Ascendancy:* Those who are born a Horan can leap as though they're almost flying. Note not every Horan actually has Horus as a patron, so there is some overlap with their ability (see the Patron God: Horus Edge on page 12). The character can add +2 inches to their jumps.

*Natural Pilot:* In a society with so much technology and with a god built about flight, Horans are naturally great at anything requiring aviation, so when behind the stick of a plane or some other craft soaring through the air, they gain a +2 to Pilot checks in aerial vehicles.

**Horan: Improved****Type:** Racial**Requirements:** Heroic, Horan, Agility d8+, Smarts d8+

The hero's racial Edge improves in three ways: he now gains +2 to his Smarts-based checks, gets another +2 inches to his jumps, and now has a bonus of +3 to Pilot and air vehicle control checks.



## Horan: Mastery

**Type:** Racial

**Requirements:** Demigod, Horan: Improved, Agility d10+, Smarts d10+

The demigod's racial Edge improves in three ways: he now gains +3 to his Smarts-based checks, gets *another* +2 inches to his jumps (so +6 inches together with Horan and Horan: Improved), and now has a bonus of +4 to Pilot and air vehicle control checks.

## Sobeki

**Type:** Background, Racial

**Requirements:** Vigor d10+

The people of the god Sobek have a humanoid lower half, with the shoulders and head of a large crocodile. They've powerful jaws and slightly webbed fingers which aid in swimming. They've adapted to living out of water and are comfortable in the dry heat of the Sunfire Domain. They're loyal and work well in the heavy lifting and security sectors; they make excellent bodyguards and hired muscle for various illegal activities. They gain +2 to any check made to resist the effects of extreme heat and their scaly upper half gives them a bonus of +1 to Toughness against slashing and piercing weapons. They have gleaming green or gold eyes, a few of them may even have red eyes and there are a few cases where white scaled Sobeki are born, revered amongst their people.

**Water Child:** The Sobeki can move through water as though it's second nature. They gain +5 Pace when swimming.

**Impassable Block:** One of the abilities the Sobeki pride themselves on, they can root themselves to the spot and cannot be shoved, pushed or knocked down whilst doing so. This costs 8 Pulse to trigger and lasts for 10 minutes. It cannot affect the powers of a god, and the adventurer requires a solid surface to stand upon. If he moves, the ability ends.

## Sobeki: Improved

**Type:** Racial

**Requirements:** Heroic, Sobeki, Vigor d12+

The hero's racial Edge improves in three ways: the cost for Impassable Block is lowered to 4 Pulse and the duration becomes 30 minutes. His Toughness bonus increases to +3 against slashing and piercing weapons, and resistance to heat extremes rises to +3.

## Sobeki: Mastery

**Type:** Demigod, Racial

**Requirements:** Demigod, Sobeki: Improved, Professional (affected trait: Vigor)

The demigod's racial Edge improves in three ways: the cost for Impassable Block is lowered to 1 Pulse and can be extended for 1 Pulse per 10 minute period beyond the initial 30 minutes. His Toughness bonus is now +4 against slashing and piercing weapons, and his resistance to extremes of heat rises to +4.

## Thothari

**Type:** Background, Racial

**Requirements:** Smarts d6+

One of the most reserved races in the Techno-Egyptian pantheon, the Thothari share their father's features, having the body of a human but the upper shoulders and head of a long necked Ibis. They usually have an austere knowledgeable look about them, preferring long flowing robes and coats. They also dress in outfits with a lot of space to store cards, books and other things within. Thothari have an innate knack for anything requiring information, so they gain a bonus of +1 to all Knowledge rolls.

**Knowledge Obscura:** Thothari can recall obscure facts they may have read days, weeks or months ago. In this case they can make a Smarts -4 check to recall an obscure fact relating to the current scene. They make great investigators; however they can only recall something from up to 48 hours ago.

**Information Overdrive:** Thothari are quick to read a hologlyph book, snap through a database and leaf through the pages of a 600 page manuscript for data. They can reduce any time it takes to get information by half.

## Thothari: Improved

**Type:** Racial

**Requirements:** Heroic, Thothari, Smarts d8+

The hero's racial Edge improves in three ways: he now gains a +2 bonus instead of +1 in all Knowledge-based checks, he can now recall an obscure fact from a week ago as a Smarts -2 check (previously 48 hours and Smarts -4), and it now only takes a quarter of the time to get the information required from *Information Overdrive*.





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For Players





## Thothari: Mastery

**Type:** Racial

**Requirements:** Demigod, Thothari: Improved, Smarts d10+

The demigod's racial Edge improves in three ways: he now gains a +3 bonus instead of +2 in all Knowledge-based checks, he can now recall obscure facts from a month ago with a straight Smarts check (previously a week and Smarts -2), and it now takes virtually no time at all for him to search massive databases and books — he can get information from such sources in the blink of an eye. If it normally takes an hour, he'll have it in 10 seconds, if it takes a week he'll have it in an hour, and if normal people need a month of solid research, he'll get the information in a day.

## New Edges

### Aspect Form

**Type:** Racial

**Requirements:** Demigod, Patron God (any Techno-Egyptian)

If your character isn't from one of the native races of the Techno-Egyptian realm, he may still be able to get some of those sweet benefits with the help of a patron god. By the time a character's a demigod he's starting to come into his power, so if he has a patron god this is where he can get an extra boost, by taking on the form of his god's aspect. Not only can it put the scare on the bad guys, it looks cool to boot. Take Anubis as your character's patron god and he'll be able to shape-change to a sweet jackal-headed human, glowing with power and ready to unleash some righteous judgment. Your demigod wants to get in touch with his dexterous side? Pick Bast and prepare for him to move like a cat on a hot tin roof.

**Aspect of Ra:** Demigod's form changes to a golden Pharaoh infused with light, +1 to all trait checks.

**Aspect of Bast:** Demigod's form changes to a humanoid cat Pharaoh, +2 to all Agility and Spirit-based rolls.

**Aspect of Anubis:** Demigod's form changes to a humanoid jackal Pharaoh, +2 to all Vigor and Strength-based rolls.

**Aspect of Thoth:** Demigod's form changes to a humanoid bird (Ibis) or ape (Baboon) Pharaoh, +2 to all Smarts and Spirit-based rolls.

**Aspect of Horus:** Demigod's form changes to a humanoid falcon Pharaoh, +2 to all Agility and Smarts-based rolls.

**Aspect of Osiris:** Demigod's form changes to a green-skinned Pharaoh, +2 to all Spirit and Vigor-based rolls.

**Aspect of Hathor:** Demigod's form changes to a bull or alluring humanoid Pharaoh, +2 to all Vigor rolls and +4 to Charisma.

**Aspect of Ptah:** Demigod's form changes to a Mummified Pharaoh, +2 to all Smarts-based rolls and +4 to all Repair rolls. These bonuses stack.

**Aspect of Isis:** Demigod's form changes to a glowing Pharaoh, +2 to all Spirit-based rolls and +4 to Charisma.

**Aspect of Sekhmet:** Demigod's form changes to a humanoid lion Pharaoh, +2 to all Agility-based rolls and +4 to all Fighting rolls. These bonuses stack.

**Aspect of Sobek:** Demigod's form changes to a humanoid crocodile Pharaoh, +2 to all Agility-based rolls and gains Fear -2.

### Hard-Light Honcho

**Type:** Professional

**Requirements:** Heroic

In the Techno-Egyptian world there's sunlight and there's Hard-light. It's a crazy little bit of Ra's Hypertech which totally blows the competition out of the water. It's basically solid light, light which can be used like mortals would bend metal, make objects out of wood and so on. In the case of Hard-light it's formed around a control surface and focus, springing into being in a blaze of radiance. It's used for weapons, vehicles, storage and anything Ra turns his corporate mind to.

The Hard-light Honcho is a master of Hard-light and can build Hard-light devices given enough time, money and the right circuitry for the focus object. From Ra's cool 'shades' to the fastest sports car in the Maelstrom, Hard-light is the way to go. Additionally, the Honcho can repair Hypertech-based items. Gain +2 on any Knowledge: Hard-Light or Repair checks relating to Hard-light. Your hero also counts as always having basic tools for the purposes of creating or modifying Hard-light items.



## Patron God: Anubis

**Type:** Weird

**Requirements:** Heroic, no other Patron God Edges

In the old days Anubis was the god of the dead, specifically involved with embalming. Of course as things change, rites alter and like the rest of his pantheon he's jumped with the times. He stands for law and order in the Techno-Egyptian pantheon, judgment over the soul and all that jazz. Now Anubis tends to be the patron of vigilantes and those who want payback for a just cause.

He has a sideline as an embalmer still, and grants his followers powers to prevent them from crossing over to the underrealm until they've finished what they started. He often appears as a slick-looking guy in a black suit a tie, with the eyes of a jackal. However, when Anubis manifests properly he's a jackal-headed humanoid in a jet black bodysuit covered with hologlyphs.

The hero gets one of these abilities when he first takes the Edge, another at Demigod rank. If he takes the Edge when he's at Demigod rank, he gets two abilities immediately:

**Contract Of The Underrealm:** Hero about to die? Evil all around him? Bad guy escaping with his girl? Or perhaps he used to be a rock musician who was killed with his fiancée on Halloween. Anubis grants the hero a chance at settling the score, protecting him from final death until he's finished what he started. Once his contract is finalized... it's to the underrealm with him, as usual for a deceased soul.

When your hero's out of Karma to stop himself dying and he activates this ability, he needs to state an achievable goal e.g. "Kill the bad guy and save the girl". Once your GM agrees the goal is suitable, the hero has all Wounds, Fatigue and any other temporary negative effects (i.e. Shaken) removed and he's able to act normally. Once the goal is complete, he's given just enough time to give a suitably moving farewell, is claimed by the underrealm... and dies. This ability can be used

after being reduced to Incapacitated, but if he's reduced to Incapacitated *again* after using this ability then he's out of luck. This ability can only be used once per adventure, even if he finds a way to get back from the underrealm, and if he's not fast enough in fulfilling his quest (the end of the next session of roleplay time), then he gets claimed anyway — revenge needs to be swift and decisive!

**Heart Of The Jackal:** The hero gains an innate sense of right and wrong. He can almost smell evil on a person's soul, reading a mortal's soul like a book and finding out their secret shame, evil deeds and gravest sins. For 2 Pulse the hero gains an understanding of the target's soul, giving him +2 to Intimidation, Persuade and Taunt checks against that target for the next 10 minutes. For 5 Pulse you can make an opposed Spirit check vs. the target, which gives your hero in-depth knowledge of the target's true self, secrets and motivations. Succeeding gives +4 instead of +2 to Intimidation, Persuade and Taunt checks against that target, plus your GM should share any juicy facts that might be relevant to the current adventure.

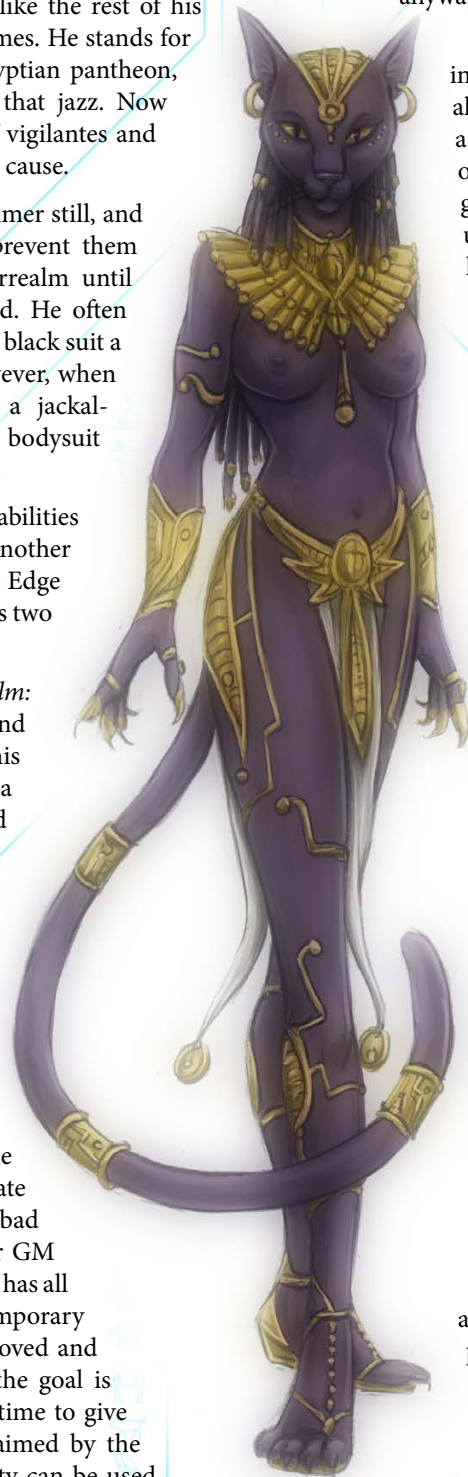
**Judgment Rites:** Should the hero come across a soul which cannot move on, with the aid of Anubis' power he can send them to their just reward. Of course in the case of an evil soul, this might be oblivion, or worse. For 5 Pulse and an opposed Spirit check the hero can reach out and touch the soul, communing with Anubis as he does so. If the god finds the soul worthy, it moves on to paradise... if not, well... there's a nasty reward waiting for those who've done ill through their lives.

## Patron God: Bast

**Type:** Weird

**Requirements:** Heroic, no other Patron God Edges

Bast is the patron goddess of cats and the protector in the Techno-Egyptian pantheon, she was once associated with the sun, but Ra cornered that market... she prefers the moon anyways. As a Techno-Egyptian goddess she's branched out to nightclubs and the performing arts — as





well as bodyguards and security forces. She's often depicted as a cat-headed woman with a body to die for; of course... she can also appear to your demigod as a smoking-hot dark haired cat-eyed woman. Bast can be fickle too, just like cats themselves.

The hero gets one of these abilities when he first takes the Edge, another at Demigod rank. If he takes the Edge when he's at Demigod rank, he gets two abilities immediately:

**Cat's Gaze:** The piercing eyes of Bast are granted to the hero for a full 24 hour cycle; the character spends 2 Pulse and can see in the dark perfectly, even in utter blackness. The gaze also allows him a +2 bonus to see what is hidden, via magic or otherwise.

**Feline's Grace:** The hero is given the grace of a cat, moving in a whole different way. Any Agility checks can gain +1 (and only +1) by spending 1 Pulse before the roll is made.

**Moon's Embrace:** A protective layer of moonlight-colored armor descends on the hero. It automatically soaks 3 Wounds before vanishing in motes of sparkling moonlight. It costs 5 Pulse to activate, forms instantly, and lasts for 10 minutes.

### Patron God: Hathor

**Type:** Weird

**Requirements:** Heroic, no other Patron God Edges

Hathor leaves the protective duties to the other gods these days, she's moved on and found there's money to be made in sex. She's the corporate head and CEO of Wicked Desires Entertainment. Hathor looks after all kinds of sex industry workers and maintains a very discreet and very exclusive escort agency. She also dabbles in love and joy, keeping a small but thriving business going by ensuring people's continued happiness. She appears as a good looking middle-aged woman with dark brown hair, hazel eyes and a sensible but alluring dress sense.

The hero gets one of these abilities when he first takes the Edge, another at Demigod rank. If he takes the Edge when he's at Demigod rank, he gets two abilities immediately:

**Careless Whispers:** Sometimes you just have to destroy something you love. The hero gains the ability to turn lovers against each other, perfect to break up an annoying evil-duo romance or prevent a disaster in the bedroom. Of course, the injured party might have something to say about it if they ever find out. By paying 3 Pulse and making a successful Persuasion check opposed by the target's Spirit, your hero can sow the seeds of doubt between two

people who would normally trust each other implicitly. It's a roleplay thing – we'll leave it to your GM to figure out the exact fallout.

**Love Shack:** The hero can summon a small dwelling wherever he is in time or space at the cost of 1 Karma. It appears as a building matching the current realm and exists for 24 hours. While the outside is in keeping with its surroundings the inside is luxuriously decorated and stocked with food and drink (all trappings appropriate to the local realm, but lavish). No one may open the door or a window without permission from the owner and breaking in requires causing 2 Wounds to a Toughness 14 object — the locks cannot be picked.

**Seduce The Crowd:** The hero can enthrall a large group of people to stop, listen and take note when he speaks. He spends 1 Pulse and places the Large Burst Template within 12 inches. Every Extra touched, even if hostile, has to succeed on a check against their Smarts or be completely enthralled by the hero. While enthralled they listen intently to everything he has to say and will only snap out of it when he stops talking, they're attacked or placed in harm's way — for example, driving a tank at them will snap them out of their rapture.

### Patron God: Horus

**Type:** Weird

**Requirements:** Heroic, no other Patron God Edges

One of the gods of the sky in the old days, Horus has moved with the times and he's now in charge of the Aegyptus Air Corporation. The patron of flight and making sure Ra's deliveries get where they're going on time. He employs many couriers and also makes sure there are enough parts for various fliers. He was instrumental with Ra in building the Osiris, named after his father. Horus used to appear as a man with the head of a hawk; now he simply appears with a Hard-light hawk on his right arm, a short crop of golden hair and an elaborate eye patch. Around his neck he wears a circular pendant with the Eye of Horus symbol upon it.

The hero gets one of these abilities when he first takes the Edge, another at Demigod rank. If he takes the Edge when he's at Demigod rank, he gets two abilities immediately:

**Eye Of Horus:** X-Ray vision? Horus gives the hero the cool power to see through solid objects up to 50 feet total distance — oh, and lead doesn't block this ability. No using it to peek at the ladies' underwear though, gentlemen! By paying 1 Pulse the hero can switch this ability on for the next hour and during that time may switch it off as needed. X-ray vision is distracting, though. While it's on, he gets -2



to all checks involving observation and thinking, except for Perception based on him looking through objects.

**Horus Ascendant:** The hero has been granted a limited form of flight by the god. For the cost of 3 Pulse, it allows him to move with a Rate equal to his Pace and a climb equal to half his Pace rounded up. He can move up to 100 inches before he comes to rest and must end his flight at that point.

**Shield Of Horus:** At will the hero can spend Pulse to summon a golden shield, emblazoned with the Eye of Horus. Not only does this shield deflect bullets, it's good against energy weapons and even armor-piercing rounds. It also defends against hostile spells. It works in the same way as the Pulse Armor Edge (as per the rules in the *Savage Suzerain* book) with two alterations: first, the Armor bonus is immune to AP. Second, the bonus can be used to resist hostile Powers that don't cause damage. Instead of x Pulse giving +x Armor, it can be used to give a +x to the appropriate resistance check, e.g. if targeted by the Blind Power you would get +x to the Agility check to avoid the results. The down side? It only works against incoming attacks and Powers from the front and shield-arm side.

### Patron God: Isis

**Type:** Weird

**Requirements:** Heroic, no other Patron God Edges

The wife of Osiris and the mother of Horus, Isis these days has extended her protective powers to medical insurance. She provides this service at the Osiris Medical Center as well as granting demigods access to her ability to help others, usually by erecting barriers of force and preventing physical and spell attacks. She appears as a slim woman, beautiful and somewhat motherly with a sharp-looking dress sense. She dresses in gold and white like many of her peers and prefers to power dress where possible.

The hero gets one of these abilities when he first takes the Edge, another at Demigod rank. If he takes the Edge when he's at Demigod rank, he gets two abilities immediately:

**Dome Of Physical Protection:** Isis grants the hero the power to produce a bubble shield, a dome of protective force appearing in a Medium Burst Template for 6 Pulse. This powerful protection is extremely effective against physical attacks from outside the shield and increases the Toughness of those inside by 4 against such attacks. It can't protect against Powers or magical effects. Only one physical protection dome can be active at a time. The dome can also be targeted at a target other than the hero and lasts 3 Rounds (1/1 Round).

**Spellbreaker Dome:** Isis grants the hero the power to disrupt hostile Pulse users' magic. Spells falter and fail to cast as they struggle to escape this energy dome centered on the target caster. It costs 4 Pulse to activate, granting Improved Arcane Resistance to everything targeted by the caster, and lasts for 4 Rounds.

**Wall Of Isis:** A 10 inch wide by 20 inch tall and 1 inch thick sheer wall of protective force is created, blocking both Pulse-based and physical attacks. Most often this is used to protect a group from a deadly volley of fire directed at them from the front, or to prevent a hero being shot in the back as he escapes. It costs 4 Pulse to activate and last for 3 Rounds - the wall has a Toughness of 16, 3 Wounds and obviously can't be Shaken.

### Patron God: Osiris

**Type:** Weird

**Requirements:** Heroic, no other Patron God Edges

Osiris was the god of the dead, but more a guardian and caretaker than the judge. He leaves that job to Anubis these days. He's actually moved on to another part of his job — after Set murdered him, he spent a few years dead for tax reasons and came back better than ever. He's the patron god of augmentation, Hard-light and nanotech-based replacement technology and resurrection. Quite a list of things to keep an eye on, which is why he established the Osiris Medical Center. With the aid of Isis he was able to make people better than ever. He usually appears as a man in a silver suit with a walking cane and comes across as austere and somewhat gentlemanly; his right arm under his suit is a marvel of Hypertech with Hard-light augmentations built in. He's at the forefront of medical technology in the Techno-Egyptian Corporations.

The hero gets one of these abilities when he first takes the Edge, another at Demigod rank. If he takes the Edge when he's at Demigod rank, he gets two abilities immediately:

**Reboot:** This ability lets the hero bring someone back from the dead! It costs 1 Karma and 10 Pulse per hour the target's been dead (or part thereof). The revived character returns from the underrealm with full faculties and stable, but with the same number of Wounds as when he died. People whose bodies were massively mutilated or totally blasted/squished/melted can't be revived in this way — there's simply nowhere for their soul to call "home" any more.

**Regeneration:** Osiris gives the hero the power to heal wounds and damage over time, and he can heal very quickly in combat. The hero gains the Slow Regeneration Ability as per the monstrous ability in the *Savage Worlds*



rulebook. For 4 Pulse per Round he can upgrade this to the Fast Regeneration version.

**Replacement Limb:** The hero's limb has been lost somehow. Perhaps he removed it himself, perhaps it was an accident or wound from an old foe. Regardless of the loss, it has been replaced by a Hard-light substitute and the limb can morph into a variety of useful forms (see Hard-lightware in Tech).

### Patron God: Ptah

**Type:** Weird

**Requirements:** Heroic, no other Patron God Edges

The god Ptah was supposedly the creator, who spoke the words and brought the world into being. He's certainly a dab hand with Ra's Hard-light tech and this is exactly what he does. He works in the Hypertech Corporation as the head of Ra's Research and Development division and gives new projects the once-over. He appears as an elderly man, dark skinned with short graying hair (including a close cut grey beard) and has a deep sonorous voice. He wears a crisp white suit with gold trim and you'll never see him without a tech-spanner or some form of tool close to hand.

The hero gets one of these abilities when he first takes the Edge, another at Demigod rank. If he takes the Edge when he's at Demigod rank, he gets two abilities immediately:

**Creation Of Ptah:** With a single spoken word, usually translated from a hologlyph — the hero can bring into being an inanimate object, even one as complex as a firearm. There's one limit: nothing bigger than you can easily carry in two hands. A bicycle, a gun, a fancy bottle of wine... those are all fine. The complexity of the item determines the Pulse cost — a very simple item costs 1 Pulse whereas something with complex moving parts like a gun, or complex chemicals (explosives or acid for instance), is a 3 Pulse cost. Nuclear bombs and Hard-light tech are too complex to make with this Power. Once created the item lasts for 4 Rounds, but can be maintained by paying the Pulse cost again for another 4 Rounds of use. And no, the hero can't create "the key to that vault" unless he already knows exactly what the key should look like. Nice try.

**Crafter's Zone:** Does the hero need a quiet place to work, a toolshed to make an awesome death-dealing device of ultimate destruction? Never fear, this is where Ptah gives him the ability to summon a portable workstation, replete with all the Hard-light tools he'd ever need and even a storage space for materials. For 1 Pulse the hero gains access to a workshop with all the tools needed for his

current task, giving him a +2 to Repair or appropriate skill checks. The workshop lasts for 6 hours or until the task is complete, whichever comes first.

**How It Works:** The hero gains a full insight into an inanimate object he touches. He knows how it was made, the steps of its construction and how to take it apart if need be. Note, this does not work on something as complex as the whole Osiris ship, but can be used on individual systems. The hero pays 1 Pulse and gains enough of an understanding to remove any penalties incurred by using an unfamiliar system. By paying 2 Pulse he gains an in-depth understanding of how it works and gains a +2 to any checks to Repair or operate the device. Both uses of this Power last for 3 Rounds, or for the duration of a single extended action e.g. 1 hour of work covered by a single Repair check.

### Patron God: Ra

**Type:** Weird

**Requirements:** Heroic, no other Patron God Edges

Ra is the sun god, the all-father of the Egyptian Pantheon and the genius behind Hypertech. If this god is your demigod's chosen patron then prepare for good times, a decent paycheck and more importantly, the trust and friendship of Ra himself. He likes to get personal with his employees and those who shake the sun god's hand find themselves with perks galore. Ra offers several powers to those who follow him, based on his command of the sun and Hard-light technology.

The hero gets one of these abilities when he first takes the Edge, another at Demigod rank. If he takes the Edge when he's at Demigod rank, he gets two abilities immediately:

**Healing Blaze:** Down and out, friends dying all around you? Ra can help; this aspect of his 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.

**Ra's Generosity:** Once per adventure your hero can call on Ra for a favor. It can be a sweet piece of equipment, some soldiers, or another favor entirely. It has to be within the bounds for Ra to grant, not a request he'd consider



greedy, and for a purpose he'd approve of — so you can't ask for a bajillion-squillion dollars to retire and live a life of boundless debauchery, for instance. He might send an attaché case with a cool million in though, if it'll pay the ransom on one of his favored servants.

**Sunburst:** Otherwise known as the Vampire Bane, this little trick allows the devotee of Ra to kick in a blast of powerful light. It blinds enemies in a Large Burst Template and drives back evil creatures. It will fry low rank vampires instantly, turning them to dust unless you happen to be in a realm where vampires go out in sunlight. That would be a downer, but some realms are like that. It costs 5 Pulse to activate. Place the Large Burst Template on the hero and everyone touched who doesn't have Ra as their Patron God takes **Damage:** 2d6 and is affected by the *Blind* Power cast with a Raise. Creatures with the Ethereal or Undead Abilities take **Damage:** 2d8 instead, unless they have special rules that say otherwise (Savage Worlds vampires take **Damage:** 2d10). The effect counts as direct sunlight.

### Patron God: Sekhmet

**Type:** Weird

**Requirements:** Heroic, no other Patron God Edges

Sekhmet hasn't changed much. She's the goddess of war including cyber-warfare too. She loves violence and battle, adores the spilling of blood and even though she's replaced the red claret for a proper wine these days, she can still be tempted into drinking the real thing. She loathes beer and doesn't often talk about how she was tricked once. Sekhmet is in charge of the Techno-Egyptian military, ground pounders and special forces alike. She also acts as the head of Ra's anti-hacker groups to prevent cyber-criminals from breaking into his Hard-light systems. She appears as a green eyed killer-looking redhead with bloodlust in her eyes. She wears a lion head pendant and has a favorite Hard-light khopesh she likes to use in a fight.

The hero gets one of these abilities when he first takes the Edge, another at Demigod rank. If he takes the Edge when he's at Demigod rank, he gets two abilities immediately:

**Bloodlust:** Sekhmet unleashes the warrior within, granting the hero incredible bonuses in combat and an impressive fortitude to take damage. For 4 Pulse the hero gains +2 Fighting, Strength and Toughness, as well as gaining Frenzy (or if he already has Frenzy he gains Improved Frenzy). This effect lasts for 4 Rounds, at the end of which he gains a level of Fatigue.

**Claws Of The Lion:** The hero gains massive claws and rips through armor with ease. For 2 Pulse the hero grows claws for 3 Rounds (**Damage:** Str+d8+2, AP4).

**Roar Of Terror:** A violent roar issues forth and stuns lower-rank enemies, killing mortals who hear it instantly. By spending 4 Pulse place the Medium Burst Template within 12 inches of the hero. Anyone touching it must make a Terror check. Wild Cards who fail must roll on the Fear table as normal. If they pass they suffer a -2 to their next action. With a Raise they're unaffected. Extras who fail take a Wound. If they pass they're Shaken instead.

### Patron God: Sobek

**Type:** Weird

**Requirements:** Heroic, no other Patron God Edges

In the old days Sobek was the protector of the king, the god watching over the Nile. Now, Sobek has been put in charge of security at Ra's massive pyramid in the Outer Kingdoms. Those who follow Sobek will find he has no corporation and fits the bodyguard image very well. This is his primary function, right hand bodyguard of Ra and protector of the 'king' once more. Ra also uses him and his followers as shock troops if he really needs to make a statement, since Sobek's people are very resilient and can take a lot of punishment.

The hero gets one of these abilities when he first takes the Edge, another at Demigod rank. If he takes the Edge when he's at Demigod rank, he gets two abilities immediately:

**Breath Of The Nile:** Sobek infuses his follower with the power to hold his breath for up to an hour per Pulse point used. The hero can operate underwater for a long time and exist in a toxic atmosphere as long as he has Pulse to burn.

**Never Smile:** Sobek makes sure his follower is resistant to mental coercion for an hour per Pulse point used. The hero can't be reasoned with or persuaded upon a particular course of action. He would make an excellent poker player since no one can read his mind or 'tells'. It's like one big, very determined crocodile has taken over the hero's mind, at least when it comes to this one belief, which must be stated clearly in one sentence when the Power is used.

**Snap!:** Sobek infuses the follower with a serious boost to his strength, allowing him to exert an incredible amount of force. Whilst this doesn't transfer over to the hero's teeth, it still mimics the crocodile's legendary ability to snap someone in two with their jaws... only this time the hero's using his hands. By spending 2 Pulse the hero can increase his Strength by a die type for 1 Round (it can go above d12). This doesn't require an action but can only be activated on the hero's action.



## Patron God: Thoth

**Type:** Weird

**Requirements:** Heroic, no other Patron God Edges

The patron god of writing and knowledge, Thoth's the one maintaining the university structure in the Techno-Egyptian cities and is guardian of the library system. Thoth invented the language of hieroglyphs and then went on to modernize it with the hologlyph. Since then, he's added a few more iterations, including Information Technology. He dumped his old image of an ibis-headed humanoid, eschewing it for something a little snazzier. Thoth now appears as a guy in a grey suit with an ibis pin attached to his right lapel. He seems to be young, yet wise, with a wicked spark behind his eyes. He's the perfect patron for a demigod desiring knowledge and can often illuminate even the darkest mysteries.

The hero gets one of these abilities when he first takes the Edge, another at Demigod rank. If he takes the Edge when he's at Demigod rank, he gets two abilities immediately:

*Direct Interface:* Thoth isn't just the patron of the written word on paper; he can affect computer systems as well. Now the hero can too, by touching the computer in question to directly interface with it. This gives him a +4 to bypass security systems and run core level programs, all directly from his mind! This costs 2 Pulse per attempt.

*Illuminate The Impossible:* Thoth grants the hero the ability to break a complex puzzle down into separate pieces, unlocking a code, cracking a cipher and seeing the truth behind a hidden picture. For any such tasks the hero gains +1 to his roll per point of Pulse he uses before the roll, to a maximum of +4. Even when it's something secret he senses when his might be useful (so if you're the GM, give your player a hint that it's a good time to invest Pulse in scrutinizing that picture).

*Universal Translator:* Thoth grants the hero the ability to read any language, living, dead or otherwise (undead languages, perhaps?). This lasts for a full 24 hours and requires the expenditure of 3 Pulse.

## Power Leech

**Type:** Weird

**Requirements:** Demigod

Don't you wish your demigod could borrow an Edge or Power, be able to shoot fire from his eyes, fly real fast, or just turn an enemy's Edge back onto them? Power Leech should do the trick. As long as he can touch the victim for a Round he can borrow any Edge of theirs, be it a cool Pulse Path or access to their patron god's power. This Edge

lets your demigod keep the chosen Edge for 1 Round per point of Pulse used during the initial leeching. If your target is killed or rendered unconscious, the effect ends.

## Star Navy Tactics

**Type:** Professional

**Requirements:** Smarts d8, Knowledge (Battle) d8

Your demigod has begun his career as a Star Navy tactician; he knows the ins and outs of the operation of vessels in Ra's Star Navy. He can make Common Knowledge checks to give him a bonus of +2 to rolls using the systems or in combat as he intelligently orders the crew, making changes to his plans on the fly. Star Navy officers also gain a +1 to Smarts when they take this Edge, unless it puts them to the maximum Smarts attribute score.

## Sunfire Conduit

**Type:** Weird

**Requirements:** Demigod

The fury of the sun has been unleashed, right inside your demigod. His heart is molten to the core, his body several degrees hotter than it was before. Fire smolders behind his eyes and he can unleash bursts of plasma energy from his hands. By spending 2 Pulse he can create a damaging attack (**Range:** 12/14/48, **Damage:** 3d8, **RoF:** 1). Alternatively he can convert his power inside to the power of flight; 5 Pulse allows him to fly with a roaring cocoon of plasma energy surrounding his body. Flight lasts for half an hour per 5 Pulse used and he can move at 3x Pace per Round, climb at half his Pace rounded up.

# Pulse Paths And Powers

## Hyper-Sorcerer

**Type:** Specialist Pulse Path

**Requirements:** Smarts d10, Strength d8, Heroic, Enabled (see *Savage Suzerain* for more on Enabled, and Pulse Paths in general)

A new tactic for Ra, his Hyper-Sorcerers are scribes-meet-wizards who combine technology and magic. The Hyper-Sorcerers are able to use the powerful hologlyph method to channel devastating mystical effects. They can hurl bolts of lightning, summon storms, cross vast distances in the blink of an eye and so much more. Of course, the only way to learn about this kind of thing is to enroll in Thoth's University, where the god of knowledge and the Hypertech Corporation teach it cooperatively.





Advanced concepts of hologlyph control are taught along with a healthy respect for the power itself.

Upon taking this Edge a character gains the skill Hyper-Sorcery at d4 and can choose 2 Powers from either the Savage Suzerain Enabled Pulse Path or the following hologlyphs:

Hard-light Blink, Hard-light Cascade, Hologlyph Duplicate, Hologlyph Storm, Refraction, Tri-Light Shatter Bolt

The Trappings for all Hyper-Sorcerer Powers center around Hard-light.

#### Hard-light Blink

**Rank:** Heroic

**Pulse:** 4+

**Range:** Special

**Duration:** Instant

This Hard-light sigil transforms the hero into a bolt of shimmering light. It's a useful way to get around from one line of sight to another. This light can only travel in straight lines of course, unless redirected somehow. For example, it could be bounced off a mirror or refracted either in a crystal or by the refraction spell itself.

Blink allows the hero to move up to 12" for each 4 Pulse spent, or 20" with a Raise, but counts as his movement for the Round. Adjacent opponents do not get a free attack against the blinking hero. There are no penalties for attempting to blink into an unseen or unknown area, but the Hyper-Sorcerer must be able to draw a straight line to the target location, using any method of reflection or refraction available to him.

Failure on the Hyper-Sorcery roll means the blinker still moves, but materializes d6" short of his intended location, is Shaken and takes a level of Fatigue. A roll of 1 on the Hyper-Sorcery die (regardless of the Wild Die) indicates a more serious disaster — in addition to the Shaken and Fatigue penalties, he also suffers **Damage:** 2d6.

This power cannot be used to carry others.

#### Hard-light Cascade

**Rank:** Heroic

**Pulse:** 3-9

**Range:** 24/48/96

**Duration:** Instant

Ever hear the term "hard rain"? This sigil unleashes a rain of Hard-light lancing down over a Medium or Large Burst Template, depending on Pulse expenditure. These bolts of white or gold light can pierce armor, break objects and cause widespread damage to targets caught within the area of effect. When triggered, this sigil works like the Blast Power from the Savage Worlds rulebook, but has AP5.

#### Hologlyph Duplicate

**Rank:** Legendary

**Pulse:** 5

**Range:** Smarts

**Duration:** 3 (1/Round)

The Hyper-Sorcerer makes a copy of himself from hologlyph magic and Hard-light. It's basically an exact duplicate, down to his personality and skillset. The duplicate can only take 1 Wound however, only has 5 Pulse, and God-level beings can tell the two apart. In all other ways this follows the rules for Summon Ally (Mirror Self) from the Savage Worlds rulebook, but the Hyper-Sorcerer can only make one duplicate per sigil he triggers.



## Hologlyph Storm

**Rank:** Demigod

**Pulse:** 10

**Range:** Smarts x2

**Duration:** 5 Rounds

When this sigil is triggered, a Hard-light hologlyph storm manifests over a Large Burst Template, remaining in place for 5 Rounds. The hologlyphs distinguish friend from foe, and any enemy caught in the storm is buffeted by magical winds, thrown around, lashed with rain and suffers a impaired vision and hearing . This can allow a Hyper-Sorcerer to cover his attack or aid a group to escape hostile forces.

This sigil combines the effects of Havok and Blind from the Savage Worlds rulebook, with the additional effect of deafening any affected victim until he recovers from being Shaken.

## Refraction

**Rank:** Heroic

**Pulse:** 5

**Range:** Smarts

**Duration:** 3 (2/round)

The Hyper-Sorcerer has learned a sigil that refracts magic through his hands. He can redirect a Power or other Pulse-effect targeting him as long as it has some form of missile component. He can choose to redirect this magic towards his enemies, or away from a friend. The Hyper-Sorcerer who triggers this sigil can use it to redirect an allied spell to hit a target otherwise out of its line of sight.

This sigil does not work against Powers cast by a God-level being. Don't even try it.

## Tri-Light Shatter Bolt

**Rank:** Heroic

**Pulse:** 8

**Range:** 12/24/48

**Duration:** Instant

This sigil lets the Hyper-Sorcerer unleash a trio of energy bursts, which then each split in half, generating a total of 6 bolts. These bolts are extremely accurate and can hit one or more targets, based on the will of the Hyper-Sorcerer. This sigil is rolled just like automatic weapons fire but with no penalties, and it gains a +2 bonus to hit. Each bolt does **Damage:** 3d4.

## Sand Healing

**Type:** Specialist Pulse Path

**Requirements:** Heroic, Spirit d10, Vigor d8, Empowered (see *Savage Suzerain* for more on Empowered, and Pulse Paths in general)

The art of Sand Healing is a powerful magic, practiced primarily in the Sunfire Domain. It soothes pain, heals wounds and can reset broken bones. It's the only "old school" magical power Ra really tolerates (it comes from the combined gods and goddesses of the pantheon). He can't see the harm in making someone better — even when his beloved technology fails him.

Still, he maintains a very close eye on this craft and those who use it. Practitioners must purchase a license from the CEO (Central Egyptian Overlord) to learn this particular Edge. It costs 100 dollars — Ra rather likes the sound of dollars — to obtain the proper credentials.

Upon taking the Edge a character gains the skill Sand Healing at d4 and can choose 2 Powers for either the Empowered Pulse Path list or from the following Sand Healer powers list:

Cauterize, Knockout, Numb The Pain, Reset Bones, Sand Saw, and Sand Surgery

### Cauterize

**Rank:** Heroic

**Pulse:** 2

**Range:** Touch

**Duration:** Instant

Sometimes no amount of sawing or resetting can save a limb. Some wounds are so deep, only fire can do the job. Sometimes an infection runs rampant and antibiotics aren't enough. For such emergencies, Ra has loaned the Sand Healer a portion of the sun's power to burn away infection and cauterize the affected area. It's not as subtle as Sand Surgery but it does the trick.

This Power allows the Sand Healer to remove afflictions from his patient. On a success, one condition such as disease or poison may be removed. On a Raise, two conditions may be removed. This may also reverse the effects of radiation.

Wound penalties affect the roll as per the Savage Worlds healing rules.



## Knockout

**Rank:** Heroic

**Pulse:** 1+

**Range:** Touch

**Duration:** Instant

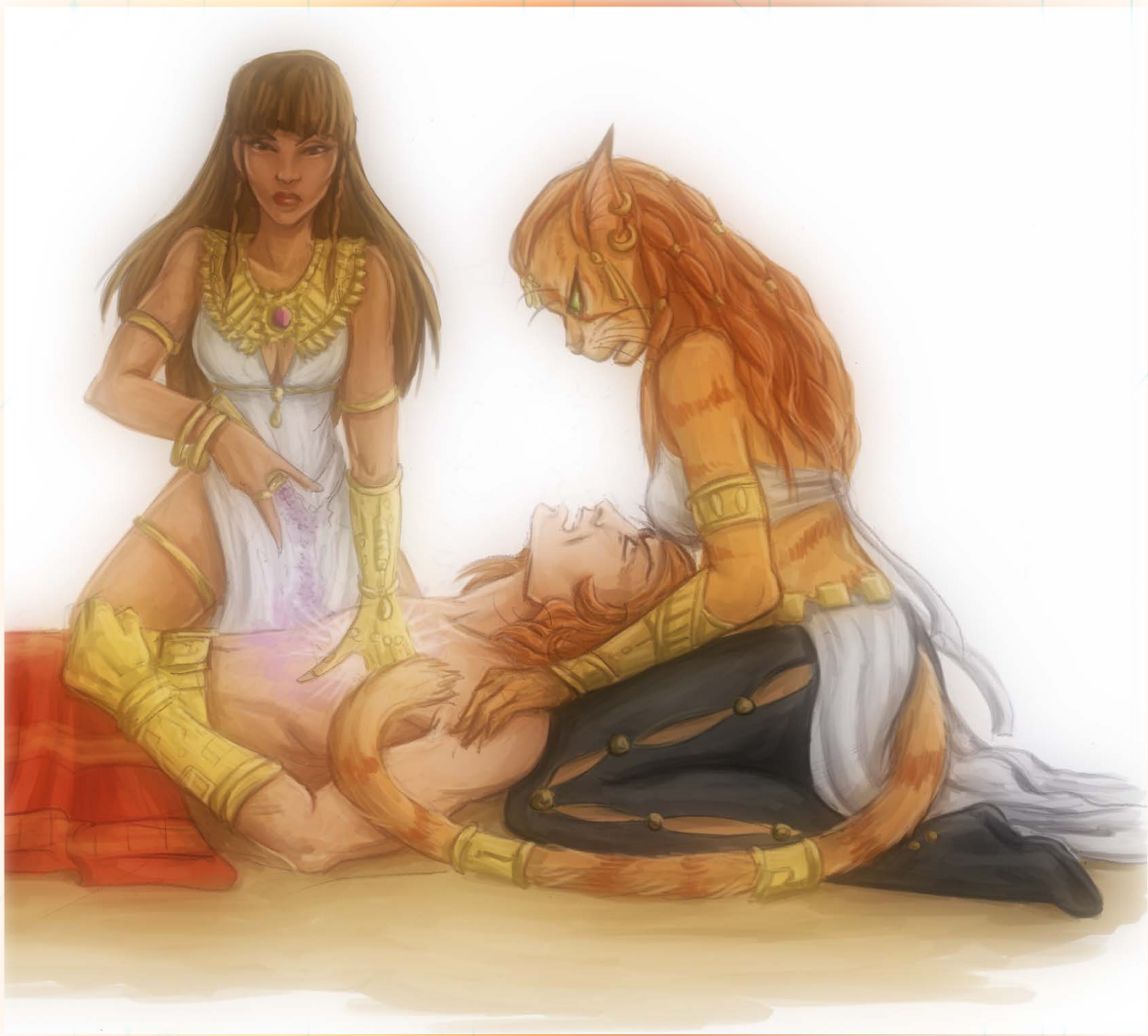
With a touch of his fingers, a little dab of sand and a whispered word, the Sand Healer can send his patient off to slumber-land. Once asleep, the patient is impervious to pain and can undergo the rigors of Sand Surgery or other invasive procedures without any upsetting screaming and sobbing.

This process only takes a few seconds and lasts for a number of hours based on the Pulse invested. For each

point of Pulse spent before the Sand Healing check, the patient is put into a near-death state for one hour. In fact, it simulates death so well it would take a trained medic to figure the person wasn't dead, which might have other uses during an adventure....

The patient can be brought out of the near-death state for an additional point of Pulse, or will awaken naturally after the allotted number of hours is up. While the Power is active, the patient counts as being stabilized.

This Power cannot be used against an unwilling target. We know you were thinking it, but no dice. Not even as a touch attack. Can a Sand Healer use Knockout on himself? If he's willing... sure, why not. He just can't cancel it early, because.





### Numb The Pain

**Rank:** Heroic

**Pulse:** 1+

**Range:** Touch

**Duration:** Instant

A Sand Healer can use this magic to ease the pain of an injured patient. He whispers soothing words and touches the affected area, dripping sand across it. The sand feels warm or cool to the touch as required by the pain and the magic. The severity of the injury dictates how much power the Sand Healer needs to pay in Pulse.

This Power allows the Sand Healer to mitigate the effects of Wounds. For each Pulse spent, ignore the effects of one level of Wound when determining penalties to Healing Powers or Natural Healing that follows immediately after.

### Reset Bones

**Rank:** Heroic

**Pulse:** 10

**Range:** Touch

**Duration:** Instant

The Sand Healer gently searches the patient's body with his magical touch to find a broken bone, realign it and kick-start its rapid regeneration. It hurts like hell, so we suggest the Sand Healer take steps to numb the area or at least knock the patient out.

This Power allows for the healing of major wounds. Using this Power on a target is very painful and the casting roll suffers a -4 to the check unless the target is unconscious or restrained for the 1d6 hours required to complete the process. On a Success, one Injury gained from the *Injury Table* can be removed from a character but he suffers 2 Wounds in the process. With a Raise, the suffering is reduced to 1 Wound. If the roll is failed the injury is permanent.

Although the Power traditionally heals broken bones, it can be used on any Injury. Blinded, brain damaged, or busted in the unmentionables, this is the Power to heal those ills.

### Sand Saw

**Rank:** Heroic

**Pulse:** 1

**Range:** Touch

**Duration:** 3 (1/2 Rounds)

With just a little sand you can do wonders, or so the guys and gals in the Sunfire Domain say. With this Power, a Sand Healer can use a handful of sand pouring through his fingers as if it were a medical saw. It can cut through tissue and bone, slice off an infected limb, remove shrapnel and so on. No Sand Healer should be without this Power if he plans on being a field medic in the war against Set.

This Power allows the removal of limbs, major and minor surgery, and other surgical needs. It removes all penalties for not having surgical tools. If used as a weapon, it does **Damage:** 1d4.

### Sand Surgery

**Rank:** Demigod

**Pulse:** 5

**Range:** Touch

**Duration:** 2 (2/1 Round)

The ultimate extension of the Sand Healer's abilities, Sand Surgery is where the true healer shines. With his hands covered in sand, he activates this magic and the patient's whole body is rendered before him as if it were transparent. The Sand Healer's augmented vision displays injuries as various colored areas. With this incredible insight into the inner workings of the patient's body, the Sand Healer can use mental commands to perform complex invasive procedures without opening the patient at all. He can even perform such surgeries on a microscopic scale, reaching tiny blood vessels as easily as Ra's billion-dollar Hypertech equipment does in the Osiris Medical Centre. It's no wonder Ra keeps such a tight eye on this kind of magic. Unfortunately, the procedure is extremely painful and the patient must be unconscious or suffer both incredible mental trauma and intense pain.

This Power grants the character +4 to all Healing-related rolls and Powers. If using Sand Healer Powers, the bonus is increased to +6.



## Telesma Edges

Your demigod isn't the only one benefiting from entering the Techno-Egyptian realm. Nope. His Telesma gets to play with a few new abilities too. Ra is very fond of these little devices and he allows them to access some of his realm's choicest powers... but only if the Telesma's owner is a Demigod rank character already. Don't try adding these Telesma Edges to characters of Legendary rank or lower. That's a big no-no.

### Dimensional Pocket

The demigod's Telesma has gained a mastery of Pulse creation; it can make a small pocket in the Maelstrom interconnected with the Telesma. For 5 Pulse, a demigod can place a single non-organic item in this "pocket". The item can't be longer than 6 feet or wider than 1 foot. The demigod can remove the item at any time for no cost, but must pay 5 Pulse again if he wishes to put it back.

### Karma Bomb

For a single point of Karma, the Telesma can unleash hell on the demigod's enemies, bursting from the spirit world into the physical world as a bright light causing damage to living tissue and all objects around the demigod. Friendly fire is possible — what do you expect for a Karma Nuke?

The use of this Edge creates a Large Burst Template centered on the demigod. It does **Damage:** 3d8 to all targets within the affected area with AP5. Additionally, all targets within the area are Shaken and take a level of Fatigue. Objects within the affected area must make a Toughness check as per the Savage Worlds rulebook.

### Karma Chameleon

For a single point of Karma the demigod's Telesma transforms him into a perfect replica of a being from the realm he's in. It can replicate monstrous beings as well as robotic ones. It's the ultimate form of shape-change and can fool even the most observant inhabitant of the realm. Of course, personality and mannerisms are another matter.

It can only change his appearance to a creature of the same size or up to 3 size categories larger, and while the effect is a physical one he gains no benefits (other than intimidation) from his increased size or any items or weapons the form appears to have. If the demigod moves into a different realm, the transformation is immediately undone; alternatively, the demigod may volunteer to undo the effect at any time.

### Karma Regenerator

The demigod's Telesma is so in tune with both Karma and the demigod that he automatically gains a point of Karma when his check dice and his Wild Die Ace at the same time. However, this isn't like normal Karma; it's stored in the Telesma for 24 hours until it dissipates. Only one point of Karma can be stored this way at any time. If a second point of Karma is added, it simply resets the clock for another 24 hours.

### Recall

Such a simple concept, but an important one for a Telesma attached to an item. The wielder can spend 2 Pulse to allow his Telesma to teleport the item back to his hand, even allowing a thrown weapon to return back to the thrower. This only works if the Telesma is incorporated into the item and works as long as the item and demigod are in the same realm.

### Stolen Time

Got a minute, pal? The Telesma can take time and use it rather like a Karma flex (see *Savage Suzerain* for more on those). It allows a demigod to act first in combat, avoid a single attack which might have killed him or store the time to save someone from a single event which might otherwise see them dead or worse.

By expending 20 Pulse, the demigod can store a little time within his Telesma. The demigod disappears for five minutes, then reappears in the regular time stream. This time can then be used, within 24 hours, as a 1 Karma flex or as Karmic Influence (again, see *Savage Suzerain* for more on that).

## Tech And Hypertech

We've bandied about the words Hypertech and Hard-light. These are the cornerstones of Ra's empire — compared to Set's realm where everything is a Kind of Magic and requires a lot of blood, sweat and tears (literally). In the Outer Kingdoms, technology is king and Ra is the daddy of it all. His corporation oversees all others and he has influence everywhere.

Your demigod is going to get access to some of this, but we feel it's important to give you an idea of the kinds of corporations in the Techno-Egyptian realm first.



## Corporation Street

Ra isn't the only one with a corporation. Earlier we talked about a few and here's where we give you more on four of the big corporations. Of course, there are a few others — we're not giving away all our secrets... we've got some stuff for your GM too.

*The Hypertech Corporation:* Ra's very own corporation features an expansive arsenal of products and sub-companies. In fact, you could say all other corporations are a sub-company of Hypertech and not a single one of Ra's pantheon would argue with you. Hypertech products are the fanciest of all tech. They defy several laws of physics and the typical price tag might be "The Earth". Many of these items are unavailable to buy, but are instead loaned to Ra's agents or those chosen by the god as a form of delicious technological candy. Hypertech works because it works. No one argues with the 'how' or the 'why' of a Hard-light Hypertech cannon for instance. No one attempts to understand how the Osiris actually does what it does — it's just a fact of Hypertech, which Ra made sure was in the corporation slogan. *Hypertech – It works because we say it does!*

*Aegyptus Air Corporation:* Horus oversees this little airline and aeronautical manufacturer. The corporation emphasizes passenger comfort, military applications and delivery. Aegyptus Air covers all aspects of civilian and military flight, from fast transport jets to nimble military fighters to the civilian flier models seen flitting around the various Outer Kingdom cities — not to mention Ra's own giant pyramid. Horus' corporation was instrumental in the construction of the Osiris and is currently working on another version, a scaled down model with stealth applications.

*Osiris Medical Centre:* Osiris and Isis run this advanced healthcare provider. It's a thriving business because people can't stop getting hurt. Some cases require a bit of surgery; some require a complete Hard-light replacement limb. In some situations, the replacement limb is mandatory, especially when the Techno-Egyptians are experimenting with style over substance. There's nothing quite as exciting as having your right arm transform into a cannon, especially if you're providing security for a famous nightclub owner or rock star. Osiris and Isis also offer medical insurance to provide customers with financial peace-of-mind.

*Wicked Desires Entertainment:* Hathor has assembled an impressive conglomeration of media companies and intimate services. She likes to keep a slender fingernail in every single sex industry pie and her reach dominates numerous Outer Kingdom cities and towns. Unlicensed sex workers are quickly rounded up and told exactly how things are going to go down. Hmmm... maybe that was a poor choice of words.

In return for a modest take of their profits, 'Auntie Hathor' looks after them, gives them accommodation and make sure they're taken care of. All of her employees are well looked after and treated correctly. Sleaze of any kind is not tolerated — Hathor regulates her own industry very firmly. Wicked Desires runs numerous high-class escort services and several exotic nightclubs, designed to meet the demands of their discerning customer. The company also maintains a standing contract with the Osiris Medical Centre — an arrangement the gods usually find to be extremely cordial.

## Technology For The Masses

Not every single Techno-Egyptian in the Outer Kingdom cities has access to Hypertech. The majority of the tech the normal people can access is pretty mundane stuff compared to the Hard-light tech of Ra and his peers.

We're not really concerned with a breakdown of the tech regular people use. Basically they have access to various civilian weapons, tools, vehicles and the like. The best toys are reserved for the demigods and Ra's own. You can expect to see some pretty slick outfits — nice hats, shades and the like — but nothing as mighty as Hypertech. A gun is a gun for these people and a computer is just a computer, although it can range from a simple handheld to an all-singing, all-dancing setup that performs complex functions lightning fast.

Use standard equipment from the Savage Worlds rulebook for regular people on the streets of an Outer Kingdom city. Average people use handset phones, wrist comms, ear-mounted communicators and even tiny rings equipped with short-range phones. Mundania tech is what you want to make it, because only the best get to play with the brightest new toys.



## Hypertech (Hard-light Technology)

An important factor of Hard-light technology is that it's always built around a physical focus of some kind. If you have a Hard-light aircraft, you start with a slender focus rod and from that rod you construct your airship. Construction is near instantaneous and it's possible to jump off a tower block, kick-in a Hard-light fighter construct, and zoom away in true style before you've even fallen half the way to the ground.

Here's a smattering of cool Hypertech devices to get your demigod started.

### Communications

**Hard-light Comrig:** When this rig activates, a burst of golden light appears around its focus. Communications can be routed to a fancy HUD on the lenses of your Hard-light shades or through a single sliver of light with a tiny microphone and earpiece. It's extremely customizable and stylish. The rig can manage communications from a variety of sources and relay video feeds from outside recorders.



### Computing

**Hard-light Arm Computer:** This extremely powerful computer often originates from a bracelet focus. It can interface (via light streams) with a variety of Hypertech and mundane tech, given the right ports. It has incredible storage capacity, probably the equivalent of several large digital libraries, and it operates at mind-blowing processor speeds. The focus can project a fully tactile keyboard and an interactive HUD.

**Hard-light Skill Rig:** This data management system interfaces with the mnemonic centers of the brain and gives you AWESOME SKILLS™. It allows you to pick up to 3 Skills for 24 hours and switch between them. It's not re-writing your DNA, just soft-wiring your brain for a while.

Managing more than 3 Skills or changing which Skills have been chosen in a single span of 24 hours can overload the brain's neurology. There are fail-safes to prevent users even trying it.

These Skills are used at the same die-type as the matching Attribute, but the user can only have one of them active at a time. Switching between the Skills requires a Smarts check. A failure means the Skill is unavailable for the remainder of the 24 hours. A roll of a 1, regardless of the Wild Die, means the user is at -2 for all Skill checks and cannot use skill rigs. This unfortunate effect lasts 24 hours after the failed roll was made.

**Sol Ark 309:** A fully functional Hard-light computer system built around a small hologlyph cube. This system puts the arm version to shame and is incredibly powerful. In fact, Ra has an entire pyramid housing these things for his personal computing use.

### Miscellaneous

**Hard-light Accessories:** This includes things like chronometers, jewelry and other miscellaneous items. They can have other functions. Sometimes a ring emits a special ring light. Who wouldn't like a special light ring?

**Hard-light Apparel:** Just like the mundane version, you can get Hypertech clothing. Just hope it doesn't short out when you're giving a speech to the masses — could be very embarrassing to lose your Hard-light halter top. Hard-light Apparel can give a bonus to Charisma in the appropriate situation.

**Hard-light Holocorder:** It's the best video and audio recorder money can buy. It can also come with a hover function, responding to voice commands or operating under AI control.



**Hard-light Shades:** Pioneered by Ra, these Hard-light techno-shades feature a variety of functions: HUD, target tracking, stock exchange feeds, communication video overlays and more. They look super-snappy too, which is the most important part for Ra.

**Light Sphere:** The Hard-light tech version of a lamp. These spheres can follow the user around responding to verbal commands or their own AI.

## Hypertech – Ground Vehicles

There's no civilian class when it comes to Hypertech, so here's a short list of the kinds of ground vehicles you're going to find in the hands of the Outer Kingdom's elite and military.

**Anubis Darkstar:** This high-performance motorbike comes equipped with the latest anti-personnel weapons and an imposing sleek design.

Vehicle	ACC/TS	Toughness	Crew	Notes
Darkstar	30/50	10(3)	1+1	<b>Weapons:</b> can mount up to three weapons from the Hypertech Vehicular Weapons list
Flare	40/100	8(2)	1+1	+2 to Charisma
Sunfire	30/200	12(4)	1+3	Climb 2, Airbags
Rampager	15/40	100/80/80 (80/65/65)	2+10	Heavy Armor, Hover, Improved Stabilizer, <b>Weapons:</b> Two Ra Sunburst 20s in the turret, and a hull-mounted Ra King of Fire

## Hypertech – Air/Space Vehicles

**Anubis Darkhowl:** A slim beast of a flier, the Darkhowl is the ultimate in stealth and detection. It rocks some serious speed and delivers deadly accuracy with tight payloads. It's armed with one single energy projector and four launchers for guided rockets and bombs.

**Horus Venerable:** The Venerable is a massive Hard-light transport plane, similar to an Osprey but much bigger. It can come fitted with extra lift for your heavier cargos.

Vehicle	ACC/TS	Toughness	Crew	Notes
Darkhowl	50/400	15(3)	2	Stealth Paint, Climb 2, <b>Weapons:</b> Ra Sunburst 10 (Fixed), 4 Hardpoints*
Venerable	25/100	15(4)	2+12	Climb 2 (Climb 1 if in Heavy Lift Mode), <b>Weapons:</b> None, but can be fitted.
Shimmer	100/1000	22(5)	2+2	Climb 4, Space/Atmospheric, <b>Weapons:</b> Ra Sunburst 10 (Fixed), 2 Hardpoints*
Madcat	80/800	18(4)	2	Climb 4, <b>Weapons:</b> Ra Sunburst 10 (Fixed), 2 AI Controlled Sunburst 10's (Turrets), 4 Hardpoints*

\*Note: a 'Hardpoint' can be loaded with any Hard-light munitions.

All of these vehicles have night vision.

**Ra Flare:** A *really* high-speed sports bike, the Ra Flare doesn't have any weapons in the default configuration. It's been designed solely to get you from A to B in the blink of an eye.

**Ra Sunfire Chariot:** Ra had this puppy manufactured and designed at the Hypertech Corporation; it's a high performance Hard-light sports car with all the extras functions. Not the least of which is the ability to move at supersonic speeds.

**Sekhmet Rampager:** If you're looking for a powerful APC/tank, the Rampager is what you want. It comes armed with one single main cannon and two sub energy projector guns. The thing moves at high speed and can fly in short bursts, functioning like a prolonged jump.

**Ra Shimmer:** This very fast Hard-light flier is capable of operating in space or an atmosphere. It comes outfitted with a single cannon and two launchers.

**Sekhmet Madcat:** Designed with excellent speed and range, this multi-role attack flier delivers its payload with devastating accuracy. It comes with four launchers, one pilot-controlled energy projector and two AI-controlled energy projectors as standard.



## Hypertech – Weapons

These are all the Hard-light toys your demigod gains access to when working for the Techno-Egyptian gods. Being designed by Ra, Hypertech weapons get distinctly more powerful when in direct sunlight.

### Melee

Melee weapons gain an additional 2 AP when in sunlight.

**Battle Staff:** The principle is the same as its mundane counterpart, but this Hard-light weapon forms around the focus rod and can be extended to several lengths, providing a tricky weapon to block in combat. The device can be upgraded to extend blades or even curved axe heads upon a mental command by the user.

**Damage:** Str+d8, **Weight:** 4, **Notes:** Parry +1, Reach +1, 2 Hands, Reduces target's Parry by 1

**Hard-light Khopesh:** Just as it says, it's a khopesh made from Hard-light with a variety of designs and styles for the blade. An elegant curve-bladed sword for a civilized age.

**Damage:** Str+d10, **Weight:** 4

**Knife Of Sekhmet:** This Hard-light knife is perfectly balanced for stabbing and throwing.

**Damage:** Str+d6, **Weight:** 1, **Notes:** AP1

**Ra Sunrod:** You can use a plasma sword to cut through a lot of things and it burns flesh quite nicely. The rod focus can be upgraded to change the intensity of the blade and the shape.

**Damage:** Str+d12+2, **Weight:** 3, **Notes:** AP4

### Ranged

Hard-light weapons create their own ammunition, hence their increased clip size. It takes one action to trigger the ammo-creation mechanism, reloading the weapon.

The Hard-light construction of these weapons vastly reduces their weight and recoil, removing any minimum Strength requirement usually associated with them.

These weapons can jam, meaning the Hard-light mechanism has temporarily failed.

**Judgment Of Anubis:** It's simply the best kind of pistol. The Judgment fires several colors of pain and has a selectable round type. No self-respecting badass should be without this weapon. It's the judge, jury and executioner, all in one gun. It harms things normal pistols couldn't hope to touch - perfect for monster hunting.



**Range:** 15/30/60, **Damage:** 3d6, **RoF:** 1, **Weight:** 2, **Shots:** 30, **Notes:** Semi-Auto, gains +2 AP in sunlight

**Ra Halo:** The Halo is a compact and dependable battle rifle, good for medium to long range. It boasts various optics and sub-features, including a flashlight and an under-slung grenade launcher.

**Rifle:** **Range:** 30/60/120, **Damage:** 2d8+1, **RoF:** 3, **Weight:** 6, **Shots:** 50, **Notes:** Auto, 3RB, ignores recoil penalties in sunlight

**Grenade Launcher:** **Range:** 20/40/80, **Damage:** 3d6, **RoF:** 1, **Shots:** 1, **Notes:** Medium Burst Template

**Sekhmet Obliterator:** The Hypertech Corporation first manufactured this rapid firing sub-machinegun for the goddess of war. She loves it. In addition to its firepower, the Obliterator's got good range and excellent optics as well.

**Range:** 15/30/60, **Damage:** 2d6+1, **RoF:** 5, **Weight:** 4, **Shots:** 100, **Notes:** Auto, +1 to Shooting rolls, ignores recoil penalties in sunlight

**Sekhmet Raptor:** This highly accurate rifle interfaces with your Hard-light shades' HUD and has an extremely long range. The Raptor comes packed with rounds which can rip through vehicles and it features target acquisition, distance compensation, plus recoil compensation as standard plugins.

**Range:** 50/100/200, **Damage:** 2d10+2, **RoF:** 1, **Weight:** 15, **Shots:** 20, **Notes:** AP6, gains +2 AP in sunlight, HW, gives 1 to Shooting rolls or +2 if used in combination with a pair of Hard-light shades, Snapfire



## Explosive

**Hard-light Grenade:** It does what a mundane grenade does and so much more. It can be set to track a target, even adhere to it. Once stuck, the grenade emits a high-pitched whine designed to disorientate the enemy before a violent detonation.

**Range:** 5/10/20, **Damage:** 3d8, **RoF:** --, **Weight:** 1, **Notes:** +2 to Throwing rolls

## Vehicular

**Ra Sunburst:** The Sunburst is a massive Hard-light projector capable of destroying the toughest vehicle armor in a single shot.

**Sunburst 10:** **Range:** 75/150/300, **Damage:** 3d10+2, **RoF:** 1, **Notes:** AP25, Small Burst Template, HW

**Sunburst 20:** **Range:** 150/300/600, **Damage:** 5d10, **RoF:** 1, **Notes:** AP100, Small Burst Template, HW

**Hard-light Munitions:** For these, use the rules for missiles from the Savage Worlds rulebook.

**Hard-light Sunfire:** **Range:** 75/150/300, **Damage:** 5d8, **RoF:** 2, **Notes:** AP150, Medium Burst Template, HW

**Hard-light Sunbird:** **Range:** 150/300/600, **Damage:** 5d8+6, **RoF:** 2, **Notes:** AP100, +2 to Shooting rolls, HW

**Hard-light Torpedo:** **Range:** 200/400/800, **Damage:** 6d10, **RoF:** 1, **Notes:** AP200, HW

**Ra King Of Fire:** This is a massively devastating long-range battle system. It looks like a four-shot rocket launcher and fires rounds that explode with a thermonuclear energy kept in check by a projected energy shield. The shield hits with a Large Burst Template and scorches anything inside the dome.

*Note: This is an absolutely brutal weapon system, and is presented as an example of the extreme upper-edge of Ra's Hypertechnology. It isn't available to demigods except in the most dire of circumstances. The theft of a Rampager armed with this system would be a major disaster!*

**Range:** 200/400/800, **Damage:** 6d12, **RoF:** 1, **Shots:** 4, **Notes:** AP200, Large Burst Template, 20 Round reload time, HW

## Protection

**Light Armor:** It's relatively low-tech, but even the standard light infantry armor looks cool. It grants +1 Armor to your torso, arms and legs. You can include a helmet to also protect your head. **Weight:** 10

**Medium Armor:** This is an improved version of the standard infantry armor. It offers a mix of close combat,

ballistic and magical protection. Wearing this grants +2 Armor to all location and negates 1 AP. **Weight:** 20

**Heavy Armor:** The heavy armor isn't messing around. It's dense and restrictive — much like a bomb disposal suit, but it provides good protection. It grants +5 Armor to all locations and negates 3 AP, but it also reduces Pace by 1, and you can't run while wearing it. **Weight:** 35

**Hard-light Shield Belt:** While wearing this lightweight belt, you can use it to project a field of Hard-light around yourself. This provides +2 Armor to all locations and reduces the AP of weapons used against the wearer by 2. In sunlight, it gives the wearer +1 Toughness too. **Weight:** 1

**Hard-light Projector:** Using this projector, you can configure and deploy a large Hard-light barrier. The projector can be carried or dropped to provide protection from projectiles, magic and other sources of harm. It can even block spirits from crossing the threshold. The projected barrier can sustain a large amount of damage before it shuts down. After that, it can't be reactivated until it recharges.

Activating the projector creates 12 squares of protective wall, which can be shaped into any form as long as the squares are all adjacent (not counting diagonals). The barrier is Toughness 50, provides Heavy Cover and takes 5 Rounds to recharge if taken down. Due to the light-bending nature of the Hard-light, actions through the barrier (such as Notice checks) are at -4. Damaging Powers cannot pass through the barrier, but non-damaging Powers can, with a -4 penalty to the roll.

**Sun Armor Of Ra:** Sleek and sexy, this is the Hard-light battle armor developed by Ra in response to a need for his agents to be self-sufficient in the field. It has various foci built into a tight-fitting bodysuit and projects Hard-light armor around the wearer. The system has a fully integrated AI and weapon suite which can be tuned towards several environments such as underwater, space and other hostile climate environments. It has failsafe mechanisms and a recharger if it shuts down. On top of everything else, it gains a bonus if it's in bright sunlight when operational.

While wearing Sun Armor of Ra, it provides +10 Armor and grants an additional +1 Toughness in direct sunlight. It provides full environmental protection, and grants +2 to all rolls against environmental effects, such as extreme heat. It contains a full day of air supply. Spending 1 Pulse provides an additional hour of breathable air and the suit regenerates one hour of air each day. It can carry 10 Weight Units of equipment and/or weapons and provides its own light equal to a bright lantern or to a focused beam of light with a range of 20".



## The Osiris At A Glance

The Osiris - masterpiece of Techno-Egyptian vehicle design, designed to glide effortlessly through oceans, any planet's atmosphere, deep space, or the Pulse tides of the Maelstrom. A battle barge like no other. And she looks awesome too.

Ah yes, it's safe to say Ra and the rest of the Techno-Egyptian pantheon are quite proud of her. Rather than weigh you down with descriptive text, here's a lovely picture of the ship as it passes through the Maelstrom.

The Osiris is a thing of functional beauty, with arched corridors echoing Egyptian design. Hologlyphs line the walls and everything is gold and silver inside. Crystalline lamps (actually made from Hard-light) light the interior and each deck smells vaguely of incense. The ship releases the scent to produce a calming effect for the crew. It means that anyone who makes a Spirit check on the ship gets a +2 bonus to his roll. This bonus is negated under times of high stress, such as combat, or if the ship has become heavily damaged.

It's possible for the Osiris to erect Hard-light barriers to detain intruders or prevent a catastrophic hull breach. These usually appear across doorways or corridors and look like a hexagonal mesh of golden light.

There are three sectors aboard the Osiris: the upper deck (command), middle deck (power core, engines and so on) and lower deck (cargo bays, computer systems and other areas). A transitional elevator runs between the 3 decks and moves at high speed. It's a hexagonal platform made from silver light and allows six people to stand comfortably on it.

### Upper Deck

The gleaming lights of this sector reveal a carefully constructed atmosphere of professional shipboard conduct. This is the sector that houses the officers and VIPs. It's usually a flurry of activity as the crew carry out their orders quickly and efficiently.

**Bridge:** The vital command systems, control modules and navigational systems are all located here. There are several crew stations for helm, weapons control, navigation, command and defensive measures located around the bridge. It's a well-lit affair and the crystalline v-shaped window allows a good view outside of the ship. For other views, there are holographic displays, which can render any angle on the exterior of the Osiris. The controls are holographic panels created using Hard-light technology. Each panel is packed with customizable touch-sensitive

controls and displays, and any control scheme can be replicated elsewhere on the bridge.

The captain is placed in the front of the bridge, at the middle point of the v; this allows him to monitor the most important stations aboard the vessel from his command chair. Several screens give him constant feedback on the other stations and crew members.

**Officers' Quarters:** This is where you'll find cabins (packed with amenities) for the high-ranking crew aboard the Osiris. There are also eight guest cabins that are just as luxurious. Four of these guest cabins are situated on each side of the corridor. The Captain's cabin can also be found along this corridor, closest to the bridge.

**Officers' Mess Hall:** This is decked out better than the mid deck mess hall and the food is much better. There are several Hard-light computer games that the crew can play to help them relax and a fully equipped bar, complete with a music center.

**Upper Deck Weapons Battery:** If you want lots of big guns, you've come to the right place. The Osiris' upper deck weapons are divided between two batteries, one port and the other starboard. Each of these batteries consists of two Linked Sunburst 20s, one Hard-light torpedo bay, and six Sunburst 10s. Although they can all be controlled from the bridge, the crew can also use stand-alone control systems, in case of emergency.

**Airlocks:** There's an airlock on the port and starboard side of the ship's upper shell. These airlocks can be extended and reconfigured to fit a custom docking port, or even create a secure docking attachment to fit a non-standard port.

**Recreational Center:** A fully stocked gym, training machines and more are in this room. The Hard-light configuration has currently set up a basketball court, since that seems to be the new fad of the Osiris crew since discovering the sport from mortal realm videos.

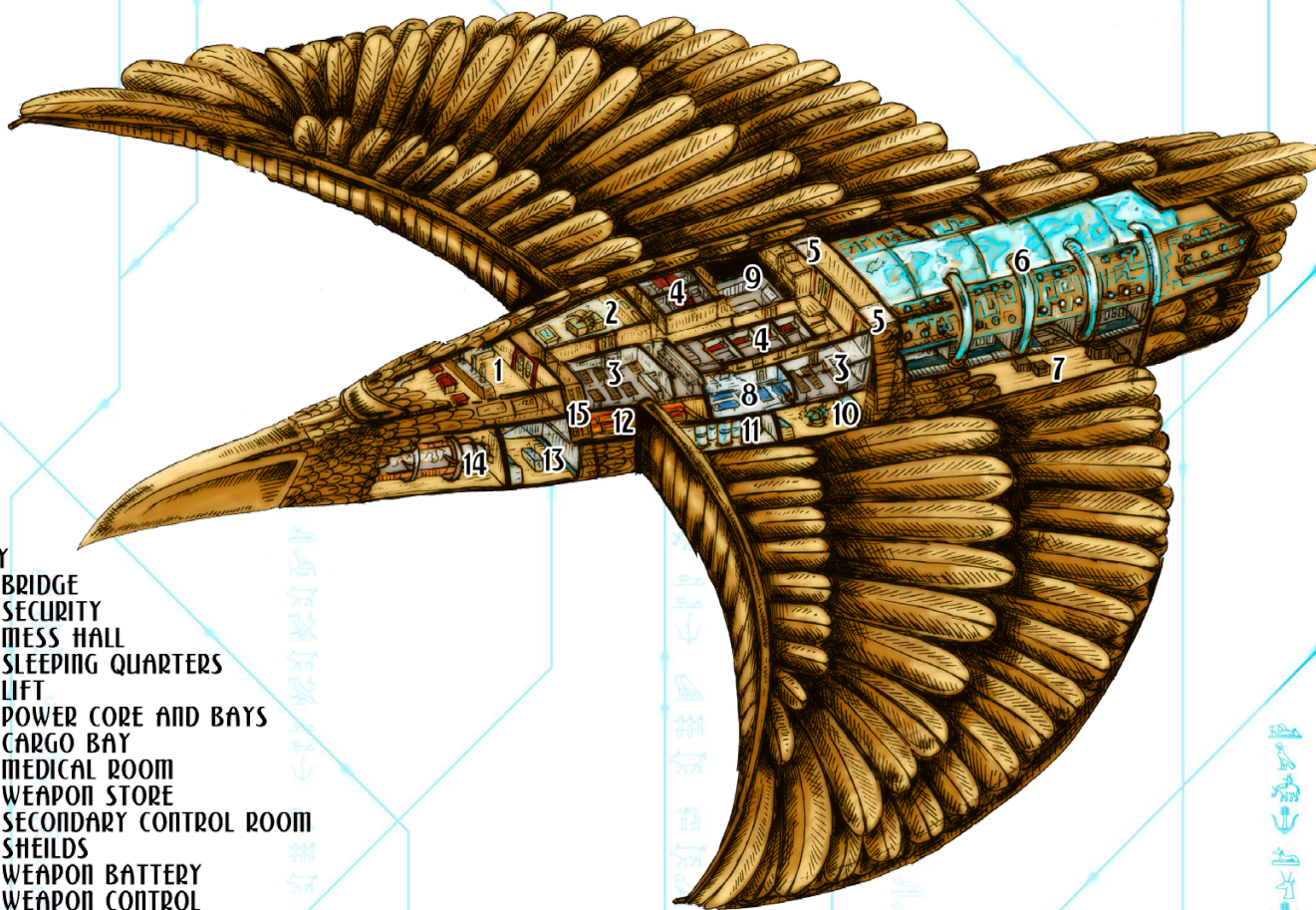
**Security:** The Officers' security station is where secure weapons and experimental devices are stored, including all of your demigod's requisitioned equipment.

**Transitional Stairwell:** As the name implies. It's a set of spiral stairs that can be used to get from the upper deck to the mid or lower decks. If you're feeling reckless you can jump down too, so that's kind of cool.

**Elevator:** The hexagonal Hard-light lift that takes you between the three decks. It's quick too, moving smoothly between floors.



# THE OSIRIS



## KEY

1. BRIDGE
2. SECURITY
3. MESS HALL
4. SLEEPING QUARTERS
5. LIFT
6. POWER CORE AND BAYS
7. CARGO BAY
8. MEDICAL ROOM
9. WEAPON STORE
10. SECONDARY CONTROL ROOM
11. SHIELDS
12. WEAPON BATTERY
13. WEAPON CONTROL
14. MISSILE STORAGE
15. AIRLOCKS

## Mid Deck

**Engines And Power Core:** Off limits to lower rank crew, the engines and power systems of the Osiris are at the back of the vessel. Gleaming vaults of techno-Egyptian machines spark and hum with a life of their own in here. The ghosts of ancient engineers flit about the back of the ship, interacting with the energies only they can manipulate.

**Crew Cabins:** The crew berths and cabins are in the middle of the mid deck and they serve for all the lower and mid-ranking crew. This area also contains a small mess hall. It has a similar layout to the one on the upper deck except the food isn't as good and the amenities are a little poorer. The atmosphere isn't as stuffy though and the crew here knows how to kick back, relax and have a good time.

**Storage Hold 1&2:** At the front of the mid deck are a couple of storage rooms, each loaded up with basic supplies. The demigods can find any simple equipment

they might be looking for in here. It's also the place to find mundane food packs and drinks to take with you when exploring hostile environments outside of the ship's landing zone.

**Mid Deck Weapons Locker:** Hand weapons and ranged weapons are stored securely here. The Sun Armor of Ra and other armor can be obtained here, but a complex security system and defense barriers protect them.

**Mid Deck Weapons Battery:** Like the upper deck, the mid deck weapons batteries are divided between port and starboard. Each battery is comprised of a single Sunburst 20, one Hard-light torpedo bay, and three Sunburst 10s. These are also tied into main Bridge control and run on a redundant system as well, allowing the crew to assume control of the weapon systems if need be.

**Medical Bay:** This is the state of the art Hard-light Hypertech medical bay where the Sand Healer Gomedi can be found. This bay is packed with medi-beds, scanner



gurneys and auto-surgeon machines that can return even the most injured patient back to full health given enough time. There are stasis fields to keep a dying soul from leaving the body and enough technological wizardry to rebuild someone who has been blasted into tiny bits. It all takes time of course, and power from the ship's other systems.

**Airlocks:** There is an airlock on the port and starboard side of the ship's midsection. These airlocks can be extended and reconfigured to fit a custom docking port, or even create a secure docking attachment to fit a non-standard port.

**Weapon Ammo Storage:** This is where you'll find munition-creators for items like the ship's torpedoes and cannon rounds. Hard-light manufacture rigs create ammunition on the fly and quick-travel loaders ensure the ammo gets to where it needs to go. There are numerous machines and auto-loaders in this expansive bay and a barrier shield defends the whole thing against external attack.

**Barrier Shield Systems:** This area is off limits to all save for Ahwei, the chief engineer, and her staff. This is where the ship's Hard-light barrier projectors are housed. These barriers defend the vessel from external attack and allow for full coverage of the ship's vital areas. There are several back up systems kept ready in case a main system fails. They're not as powerful but they can still prevent the Osiris being damaged.

**Escape Pods:** There are enough pods here to get the whole crew and all passengers out if the ship is ever damaged enough to warrant it. These pods are self-contained sarcophagi-style vehicles with auto-navigation and engines capable of navigating the Maelstrom to a safe haven.

**Transitional Stairwell:** As the name implies. It's a set of spiral stairs that can be used to get from the upper deck to the mid or lower decks. If you're feeling reckless you can jump down too, so that's kind of cool.

**Elevator:** The hexagonal Hard-light lift that takes you between the three decks. It's quick and moves smoothly.

## Lower Deck

**Lower Deck Computer Systems:** A bank of high-powered CPU's and other devices sits here just below the mid deck transitional lift. This room feeds all of the important systems and sub-systems of the Osiris. Its computational power is staggering.

**Engineering Cabins:** This section contains Ahwei's cabin, the engineer's cabins and other lower-ranking crew

cabins. There are also two sub-control rooms, which can be used to control many of the ship's systems, and power conduits, allowing for quick re-routing of power between critical systems.

**Cargo Bay:** This spacious cargo bay can fit a couple of Ra fighters inside it as well as a few ground vehicles. It has a large ramp at the back, which deploys quickly and is protected by two turret-mounted Sunburst 10s placed on either side of the ramp, allowing the crew to open fire on hostile targets at the rear of the ship.

**Front Weapons:** Two Sunburst 20s are mounted under the nose and can be fired in unison or independently. A single Hard-light torpedo launcher is also mounted under the nose.

**Rear Weapons:** Two Hard-light torpedo launchers are mounted at the rear of the ship and can engage targets trying to attack the Osiris from the back, along with a turret-mounted Sunburst 20.

**Transitional Stairwell:** As the name implies. It's a set of spiral stairs that can be used to get from the upper deck to the mid or lower decks. If you were feeling reckless and jumped down from the upper levels, this is where you'd land.

**Elevator:** The hexagonal Hard-light lift that takes you between the three decks. It's quick too, moving smoothly between floors.

## Osiris Stats

The Osiris is the pinnacle of Ra's Hypertechnology. As such, she's subject to a number of special rules, which are detailed below. If your demigods are going to be in command of the Osiris, you're expected to know how she works. Treat her like an extra character in your group and help your GM run scenes with the Osiris by knowing the following:

**Osiris (Acc/TS:** Hover 20/160, Amphibious 20/100, Transpheric 100/2000 **Toughness:** 50 **Climb:** 0 **Crew:** 20+60 **Cost:** Military Only)

The Osiris is capable of travelling in all conditions, including underwater and outer space. The acceleration and top speed reflect the base maneuvering for each mode of travel. Changing the ship's drive to another mode takes several Turns. However, if this is an expected mode change, preparations can be done in advance, and the actual changeover is instant. Transpheric drive is used in the air and outer space. The Osiris can always choose to be immobile, in any mode.



All of the Osiris' energy weapons are turret-mounted, with a 180 degree arc of fire based on their facing. Thus, the Osiris' nose cannons can fire in a 180 degree arc forward. The Hard-light Torpedo bays are all fixed forward, except for the two aft tubes.

### Weapons Chart

**Sunburst 10: Range:** 75/150/300, **Damage:** 3d10+2, **RoF:** 1, **Notes:** AP25, Small Burst Template, HW

**Sunburst 20: Range:** 150/300/600, **Damage:** 5d10, **RoF:** 1, **Notes:** AP100, Small Burst Template, HW

**Hard-light Torpedo: Range:** 200/400/800, **Damage:** 6d10, **RoF:** 1, **Notes:** AP200, HW

Hard-light torpedoes are designed to destroy other capital-class vessels. They require three successful Rounds of "Lock On", as per the missile rules in the Savage Worlds rules. They can't be snapfired, and each tube takes five Rounds for the Hard-light construction machinery to reload. Torpedoes can be fired at amphibious, flying or ground targets. Any craft smaller than the Osiris (such as a fighter aircraft) cannot be targeted at all unless it has been immobilized by some means.

The Osiris benefits from these Savage Worlds vehicle rules: Anti-Missile Systems\*, Air Bags, Amphibious, Heavy Armor, Hover, Night Vision, Sloped Armor, Spacecraft/Atmospheric, Improved Stabilizer (all weapons).

\* **Note:** The anti-missile systems are good against ALL incoming fire, including missiles, energy attacks, damaging Powers such as Bolt, etc.

The Osiris has a plentiful supply of weapons, food and Hard-light technology. Any equipment from the Ra inventory is available, as well as more mundane equipment from the Savage Worlds rulebook.

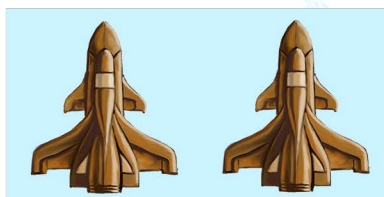
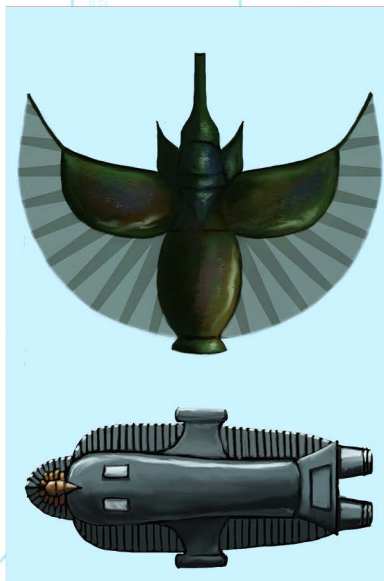
The ship's state-of-the-art design and equipment mean characters gain a +2 to rolls when made in the appropriate area. For example, the medical bay grants +2 to all Healing rolls. This bonus stacks with all other boosts, such as from a demigod's tools.

## Using The Osiris In Battle

Since the Osiris is such a massive vessel, some modifications to the Savage Worlds vehicle rules must be made.

### Tabletop

It's better to place the Osiris in the center of the tabletop, and have all other vehicles move in relation to it. We suggest you use the supplied templates for the Osiris and Fighter craft.





The Osiris suffers from “The Broad Side of a Barn” problem, so all attacks against her gain +4 to the roll.

Remember to use the anti-missile systems to negate incoming attacks!

The Osiris will simply fly over any terrain, so this is a chance to do some really freewheeling World War I style dogfights, like the “Balloon Busters” of old. The Osiris doesn’t use ‘maneuvers’, and only needs a pilot for testing if an attacker can lock on.

The Osiris is never a Fast Target during a tabletop scene.

Any time an attack beats the Toughness of the Osiris, roll on the Critical Hit chart below and apply the effects.

Collisions work against the Osiris, but everyone inside benefits from safety harnesses and the Air Bags rule. During battle, the Osiris counts as an Unstable Platform, but this only affects characters attempting to fire their personal weapons out of an open port, or other similar activities.

The Osiris will never go Out Of Control due to damage. It’s also important to remember the Osiris can switch to her main drive and simply leave an engagement unless the drive is damaged. Of course, this means you’re abandoning the mission....

### Chase Scenes

Using the Osiris in a chase scene follows the normal Savage Worlds rules for a chase. The ship always has the option to engage the main drive and abort the mission. Much like in a tabletop scene, the Osiris can’t go Out Of Control, but can be damaged. Follow the same rules as in the Tabletop section above.

Complications happen in chaotic roleplay combat - feel free to select an entry from the Critical Hit chart below if you want a fast and easy complication.

### Damage And Critical Hits

To reflect the damage-absorbing capacity of the Osiris, instead of forcing an Out Of Control roll, specific areas are damaged, reducing the capacity of the ship. It’s important the Osiris is fought over in a dramatic way. A single lucky shot should not take out the ship.

### Osiris Critical Hits

Roll 2d6, and consult the chart:

(2) Breach — A hole is punched through the hull. Pick a point on the Osiris, and mark it. Any character — player or NPC — can now access the ship through the hole, or fire out of it. Reduce the Osiris’ Toughness by 2.

(3) Engine Room — The Drive is damaged and will need repair. No Mode Change is possible until repairs are completed, nor can the ship land. It can, however, attempt a controlled crash. All rolls to attack the Osiris are at +6 until the damage is repaired.

(4) Solid Hit — Pick a random area of the ship, other than the Engine Room, and damage it. Items inside are wrecked (such as a crew cabin) or the room loses its functionality until repaired (such as the medical bay). Weapons bays are a separate result.

(5) Weapon — Choose a random weapon facing the attacker. That weapon is disabled until repaired. If a weapon receives this result again (even if it’s been repaired), it’s destroyed and can’t be repaired.

(6-8) Chassis — A hull hit, smoke, fire, and the ship shakes. Reduce the ship’s Toughness by 1.

(9) Crew — A random demigod or key NPC is hit. Apply a Wound to the crewmember or demigod and he’s Shaken. He can recover from or resist this as normal.

(10) Defenses — The ship’s defenses have been disrupted. The anti-missile system no longer functions, and the ship’s improved stabilizers are offline. The ship counts as being only Toughness 30, which is further reduced by the damage already taken. This can be repaired.

(11) Solid Hit — Pick a random area of the ship, other than the Engine Room, and damage it. Items inside are wrecked (such as a crew cabin) or the room loses its functionality until repaired (such as the medical bay). Weapons bays are a separate result.

(12) Fire — The ship is on fire. Pick a location on the ship, and mark it as being on fire. This room’s contents are damaged as per a Solid Hit, above. Each Round the fire is not put out, the fire spreads to an adjacent location (including up and down decks) unless contained.

**Note:** Should the Osiris be reduced to Toughness 10 or less, the ship must either land or abort the mission by activating the main drive. If the ship’s engines are damaged, the Osiris will have to make a controlled crash.





# FOR MGS



# For GMs

Are you a player?

Are you reading this far?

Go back before it's too late....

If you intend to GM *Set Rising* everything's hunky dory here; you're supposed to be looking at this section because this is where the really cool stuff is. This is the stuff you can hurl at your players and the information you're going to need to really make your story come to life. There are many secrets here in the GM's section, including the nature of the true power behind the throne. Apophis, the cunning serpent who has been backing Set from the start.

Yes, the whole thing is someone else's plan and Set's just along for the ride, grabbing any power he can get. Causing Chaos is of course the cherry on top of the ziggurat and he loves it so much. But before we really get into the thick of things regarding Set and his minions, we can take a few moments out to check out some of the cool things Set can give to his followers.

## Tech Versus Magic

We've been talking a lot in the player section about the pantheon Ra took to the future, the shiny new Hypertech-enhanced Egyptian techno-gods. Now take a look at the other side of the coin. This is where you get to learn about the Settites, Ra's opposite in every single way. You see, it's about a difference of principles, the old ways versus the new.

Ra likes his shiny tech toys and making people comfortable in life – well, as long as they serve him properly. Set just wants people to obey him. He's sick of being the lapdog. He's sick of Ra and the other gods abandoning time-honored traditions to embrace this horrible technological way of life.

For Set, magic's where it's at and he's found a like-minded soul — a whispering serpent in the Maelstrom with a lot of power and the stones to get things done. This is Apophis, and together he and Set have partitioned off a section of the Maelstrom to resemble an ancient kingdom of Egypt, replete with slaves and blood rituals, sensual rites and more. They infuse their weapons and items with powerful Settite magic, making them every bit as effective as Ra and his technology.

Where Ra prefers to discuss and plan the expansion of a region using the right workforce, who all get paid and housed in accommodation befitting their station, Set likes to dominate with a crack of the whip.

If you're in it for the orgies and power circles, then you're going to love Set's realm of Chaos – right up to the point when the ritual calls for your still-beating heart. Or perhaps you'll be buried alive in an obsidian sarcophagus full of scarab beetles. How did you think ever-living mummies are created?

Before we discuss the differences between Ra's realm and Set's, or delve into the nitty-gritty of Set's plans, we're going to take a look at some of the cool gear Set's minions can use to make life more interesting. Set doesn't have the wide selection of tech in terms of communication and luxury goods, but he's got some very neat toys for his troops to throw at the enemy, all infused with powerful magic.

## Settite Equipment

The division of Set's society is simple; you're either a slave or his follower. If you're a slave, you get nothing; if you're a follower, you get what you're given. If you're one of his chosen followers, you're lucky. All of this equipment is only available to Set's soldiers and followers. Slaves get nothing except the knowledge they're going to die alone and unloved.

### Communication Equipment

**Far-Speaker Amulet:** This pendant or amulet allows the wearer to communicate over long distances. It glows faintly when transmitting and receiving but not enough so the casual user will recognize the item for what it is.

**Seer Stone:** This is a small disc of stone engraved with hieroglyphs and magical symbols. Once activated, the disc spins rapidly and forms a ball of light. This glowing ball can transmit and receive images and audio - useful for Set's spies to send reports. Set also outfits his stealth troops with a variant of this stone, which can become invisible.

### Computational Devices

**Calculation Machine:** In many ways, this very simple computer resembles an abacus. It appears to be a glowing tablet with mystical symbols and beads. The calculation machine can perform simple or complex mathematical calculations and is powered by the captive spirit of a Settite minion.



## Miscellaneous Items

**Alcohol:** A variety of wine, liquor and so forth are served to the chosen of Set. There are ritual wines and spirits for all occasions. For instance, when your best friend is dumped into an obsidian sarcophagus and turned into an immortal killing machine. Cheers!

**Cigarettes:** Yes, Set might suddenly demand the sudden bloody sacrifice of his followers. On the other hand, he likes to keep them happy. It's why he infuses these cigarettes with a variety of magical properties. Some have minor effects, producing a slight euphoria and so on. Others can have major magical effects allowing their users to do some pretty amazing things. Breathing gout of flame after smoking one is a favorite party trick for some of Set's more decadent followers.

**Crystal Recorder:** Rather like Ra's HoloCam, this magical device appears as a flat crystal disc, about the size of a tennis ball, emblazoned with a single eye. It can record images onto the disc and then play them back on the other side; controlled by simple commands via contact with the right hand. When combined with a Seer Mirror it can be used to play back those images at a higher resolution.

**Drugs:** They're widely available, they all have some strange hallucinogenic properties and most of them will transform more than your mind. These particular drugs are made from a variety of plants and infused with Set's own brand of wicked magic. One of the most popular is Euphoria. For 12 hours after you try it, you can't use your limbs and your mind is completely blown. As soon as the effects wear off, you always want more. Another popular drug is Nile Smoke, which grants a temporary sixth sense for an hour.

**Glow Orb:** This is a magical alternative to the Light Sphere with similar functions including the ability to respond to simple commands. Larger orbs are used to light massive underground chambers where rituals take place.

**Seer Mirror:** It looks just like a normal large ornate mirror, but it can be used to receive direct transmissions from a Crystal Recorder. This mirror can also pick up feeds from a Seer Stone, as long as both are connected by a mystical resonance.

**Skill Drink:** They taste terrible, but these concoctions grant a boost, similar to Ra's little skill rig. For 24 hours after drinking one of these, the imbiber gets a single Skill he doesn't normally have. The Skill is at the same level as the matching Trait. These drinks cannot be mixed and doing so is likely to prove poisonous. They don't come with this warning of course. Set believes that learning by experience is best.

**Slave Band:** It's a really simple device with one function: keep the errant slave in line. If the slave steps out of line, his slave-master can apply a variety of effects, ranging from a mild disorienting shock to a severe punishment, leaving the offender as a smoking pile of ash on the floor.

**Wrist Clock:** The current time is always visible on the surface of this miraculous wristband, but it's not just a nice ornament for telling the time. It has conveniently been infused with all the correct times for Set's rituals and observances, so a worshipper never misses a rite. It features a snazzy hieroglyph-covered wrist strap, and these symbols have the added benefit of alerting Set if his follower exhibits signs of disobedience.

## Clothing

**Cosmetics:** Kohl and traditional eyeliner are the order of the day here, including wonderful, easily smeared body paint. It's perfect to keep an eye on an errant priestess. After all, if someone touches her, it probably won't just be her lipstick smudged!

**Footwear:** Sandals are available in a wide variety of styles.

**Hat:** Members of the Egyptian priesthood traditionally wear headdresses adorned with a variety of animal designs, typically jackals, snakes and such.

**Jewelry:** You name it. You can get all sorts of gold and silver accessories — pendants, rings and more — for men and women. The jewelry is often given animal shapes and made to resemble the various outlaw gods such as Apophis and Set.

**Robes:** Robes can be found in endless variety. From simple follower's robes to ornate priest's robes, they're available in every size and style.

**Shirt:** A shift-like shirt, light and breezy, doesn't leave much to the imagination. And to be honest, it's traditional in Set's realm. If breasts offend you, don't go there.

## Transport (Ground)

Set doesn't boast the same amount of technology Ra does in this regard, so he makes do with a few simple vehicles his followers can access.

**Chariot:** This is as basic as transport gets. Chariots come with either two or four wheels and are drawn by two or four horses. It's useful for getting from A to B and not much more. Use the rules for a horse and carriage from the Savage Worlds rulebook.



**Floating Barge:** Based on an old Nile boat design, this barge can fly above the ground up to a height of two meters. It moves fairly fast and can be outfitted with at least one magical spear thrower. It's mostly used for touring pyramid build sites and looking good in front of the slaves. Use the rules for a Small Yacht from the Savage Worlds rulebook, with the addition of Hover.

## Transport (Air)

**Sky Chariot:** This magical chariot is drawn across the sky by two to four spirit horses. When it takes to the air, it blazes with a cold blue light across the horizon. A sky chariot can be armed with a single magical spear thrower and is otherwise the same as the Chariot above, except with the Flight ability, Climb 0.

**Sky Barge:** This upgrade from the floating barge really separates the rich from the poor. The sky barge is the perfect way to check out the new ziggurat, statue or pyramid built in your honor and to drop things on the crowd while doing so. Use the same rules as the Floating Barge, except with the Flight ability, Climb 0.

Vehicle	ACC/TS	Toughness	Crew	Notes
War Chariot	30/60	10 (4)	2+4	Hover, Heavy Armor
Heavy Chariot	20/40	25 (10)	2+8	Hover, Heavy Armor
Battle Chariot	10/20	50 (30)	4+20	Hover, Heavy Armor

## Military Transport (Air)

**Scarab Light Fighter:** Made of magically-infused stones with a couple of light magical bolt projectors, these are Set's answer to Ra's fighters. The ship is controlled via headband and reacts lighting fast. It looks rather like a flying scarab beetle and while this might seem amusing, its ability to cause damage in a fight is no joke.

**Scarab Medium Fighter:** Looking like a dangerous scarab, this is Set's medium range and medium damage

Vehicle	ACC/TS	Toughness	Crew	Notes
Scarab Light	100/500	10(3)	1	Climb 4 <i>Weapons:</i> 2 Bolt Projectors
Scarab Med	50/400	15(4)	1	Climb 2 <i>Weapons:</i> 4 Bolt Projectors, 2 Shard Cannons
Scarab Heavy	50/300	20(5)	3	Climb 1 <i>Weapons:</i> 2 Shard Cannons, 4 Bolt Projectors (Fixed), 2 Bolt Projectors (Twin-Linked Turret), 5 Hardpoints*
Scorpion	20/300	100(75)	20+20	Climb 0, Heavy Armor, -2 to be hit with ranged weapons, Flight Deck (20 Scarab Light Fighters) <i>Weapons:</i> 3 Crystal Beam Projectors (Fixed), 20 Bolt Projectors (Twin-Linked Turrets)

\*Note: a 'Hardpoint' can be loaded with any Settite munitions.

All of these vehicles have Night Vision.

## Military Transport (Ground)

**War Chariot:** This is a large floating barge with extra armor and two magical spear throwers. It can accommodate a couple of additional small cannons too, if so desired. Fast and lightweight, it's perfect for Set's hit and run operations.

**Heavy War Chariot:** This barge isn't quite as fast as a War Chariot, but it's enclosed and armed with four magical spear throwers. This vehicle can also be equipped with four extra small cannons. It can survive multiple hits from technological weaponry, enduring well after a War Chariot would be put out of commission.

**Battle Chariot:** This magical barge is a veritable fortress. It has excellent armor and is armed with six magical spear throwers, six small cannons and three large cannons mounted on a rotating turret. It features an enclosed inner hutch, moves at great speed and can go toe-to-toe with the heaviest of Ra's ground arsenal.

weapons platform. It's constructed of mystically-infused stonework and controlled by mental command while wearing an enchanted headband. This fighter boasts four magical bolt projectors and a massive Shard Cannon.

**Scarab Heavy Fighter:** The final scarab-designed heavy fighter is a monster; requiring three people to pilot it. One flies the vehicle; another operates the magical weapons and defenses. The third sits in a spell-shielded turret at the back and operates the gun there. It's armed with two Shard Cannons, four Stinger bolt projectors





and two more Stinger bolt projectors in the turret. It also carries five very high-yield magical munitions on hand to wreak immense destruction.

**Scorpion Weapons Platform:** This massive air-to-air weapons deployment platform is not fast and it's not nimble, but it carries a serious amount of firepower. It looks like a giant flying scorpion made of obsidian and covered with magical glowing hieroglyphs and symbols. Ten people are needed to crew this carrier, and it has support for 20 Scarab Light Fighters aboard. It has three very large crystal beam projectors, capable of blasting buildings to dust, as well as a mix of smaller guns to keep magical and physical projectiles at bay. The entire craft is shielded by protective magic, infused with power from the ship's own crystal core.

### Weapons (Melee)

**Axe:** Armed with one of these single-headed axes, you can cleave armor and flesh and keep going right on through sinew and bone. **Damage:** Str+d8, **Weight:** 10

**Club:** This is a small baton-like club with a rugged grip for ease of use. Some of these clubs feature a hidden spring blade. **Damage:** Str+d6 (Str+d6+2 with blade extended), **Weight:** 1

**Katar:** The power of this low-tech punch dagger comes from the ability to literally punch with it. This unique weapon features an H-shaped cross-guard and a triangular blade. **Damage:** Str+d4, **Weight:** 2, **Notes:** AP1

**Khopesh:** The Egyptian Khopesh is a slightly curved and stunted sword with a small hook at one end. This version has been sharpened by magic and is more than a match for Ra's techno version. **Damage:** Str+d10, **Weight:** 8

**Knuckledusters:** These simple, vicious hand-to-hand devices cover the knuckles with a hard flat surface, putting a little more pain into each punch. They can also feature studs or spikes for additional brutality. **Damage:** Str+d4, **Weight:** 1

**Concealable Spear:** It looks rather like a dagger with a tip and small handle. But on command it extends to full length and can be used in melee. **Damage:** Str+d6, **Weight:** 2, **Notes:** Parry +1, Reach 1, 2 hands

**Set Blade:** Similar to a balisong or butterfly knife, this weapon is comprised of a single blade and a split handle. In the right hands, the Set blade causes horrible wounds and moves too quickly to parry - much like the god himself. **Damage:** Str+d6, **Weight:** 1, **Notes:** Reduces target's Parry by 1



**Spear:** It's the classic weapon of the ancient world. A spear is heavy enough for hand-to-hand combat, yet light enough to be used with one hand. The weapon can also be used effectively as a thrown ranged weapon. **Damage:** Str+d6+1, **Weight:** 5, **Notes:** Parry +1, Reach 1

**Staff:** Made of solid wood or stone, these staves have been magically strengthened by Set's magic. Some of them even have spells imbued into the weapon itself, typically taking the form of shock or fire magic. **Damage:** Str+d4+1, **Weight:** 2, **Notes:** Parry +2, Reach 1, 2 hands

### Weapons (Thrown)

**Axe:** Most of a simple throwing axe's weight is in its blade, although the handle is still quite durable. **Range:** 3/6/12, **Damage:** Str+d6, **RoF:** 1, **Weight:** 2

**Bomb:** Light one end and throw it. A great deal of damage ensues. **Range:** 5/10/20, **Damage:** 3d6, **Burst:** Medium Blast Template, **Weight:** 2

**Knife:** This normal throwing knife is weighted at the blade end to make sure it sticks. **Range:** 3/6/12, **Damage:** Str+d4, **RoF:** 1, **Weight:** 1

**Magic Bomb:** Unlike the normal bomb, this one can have spell effects infused as well. In addition to going boom, it might also summon a lightning storm, for instance. **Range:** 5/10/20, **Damage:** 3d6, **Burst:** Medium Blast Template, **Weight:** 2, **Notes:** Stores a Spell Effect

**Spear:** A spear can be a deadly weapon up close or thrown from a distance. **Range:** 3/6/12, **Damage:** Str+d6, **RoF:** 1, **Weight:** 5

### Weapons (Ranged, Firearms, Pistols)

**Blast Wand:** This firearm produces a ball of superheated explosive plasma. It explodes in a virulent orange and green burst upon impact, unleashing a significant force. **Device:** 20 Pulse, **Weight:** 3, **Notes:** Use the rules for *Blast* in the Savage Worlds rulebook, with Shooting used for the Spellcasting roll.

**Crossbow Pistol:** Don't be put off by the fact that it's a small crossbow - it can be loaded with a variety of ensorcelled ammunition, the least of which is explosive. Imagine a crossbow pistol extending the range of a touch-related spell. It can be loaded with sleep-inducing bolts, doing no damage to their targets but putting them into a slumber for days. **Range:** 10/20/40, **Damage:** 2d6+Spell, **RoF:** 1, **Weight:** 5, **Notes:** Each bolt can carry one of the following Powers, as per the Savage Worlds rulebook: *Blast*, *Blind*, *Entangle*, *Havoc*, *Slumber* or *Stun*. The spell

must be cast as normal, but the bolt will keep the 'charge' until fired. A miss on the Shooting roll still uses up the spell, which dissipates harmlessly.

**Disc Gun:** The razor sharp discs fired by this gun are usually coin-shaped, but they can have small barbs and jagged edges for extra damage and effect. A magical variant of this weapon fires discs with the ability to phase through armor, ignoring any protection the target might be wearing. **Normal Range:** 24/48/96, **Damage:** 2d8, **RoF:** 1, **Weight:** 10, **Shots:** 20, **Notes:** AP2, Semi-Auto. **Magical Variant Range:** 24/48/96, **Damage:** 2d8, **RoF:** 1, **Weight:** 10, **Shots:** 20, **Notes:** AP10, Semi-Auto.

**Static Wand:** The crystal at the end of this long rod discharges a burst of static, causing damage and zapping magical or technological shields it encounters within its range. **Range:** 24/48/96, **Damage:** 3d6, **RoF:** 1, **Weight:** 5, **Shots:** 20, **Notes:** Any maintained shield, *barrier* or *armor* Power that's struck stops functioning after the attack and must be reactivated or recast.

### Weapons (Ranged, Machinegun Equivalent)

**Rapid Blast Stave:** The projector crystal mounted on the top of this magical staff is capable of discharging a series of rapid blasts. It's less power than the wand version but it fires far more shots. **Device:** 30 Pulse, **Weight:** 10, **Notes:** Use the rules for *Blast* in the Savage Worlds rulebook, use Shooting for the Spellcasting roll, it can fire up to three *Blasts* which each use the small blast template.

**Rapid Bolt Stave:** This stave fires a series of electrical bolts at the target. **Device:** 30 Pulse, **Weight:** 10, **Notes:** Use the rules for *bolt* in the Savage Worlds rulebook.

**Reaping Crossbow:** This very large crossbow has a cylindrical ammo store of bolts in a magically shrunk state. It can spit out masses of these crossbow bolts in a few seconds, turning a foe into a pincushion almost instantly. It has medium range and a fairly decent power. **Range:** 12/24/48, **Damage:** 2d8, **RoF:** 3, **Weight:** 13, **Shots:** 60, **Notes:** AP2, Auto.

### Weapons (Ranged, Rifle, Assault Rifle Equivalent)

**Sniper Crossbow:** This crossbow is made of high quality, magically-infused materials. An optical crystal provides a long-range view of the target. It has a silent action and the bolt is shrouded until it hits the target. Once fired, the bolt goes out of phase until it hits something organic — be it the target or not. It's primarily used by Set's assassins and its bolts can be coated with poison or infused with death magic. **Range:** 30/60/120, **Damage:** 2d10,



**RoF:** 1, **Weight:** 12, **Shots:** 20, **Notes:** AP2, Snapfire, on a successful hit the Target takes 2 Wounds due to the poison or death magic applied to the bolt, +1 to Shooting Rolls.

**Heavy Sniper Crossbow:** This is very useful for taking down small vehicles. Thanks mostly to magically-infused bolts, this weapon bypasses armor and leaves a massive hole in anything it hits. It can rip enemies apart, tear through metal and can blast through the side of a War Chariot's armor. This crossbow has a longer range than the Sniper Crossbow and significantly less ammo. It can also fire homing ammo, which locks onto a target via magic and doesn't let go. **Range:** 60/120/240, **Damage:** 2d12, **RoF:** 1, **Weight:** 12, **Shots:** 5, **Notes:** AP12, Snapfire, Heavy Weapon, +1 to Shooting Rolls and for 2 Pulse, gain an additional +2 to Shooting Rolls.

**Shard Rifle:** When magical shields get in your way, you need something to counter them. The Shard Rifle is a mid-range combat rifle resembling a chunky ornate rod with a couple of handles. It can spit out shards of magically toughened obsidian, capable of ripping through magical and physical shielding. **Range:** 24/48/96, **Damage:** 2d8, **RoF:** 1, **Weight:** 16, **Shots:** 20, **Notes:** AP6, Heavy Weapon.

**War Rifle:** Similar to the Shard Rifle, the War Rifle has a 2x optical crystal and has single shot, three round burst and full auto capability. **Range:** 24/48/96, **Damage:** 2d8, **RoF:** 5, **Weight:** 16, **Shots:** 30, **Notes:** AP4, Auto, 3RB, Reduce range penalties by 1.

## Weapons (Ranged, Shotgun Equivalent)

**Splinter Gun:** This heavy-looking weapon fires a spread of magically toughened projectiles at short range, shredding flesh and bone. It creates virtually no sound, making a soft whisper as it fires. **Range:** 12/24/48, **Damage:** 1-3d6+1, **RoF:** 1, **Weight:** 8, **Shots:** 10, **Notes:** AP2, Shotgun, Silent.

## Vehicular Weapons

**Crystal-Beam Cannon:** If you require sustained spell power in one place, this cannon is for you. It fires a huge beam of magical energy capable of ripping down shields, tearing through armor and reducing living tissue to cinders in seconds. It can blast a hole through something as big as the Osiris and is often installed in large warships to make a statement. Despite its incredible firepower, this powerful weapon was designed for prolonged use and never overheats. **Range:** 200/400/600, **Damage:** 5d12, **RoF:** 1, **AP:** 100, **Burst:** Large Blast Template, **Notes:** Heavy Weapon.

**Heavy Bolt Projector:** The large spell crystal at the end of this weapon can project a massive lightning blast

across the battlefield, searing flesh and blinding people in a Small Burst Template. **Range:** 50/100/200, **Damage:** 3d10 **RoF:** 1 **AP:** 10, **Burst:** Small Blast Template, **Notes:** Heavy Weapon.

**Shard Cannon:** The Shard Cannon is the big brother of the Shard Rifle and can hurl a massive bolt of obsidian for quite a distance. Once the bolt lands it blows up with Medium Burst Template explosion causing widespread destruction. **Range:** 75/150/300, **Damage:** 4d8, **RoF:** 1, **AP:** 20, **Burst:** Medium Blast Template, **Notes:** Heavy Weapon.

**Settite Manaburst:** These magical weapons deliver epic firepower. **Range:** 75/150/300, **Damage:** 5d10, **RoF:** 2, **AP:** 150, **Burst:** Medium Blast Template, **Notes:** Heavy Weapon.

## Explosives

**Blast Disc:** This localized explosive disc focuses all of its energy in a single direction, which is quite useful for breaching places where you're not supposed to be or blowing the doors off transport trucks to steal the goods inside. **Damage:** 5d8, **AP:** 20. **Notes:** Must be attached to its target.

**Boom Sphere:** Only a Detonation Sphere can detonate this magically-created explosive. They can be fired from a catapult into the middle of a battle, sitting inactive. The moment a D-Sphere lands however, they turn night into day and vaporize everything within the Large Burst Template. **Damage:** 6d8, **AP:** 10, **Burst:** Large Blast Template, **Notes:** Can only be fired from a specially modified catapult, or carried into place - often strapped to Settite suicide troops.

**Detonation Sphere:** Here's the partner to the Boom Sphere. Once this baby goes off, it will detonate any Boom Spheres within the Large Burst Template. If you can see bunch of Boom Spheres and a Detonation Sphere at the same time, you need to get very far away, very quickly. **Notes:** Activates all Boom Spheres within a Large Blast Template centered upon where it lands.

**Magcite:** There's a variety of ways to trigger this magical explosive material. Proximity, command words and even detonation by a light beam all work. It burns rather like thermite and can be used to cut through the strongest stone or metal. Set's saboteurs have used this in the past to disable Ra's warships before they even get off the ground. **Damage:** 6d10, **AP:** 50. **Notes:** 20' coil of explosive charge, sticks to any surface, must be attached to its target, burns for 2d4 Rounds, does damage every Round.







## Protection (Armor And So On)

**Light:** Basic armor given to Set's minions, not very good at stopping anything but blades. **Armor:** +1, **Weight:** 10, **Notes:** Covers torso, arms, legs.

**Medium:** This will stop most ballistic rounds, but doesn't do much good against high caliber ammunition or better magic weapons. It's slightly bulkier than the light armor and restricts movement a little. **Armor:** +2, **Weight:** 20, **Notes:** Covers torso, arms, legs

**Heavy:** Magical spells are woven into the very construction of this excellent armor. It can stop most rounds, unless they are high-powered or designed to bypass armor like this. It does make movement challenging though. **Armor:** +5, **Weight:** 30, **Notes:** Covers torso, arms, legs, -1 penalty to all actions.

**Settite Arcanus Armor:** This is the best, most sought-after armor. It has spell shielding, magical HUD augmentation and is every bit as effective as Ra's Sun Armor. It's mostly animal design and protects the wearer while enhancing his other attributes. Male and female versions exist and a variety of magical gauntlets can be equipped to hurl spells for those who aren't familiar with magic. There are also variants with flight spells built in to counter Ra's technology.

Settite Arcanus Armor also provides the Edge Pulse Armor: Improved (see *Savage Suzerain*), plus the Powers *Deflection* and *damage field* (see the *Savage Worlds* rulebook). It can carry 10 Weight Units of equipment and/or weapons. It provides full environmental protection, and grants +2 to all rolls against environmental effects, such as extreme heat. The armor can increase the wearer's Strength and/or Vigor Trait as per the Boost Trait Power. It contains a full day of air supply. Spending 1 point of Pulse provides an additional hour of breathable air and the suit regenerates one hour of air each day.

**Armor:** +5, **Weight:** 1, **Notes:** Covers entire body, negates 10 AP, +2 to all rolls against environmental effects, Pulse Armor: Improved, *deflection*, *damage field*.

## It's A Kind Of Magic!

With all this magical equipment to battle Ra's followers and sew Chaos across the Maelstrom, Set's not just fighting with enchanted items and weapons. No, he's got his priests and spell-flingers ready to throw their wicked charms right at any opposition, real or imagined. To this end it's about time we talked about the kind of magic the Settite forces use and how best to bring it to life in *Set Rising*.

Firstly we're not going to make a new school of magic, since this magic is NPC-only and shouldn't fall into the hands of your demigods. It takes a special kind of evil to be able to channel these kinds of forces. Secondly Ra would have a sunburst fit of rage if he found his agents dabbling in those kinds of things. So yeah, keep it away from your demigods at all costs.

Here we go - grab your stave, your sacrificial knife and let the spirits guide you!

## The Flavor Of Magic

Set's sorcerers, priests and those who use his dark magic use the rules found in *Savage Suzerain* for Sighted characters, those who deal with spirits. So to make things easy you can add various shamanic effects to your magical opponents, elite wizards, high priests and the like - just as we've done with the various NPCs in the book. With this out of the way you can now concentrate on the taste of magic and the power it allows the bad guy to unleash.

A Settite sorcerer can reach into the spirit world and connect with a dark energy lurking there. This negative force often appears to be a vague shadow and when it's drawn into the physical world it takes the shape of a writhing, twisting and moaning dark morass of bound souls. Each wailing face is drawn into the dark misty morass and emerges again to scream out its hatred at being forced into the material world.

It isn't just dark shadows and black mist answering the call of the magic user, though. Sometimes the spirits coming through are the malevolent servants of Apophis, or Apophis as he likes to be known. They whisper and coil around the caster. When witnessed they are described as ghostly snakes, either colorless and ethereal or luminescent green with gleaming golden eyes. Of course it's not all just snakes and shadows, but those are the ones who tend to answer the call.

Here are a couple of Settite magical descriptions to get you started:

*A whispering dark patch of shadow coalesces around Neferali's body; she moves with the blackness and stretches out her hands. Her tongue wraps around the ancient words and with a lover's care, she calls the forces of her master to the physical world. They emerge, a hundred black souls screaming and wailing their anger at being forced away from their home in the Underrealm. She inclines her head and laughs as the bullets of Sekhmet's troops bounce off the shield of souls.*



*The sorcerer Imhotep, namesake of the famous priest, dares to demand aid from the god, Apophis. Soon, the god's servants slither and coil from the shadows of the temple. These ethereal serpents wrap around Imhotep's arms and their fangs bite into his flesh. He can taste the magical venom at the back of his throat. Suddenly, an enormous translucent asp manifests around him, lifting him into the air. The ghostly serpent opens its jaws wide and rears its head at the priest's stunned enemies. Many of them flee without a single glance backwards. Those who don't, die.*

## Realm Hopping

When Set recruits a mortal as a new agent, he gives him a small token. This protects the mortal from the rigors of Maelstrom travel, saving him from soul collapse and binding him to his god. Set can cancel this gift at any time, which never goes well for the agent. Set's more powerful agents have reached Heroic or Demigod rank, gifted with a Telesma from Set himself, similar to the Telesmae provided to the players' characters.

## There's Always A Cost

One thing to remember about the magic in this part of the setting: there's always a cost when you're dealing with Set and Apophis. The gods don't give money for nothing. They like to get their pound of flesh in return, so when designing spells or thinking of the kinds of effects the bad guys are going to throw at their enemies, bear in mind Set will always extract some kind of price from his sorcerer even if he serves his god extremely well.

It might just be a year or two off his life, the sacrifice of a first-born child or a lover. It might be his soul at the end of a predetermined time. This kind of thing won't really be of interest to your demigods, unless they want to try and twist a Settite wizard away from his god. It's useful for flavor though, and it will help you create some memorable scenes as your demigods fight against a powerful minion, only to watch him crumble to dust in defeat - or even victory. It's a hard life following the Xaos god and his partner (for now), Apophis.

That said, the rewards can be great indeed, and those who seek power, however fleeting, are always drawn to it like a moth to a flame.

## Sunfire And Xaos

So you want to go exploring the Maelstrom and find out the secrets of the Techno-Egyptians? Well, you've come to the right place. Here we're going to take a deeper look at the core realm of the Pantheon: Ra's Techno-Egyptian Empire, otherwise known as the Sunfire Domain. See, since the schism between him and Set, Ra's made a few changes to the way he does things. He's repossessed a few realms here and there and drawn them into the collective umbrella protecting his home.

This isn't so he can keep an eye on the other gods and their followers... but security is important. And even if a little healthy paranoia is the true reason, he still loves them all! He really does, but he just wants to make sure no one sticks a knife in his back and upsets the status quo.

## Spirit World / Physical World

Both the Sunfire Domain and Xaos are immortal realms in the Maelstrom. That means everything is dual aligned so visitors from the physical world and spirits alike can interact normally. Most of the population of these realms are actually spirits, while the player's demigods and the people being abducted from the mortal realms (you'll learn more about that in the Plot Point Campaign) have physical bodies as well as souls inside.

Technically, we should list the "Spirit" special ability for almost every stat block in this book, with rules on how they manifest in the mortal realms, but the truth is that most spirits never go to the mortal realms and so never need to manifest into the physical world. If for some reason any of them do during your campaign, assume they can't unless they're on the Osiris - then they get access to the Osiris' special Hyber-tech array which manifests itself and all on board automatically.

Basically, you don't need to worry about the whole Spirit World / Physical World thing during this campaign.



## The Sunfire Domain

Some things to remember about the Sunfire Domain right off the bat:

It's style over substance in Ra's City, which is actually a star-shaped city made up of other Techno-Egyptian sub-realms raised on platforms above the sand. There are three main core groups: the Children of Ra (his chosen people), Mundania (the core population living below Ra's Pyramid) and the Dregs (the scum of the city who live below everyone - yes, they don't get much respect).

The whole realm is hot, bathed in the light of the sun 24/7, so if you want to get some sleep, you need to shut the heavy blinds or use some other shield. Exploring in Ra's realm is dangerous without the right protection and provisions. There's a huge open desert — known as the Aradi Desert — where the Sand Healers are allowed to live, right in view of the big man's pyramid.

From the moment you enter Ra's realm the heat begins to mount. If you're not used to it or you're a mortal of some kind, you're going to have a hard time breathing, let alone doing anything else. It'll be fine for Suzerain characters who are well on their way to godhood, but if anyone is playing a regular mortal (followers and companions for instance) he's going to suffer some serious heatstroke pronto. We don't like to say it's as hot as the sun there, but it is ground zero to Ra's brilliance. It gets warm fast.

### A City Of Eternal Day

The realm is broken up into zones with much of it taken up by the sprawling neon and glass Techno-City of Sunfire. Ra's massive corporate pyramid sits right smack bang in the middle of everything. From the air, the city has various zones given over to each of the gods. From the pyramid in the middle, several roads lead out, looking rather like the spokes of a wheel. At the end of each road is a sub-sector of the city where other gods reside.

Dotted between these major arterial roads are the houses of the faithful and the not-so faithful, as well as the hidden scummy dwellings of the Dregs. If you were to look at Sunfire from the side you would see everything is ground level except Ra's pyramid, which sits on a huge circular platform connected by the realm's roads. Ra's elite lives upon this platform, the select few he adores above all others. He likes to play favorites a lot.

Sunfire doesn't have any streetlights or need much in the way of lighting at all. The sun within the city is always at a comfortable light level for the population. Ra makes sure his people; even those who are below his mighty

pyramid, don't get burned to a crisp by his radiance. That would be bad form for the god. The houses in this realm have a set of blinds, shutters or other means to block out the sun and allow people to rest. This is not true for the Dregs, but we'll come to those in a moment or two. Most of Ra's populace has adapted to the eternal light but there are guests to the city who come from other places, where day and night means a lot.

### The Zones Of Influence

**Zone 1, Ra's Platform:** The crème de la crème are up here with the big man himself. This is a circular disc packed with high-tech houses and homes. The huge white and gold pyramid of Ra's Hypertech Corporation dominates the area. Everyone wears the best in clothing, carries the latest tech and looks good doing so. Ra's agents move freely across the central platform. What little crime there is usually results from an outside source and Ra's police force deals with it quickly and quietly. Ra's Star Navy Academy is also close to his main pyramid, heavily guarded at all times. Ra has folded Sekhmet, Sobek and Ptah into his main city platform. Sekhmet oversees Ra's military ground forces and cyber defense division. Sobek is the head of his corporation security. Ptah is the lead research head of the god's R&D program.

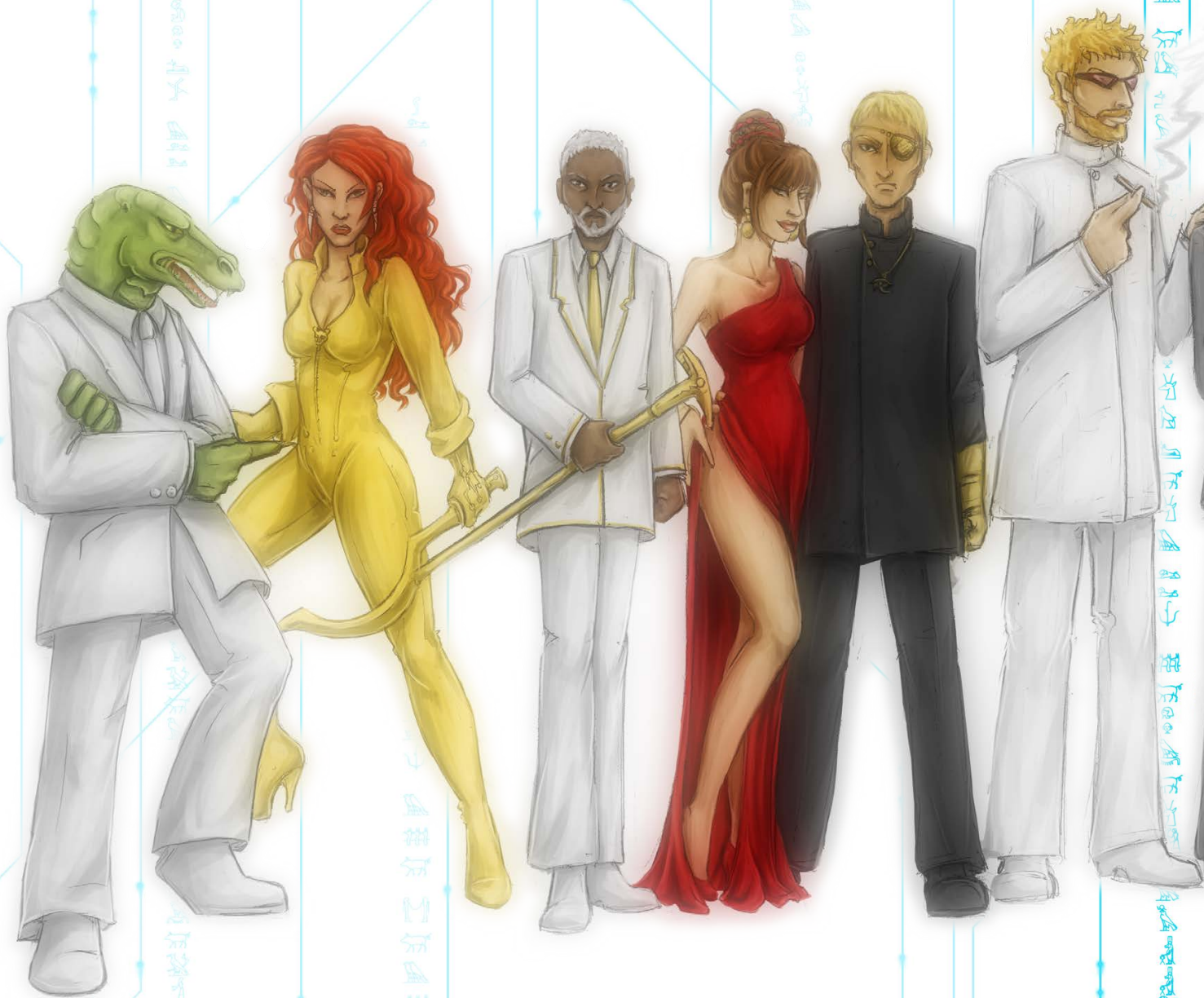
**Zone 2, Bast's Platform:** As one might expect, Bast's little area of the Sunfire Domain is packed with nightclubs and various dance academies. The overall architecture is similar to Ra's Platform but everything has a softer tint to it. Bast also makes sure her people can bathe in the light of the moon, so her city zone is covered with a Techno-Magic dome to simulate a perfect day/night cycle. After all, cats are nocturnal and they can't be lazing in the sun all the time. Bast's mansion is breathtakingly beautiful and is home to many, many, *many* felines of all kinds.

**Zone 3, Anubis' Platform:** Rather like Bast's platform, Anubis' corner of the Sunfire Domain has its own day/night cycle and he prefers the darkness, being a patron of vigilantes and all. There's something deeply disturbing about this platform's architecture and Anubis' population tend to be somewhat paranoid compared to many of the other inhabitants of the realm. You can find Anubis' Enforcement Agency in the center of the platform and it's surrounded by many small sub-contractor agencies, each offering a different service. Some of the services include bounty hunting, bail bonds and even secure imprisonment units, which are Techno-Magic devices designed to incarcerate a prisoner quickly and cleanly. The Enforcement Agency and its sub-agencies have a good business hunting renegades of other Maelstrom realms.



**Zone 4, Thoth's Platform:** Akin to the temples of old in Egypt, Thoth's platform has some of the most impressive architecture outside of Ra's Sunfire city. It's a hotbed of science and learning, and many buildings are dedicated to both pursuits. Central to the platform is Thoth's Techno-Magic University where the god resides and his students explore the deeper mysteries of science and magic together. There are also many research and development locations throughout the platform where Ra can order various technological subjects investigated. Thoth's computing center can also be found here, featuring thousands of Hard-light computers working on cracking universal mysteries day and night. He doesn't mind the eternal light of Ra's realm so he doesn't shield his platform from the sun's constant glare.

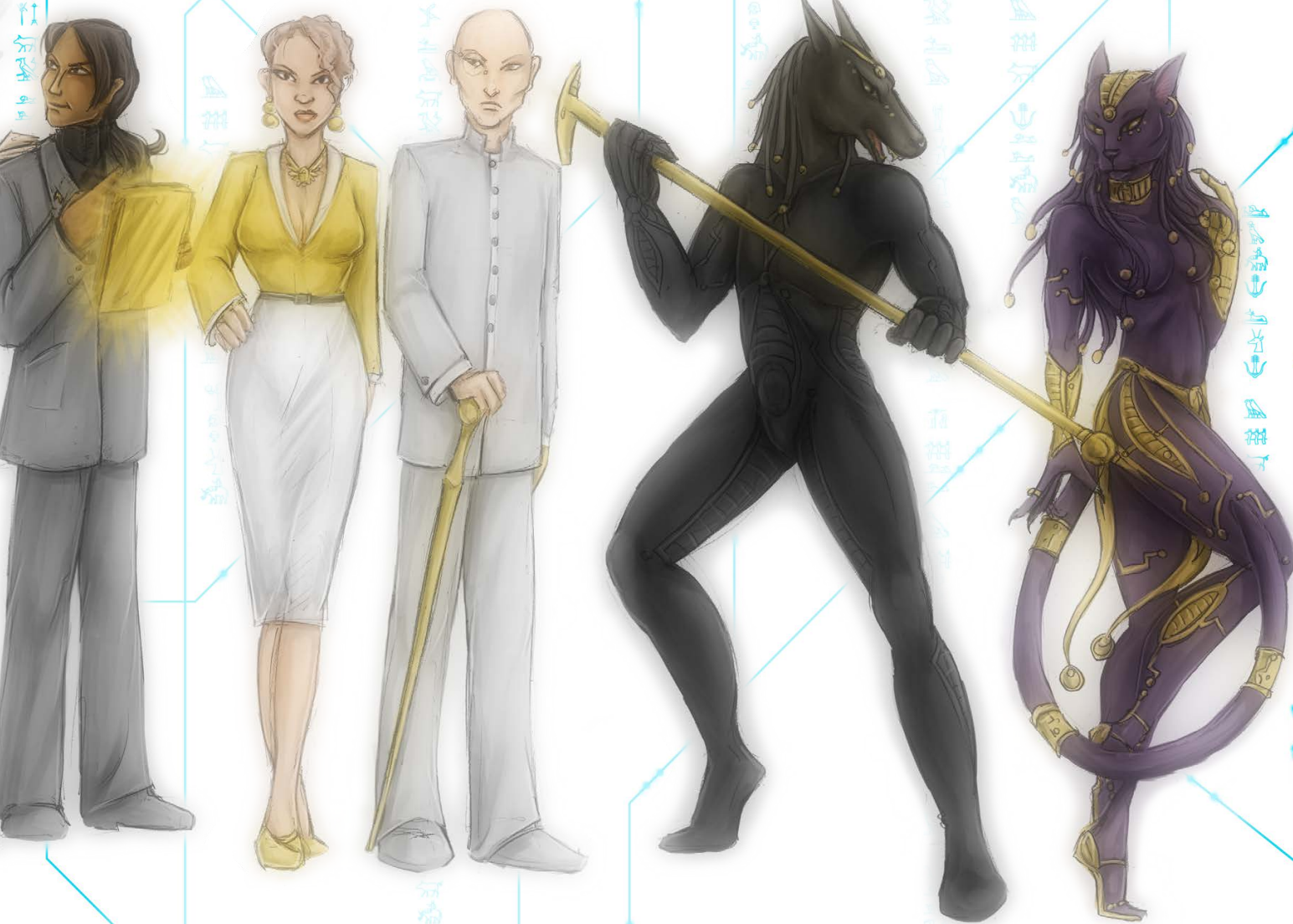
**Zone 5, Horus' Platform:** Horus runs and owns the Aegyptus Air Corporation. This zone is the central HQ of this particular business and it houses several civilian airports, military airports and hidden airports. There are shipping businesses galore here with rank upon rank of transport fliers ready to take your package anywhere for a nominal fee. Horus spends most of his time between the massive control tower at the central Aegyptus Air terminal and Ra's platform where he works with the boss on improving and building the next generation of both civilian and military aircraft. Rather like Thoth, Horus is used to the eternal glare of the sun so he doesn't employ a Techno-Magic shield to simulate day and night. The architecture here is utilitarian, functional rather than pretty.





**Zone 6, Osiris' Platform:** Dozens of small medical facilities can be found on this platform, with plenty of freelance doctors and nurses, plus a couple of augmentation clinics and hospitals. Chief among them is the Osiris Medical Centre where Osiris himself works with his wife Isis, overseeing the medical needs of the whole realm. The Osiris Medical Centre dominates the platform and has hundreds of fliers and ground vehicles to reach any part of the city quickly, safely and within plenty of time to make sure an injured citizen makes it to the hospital. Of course, this medical care is only available to those with the correct insurance. Osiris makes sure day and night cycles smoothly.

**Zone 7, Hathor's Platform:** If the realm could be said to have a pleasure center, this is it. This zone has a lot of brothels, bordellos, massage parlors and even more at its core. A huge darkly-lit pyramid sits at the center of this platform with many small roads leading from it, creating a city of back alleys. The central pyramid is Hathor's Wicked Desires Entertainment building, and it's from here she oversees all the facets of the pleasure industry, from hologlyph entertainment shows to promoting her latest brand of scent or incense. The happiness of the people is a very important thing, which Ra recognizes. Hathor makes certain day and night run like clockwork here and devotes a lot more time to night than any other platform. After all, "the fun goes down after the sun does". Compared to other parts of the city, the whole of her platform is devoted to buildings with smooth curves and sensual lines. Oh and lots of blue and purple, Hathor's trademark colors.



For GMs



## Between The Cracks

The majority of the Sunfire Realm's population is Mundania, the regular citizenry, often followers of the rest of the gods (those who haven't been given their own platform and pyramid). Their life is pleasant enough, at least compared with those who Ra looks down upon, those forced to lurk far below Ra's gaze, burrowed deep under the sand. The Dregs of Ra's domain, as they tend to be called, are the cast-offs from Ra's Techno-Egyptian empire. To Ra's mind they're too chicken to join Set in his outright defiance, preferring the comfortable life of leeching off Ra's table scraps, and that makes them unworthy of his benevolence.

The Dregs rather feign ignorance of the big man and his minions than openly defy him. Life is tough and if they have to lie, cheat, murder and steal to get what they want, they'll do it. If you're unlucky enough to meet one of the Dregs when he's looking to loot the city above him, you might walk away with a few cuts and bruises. Maybe. More often, the Dregs kill their victims and dump their bodies outside the city as carrion for the desert creatures.

Who they really are can be whatever you desire them to be. If you want to be really evil, you can make them servants of Set who remained behind to rock the boat and spy on Ra's realm. They have to be really careful of course, since Ra has a lot of agents. Sekhmet's people are ruthless and brutal if they have to be, and the life of a Dreg is short and often unhappy. Set could taunt them with the reward of entry into his new little pocket realm carved out of the Maelstrom. This is likely to keep them hungry to serve him.

Or they can just be survivors of a world they see has descended into madness and abandoned the old ways. Magic and ritual worship have been exchanged for the almighty technology and fast cars. They might hate what Ra has done to their realm and work from within to widen the cracks in the god's domain.

## Shifting Sands

No explanation of Ra's realm would be complete without a quick look at the shifting sands themselves, the Aradi Desert. Apart from the Sand Healer camp and the huge city of Sunfire, the Aradi is a beautiful yet bleak wasteland of golden-tinted dunes and sandy valleys. The bones of many creatures lie upon the unforgiving desert, bleached white by the sun where they fell. The hot desert wind howls across the eternally sun-caressed landscape and there are no rivers or natural springs to be found at all.

Around 20 miles to the north of Ra's city, in the midst of the burning desert is the camp of the Sand Healers. The

Sand Healers are a nomadic tribe of people and at any given time, 20–30 of them can be found here in a loose collection of simple tents and easily constructed buildings. Their unique magical arts allow them to survive in the desert's harsh conditions and they have special rituals to maintain a water source flowing from a large rocky outcropping in their camp. Ra allows them to use their magic as long as it benefits him in some way. If his expansive Techo-Magic medicine can't cure someone, he sends the patient out here with an escort of agents. The current leader of the Sand Healers is a woman called Jala. She has served as the Sand Healers' guide for ten years and was once a devotee of Bast. She advocates the combination of technology and magic, which placates Ra somewhat.

## Hidden Xaos

Somewhere in the far reaches of the Maelstrom, Set and his followers have hidden themselves among the billowing Pulse-clouds. They reside in a magically created and protected realm called Xaos. Xaos is nigh impossible to enter for anyone but Set's minions and the god himself. It's cut off from the rest of the Maelstrom by mystical obfuscation known as "the Opasis".

However, there's a chink in Set's armor. If the mortal realms he has currently changed (you'll learn more about that in the Plot Point Campaign) are changed back, the power protecting his realm from Ra's agents will diminish enough to allow them to make a concentrated assault. Once the Opasis has been weakened, the Osiris is the only vessel currently capable of breaking through, and there's no time to build more like the Osiris.

There's no sign of Xaos in the Maelstrom. It's well concealed and until the Opasis around it has been removed, it will remain hidden. There's no tell-tale sign your demigods can use to short cut their adventure. It doesn't even show up on Ra's godlike radar. He only knows something is out there and it annoys him intensely.

Of course we're not going to keep *you* in the dark about it; we're going to lay bare a lot of its secrets and hidden gems right now. There's more on Xaos in the finale of the Plot Point Campaign but this will give a good idea of how the whole thing comes together.

## The Opasis

The Opasis is the curtain of protective magic keeping his realm hidden from prying eyes and preventing unauthorized entry... although it wasn't Set who actually erected it. You see, Set has a helper. You could even say Set actually works for this guy. Apophis, or as he's also called Apophis, is the power behind Set's throne. He used his extensive magical knowledge to create The Opasis



and hide Xaos from the rest of the Maelstrom. No god or other being save for Ra has a clue Xaos even exists. Ra only knows because one of his spies managed to sneak in with Set's forces and reveal some information before she died.

Once the heroes manage to defeat the last changed realm in the campaign, the Opasis will show up in the Maelstrom, looking like a shimmering dark grey sheet of matter. Its surface is covered with the faces of thousands upon thousands of the doomed souls who have given their lives to fuel Set's plan to reshape reality. It wails and moans across the Maelstrom and can be heard as far as the branches of the world tree Yggdrasil and the peak of Mount Olympus.

Crossing the Opasis in this particular state isn't entirely safe either. It's extremely turbulent and takes about an hour to do. During the crossing, the Opasis will attempt to drive everyone aboard the Osiris mad with hallucinations, visions, dreams and chaotic thoughts. It's impossible to cross it without the Osiris. The Opasis' interior is a grey mist of swirling faces and madness-inducing images. It should assail your demigods with visions of past failings, dire futures and any number of things to get into their heads. When they start this quest it's probably just as well they don't know that's coming.

### Xaos – City Of Souls

Once through The Opasis, the land beyond is a super-sized facsimile of ancient Egypt. Pyramids of sandstone rise above the rolling dunes of vast deserts and the city of Xaos dominates the skyline against a giant reddish mountain. Huge towers rise up into the sky topped with statues of both Set and Apophis. Lightning roars from the clouds above and the sun is filtered through the lens of an ochre colored sky. Set's fliers flit to and fro across this dramatic backdrop and teams of slaves can be seen, driven by the whips of their masters, building even more pyramids and other constructions.

Xaos looks like a semicircular tiered city with typical Egyptian-style architecture. Sphinxes and statues look down from lofty perches and great arched temples dominate many of the locales. The slums of the city, where the slaves and the poor reside, are extensive and begin at the very bottom. From there, the city improves in looks and opulence as it runs towards the north, climbing towards the mountain and the massive walled pyramid complex atop it.

When viewed from the air, the city seems to be a series of semicircles starting larger at the slums and working through to the smallest at the base of the mountain. The smallest semicircle has several large statues with snake motifs. These belong to the god Apophis. At the north

end of this semicircle, Apophis resides in a temple leading into the Red Mountain. Two large snake statues with their mouths open to the sky spew out a green tinted lightning reaching to the very top of the mountain.

The city is defended not only by guards and air-based fliers, but also by magical weapons mounted on the walls and built into the mountain and the pyramid. You can find more details about the magical protection and weapons in the Plot Point Campaign, but they're mostly crystal-based beam emitters spewing out coherent light, able to damage even something as magnificent as the Osiris.

One last thing to mention about Xaos: teleportation platforms are seeded around the city. The platforms are keyed to operate only for Set's guards, allowing them to move directly from their barracks and get around quickly. This way insurrection can be put down before it starts. It's possible to go from the slums to the pyramid in the blink of an eye, but only Set's handpicked personal guard are allowed to the top of the mountain.

Here are some more detail on Xaos:

**The Slums:** Those who are free of Set's slave pits in the Warrior's Tier are allowed to live here. However, they're not really free. Amid the barely-habitable homes lining the disease and crime-laden streets of Xaos' slums, these unfortunates can find death or worse very quickly. The poor of Xaos are dangerous people to cross. While they aren't well armed, they've got a warren of alleys and blind turns to use to trick and disorient guards or invaders. They aren't to be trusted at all and most would sell their souls for a bite of bread or a drink of fermented milk. Teeming masses of people live in this particular area of the city and Set often sends his guards here to get fresh bodies to build his new empire. They're not allowed to marry, but they can procreate all they like — Set always needs more workers.

**The First Ones:** Equivalent to lower-class citizens, the First Ones' semicircle is a fairly nice place to live (compared to the slums). The houses and shops are basic but habitable. They're protected by a small guard force and given some form of autonomy as long as they worship in both Set and Apophis' temples in the Temple District. Thousands of people are housed in this particular area and there is fresh, if somewhat foul-tasting, drinking water provided. Set ensures the population here has enough to eat and drink. As long as they tithe family members to his build crews, he leaves them mostly alone. They can marry if the temple sanctions their union. The High Priest handpicks the partner.

**The Second Ones:** The middle class citizens of the city are allowed to vote in city politics - which Set doesn't care about at all - and make up the lower tier of the priesthood. They're allowed to live in better accommodation and are



given weapons to defend themselves should the need arise. Some of them are even handpicked to join the lower ranks of Set's guards or his slave-driving workforce. They're given much better food and drink and are permitted to marry from a list of approved citizens. Many of the Second Ones also run successful shops and businesses in the city from this particular area. Sometimes Set requests a Second One for the slave pits.

**The Third Ones:** The upper class citizens of the city, the Third Ones are the law makers, the governors and the High Priests of the temples. They're handpicked by Set and Apophis to serve them to their fullest extent, performing ancient magical rites, blood sacrifices and funerary arrangements. They live in near-palatial luxury, eat of the best food and drink the finest wines Set's magic has to offer. They're completely indoctrinated to serve the god. They're never culled for the slave pits since they've a high intelligence and have proven to the god they are completely loyal. Most of the Third Ones would rather die (and have) than even think about betraying their masters. Many of the elder sons and daughters serve in Set's personal pyramid, as guards, concubines, sorcerers or even his bodyguards.

**Warriors' Tier:** If you want guards, prisons, Set's slave pits and barracks, this is the area of the city for you. There are dozens of guardhouses, training arenas and watchtowers in this place. Many of the guards are drawn from the Second and Third Ones and live in those zones instead. This tier also forges the magical weapons and armor Set uses to outfit his troops. Central to the area is the massive Slave Pit of Set where the imprisoned slaves are stored in cramped conditions hundreds of feet below the city in a huge multilevel spiral prison.

**Temple District:** The smallest area of the city in terms of population is the temple district. There are a few temples here and academies to teach the religions of Apophis and Set, along with the mysteries of Egyptian Sorcery. Central to the zone is the Great Temple of Apophis guarded by the two magical snake statues. A little known fact: these can actually animate and attack intruders. They're very resilient to physical blows, but can be damaged by magic or magic-like powers. Set's temple is no less impressive than Apophis' but the god doesn't reside here. He remains firmly ensconced in the pyramid at the top of the Red Mountain. All the religious services happen here and the current High Priestess Nakiri makes sure all the doctrines of Set are followed to the letter.

**The Red Mountain:** Only those who have the gods' favor are allowed into the Red Mountain. Within it are the truly blessed of Set and Apophis, who live beyond the laws of the city outside and delve deep into those ancient mysteries of magic capable of driving others mad. The

interior of the Red Mountain is packed with passages, hidden chambers and traps laid to deter the inquisitive. It's also home to the giant magical storage containers connected to Set's pyramid. Here the god stores the energy from the Nexus Individuals he kidnaps (again, more on that in the campaign section). With it, he feeds the power into the magical construct deep inside his pyramid, powering the Opa-sis and subverting reality to his will. Another secret of the Red Mountain is the giant war machine it houses. Either Set or Apophis can transfer their godlike essence into this craft. You think you might need to know more details during the Plot Point Campaign? You'd be right. Gods inside giant war machines *will* be a feature of the campaign.

**The Pyramid:** Atop the Red Mountain, Set's pyramid hums with arcane energy. This massive structure is made of dark sandstone and magically-treated green and grey glass. It has hundreds of lightning emitters as defenses and dozens of coherent-light crystal cannons to rip incoming attackers to shreds. Lightning constantly wreathes around the pyramid as reality beats back at Set's insidious plan, striking the surface of the construct with angry blasts. Set cares not. He harnesses reality's wrath, pulling the power into his pyramid and using it to steal the very life and experiences from his captured prey. Within the pyramid, there are rooms dedicated to focusing these arcane energies, the throne room of the god himself, and secrets galore....

## Technofear!

Set and Apophis broke free of Ra's rule and established Xaos because they absolutely despise the direction he's taken the Egyptian pantheon. They have strict laws regarding the use of technology in any form. Carrying something as simple as a battery in the city could be punishable by death or imprisonment in Set's slave pits. The population lives in fear and awe of their walking god masters. They often see Set and Apophis in glimpses and the gods are not shy about making their physical forms impressive.

If your demigods are going to try to infiltrate Xaos instead of making a direct assault in the Osiris, they'll have to be careful. If any of Set's people spot someone with the slightest bit of technology, it gets reported to a guard.

Of course once they're found out they can try and fight the population. This could make for an incredible pitched battle as they fight through the streets of Set's city and try to breach the Red Mountain against near-insurmountable odds. Hey, they're gods in the making; they should expect some pretty epic confrontations. Even the dirty souls of the slums will be looking to raise their station, so make sure



virtually everyone they meet in Chaos is ready to backstab them for a higher place in society or a tiny bit of favor from their superiors.

## The Desert Of Souls

We can't take a look at Set's city without talking a little about the dangers surrounding it. Every month or so, Set expands his domain a little more and swallows more of his realm's wild areas as he builds yet another section of the city to Apophis' design.

To protect the outside of the city, the souls of those who died in the realm have been stolen, twisted and let loose in the Desert of Souls surrounding the city. The souls have infused the ground with their twisted malice and are now capable of making sand constructs to attack the unwary. Many of Set's build teams must first wait for the god's warriors to clear part of the area of malefic influence before they can proceed. Dealing with giant sand scorpions or warriors made from obsidian or screaming soul-eating ghosts is just part of the job.

## The Apophis Plan

Apophis has worked out the universal equations governing the structure of reality. With the pyramid and Set's help, he's got a much bigger plan than just putting the god of Chaos at the top of the Egyptian pantheon. In fact, Set doesn't even figure into Apophis' design at all — he's planning on throwing him to the jackals as soon as his usefulness comes to an end. Still, at the moment Set is constructing this Maelstrom reality subverter quite nicely and everything is going to plan.

There's also bad news for anyone who crosses the desert, for every hour on foot they must make Vigor rolls or gain a point of Fatigue as the sand leeches the life from them. If they aren't careful they can end up as one of the souls inhabiting the desert.

Beneath the desert is a warren of passages carved out by the maddened ghosts and souls, leading to chambers containing terrors and traps galore. There are caves of pure crystal to reflect the deepest desires of the onlooker. There are howling halls of stone shifting constantly to confuse a traveler. This is where Set's chaotic influence is strongest. The moment a hero steps into these passages,

his presence is revealed to the god unless he's taken steps to shield himself from it. To do this, he must first learn about the existence of these passages, which is possible if he's carefully interrogated one of the NPC's we're going to present in a little while.

## The Soulstorm

In a place far outside of Set's influence, the desert itself has gained sentience, fuelled by Set's first bloody sacrifice to his new realm. Before Chaos was built, Ra's agent Neferari was killed on this very spot by Set's wicked blade and her blood soaked into the ground, permeating the sand. The souls of those killed to establish the city of Chaos were drawn to this area and patrol it as a magical soulstorm.

The Soulstorm is a massive collection of sand and writhing souls unleashing magical energy capable of blasting a body to dust. There's little or no warning when this sentient storm is about to strike and seeking cover is the best defense as the harsh screaming wind cries revenge and attempts to destroy all living things it finds. The storm can't be defeated by magic alone and it requires Techno-Magic to stop it. For this reason, Set can't reclaim this area of the desert and he's essentially blind to events here. It's possible the heroes could land the Osiris in this zone and remain undetected as they plan their strike against the pyramid and Set's city.

At the core of the storm is the still-loyal soul of Ra's agent and she will react to the arrival of the Osiris or anyone using Techno-Magic, stilling the writhing storm long enough to share what she knows about this realm. Neferari was killed before she could reveal all of Set's secrets and plans to Ra, communicating from this very spot using a device Ra gave her. The device is now buried in the sand, something your demigods can make use of.

## Set Rising

Well, here it is... the kick-off, the big event, the struggle for reality itself. Time to get started with a flash and a bang. Of course, it's not going to be easy. Everything you've seen until now has been the setup for this massive battle across multiple realities ending with a titanic fight against not one, but two very angry gods and their equally upset minions. There are linked adventures here for you to play with and we'd love it if you used everything we put in, but we're not going to be upset if you ditch things you don't feel fit your group. There's one golden rule and it's a good one: no rules are set in stone. Hey, maybe Set should remember that next time he raises a pyramid and carves his commandments on the side of it.

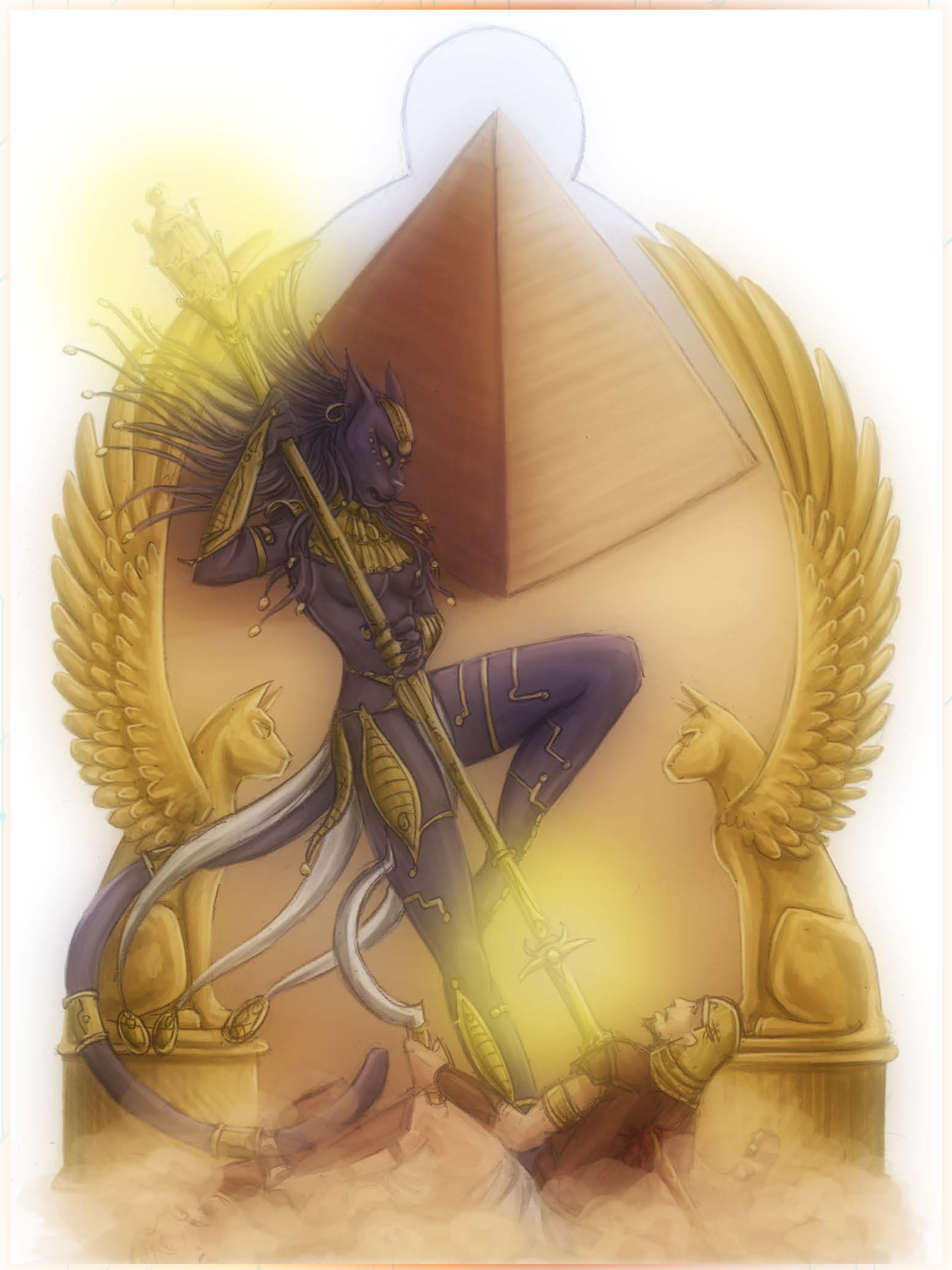




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For GMs

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What we're saying is, if something doesn't work for you, alter it or just remove it altogether. If you're all having fun, chances are you're obeying the golden rule.

## The Overview

The main plot of Set Rising is made up of ten Plot Point scenarios. Each scenario is pretty much self-contained. They all link together to form one huge storyline designed to shake the very foundations of your demigods' reality and provide a suitable challenge for Demigod rank characters. What's great about campaigns like this is the interconnected parts don't have to be run one after another. You can slot in as many or as few of the additional Savage Tales as you like between the core scenarios. After all, reality is being broken and usurped, and it doesn't usually work the same way when you reach the lofty heights of near-gods. Of course some of the parts are connected closely so it might be easier to run them one after the other - it's entirely up to you!

Set's plan revolves around kidnapping important beings from across time and space. These beings have been touched by the 'god particle', a spark of divinity if you will. Set requires them for his machinations and to power the magical device with which he intends to reshape Ra's pantheon to his own ends. If he succeeds in this, Ra will never rule the Egyptian pantheon and no one will remember the way it once was. Apophis of course has plans of his own, wanting to use Set's device to kick the other god out of the equation.

**1. Introduction To Chaos:** Here's the big bang, the start of the main event. Key personnel from multiple realms are being kidnapped and guess what? A particular demigod who was kidnapped happens to be a friend of your players' characters. Before they can act, a Settite force busts in while your demigods are all assembled and attempts to take one of them prisoner! It's a bold move, and now it's time to open with some good old-fashioned "demigod fist to minion face" action! It's here they meet Anubis, Ra's chosen messenger, and get an invite to speak to the mighty god Ra himself.

**2. Hypertech Invite:** It's not every day you get to meet two gods. Here your demigods meet Ra and are introduced to his Hypertech Corporation. They also get the lowdown on what's going on with the kidnappings and receive Ra's stern warning: it's not going to stop unless someone takes action. The someone he has in mind is your demigods and the action is putting a stop to Set's plans in the Maelstrom. The whole shebang is described and the stakes are explained in no uncertain terms. If Set wins, he re-writes Ra's reality and things crumble into chaos and destruction. No pressure!

**3. Meet And Greet:** This is a good place for your demigods to do some exploring after Ra has recruited them. They can meet some of the more colorful inhabitants of the Sunfire Domain and pick up any Hypertech toys they might have their eyes on. Ra assigns Anubis to show them the various sights of the realm. Their final stop is the shipyard where the Osiris waits for them. The gleaming ship of sun-drenched gold is to be their mobile headquarters and home base for the remainder of their time in the Maelstrom.

**4. Maiden Voyage:** Your demigods get to meet the crew of the Osiris, learn a little about the ship and enjoy their first Maelstrom flight. It quickly goes to hell as a Settite cruiser and its escort fighters attack the ship. This introduces your demigods to the power of the Osiris. However, after crippling the Settite ship there's a problem. The power core suffers a glitch and the Osiris shuts down, leaving it defenseless. To fix it, your demigods have to put on protective suits, step outside and take on the bad guys in the Maelstrom as they attempt to cut their way into the ship to rip it apart. What's cooler than a battle on the outside of a stricken ship?

**5. The City Of Glass:** Okay, now your demigods have had their first taste of Maelstrom conflict it's time to kick things into higher gear. Three realms need to be dealt with before Set's hideout can be accessed. Until then, the Opasis is too strong to allow the Osiris to cross. Ra informs the Osiris crew his agents have found the first of these three realms. It's a mysterious city of glass, missing since 4301. The Osiris sets course and your demigods need to solve the riddle of this city to come one step closer to crossing into Set's realm of Chaos and stopping the mad god.

**6. A Stitch In Time:** In an alternate reality, a clockwork version of Victorian London has been frozen in time. This is the second of the three realms requiring the aid of your demigods. Set's minions have taken control and they are the only ones able to move freely in this place. Your demigods must drive off or kill the current usurping force in this realm. The despicable and dangerous seductive Kanika has established herself as the dominant power here and trapped all of the poor souls who live in this realm in a time lock. Your demigods can either kill her to break the lock or find another way to end the effect. Kanika is a wily woman and possesses the dark power of Apophis, since she secretly serves him.

**7. The Hammer Of The Gods:** Your demigods are taken to an alternate Viking winter. The year is 2327 and the Valkyrie, aided by Set's agents, have broken free of the Norse gods and rule now in their stead. Only the warrior



maiden Sigrid stands to oppose them with a small band of loyal followers. Set has sent his best agents to kidnap the warrior maiden and take her spark of divinity.

**8. Crossing The Opasis:** The Opasis is sentient and psychic. It can read the minds of the people passing through it and follow the psychic links attached to them. It creates semi-solid phantasms of all the people your demigods have killed during the campaign so far and it lets them loose on the ship to play merry hell. Your demigods get to fight the same enemies all over again, all at once. These specters are semi-substantial, so they ignore all damage 50% of the time. Now have your demigods go chase them down through the maze-like corridors of the Osiris before they get a chance to band together and threaten the vital systems of the ship. Fight!

**9. City On The Edge Of Chaos:** The Osiris has been repaired and now flies across the deserts of Set's realm, but it's too late. The god knows they're around now. They get to meet a doomed soul in the Desert of Souls, find a useful item to aid them in contacting Ra and begin their final phase, an assault on the City of Chaos itself. First off, they'll fight in the sky against Set's defenders, manning defensive stations on the Osiris and witnessing the destructive power of the god Apophis. Only now does Apophis show his true hand, stepping up to tear the Osiris from the air with his bare hands. The stricken ship plummets down towards the city and all hope seems lost as the crew is killed in the crash.

**10. The Final Battle:** Your demigods must fight through the streets of the city, combating sorcerous adversaries. They face arrows, swords, spells and all of it while weathering a giant sandstorm thrown up by the power of Set's dark magic. Once they break into the great pyramid, they must battle through its floors, face a sand-demon monster and finally battle both Apophis and Set atop the mighty pyramid. Reality itself is at stake. Your demigods must prevail to prevent everything they've ever known or ever loved from being re-written by the pair of desperate gods.

**Savage Tales:** In this collection of short interludes, there are four sets of five Savage Tales for you to choose from to spice up the campaign. None of these should be important for the success of the campaign against Set and his monstrous plan, but they will certainly reward your demigods with new options and in some cases, powerful new weapons to use against the forces of the dark god. They can be run at any time before or after your demigods gain access to the Osiris and head out on their Maelstrom reality-hopping adventures.

In the five *Flights Of The Osiris* scenarios, the team is taken to different times and places. Each of these destinations has a problem and requires some minor adjustment. These are showcases for some of the alternate realities and other ideas not used in the main Plot Point Campaign. They are also a great place for your demigods to strut their stuff and do a little helping on the side. There's always work to be done somewhere out there, especially with Set mixing things up. These scenarios are great places to use some of Set's minions to make life difficult for your demigods.

In the five *Justice For All* scenarios, the team is seconded to Anubis and gets to test out some of his Hypertech. It's all in name of justice and putting bad guys in the Sunfire Domain away for a long time. They can run the training course, meet up with some of Sekhmet's soldiers for a friendly competition, put down a dangerous riot and learn about the Dregs first hand. They also discover the hidden plans the Dregs' leader has to try and overthrow Ra and his pantheon.

In the five *Sand In My Shoes* scenarios, the team is tasked with heading out into the desert and protecting the Sand Healers from raiders. These raiders are Settite slavers who have been secretly preying on the people outside of Ra's gaze for a number of months. Finally someone at the camp gets a distress call out. Your demigods are to lead a task force of Sekhmet's best to the camp and render what aid they can. They meet the goddess herself to learn of this task, which should be pretty interesting since she loves battle. As much as Sekhmet would just nuke the whole lot of them, Ra will not allow the Osiris to be used in such a manner.

In the five *Savage Rescue* scenarios, the team is back to hopping through time and space once again with or without the aid of the Osiris. Set has plans to kidnap and drain prominent figures from history and reality. These scenarios are designed to showcase some famous people and give your demigods a chance to strike back at Set by destroying his infrastructure some more. Each of the kidnapped souls has been taken to a holding facility and these scenarios are designed to let the team break in and get some payback for the introduction to the core scenario. Unlike the three core realms from the main campaign, these Savage Tales don't require the Osiris to access them, so these bonus missions can be slotted it at any time, even right from the get-go. All of the people in these scenarios possess the god particle, a spark of divinity infusing a mortal with power. This is why Set wants them.

So this is it! This is all you'll need to know to prepare for some serious reality-hopping shenanigans. Buckle up and let's start with the main event, *Introduction To Chaos*....



## Introduction To Xaos

This adventure kicks off with your demigods enjoying a brief respite, a moment's downtime in the sea of heroic escapades they have undergone recently. It's a beautiful moment of solace in a crazy universe of possibilities. But not for long. Set's agents are just around the corner to break up the party.

## No Rest For The Wicked

Since your demigods are demigods, the events they've been involved in have really set the stage for *Set Rising*. They've been realm hopping, beating up bad guys and saving realms left, right and center. It's not as taxing as other campaigns to begin with, so you can give your demigods a little leeway... but not too much.

If your demigods are built from scratch, you're going to want to make sure they have preludes to give them a few epic encounters. These should stretch their powers and introduce them to the other realms, alternate realities and the heart-pounding action only demigods can face. If you're stuck for ideas you can have your demigods running bodyguard duties for an important NPC from any of the realms. An assassination attempt on the NPC's life should let your demigods strut their stuff against powerful enemies who can challenge them. Being Suzerain, these aren't going to be run of the mill bandits or farmers; we're talking handpicked assassins with powers potent enough to stand up to those of a demigod.

The bottom line here isn't to make this a cakewalk for new characters, but to make them feel like they're fighting for something important. Once they've done their assigned task, they can prepare to return to their pocket realm. Only they're interrupted before they do so. Agent Haski, working on behalf of the god Anubis, has been sent to inform your demigods of a threat seriously upsetting the balance of power in the Maelstrom.

Haski is a short man, bald and dressed in a snazzy business suit. He looks a bit like an undertaker crossed with a hit man or bodyguard.

He doesn't mince words. He needs to speak to your demigods urgently and can transport them to a safe house in another pocket realm. Haski will reluctantly follow your demigods if they insist on using their own pocket realm complaining all the while about "security".

## Demigods Of The Round Table

Remember what we said about Haski? Well he *really* doesn't mince words. He doesn't give flowery speeches or make allusions with mystical mumbo-jumbo. He's right to the point, explaining to your demigods that the Sunfire Domain's in need of their help and as demigods they could earn some major kudos and gain a powerful ally in Ra, the all-knowing light of the Sunfire Domain. Ra is known to be very generous to his allies.

He also tells your demigods that if Set usurps reality in the Sunfire Domain, well it would be bad. Ra would never come to power and everything would be topsy-turvy. Set plans to do this by taking powerful mortals who possess the power of the gods out of their time zones and placing them into a magical device he's hidden somewhere in the Maelstrom.

Before Haski can actually explain any further, the walls of the pocket realm break down and in bust the masked agents of Set. These are powerful bad guys who will stop at nothing to kidnap one or more of your demigods.

There should be 3 Warriors per demigod (see page 149) and a Gladiator Warrior Captain (see page 148).

The battle is up close and personal. The warriors are there to subdue your demigods and kidnap them for Set's vile device. Of course, we all know this isn't going to happen because there wouldn't really be much of an adventure if it did. That said, if they do manage to knock down a demigod, they drag him off through their portal and force the others to give chase. After the fight goes on for a few Rounds and the Settite bad guys lose some men, they retreat through a portal they've created.

Haski gives chase and calls your demigods to follow.

## City Of Angels And Demons

Set's agents pop out on a city roof. It's a futuristic neon-nightmare cityscape where they have a hundred rooftops to escape across. Your demigods emerge not far behind and give chase. The idea here is to convey a breathless chase across the city with your demigods just gaining on the agents as an obstacle gets flung in the way, allowing the quarry to escape. It could be a landing skycraft, a falling tower or a high rise Set's agents destroy to make a point and to stop your demigods from following.

This plays out as a standard-length foot chase as covered in the Savage Worlds rules.

It's a game of cat and mouse. Thousands of feet above the ground, the agents pause atop a massive cloud-touching super-sky scraper to call in more reinforcements. Another battle breaks out here and your demigods must



face Agent Opa (treat as a Champion, see page 149) and Perid (a Chaos Mage, see page 150) who are backed by 2 Warriors and 2 Fighters (see page 149) per demigod. Now your demigods have to face Set's magic plus the warriors as they battle atop this super-scraper against formidable foes.

The sorcerer summons a thunderstorm, and every 2 Rounds the lightning lances down towards a demigod. Without some defense, your demigods could quickly become lightning rods. If they knock out the sorcerer the storm abates. It will last 2 Rounds after he's been dealt with. Anyone targeted by the lightning can make an Agility -3 check to dive out of the way. If he fails he takes **Damage:** 3d6, and makes a Vigor -2 check. If failed he suffers -2 Parry until his next action due to muscle spasms.

Once the magical support is gone or once a few more warriors are down, another portal opens behind Agent Haski and he's dragged into the Maelstrom by a shadowy-looking woman. The remaining enemies renew their attack and attempt to delay your demigods long enough for the woman and her prize to escape. She has to escape of course, but your players and their demigods don't know this, so make it look convincing. Block their route to the portal with more and more minion bad guys summoned by Set's magic. Have parts of the building collapse and make your demigods test for their balance against the rain-slick surface from the sorcerer's storm.

Once a few more Rounds have passed, Set's agents retreat and leave your demigods to lick their wounds.

Once your demigods leave, they enter the swirling eddies of the Maelstrom to find they are face to face with an impressive sight. Anubis, right hand god to Ra stands before them and holds his hand up in a commanding gesture. He's one for theatrics to begin with and he's there in his techno-god form, lit up like the 4th of July.

Anubis explains his agent Haski is gone and he can't find him. He cannot sense the man even in the Maelstrom and this means one thing: he has been taken to a hidden realm Set has created.

Ra has summoned your demigods to the Sunfire Domain and Anubis will not leave them alone until they follow him. So they'd better step up if they want to get some payback and stop Set once and for all.

By this time your demigods have been through short prelude scenes, fought off Set's agents in their pocket realm, chased around the rooftops of some nightmarish far future realm, and been introduced to a new god. Time to end this Plot Point scenario. The end of this scenario should feel like the beginning of something much bigger, with the epic nature of the Maelstrom all around and the magnificent Anubis attired in all his techno-god power and finery.

## Hypertech Invite

This adventure kicks off right after the other. There's no room for any Savage Tales at this point. Soon, but not just yet....

After a short journey through the Maelstrom, Anubis leads your demigods to the splendor of the Sunfire Domain. Ra's huge city (see page 47) really shows how the Egyptian pantheon has changed under his rule. Any demigod who understands the old ways of gods can see where Set's coming from, but there are nicer ways to express a different opinion. Towers of gold and white reflect the burning gleam of the sun. In the center of the city, Ra's massive techno-pyramid gleams brightly. The top of the building is adorned with the company's logo: *Hypertech Corporation: it works because we say it does!*

## Sunfire Domain

Anubis leads your demigods through the Sunfire Domain and the city, walking via an ever-extending light bridge which appears before him as if by magic. He remains silent and allows your demigods to chat amongst themselves as they see fit. Your demigods enter the Hypertech Pyramid via the mid-floor entry and are shown to a large elevator resplendent with gold and white. The logo of a burning sun splits the door in two at the center. Anubis once again remains silent but shifts his form to a man in a dark suit and tie, with a pair of nice looking aviator shades.

The god enters a code into the lift's holo-keypad and ushers your demigods inside. They have a smooth ride up to Ra's penthouse suite and emerge before the god himself: Ra, ruler of the techno-Egyptian pantheon. He appears to them as a businessman with short golden hair, gleaming Hard-light shades and a bright white suit trimmed with gold. He is every inch the professional but there's a slight smile on the corner of his lips that gives him a whimsical streak.

He motions your demigods to sit and stands behind his desk. A panoramic sun-drenched window view opens to his city. It's a techno-city full of neon and light with gold and white across the horizon and a far cry from the Egyptian kingdom of old.

*"I'm glad you could make it. Anubis got you here all in one piece. This is wonderful... now, here's the deal."*

He should come across as one part businessman, one part secret agent and all parts charming and bright as the sun itself. He's a warm man to his friends and potential allies. He explains the situation quite clearly and invites your demigods to ask him any questions. When Set left



the pantheon, Ra planted an agent called Neferari inside Set's entourage. When Set created his supposedly-hidden realm of Xaos, the agent got the following information out, but she stopped sending reports (truth be told, Ra's a bit worried about her).

These are the kinds of things Ra knows thanks to Neferari's reports and more recent intel:

- Set has kidnapped important mortals who have the divine spark from across various realities.
- The kidnapped mortals have been placed in a magical device Set's using to re-order reality in Ra's Sunfire Domain.
- Set created a magical barrier to hide his City of Xaos, a field known as the Opolis.
- The Opolis can be weakened.
- Set's Agents are travelling time and space, looking for more mortals to kidnap. Ra has a series of realms he believes are linked to the Opolis. Scouting these realms may well weaken it enough to get through to Set.
- Ra has a special ship he would like your demigods to use. They don't need to use it to get to every realm since they have their own powers for that. However, the Osiris is the best bet for them to get across the Opolis unscathed even when the barrier is weakened.
- Because Set is trying to change the very nature of the Sunfire Domain, Ra can't use any of the techno-Egyptian pantheon or Sunfire Domain residents to stop Set. He's concerned they could... change... at any moment, an increasing risk as Set gets closer to his goal.
- Ra has a few tests for the demigods.

The meeting with Ra is short and sweet. He's eager to test your demigods before getting the ball rolling. He's set up a nice little simulation for them, to allow him to assess their potential and see how they handle things in the long run. After instructing Anubis to prep the Hard-light simulator he leads your demigods down to the test level.

Ra's corporate building is the perfect example of the new Sunfire Domain. It's packed with holographic tech (for a Hypertech write-up, see page 28) and showcases all the fun perks of being a techno-Egyptian playboy. The Hard-light simulator room is no exception.

## Simulate This!

After a short pep talk, Ra lets your demigods into the chamber. He's really hoping your demigods are up to snuff. He needs Set stopped, so he won't make things too hard on them - just hard enough to test their resolve and powers. He has Anubis set the machine to run various simulations. The machine is set to non-lethal and will automatically eject anyone who takes more than two simulated Wound.

The simulation begins in a crowded nightclub where there are hundreds of mortal NPCs (use citizens from page 143) who can be injured. Set's agents (2 warriors per demigod, see page 149) attack. Your demigods' objective is to make sure the agents are captured and the NPCs suffer no lethal injuries. Ra isn't adverse to a little collateral damage since stopping Set is his main priority. Anubis often goes a little beyond the law, so Ra's used to a little carnage.

The next simulation is a back alley brawl with a large minion of Set: a sand demon. The demon will throw scenery at your demigods and tear streetlights from their housings to use as clubs.

## Sand Demon

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

**Attributes:** Agility d6, Smarts d4, Spirit d4 Strength d12+2, Vigor d8

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

**Pace 6 Parry 8 Toughness 10 Pulse 20**

**Edges:** Block, Combat Reflexes, Improved Frenzy, Sweep

### Special Abilities:

- **Burrow:** As per the *burrow* Power.
- **Invulnerable:** Takes no damage from non-magical edged and piercing weapons.
- **Punch: Damage:** Str+d6
- **Size +4:** Sand demons tower over normal people.

The third simulation is a tense chase through an ancient Egyptian temple full of traps and sudden pitfalls — not to mention the summoned undead of Set and a host of spirit snakes to make things even harder. Use standard zombies and swarms from the *Savage Worlds* rulebook.





Up next for your demigods is a battle against a pair of well-trained Settite priests and a Settite sorcerer; Anubis told Ra of your demigods involvement against Set's minions in the neon city where Agent Haski was taken, and Ra wants to see how well they do. Use a neophyte (see page 145), a priest (see page 145) and a Xaos wizard (see page 150).

It's all been fun and games up until now. Just as this last simulation is beginning, a Settite Techbreaker (Rula Amon) breaks into the complex. She uses her abilities on the machine and sabotages it. Now the Hard-light

constructs are deadly and they can kill your demigods causing proper wounds. She also removes the eject feature from the machine.

While your demigods are fighting the priests and the sorcerer, an NPC tech falls from a great height in the chamber above them. He lands with a messy squish and your demigods can just about see a shadowy figure leap from one part of the simulator chamber to another. Wise demigods will chase after the woman, but they also have to contend with the real threat of the sabotaged machine as Anubis and Ra work to shut down the simulation.



After several Rounds of combat with Rula taking place through the whole machine, the gods manage to reverse her sabotage, unless your demigods have already beaten the two Settite priests and their sorcerer.

Use two Standard chase scenes here, broken up by a battle with a sand demon.

Once your demigods defeat Rula, Ra wants her taken to his office where they can interrogate her.

### Rula Saboteur

Rula isn't very talkative with your demigods or the gods. She won't look on Ra and she spits at Anubis. She calls your demigods traitors to the old ways. Then she hisses in old Egyptian at Ra, forcing Anubis to smack her down. Ra calls him off and turns to your demigods.

*"I'm not much for violence myself, but what say you, Anubis? Let's see what our new allies have to say on the matter. What should happen to this saboteur?"*

Anubis nods and remains quiet; he's interested in what they have to say as well.

Your demigods are given a chance to play judge and jury on the spot. Ra wants to see how they handle a situation like this. Are they driven by revenge, blood or something else? You should really play up how Rula hates the new techno version of the Egyptian pantheon and loathes Ra. She's been brainwashed by Set and totally irredeemable. Whatever punishment your demigods devise, she's led away by Anubis' security and Ra seems impressed.

*"It looks like we have a deal; you seem to be just what I'm looking for. I hate to be a party pooper, I really do, but I have a meeting in ten minutes and I can't miss it. It's been fun, but I'm going to love and leave you in Anubis' hands for now. It'll take some time for my ship to be ready. We'll let you know when it is. Kick back, relax - you earned it."*

Your demigods are led out by Anubis and at the conclusion of this Plot Point they should be given some time to rest in the corporation building where they're shown to a fine suite of rooms. Anubis tells them he'll drop by later and show them the rest of the city, where they get to meet and greet some more of the Sunfire Domain's key players.

That's all for now!

### Saboteur Rula

Techmaster (see page 151).

## Meet And Greet

Your demigods kick back and relax for a while. If you want to run a Savage Tale or two, Anubis calls through to say he's been tied up with some intelligence gathering and it'll be a day or two before they'll get that tour. If they have any contacts they want to talk to, now's a good time. That gives you the chance to weave a couple of short adventures in.

When they return, or if they hung around their rooms for too long, Anubis arrives. He's still dressed in his suit and tie, but now he's armed with a Judgment of Anubis and ready to show your demigods around the city.

Rather than pad out the adventure with a lot of detail regarding the city, just use the description (see page 47) and let your demigods stretch their legs a little. You can even throw in a few random street mobs (Dregs, see page 134) to liven things up as Anubis takes your demigods on a little tour. He watches them all the time and reports back to Ra on their progress. He especially watches anyone who uses magic since Ra's none too fond of those sorts of shenanigans.

Feel free to introduce your demigods to some of the other major players in the city, Hathor for instance, or the mean, moody and drop-dead gorgeous Sekhmet. You can even have them encounter the likes of Kepi or Captain Tamani as they go about their day-to-day business. If you want to get right into the meat of the next bit of action though, have your demigods pass through a section of the city close to the storerooms and warehouses.

As they do, Anubis' Hard-light wrist rig flashes and the god snorts. He informs your demigods the Dregs (see page 50) have dared to attack one of his supply warehouses and are trying to take weapons and equipment from there. Since there are a lot of high-tech gizmos in those storerooms, Anubis is keen to prevent the theft and punish the violators to the full extent of the law. In his case, the full extent of the law is the maximum range of his hand cannon.

### Warehouse 14

Anubis diverts his path and heads into the storage areas. He's quick to dispatch a few Dregs who think to ambush the group — the Judgment blasts them with *big* holes. He orders your demigods to perform a sweep of the surrounding storerooms and put down any insurgents they find. They have permission to use lethal force if they want. Anubis won't hold back. Your demigods can search the warehouses room by room while Anubis radios a security force to help him lock down the rest of the area.



## Anubis' Style

It's important to remember that Anubis is tough, but fair. Don't play him as a total psychopath. He's aware that civic order is deteriorating as Set's magic starts to come together and a tough response will keep the citizenry in line while your demigods track down Xaos and get in. Importantly, though, he's one of the good guys. Don't forget that, or your players may be tempted to sympathize with Set, agreeing that regime change is needed!

After a fruitless search, some false alarms and so on, your demigods chance upon a couple of crates of weapons being dragged off by Dregs. They put up a fight and don't expect mercy or leeway from your demigods. They possess an intense hatred of Ra and believe your demigods are Ra's agents. The Dregs are armed with stolen Hard-light weapons and wear cast-off clothing. Ideally the fight should be a tough one. The Dregs won't hesitate to break open those crates and use the weapons inside to fight your demigods. The group is made up of three Dregs and two Dreg scrappers per demigod, plus a Dreg lieutenant (see page 134).

Feel free to peruse the list of weapons (see page 30) and have fun using them on your demigods. After the Dregs are defeated any survivors can be questioned. They spout their anti-Ra rhetoric, continuing to profane Ra's name and all those traitor gods who have turned their back on the old ways. The Dregs appear to be malnourished mostly and in need of a good meal and some sunlight. Their skin is pale and plagued by sores and pockmarks from their harsh life below.

Your demigods find out there are those beneath Ra's gaze determined to bring about his downfall. One name stands out: Jabari.

This is all they get from the Dregs as Anubis' security arrive and cart them off. Anubis seems impressed with your demigods so far. He offers them a tour of his security HQ and sweetens the deal by saying they can try out some techno-Egyptian technology, including the Sun Armor of Ra.

## The Tower Of Anubis

It's not as impressive as Ra's HQ and the Anubis platform is under a pall of suspicion and paranoia. Your demigods should be able to tell right from the get-go; everyone here looks at everyone else as though they might be guilty of something. Of course they don't look at Anubis or his security. And your demigods, well... they're in the company of the big man on campus so they get the special smile and wave.

Anubis' Enforcement Agency building is a large black pyramid with many dark gold windows. It sits like a scarab beetle at the center of the god's hub and there are dozens of contractor agencies housed just outside. Inside the building it's just as gloomy as the exterior with dark corridors lit dimly with techno-Egyptian runes and lamps. Anubis takes your demigods down a level to the HQ's weapon test range and throws open the various containers.

There's a plethora of toys for your demigods to play with, and Anubis tells them they should be able to get Ra to sign an order to release some of this technology to the Osiris. If they're going to be battling Set's agents and his enforcers, they should be well armed. He watches your demigods using his equipment and makes any possible notes for the techs to improve on the design. He leaves the Sun Armor of Ra for last since it's a pretty impressive and expensive battle suit.

Anubis also sets up ranges with various targets for your demigods to try their aim, use the tech and learn some of the unique abilities of Ra's Hypertech gadgets and weapons. This is also a great place for the inclusion of toys and weapons we haven't listed in the main book. Perhaps you have an idea for a new piece of tech you wanted your demigods to have. This is the perfect place to slot it in!

Give your demigods a chance to relax a little, talk to Anubis about various things and perhaps even ask him about the Dreg situation (they get utter disdain from the god since the Dregs were once loyal to Ra). Once enough time's passed, Ra communicates with Anubis and your demigods.

Ra appears as a glowing techno-image from thin air with the edge of a burning sun around his Hard-light transmission. He's showing off his fancy tech again.

*"I hear you've been having fun in the store area of Anubis' platform. Good to hear. Ok, the Osiris is prepped and ready for her maiden flight. I've asked the captain to let you aboard. Anubis, take them to the ship and then report to me. I want a word."*



Anubis leads your demigods out of his lower level and towards the upper levels of his HQ. From there, they can take a skycar to the Osiris launch platform. Anubis takes great delight in leaving them in the dark about the ship. He only responds to Osiris-based questions with a measured wait-and-see approach.

### Anubis Security Guards

Security Guard (see page 139), armed with non-lethal weapons.

### Anubis Security Leaders

Security Shift Leader (see page 140), armed with non-lethal weapons.

## Maiden Voyage

This particular adventure does not have to take place after the last one. It might seem as though we've thrown your demigods from Plot Point to Plot Point so far, but it's easy enough to slot a Savage Tale or two in at this point if you really want. Perhaps Anubis doesn't get the call from Ra until later on. Things might not feel as rushed. But hey, reality is on the line here. Regardless, they eventually get to see the Osiris in all her glory - and what a ship!

### The Osiris

Your demigods assemble on Ra's platform before a massive golden pyramid. As they watch, it splits open. Beyond the folded walls is a ship made of gleaming gold and colored glass. It resembles a highly stylized bird of prey, with crescent-shaped wings sweeping forward. This is the Osiris, an experimental vessel Ra has been constructing with the aid of Horus for years. It's finally ready for its first flight and your demigods have been honored with the maiden voyage.

Ra stands there before his creation looking smug and proud all at once. But he's no fool. He wants to get your demigods in on the ground floor, let them get to know the crew and make sure things are running smoothly before he unleashes them against Set's lot.

*"People," Ra says with his best grin. "This is the future of the Sunfire Domain, a swift golden bird of retribution. I give you the Osiris. The captain and crew are waiting for you aboard and we're eager to get things rolling. So, dig in."*

He doesn't stick around to answer questions. He turns on his heel and gets into his Golden Sunfire Chariot, a slick-looking sports car, and zooms off to other

pressing matters. He leaves your demigods in the care of Anubis once more, who shows them to the ship. There, a gorgeous brown-haired Egyptian woman meets them. She introduces herself as Ahwei, the ship's tech specialist and engineer. She is delighted to meet your demigods and once aboard the Osiris, she gives them a quick tour (see page 32).

### Captain On Deck!

Once the tour is over, Ahwei leads your demigods to the captain of the ship on the Upper Deck Bridge. The bridge features an impressive array of hologlyphs, techno-Egyptian technology and Hard-light constructs. A soft golden light illuminates its understated décor. Everyone aboard is smartly dressed in the white and gold of Ra's Star Navy. The captain, Anhur is a middle-aged Egyptian with a pair of golden-colored pupils. He hides his short hair beneath his peaked cap. He introduces himself, calls for a last minute check and then invites your demigods to sit.

Chairs appear out of nowhere — the magic of Ra's Hard-light technology. He launches the ship and sets a course away from the Sunfire Domain. With a flash of colored light, the Osiris enters the endless Pulse clouds of the Maelstrom.

Anhur puts off any questions until later, but tells your demigods the Osiris is a brand new vessel and he expects a few teething troubles. He also introduces them to Aten, his highly gifted and obnoxious son. Aten doesn't like your demigods and he continues to man his engineering station. He is furious he was given a second engineer position and resents Ahwei.

The first flight goes fairly well. Things seem normal for at least an hour before trouble pops up. In this case, trouble is an escort of Set's fighters backed up by a large cruiser. After a tense dogfight, the Osiris should be able to destroy the fighters, taking a few hits in the process. Your demigods can man defensive turret stations and engage in a little shooting if they like; the captain won't object.

After a few Rounds of combat, with more and more fighters showing up, the cruiser opens fire on the Osiris, just as Ra's ship manages to cripple it. A massive explosion of light ripples across the bridge, but no one is seriously hurt. Ahwei informs everyone the power core has taken a hit from a magical attack. The system hasn't bedded in properly and so it takes a while to recharge. They weren't expecting combat out of the gate.







## Repel Boarders

The Settites waste no time and attack the ship at the airlocks. Your demigods are recruited to rush to various areas of the ship — primarily the lower, mid and upper airlocks — to prevent Set's warriors from getting into vital areas of the Osiris. This should be a tense set of battles. Your demigods need to be careful not to cause further harm to the ship, while Set's agents look to damage vital areas.

Svenrik Thorsonn, a massive warrior from the Aesir, assists your demigods in this task. He's gruff, no-nonsense and armed to the teeth. He acts as the ship's security officer and ably coordinates the Osiris' security. He gives your demigods decent orders and sends them where he thinks they're needed the most.

Once the boarders have been prevented from getting onto the Osiris, a massive shudder runs through the ship. Anhur informs your demigods that something huge is latched onto the top of the Osiris, trying to tear into the bridge. It will be a while longer before the ship is fully operational, so your demigods need to go topside to stop it.

## Hull Breach!

This is the epic finale of this Plot Point. Your demigods are given access to Ra's Sun Armor and they can leave through a side airlock. Outside, they're surrounded by the chaotic eddies of the Maelstrom itself and need to make their way to the top of the Osiris. There, they find a group of Set's warriors and a huge beast resembling a muscular giant with the head of a scarab beetle and four large clawed arms. It's uses massive mandibles to tear at the hull.

Your demigods shouldn't have an easy battle out here. The cruiser takes pot shots at them with heavy weapons and Set's warriors attempt to keep them away from their brute. The scarab demon is a tough foe and it shouldn't go down easily. Make your demigods work for this one, push them hard and don't forget to throw in some nasty Maelstrom storm action too. The finale should be a spectacle of your demigods dodging ship fire and Maelstrom energy while hurling their own form of retribution at the bad guys.

Once the scarab demon is down, any remaining Set warriors flee if they're able. The captain informs your demigods to get aboard as the Osiris has recovered full flight capability.

**Enemy Fire:** Feel free to use Settite vehicular weapons to fire the occasional pot shot at any demigod who really isn't paying attention to the Maelstrom or the ongoing ship-to-ship firefight.

## Warriors

Use two warriors and two fighters per demigod, led by a champion (see page 149) to start with, and bring in two warriors and two fighters every few Rounds as reinforcements.

## Scarab Demon

This brutish creation of Set's magic is vicious and serves as a shock trooper in Set's forces. The scarab demon cannot be reasoned with and has a single-minded focus once it is set a task by one of Set's minions. It has a vicious set of claws with which it can rend the strongest armor, and while it's vulnerable to concentrated energy attacks it shrugs off most melee hits.

**Attributes:** Agility d6, Smarts d4, Spirit d6 Strength d12+5, Vigor d12

**Skills:** Climbing d4, Fighting d10, Intimidation d6, Notice d4

**Pace 8 Parry 9 Toughness 18(4) Pulse 20**

**Edges:** Combat Reflexes, Improved Block, Improved Frenzy, Sweep

## Special Abilities

- **Vitality 2:** The scarab demon ignores the first two Wounds it takes. They get through; it just ignores them.
- **Claws:** **Damage:** Str+d10, **Notes:** AP6, Heavy Weapon.
- **Size +6:** The scarab demon is a huge creature. All attacks against gain +2 to hit due to its size.
- **CaraPace:** Its tough exoskeleton gives +4 Armor to all locations.

## Home Again Home Again

Once your demigods are back aboard the ship, Anhur orders the Osiris to open fire with all of its weapons and forces the Set cruiser to withdraw. The ship barely escapes as the Osiris gives chase, and the enemy vessel should go down in a massive explosion, torn apart by the sleek warbird's weapons. Anhur congratulates your demigods and welcomes them formally.

*"You are every inch the capable warriors I expected. From now on, the Osiris is at your disposal. I'll take the ship where you wish to go, as long as it involves the mission at hand. We have our first lead on the mission. Come with me and I'll brief you."*



Anhur takes your demigods aside and tells them Set's antics have caused alternate realities to appear, with mystical links to his Opasis. Anhur is sure, along with Ra, that if they investigate and shut down these alternate reality spurs, they'll be one step closer to crossing the Opasis.

And this is the end of this particular foray. Your demigods have made a friend in the captain, and they have his ship to use if they need or want to. You can throw *Savage Tales* at them or when you're ready, *The City of Glass* is waiting for you.

## The Osiris Factor

With all of their realm-hopping powers, it may be that your demigods aren't keen on using the ship that Ra provided for them. That's ok, the Osiris is under strict orders to help out your demigods so it assumes a support role and tags along like a giant golden NPC. The Plot Point Campaign and the *Savage Tales* assume that your demigods are based aboard the ship, so just do a bit of tailoring to change things.

### The Officers Of The Osiris



#### Captain Anhur

**Attributes:** Agility d10, Smarts d10, Spirit d12, Strength d4, Vigor d6

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

**Pace 6 Parry 7 Toughness 7 (2) Pulse 30 Charisma +2**

**Edges:** Alertness, Charismatic, Command, Common Bond, Fervor, Great Luck, Hold the Line!, Inspire, Living Banner, Master Leader, Strong Willed, Tactician

**Gear:** Judgment of Anubis (**Range:** 15/30/60, **Damage:** 3d6, **Notes:** Semi-Auto, Gains + 2 AP in sunlight), Hard-light shield Belt (+2 Armor, all locations), Ra Sunrod (**Damage:** Str+d12+2 **Notes:** AP4), he can access the armory for weapons and armor when the situation demands.

#### 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.
- *One With The Osiris:* Captain Anhur is intimately familiar with the workings of his ship, having been there from design to completion. As such, he can tap the Osiris' Karma Batteries, adding one point of Karma to himself at the start of any encounter. Additionally, his Leadership Radius extends to the entire ship when he's on board, and he can use the Common Bond Edge on anyone inside the Osiris.



#### Chief Engineer Ahewi

**Attributes:** Agility d8, Smarts d12+2, Spirit d6, Strength d6, Vigor d8

**Skills:** Fighting d6, Investigation d10+2, Knowledge (Hypertech) d12+2, Knowledge (Science) d12+2, Notice d8+2, Repair d12+2, Shooting d8, Streetwise d8+2

**Pace 6 Parry 6 Toughness 8 (2) Pulse 30**

**Edges:** Alertness, Hard-light Honcho, Investigator, Jack-of-all-Trades, Master (Smarts), McGyver, Mr. Fix It, Scholar

**Gear:** Highly modified Ark 309 hypercube, Judgment of Anubis (**Range:** 15/30/60, **Damage:** 3d6, **Notes:** Semi-Auto, Gains + 2 AP in sunlight), Hypertech tools (+2 to all Repair rolls), Hard-light shield Belt (+2 Armor, all locations). She can access the armory for weapons and armor when the situation demands.

#### 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 her own use, enhanced recovery rate and so on.
- *Like The Back Of Her Hand:* Ahwei helped to design the Osiris and knows the ship perhaps better than the Captain. She gains a +2 to any Smarts-based or Repair check involving the Osiris and the ship's systems.



#### Chief Medical Officer Gomedi

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

**Skills:** Fighting d8, Healing d12+2, Investigation d10, Knowledge (Medical) d10+2, Knowledge (Nature) d10+2, Notice d10, Shooting d8, Survival d8

**Pace 6 Parry 6 Toughness 8 (2) Pulse 30**



**Edges:** Danger Sense, Dodge, Healer, Linguist, Patron God (Ra), Pulse Path (Sand Healing), Scholar

**Powers:** *cauterize, knockout, numb the pain, reset bones, sand saw*

**Gear:** Judgment of Anubis (**Range:** 15/30/60, **Damage:** 3d6, **Notes:** Semi-Auto, Gains + 2 AP in sunlight), Ra Sunrod (**Damage:** Str+d12+2, **Notes:** AP4) Hard-light shield belt (+2 Armor, all locations), Hypertech medical tools (+2 to all Healing Rolls and reduce the Pulse cost of his Sand Healer Powers by 1, to a minimum of 1).

#### Special Abilities:

- *Best Care Anywhere:* When Gomedi is in the Osiris' Medical Bay, he has access to the Demigod Rank *sand healer surgery* Power.
- *Healing Blaze:* Spending 20 Pulse activates the power to heal those around him.
- *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.

### Second Engineer Aten

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

**Skills:** Fighting d6, Investigation d8+2, Knowledge (Hypertech) d10+2, Knowledge (Science) d10+2, Notice d8, Repair d10, Shooting d6, Streetwise d8+2

**Pace 6 Parry 4 Toughness 6 (2) Pulse 20**

**Edges:** Alertness, Investigator, Jack-of-all-Trades, Linguist, Scholar

**Gear:** Ark 309 hypercube, Hard-light shield belt, and one or two 'prototypes'.

#### Special Abilities:

- *I Made This:* Aten is always working on 'improving' ship's equipment in order to gain the favor of his father and to be promoted to Chief Engineer. Aten can modify a piece of equipment to give it a +1 to all rolls (Shooting, Damage, etc.). Each time it is used, a 1 on the skill dice causes the equipment to fail, requiring an hour of work and a successful Repair roll to fix.

### Security Officer Svenrik Thorsonn

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

**Skills:** Fighting d10, Notice d8, Shooting d10, Stealth d10, Streetwise d6, Survival d8, Throwing d10

**Pace 6 Parry 9 Toughness 13 (5) Pulse 25**

**Edges:** Brawler, Brawny, Combat Reflexes, Frenzy, Harder to Kill, Improved Block, Rock and Roll!

**Gear:** Heavy Armor (+5 Armor, all locations), An Eagle-Headed Spear called Arngeir (**Range:** 3/6/12, **Damage:** Str+d8, **Notes:** Parry +1, Reach 1, 2 hands, Throwing +2, after being thrown the wielder can expend 1 Pulse to return the spear to his hands).

#### Special Abilities:

- *Aesir:* Coming from the legendary land of the Norse, he's completely immune to any cold-based effects.
- *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.

### Osiris Complement

Osiris Officers (see page 142), Osiris Crew (see page 142).

## The City Of Glass

This particular Plot Point can be run either directly after the previous one or after a couple of Savage Tales. Regardless of where in the timeline it takes place, it's the first stop where Ra's agents are able to identify that power is being directly channeled to the Opasis.

Anhur sets course for the mortal realms in the year 4301, targeting a planet realm in a galaxy far, far away.

Should your demigods remain aboard the Osiris during the three-hour flight through the Maelstrom, they can spend some time talking to the crew, meeting new faces and generally learning their way around the ship. The Osiris employs stealth technology to keep it hidden from Set's magical detection throughout the journey and eventually crosses the Veil into the mortal realms.

Through the main window the whole planet realm appears to be a single giant crystal, a beautiful diamond. A facet opens to admit the Osiris and it glides down, thin



filaments of ruby cloud tinkling off the hull of the vessel. The Osiris' pilots land the ship on a crystal peak in some emerald mountains not far from a huge angular city of glass. It is from here your demigods can observe the new location and make their plans.

Anhur offers the following information about the city as he checks the ship's readouts:

- There's a sizable Settite force already present.
- Several "anomalies" are scattered throughout the city, magical in nature. There's no more information that that about them.
- The Shards are the main inhabitants of the City of Glass.
- The city is in an alternate reality. As far as Anhur knows, its power source originates at the far end of the city.
- A set of three highly-magical energy signatures is being detected from further in.

Anhur can offer no more information at this time. He opens the ship's weapon stores and lets your demigods take what they want for the mission. He wishes them luck and sends them on their way. While they're gone, Anhur keeps the Osiris sitting out of sight in the mountains. He can't communicate with your demigods while they're outside of the ship, fearing that it may draw the enemy's attention.

### Emerald Peaks

Your demigods are surrounded on all sides by sharp crystal peaks. A strange gleaming cubic sun hangs suspended in a ruby sky and small flakes of green tinkle down like snow. These flakes are sharp and unless your demigods are attired in some form of armor, they might feel the odd sting or two from small cuts into their skin. Once your demigods make it through the valley, they can descend towards the City of Glass and get out of the strange snowfall.

The City of Glass stretches out before them, all geometric shapes and strange angles. It appears to be grown from transparent crystal with one exception. Near the back of the city through the maze-like streets is a tall opaque glass tower, where a brilliant green energy snakes upwards and touches the sky in a swirling chaotic eddy of power. Your demigods could probably take a calculated guess at the owner of this tower. If they said Set's minions, they'd be right.

As they pass through the city they can see tall, thin, transparent crystal beings. These are the Shards, locked unmoving in what appears to be a strange stasis. If they want to investigate more, your demigods discover (if they have some knowledge of magic) the Shards have been the subject of a paralysis-based spell.

### Tower Of Set

Your demigods are confronted by a set of enslaved Shard guardians. Their transparent crystal bodies are now opaque and they match the tower behind them. The tower is circular with black glass drawing in all light. From its top, it burns with a green glow.

*The eyes of the nearest Shard light up and a voice echoes forth. "You, I do not know who you are, but by Set's will you shall fall here. The Shards move to attack."*

There's one per demigod and they're a powerful adversary when linked to the Settite high priest and his chaotic magic. The high priest can channel a spell through one of them every other Round. Once the guardians are defeated, the tower opens to admit your demigods and they can fight through the various floors against Set warriors (see page 149) and sorcerers (see page 150) until they get to the top and the Settite high priest himself.

### Enslaved Shards

**Attributes:** Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d10

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

**Pace 6 Parry 7 Toughness 11 Pulse 15**

**Edges:** Berserk, Block, Dodge

#### Special Abilities:

- **Crystal:** These entities are made of durable crystal, and gain a +2 to their Toughness. Any weapons other than Blunt do one die type less damage when used against a Shard.
- **Hardy:** A second Shaken result doesn't cause a Wound.
- **Shardfire:** All Shards can use the *bolt* Power, with a trapping of Sharp Crystals.
- **Size +2:** Shards are noticeably larger than average people.
- **Vitality 1:** Shards ignore the first Wound they take. The damage gets through; they just ignores it.



## Anamakun

High atop the tower, next to a huge green crystal, a tall man with bright green eyes is surrounded by guards (3 Settite warriors per demigod (see page 149) and 1 sorcerer per demigod (see page 150)).

The man's head is shaved bald and he's tattooed with various swirls and lines. He wears long flowing robes, and carries a simple black stave. This is Anamakun, the Settite high priest who's been given the task of guarding this alternate reality. He is a man of few words, direct and to the point. He treats your demigods courteously but won't let them talk him out of anything. Eventually they're going to have to fight him and his bodyguards.

If they want to stand a chance of stopping Set, they're also going to need to break the huge green crystal. They can only do that by destroying the Shards guarding it (1 per demigod - same stats as above). They stand around the crystal and pour magical energy over it creating an impenetrable barrier. Once your demigods defeat all their enemies or destroy all the Shard guardians, they can smash the green crystal with ease.

Doing so causes a slight complication. Your demigods receive a message from Anhur immediately after they destroy the crystal. He informs them they've started a magical chain reaction, snapping the city back to its correct reality. However, if your demigods don't get back aboard the Osiris they're going along with it and Anhur won't be able to find them for quite a while. If Anamakun is still alive at this point, he flees taking any bodyguards with him.

While your demigods are talking with Anhur, a couple of powerful Set fliers appear on the horizon. Your demigods need to high-tail it back to the Osiris on the double.



### Anamakun

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

**Skills:** Faith d10, Fighting d6, Intimidation d10, Knowledge (Battle) d10, Notice d6, Persuasion d10, Shooting d6, Taunt d8

**Pace** 6 **Parry** 5 **Toughness** 7(2) **Pulse** 30  
**Charisma** +2

**Edges:** Charismatic, Command, Fervor, Improved Arcane Resistance, Inspire, Natural Leader, Pulse Path (Empowered), Strong Willed

**Powers:** armor, barrier, bolt, boost/lower trait, deflection, fear, stun

## The Price Of Failure

Your demigods may not escape the city in time of course. No real biggie. They can simply hang around the City of Glass back in the prime reality, waiting for the Osiris to get a fix on them and come pick them up a couple of days later - embarrassing but not fatal.

**Gear:** Rapid Blast Stave, fires painful *blasts*. On any successful Wound, it also causes a level of Fatigue requiring five minutes of rest to clear. Medium Armor (+2 Armor, all locations).

### 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.

### Set Fliers

Scarabs (see page 40).

### Flying Blind

As the city begins to fade, the Set fliers give chase. Your demigods can trade ranged fire as they make a run for the Osiris. Buildings literally pop out of reality allowing the Set ships to fly through, and the ground beneath your demigods' feet is being unmade. Their goal should be to get back to the Osiris before the whole city and the realm vanishes back to where it belongs. If they don't keep moving, they're not going to make it. After a tense chase your demigods should manage to get onboard just in the nick of time as the city vanishes and the realm shudders. The Set fliers break off and streak towards the sky.

The Osiris follows and your demigods can go to the bridge to witness the ship's "just in time" escape from the vanishing realm. The faceted crystal melts into unreality and leaves nothing in its wake. Both fliers fail to escape and are destroyed.

This concludes the first real victory against Set's forces, weakening the Opasis somewhat. Anhur informs your demigods that the ship is now ready for new orders and he can take them back to the Sunfire Domain or any other destination (within reason) they choose.



## A Stitch In Time

Anhur calls your demigods to the bridge and informs them that the Osiris has now entered the second of Set's alternate realities. Through the windows of the bridge, your demigods have a view of cloud cover as the Osiris hovers on a dark night in a smoggy sky. Poking up through the clouds are various tall towers and gothic-looking architecture.

### 3:33

The captain has the following information about the reality they're now in:

- They've entered a spur of Victorian London, where clockwork seems to be the power of the future.
- All the clocks and personal chronometers within the Osiris and upon the crew have frozen at 3:33.
- They're detecting a high concentration of mystical energy running throughout the city.
- The people in this realm have been frozen in a time lock spell.

Anhur knows nothing else about the city or the realm they're in, apart from it being an alternate reality. He can theorize time has been stopped here by Set's forces, or a demigod may want to make some kind of magical knowledge check to come to the conclusion based on the clocks and other time-pieces.

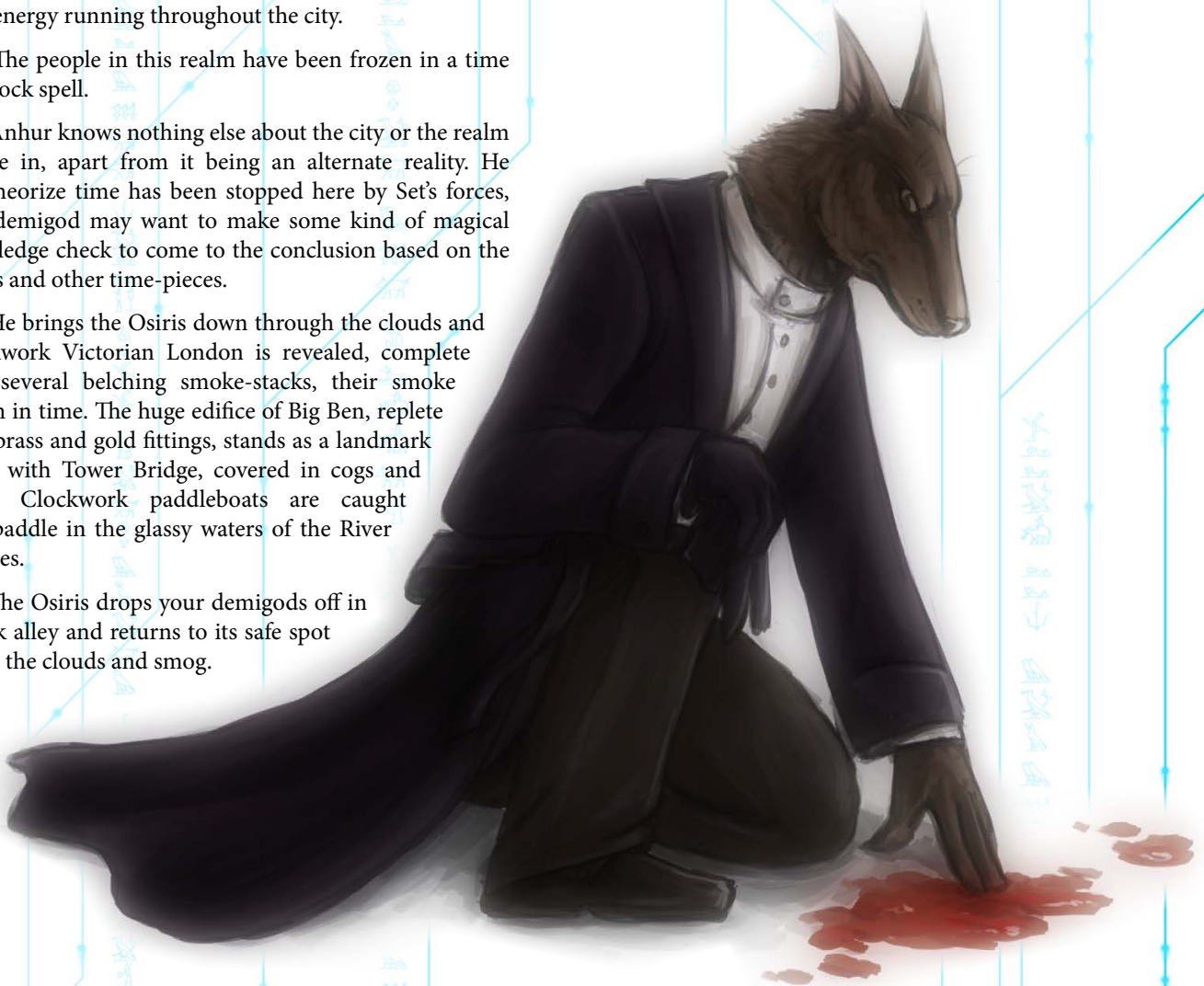
He brings the Osiris down through the clouds and Clockwork Victorian London is revealed, complete with several belching smoke-stacks, their smoke frozen in time. The huge edifice of Big Ben, replete with brass and gold fittings, stands as a landmark along with Tower Bridge, covered in cogs and gears. Clockwork paddleboats are caught mid-paddle in the glassy waters of the River Thames.

The Osiris drops your demigods off in a back alley and returns to its safe spot above the clouds and smog.

## Shadows Alive

The streetlamps cast a dim glow. They're frozen in time like everything else. Their gear-like mechanisms should be turning and anyone with a mechanical-based skill who makes a successful check can see they're not. Your demigods will also notice odd shadows appearing briefly on the walls only to flit away, despite everything else being frozen. This continues as your demigods navigate the back alleys of the city and finally emerge outside in a street called Petticoat Lane.

The people were doing their day-to-day business, going about their lives when they were frozen. A wily street urchin dips his hand into the pocket of a wealthy gentleman in a steam-powered bowler hat. A Peeler (the old-style British policeman) has his hand on the urchin's neck and a woman has dropped her basket of fruit. The fallen fruit hangs in the air, also locked in time.





Yet the shadows of these people move around as if nothing has happened.

One of them detaches and makes a single swipe at one of your demigods. If it connects, it will be quite painful. Then another attacks. And another. Over the silence, the laughter of a woman can be heard cackling gleefully. If your demigods try and fight the shadows, they prove to be insubstantial and can only be harmed by magical means.

The woman's laugh is their best hint of where to go next, as it comes from the north part of Clockwork London, further on up the lane. If they follow the lane to the end, it turns sharply right and heads off towards a darker section of the city.

They're harried and harassed by shadows all the way to the end of this road, where it opens out into a large square. The shadows don't seem to want to follow your demigods this far though, they hiss and lurk at the edge of it, dancing around in the light sources. They taunt your demigods with gestures and wicked shadowy smiles.

### Shadows

Use a mix of shade, shadow and darkstalker (see page 155).

## You Don't Have To Be Mad

The woman's laughter dies down as your demigods are confronted by a black building. Its twisted architecture is madness personified. A storm cloud hangs motionless above its roof and a single lightning strike has been frozen in the act of sparking from atop a large tower to the side. A pair of wrought iron gates with a clockwork mechanism bar entry and atop them in gothic script reads: *The Grimhold Asylum for the Terminally Insane*.

As if opened by a hidden hand, the gates swing wide and the front doors to the building creak invitingly apart.

This next section should play on the demigods' fears. Hopefully they're not all stoic, bad-ass, rock-hard characters who can stare down nameless horrors while brushing their teeth. They need to believe the threats they face inside are very real and can hurt or kill them.

The horrors are conjured by a powerful servant of Set (although secretly, she serves the god Apophis). She has turned the inside of the asylum into her personal playground. Your demigods are going to be confronted with illusionary traps and real ones, trick corridors and even people from their past (if they have a decent background story). If they explore the interior of the asylum they eventually find a strange misshapen doll. This figure seems to resonate with magic.

The doll will be useful in the confrontation with Kanika later on, if they take it with them. They also find a door to the basement where a strange sobbing can be heard. If you need to guide your demigods a little, noises such as this are a great tool in the asylum. They're also good for misdirection if you want to have a little fun.

## Fear Times Three

Your demigods can explore the labyrinthine passages below the asylum. They continue to face their fears in the false twists and turns. Perhaps they become separated and have to find each other once more. All the while they're drawing ever closer to the spider at the center of this web: Kanika.

Eventually, they discover a large boiler room where a thin young woman stands, she's surrounded by shadows and her face is as pale as death. Her eyes are nothing except black orbs and she wears a snake band on her right arm. She is dressed in simple clothing and speaks in a charming but sinister manner.

"Hello my pretty playthings, did you like my doll's house?"

This particular meeting can resolve a few different ways. Kanika doesn't really want to fight your demigods since the shadows told her they were a genuine threat. However, she doesn't want to reverse her magic holding the realm in Set's sway. After all, it's serving her master Apophis at the same time. If demigods want to fight, she proves to be a tough foe and if they don't kill her, feel free to check out the section called: *Apophis' Hand*. During the fight she's supported by three shades and two shadows per demigod and one darkstalker for every three demigods.

Her mastery of Apophis' magic is incomplete and somewhat flawed. She's overextended herself, causing a few of her memories to appear in the asylum as objects. If she sees the doll, she's compelled to try to recover her other lost memories. She can't leave the room she's in but pleads with your demigods to get them back for her. Once they find her marble, book and hat, a successful Persuade -2 check will convince Kanika to reverse the spell. Searching for these objects involves more exploring the asylum and being harassed by shadows. If she does reverse the time stop spell, see *Apophis' Hand* section below.

### Shadows

Use a mix of shade, shadow and darkstalker (see page 155).





### Kanika

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

**Skills:** Fighting d8, Intimidation d8, Knowledge (Apophis) d8, Notice d6, Persuasion d8, Shooting d6, Spellcasting d12, Taunt d8

**Pace** 6 **Parry** 6 **Toughness** 5 **Pulse** 25  
**Charisma** +2

**Edges:** Attractive, Elan, Improved Counterattack, Improved Dodge, Pulse Path (Gifted), Strong Willed

**Powers:** *armor, deflection, detect/conceal arcana, fear, invisibility, obscure, shape change*

**Trappings:** Illusion, Shadows

**Gear:** Settite Staff, 6 Magic Bombs loaded with the burst power.

#### 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 her own use, enhanced recovery rate and so on.

### Apophis' Hand

This only happens if your demigods show mercy and spare Kanika rather than killing her, or if they talk her into reversing the spell. The moment Apophis finds out she's betrayed him, he uses his magic and snuffs out her life. The woman drops dead before your demigods' eyes. Her serpent bangle slithers off into the ether. Yes, Apophis isn't nice.

### The Spell Ends

The spell has ended and Kanika is vanquished, the shadows are gone. Clockwork London is back to normal and your demigods can return to the Osiris safe in the knowledge they've upset another of Set's plans. They can go on to other Savage Tales now or carry on with *Hammer Of The Gods*.

### Hammer Of The Gods

Upon arriving in this realm, Captain Anhur calls your demigods to the bridge. He directs their attention to the view right outside the window: gleaming frost-rimmed mountains, harsh snows and a giant metallic-black wolf bound in chains burning with a white hot fire, as if they were forged in the heart of a dwarf star.

### Winter 2327

All around this scene, the minions of Set battle against women wearing golden armor astride flying horses. Plasma burns from the tips of silver lances, fire streaks across the sky and is met in kind by Set's dark magic. In describing this scene, make sure it's a full-fledged battle and not some simple skirmish. Hundreds of corpses from both sides litter the battlefield and with every slain Valkyrie, the giant wolf begins to show signs of movement, pushing against his chains.

The warrior women are fighting against a superior force of Settite warriors who are armed with their own magical constructs. Set fliers rake the ground with magical projectiles. Set's giant scorpion-like ground-based creatures advance towards a group of Valkyries in the distance. It's about now your demigods should really get involved, so let them. Anhur can drop them off and provide air support should they need it. The Valkyrie will welcome the arrival of powerful beings as well as the ship.

### To Battle

The battle against Set's forces isn't going well for the Valkyrie here. They have been pushed into a corner and unless your demigods intervene, they're likely to die. Even though there are more warrior women heading to the battlefield, this is your demigods' chance to save some lives and earn some respect, which they need later on. This battle should be a pretty tough one for your demigods, since they're facing a highly determined and motivated Set force under the command of the High Priestess Nakiri.

She oversees the battle in a flying skiff drawn by ghostly spirit horses, and she hurls bolts of green fire down upon any who get into range. On the ground her general, Omari, is a ruthless killer with a massive two-handed magical khopesh he can use to shatter the strongest non-magical armor. Hypertech armor is slightly more resilient.

Your demigods' first task is to fight through a group of bloodthirsty Settite warriors, to cross the gore-stained snow to a cave where the Valkyrie are putting up stern opposition and to flank Omari. Omari doesn't back down and he can't be reasoned with. He knows the price of failure both to Set and his mistress. On the way, your demigods encounter a few groups of 10-20 warriors and fighters led by a champion (see page 149).

As they get closer to Omari a pair of giant scorpions rush out of the snow, bursting up dramatically. At the same time, Nakiri peppers your demigods with magical death from above as they engage her general and his summoned minions.



During the last moments of the battle, as your demigods are otherwise engaged, the High Priestess spots the Valkyrie's leader Sigrid and makes a beeline for her. This needs to happen while your demigods are otherwise engaged so they can't break free to pursue. In a stunning display of power, Nakiri brings Sigrid low and takes her out of the fight, killing her winged horse and scooping the woman up as the pair fly off towards the other edge of the mountains.



### Omari

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

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

**Pace 8 Parry 9 Toughness 15 (5) Pulse 30**

**Edges:** Assassin, Brawny, Dodge, Extraction, Fleet-Footed, Improved Block, Improved Nerves of Steel, Improved Tough as Nails, Steady Hands

**Gear:** Massive Two-Handed Khopesh (**Damage:** Str+d10+2, **Notes:** AP5, Reach: 1, -1 Parry, 2 Hands), Enhanced Heavy Armor (+5 Armor, all locations).

#### Special Ability:

- **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.

### Set Scorpion

**Attributes:** Agility d6, Smarts d4, Spirit d4 Strength d12+1, Vigor d8

**Skills:** Climbing d6, Fighting d10, Intimidation d6, Notice d6

**Pace 8 Parry 9 Toughness 14(4) Pulse 20**

**Edges:** Combat Reflexes, Improved Block, Improved Frenzy, Sweep

#### Special Abilities:

- **CaraPace:** Gives the scorpions +4 Armor to all locations.
- **Claw:** **Damage:** Str+d8, AP3.
- **Invulnerable:** Takes no damage from non-magical edged and blunt weapons.
- **Poison -2:** Anyone Shaken or Wounded by a sting attack must make a Vigor -2 check. If they fail they

die within 2d4 Rounds unless cured. With a Success, they gain a level of Fatigue that takes 24 hours to clear. With a Raise, they're unaffected.

- **Size +4:** Set's scorpions tower over normal people.
- **Sting:** Instead of attacking with its claws a scorpion can chose to sting its victim instead. **Damage:** Str+d8, AP1, Poison.

### Kidnapped

The remaining Valkyrie should be able to help your demigods finish off the bad guys and put down Omari for good. Once he's in the ground or disabled, a tall golden-armored woman steps up to your demigods. She removes her helmet and a mane of brown hair flows forth.

*"You helped us, and we did not ask it. This won't be forgotten," she says with a rueful tone and a wry smile. "As strong as we are, we have been betrayed. Now our leader has been taken. Help us retrieve her and we will be allies from this day forth."*

They learn the woman's name is Valha, Sigrid's second in command. She's a strong, no-nonsense tactical warrior. She informs your demigods they were tricked by Nakiri, a High Priestess of Set, into overthrowing the Aesir. Once they did, they were betrayed and Set's forces attacked en-masse, killing hundreds of Sigrid's followers.

Valha takes flight with a few of her remaining forces and offers to take your demigods with her. Unless they can fly themselves, this is the quickest way to get to the City of Hrothgar.

### Hrothgar's Fate

Once Valha and her dozen or so Valkyrie warriors have led your demigods to Hrothgar, they find a huge armada of sky-borne Set fliers, larger skiffs and soldiers swarming the city. The scene should be one of utter destruction with the common folk just managing to avoid khopesh and spear, and the warriors battling in the streets below. The magical bolts from Set's forces seem to be turning the tide of the battle, however. If your demigods want to even the score, they're welcome to try but in this case, Sigrid will be taken further out of their reach and closer to the exit portal.

Valha's group picks up speed and gives chase. This scene should be a fast flowing chase through the besieged city. Your demigods can pick and choose their battles for the most part, since they're in the company of the finest warrior women in the realm. If they need a little break, it's possible to ease back on the action and make them roll to avoid a few pot-shot magical blasts, falling buildings and thrown rocks by some of the Set demons stomping down below.





## Mighty Sand Demon

Even larger than its brethren, this massive creature made of sand and magic is capable of smashing through dozens of lesser foes. It has the capacity to disappear into the desert 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; due to its size attacks against it gain +2 to hit.

## Set Demon

Sand Demon (see page 59).

If they're itching for more battle, they're about to get their wish as they close in on the fleeing High Priestess.

## Mirror Mirror

As Valha and your demigods close in, the High Priestess drags the unconscious Sigrid to the portal but stops before going through. It's as though she wants your demigods to get closer. She's gloating, taunting them. She pauses on the edge of the oval gleaming magical tear in reality and blows sand from her palm towards your demigods.

The sand swirls. The ground cracks and from it appear your demigods themselves, but twisted and mirror-like. They're now in a fight with their own doppelgangers. At the same time, the High Priestess seems to be waiting for something. Valha takes her chance. While the doppelgangers advance on your demigods, she screams a battle cry and flies her winged beast towards the High Priestess. However, Valha's target is not the High Priestess but the portal behind her. She hurls her lance and shatters the magic.

Your demigods must fight themselves. Once they win though, it's game over for Nakiri. She gives up, earning Set's ire. A collar around her neck glows and then she turns to dust, disintegrated by his magical power.

Valha wakes Sigrid and the Valkyrie rally their troops. With the loss of their High Priestess, the Set attack force loses much of its power. Demons are sent back into the sand, and their flying skiffs are driven back by Sigrid's followers. The tide of battle is turned. Your demigods can help out with this clean up too if they want to.

Once it's all over, they get to meet Sigrid, a stunning fire-haired woman with golden eyes and armor. She thanks them and invites them to a feast, praising them for saving the city.

## Doppelgangers

You really should use your demigods against themselves, here. However if your demigods are losing, once the magic of the portal has been shattered you can have the doppelgangers return to the sand from where they came, in a dramatic fashion.

## Opasis Opens

Midway during the feast (or just near the end if your demigods deserve a break), Captain Anhur contacts them and informs them the Opasis is now weak enough that they can attempt the crossing. He gives them time to settle any business they might have in Hrothgar and then brings the Osiris in to land.

They should have time for some Savage Tales, since the Opasis is not going to close any time soon. But if they're eager for a confrontation, it's time for *Crossing the Opasis*. Once they pass through the Opasis, it will be impossible for them to leave, so make sure you put as many Savage Tales in as you feel they can handle before they embark on that last leg of the adventure.



## Valha

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

**Skills:** Fighting d10, Notice d10, Riding d10, Shooting d6, Stealth d6, Streetwise d6

**Pace 6 Parry 8 (1) Toughness 6 Pulse 25**

**Edges:** Alertness, Combat Reflexes, Dodge, Killer Instinct, Nerves of Steel, Quick, Quick Draw

**Gear:** Techno-Magic Lance (**Damage:** Str+d8+2, **Notes:** AP2 when Charging, Reach 2, can only be used mounted, grants the *bolt* Power using wielder's Pulse, and



using wielder's Spirit for the Spellcasting roll), Longsword Folkvar (**Damage:** Str+d8, **Notes:** Wielder gains the Improved Arcane Resistance Edge), Medium Shield.

#### Special Abilities:

- *Aesir:* Coming from the Legendary Land of the Norse, all Aesir are completely immune to any cold-based effects.
- *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 her own use, enhanced recovery rate and so on.



#### Sigrid

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

**Skills:** Fighting d10, Knowledge (Battle) d8, Notice d8, Riding d10, Shooting d6, Stealth d8, Streetwise d8

**Pace 6 Parry 7 (1) Toughness 7 Pulse 30**

**Edges:** Alertness, Combat Reflexes, First Strike, Improved Dodge, Killer Instinct, Nerves of Steel: Improved, Quick, Quick Draw

**Gear:** Longsword Brandr (**Damage:** Str+d8, **Notes:** Wielder gains the Improved Penetrating Strike Edge), Gauntlet that allows her to use the *blast* power using own Pulse and using her Spirit for the Spellcasting roll), Medium Shield.

#### Special Abilities:

- *Aesir:* Coming from the Legendary Land of the Norse, all Aesir are completely immune to any cold-based effects.
- *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 her own use, enhanced recovery rate and so on.

### Crossing The Opasis

Your demigods may want to explore some more Savage Tales, especially if they're looking to rub salt into Set's wounds, causing havoc across his other operations. But eventually they get to fly across the Maelstrom in the Osiris, for what is sure to be a wild ride.

### The Maw Of Opasis

Your demigods are called to the bridge when the ship gets close to the Opasis so they can see what Set's magical shroud looks like. When they see the Opasis for the first time, we want to give them a feeling of dread. Even demigods who look upon it in the semi-dark of the Osiris bridge can sense it calls to them, whispers in their head and generally unnerves most people. They can mitigate some of this with Spirit rolls but there's still going to be a nagging feeling and sense of foreboding regardless.

The Opasis appears as a large ever-moving cloud of black and purple discord, with lightning playing throughout the surface of the smoke-like substance. It ripples and draws back like curtains in the wind as the Osiris draws ever closer. Suddenly your demigods can see faces in the smoke, people they have known from their lives, those enemies they've killed and even friends who have fallen in battle.

Some of them appear to be friendly, but the majority of the faces look upon the ship with hatred and anger.

One face snaps out of the morass and swallows the Osiris whole, like a corn chip. The whole vessel shakes as it floats forward into a roiling cloud of ever-changing black smog. At the window they can see an occasional face or partially formed hand. As they continue to watch, disembodied hands and faces flutter through the actual interior of the ship.

### The First Breach

Anhur's communicator lights up. After a quick conversation, he looks to your demigods. His face is ashen grey. He informs them there is an intruder aboard the ship. The lower deck security has spotted someone who shouldn't be there. They tried to talk to the woman, but they were attacked. Two guards are dead and one is seriously injured.

When your demigods get down there, they find they're facing someone from their past. Depending on how you're feeling it can be someone from a previous adventure, someone from *Set Rising* or a back-story element one of the players may have come up with for their demigod. Whoever it is, friend or foe, the important factor to remember is this is a phantasm conjured up by the Opasis and it is out for blood.





魔兽争霸III：冰封王座 游戏地图编辑器 使用教程

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For GMs

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Your demigods are going to find this phantasm to be even more determined, vicious and resilient than the living version. Your demigods should look to saving the heavily injured security guard if they can, holding off or destroying the phantasm from their past. You can even make them roll Spirit when they attack a phantasm with the appearance of a former friend or ally of theirs. It's a pretty disconcerting situation.

Once they've dealt with this menace, there's more coming. The hangar deck officer calls in a report of strange psychic phenomena and then the transmission stops.

### Phantasm From The Past

2 per demigod (ghosts as per the *Savage Worlds* rulebook).

### Swamp Thing

Menace your demigods with disembodied hands and voices as they go through the ship. When they get to the hangar deck, the doors open onto a fetid swamp. The hangar is gone. The psychic force of the Opasis has twisted reality to such an extent, it's physically changed the vessel. The hangar deck officer is balanced precariously on a tree branch over the stinking mire and is being harassed by a pair of zombie-like hunting dogs.

As your demigods get closer, the mire bursts upwards and a large undead thick-skinned creature slams out of it. They have to fight that the creature, the dogs and keep the hangar deck officer alive if they can. The Opasis' psychic backlash assaults them with more and more undead coming out of the swamp as the fight progresses. Start with 1 zombie per demigod, then 2 per demigod after a couple of Rounds, then 3 per demigod a couple of rounds later. There seems to be no end to the trouble!

This is a wave-like horde confrontation. Once your demigods have had enough of fighting the living dead in a creepy swamp, reality will reassert itself, usually at the most critical point. They end up back on the hangar deck as the Opasis gives up and moves onto another tactic to try and preserve Set's realm of Xaos.

### Dogs

Dire wolf, as per the *Savage Worlds* rulebook with the Undead Ability.

### Undead Horde

Zombies, as per the *Savage Worlds* rulebook.

### Hangar Deck Officer

Osiris crew (see page 142).

### Bridge Too Far

Before they catch their breath, your demigods are called back to the bridge where the main door is under assault. The phantasms are back and this time they've brought more than a couple of friends. A few more of the vanquished foes from your demigods' past have shown up. They're trying to get into the bridge and slaughter the crew there. There are dozens of dead security crewmen in the corridor already and a whole bunch of bad guys led by Omari from the previous adventure. You didn't think we'd leave him out of this, did you?

The Omari phantasm directs his troops to stop your demigods. This should be a close quarters fight on the bridge corridor of the Osiris. Your demigods need to whittle down the opposition and get to Omari before he can cut down the door using his magical khopesh (the phantasm version being just as deadly).

After some good old-fashioned beat downs and battles, your demigods should be able to save the bridge and crew.

### Omari

Use the stats from the previous adventure (see page 73), but attacks that aren't magical or Pulse powered do half damage due to his ghostly form.

### Phantasm

3 per demigod (ghost as per the *Savage World* rulebook. Swap Throwing for Shooting and give them Setite weaponry).

### The Final Breach

The ship shudders as your demigods beat the last group of phantasms. Then the psychic backwash hits your demigods like a freight train. They require a Spirit roll to avoid one level of Fatigue as a hideous scream hisses across the ship. Anhur informs them the enemy is trying to destroy the Osiris' shielding. If they succeed, the ship will be torn to bits by the Opasis' incredible psychic energy. Your demigods need to make it to the shield room, face off against four highly determined phantasms and some minor minions before they manage to destroy vital systems.

Your demigods have a big fight on their hands. The phantasms are pulling out all the stops and for each Round of combat, feel free to describe something in the room breaking. It adds a nice sense of urgency to everything.



If your demigods manage to take down all the bad guys, they do actually save the vessel. Then, after a few Hypertech and Repair rolls, the ship pops out of the Opasis in the nick of time. Your demigods finally find themselves under the dark sky of Set's realm of Xaos.



### Major Phantasm

4 total (ghost as per the *Savage Worlds* rulebook. Swap Throwing for Shooting and give them Settite weaponry).

### Minor Phantasm

2 per demigod (ghost as per the *Savage Worlds* rulebook. Swap Throwing for Shooting and give them Settite weaponry).

### Storm Warning

Your demigods are called back to the bridge as the ship rocks and shakes. Warning sirens sound and crewmembers are knocked over as the Osiris appears in the middle of a huge storm. Unlike the Opasis, this storm is comprised of howling mad spirits and harsh magical energy lancing off the ship's shields. The systems overload and the Osiris plummets downwards. The captain sets her down just in time with a fairly smooth landing at the edge of a desert. Stretching out as far as they can see is endless sand and row upon row of pyramids.

They have finally made it to Xaos.

It's now impossible to run *Savage Tales* in Xaos, unless you wanted to concoct some simple defend-the-ship scenarios. The rest of the adventure continues in *City On The Edge Of Xaos*.

## The Price of Failure

So what happens if your demigods fail? Well, they're demigods and they're playing for some high stakes. Quite simply put, this is it. Game over. Set wins, rearranges reality, rules the Egyptian pantheon and your demigods perish on the Osiris as the Opasis rips everything apart.

## City On The Edge Of Xaos

The Osiris settles into the sand under a burnished ochre sky, surrounded by pyramids and endless desert. A sense of being watched pervades the whole ship but then vanishes. As the repair crews rush around the stricken vessel and attempt to get her flying again, Captain Anhur calls your demigods into his cabin and shares something important with them.

### The Desert Of Souls

Once your demigods arrive, Anhur quickly gets to the point. He explains the ship is going to take hours to fix before they can take the fight to Set.

He also tells them his communications expert has picked up a communication from one of Ra's frequencies. He gives them a tracking device capable of picking up the signal and suggests your demigods take a trip into the nearby desert to see what they can uncover. He will contact them when the Osiris is ready or, if they're too far, he promises to fly out to pick them up.

The heat outside of the ship is quite something. Even in this shrouded area of the desert, it's still hot. Demigods inside the Sun Armor of Ra shouldn't have a problem, but anyone else... well, they might get a little warm. The tracking device shows the signal is to the west and there are endless dunes in that direction, which undulate like sandy waves.

Hours pass as your demigods trek across the desert. Each hour they're walking across the desert sand they need to make Vigor rolls. Failure means they gain a level of Fatigue as the sand attempts to leech the life from them. If a demigod has a suit of Sun Armor, he ignore the effects of the desert.

### Signal Found?

As they make their way across the dunes, your demigods discover a strange sight. The air above the signal's epicenter flickers and dances like a heat-haze. As they watch it coalesces into what appears to be a beckoning figure and then breaks apart again with a flash of light. Once they get to the point where the figure stood, the heat haze turns black. A swirling sandstorm crackles around them and lightning leaps from shadow to shadow.

They are in the middle of the Soulstorm, a magical entity made up the souls of all those who have failed Set in some way or who were sacrificed to build his hidden empire. Your demigods will have at least 3 waves of constant battle against the souls inside the storm.



Wave 1 includes simple foes, a few dozen easy enemies to lull them into a false sense of security.

Wave 2 includes a couple of more determined enemies, who have some magical tricks and powers.

Wave 3 includes elemental lightning beasts spitting glowing balls of energy. They inflict damage if touched or attacked in melee.

After Wave 3, the storm stills a little and your demigods come face to face with another soul inside. This one doesn't seem to be looking for a fight. If they talk to this strange translucent-looking Egyptian woman, they learn she was once an agent of Ra. This is Nefari, sister to Nakiri (who stabbed her in the back and left her for dead on Set's command). Nefari was a sacrifice to the storm, but she kept her soul.

She leads your demigods from the storm to her communicator, which can work even in Xaos. This is her gift to your demigods. Thanks to the storm, they cannot contact the Osiris using their normal communication devices. Once they contact Anhur, he tells them 12 hours have passed and the repairs are complete. Your demigods are in a remote part of the desert and he will pick them up if they hold position. If they mention the storm, he will theorize the storm dilated time somewhat.

If they want, they can use Nefari's communicator to contact Ra. If they do so, he's charming but forthright. He can sense Set's ritual is about to come to a climax. He demands your demigods finish this once and for all or they are all going to serve a new master. He needs them to deal with the ritual, while he maintains order in his realm.

Not long after, the Osiris comes to pick up your demigods.

**Wave 1:** 1 pit fighter per demigod (see page 144) and 5 warriors per demigod (see page 149).

**Wave 2:** 4 fighters per demigod and 1 champion per demigod (see page 149), 2 tactician warrior captains and 2 gladiator warrior captains (see page 148), 4 priests (see page 145), 4 Xaos mages (see page 150). Mix up the minions, forming mixed groups of fighters and spellcasters.

**Wave 3:** 2 Soulstorm elementals per demigod.

### Soulstorm Elemental

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

**Skills:** Climbing d8, Fighting d10, Shooting d10

**Pace 6 Parry 7 Toughness 5 Pulse 20**

### Special Abilities:

- **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- **Invulnerability:** These elementals are immune to all electrical-based damage and take half damage from any attacks that aren't magic or Pulse based.
- **Lightning Form:** Anyone attacking an elemental in melee takes **Damage:** 2d6+2 per attack.
- **Lightning Strike:** Once per Round each elemental can use the *blast* Power, which has the additional Spasms Trapping.

### Pyramid Selling

The Osiris heads to the city at best speed. The City of Xaos (see page 51) is defended by Set's fliers as well as his ground defenses. This is a great time for some ship-to-ship combat as the god throws everything he has at your demigods' vessel. There should be lots of dogfights and aerial hijinks as they're assaulted by fireballs launched from the ground defense, magical blasts from Set's flying ships and even winged sphinx-like monsters with Settite warriors riding them. Your demigods are given control of some of the Osiris' turret-based weapons to get some payback.

### Fliers

Settite scarabs, Settite weapons platforms (see page 40).

### Warrior On Sphinx

Use warrior champion (see page 149).

### Settite Sphinx

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

**Skills:** Climbing d10, Fighting d10, Notice d6

**Pace 6 Parry 7 Toughness 13 (3) Pulse 15**

**Edges:** Berserk, Improved Dodge

### Special Abilities:

- **Flight:** Flies with a Pace of 15 and a Climb of 0.
- **Kick:** **Damage:** Str+d6.
- **Size +3:** They're quite large creatures capable of carrying an armored warrior on their back.
- **Thick Hide:** +3 Armor, all locations.



## The Hand Of Apophis

A large battleship made of magical stone and metal hovers in the air before the Osiris. This is a boss battle confrontation, where the Osiris goes head to head against Apophis' flagship. All the while, a chaotic storm over Set's giant pyramid grows in power. Set and Apophis are working in tandem, trying to change Ra's reality as the Hand of Apophis glides forward, guns blazing.

The Osiris is raked by fire but holds, giving as good as she gets. The Osiris manages to get the upper hand against the enemy ship, with your demigods once again using their gun turrets to even the odds.

A few boarders try to get on the Osiris, just to shake things up a little. A pair of powerful Settite assassins will make their way aboard and start killing crew on their way to the bridge. Your demigods must put an end to their incursion. Finally, Anhur calls them back to the bridge. It seems the Osiris has managed to batter through the last of the air defenses and the anti-air guns.

Battered and burning, the Osiris is ready to drop off your demigods.

### Assassins

Use master assassins (see page 143).

## The True Hand

*"Enough! This farce ends now!" A titan-like voice tears across the sky and the Osiris faces a huge image. It's Apophis, the snake-god of evil. Apparently even the mighty god Set has a boss....*

At this point, your demigods are probably expecting Set, so it must come as a shock that there's another evil

god, Apophis to deal with. Previously the hidden hand behind the plan to usurp Ra, Apophis chooses now to makes his power known. In a sudden turn of fortune, the god's hand smashes down onto the Osiris and the ship takes a nosedive towards Xaos, past the front-line defense and close to the inner part of the city.

This should be a chaotic and frightening moment, the raw power of Apophis transcending that of the mortal crew and their fragile ship (compared to him). The Osiris' shields are knocked offline and the whole vessel plows into several buildings and eventually comes to rest as a broken heap in a long street.

Captain Anhur and all the crew your demigods may have befriended are killed in the crash. The scene aboard the ship is chaotic and resembles a charnel house. The only reason your demigods survive is because they have a point of Karma to burn and are demigods. Anyone who didn't keep a point of Karma... well, this is Suzerain. By now they should know better. We give players a "get out of jail free card", something that makes Karma more than just another word for a Bennie, and if they squandered all their Karma on minor effects, that's their look-out.

Let's assume they survive. There's no time to mourn the dead; lightning illuminates the sky and hideous laughter erupts. Set and Apophis are almost done. It's time for your demigods to move forward into the city. They need to end this once and for all!

If you want to add an extra emotional layer to the story, you can have Aten survive and require protection from your demigods. He can get the ship working again and could prove a valuable, if somewhat mortal ally. He burns with anger at his father's death, but works through his tears till his hands bleed to fix the Osiris, to prove that he's worthy of his father's pride. In the hours that follow he's every bit the Chief Engineer. We like that option, but it's up to you.

## The Final Battle

So the Osiris is down, but not quite out. The crew is dead or grievously wounded, but there's still plenty of firepower in the armory. The wrecked ship has come down in one of Xaos' prime thoroughfares and now Set's warriors are storming towards the vessel as his sorcerer priests are preparing to face off against your demigods.

High above them the sky is churning with the released power of Set and Apophis combined. It roars overhead and crackles into a vortex above the main pyramid. Your demigods are going to have to fight a host of bad guys to get to the pyramid and you can bet Set isn't going to make their little jaunt an easy one.

## The Big Smackdown

This is Apophis utilizing his God-level ability to do a 3 Karma flex (see *Savage Suzerain* for more about flexing a nexus). His Karma will be reduced at the start of the final battle, but taking out the Osiris (and the chance to hurt your demigods) was a calculated risk. While Set and Apophis certainly could use another 3 Karma Flex during the battle, it's more likely their Karma will be needed for other things.





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## The Street Of Blades

Your demigods emerge from the wrecked Osiris, dodging flames, sparking debris and sudden electrical explosions. They're quickly met with a force of Set's bad guys. His rank and file has come down to finish off any survivors while the higher ups take the high ground in the city. This is a simple battle against Settite warriors and should have no magic involved. The warriors don't know the people they're facing off against are demigods, but they're going to find out pretty soon.

As your demigods move down the street, they get ambushed by several groups of Settite warriors. The number should be enough to provide a few heads to knock together and give the impression that Set's guards are making a defiant attempt to stop them. Use 2 warriors and 1 fighter per demigod, led by 2 champions (see page 149) and a gladiator warrior captain (see page 148).

They should be able to deal with this rabble easily enough and after several small skirmishes; they find themselves in a narrow street.

### Narrow Escape

This battle unfolds in several small skirmishes. The ever-darkening sky which should indicate they're on a timer and there's no time for hanging around. Set's power is growing and tech-magic will be replaced if he succeeds. That means any demigod armed with Ra's weapons or armor is going to lose his toys.

4 archers per demigod fire down from the rooftops at your demigods as they rush up the street. They also get hit by three groups of 6 pit fighters each. And finally, two Settite sorcerers show up near the end to mix things up.

#### Archers

Use daggerborn armed with reaper crossbows (see page 1487).

#### Pit Fighters

See page 144.

#### Sorcerers

Use Xaos wizards (see page 150).

## Inner City Mayhem

After the tense skirmishes and battles, you'd think your demigods could catch a break. No, the pressure just gets piled on. This is the final fight after all, and Set's troops

now throw everything they have to prevent your demigods from reaching the main pyramid and taking a shot at their boss. More archers shoot from above. Warriors attack on the ground. A sorcerer throws a spell, creating a maddening, howling sandstorm in the area.

Inside the raging storm your demigods must now face the warriors, the hail of arrows, spells and more importantly, at least two sand demons, who are perfectly at home in the storm. The storm itself makes getting a target really hard and anyone without a way to see through it, magically or technologically, is going to have a tough fight. We don't want to make this a cakewalk, so consider a penalty of -2 to -4 to the rolls.

At this point, throw a mix of every Settite mook your heart desires. Remember, you're trying to drive them into the pyramid, the only real place of 'safety' from the hundreds of raving Settite warriors, priests, and sorcerers. Be sure to pepper in the occasional Wild Card, assassin, or even a group of deathbringers.

A Settite sorcerer and his bodyguards, along with Set's elite warriors are guarding the door to the pyramid and your demigods have to destroy them to get inside. If things feel too easy, there are always more Settite warriors and minions.

#### Sorcerer

Use a Xaos wizard (see page 150).

#### Elite Warriors

1 gladiator warrior captain per demigod (see page 148).

## The Pyramid

There are several floors to this pyramid and each one has a few elite warriors and priests standing guard. You can throw as many fights as you want to slow your demigods down. Set's forces are utterly blind in their devotion and scared of both gods. The finale of the pyramid is the penultimate battle and it's against a huge snake demon summoned by Apophis himself. This takes place on the last floor before your demigods get to the top.

There are four columns they can knock over to collapse part of the pyramid onto the snake demon and once all four are collapsed, the giant creature is caught and unable to move, its tail pinned by debris. Finally your demigods can deliver an awesome killing blow, in true cinematic fashion. As the ceiling starts to give way and the only way out is up - up onto the roof of the pyramid to face Set at long last.





## Albarashis, Snake Demon

**Attributes:** Agility d10, Smarts d8, Spirit d8, Strength d12+6, Vigor d12

**Skills:** Fighting d10, Intimidation d10, Notice d8

**Pace 8 Parry 7 Toughness 16(4) Pulse 25**

**Edges:** Combat Reflexes, Improved Counterattack, Improved First Strike, Quick

### Special Abilities:

- **Armor +4:** Scaly hide, reduces AP by 2.
- **Bite: Damage:** Str+d10, **Notes:** AP5, Reach 1.
- **Crush:** Works like a Grapple attack, except maintaining it does **Damage:** Str+d8 instead of the normal flat Strength damage.
- **Fear -3:** This Demon is an intimidating sight... even for a demigod. The Fear check is made at -3.
- **Size +4:** The snake demon is 15 foot long and weighs in at around 2500 pounds. Attacks against the snake demon gain a +2 to hit due to its size.
- **Tail Lash:** The snake demon can sweep all opponents in an area 3" long by 6" wide. This is a standard Fighting attack, **Damage:** Str+d8. Anyone Shaken or Wounded is also knocked Prone.
- **Vitality 2:** Albarashis ignores the first two Wounds done to him. They get through; he just ignores them.

## Crystal Reality

After such a long haul, your demigods finally reach the top of the pyramid. There, the open sky roars with magical energy. Through the vortex they can see Ra's realm changing as reality-altering sorcery roars outwards into the cosmos. Set and Apophis are revealed in all their godly glory, looking swollen with power and ready to defend their device until their last divine spark. Set doesn't speak to your demigods. He doesn't waste words in idle banter. While he channels his energy into a massive black crystal atop the pyramid, he unleashes a wave of destructive force their direction.

*Apophis speaks: "It is fitting you come here to die. Your souls will give us the very power we need to change the prime reality forever. You could have ruled with us, had you come to us, but now we will rule through you!" With that, Apophis joins the battle.*

Your demigods have to defeat the pair. This should be a terrible battle pushing your demigods' power and resourcefulness to its limit. If they fail here, this is it.

There are no second chances. The whole of the Egyptian pantheon belongs to Set... until Apophis eventually betrays his ally to seize power for himself.

If they manage to win, and defeat both Set and Apophis atop the pyramid, the crystal suffers a magical backlash, opening a dark portal of chaotic energy, threatening to suck everyone in!



## Set

Set is the "in your face" portion of this deadly divine duo. He's unafraid to go toe to toe, but also *blasts*, *bolts*, and *burrows* your demigods. Due to his Hindrances, he focuses on the leader of your demigods (whoever seems most leader-like), and keeps attacking him until he's dead, then moves on to the next most important demigod.

**Attributes:** Agility d12, Smarts d12+2, Spirit d12, Strength d12+2, Vigor d12

**Skills:** Fighting d12+1, Intimidation d12, Knowledge (Battle) d10, Knowledge (Arcane) d12, Notice d12, Persuasion d10, Shooting d12, Spellcasting d12+2, Taunt d10

**Pace 8 Parry 12 (2) Toughness 16 (5) Pulse 45**

**Hindrances:** Arrogant, Vengeful

**Edges:** Combat Reflexes, Crushing Blow, Improved Block, Improved Cool as Ice, Improved Dodge, Improved Frenzy, Improved Level-Headed, Improved Nerves of Steel, Improved Sweep, Iron Inside, Opportunistic Push, Pulse Path: Gifted, Quick, Strong-Willed, Tough as Hell

**Powers:** armor, barrier, blast, bolt, burrow, burst, deflection, entangle, havoc, pummel, quickness, smite, stun

**Trappings:** Evil and Darkness — lots of shadowy forms and evil tentacles.

**Gear:** Arcanus Armor (+5 Armor, all locations, -10 AP, grants the Pulse Armor: Improved Edge, plus the *deflection* and *damage field* Powers), Spear of Set (**Damage:** Str+d10+4, **Notes:** Reach 2, Poisoned, +4 to Fighting), Shield of Set (+2 Parry, +4 Toughness versus ranged attacks).

### Special Abilities:

- **God:** The step beyond Demigod increases the bonuses even further, i.e. +3 on Soak rolls and checks to recover from being Shaken, +3 Karma for his own use, d10 wild die, enhanced recovery rates, and so on.
- **Invulnerable:** Only magic, Hard-light or Pulse-based attacks can hurt Set.



- **One With Magic:** Set suffers no penalty to maintain spells.
- **Size +2:** In his current form Set is a head taller than most people and very chunky.
- **Vitality 4:** Set ignores the first 4 Wounds done to him. They get through; he just ignores them.



### Apophis

Apophis is the manipulator, the shadowy behind-the-scenes member of this deadly divine duo. As such, he avoids direct combat, but instead tries to diminish your demigods through *draining Pulse*, *shrinking* them, and anything else to hinder them so Set can deliver the killing blow. He readily uses *summon ally* to summon great sand demon bodyguards before turning *invisible* or *teleporting* away.

**Attributes:** Agilty d12, Smarts d12+1, Spirit d12+2, Strength d12+1, Vigor d12

**Skills:** Fighting d12, Intimidation d12+2, Knowledge (Arcane) d12, Notice d12+2, Persuasion d12+2, Shooting d12+2, Spellcasting d12+2, Taunt d12+2

**Pace 8 Parry 11(1) Toughness 12(3) Pulse 45 Charisma +2**

**Hindrances:** Big Mouth, Overconfident



**Edges:** Carpe Diem!, Charismatic, Combat Reflexes, Deadly Aim, Improved Bearer of Ill-Omen, Improved Block, Improved Cool as Ice, Improved Dodge, Improved Level-Headed, Improved Nerves of Steel, Iron Inside, Pulse Path: Gifted, Stutter, Strong-Willed

**Powers:** *armor, barrier, blind, boost/lower trait, confusion, deflection, dispel, drain Pulse (As drain power points), fear, grow/shrink, invisibility, puppet, slow, summon ally, teleport*

**Trappings:** Apophis' trappings are snakes. Snakes. SNAKES! His summoned allies are in the form of sand demons (see page 59).

**Gear:** Cloak of Shadow (+3 Armor, all locations, all attacks suffer a -2 to hit), Staff of Apophis (**Damage:** Str+d8, **Notes:** +1 Parry, Reach 1, +2 Fighting, anyone hit by the staff has their Pace reduced by 2 for 3 Rounds, the effect is cumulative but Pace cannot go below 0).

### Special Abilities:

- **God:** The step beyond Demigod increases the bonuses even further, i.e. +3 on Soak rolls and checks to recover from being Shaken, +3 Karma for his own use, d10 wild die, enhanced recovery rates, and so on.
- **Invulnerable:** Only magic, Hard-light or Pulse-based attacks can hurt Apophis.
- **Reduced Karma:** Due to his earlier Nexus Flex to destroy the Osiris, Apophis starts with 3 Karma instead of the normal 6
- **Shadow Magic:** Because of its shadowy and indistinct nature, any rolls to oppose Powers cast by Apophis suffer a -2 penalty.
- **Size +1:** In his current form Apophis is taller than most people..
- **Vitality 5:** Apophis ignores the first 5 Wounds done to him. They get through; he just ignores them.
- **Weakness:** Any attacks based on light do additional damage to Apophis' shadowy form. Once damage is calculated but before it's reduced or a Soak roll is made, increase the damage by half of its total.

### Xaos Unleashed

Your demigods can prevent themselves from being swallowed by the portal, but Set and Apophis are at ground zero. The shards of the crystal follow and then, with a bang, the portal shuts. It knocks everyone off their feet unless they make a successful Agility check to remain standing. Even then, the sheer force of the gods' defeat is enough to shatter a few buildings nearby.



Now there's another problem, a big one. Without the two gods, Set's realm is breaking asunder.

Ra chooses this moment to appear, looking like the cat who ate the canary with a big dollop of cream. He's dressed in his white and gold suit, smoking a cigarette. With every moment he appears more radiant and powerful, returning to his full glory after nearly being laid low by the mighty Set/Apophis reality-altering ritual. The sun roars into the heavens behind him and he steps from a golden light.

*"Outstanding, truly. But what's to be done with this place?"*

He gets right down to business and outlines what can happen to Xaos.

He can prevent the realm's destruction, but it requires some caretakers. He nominates your demigods for this role. This is their next step to godhood! He would like the caretakers to make it more like his realm, all techno-Egyptian and shiny. He won't push the angle too much if they want to redecorate in their own style - they've earned it. Of course they need to become gods to do this and this means retiring their characters, to live on in folklore. (Perhaps players can play as one of their own followers down the line.)

He thanks your demigods for their role in all of this, commiserates over the loss of the Osiris crew and says he wants to recover and repair the ship. If they're not ready for godhood yet, Ra also offers your demigods a place in his Star Navy as the new senior crew of the Osiris (no fighting over who'll be Captain!).

And this is it. The realm of Xaos is either saved or destroyed. The regular folks, Set's slaves and so on are freed and offered a place to live in Ra's realm or sent back to wherever they were originally from.

Hopefully the players had a blast and you had a blast running *Set Rising*. We encourage you to explore alternate sidelines and even more adventures in the realm. Or why not take the Osiris for a spin elsewhere? There's a lot of Suzerain to go around!

## Flights Of The Osiris

These Savage Tales are bite-sized chunks of story can be inserted throughout the Plot Point Campaign. Use them as you want and feel free to change things around to match your game's style. In these scenarios, the team has a chance to undo the damage Set's magic has done to other realms. They aren't necessary to defeat the dark god, but it's a chance for your demigods to do some good and deliver some payback to Set's forces.

## The Price Of Failure

What happens if Set and Apophis win? Well, the Egyptian pantheon changes, as if Set had always been in charge, the Sunfire Domain much more like Xaos than Ra's vision of the realm. Nobody even remembers that things were ever otherwise. It's the perfect coup.

Set thinks he's in charge. Apophis eventually seizes power, putting the two of them at each other's throats. An epic war breaks out which tears the Sunfire Domain apart. Not only that, but the evil gods want words with your demigods, if they're still alive, and they certainly make sure Ra and his cronies are demoted or even killed. In short, it's the kind of reality change other gods don't want to happen. Ever.

It could be fun though for an alternate reality game of... *what if?* In that case, have Ra's final act before reality changes be casting a powerful protection spell upon the demigods, teleporting them to their pocket realm to escape Set and Apophis, and preserving their memory of the prime reality the way it used to be. He hopes they'll find some way to make things right, maybe by setting up a hidden realm in a far corner of the Maelstrom and researching a magical ritual that can permanently alter reality itself, back the way it was....

## Aquarius

This adventure kicks off in style. The Osiris pops out of the Maelstrom at its destination, a realm of endless oceans, glassy water and picturesque blue skies. Your demigods have the briefest moment to survey their surroundings before they come under attack. Several Settite fliers are already in the airspace nearby.

## 20,000 Leagues

Of course it's not easy to view this scenery as the Settite fliers weave and attack the Osiris. Your demigods can man gun emplacements to take down the pesky vessels, or they can play a game of cat and mouse with the Osiris, attempting to lead them into the water below. The Osiris can handle it. She's sealed against the rigors of the Maelstrom and of space, so she can actually make the journey into the ocean quite easily.



As the Osiris breaks the surface of the water, the fliers can't follow. They crash into the ocean or pull up in frustration. This scene should be pretty epic in scope. As the Osiris dives deeper a message comes in from the city below the waves.

*"This is Aquarius, we are under siege. If there are any forces still left from Waveside, retreat. We have lost the main hub and more are soon to follow. Do not attempt to dock with Aquarius, the enemy controls the city now."*

This should be a clear indication of something wrong. The Osiris' crew also confirms detecting nearby power sources and other cities. If Set's forces set up shop here, they could use the whole network as a base from which to reach out and take more prisoners for Set's machinations.

### Settite Fliers

Scarabs of various types (see page 40).

### Airlocked And Blocked

The Osiris can dock at the eastern most airlock of Aquarius. From there your demigods can enter the city and see what they can do. They encounter a small group of resistance fighters led by a man called Manderly. He's middle-aged, has dark auburn hair and grey eyes and walks with a slight limp. The Aquarians are human-like and use technology to help them breathe underwater. Mandely and his men are on the run from a couple of heavy Settite gunners. As they near your demigods, there's a massive explosion decimating the tunnel behind them. Yep, they blew it up.

Manderly is wary of your demigods for a while until they prove to him they're not part of Set's invasion force. They can get him on side pretty easily, especially if there's a well-spoken person in the group. Manderly prefers manners over anything.

Once your demigods get him on their side, he outlines his plan to blow up the main hub and flood Aquarius. If they can get to the pressure equalization chamber, the pressure from the ocean above will come crushing down. Manderly knows at least three powerful Settite leaders are in the city. If they kill those, he's certain it will demoralize the enemy and allow the resistance forces from Waveside, another city, to come in and retake Aquarius. He's not sure who or what Set, is but he's ready to fight!

The man also knows it's a flimsy plan, but if something isn't done to stop the Settite forces, they gain a powerful foothold here, and there are hundreds and thousands of people across the whole of Oceania to fuel his magical plot.

### Aquarians

Mercenary (see page 135).

**Gear:** Any of the high tech weapons from Savage Worlds, backed up with various hand weapons.

### Manderly

Mercenary captain (see page 136).

**Gear:** Manderly is armed like most Aquarians. He carries the squad's remaining explosives.

### Under Pressure

Your demigods need to battle Set's minions in three separate parts of the city. There are three main valves that must be destroyed to weaken the system enough for the pressure to do its job. They're going to face tough resistance at all three valves. Set's forces are arrogant enough to place their faith in raw power, compared to your demigods who can either take things head on or climb into pressure suits and attack the problem from the outside of the city.

Your demigods need to break the glass to flood each of the three valve chambers. Set's forces won't be prepared for a trick like this; at least one group will be fooled. Unless your demigods can prevent a message being communicated to the other groups, that trick isn't going to work again.

Once the guards are dead, your demigods can blow the valves in each of the flooded chambers. Three valves later, the weight of the ocean comes rushing in. Your demigods can either use their own tech, if they have it, or borrowed pressure suits to avoid the pressure and onrush of water.

Manderly is able to take things from here and your demigods have been able to give Oceania a helping hand in fighting back.

They can remain here and help Manderly more or if they're ready to leave, having stopped Set's commanders, they can return to the Osiris.

### Pump Valve #1

A group of ten Settite gladiators (see page 144) led by a gladiator warrior captain named Tepi.



#### Tepi

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

**Skills:** Fighting d12, Intimidation d8, Knowledge (Battle) d8, Notice d6, Persuasion d4, Shooting d6, Taunt d8, Throwing d8

**Pace 6 Parry 10 Toughness 11 (5) Pulse 25**



**Edges:** Combat Reflexes, Command, Improved Block, Improved Dodge, Improved Frenzy, Quick

**Gear:** Settite Kopesh (**Damage:** Str+d8), Heavy Armor (+5 Armor, all locations, -1 all physical actions), Bombs (**Range:** 5/10/20, **Damage:** 3d6, **Notes:** MBT), Magic Bombs (**Range:** 5/10/20, **Damage:** 3d6, **Notes:** MBT, stored Power: *stun*).

#### 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 Tepi's own use, enhanced recovery rate and so on.

### Pump Valve #2

A group of ten Settite deathbringers (see page 150), led by a deathbringer reaper named Mumak.



#### Mumak

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

**Skills:** Climbing d8, Fighting d10, Notice d10, Shooting d12, Stealth d8, Throwing d6

**Pace** 8 **Parry** 8 **Toughness** 6 **Pulse** 30  
**Charisma** +2

**Edges:** Assassin, Attractive, Block, Extraction, Fleet-Footed, Improved Dodge, Improved Martial Artist, Marksman, Steady Hands

**Gear:** Shard Rifle (**Range:** 24/48/96, **Damage:** 2d8, **Notes:** AP6, Heavy Weapon, Poison), 2x Katar (**Damage:** Str+d4, **Notes:** AP1, Poison)

#### 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 Mumak's own use, enhanced recovery rate and so on.
- **Poison:** Whenever an attack with the poisoned weapon causes a Wound, it also causes a level of Fatigue, even if the Wound is Soaked.

### Pump Valve #3

A group of a 12 fighters, led by a Settite champion (see page 149). This group is accompanied by Olam, a Settite wizard.

## The Price Of Failure

If your demigods fail here and they cannot destroy the valves, more enemy forces show up and it's possible to resolve the situation with a mass battle. Or if you're feeling really evil, have them fail outright and Oceania falls into Set's hands. This illustrates to the players that Set isn't a fly by night entity. He can cause some real damage, and with Oceania he has many extra slaves and potential warriors. When your demigods crash-land in the City of Chaos in the Plot Point Campaign, make them face a wave of Oceanians as well as the regular Settite minions.

#### Olam

Use Chaos wizard (see page 150).

**Gear:** Settite Kopesh (**Damage:** Str+d8), Static Wand (**Range:** 24/48/96, **Damage:** 3d6, any maintained *shield*, *barrier* or *armor* Power stops functioning after being struck and must be reactivated or recast), Rapid Blast Stave (casts the *blast* Power, using Shooting for the Spellcasting skill, has 30 Pulse).

### Cloud City

BOOM!

Did that get your attention? It should, because it's what happens the moment the Osiris arrives in the Skyrealm of Arcosa. The ship literally catches a broadside from what looks like a dark floating city, bristling with low-tech cannons and steel armored knights. Cannon balls aren't going to crack the hull let alone the shield shimmering around the ship, but it's enough to set the crew on edge and the captain to call for "Battle Stations!"

### In Media Res

The first thing the Osiris does is move out of range, to a safe distance so your demigods can survey the scene. It looks like two large floating city-castles are battling for supremacy in the stormy skies overhead. Below the Osiris jets of flame pour up from a cracked landscape of endless molten lava.

It's hard to choose which castle is the aggressor in this debacle, since they're both bristling with weapons, ballistae, cannons, catapults and more. One flies a flag



bearing a black scorpion, and the other's flag features a white swan. The scorpion city-castle is listing slightly in the sky and smoke pours from one side of it.

Before your demigods can react to any of this, the Osiris systems pick up a large armada of Settite fliers and a warship heading their way. The whole scene swiftly turns into one of chaos as the enemy forces open fire on the Osiris, and the undamaged city-castle seems hell-bent on the destruction of the other one.

### Lesser Of Two Evils?

Your demigods can leave the Osiris and join in the fray. Once they choose which city-castle to visit, there's a plethora of bad guys for them to fight. Set's minions are attacking from the air and dropping ground forces onto both city-castles.

**The Black Scorpion:** This is the lesser of the two evils here. Both city-castles are ruled by vain, arrogant rulers who care nothing for the lives of the men and women sacrificed during the battle. An age-old war has been raging in Arcosa for aeons. No one alive now remembers why both sides are fighting, but neither King Padros nor Queen Amelia is willing to back down.

Queen Amelia is the more sensible ruler of the pair. She rules with an iron fist and sends men out to war against her enemy daily under the banner of the Black Scorpion. But she understands the arrival of a third party means old differences need to be set aside. Amelia was once a beautiful woman but her good looks have been marred by a vicious scar across her right eye, which has turned the eye itself milky white.

If your demigods land on her city-castle, they become embroiled in the fight to save it, since the ground forces from Padros' castle and Set warriors are everywhere. Set's warriors are trying to get to the central keep and kill the queen. Your demigods are called upon to stop them. Queen Amelia offers an alliance with your demigods if they help her in this time of need. They should be thrown into several large-scale skirmishes and battles on the way to the keep. Once at the keep, they need to battle five waves of Set's forces to hold the area and allow Amelia's reinforcements to arrive and bolster the lines.

If they can do this, the queen is as good as her word. She grants them an audience and asks them to defend her against the villainous King Padros and the city-castle of the White Swan.

**The White Swan:** Appearances can be deceiving. The White Swan city-castle is ruled by a proud and ruthless man, King Padros. The moment your demigods arrive on his city-castle the King's men surround them... even

if demigods are fighting Set's warriors, who have already made their way onto the eastern side of the city-castle by this point and are battling towards Padros' keep. Padros wants to know who your demigods are, he wants their ship and he wants them dead. With the Osiris, he can end this war once and for all.

They find no quarter given on Padros' city-castle. Your demigods need to fight against Set's minions and Padros' warriors. If they try and make the king see reason, it requires two successful Persuade -2 checks for him to listen to their suggestions. If they try to get to him with force, he allies himself with Set's minions in a panic and both sides will turn on your demigods. The White Swan is a hard place to be and your demigods need to be shown how dangerous it is. There are men and women from both sides fighting, and no one spares the other.

### So What Do We Do?

Embroiled in this age-old battle, your demigods need to stop Set's forces from taking one or both city-castles, retrofitting them with Settite weaponry, and turning them into Maelstrom-hopping flying fortresses which could easily rival the Osiris in power. They can do it by brute force, battling everything in sight until someone sees sense, or they can try the diplomacy route using Queen Amelia and her city-castle as allies against Padros and Set's minions.

A demigod group who are fantastic talkers might be able to convince the two rulers to join forces, attack Set's invasion army and win the day. They may also be able to ensure a lasting peace for as long as your demigods stick around. Knowing Arcosa though, it won't be long before someone upsets someone else and they get up to their old tricks again. If your demigods fail here, Set has one or more flying city-castles for his commanders to take into the Maelstrom.

They could show up in the Plot Point Campaign whenever it suits you.

You should use the Mass Battle rules in the Savage Worlds rulebook for this encounter:

**Scenario #1:** Your demigods side with the Black Scorpion. The forces of Set leave the White Swan to attack the Black Scorpion (and then turn on the Swan later). The battle commences with 5 tokens for your demigods and 10 tokens for the other side (5 for Set, 5 for the White Swan). This will be a real battle for your demigods, who have to defend the Black Scorpion from overwhelming force. If your demigods can convince King Padros of the error of his ways, his tokens will join their side. His tokens also switch sides should the White Swan's forces have fewer



tokens than the forces of Set, and you decide Set's minions take the opportunity for some classic treachery.

Battle Modifiers in play, unless your demigods do something about it:

Both sides have Medium Air Support

No Terrain Modifiers

**Scenario #2:** Your demigods side with the White Swan. This works roughly the same as above, except the forces of Set and the forces of the Black Scorpion are grouped against the Swan. It should be easier to convince the Queen of the error of her ways. The Settite and Black Scorpion forces get 5 tokens each, the Swan forces get 5.

Battle Modifiers in play, unless your demigods do something about it:

No modifier for having more tokens in play. This is bound to become a swirling, confusing mess.

Both sides have Medium Air Support

No Terrain Modifiers

**Scenario #3:** Your demigods convince the two sides to co-operate immediately, through whatever diplomatic means possible. This puts the Swan and Scorpion together with 10 Tokens, and Set's forces get 5. Add in some Settite reinforcements (2 tokens) several Rounds into the combat.

Battle Modifiers in play, unless your demigods do something about it:

Both sides have Medium Air Support

No Terrain Modifiers

## Queen's Gambit

The Osiris arrives in the Realm of Vrost after the ship picks up a psychic distress call from the ruler, Queen Kaross. The captain informs your demigods of the presence of a powerful Settite commander known as Balo. Balo is one of Set's prime minions, responsible for numerous kidnappings. He also used to be one of Ra's agents. If he's there, it's likely Queen Kaross is of interest to Set.

The captain asks your demigods to investigate and offers to drop them off in a nearby ice valley.

## Into The Valley Of Snow

The moment your demigods leave the Osiris, they get full exposure to the Realm of Vrost, the Eternal Winter. It's a beautiful ice-cold place with valleys of white and blue everywhere, under a snow-laden sky. Small flakes of snow drift around and the temperature dips the moment

they leave the protective field of the Osiris. After leaving the valley, they walk out on to an icy promontory in the mountains and can see the lower part of the realm.

A huge ice fortress with sharp ramparts and tall towers stands indomitably against the skyline. On the far horizon, a burning orange glow rips through the sky, turning the grey-white rapidly to gold. This isn't the sunrise though. This is something else. Your demigods might just catch a glimpse of a large construct resembling a giant misshapen boar lumbering forwards.

From here they can make their way down the mountain, towards the ice castle.

When your demigods reach the ice castle, they find their way is barred by a giant portcullis made of icicles. It's pretty, but looks deadly. Beyond the portcullis is a white-armored figure who introduces herself as Captain Whisper. She is the Ice Queen's second in command. She asks your demigods what they're doing here and what their intent is. For a moment she appears unconvinced they're telling the truth, and then she cocks her head to the side.

She is told by the queen to let them pass. The gates open and allow your demigods into the icy halls beyond, and into Kaross' domain.

## The Ice Throne

Queen Kaross is a stunning woman, with pale blue skin and ice-white hair. Her eyes are like two burning diamonds. Her touch leaves everything with a coating of frost and when she moves, small motes of ice tinkle about her frame. She wears a sheer silver dress and ice-drop earrings. She sits upon a white throne in the middle of a large cavernous chamber.

Kaross explains that the King of Pyra, Myros, has invaded her realm of Eternal Winter due to his son's death. His son froze to death when he came to Vrost pursuing a woman he professed to love. Kaross found the whole thing tragic and offered her condolences, but the King of Pyra refuses to listen to reason and now he has brought a fireboar war machine into her realm to lay waste to everything in his path. Just as the queen finishes her speech; the west wall crashes inwards and a Settite war band stalks through the breach. Leading them is Balo, a giant of a man with scars across his whole body. He has come for the queen.

## War Band:

1 brute and 1 brute tamer per 2 demigods (see page 152), 2 warriors per demigod (see page 149), and Balo:





Figure 14-1: A detailed illustration of a battle scene. A warrior in a red tunic and white helmet is attacking a warrior in a brown tunic and white helmet. The warrior in red is holding a sword and a shield, while the warrior in brown is holding a sword and a shield. The background is a simple, light blue sky with a few clouds.







## Balo

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

**Skills:** Fighting d12, Intimidation d10, Notice d8, Shooting d10, Stealth d8, Streetwise d6, Survival d8, Throwing d10

**Pace** 6 **Parry** 9 (-1) **Toughness** 14 (5) **Pulse** 30

**Edges:** Brawny, Combat Reflexes, Harder to Kill, Improved Block, Improved Frenzy, Master (Strength), Rock and Roll!

**Gear:** Enhanced Heavy Armor (+5 all locations, -1 AP), Hieroglyphed Two-Handed Sword (**Damage:** Str+d12, **Notes:** Reach 1, 2 hands, -1 Parry, grants Improved Penetrating Strike Edge), War Rifle (**Range:** 24/48/96, **Damage:** 2d8, **RoF:** 5, **Notes:** AP4, Auto, 3RB, reduce range penalties by 1).

### 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 Balo's own use, enhanced recovery rate and so on.

If your demigods succeed, Balo either dies or escapes depending on how they deal with the fight. The queen is impressed and asks your demigods to stop Myros from destroying her realm.

## The Price Of Failure

If your demigods stop Balo and his men, all well and good. If not, he leaves them to recover and takes the queen. Whisper is killed as she attempts to stop her ruler being taken and Myros continues unopposed until he smashes everything in his way. Not to mention Set has the queen sacrificed and grows in power, allowing some of his minions mastery over ice magic spells during the final Plot Point scenario. When those Powers hit your demigods, remind them about the realm of Vrost.

## Hot Under The Collar

Your demigods can get the Osiris to drop them closer to Myros' war machine. They can attempt a peaceful solution, via some serious fast-talking and make the king (who is leading his minions himself) see sense. Or they can go for broke and smash the machine and Myros' army. It depends on the kind of demigods they are, or want to be. Myros is a huge flame-haired and bearded man who has a booming voice. He's stubborn but can be forced to back down.

If he takes too many casualties he backs off and attempts another tactic. If your demigods smash his war machine, he wants to talk. From their new position of strength your demigods can request Myros leave the queen alone and return to his own realm. He is a man of honor and if they ask him to cease all hostilities and never set foot in Vrost again, he honors it.

Basically they need to make the king understand his son's death was not a malicious act. He died of natural causes.

As a show of good faith, the queen will give the king back his son's body, which has indeed been frozen.

## King Myros's Vanguard

Use gladiators (see page 144), armed with various medieval weapons. There are about forty of these soldiers. They aren't much of a real threat to your demigods.



## King Myros

Use the tactical warrior captain stats (see page 148) armed with a shield and longsword.



## Fireboar War Machine

The Fireboar is a combination of living creature and siege weapon on a massive scale.

**Attributes:** Agility d4, Smarts d4, Spirit D12, Strength d12+10, Vigor: d12+2

**Skills:** Fighting d8, Intimidation d12, Notice D6, Tracking d6

**Pace** 12 **Parry** 6 **Toughness** 22(5) **Pulse** 35

**Edges:** Master (Strength), No Mercy

### Special Abilities:

- **Armored:** +5 Armor, all locations.
- **Claws:** **Damage:** Str+d10, **Notes:** AP5.



- **Construct:** +2 to recover from Shaken, no extra damage from called shots, does suffer Wound modifiers, immune to disease and poison.
- **Fear -2:** Anyone facing off against the fireboar must make a Fear check at -2.
- **Fearless:** Is immune to Fear and Intimidation effects.
- **Fiery Breath:** Once every other Round, the fireboar can breathe fire. Using the Cone Template. Every target within this cone may make an Agility roll at -2 to avoid the attack. Those who fail, suffer **Damage:** 2d10 and must check to see if they catch fire.
- **Hardy:** Doesn't suffer a Wound from a second Shaken result.
- **Size +8:** Due to its massive size, attacks against the fireboar get +4 to hit and it takes up a 6-inch by 10-inch space.
- **Vitality 2:** The fireboar ignores the first two Wounds it take. The damage gets through; it just ignores them.

## Shades On The Side

As the Osiris passes through the Maelstrom, the ship picks up a message from someone known as Gallant. He claims to be a demigod and he has a message. He can help your demigods stop Set and find the god's lair in the Maelstrom. He sends them details of a place to meet but warns that agents of Set are on his trail. He can't wait there long.

It's a trap, but you can't have all your Savage Tales deliver a benefit for success. The benefits of succeeding in this one are that your demigods get to survive and escape. That's reward enough!

## Message Of Import

You need to make this one convincing, because if the players smell a trap, they're likely to just keep on trucking... which would sink the adventure before it begins. Of course if they do balk and decide they want to do something else, you can always have the Osiris mysteriously forced off course and into the realm where Gallant is. After all, it happens to a famous blue police box all the time!

The meeting is in the city realm of Shadeside, in the heart of the Maelstrom. The city looks ominous from the air. It's full of gothic architecture and the tops of the city walls appear to be grasping claws, rising up around it. These walls run the whole circumference of the city. The Osiris

puts down in a large square close to the edge of Beltane House, a massive mansion with an ample back garden and space for the ship to land. The dark sky overhead roils with black clouds and there seems to be no sun.

Once outside the ship, your demigods are approached by a tall man - a handsome fellow who introduces himself as Gallant. He tells them he's been followed and they need to come with him. If they try to get the Osiris to take off, the ship can't. The captain tells them something is stopping the vessel from taking flight.

Gallant explains that Set's agents have managed to stop the ship from leaving, but he knows how to free her. If your demigods help him, he helps them. Deal?

Gallant takes your demigods to a rundown manor house, in what he calls the "Forgotten's Ward" of the city. The people here are odd. Their manner of speech is strange and one of them, a boney fellow with a broken arm and missing right eye sidles up to your demigods for a moment.

*"Ere, you look like a cullen lot. Delvers new to Shadeside, eh? Got some shiny for old McCree, eh? Just a lil' bit of stuff to keep thidead from knockin' on these old bones eh eh?"*

Gallant shoves him aside, eager to get to their destination. He tells your demigods not to trust the man. Only yesterday he saw him talking to one of Set's agents in the city. Once your demigods and Gallant are at the old house, he leads them into a room.

*"So about Set. I'm happy to report your journey ends here. The city will never let you leave and the master will be able to continue on without Ra's interference. I can't believe you made it this easy..."*

Gallant's a traitor. Perhaps your demigods saw it coming, perhaps not. They can either let him run free or take him down, there and then. Most players will be looking for a little payback and some answers. Half way through the fight, or if they let Gallant get away, some other interested parties bust up the party. They look like a rough and ready lot, armed with swords and axes. They have a hodgepodge of clothing from different eras, some medieval and some modern.

*"Dunno who you are, but you ain't from round ere and this is of interest to Ma Beltane! If you'd like ta come with us, delvers, we can introduce you... all friendly like?"*

The lead speaker is a man who introduces himself as Tommer. He's one of Ma Beltane's crew and she wants to talk to the people who parked their giant golden bird on her back lawn.





### Gallant

**Attributes:** Agility d10, Smarts d6, Spirit d4, Strength d6, Vigor d8

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

**Pace 8 Parry 8 Toughness 8 (2) Pulse 20**

**Edges:** Dodge, Extraction, Fleet-Footed, Improved Block, Marksman, Rock and Roll!, Steady Hands

**Gear:** Medium Armor (+2 Armor, all locations), and a selection of melee weapons.

### Beltane House

This large pristine gothic manor house is the home of the leader of the Forgotten's Ward, Ma Beltane. She waits for your demigods in her back garden, looking over the Osiris thoughtfully. She's a raven-haired, pretty woman, curvaceous with a sly smile and dark cat-like green eyes.

*"I'm Ma Beltane, and you can thank me later. I've a feeling you and I need to make a deal, or at least this is what the city tells me. He's anxious you should be leaving. It's your lucky day. Mine too. Though I can't let you go just yet. I need your help darlings!"*

Belladonna Nachtane, aka Ma Beltane drives a hard bargain. She wants your demigods to do her a favor before they go. Someone has stolen something of hers and she needs it back. It's a magical book sitting in the Dead Ward. If they get the book for her, she gets them out of the city and back to their proper place.

### To The Dead Ward

Your demigods need to go north, through the iron gates there. Gates show the city's mood in their wrought iron bars. A smile or a frown; the faces in the iron are the face of the entity that is the sentient city of Shadeside. The Dead Ward is, as you would expect, a huge graveyard and packed with various walking dead. Fear not though! They're not mindless brain-sucking zombies. Far from it; they're intelligent and quite personable, as long as you avoid the stench from some of them.

Your demigods need to find the book, which is in an old mausoleum, and get it back. Once they take the book, a giant ghastly monster breaks out of the ground, to fight or chase them back to the gates of the Forgotten's Ward. Once they deliver the book to Ma Beltane she thanks them and, good as her word, the city releases your demigods (for now) and lets them get on their way.

### Giant Specter

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

**Skills:** Fighting d8, Intimidation d10, Notice d8, Stealth d12+4

**Pace 8 Parry 6 Toughness 10 Karma: 20**

#### Special Abilities:

- **Chilling Touch:** By making a touch attack, the specter can drain vitality. Make a Vigor roll at -2; if you fail, lose 1 die type of both Strength and Vigor. If either of these is reduced to 0, the victim is incapacitated and will die in 1d6 Rounds. A Healing spell returns one level of each Attribute, while Greater Healing returns all lost levels.
- **Fear -2:** The specter must be visible to use this power.
- **Incorporeal:** Normally, the specter is invisible and incorporeal. When it decides to use its touch attack, it becomes visible and partially corporeal and must remain so for 3 Rounds. In this state, it can still only be harmed by magical or Pulse-based attacks or blessed weapons. It can become visible at any time for as long as it wishes, while still remaining incorporeal.
- **Undead:** The specter gains the following: +2 Toughness, +2 to recover from Shaken, called shots do no extra damage, bullets/piercing attacks do half damage, immune to disease/poison.
- **Reach 2:** The specter's arms can stretch out to reach targets.
- **Size +4:** As the name suggests, the giant specter is a giant creature. Due to its size attack gain +2 to hit it.
- **Vitality:** The specter ignores the first Wound it takes. The damage gets through; it just ignores it.

### Relic Hunting

Welcome to Relic, the realm we featured in the *Savage Suzerain* rulebook and the focus of our *Caladon Falls* campaign. This particular adventure takes place during the tumultuous events of the first year of the War of the Wild (the time *Caladon Falls* is set in) as the agents of Set have infiltrated the realm of Relic. They've established a forward base in The Open in an area known as Redhorn. There, they've taken over a large keep close to nearby villages and are shipping the inhabitants to the City of Xaos. These unfortunates are then forced to aid in the construction of Set's buildings as well as his magical reality-altering device.



## The Open

Your demigods hear about the Settite incursion from Anubis, whose agents are tapping into a Settite communication relay. They're asked to intervene to slow down Set's plans.

They enter the realm, arriving behind a small copse of trees close to the Keep of Thrask - well out of sight. They can observe the keep and its surroundings to get an idea of what's going on. They can also communicate with Captain Anhur who gives them a brief overview. He knows Set's agents are here and they've taken over Thrask's Keep. From there, they're stealing people to transport back to Xaos.

Your demigods are also next to the small village of Hamdain's Folly which has so far resisted the soldiers from the keep. However, this is all about to change.

## Attack The Folly!

With a sudden flurry of activity and a crash of steel against wood, the palisade gate of Hamdain's Folly is smashed down by a rampaging group of soldiers on horseback. The air sizzles and magic cuts through it with a burst of green flame. Set's forces attack the village disguised as Thrask's men. They're keeping their presence low-key in that regard. The village militia's make a good stand against the bad guys and your demigods can turn the tide of battle, if they help. If they stand by and watch, well... they're not very good heroes at all. People will die on both sides. If your demigods don't help, the Settites take of slaves out of the village to their portal in the keep.

If they wade in and help, they can drive off the Settites and meet the head of the village, Tobias Rill. Tobias is a handsome young man. He sets many of the village girl's a-twitter and he's pretty friendly to anyone who helps out. If your demigods helped and didn't stand idly by, he thanks them profusely and explains the village's plight.

If they were seen to watch and do nothing, he is churlish and unhelpful. He looks to bury his dead quickly. If your demigods did nothing and just walked in afterwards, he's wary of them but warms to anyone who wants to truly help out.

## Village Attackers

6 Settite fighters (see page 149), led by warrior champion (see page 149), plus a priest (see page 145), all on horseback.

## Villagers

20 villagers, a mix of struggling, normal and successful citizens armed with very basic medieval weapons (see page 143).



## Tobias Rill

Successful citizen with the Attractive Edge.

## Into Thrask Keep

Even if your demigods haven't endeared themselves to him, Tobias tells them they should go to the keep. If they've made a good impression, he's far more forthcoming and explains about Lord Thrask, his recent alliance with some strangers, and how they attack the local villages to steal men and women. Otherwise your demigods need to put the puzzle together themselves and find out what's going on.

Getting into Thrask's Keep is up to your demigods. They could disguise themselves and sneak in. They could throw caution to the wind and attack the keep directly. Or they could wait until the bad guys attack another village and get captured to breach the keep's defenses that way, trusting their superior powers. However they do it, once inside the keep they're able to check out what's going on.

## Set's Role

Inside Thrask Keep your demigods find the Settite forces well dug in. They've managed to subvert Lord Thrask and his men to their cause and are relying on the warlike leader to provide them with extra muscle. They have the whole keep on lockdown. There's plenty of opportunity for your demigods to either wade in or fight, or they could just sneak around and use stealth to achieve their goals.

If they go the combat route, they have to work fast. The whole keep is on alert in a matter of minutes, swimming in both Thrask's men and Set's minions. Thrask himself joins in and he's a brute of a man with a massive two-handed hammer. Worse, Set's sorcerer, Maladi, has enchanted this hammer.

Your demigods should try to rescue the prisoners and stop them from being taken to Set's realm. If they don't succeed, or they don't want to, those prisoners are lost to them and Set will gain more power. If they rescue the prisoners using stealth, they might even escape the keep without alerting the guards.

It's up to you to make the forces inside the keep react to how your demigods play their cards. If they succeed in taking down Thrask and Maladi, they earn a few friends this day and save Relic from the machinations of the Xaos god. If not, see the Price of Failure box.

Thrask's Keep is filled with a variety of Settite warriors and fighters, as well as a few Settite champions (see page 149). A Settite tactician warrior captain (see page 148) leads



the defenders and several Settite priests (see page 145) and high priests (see page 145) serve as magical backup. If your demigods are sensible and stealthy they only encounter a few patrols, each made up of 6 warriors or Thrask's men. If a full-fledged fight breaks out, the groups of defenders are larger, 10-15 warriors and fighters backed up by a couple of priests or high priests. Maladi is defended by the warrior captain and Lord Thrask, as well as any surviving troops. If your demigods storm in, it turns into a pretty big fight.

### Maladi

Use a Xaos wizard (see page 150).



### Lord Thrask

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

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

**Pace** 6 **Parry** 8(-1) **Toughness** 11 (3) **Pulse** 25 **Charisma** +2

**Edges:** Brawny, Charismatic, Command, Improved Block, Noble, Steady Hands

**Gear:** Plate Armor (+3 Armor, all locations), Skull Crusher (**Damage:** Str+d10, **Notes:** AP2, AP4 vs rigid armor, Parry -1, 2 hands). Settite Hand Crossbow (**Range:** 10/20/40, **Damage:** 2d6, no special bolts)

### Special Ability:

- **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.

### Thrask's Men

40 mercenaries, with some elite mercenaries and a mercenary captain (see page 136) as second in command. They're all armed with medieval weapons, but some may have acquired Settite weapons too.

## Justice For All

In these Savage Tales, your demigods help Anubis bring justice to the Sunfire Domain, stamping out potential threats to Ra's Hypertech paradise. Each success slows the reality shift that would bring the techo-Egyptian pantheon low and put Set at the top of the divine ladder.

## The Price Of Failure

Should your demigods fail here, forced to retreat and give Set's agents control of the area, the slaves they collect build extra defenses in the Xaos desert - bunkers with Settite heavy weapons that attack your demigods as they travel the desert later in the Plot Point Campaign. Use whatever mix of weapons you want, and fortify the bunkers as appropriate to challenge (but not instantly annihilate) your group. Let them know that the architecture looks very much like the style they saw in Relic.

## Two To Tango

Ideally this one kicks off when your demigods are on some downtime. Perhaps they've just come back from another Savage Tale or one of the Plot Point missions. They're rocking out on Hathor's Entertainment Platform at a club called the Pyramid. Not long after their drinks arrive, the lights go down and the sweet music begins. A tall, striking bastet slinks out on stage. This is Nurrah, she's one of the best singer/dancers Hathor employs and she can carry a tune like no one else.

She's also a double agent for the Dregs, working with them to carry out Set's plans in the Sunfire Domain. Your demigods don't know this of course. But Nurrah knows who they are... and she has a plan.

## Once The Music Stops

Her plan is simple. She's a clever kitty and pretty dangerous, too. If you don't believe us, just look at her picture on page 96). You can show this one to your players right now. Nurrah singles out the most charismatic and possibly best-looking (read: could be dumb) demigod in the group and sidles up to him. At first, she's looking for someone to buy her a drink, and she's ready to pull out all the stops. This kind of scene can be great fun if played right and hammed up.

Nurrah works the group, males and females. She's not fussy. She has to get their interest so she can spring the next part of her little trap. She wants them to give a damn, act like heroes and go rushing off to rescue the damsel in distress. She can't do much in the way of damage up here,



but she can lead them down into the under-warren below Sunfire City. Once they're down in the Dregs' lair, she and her friends can have a little fun.

Nurrah makes a quick trip to her dressing room once she's sure she's hooked at least one demigod. Then she arranges for her own kidnapping. Once your demigods leave the club, she stages the whole thing. Just enough time elapses for your demigods to witness her kidnapping in a dark alley, getting there about 60 seconds too late. This is perfect for her. She wants them to lag behind so she can lead them into the dark below. A thin Dreg spy named Kadi is her accomplice, making sure it all looks convincing. Feel free to delay them with any tactics you want, from drunken revelers to Dreg thugs.

The place where Nurrah has been taken is a pretty grim part of the underground. It's a maze of dark cavernous halls and tight corridors, rife with the unwashed masses known as the Dregs. Not all of the Dregs are dangerous psychopaths, and your demigods shouldn't just go wading in, beating up everyone they see down here. If they play their cards correctly, they can easily win a few new friends and get the information they need to track Nurrah's kidnappers. Kadi is already hot on their heels with a few friends of his own, eager to say hello.

This part of the Dregs' Lair is a twisted labyrinth of dead ends, false turns and broken hallways. There's no resistance for a while, but as your demigods get closer, the Dregs attack to slow your demigods down and make the kidnapping look real. They use small groups and hit-and-run tactics. If they get a chance, the Dregs will even collapse the ceiling on your demigods.

Eventually your demigods should reach the central chamber. This is an old cavern deep below the surface, decked out like an ancient chamber of Egypt. It has many hieroglyphs and markings depicting Set in all his glory.

They find Nurrah there, tied to an ancient throne. All around her are various snakes, coiling almost protectively. If your demigods don't catch this clue, she soon makes the truth plain enough. Once she's free, she fires a powerful spell at the nearest demigod. She





doesn't offer an explanation for the betrayal, she avoids talk altogether and the clichés of most bad guys.

During the battle, she summons reinforcements, both magical and physical, as Kadi and other Dregs wade in to help her.



### Nurrah

**Attributes:** Agility d8, Smarts d10, Spirit d10, Strength d4, Vigor d6

**Skills:** Fighting d8, Knowledge (Battle) d4, Notice d6, Persuasion d10, Shooting d6, Spellcasting d10, Stealth d8, Taunt d8

**Pace** 6 **Parry** 6 **Toughness** 5 **Pulse** 25  
**Charisma** +6

**Edges:** Alertness, Charismatic, Command, Fervor, Improved Arcane Resistance, Inspire, Natural Leader, Pulse Path (Gifted), Very Attractive

**Powers:** armor, barrier, bolt, burst, summon ally

**Trappings:** Green Fire and Snakes

**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 her own use, enhanced recovery rate and so on.



### Kadi

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

**Skills:** Climbing d6, Faith d6, Fighting d10, Notice d6, Shooting d8, Stealth d10, Throwing d8

**Pace** 8 **Parry** 8 **Toughness** 11 (4) **Pulse** 25

**Edges:** Block, Brawny, Dodge, Fleet-Footed, Improved Trademark Weapon (Khopesh), Marksman, Pulse Path (Empowered), Sweep

**Powers:** obscure, bolt

**Trappings:** Force

**Gear:** Heavy Gladiatorial Armor (+4 Armor, all locations), Khopesh (**Damage:** Str+d10), Katar (**Damage:** Str+d4, **Notes:** AP1), Lots of Bombs (**Range:** 5/10/20, **Damage:** 3d6, **Notes:** MBT).

**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.

## Dregs

A group of Dregs should be made of up a half dozen generic Dregs, with a Dreg scrapper in the lead (see page 134). During the final fight, have one group of dregs per demigod and add two groups every other Round, led by a Dreg lieutenant armed with some stolen Ra Hypertech. This should show how much access to the Sunfire Domain they have.

## Nurrah's Plot

Nurrah can be a throwaway character or a complex one, with her own agenda and reasons for betraying Ra and your demigods. It might be that she hates what her pantheon has become, or Set has another hold over her. He may have members of her family hostage or he might have promised her anything she desires. She may want to become a Queen of the Nile, literally, or replace Bast in Set's New World Order. Use her as a good foil for your demigods as they continue through the Plot Point Campaign and other Savage Tales. You can make her into a reoccurring villain and then finally reveal her big plan at the end of the whole shebang. Have fun with her! We did!

## Resolution Overdrive

Nurrah is not going to give up until she's used every last ounce of breath in her body. She knows the fate awaiting her if she's defeated, so she fights tooth and claw up until the end. Killing her is one of the only ways to stop her from trying to destroy your demigods. Holding her prisoner could lead to several spin off adventures along this set of Savage Tales. She can even escape to show up with the Dreg leader at the end of the Justice For All set. For now if she's dead, game over for her. If she's captured, she's a ticking time bomb waiting to go off the moment her guard's back is turned.

## Testing Day

Just like Two To Tango above, this Savage Tale is best run when your demigods are on some downtime, back in the Sunfire Domain for a bit of an extended stay.

Ra is looking for the next flashpoint, busy identifying where Set will strike next, so your demigods have some time to kill. The team is seconded to Anubis again who



requests they meet him on his platform early in the morning to help him test some new gear he's had R&D working on.

When they get there, the god is eager to get started. He's been arranging a few tests to see how your demigods can handle some new riot suppression technology the gods will use to keep the Dregs in line. Of course, if your demigods question Anubis and ask why he doesn't try talking to the Dregs to fold them back into society, the question will be met by a curious gaze and a lament of, "We tried. It didn't work."

### Test 1 – Riot Control Bot

This is a pretty simple test of Anubis' new Riot Control Robot. It's a huge machine armed with a variety of lethal and non-lethal weapons. It's like a squat four-legged dog with metal plates and lashing tentacles tipped with stun rods. It's highly resistant to most forms of damage due to a powerful energy shield creating a Hard-light barrier around it.

The encounter takes place in a simulated street scene. The simulator creates a realistic environment, including pedestrians and other riot control officers. Anubis wants to see what your demigods do as part of the riot control squad, how they handle a sudden outbreak of massive violence and more importantly, how his robot does in the thick of it.

The whole thing goes off without a hitch initially. The bot does a great job of keeping order and bringing down rioters without too much trouble. Then something goes wrong. It starts acting oddly and guns down a rioter and a riot control officer alike. Soon it goes completely haywire, attacking innocents and rioters alike, including your demigods.

Anubis doesn't want the bot destroyed but he orders your demigods to shut it down and prevent it from escaping his facility.

#### Riot Control Bot

**Attributes:** Agility d10, Smarts d4, Spirit d6, Strength d12+2, Vigor d8

**Skills:** Fighting d8, Intimidation d8, Notice d8, Shooting d8

**Pace 6 Parry 6 Toughness 19 (10) Pulse 20**

**Edges:** Combat Reflexes, Rock and Roll!, Sweep

**Gear:** Stun Tentacles (4 attacks per Round with no penalties, target must make a Vigor roll, if he fails he takes a level of Fatigue, if he passes he becomes Shaken, with a Raise he is unaffected. On a Raise, the target must make

his Vigor rolls at -2), 2 Sekhmet Obliterators (**Range:** 15/30/60, **Damage:** 2d6+1, **RoF:** 5, **Notes:** Auto, +1 to Shooting Rolls), Barricade Removal Claw (**Damage:** Str+d10, **Notes:** AP4, -2 Fighting roll vs. mobile targets)

#### Special Abilities:

- **Construct:** +2 to recover from Shaken, no additional damage from called shots, immune to disease and poison.
- **Hard-light Hardening:** +10 Armor, all locations.
- **Size +3:** Like all good riot control robots its size is a big part of its intimidation factor.
- **Vitality 2:** The robot ignores the first 2 Wounds against it. They get through; it just ignores them.

### Bot Takedown

Once the bot is offline and shut down (no mean feat) your demigods can examine it. Any one of them with a good knowledge of technology or a Hard-light expert can find out what went wrong - it requires a successful Repair -3 or Knowledge (Hard-Light) -2 check.

It's a clear case of sabotage. An electronic trail can be traced to Anubis' R&D facility and a particular office there. This turn of events clearly angers Anubis and while he has more testing he wants to do, it's obvious to him something is going on. He asks your demigods to look into it and gives them the location of the R&D facility on his platform.

Once your demigods get to the facility, it seems okay on the surface. But something should tip them off... things aren't all hunky dory. For a start, the receptionist's smile is a little too forced. Her furtive glances are somewhat indicative of things being wrong. The receptionist, Deela manages to communicate the facility has been invaded by Dregs and they've taken it over. The lower levels are crawling with Dregs and two of them are out of sight behind the big hollowall.

She does all of this using her Hard-light screen and keypad so she doesn't tip off the bad guys. If your demigods can handle the foyer guards quickly and quietly, they won't tip off the rest of the facility and sound the alarm. Bad guys have spread out in the three levels of the facility and the team has to work from level to level clearing them out. The Dregs are led by a couple of Settite agents in the lower level and at least one Settite assassin.

### Level 1

This minor R&D level has a few minor gadgets. It's a good place to drop in new tech or some of the tech you might not have given to the players yet. There are several scientists here who just want to do their jobs and get by.



### Scientists

4 Hard-light programmers (see page 138).

### Settite Warriors

2 per demigod (see page 149).

### Dregs

3 per demigod (see page 134).

## Level 2

These are the Hard-light tech labs. Several more scientists are here with their inventions, and they have information for your demigods. They're able to tell them one of the employees, Doctor Shandra, has betrayed them. He's in the lower level 3 helping the Dregs. Shandra worked on the riot control bot.

### Scientists

6 Hard-light Hackers (see page 138).

### Settite Warriors

2 per demigod (see page 149).

### Empowered Priest

See page 146.

### Dreg Scrappers

3 per demigod (see page 134).

### Dreg Lieutenant

See page 134.

## Level 3

The big R&D projects are here. The lab is under lockdown by the three Settites and there are a bunch of Dregs down here too. Shandra is aiding the Settites and sabotaging Anubis' big project. Every riot control bot manufactured has been tampered with. This is a great place for a fantastic battle, with lots of scenery to use and three big bad guys from Set's best to battle against. Shandra won't let himself be taken easily and he activates another bot, so now your demigods have to fight it as well!

### Dregs

3 Dregs per demigod and 2 Dreg scrappers per demigod (see page 134).

### Gladiator Warrior Captain

See page 148.

### Empowered Warrior Captain

See page 149.

### Master Assassin

See page 143.



### Shandra

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

**Skills:** Investigation d10, Knowledge (Hypertech) d12+2, Knowledge (Science) d10+2, Notice d8+2, Repair d10, Shooting d6, Throwing d4

**Pace 6 Parry 2 Toughness 7 (2) Pulse 25**

**Edges:** Alertness, Hard-light Honcho, Jack-of-all-Trades, Scholar

**Gear:** Ark 309 hypercube, Sekhmet Obliterator (**Range:** 15/30/60, **Damage:** 2d6+1, **RoF:** 5, **Notes:** Auto, +1 to Shooting Rolls, ignores recoil penalties in sunlight), 3 Hard-light grenades (**Range:** 5/10/20, **Damage:** 3d8, **Notes:** +2 to Throwing), Hard-light shield belt (+2 Armor, all locations), Hard-light Projector.

## Finale

If they manage to defeat the bad guys and keep any of them alive, they discover a vital piece of information for later on in their adventures. Shandra is especially happy to warn your demigods that the Dregs are planning to incite a riot in the city.

It's up to your demigods what they want to do with this information, but Anubis sends in his security units and takes back control of the facility. He's none too happy with Shandra and takes the traitor off to Ra.

## Riot In The City

This Savage Tale kicks off when your demigods are out and about in Sunfire City, going to a club or just investigating a lead from the previous Savage Tale. It kicks off with a bang - several. As they walk down one of the many crowded streets they witness an act of terrorism and violence. There is a sudden explosion behind them, where they'd been moments before. It instantly causes widespread panic and chaos. Debris flies everywhere and there are dozens injured with at least six deaths.



## A City Under Siege

Your demigods have just enough time to start helping before someone throws a Molotov cocktail at the emergency services. Before anyone can find out what's happening, there are reports coming in of more attacks across the whole of Ra's city and of explosions elsewhere in the Sunfire Domain. Not long after security and emergency services arrive, civilian attacks against authority figures escalate and in a few short hours Ra's city is on the brink of, well... chaos!

The Dregs have taken to the streets and are attacking everyone they find: rioters, civilians, security forces and - for those among the Dregs who are dumb enough - even your demigods. If they move around the city, someone will start hurling missiles in their direction. The lack of order and discipline on the streets is partly a symptom of Set's ritual starting to take hold. Ra's power is fading, the techno-Egyptian gods no longer as secure as before. The more disorder your demigods see, the closer they know they are to Set winning. It's a form of clock, ticking down to failure in the campaign.

Ra is furious of course and tasks Anubis to retake the city by any means at his disposal. This means your demigods. They're very quickly recruited by Anubis to investigate the Dreg problem, while he deals with securing Ra's city and bringing the riot under control.

## The Habitation Zone

Your demigods are instructed to investigate a group of Dreg sympathizers hanging around a nearby habitation zone. This zone is one of the many low-level accommodation habitats the regular folk of Sunfire City use as housing. Here they find Meelka and Borak, two pretty tough Dreg gang leaders who are trying to break into someone's secure lockup. Both are male, both are highly argumentative and have been whipped into an anti-authority, anti-Ra sentiment by the Dreg's leader recently. So, they're not in the best of moods.

They're trying to break into the locker because there are stored weapons and technology in there. Your demigods should stop them, but if they don't, the gang smashes the tech they find (stored computer bits) and takes a few handguns. Then they rob civilians in the local zone and mug random people. There are 12 other gang members besides the two leaders.

If your demigods do attempt to stop them, Meelka and Borak decide they're a problem and attack. They get the whole gang in on this and your demigods have

to fight all of them. It shouldn't be too much trouble for demigods. The Dregs aren't expecting the kind of power your demigods should be rocking by now. Such violence!

## Dreg Gang

12 Dregs (see page 134).

## Meelka And Borak

Dreg lieutenants (see page 134).

If it appears your demigods are gaining the upper hand and one of the leaders gets taken out early on, the other makes a run for it. He escapes into the habitation zone A1 building and attempt to get some distance between himself and your demigods. This is the perfect time for a chase.

Use the Savage Worlds chase rules and run a Standard length chase.

The Dreg uses the tight corridors, open windows and stairwells to keep his momentum in the chase, moving upwards towards the rooftop and freedom. It's a parkour, freerunning thing. He knows there's a way to the Dreg tunnels below one of the other buildings, but going through the streets means he might encounter Anubis' enforcers and other security forces.

If the Dreg gets caught early on, you can bet your last credit that he spills his guts and explains what's going on. He wants a full pardon in exchange for helping put a lid on things. That's up to the gods to honor though, and no one says they have to play fair - especially Ra.

## The Plot

This part of the scenario is triggered once the heroes capture a Dreg gang leader and interrogate him. Your demigods can get the following information out of either Borak or Meelka, depending on who managed to lead them on a chase.

The Dregs' leader has had enough of Ra's superiority and he's been promised a better deal. A deal relating to Set.

The riots were a big test to see just how Ra and Anubis responded, what forces they had and how they would deal with an attack.

The Dreg leader's HQ is right under Ra's nose and well hidden. But the captured Dreg tells your demigods if they promise to cut him a deal.

Your demigods can choose what to do with the location of the Dreg Leader's hideout and more importantly, what to do with the gang leader.





## Dreg Troubles

It doesn't matter how your demigods got their information on the Dreg tunnels, but this is one of those times where they can go in with or without Ra's blessing. They can relate as much information as they want to the techo-Egyptian gods or they can just dive head first into the dark and see what happens. Of course, if they choose the latter they have no official backup from the gods at all.

### Going Underground!

Their first destination, provided by the previous Savage Tale, is the Habitation Zone B2 building and the cellars below it. These cellars lead directly into the Dreg tunnels below Sunfire City. Through this maze of catacombs and passageways your demigods can gain access to a secluded lair right below the Hypertech Corporation Pyramid, Ra's base of operations! Of course, your demigods don't know this yet, nor do the gods.

If they're going there as ordered by Ra or Anubis, they have some of Anubis' security on standby in case things get hairy. One team of crack commandos, the 107th Anubites, stands by ready to assist. The team consists of six of Anubis' well-trained men at arms. An Anubite warrior called Black leads them. They get sent into the Dreg tunnels if your demigods request it.

### Anubis Commandos

6 Elite GROPOS (see page 141).

### Black

GROPO NCO (see page 141).

They can play this a few ways. Of course if they go in with powers and guns blazing, they have a whole host of problems to deal with. There are hundreds of angry, well-armed and dangerous Dreg faction members down there. They've been turned against Ra by promises of acceptance in Set's new dominion. They abhor technology and the direction Ra has taken his pantheon.

If they take a sneakier approach and attempt to fit in, disguising themselves as Dregs they are able to move around fairly freely. As long as they don't do anything conspicuous, they get further than a brute force approach. Here they discover a few unlikely allies in the deep tunnels below the surface of Ra's paradise.

### Dreg Landing

The first place they discover is Dreg Landing. It's a large village built into the tunnels below the Sunfire Domain. Over six hundred people live in this particular

village and the Dregs explain there are other villages and settlements throughout the whole of Ra's realm. They're the forgotten pillars of Ra's great construction; those who didn't want to follow his new direction but didn't want to follow Set into the dark magic of his creation either.

This is a great point in the Savage Tales to reveal the Dregs are not a bad lot, they're just people who want to be left alone. However among them are radicals who wish to seize power and take things for themselves. There are a few sick Dregs here who would benefit from magical healing or someone skilled in those kinds of arts, even if it were using herbs and so on. If your demigods take time to help out people, they gain some friends.

Torches and lanterns light Dreg Landing. There are no technological devices in the village whatsoever. Your demigods can also get a Dreg guide to the leader's cavern if they manage to do some very sweet-talking. Otherwise they have to find it the hard way.

If they have a guide, he takes your demigods safely through the traps here, which are various mechanical devices and spike traps. They're mostly to discourage visitors from getting close to the Dreg leader and they should be challenge but not likely to prove fatal if your demigods don't have a guide. The tunnels eventually lead to a well-guarded internal compound. This is where things get trickier. Dreg guards patrol the area regularly, and a bunch of Settite bad guys are on hand to give your demigods something to think about.

### Dreg Paradise

Your demigods can observe the Dreg leader's compound from one of the ancillary tunnels. If they have a guide, he can gain entry to the main compound with little or no trouble. They had best be alert here, though. One wrong move means every soldier and fanatic in the radical's base will be on them and there are quite a lot of them. Here is where your demigods meet the leader of the Dregs; it's up to them how they handle it.

The bad news for your demigods is he's a stand-in and the real leader is actually inciting trouble in Ra's city rather than leading his men from the shadows. Depending on how things go down, your demigods can talk to and/or capture the fake leader. From him they can extract information leading them back to the Sunfire City and Ra's platform where the Dreg's real leader is rallying an army.

### Dregs

Use a mix of struggling citizens (see page 143) for the non-combat people and Dregs, with a sprinkling of Dreg scrappers (see page 134) for the fighters. The Dregs will operate in mobs of about 20.





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Chapter 10: The Final Battle





### Settite Forces

Four groups of 10 Settite warriors (see page 149) and a Settite champion (see page 149) for each group.

### Fake Dreg Leader

Empowered warrior captain (see page 149).

### Clean Up

It's up to your demigods how they want to deal with the Dreg society. They can leave it well alone or they can help Ra spread his light into their dark domain. Ra wants to closely monitor the people who live in those tunnels, and he's likely to get them their own platform on Sunfire City where they can be watched.

Or your demigods can just walk away and chase the real leader down, after they defeat his guards and Settite friends of course.

### City Wide APB

This Savage Tale can kick off right after the previous scenario in this set, or it can take a little time to get rolling as the Dreg leader has escaped justice, leaving a pawn in his wake. Ra's agents are abroad and looking for him, Anubis has pulled out all the stops and there are spies everywhere. The Sunfire City is now a hotbed of paranoia and mistrust. Regular folk all eye each other with suspicion and anyone could be a secret Dreg sympathizer, harboring a dangerous criminal!

### Man Hunt!

Your demigods are asked by Anubis to go out to the various platforms across the city, snoop around the clubs, bars, and habitations. They should search anywhere they think the Dregs' leader might be hiding. He wants them to be subtle in this case and warns them any overt action could send the leader running to ground again. He gives them a name, Rolik, and a location, the Dreaming God, a small club in Hathor's entertainment district.

Your demigods are able to get to this platform using a skycar. It's basically the central hub of entertainment in the city (see page 47). Full of bright purple and neon, flashing lights, hologlyphs promising pleasure beyond compare and so on. It's like Las Vegas in the techno-heart of Egypt. The Dreaming God is a massive three-tiered club covered in erotic images and designs. In Hathor's entertainment district that's what passes for a 'small club'.

Kepi, one of Set's agents (see page 127) is here outside, on the lookout for your demigods. She was told who they are by the Dregs' leader and has already hatched a plan to

kill two birds with one stone. She feels the Dregs' leader is too much of a liability now due to his failure to finish Set's work, so she's going to aid your demigods in his capture, after she's had a little fun with them first.

Kepi is a sharp woman, bright as well as deadly, but she's not averse to using sex to get what she wants. If she can get together with your demigods, all well and good. She's not looking for female company though, only males interest her.

Kepi attempts to engage your demigods in conversation. She flirts and even goes further if they're in the mood. Otherwise she quickly diverts their attention to Rolik, one of the bartenders and readily explains, as a loyal servant of Ra, she's heard him talking about his connection to the Dreg riots recently. She believes he knows the Dreg leader personally.

With Kepi's help, your demigods can talk to Rolik. He's a dour man, balding and muscular, who doesn't trust anyone. Rolik can be persuaded of course. He has a soft spot for Kepi and she's happy to indulge him if your demigods get a lead they can follow. Rolik is more than happy to tell your demigods where to look for the Dreg leader. In this case, he spills the location as being the Dancer in Black.

Your demigods don't know this yet, but Kepi is actually Jabari's sister and she's fed up of her brother's mistakes dealing with Ra. She's decided now is the perfect time to use your demigods to oust him. She would rather erode Ra's realm subtly over a period of years, rather than stage bloody riots or acts of terrorism. She won't let any of this slip of course; she plays her cards close to her chest.

If Rolik can't be persuaded, your demigods can force him or follow him. Regardless of their chosen tactics, they will be able to get to the Dancer in Black.

### Rolik

Citizen (see page 143)

### The Dancer In Black

On the surface, the Dancer in Black is a really slick club at the far edge of Hathor's platform. It's a great place for everyone to unwind; it has live performance dancing and caters to an eclectic crowd. It's also sheltering Jabari from the coming storm. The owner, Madame Lua is a nice enough well-dressed Egyptian-looking woman, with flowing dark hair and amber eyes. She has a smooth tone to her voice and feigns ignorance regarding Jabari if she suspects something. If your demigods use guile though, she falls for it and allows them into the lower part of the club.



At long last your demigods come face to face with Jabari, and he's ready for them. He's on his own but packing some decent tech to even the fight, including a suit of Sun Armor he stole from somewhere. Yep, he's a hypocrite when the chips are down, and he's ready to throw down rather than come quietly.

### Jabari

See page 127. **Gear:** Sun Armor of Ra (+10 Armor, all locations, +1 Toughness in sunlight), 2 Sekhmet Obliterators (**Range:** 15/30/60, **Damage:** 2d6+1, **RoF:** 5, **Notes:** Auto, +1 to Shooting Rolls, ignores recoil penalties in sunlight), 2 Ra Sun Rods (**Damage:** Str+d12+2, **Notes:** AP4).

Jabari fights on until he's rendered unconscious or killed. If he's taken prisoner he plots his escape, and if you want him to show up again, feel free to have him do so. In fact, he can ally with Nurrah from earlier and come back to haunt your demigods much later on. This particular scenario ends the demigods' tenure with Anubis.

## Kepi's Future

What happens to Kepi at the end of all this? She slinks off, vanishing into the shadows, and tries to erode Ra's Sunfire Domain from the inside out while having a great time doing so. That's the kind of woman she is!

## Sand In My Shoes

In these Savage Tales your demigods venture into the desert to protect the Sand Healers from a band of Settite slavers. As with the Dregs' subplot above, you don't need to play all these scenarios in a row. Go through a couple, then a Plot Point, then return. That's just fine. Go ahead and weave the various Savage Tales subplots together if you like. Whatever suits the pace of your campaign.

### The Attack

Ra starts this one off with a bang - he needs the Osiris, if your demigods are using it, for a very important mission. Meanwhile he reassigns the team to the goddess Sekhmet, just like he did with Anubis. He has gained important information he wants them to check out. The information regards both a threat to his realm and a link to Set's involvement in Sunfire City.

On Sekhmet's instructions, your demigods arrive in a region of the Sunfire Domain known as the Kopa Desert. They're just north of a large collection of tents and huts under the hot desert sun. Raiders are attacking one of the Sand Healer tribes known as the Yamala. The first thing your demigods see is a wave of people rushing toward the village, riding horses and camels.

The whole camp is in disorder and there are already several defenders looking worried on the walls. These are the few men and women who have chosen to fight rather than surrender.

### The First Wave

A group of ten riders approaches the camp from the north, with flaming pots and muskets. These are no ordinary raiders; they've been kitted out by Set and given a mission to capture slaves for his construction projects. Their leader, the nomad known as Guru, is a large and imposing figure who sits far back and watches the carnage. He's bare-chested and towers at a height of seven feet tall, wielding a giant two-handed khopesh.

If your demigods don't join the fray, the camp's defenders are butchered. Any survivors are taken as slaves. Your demigods should be able to defend the camp against the first wave without too much trouble. Doing so inspires a few more people pick up their swords and join the fight bolstered by the demigods' presence.

If your demigods spend a few minutes giving rousing speeches or at least talking to the Sand Healer tribe, they can earn a few more Extras to help them in the coming battle.

### Raiders

10 gladiators (see page 144) with swords and muskets on horseback.

### Defenders

Citizens (see page 143) with random melee weapons.

### The Second Wave

Guru is not going to give up without a fight. He's going to throw more resources at the camp until he breaks or they do. Now he sends in 20 mounted warriors, all armed with muskets and swords, along with one leader who is armed with a large spear and rides a fast warhorse. The spear has been enchanted by Set's dark magic and spits fire.





## Raiders

20 gladiators (see page 144) with swords and muskets on horseback.



### Raider Leader

Arena champion (see page 144) on a war horse, with a Spear of Set (a Settite spear which grants the *bolt* and *burst* Powers).

## The Third Wave

Three large war elephants are brought in with massive cannons on their backs. Guru sends in his two seconds, Ranka and Kardi. Ranka is a sly backstabbing assassin and Kardi has mastery over sand magic and can use it to kill rather than heal. There are 40 of Guru's men accompanying the war elephants, eager to hit the camp hard.

They divide themselves into several squads. 20 men and the three war elephants attack from the north. Then 10 men attack from the east and 10 more from the west at the same time. Kardi and Ranka try and sneak into the camp and disable the defenders.

### Ranka

Master assassin (see page 143).

### Kardi

Xaos wizard (see page 150).

### Guru's Men

40 gladiators (see page 144) with swords and muskets

### War Elephant

**Attributes:** Agility d4, Smarts d4, Spirit d6, Strength d12+2, Vigor d10

**Skills:** Fighting d4, Notice d6, Tracking d4

**Pace 4 Parry 4 Toughness 13(2) Pulse 15**

#### Special Abilities:

- **Armor +2:** Thick hide.
- **Cannon:** Use the cannon rules from the Savage Worlds special weapons table.
- **Crew:** 3 of Guru's men, as above - armed with melee weapons only.
- **Hardy:** War elephants don't suffer Wounds from being Shaken twice.

- **Ram:** War elephants use a charge maneuver to ram their opponents with their tusks. If they can move at least 6" before attacking, they get a +4 to their damage.
- **Size +4:** War elephants are big and attackers gain a +2 to attack rolls made against them.
- **Tusks: Damage:** Str+d6.

## Guru's Impatience

Once his men are defeated, Guru finally decides the camp is worthy enough for his battle prowess. He rides forth on a massive horse and ignites his flaming two-handed khopesh. His battle cry rends the air and he bellows a challenge to everyone.

Guru is a capable warrior with a few tricks up his sleeve. For one, if he's actually knocked down and defeated, he calls on Set to give him power to destroy the defenders. Set gladly grants this boon and Guru's ace up his sleeve activates. He grows in stature and height, towering to 60 feet tall and looking like a giant from a fable. His skin is bronzed under the sun and his hair smolders as if on fire.

This is essentially like a boss fight, where the boss transforms and should give complacent demigods a little bit of a kick. Guru wastes no time laying into demigod and defender alike. He won't stop until he's broken the camp or been killed by the heroes.

He can escape if you want, although if too many of the demigods' foes escape it may just cause the players to feel as though nothing they do has any real impact. So don't feel pressured to let every villain make a successful getaway. And of course, not every villain dies either. It's a fine balance between what appears cool and what annoys your players.



### Guru

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

**Skills:** Fighting d10, Notice d8, Shooting d6, Stealth d6, Streetwise d6, Survival d8, Throwing d10

**Pace 6 Parry 8(-1) Toughness 14(5) Pulse 30**

**Edges:** Brawny, Combat Reflexes, Frenzy, Harder to Kill, Improved Block, Improved Trademark Weapon (Khopesh)

**Gear:** Master-Crafted Heavy Armor (+5 Armor, all locations), Two-Handed Flaming Khopesh. (**Damage:** Str+d10, **Notes:** 2 Hands, -1 Parry, +1d6 fire damage).



### 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.
- **Size +1:** Guru is over 7 feet tall and is solidly built.



### GigaGuru

**Attributes:** Agility d6, Smarts d8, Spirit d10, Strength d12+8, Vigor d10

**Skills:** Fighting d8, Notice d4, Throwing d12

**Pace 20 Parry 6 Toughness 16 Pulse 30**

**Edges:** Brawny, Combat Reflexes

### Special Abilities:

- **Fists The Size Of Boulders:** Guru's fists make a mockery of any defense. To attack, place the MBT anywhere within 8" of him. Anyone completely covered has a -4 penalty to their Parry vs this attack, anyone partially covered has a -2 penalty. By making a successful Agility -2 check someone fully covered counts as partial and someone partially covered dives out the way of the attack. **Damage:** Str+d12+2, **Notes:** MBT, reduced Parry to avoid.
- **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.
- **Size +8:** Guru becomes a titan towering over your demigods. All attacks against him gain +4 to hit due to his size and he occupies a space 4"x 6".
- **Terror -4:** Facing off against GigaGuru requires a Terror -4 check as per Savage Worlds rules.

### Aftermath

As long as your demigods are able to hold their own, defeat or drive off Guru and save the camp, they meet a few of the NPCs there who are extremely thankful. In the future, should they ever be wounded, poisoned, diseased, or just find themselves in need of recuperation, they have a place to come.

They meet the camp leader, Shari, a dark-haired Egyptian woman with amber eyes. She's a healer and a seer.

They also meet Taman, a short, stocky man who defends the camp to the hilt. He's Shari's betrothed and he's determined no one will take their camp. Taman is a true warrior at heart.

Your demigods are invited to stay at the camp for the night, or longer. They're free to explore and the camp is split into the following locations:

**Healer's Hut:** This is Shari's abode.

**Taman's Tent:** Taman's tent is where the planning of camp defense happens.

**The Merchant:** Opia sells her finest wares here.

**The Marquee:** This common area is where people come together to eat, drink and socialize.

**The Stayover:** This common sleeping area has numerous spaces for travelers to put their bed roll.

**The Well:** Water is drawn from this stone well.

### Shari

Dunewind Sand Healer (see page 136).

### Taman

Mercenary captain (see page 136).

### Force Recon

The next time your demigods are at the Sand Healer encampment (or following morning if you're following straight on from the previous *Savage Tale*) just as your demigods are going to meet with Taman, the whole camp goes into an uproar of activity. Once your demigods get a view from the walls, they can see why. A woman with flame red hair and dressed in the Sun Armor of Ra stands in the center of the desert, a glimmering Hard-light khopesh in her hand. Around her are several raiders intent on causing her harm. Before anyone moves however, she launches into a dance of attacks too quick to be seen, butchering the men on the spot.

### The Goddess Arrives

She casually wipes a spot of blood off her armor, then leisurely walks to the camp across the sand. Once she's there, she introduces herself as Sekhmet and openly encourages the camp to fawn and drop to one knee. She's a goddess after all. She wastes no time at all in looking your demigods over and is drawn to any warriors in the group. She marches to Taman's tent and requests your demigods follow her.

Sekhmet gives the impression she's not one to ignore. She's quick to take charge of the situation and spreads her hands on the map before her, tapping it with her long fingernails.



*"You seem to think you can handle yourselves, but I am not so sure. I require more evidence to show you've the true measure of warriors. Ra wants the desert raiders scum wiped off the face of our realm. They are well organized and operating from this section of desert. You," she looks at your demigods, "are going to go here and recon the area. Do not be seen, do not kill anyone... yet. I want information before we charge in."*

She's a hard woman to impress and it takes a lot of battle to warm her to your demigods. After all, she secretly wanted to be the one to oust Set and bring him down. So now she's going to ride your demigods hard and make them work for every second out here in the sands.

This is all they get out of her. She's not there to play nice, make friends or do anything else. She's there to make sure some butts gets well and truly kicked and the raiders go down. Your demigods have the coordinates she wants searched and no matter what else they ask, she gives them vague answers, telling them to just get to it.

### Deep Desert Delves

Once your demigods are out in the desert they're going to need to search around. They can't use the Osiris for this, but must instead rely on their own powers. Use a mix of Survival and Tracking rolls with penalties varying from 0 to -3. The raiders aren't using any kind of tech to stay hidden so it's just a matter of time and being in the right place to discover these camps. The best way for your demigods to do this is to encounter raider patrols, follow them and see where they go. When they do, your demigods strike gold. They find not one but four camps: one huge base in a desert mountain area and three others nestled away in the surrounding zones. Your demigods need to stay hidden or the raiders alert the other camps. If that happens, your demigods will end up chasing down runners and riders, which could provide interesting encounters regardless.

#### Raider Patrol

5 gladiators (see page 144) armed with swords and muskets.

#### Raider Patrol Leader

Pit fighter leader (see page 144) armed with a sword and musket.

### The Report

If they successfully recon the four camps, they can head back to Sekhmet armed with the information the goddess needs. She's impressed if your demigods managed to recon the whole area and not be spotted; it bodes well

for the future. She may be a goddess of battle and war, but she's not dumb and knows when guile is an important tool in conflict. If they were spotted though, she's dismissive and colder in her approach to them. She wants their report anyways, and listens intently.

Before she can explain further though, the Sand Healer camp is shaken by a large explosion and a hut goes up in flames.

### Attacked!

The raiders have brought out the big guns, or rather catapults. They've rolled a small one close to the camp and are attacking from a ridge. It's up to your demigods to go up there, break the catapult and kill or capture the raiders. Any captured raiders are interrogated by Sekhmet, which won't be pleasant for them at all.

If your demigods can capture the catapult intact, Sekhmet approves of this war machine and uses it in defense of the camp. Once they've taken out the 18 guards and 2 catapult operators, the machine is theirs to do with as they please.

Sekhmet is moderately impressed regardless and tells them to return to her later on. She has another task for them to perform, one she thinks they can handle. They might get called away for another mission by Ra, in which case Sekhmet says it can wait... a while. Otherwise, feel free to launch straight into the next Savage Tale.

### Raider Catapult

3 Raider patrols (above), plus a catapult (use the special weapons table in the Savage Worlds rules). For an extra deadly option, give the enemy four Settite Boom Spheres and a Detonation Sphere. If all four spheres are launched and then detonated, it will certainly destroy the encampment. However, if your demigods are fast enough to stop the detonator from being launched, they can secure the spheres for the camp's defense!

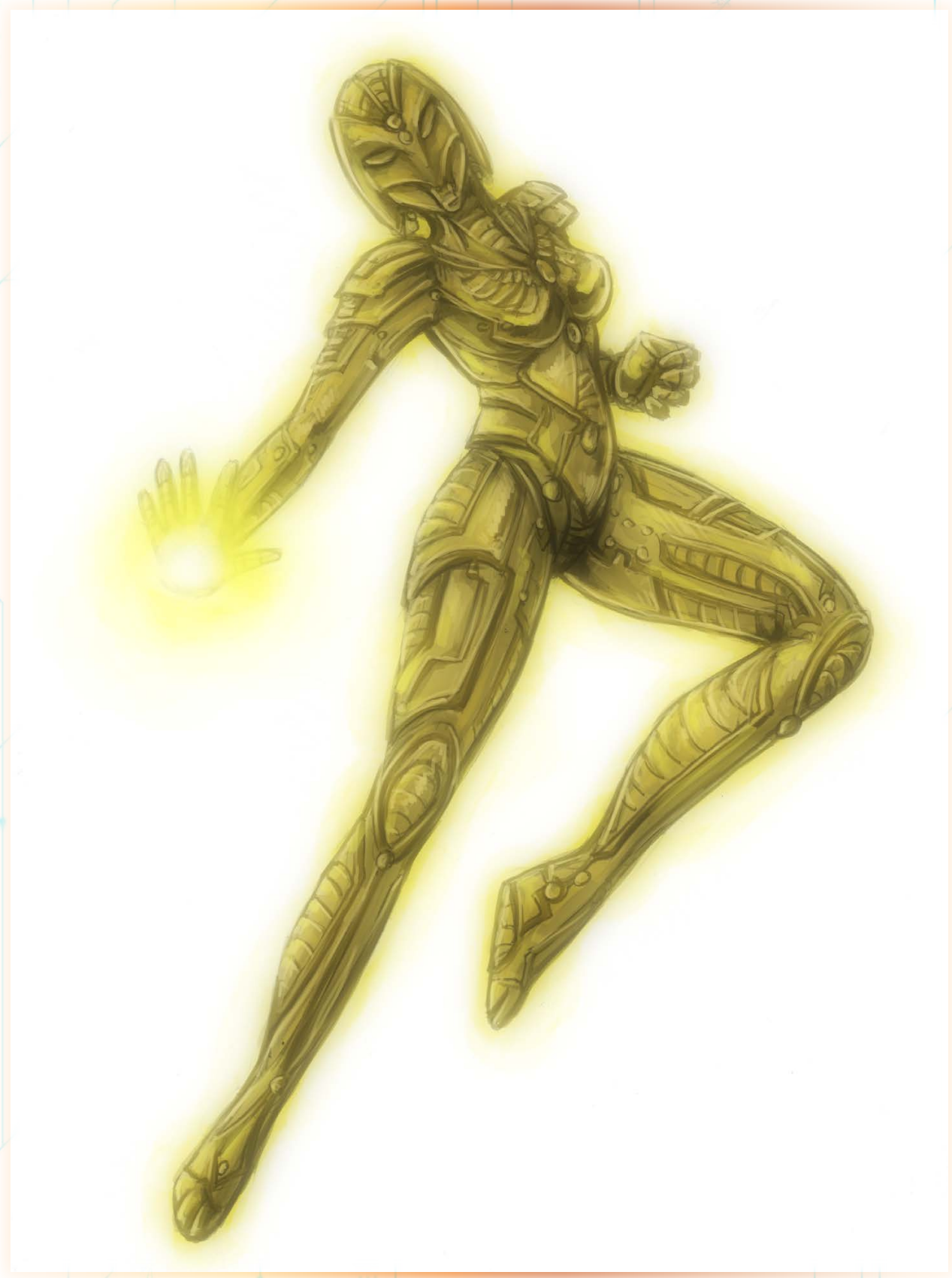
### Freedom

Your demigods have been tasked by Sekhmet to head back into the deep desert, to the zone they discovered the camps previously. Her orders are pretty simple, find them and use whatever means your demigods deem acceptable to destroy the raiders, free the slaves and strike another blow against their operations here. She also wants the camps obliterated to send a clear message to the bad guys. She suggests torching them or using explosives. She also suggests burning the bodies - it's a good way to scare the raiders.





Figure 10-10: A golden, armored figure in a dynamic pose, holding a glowing orb in its right hand. The figure is set against a white background with a yellow glow around it.





## Raiders And Slavers

As your demigods head out across the burning sands to take on the north, the southeastern and the southwestern camps, they run into a small party of raiders dragging a couple of slaves in chains behind them. Sekhmet monitors the whole thing. She wants the raiders dealt with and the slaves freed. It's good PR for her and Ra, as well as for your demigods. It's up to your demigods how they handle this. Brute force, guile, cunning and stealth are all possible options.

There are 6 raiders and 2 slaves here. The slaves are from Kora Dy, a local village, and they're being dragged harshly across the desert. One (Kufa) is a bald man and the other (Dari) a woman with dreadlocked hair. The raiders are dressed in the typical flowing clothes of desert folk and are each armed with khopesh and two muskets. At the start of the fight, the raiders shove the slaves to the ground and two of them move to guard them.

The others engage your demigods. It should be a pretty quick fight and your demigods should have no problems overpowering the raiders.

Once freed, Dari and her friend Kufa explain they were taken from the village of Kora Dy out in the eastern part of the desert. They were being delivered to the northern camp to join more of their people. From there, a slaver transport is expected to show up and take everyone to another place. They don't know where exactly, but the men said something about a realm called Xaos. That should get your demigods' attention.

They know nothing else at all and are eager to leave. They decide to head to the closer Sand Healer camp and if your demigods mention Sekhmet they nod approvingly. They intend to petition her for further help for Kora Dy.

Your demigods can then take on the raider camps however they wish. The north is the closest to the defeated raiders, so it makes sense for them to go there first. However, you can let them tackle the camps in any order.

### Raiders

5 gladiators (see page 144) armed with Settite kopesh and a pair of muskets each.

### Raider Leader

Pit fighter (see page 144) armed with Settite kopesh and a pair of muskets.

## Northern Camp

This is an enclosure with thick walls, protected by a mounted cannon on top of its front gate. The camp is home to 20 raiders, ten slaves from Kora Dy and one leader. The leader is called Umbra and he's a large man with a massive scarred face. He possesses a khopesh and is armored in sandy leather armor, enchanted to reduce bladed weapon damage. There's also a store of explosives here the raiders plan to use once they clear out Kora Dy. The slaves freed from here cannot fight at all. They've been held in cages and badly treated, and many require medical attention.

### Raiders

20 gladiators (see page 144).

### Cannon

Use the rules for a cannon from the Special Weapons table in the Savage Worlds rules.

### Umbra

An arena champion (see page 144) with the Penetrating Strike Edge, and he gets an extra +2 Armor vs. bladed weapons.

## Southeastern Camp

This is a broken circular camp with damaged walls, barbed wire and a few huts. There's a skeleton crew of raiders here and a handful of slaves. Five poorly armed men guard four women, who are suffering from dehydration and malnourishment. The women are all from Kora Dy. The raiders don't want to fight your demigods, but their fear of Set and what he can do to them more than makes up for any fear of your demigods. They won't hesitate to use the slaves as leverage. This group is what's left of the raiders previously encountered by your demigods.

### Raiders

5 gladiators (see page 144) armed mostly with staves, although one also has a musket.

## Southwestern Camp

This is a square-shaped camp with a single building in the center, where 30 slaves have been penned into terrible conditions. Around the outside of the slave building, numerous tents provide homes to 40 well-prepared slavers, armed with magical weapons given to them by a high priest of Set and a sorcerer of Apophis. A harsh short-haired woman called Dura leads them in battle. She has a magical quarterstaff which spits green bolts of light shaped like snakes. Dura refuses to let herself be captured



and fights to the bitter end. If she is defeated, her soul is consumed by Set.

If your demigods free the slaves during the battle, many of them take up arms and aid your demigods in their fight. They're fairly well looked after and ready to get some payback.

After the battle is done and all three camps are dealt with, all the slaves are freed and taken to the Sand Healer camp. Sekhmet informs your demigods it's almost time to rip the heart out of the beast. First though, they should be patient - she wants to catch the slaver transport when it arrives (which could be straight away if you want to run the next Savage Tale now, or after other missions).

### Raiders

40 gladiators (see page 144) armed with disc guns. The raiders operate as two separate mobs.

### Raider Captains

Pit fighters (see page 144), each armed with the magically-enhanced disc gun variant.

### Dura

Arena champion (see page 144), armed with a rapid bolt stave.

### Slaves

Use struggling citizens (see page 143).

### Convoy

When you're next ready to run a Savage Tale in this series, Sekhmet contacts your demigods and asks them to get back to the Sunfire Domain immediately - she has another task to do with the desert raider situation. They are to intercept a flying transport that's making a run for the raider's main base of operations.

Assuming your demigods don't say no, start them in the thick of it. They're in the desert, just about to pounce on the four-man crew of a raider skiff. Let them wipe the crew out and get on board the skiff just as a large transport glides past.

Your demigods can zip through the sky after the fast-moving Settite slave carrier, pretending to be raiders with slaves to bring aboard (or they can just be themselves and see how that suits them).

The Settite ship is returning from the raider HQ and just about to leave Ra's realm for the depths of the Maelstrom. The slavers must be running scared. At least this is what the goddess Sekhmet thinks.

Your demigod's objective here is to board the transport and take control of it. They can fight their way on, trading fire as they close on the bigger transport, or subterfuge (pretending to be slavers).

### Raiders Onboard!

As the two ships converge, the raider transport uses magic to teleport some bad guys onto your demigods' skiff. They appear in a sickly green light and, as soon as they spot your demigods aren't slavers, they set about attempting to kill whoever's the pilot. There are five bad guys in the first wave. They're a challenge for your demigods, armed with weapons and magic given to them by Set.

If the slavers can't get to the pilot, they try to bust up the skiff. Attacks made against the skiff from the inside ignore its armor rating. Fortunately it can take quite a beating.

Once your demigods defeat the first group, the transport opens fire and hits the skiff. It's obvious that accelerating towards the raiders' transport and getting on board fast is the only way to avoid being blown out of the sky.

### Raider Group

4 Settite fighters (see page 149).

### Raider Leader

Settite favored priest (see page 145).

### Skiff

Heavy war chariot (see page 40).

### Raiders Again!

Another sickly wave of light indicates the bad guys have returned. They must have some serious backup on the other ship. Six bad guys, two bigger brute types and a brute master show up, ready to cause even more problems for your demigods. The six fighters are cannon fodder, trying to distract your demigods as the two brutes and the brute master smash the skiff's deck with their weapons. Once the bad guys are dealt with, the skiff can get closer. But as it does, there's another glimmer of green light....

### Raider Group 2

6 Settite fighters (see page 149).

### Raider Brutes

2 crusher brutes (see page 152).





## Raider Brute Master

Brute master (see page 152).

### Iron Thing?

While the demigod who's piloting the skiff dodges incoming fire and tries to close with the Settite slave transport, a huge iron-clad warrior stands on the deck of the skiff, dressed in black armor and covered in spikes. The helmet is designed to resemble a jackal head with its tongue lolling out of the corner of its mouth - they're mocking Anubis.

The warrior carries a huge two-handed spear made of pure darkness, wielding it with deadly efficiency. This construct of Set's dark magic is nearly immune to most magical attacks and shrugs off brute force with ease. Your demigods need to learn how to defeat it. Being a construct of Chaos and Set's dark magic, it takes damage from any form of light-based attack, including laser beams or magic which produces light effects.

Once they take it down they arrive at the slave transport at long last.

### Iron Golem Of Set

**Attributes:** Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d10

**Skills:** Fighting d12, Intimidation d6, Notice d6, Throwing d6

**Pace** 6 **Parry** 10 (1) **Toughness** 10(3) **Pulse** 20

**Edges:** Berserk, Block, Improved Dodge, Improved Frist Strike, No Mercy

**Gear:** Shadow spear (**Damage:** Str +d8, **Notes:** AP2, Parry +1, Reach 2)

#### Special Abilities:

- **Construct:** +2 to recover from Shaken, no additional damage from called shots, immune to disease and poison.
- **Invulnerable:** Can only be hurt by light-based attacks, Hard-light weapons suffer a -4 damage but can hurt it. Any other form of attack can Shake it, but nothing more.
- **Hardy:** A second Shaken result doesn't cause a Wound.
- **Shadow Armor:** Its iron-armored exterior grants it +3 Armor, all locations.

## The Run!

The demigod who's piloting the skiff guns the engines, bringing the vessel up behind the transport and high enough to get over the top of it (where the rear access port is). This puts the skiff in danger from the transporter's rear guns, which fire and hit, damaging the stabilization systems. A Piloting check will decide how hard the skiff hits the top of the slave transport - and trust us, the skiff's coming off much worse out of this meeting.

This can make for a great dramatic moment: the vessel is critically struck by enemy fire and your demigods must leap from the back of it onto the top of the transport! Alternatively, heroic piloting might mean a "soft" landing (the skiff is wrecked but nobody's hurt). And then, once on top of the enemy ship, your demigods can burst through the rear access port and into the ship.

This should be a fast paced fracas through the slave transport, with 8 raider guards trying to prevent your demigods from taking the ship over. Before they can get anywhere near the pilot's cabin on the massive ship, your demigods need to defeat the Set sorcerer, Kadis. He's a dark-skinned man with short black hair and mean-looking eyes. He wields a stave capable of throwing bolts of chaos magic at his foes and he remains brutally effective throughout the fight. He's also a silent antagonist and does not bandy words with his enemies.

The slaves (all 15 of them) are in the lower belly of the ship, and your demigods need to fight down past the ship's remaining 12 guards. Once they get the ship cleared of enemies they can take over the controls and pilot it back to the Sand Healer camp. There they get adoration from the people of the camp, and the praise of Sekhmet. She also informs them it's soon going to be time to strike at the heart of the enemy and tear it out.

### Raider Guards

8 Settite fighters (see page 149).

### Kadis

Chaos wizard (see page 150), armed with a rapid bolt stave.

### Slave Guards

12 Settite fighters (see page 149).





### Scourge

Sekhmet summons your demigods. She's in her Sun Armor of Ra again and this time with a bloodthirsty gleam in her eye. She's in Taman's tent in the Sand Healer encampment and has summoned a small army of her best warriors. She greets your demigods and outlines what she wants out of the day. It's pretty simple.

### To War!

*"I want the raiders dead and the slaves free from their main camp," she smiles darkly. "I want them wiped from the desert for good, and I am giving you an army to help you. You will command four hundred men and women of my best forces."*

*She puts a finger on the map. "I will approach from this direction," she indicates the west. "You may approach from whatever direction you wish. We shall win this battle; there*



is no doubt in my mind. How much you impress me, that's much more the question."

After a few more tactical discussions and a promise that she won't overshadow your demigods in battle (at least not much), Sekhmet leaves the tent to tend to final preparations. When your demigods get back outside they see it's not just going to be a ground battle. The goddess has brought a wing of Ra's fighters with her to act as air support.

"The main compound is well defended and fortified," Sekhmet notes. "They have anti-air defenses, but nothing Ra's machines cannot handle. So, let's see what you can do, shall we?"

She then mounts a skiff and invites your demigods to mount another one, so they can lead their troops. These are large transport skiffs and can carry 50 warriors. This is going to be one hell of a battle.

## Raiders Of The Lost Desert

When your demigods arrive they're going to be in for a bit of a shock, because Set's been busy. He has his own defenses in place. There are two monstrous war machines outside of the main raider base, which is a many-tiered fortress packed with men and slaves. There are over a hundred slaves here and two slaver barges are ready to transport Set's prizes to his realm of Xaos so they can build his temples and pyramids. He feels it's a delicious irony that Ra's own servants, stolen from under his nose, will help create the machine and fuel the ritual that changes reality and deposes Ra and the other techno-Egyptian gods.

In addition to Set's own scarab wing, three anti-air emplacements spit green fire at the flying fighters. Five hundred defenders stand ready here thanks to a portal Set's created and bolstered his forces.

The battle is joined as soon as your demigods are in sight. Their enemies open fire and soon there are bodies clashing, monsters roaring and fighters locked in dogfights overhead. There are several cool scenes your demigods can get involved in as they play out the battle, leading the troops to victory and fighting the raiders.

They can take on one or both of the war machines, giant snake-headed automatons standing over a hundred feet tall.

Or, they can make their way to the main HQ and take on the slaver barges before they take off and escape, taking out the crew along the way and freeing slaves - any slaves freed will gladly join the fight against their enemies and can also begin to wrest control of the enemy base.

Alternatively, your demigods may prefer to be the ones to storm the anti-air defenses to allow Sekhmet's forces to land inside the fortress safely.

There are all sorts of options - let your players come up with a plan and make sure they feel like they're responsible for the success or failure of the assault.

Your demigods have a choice - they can either contribute to the battle in the standard way, developing a battle plan and using your demigods purely in Mass Battles rules, or they can choose to engage one of the primary threats of the forces of Xaos. If they choose to engage, you should have two or three Rounds of combat between Rounds of Mass Battle. Additionally, anyone on an engagement can't use your demigods in Mass Battles rules. They're too busy hacking apart war constructs or whatever. Here are some of the effects the demigods' actions may have on the Mass Battle:

**Engage The Leaders:** One-on-one combats with leaders and their minions. Each leader they kill adds an additional -1 to the Xaos Army's Morale check, for that Round only. This is not cumulative. Removing all 5 will remove their token from the Mass Battle.

**Engage The Constructs:** Should your demigods destroy a war construct, it removes one their tokens from the battle - if they drop both the enemy loses two tokens.

**Free The Slaves:** Similar to the assault on the slaver transport in the previous Savage Tale. There are two transports, and freeing the slaves from both adds another Token to the Forces of the Sunfire Domain.

Remember: any NPC in this book, defeated or not, can be used in this battle, but you probably don't want to bring in Set or Apophis.

There's a list of the armies and other forces at the end of this Savage Tale so you can see the kinds of numbers your demigods are dealing. Remember to make the battle exciting and memorable. Use the craziness overhead to provide interesting juxtaposition, as fighters tumble out of the sky crashing into enemy and friendly forces alike.

## Snake-Headed War Construct

**Attributes:** Agility d4, Smarts d6, Spirit d8, Strength d12+10, Vigor d12

**Skills:** Fighting d10, Notice d8, Shooting d8

**Pace 12 Parry 7 Toughness 26(10) Pulse 20**

### Special Abilities:

- **Construct:** +2 to recover from being Shaken, no additional damage from called shots, immune to disease and poison.



- **Heavy Armor:** Its armor plating gives a serpent war construct +10 Armor to all locations and counts as Heavy Armor.
- **Size +9:** These living siege engines tower over everything including the fortress walls. Attacks against them gain +4 to hit.
- **Spit:** The construct can shoot poison from its head, covering a wide area. Pick a spot in range and place the Cone Template. Then make a Shooting roll as normal. If the result fails, move the template d6" in a random direction. Anyone covered by the template is hit and anyone touched by it can make an Agility check to avoid being hit. A victim struck by it must make a Vigor -2 check. If he fails, he takes a Wound and must check again next Round. If he passes, he takes a Wound but don't have to test again. With a Raise, he is unaffected. **Range:** 30/60/120.
- **Stomp:** The construct lifts its giant paddle-like foot and brings it smashing down, crushing those beneath. This attack effects everyone in a 6"x4" rectangle and it can be up to 12" away from the construct. Anyone in the area can make an Agility -2 check to avoid it, but doing so leaves them Prone. **Damage:** Str+d12+6, **Notes:** area effect, Heavy Weapon.
- **Terror -4:** Anyone facing off against a war construct must make a Terror -4 check as per the Savage Worlds rules.
- **Vitality 3:** War constructs ignore the first three Wounds they take. The Wounds get through; the constructs just ignores them.

### Old Enemies Return

If your demigods have left any loose ends in the campaign, from past Plot Points or Savage Tales, Set isn't above sending some mercenary help to keep his slaves. If the raider leader, Guru, is still alive and kicking, you can bet he weighs in to challenge your demigods as they attempt to wreck his plans.

Sekhmet is known to enter a battle frenzy and she can get a little bloodthirsty. As a little optional event later in the battle, she might lose it. She enters her frenzied rage and begins to target enemy and slaves inside the main raider base. Your demigods have to act quickly to save the innocent from the goddess' wrath. She can be reasoned with or they can trick her just as Ra did - with an offering of beer, if they have any. Ra did it once in the past and she still has a near-mystical geas upon her regarding alcohol. It could also be somewhat amusing seeing your demigods trying to get beer in the fight. Communicating with Ra will reveal this information, should they choose to inform

him Sekhmet has gone insane with battle frenzy. As an alternative, one of the officers could let your demigods know. The story's not common knowledge, but some of Sekhmet's troops know about it.

The battle finishes when the raiders are defeated, the two constructs are destroyed and the slave barges are captured or wrecked. The raiders' morale drops drastically if your demigods take down any leader characters mentioned in the army list, and losing Guru is a major blow to morale if he's still around.

Sekhmet's forces take prisoners and arrange for them to be shipped to Sunfire City where they can be judged by Anubis and Ra.

As the dust of conflict settles, the slaves who are still alive express their thanks and are transported back to their villages.

To fight this epic battle using Mass Battle rules, you need the following Tokens:

### Sunfire Domain Forces

9 Tokens, Knowledge (Battle) d12 for the first 2 Rounds, then drops to d10 as Sekhmet joins the fight as a combatant rather than a General. Additionally:

**Sekhmet:** 1 Token.

**Ra's 7th Air Wing:** A mix of Hypertech Air Vehicles, Also Provides Medium Air Cover, 1 Token.

**Ra's 3rd Armored:** A large number of Rampagers, Also Provides Medium Artillery, 1 Token.

**Ra's 1st Cavalry:** Ra's Finest Rangers, riding various Hypertech Hover Transports, 1 Token.

**Ra's 5th Army:** 5 Tokens worth of GROPOS.

**Battle Modifier:** Foe has major advantage (-3).

### The Forces Of Xaos

10 Tokens, Knowledge (Battle) d10.

**Various NPC Leaders:** Five NPCs, past or present, 1 Token, Use any Wild Cards you feel appropriate from the Generic Xaos NPCs section. Additionally:

**Anti-Air Defenses:** Three well-defended Emplacements, Also Provide Medium Artillery, 1 Token.

**Scarab Air Forces:** Many Scarab fighters, Also Provide Medium Air Cover, 1 Token.

**War Constructs:** Two massive warmachines, 2 Tokens (1 each).



**Slaver Barges:** Several barges filled with slaves and slavers, 1 Token.

**The Great Army of Set:** 4 Tokens of raging Setite Warriors, Fighters and Elite Leaders.

**Battle Modifier:** More Tokens (+1).

**Morale Modifier** Army within major fortifications (+2).

## Savage Rescue

In this set of Savage Tales, your demigods journey through time and space, with or without the aid of the Osiris, to prevent the abduction of key figures from history and reality. All of Set's targets possess the god particle, a spark of divinity infusing a mortal with power that Set wants to fuel his reality-altering ritual.

How do your demigods hear about these individuals and Set's plans for them? Intelligence tip-offs from the techo-Egyptian spy network, potentially. Or sensor readings from the deck of the Osiris, picking up Setite energy signatures in the vicinity of individuals that show a particularly strong Pulse signal. Maybe the visions of a Sand Healer oracle. A sixth sense / vivid dream from one of the demigods themselves? You decide what mix of methods gets the story to the right place.

### A Ripper's Tale

In this Savage Tale, the players have just one night to track down a kidnap victim, save him from the clutches of Set's minions and to let him complete his grisly work. Of course, after they've prevented this dark soul from falling into Set's clutches, they can become instrumental in his capture, if they wish. Or they can let him roam wild and free.

### Preludes In Nocturnal Activity

Your demigods find themselves in London on an evening in the year 1888; it's the 2nd of April. A thick pea-soup fog clings to everything and just above them, as the fog shifts slightly, is the name of the street they're standing on: Hanbury Street. Your demigods can find out through communication with the Osiris that it's an important place and date, but the captain isn't sure exactly what's going on. They have to investigate further.

As soon as they attempt to move however, a woman rushes out of the fog, her eyes wide and terrified. She's Mary Nichols and she runs at them:

*"Help, help! There's been an assault. A fine gentleman, e's been bashed over the head and dragged off that way." She gestures towards a nearby alley and then before anyone can stop her, she's off into the fog again. "I need to find an officer!"*

Your demigods can see a flash of green in the fog and they sense something's happening, something they may know all too well by now. Set's dark magic curls around the city like a cloak. They can make a check to identify it. An appropriate Knowledge skill or a Spirit-1 roll should suffice.

### Alley Oop

The moment they enter the alley they find a group of Setite minions with their backs turned. Your demigods can play it cool and sneak around through the fog or they can go for the throat. If they decide attacking this lot is a good move, they're in for a challenging fight. These guys are no pushovers and since they've come for Jack the Ripper, they won't give up without a fight.

If your demigods play it quietly and observe, they see the men heading down into the sewers below Old London Town. They can try sneaking the whole way to the final confrontation if they like, but we've opted to highlight the combat option.

A fight attracts the attention of the local constabulary and one Officer Larkin will be sent to investigate. Your demigods need to head into the sewers if they want to stop the kidnapping. They have a short window of time to prevent the kidnapping and Set's minions are getting further away with every second.

If they haven't yet figured out their role in all of this and need a helping hand, feel free to get them up to speed with a little communication from the Osiris. Tell them the figure they're chasing is somehow important to Set and the guy has a divine spark which will enable Set to further his plans. It's imperative they stop him being taken at all costs.

### Setite Kidnappers

4 temple guards (see page 147).

### Leader Of The Kidnappers

Temple protector (see page 147).





### Officer Larkin

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

**Skills:** Fighting d6, Investigation d8+2, Knowledge (Local) d8+2, Knowledge (Police) d8+2, Notice d8+2, Shooting d4, Streetwise d8+2

**Pace 6 Parry 5 Toughness 5 Pulse 15**

**Edges:** Alertness, Connections (Police), Danger Sense, Investigator, Jack-of-all-Trades, Scholar

**Gear:** Baton (**Damage:** Str+d4), Police Whistle, Shiny Brass Buttons and Indefatigable Persistence.

### Sewers... Eww...

Down in the rank, smelly sewers it's chase time. Set's minions have a head start and they're taking no chances. They've left some surprises down here for your demigods. Three pairs of Settite assassins wait in the dark ready to slow them down or, if possible, take them out for good. The sewers are a twisted maze of passages and access tunnels. The three pump rooms are the locations where the assassins attempt to stop your demigods.

**Pump Room One:** This room has seen better days. Steam hisses from broken pipes all around. It makes it tricky to hear the assassins (2 Settite assassins (see page 143)) as they move around in the upper parts of the room. There are gantries and small walkways for the bad guys to use. The steam can hurt, but it can't kill.

**Pump Room Two:** The assassins (2 Settite assassin adepts (see page 143)) have rigged this room with magical traps designed to hold your demigods in place, so the assassins can get a free strike or two against them. It is another maze of walkways and access ducts. **Traps:** After your demigods have entered the room and positioned themselves, each one must make a Notice check at -2. Upon a failure the demigod is Shaken for the first Round of combat.

**Pump Room Three:** The final pump room is where your demigods encounter the last two assassins (2 Settite master assassins (see page 143)), who have laid deadly shock traps around the room. These traps give off a lethal jolt to anyone nearby when activated. The room is quite large and has a set of stairs leading down to the final confrontation with the kidnappers. **Traps:** After your demigods have entered the room and positioned themselves, each one must make a Notice check at -2. Upon a failure the demigod takes **Damage:** 2d8+2 and is Shaken for the first Round of combat.

### The Belly Of The Beast

This broken under-chamber is pretty unstable, making it dangerous ground to fight on. There are five assassins down here. They're led by a master assassin, a woman called Duri. She has a well-dressed gentleman carrying a surgeon's bag alongside her. He seems unharmed and they are walking quite normally when your demigods arrive. If your demigods wait and watch, well... she gets away with Jack the Ripper and Set gains a powerful ally. If they interrupt her, she becomes angry and moves to attack.

Duri launches her missile attacks first and then closes for the kill, sending the other assassins after your demigods as well.

Once the assassins are dealt with, your demigods can rescue Jack. He's cordial and somewhat bemused by all this. He doesn't quite remember why he was following the woman in the first place. His mind, he says, had been clouded. If they can get him out of here, he offers to pay them handsomely and assures them the Royal Family will be more than happy he's safe.

### Duri's Bodyguards

5 Settite assassins adepts (see page 143).

### Duri

Settite master assassin (see page 143).

## Jack Be Nimble

Since they're dealing with a famous serial killer, your demigods need to make a choice here. As long as they prevent Set from taking him they can then deal with Jack in a few ways. They can let him roam wild and free so he can begin his killing spree on April 3rd, 1888, or they can kill him and dump the body in the sewers. Killing Jack will do nothing of course, since history is elastic and it just puts someone else in the place to murder Jack's victims. The Ripper can't be stopped. Killing him however does mean Set can't use his divine spark for his dark plans. So, choices...choices....



## The Eagle Has Landed

The 21st of July 1969 is an important date for the world and particularly for the United States. It's the day Buzz Aldrin and Neil Armstrong walk on the moon. A third man, Michael Collins, keeps a watch on the Command Module to make sure all critical systems are monitored. The whole mission is a success but your demigods know just how close it all comes to disaster. Someone else is highly interested in the spark of divinity flowing in the three astronauts' blood.

### One Small Step

Your demigods get their info from Ra, and he's adamant they need to get to 1969 and the moon pronto. He has intel that Set's making a major move in this direction. Ra needs their services to make sure the dark god of Chaos doesn't get away with siphoning more divine power into his machine. He offers the Osiris or tells them they can make their own way, just as long as they can stop the kidnap of the two key players in the moon landing. They need to act quickly.

Your demigods arrive after the LEM (Lunar Exploration Module) has touched down. The pictures have been beamed back to earth and the astronauts are several hours into their mission. Due to solar radiation (you can thank Ra for that) the cameras and transmissions have been shut down. The demigods won't have to worry about the Earth's population seeing 'first contact' live on TV.

Armstrong and Aldrin are a little way off, collecting moon rock samples near a crater. In a show of powerful magic, Set's finest appear and immediately create a breathable atmosphere on the moon's surface around the astronauts and the LEM.

They're led by a sorcerer called Amun Sokar, a lithe man whose eyes burn as brightly as the sun - a green, sick sun. His body is covered in ever-moving tattoos. He knows your demigods are there and wastes no time in summoning aid to his side the moment he spots them. His first plan of attack is to make sure the astronauts do not move. He's already put Collins into stasis and he quickly throws Aldrin and Armstrong into stasis as well.

Now the stage is set for the confrontation. Amun Sokar doesn't mince words with your demigods; he throws his best at them right away. A massive creature formed of moon rock climbs out of a crater behind him, while his warriors unsheathe their khopeshes. The creature is a giant construct and it towers over 200 feet in height. It looks like a snake-headed man and spits a venomous green light in bursts across the moon's surface, forming craters where it hits.

Amun Sokar throws his own magic at your demigods as well. His warriors attack in three waves. They are all armed with sorcerous weapons, and they all have orders not to let the astronauts come to any harm.

### Amun Sokar

Chaos wizard (see page 150).

### Warriors

Each of the three waves includes 2 Settite warriors (see page 149) per demigod.

### Warrior Leaders

Each of the three waves includes 1 Settite fighter (see page 149) per demigod.

### Moonrock Construct

**Attributes:** Agility d4, Smarts d4, Spirit d8, Strength d12+12, Vigor d12

**Skills:** Fighting d8, Notice d8, Shooting d8

**Pace 18 Parry 6 Toughness 19 (3) Pulse 25**

#### Special Abilities:

- **Armor:** Its rocky construction gives it +3 Armor to all locations.
- **Construct:** +2 to recover from being Shaken, no additional damage from called shots, immune to disease and poison.
- **Protective Plates:** The construct is coated in plates to form a protective energy field around it. There are six in total, one on the head, two on the chest, one on the back and two on the lower legs. Once they have been destroyed the construct can be hurt as normal. Each plate requires a Wound against Toughness 12 to destroy and can only be damaged by magic, Pulse-based effects or Hard-Light weapons. Until then the construct is invulnerable.
- **Size +10:** This construct is truly massive. Attacks against it gain +4 to hit.
- **Smash:** The construct lifts its rocky leg and smashes it down, crushing those beneath. This attack affects everyone in a 6"x6" rectangle and it can be up to 12" away from the construct. Anyone in the area can make an Agility -2 check to avoid it, but doing so leaves them Prone. **Damage:** Str+d12+6, **Notes:** area effect, Heavy Weapon.



- **Spit:** The construct channels the Settite magic holding it together to shoot beams of sickly green light from its mouth. These beams blast holes in everything they touch. **Range:** 24/48/96, **Damage:** 2d10, **Notes:** LBT.
- **Terror -4:** Anyone facing off against the construct must make a Terror -4 check as per Savage Worlds rules.

## Moon Combat

This battle on the moon's surface against three waves of set warriors, a sorcerer and a huge construct is made more interesting by the air pocket and the fact the moon has low gravity. Some crazy stunts can happen and the surface of the moon is littered with debris. The giant construct isn't as careful as the warriors, so it will move toward the LEM at one point. Your demigods need to be quick if they want to save it from destruction. If it does get destroyed, the U.S. government will do one hell of a cover up and there is lot of explaining to do. While he's still alive, the sorcerer hurls spells at your demigods as they battle everything around them.

The Sun Armor of Ra is useful out here in space as it allows them to get around the moon a lot quicker than normal. It can leave the air pocket, possibly drawing some enemies outside the safe zone.

If your demigods defeat the sorcerer, the construct has no master and it goes into a mad killing rampage and attacks everyone. If they take it out before taking out the spellcaster, all is good. Once all of Set's minions are defeated, the astronauts are freed from the stasis and your demigods can leave or attempt to explain what's going on to the confused men.

## Amelia 1937

This Savage Tale begins with a million-to-one chance. It's one of those inexplicable anomalies that somehow happen way too often. Your demigods are traversing the Maelstrom or flying aboard the Osiris. They pass through an uncharted portal or jump to an unfamiliar realm. And then, with or without the aid of certain gods, something goes awry. Your demigods emerge in the middle of a violent lightning storm. Bolts of energy flash on all sides, as if a vengeful Tesla were illuminating the sky with his strange machines.

At the center of this tempest, a massive stone pyramid sits upon an enormous disc. A beam of dark, sickly green light flows out of the top of the pyramid, and energy crackles all around it. As your demigods approach, the sight becomes even stranger. A plane has crashed upon the disc's surface and ten armored Settite warriors surround

two human figures. The first human is a plucky young woman wearing the uniform of a pilot from the early 20th century. She's brandishing a small pistol and seems to be holding her own against the horde. The second figure lies at her feet. He isn't moving.

This duo is Amelia Earhart and her navigator, Fred Noonan. Fred heroically tried to defend them both from Set's minions and for that, they killed him. Now, they're closing in on Amelia. However, they don't appear to want to harm her. Even as her shots ricochet off their armor, the horde seems intent only on capturing their prey. If your demigods don't intervene, the Settites take Amelia into the pyramid. Unless your demigods go barging in after her, that's the last they see of her.

To save Amelia outside of the pyramid, your demigods need to eliminate all ten Settites. If they do, she first examines Fred to confirm his sad fate. She's both furious over his death and grateful to be alive, but she keeps her emotions in check. The woman wants revenge and won't leave without putting an end to whatever is going on in the pyramid. She needs your demigods to help her shut it down.

If questioned about how she ended up here, Amelia relates the details of her historic flight (seriously, if you don't know who Amelia Earhart was, it's well worth Googling her - she was an amazing lady), culminating in navigational errors and a green light that surrounded her plane. She remembers the crash and Fred being shot with some kind of energy beam (it was a spell). The Osiris, if the ship is there at all, draws her eye immediately. But for the moment, her curiosity is overpowered by her drive to get inside and shut down this evil place.

## Amelia's Attackers

10 Settite warriors (see page 149).



### Amelia

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

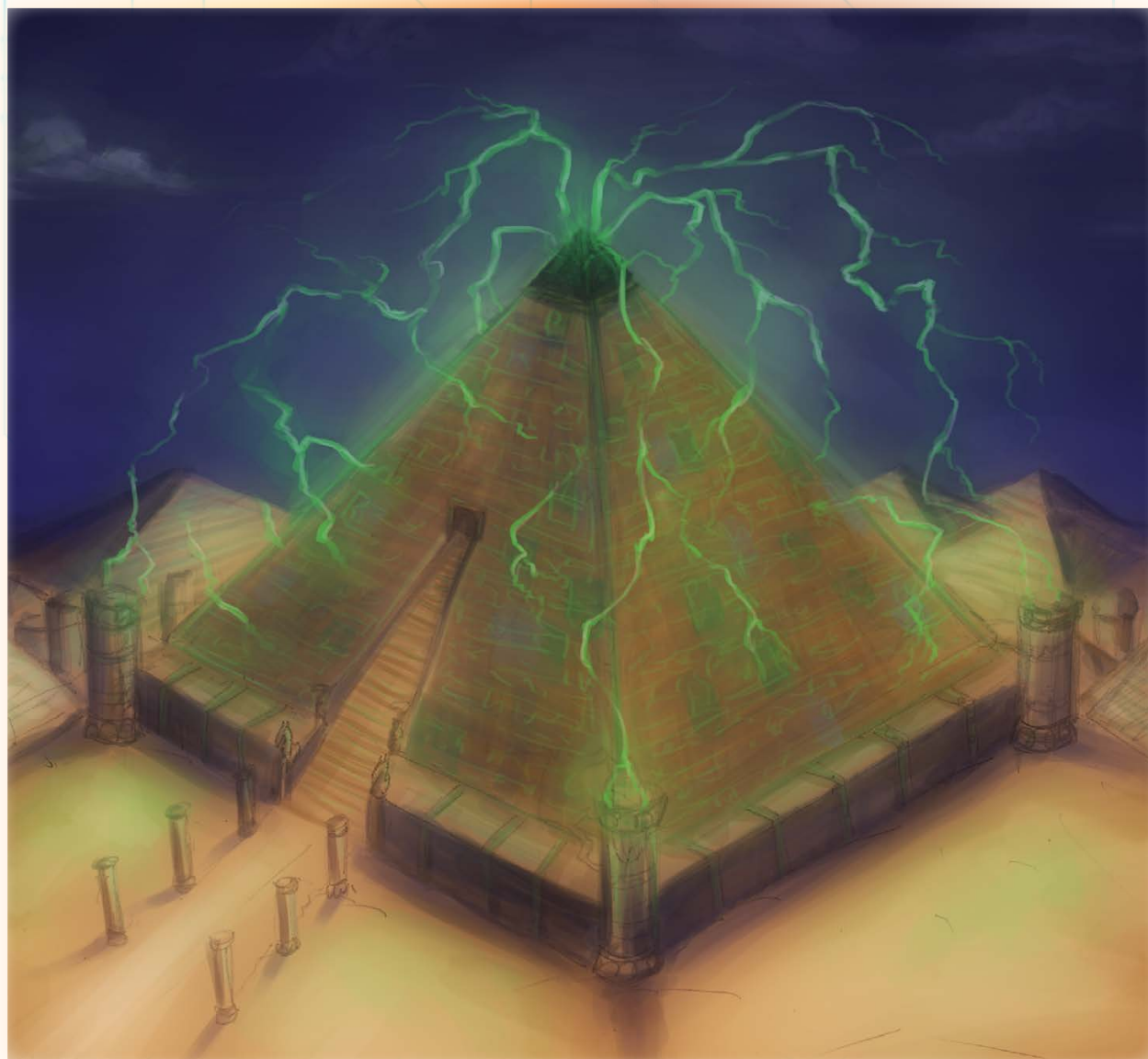
**Skills:** Drive d6+2, Knowledge (Engineering) d8, Knowledge (Geography) d10, Notice d8, Piloting d10+2, Shooting d8

**Pace** 6 **Parry** 2 **Toughness** 7(1) **Pulse** 25  
**Charisma** +2

**Edges:** Ace, Attractive, Alertness, Combat Reflexes, Danger Sense, Elan

**Gear:** Colt Dragoon (**Range:**12/24/48, **Damage:** 2d6+1, **Notes:** Revolver), Flight Jacket (+1 Armor to torso and arms).





### 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 her own use, enhanced recovery and so on.

### Levels 1–8

The Set pyramid has a shielded front hangar door. The door is open at the moment since the Settites had planned on dragging the plane inside. There are numerous aircraft inside this spacious hangar, from light aircraft to big jumbo jets from other time periods. It appears that Set has been kidnapping people across the Maelstrom for a lot longer than Ra knows.

There are more of Set's warriors inside, ready to oppose your demigods' invasion. The idea is to present a running battle as your demigods ascend the levels of the pyramid and try to shut it down.

The hangar is the first of eight floors in the pyramid. Each of the first seven levels houses a magical power converter, which draws energy from the capstone on the top floor. The pyramid is suspended in a null-time zone: the literal eye of a time storm. While here, the pyramid uses the capstone to siphon power from the tempest outside. Once your demigods understand how the pyramid functions, they know enough to shut down the capstone.

To do it, they must first sabotage the power converter on each floor by misaligning its magical crystals to feed energy back to the capstone. Each converter starts at zero



feedback, and for each Round its crystals are misaligned, the feedback increases by 20 percent. When it reaches 100 percent, the converter explodes. Set's forces can decrease the feedback in the same way if they restore the alignment of the crystals. Until the converter blows up, the feedback decreases by 20 percent each Round the crystals are aligned correctly.

As your demigods ascend the pyramid, they're under constant direct assault by warriors, assassins, sorcerers and other of Set's minions. All the while they're trying to knock crystals out of alignment and babysit them for 5 Rounds until they blow. Then they need to get up to the next level and do the same, repeating the process until they get to the top of the pyramid.

### Level 1

12 Settite warriors (see page 149), 4 neophytes (see page 145).

### Level 2

12 Settite fighters (see page 149), 4 priests (see page 145).

### Level 3

12 Settite deathbringers (see page 150), 4 Xaos sorcerers (see page 150).

### Level 4

12 Settite deathbringer knights (see page 150), 4 Xaos mages (see page 150).

### Level 5

12 Settite assassins (see page 143), 4 high priests (see page 145).

### Level 6

12 Settite assassins adepts (see page 143), 4 favored high priests (see page 145).

### Level 7

4 warriors, 4 deathbringers (see page 150), 4 assassins (see page 143), 2 Xaos sorcerers (see page 150), 2 Xaos priests (see page 145).

### Level 8

The Cabal, consisting of a master assassin (see page 143), an empowered high priest (see page 145), a favored priest (see page 145), 2 temple exemplars (see page 147),

a gladiator warrior captain (see page 148), 2 Xaos wizards (see page 150) and a deathbringer reaper (see page 150). That should give your demigods something to think about.

## Capstone

Once your demigods get to the top and there are no more bad guys to deal with, all that remains is the central capstone crystal. Similar to the other generators, it takes 5 Rounds of effort with the capstone misaligned to shut down the pyramid. Roll a 1d6 every Round that your demigods are using the capstone. That's the number of Hypercharged Bolts the crystal emits, each one targeting a random character (including Amelia!). The targeted character must make an Agility roll at -4, or take **Damage**: 2d6 per bolt. Any reasonable means to block the capstone's energy discharges will work.

Once the pyramid is shut down, your demigods can decide what to do with it. Amelia is amazed by what she's seen and if your demigods summon the Osiris, they can leave her onboard the pyramid ship or sink it in the ocean and take her with them. After all... history-wise, she vanishes for good and is never seen again. It really depends on how they want to play it, since they're the stars of this whole thing.

## Oakley 1881

Welcome to the Wild West! Welcome to 1881! Welcome to the greatest show on Earth!

Annie Oakley is Set's target for this adventure. She's one spitfire of a lady who can shoot as good as any guy and give as good as she gets. Annie is in the third carriage of a train and she's got no clue what's about to happen. She has the ever-present spark of divinity burning in her blood. Set has his eye on her. He wants this woman to feed to his infernal device and further his plans. To this end he has dispatched a hit squad to pick her up. It's spring and the train is travelling through a light rainfall.

Your demigods have been informed by an Agent of Sekhmet of an attempted kidnapping. This agent is a man called Ashan. He turns up either at their abode in the Maelstrom, or in Sunfire City or even on the Osiris if they're aboard. He's a demigod just like them and he gives them the lowdown. With his task complete, he bids them goodbye and heads off.

Your demigods arrive on the train, appearing at the back of the last carriage and startling a conductor. The man doesn't have time to question them further though, he looks past them and spits, "Gods damn it! It's the



Stanford boys!” He spots a group of riders behind the train and more coming from a small canyon to the right hand side. Revolver rounds are already ping-pong off the side of the train and smoke flares from the barrels.

### Train Keeps Rollin’

The train picks up speed and the outlaws ride in. It’s shaping up to be one hell of a throw-down and your demigods are caught between the riders, the train’s security, some lawmen from Texas and every defender who can pack a pistol or rifle. This includes Annie Oakley, the woman in the third carriage who is directing the defense from in there. It won’t be long before the riders get close enough for an eagle-eyed demigod to spot a telling sign: one of the riders has a khopesh under his coat.

The leader of the outlaws, a man called Bahat, is agile. He leaps off the back of his horse and lands on the top of the third carriage. It’s like gravity doesn’t even regard him as a problem. He almost floats and clangs down with a soft tang of metal boots. He’s quick to dispatch any mortal lawmen or defenders who dare to climb up after him. While his men attempt to board the train, he begins to tear the roof off the third carriage to get inside to Annie.

He’s not a big man, but he appears to be supernaturally strong. The moment he gets the roof off the carriage open he gets a blast of lead from Annie’s shotgun, which actually causes him to lose his balance. She rolls to the side and runs into the second carriage.

Your demigods can handle all of this however they want, there’s no set way to defend the train and there are going to be a lot of waves of outlaws to contend with. Many of them are mortals tricked to attack the train by Set’s men as a cover. There are 12 of Set’s finest sprinkled in with the rest of the bad guys, not including Bahat, of course.

There are three waves of men to contend with as the train passes several small canyons, which are perfect places for ambushes and the like. Some of these men will be on the rocks above, armed with sniper rifles.

### Outlaw Waves

Each wave includes 10 outlaws. Use the citizen (see page 143) with Shooting d6, and give them appropriate pistols, rifles and shotguns from the *Savage Worlds* rulebook.

### Settite Snipers

4 Settite deathbringers (see page 150).

### Wagon BOOM?

When you feel it’s dramatically appropriate, have the wagon show up on the tracks ahead of the train. What wagon? The wagon packed with dynamite the bad guys have put on the train tracks. They’re gonna wipe out the locomotive and derail this sucker.

Now your demigods are going to have to save the train from the wagon full of TNT. If they have ranged weapons, they could just blow it up. It really is that easy, but that still leaves the problem of a hole in the tracks. If they don’t, they need to get to it and move it. Or at least some of them can. It’s time to be even more heroic.

This is a great place to ‘Flex’ a little Karma (see *Savage Suzerain* for a reminder on flexing reality).

While all this is going on, Bahat gets to Annie and knocks her out. From there he wants to get her onto his horse and ride off from the train. He leaves the men to attack it and uses them as a diversion to get what he wants.

Your demigods get to fly or ride horses (there should be plenty of spare horses running alongside the train by now) to try and chase him down. It’s supposed to be about big action, so there are plenty of things to hinder both parties in the chase.

Use the chase rules from *Savage Worlds* for one Standard chase scene.

If your demigods don’t catch Bahat in time (they lose the chase), he springs an ambush on them with Magic Bombs. Bahat is a clever combatant, but he isn’t a brute. He prefers to use his brain more than brawn. But when the final fight is at hand, he’s an equal to your demigods in every way, since he’s one of them. He’s a demigod who serves Set faithfully and who has been promised a seat at the god’s right hand if he helps him overthrow Ra. Set might not follow through with his offer - he’s a divine tease like that - but Bahat’s willing to take the risk, fighting for all he’s worth on Set’s behalf.

Once Bahat is down and out, your demigods can guard Annie all the way to her destination, provided the train is fine. If not, they can ride with her or just leave her to do her own thing. She forgets about them pretty quickly once they leave this realm. After all, if she told anyone about the things she saw, they’d likely consider her mad.





## Bahat

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

**Skills:** Fighting d12, Intimidation d6, Notice d6, Riding d6, Shooting d12, Taunt d8, Throwing d6

**Pace** 6 **Parry** 10 **Toughness** 12 (5) **Pulse** 35  
**Charisma** +3(1)

**Edges:** Ambidextrous, Attractive, Improved Block, Improved Dodge, Improved Frenzy, Improved Sweep, Two Fisted

**Gear:** Concealed Heavy Armor (+5 Armor, all location but head, -1 to all physical actions), Fine Armored Stetson (+3 Armor, head only, +1 Charisma), 2x Hieroglyphed Colt Dragoons (**Range:** 12/24/48, **Damage:** 2d6+1, **Notes:** Revolver, +2 Shooting, +d6 Darkness damage), 2x Khopesh (**Damage:** Str+d10).

At his ambush site, he has several Magic Bombs (**Range:** 5/10/20, **Damage:** 3d6, *burst* Power).

### Special Abilities:

- *Demigod Entity:* This ability grants all the perks enjoyed by Demigod rank characters, i.e. +2 on Soak rolls and checks to recover from being Shaken, +2 Karma for Bahat's own use, enhanced recovery rates, and so on.
- *Light Footed:* Bahat has been enchanted with powerful sorceries that allow him to move quickly and almost ignore gravity when he wishes. He can cast the *quickness* Power on himself using Spirit for the Spellcasting roll, and by paying 1 Pulse he can ignore falling damage and increase his jumping distances by x3 for the next 2 Rounds.
- *Set's Blessing:* Bahat can spend 1 Pulse to increase his Strength or his Vigor by a die type for a Round. He can increase either to a maximum of d12+4 and can increase both at the same time by paying for each individually.



## Annie Oakley

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

**Skills:** Fighting d8, Intimidation d6, Notice d8, Persuasion d6, Riding d8, Shooting d12, Streetwise d6, Taunt d6, Throwing d6

**Pace** 6 **Parry** 6 **Toughness** 6 **Pulse** 25  
**Charisma** +2

**Edges:** Charismatic, Cool as Ice, Fast Healer, Improved Dodge, Improved Penetrating Strike, Marksman, Quick Draw, Steady Hands

**Gear:** 2x Colt dragoon (**Range:** 12/24/48, **Damage:** 2d6+1, **Notes:** Revolver), Winchester '76 (**Range:** 24/48/96, **Damage:** 2d8, **Notes:** AP2), Double-Barreled 12 Gauge Shotgun (**Range:** 12/24/48, **Damage:** 1-3d6, **ROF:** 1-2, **Notes:** Shotgun).

### 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 her own use, enhanced recovery rate and so on.

## 476-221 Sun Tzu

High in the Quionglong Mountains, Sun Tzu, the most famous military strategist known to Earth has penned his Art of War. He now relaxes to contemplate his writings, not knowing of a dark force emerging from the forest below the mountains. Set has come for the master strategist and he has sent his elite to capture Sun Tzu and bring him to the realm of Xiaos.

### Interception

The adventure kicks off with Ra communicating with your demigods. They see him in the company of a couple of dark-haired women on his arm and he's dressed in his white Nehru jacket combo. He tells them he's just captured a Set spy and learned the identity of Set's next target. He tells your demigods this:

*"So, you're not going to believe what I just found out. Set's making a move on Sun Tzu. He wants the man to help him formulate a strategy to make him unstoppable in our coming battle. I want you to protect Sun Tzu, plain and simple. Set can't get him, understood?"*

He sends your demigods the information and wishes them good luck before he cuts the connection.

The cherry blossom is falling in Sun Tzu's idyllic mountain retreat. He's in the garden, walking through the foliage. As he does, he talks to himself, strategizing. The location Ra gave your demigods puts them just on a path to the master strategist's right. This being Sun Tzu however, he's aware and alert the moment strangers enter his line of sight. He tenses, expecting some form of attack. After all, he's not expecting visitors at this time of day and no one but his closest friends knew he was here.



Sun Tzu has the spark of divinity, which makes him doubly useful to both Ra and Set. He's initially skeptical of anything your demigods tell him. His skepticism vanishes when the first of Set's elite burst into the garden and more follow. Sun Tzu glances around and quickly weighs his options; he left a weapon in a nearby building, just in case, and he moves towards that doorway. Your demigods might mistake his action for flight, but they're challenged by the Settite elite troops before they can do anything else.

A sneering woman missing her right eye leads the Settites. Horrible burns cover the left hand side of her face. She's dressed in a variant of the Sun Armor of Ra. She's one of Set's spies and goes by the name of Asturni. She is armed with technology as well as magic, so she's a tough nut to crack in a battle.

Her backup is a massive man with a wicked grin. He looks native to this region and has a long dark ponytail. He wields a massive khopesh and towers over Asturni. This is Lu Bu. By all accounts he should be dead, but this has never stopped Set. He's been brought back to life by dark magic and given a chance to serve the god of Xaos. Since Set paid him handsomely (by giving him his life, no less), Lu Bu's here to pay back some of his debt.

Asturni attempts to chase after Sun tzu but Lu Bu wants to test his mettle against your demigods.

Sun Tzu is no pushover. The weapon he wields is the Staff of the Monkey King. Yes, he's got Monkey's staff and he knows how to use it. Asturni follows him into the building. Not longer after, she's smashed out of its wall with Sun Tzu in hot pursuit. She wasn't expecting this from the aged tactician and orders her men to attack!

### Settite War Party

4 fighters (see page 149) per demigod.

### Settite War Party Daggerborn

1 daggerborn (see page 148) per demigod.

### Settite War Party Champions

2 champions (see page 149).



### Sun Tzu

**Attributes:** Agility d10, Smarts d12+2 Spirit d12 Strength d6, Vigor d6

**Skills:** Fighting d12, Intimidation d8, Knowledge (Battle) d12+4, Knowledge (History) d10+2, Notice d10, Persuasion d8, Shooting d4, Taunt d6, Throwing d6

**Pace** 6 **Parry** 12 (2) **Toughness** 8 **Pulse** 30 **Charisma** +2

**Edges:** Common Bond, Improved Block, Improved Dodge, Improved Frenzy, Improved Martial Artist, Improved Sweep, Linguist, Noble, Scholar

**Gear:** Monkey Staff (**Damage:** Special+d8, **Notes:** Parry +2, Reach 1, provides the Powers: *deflection, pummel, speed, wall walker* and *warrior's gift*, cast using Smarts for the Spellcasting roll).

### Special Abilities:

- **Armored In Life:** His decades of training allow Sun Tzu to resist damage that would normally floor a man of his age. He gains +3 Toughness.
- **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.
- **Monkey Staff:** The Staff of the Monkey King is a powerful weapon in the rights hands. It personifies the ideas of using trickery and misdirection to turn a foes own strength against them. Instead of using the wielder's Strength, use the target's Strength when calculating the damage done.



### Asturni

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

**Skills:** Fighting d10, Intimidation d10, Knowledge (Battle) d8, Notice d6, Persuasion d8, Shooting d6, Spellcasting d12, Taunt d8

**Pace** 6 **Parry** 7 **Toughness** 16(10) **Pulse** 30

**Edges:** Command, Fervor, Frenzy, Improved Arcane Resistance, Improved Dodge, Improved Trademark Weapon (Sunrod), Inspire, Natural Leader, Pulse Path (Gifted), Strong Willed

**Powers:** *armor, barrier, bolt, burst, deflection, dispel, smite, stun, teleport*

**Gear:** Sun Armor of Ra (+10 Armor, all locations), Ra Sunrod (**Damage:** Str+d12+2, **Notes:** AP4).

### 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 her own use, enhanced recovery rate and so on.





### Lu Bu

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

**Skills:** Climbing d8, Fighting d10, Intimidation d8, Knowledge (Battle) d8, Notice d4, Taunt d8, Throwing d10

**Pace** 6 **Parry** 10(1) **Toughness** 13 (5) **Pulse** 30

**Edges:** Combat Reflexes, Cool as Ice, Crushing Blow, Elan, Improved Block, Improved Frenzy, Penetrating Strike: Improved, Tough as Nails, Trademark Weapon (Deathblade)

**Gear:** Deathblade (**Damage:** Str+d10, **Notes:** 2 Hands, AP2, +1 Parry, Reach 1), Heavy Armor (+5 Armor, all locations, -1 to all physical actions).

#### Special Abilities:

- **Hardy:** A second Shaken result doesn't cause a Wound.
- **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.
- **Sudden Death Bolt:** He can cast the *bolt* Power using his own Pulse and using Spirit as the Spellcasting skill. It doesn't count as an action, so doesn't cause multi-action penalties. Cannot be used multiple times in one Round.
- **Undead:** +2 to recover from Shaken, no additional damage from called shots, immune to disease and poison, doesn't suffer from Wound penalties.

### Lu Bu's Treachery

When Lu Bu sees Sun Tzu in action, it's obvious he's on the losing side. He changes his mind about Set's deal and starts attacking his own men. It won't take long for Set to realize the man's treachery of course, but Lu Bu wastes no time at all in taking down some of the weaker foes. He leaves Asturni to your demigods and the supremely calm Sun Tzu. It's very easy to have Sun Tzu dominate the fight, since he's the master strategist and may well be close to being a demigod in his own right. After all, he's got a bracelet with a gemstone in it and...

So feel free to throw Asturni at your demigods. She's not happy about the stave Sun Tzu wields and puts her men in harm's way to get away from it. It's got some power and she can sense it.

When Lu Bu has done enough, Set finds out and reduces him to dust on the spot. Lu Bu didn't know about the god's penchant for attaching conditions to his boons.

### The Art Of Victory

Sun Tzu is a gracious man in battle, and in victory he doesn't gloat or even stop to waste words on the fallen. He regards it as a strange occurrence and perhaps a test from the gods. In this case, he hopes he's proven himself worthy. Asturni doesn't want to die. She has a deeper reason for trying to please Set. If she doesn't do as he wishes, he destroys her husband's soul and returns him back to the afterlife.

If she surrenders to them, Set will destroy her and her husband. So she pleads with your demigods to destroy her.

It should be a tough decision, one they shouldn't make lightly.

Regardless of the outcome, they're victorious if they prevent Sun Tzu from being taken. If they can't, Sun Tzu becomes an ally of Set. The god manipulates his mind and enslaves him. Now Set has the power of the Monkey King Staff and Sun Tzu's mind to aid his cause.

## NPC Characters

Some of the characters in this section are provided for you to throw into various Plot Point scenarios or Savage Tales at your leisure. Others are directly involved in the story. All of them are useful personalities to have at your disposal. Ladies and gentlemen, we are delighted to present to you a broad list of memorable characters, a cast of thousands of potential Extras, and more besides....

### Six Of The Best

Here's a smattering of important people across the Sunfire Domain. Although we call them 'six of the best' not all of them are actually good behind the smiles and pleasant talk. This is where you get to meet them in detail and find out what makes them tick, as well as little secrets we've added to spice things up. Use this information as it suits you.

#### Agent Hamadi

**Looks:** Agent Hamadi is a swarthy man of around thirty years of age, with an honest face and bright augmented silver eyes (Techno-Magic implants). He wears a sleek white and gold tailored suit and has gold tinted Hard-light shades. He carries himself with an almost regal bearing and his short dark hair is never out of place.

**Personality:** An immaculate and fastidious man, Hamadi comports himself professionally at all times. His







personality borders on obsessive and he has an incredible eye for detail. He is also well trained in psychological manipulation.

**Potted History:** Before Ra's new vision for the future, Hamadi was one of the ancient guardians of Egypt, part of a mystical order protecting the secrets of the Pharaohs' tombs. Later on he was recruited by Ra and is now very close to being a demigod in his own right. He serves as Ra's right hand man in the god's pyramid. He has worked for Ra for hundreds of years but this new promotion is ten years old. Ra's previous right hand minion was destroyed by Set upon the god's breakout from the pantheon's regime.



### Agent Hamadi

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

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

**Pace 6 Parry 9 Toughness 10(2) Pulse 25 Charisma +2**

**Edges:** Attractive, Brawny, Cool as Ice, Dodge, Fast Healer, Improved Block, Improved Penetrating Strike, Improved Sweep

**Gear:** Hard-light shield belt, Knife of Sekhmet, Judgment of Anubis, Sekhmet Raptor, Hard-light shades. Agent Hamadi will also have any Hard-light technology appropriate to the mission Ra has assigned him to.

#### 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.

### Security Captain Tamani

**Looks:** Security Captain Tamani is a young man, of around twenty-five years of age with short black hair and dark blue eyes. He wears the dark colors of Ra's Police Force, the Hypertech Security Agency. The uniform he wears is a unisex crisp suit woven with ballistic protection materials and festooned with pockets. He stands at around five foot six and doesn't look intimidating, unless you look in his eyes — there you can see a no-nonsense personality shining through.

**Personality:** Tamani is a young man who tends to go by the book, but knows when to bend a rule and turn a blind eye. He's direct in his dealings and is a skilled negotiator. Tamani speaks in a direct voice and never loses his temper even if things go seriously wrong. He doesn't

have much time for people who play games with him. If you lie to him you'll end up wishing you hadn't.

**Potted History:** Tamani is one of those success stories. He started out life as a simple beat cop and pounded the streets of various zones until he came to Ra's attention. The god put him in contact with the right people and had him trained to be the best replacement for an aging Security Captain. Tamani has been in this position only a year but he's already making a name for himself. He busted a Dreg gang recently, earning him the ire of Jabari. In turn, Jabari hired Kepi to try and remove this young thorn in his side. Kepi has made several advances, but Tamani isn't interested. He prefers his women a little more saintly.



### Security Captain Tamani

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

**Skills:** Climbing d6, Fighting d10, Notice d6, Shooting d12, Stealth d10, Throwing d10

**Pace 8 Parry 9 Toughness 8(2) Pulse 25**

**Edges:** Acrobat, Deadly Aim, Extraction, Fleet-Footed, Improved Block, Improved Dodge, Marksman, Rock and Roll!, Steady Hands

**Gear:** Hard-light shield belt, Knife of Sekhmet, Judgment of Anubis, Sekhmet Raptor, Hard-light shades. Captain Tamani will also have any Hard-light technology appropriate to the mission Ra has assigned him to.

#### 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.

### Kepi

**Looks:** A six-foot-three tall woman, she's in her late 20s and has mid-length dusky blonde hair and grey-green eyes. She has the Egyptian cast to her face, which marks her beauty with strong angular lines and round soulful eyes. She is generously curvy and wears fitted Hard-light dresses, which change as the hour rolls on. She is a stunning woman and with her red lined lips, her smile can easily disarm most people she meets. She usually carries a small knife hidden somewhere on her person and her watch has a garrote built in.

**Personality:** An easygoing woman with a delightful personality, Kepi is one of Hathor's prime entertainers and has been to hundreds of parties and clubs. She is usually an instant hit with both sexes and talks on a variety of subjects: mundane, technological or even magical if she



has to. She has a strong singing voice and is a well-trained entertainer, mastering all kinds of dance ranging from simple to complex and from formal to the downright erotic. Her personality comes through in both her physical movements and her speech. She never uses contractions and always makes sure to respect physical boundaries, unless invited to cross over.

**Potted History:** Kepi is the Dreg's ace in the hole above their underground dwellings. The truth is she's Jabari's sister and a very dangerous woman. From an early age, she's been trained to do her brother's bidding and worship Set, although she's careful to never show this openly. She's a consummate actress and serves to remove anything that gets in Jabari's way. She gets close to her target and builds trust — even forming a relationship for a few months. Then, when the poor sap doesn't suspect a thing, he mysteriously turns up dead. She's currently trying to find a way to crack Captain Tamani's exterior. So far she's failed, much to the annoyance of her brother. He's given her six months to work something out or he hires a more direct assassin.



### Kepi

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

**Skills:** Fighting d10, Intimidation d10, Knowledge (Poisons) d10, Knowledge (Social) d10, Notice d6+2, Persuasion d10, Shooting d8, Taunt d8

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

**Edges:** Alertness, Charismatic, Command, Fervor, Followers, Hold the Line!, Inspire, Killer Instinct, Natural Leader, Strong Willed, Very Attractive

**Gear:** Variety of poisons, concealed knife, concealed Judgment of Anubis, highly stylized Hard-light shield belt.

#### 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 her own use, enhanced recovery rate and so on.
- **Mistress of Poison:** All of her attacks causing a Wound also cause a level of Fatigue.

### Jabari

**Looks:** At five feet tall and fairly thin, Jabari isn't a man you would consider to be dangerous at all. He wears the castoff clothes of one of Sunfire's Dregs, mismatched and ill-fitting with a cloth cap to protect his bald head. He looks around 40 years old and has a slight growth of stubble he barely manages to keep trimmed. His slate grey eyes are harsh as one might expect for a dweller beneath Ra's golden gaze. His lips have a very slight scar just under his left nostril breaking the skin across both lips and down to just the midpoint of his chin. If someone looked closely they might also spot the large knife he carries under his oversized brown coat.

**Personality:** Jabari has a hatred for Ra bordering on the obsessive; he constantly rants about the city above and the fact his kind has been forced down under the ground. He's no room for rational thought when it comes to Ra's servants or the god himself. He clicks his tongue at the roof of his mouth when in thought.

**Potted History:** Jabari was promised power by Set. He was promised eternal life and even godhood when the time was right. All he has to do is lead some people away from the light of Ra and into the Xaos and darkness under his nose. Jabari's life has not been an easy one, beaten and battered by his peers before he rose to lead them. He's been brutally stabbed and come close to death many times. Yet like an old war dog he keeps on biting back and now he's at the height of his career. He believes Set will raise him up if he can destroy Sunfire from within and does everything he can to whip the Dregs into a foaming hatred towards Ra. Now he's got a new target, Tamani, the young captain who managed to break up one of his schemes. Jabari can't harm Ra but he can kill one of his minions, or so he thinks. He's tasked his own sister with doing so but so far Kepi hasn't had any success. He's close to hiring outside help to remove the young policeman from the equation but he's willing to give Kepi one last chance.



### Jabari

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

**Skills:** Fighting d10, Intimidation d6, Notice d6, Shooting d10, Taunt d6, Throwing d6

**Pace 6 Parry 7 Toughness 11(2) Pulse 25 Charisma +2**

**Edges:** Ambidextrous, Brawny, Charismatic, Dodge, Improved Block, Improved Frenzy, Improved Sweep, Liquid Courage, Two Fisted



**Gear:** Patchwork Medium Armor, Hard-light Kopesh, Knuckledusters, Crossbow Pistol with a variety of ammunition. He also has access to any number of Dreg supply caches, so he has access to any of the weapons, armor, and equipment scavenged by the Dregs.

#### 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.

### Doctor Nailah

**Looks:** A middle-aged woman, Doctor Nailah is still quite attractive and has green eyes and long soft grayish hair she keeps pulled into a long tail. Standing at around six feet in height, she has a slim build and the typical Egyptian features. Nailah wears a simple but elegant Hard-light doctor's uniform with smart trousers, a white shirt and a long grey doctor's coat. She keeps a Hard-light medical computer strapped to her right hip.

**Personality:** She is brusque and professional when she has to be, but when she meets someone she really likes, her kind and gentle nature shines through. She knows what to say to calm the nerves of someone scared of surgery and has more than once had to deliver bad news about a beloved family member. To this end she keeps her personal life separate from her medical one and they very rarely cross.

**Potted History:** A talented nurse from an early age, Nailah actually comes from the Sand Healers but turned her back on the ancient ways to embrace Ra's new technological solutions. She attended the Osiris Medical Center's various study programs and became a doctor later on in life, but very quickly picked up all she needed to know. She went even further to learn surgery using both Ra's Hard-light technology and more traditional methods. She treated Sekhmet for her extreme drunkenness after the goddess met with representatives of the Asgard Pantheon and Loki slipped something into her water.



#### Doctor Nailah

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

**Skills:** Healing d12, Investigation d10+2, Knowledge (Medical) d12+2, Knowledge (Science) d12+2, Notice d10, Streetwise d8+2

**Pace 6 Parry 2 Toughness 7 Pulse 25**

**Edges:** Alertness, Connections (Medical), Healer, Investigator, Jack-of-all-Trades, Patron God (Ra), Scholar

**Gear:** Sol Ark 309, Surgical Kit (+2 to all Healing rolls, with access to Hard-light medical facilities this bonus increases to +4).

#### Special Abilities:

- **Healing Blaze:** This Ra Patron God Power allows her to heal all those around her.
- **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 her own use, enhanced recovery rate and so on.

### Sand Healer Jala

**Looks:** Six foot one and lightly muscular, Jala keeps herself trim. The harsh Aradi Desert keeps her deeply tanned, but she wears protective magical wards on her skin to keep the heat from causing any harm. These wards appear as detailed body-paint patterns. She has long red hair, dark hazel eyes and kohl-lined lips. Although Jala looks around 40 years of age, she is in fact 70. This may well be a magical boon. She wears the flowing robes of the Sand Healers with a simple pair of loose comfortable silken trousers and a shift-halter top made from dark purple silk. Around her neck, she always wears a scarf and a tiny silver cat necklace. She keeps a variety of Sand Healer talismans upon her person at all times.

**Personality:** Jala's a calm and quiet woman on the outside, but her hair matches her temper when she's riled. She has no patience for foolish comments, but is not immune to flattery, as long as it's genuine and sincere. She's quite a sensual person and as a healer, she can soothe the injured with nothing more than gentle tones and carefully chosen words.

**Potted History:** Jala was once a devotee of Bast, living in Sunfire. But one day she met a woman, a wounded Sand Healer named Kiva, who changed her life. Kiva was near death but Jala was able to stabilize her long enough for the Sand Healer to impart her gift. Jala was transformed. She left Bast's city to venture out into the desert, able to walk in the Aradi with no harm coming to her. Even the creatures left her alone. Ten years later, Jala now looks after the Sand Healer camp and guides her people as best she can.



#### Sand Healer Jala

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

**Skills:** Fighting d6, Healing d10, Investigation d10+2, Knowledge (Medical) d10+2, Knowledge (Nature) d10+2, Notice d8, Streetwise d10+2, Survival d10

**Pace 6 Parry 8(1) Toughness 8(2) Pulse 30**



**Edges:** Danger Sense, Healer, Improved Block, Investigator, Linguist, Patron God (Bast), Sand Healing, Scholar

**Powers:** *cauterize, knockout, numb the pain, reset bones, sand saw*

**Gear:** Battle Staff, Knife of Sekhmet, Medium Armor fashioned desert-style. She has a shoulder bag containing various salves and potions, which grants her a +2 to all Healing rolls.

#### 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 her own use, enhanced recovery rate and so on.
- **Moon's Embrace:** The Bast Patron God power forms a protective field around Jala.

## Six Of The Worst

Set has minions and followers just like Ra. These are six of the worst (best) of Set's followers who make life in the city so interesting for everyone else. Of course it wouldn't be as interesting if they were all loyal lapdogs, so we've presented a few here who have their own agendas (as well as a few secrets they hope never come to light). Remember, just as with Six Of The Best above, these NPCs are there to throw into the mix whenever you feel some extra action is needed, or want to add in some side-plots. Enjoy!

### Slave Master Adon

**Looks:** Slave Master Adon is a tall, brutal looking man; heavy set and scarred from head to foot. He is 40 years old and has obviously seen the previous Slave Master's barbed whip more than once. A massive red scar runs from the top of his head to his right shoulder and his red hair is cut short and close to his damaged crown as possible. He has tattoos covering the rest of his body, mostly showing fealty to Apophis, with a large snake on his back devouring the upper part of his neck. His dark black eyes are shadowed behind sallow sockets and his lip has been split, probably from a fistfight. He wears heavy trousers, steel toe-capped boots and a leather apron festooned with various whips, chains and torture implements.

**Personality:** Adon is a loud man, with a barking authoritarian voice. He doesn't give first chances let alone second. Someone who upsets him is likely to have an accident with a pit or saw blade. He is devoted to Apophis and cannot stand Set, though he feigns loyalty.

**Potted History:** Adon rose to the rank of Slave Master when he sawed off the head of the previous brute,

while Adon himself was being tortured. He was born in the slums of the city and taken at adulthood. The guard was impressed when Adon used the jawbone of an ass to brutally murder his three captors. It took six men to bring him down. When finally he was brought to Apophis, he endured the god's anger and took a brutal lashing from the magical whip. Amazingly he survived and was cast into the slave pits rather than killed. Adon was impressed by the power of Apophis and began to study the god. This pleased the snake god immensely. When Olas (the previous Slave Master) attempted to torture Adon for making a figure of Apophis, he killed the Slave Master and Apophis promoted him, much to Set's chagrin.



### Slave Master Adon

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

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

**Pace 6 Parry 9 Toughness 10 (2) Pulse 25**

**Edges:** Berserk, Brawny, Fast Healer, Improved Block, Improved Dodge, Improved Frenzy, Improved Monkey Grip, Improved Sweep, Improved Tough as Nails

**Gear:** Giant Snakehead Kopesh (**Damage:** Str+d12, **Notes:** AP2, 2 Hands, Reach 1), several throwing spears, ceremonial leather armor.

#### 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.

### High Priestess Nakiri

**Looks:** A tall, thin woman, High Priestess Nakiri has cold green eyes and long dark hair. Her thin lips very rarely break into a smile. She looks around 25 and has the haughty cast of an Egyptian High Priestess to her face. She dresses in very little, using body paint to cover her form with a variety of spells showing her allegiance to Set and his cause. A simple loincloth covers her hips and hangs down just past her knees, and a black handled jackal-headed knife rests on her left thigh. Around her neck, she wears a single pendant bearing the mark of Set upon it.

**Personality:** Nakiri is cold and aloof, soft-spoken and fiercely loyal to her master Set. She has an almost photographic memory and knows the various rituals as if they're second nature... which they are. She only shows warmth towards Spy Master Altr, and even in his case, it's only a tiny amount of warmth.



**Potted History:** Nakiri was born to the Third Ones , leading a life of luxury and studying at the various schools and temples. She was a quiet and intelligent child. She was never confrontational and she always listened. And then one day her older sister Astari pushed her down the stairs and Nakiri was knocked unconscious. When she awoke, the change in her personality was startling. She remained staunchly interested in the temple, but now she was plotting her revenge. The end came when Nakiri was chosen for the temple and Astari was passed over. In an argument with her younger sister later, Astari struck her. She recoiled in horror when Nakiri called the guards and sentenced her sister to death there and then. Astari was executed by being buried in a pit of flesh eating beetles and her soul was given to Set.



### High Priestess Nakiri

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

**Skills:** Faith (Set) d12, Fighting d6, Intimidation d10, Knowledge (Religion) d10, Notice d8, Persuasion d10, Shooting d8, Taunt d8

**Pace** 6 **Parry** 5 **Toughness** 7(2) **Pulse** 30  
**Charisma** +2

**Edges:** Charismatic, Command, Empowered, Fervor, Followers, Hold the Line!, Natural Leader, Strong Willed

**Powers:** *armor, barrier, burst, deflection, detect/conceal arcana, fear, healing, puppet*

**Trappings:** Darkness and the ethereal faces of lost souls

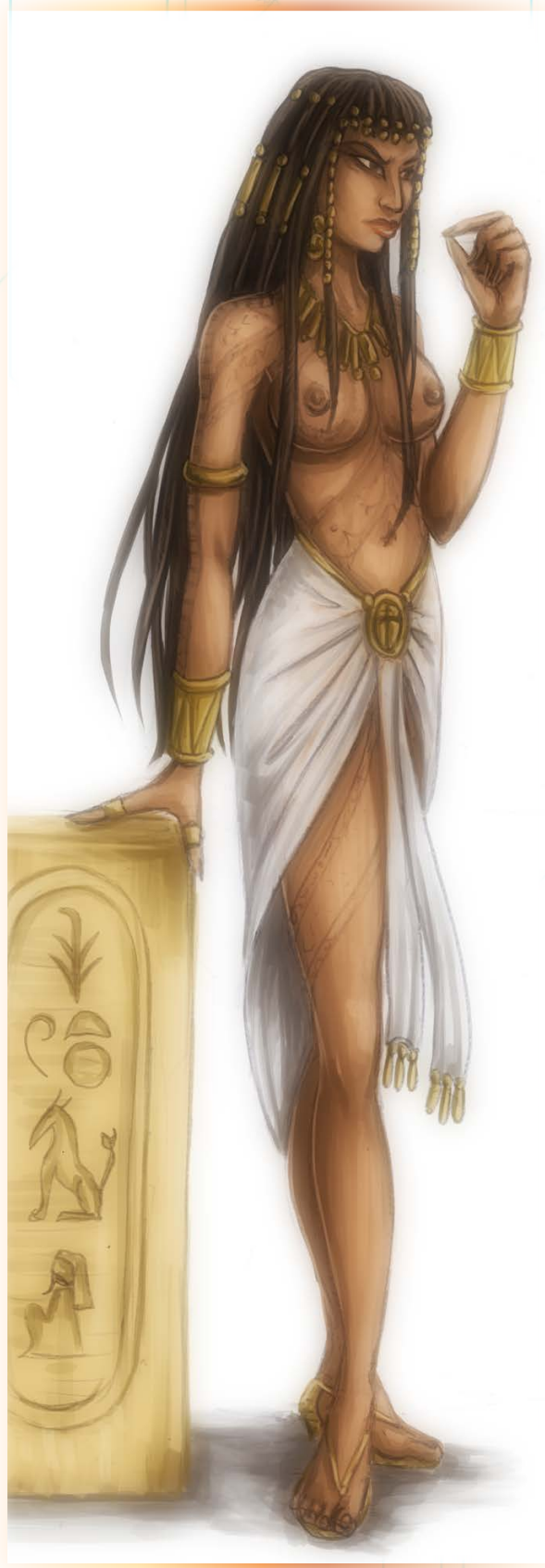
**Gear:** Amulet of Set (+2 Armor all locations, if the wearer dies, his soul is immediately captured by Set, and his body withers into dust. He cannot be brought back to life by any means.), Static Wand.

#### 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 her own use, enhanced recovery rate and so on.

### Merchant Ipri

**Looks:** Like many of the people in the city, Ipri prefers to shave his head and wear loose flowing clothes. It's a hot place and his outfit is designed to conceal a number of hidden knives and weapons, including a nasty katar punch-dagger. He has thin fingers and an even thinner build, almost skeletal looking under his robes. He has





hazel colored eyes and the left one has a slight twitch to it. He looks close to 35, stands at around five foot six and wears dark sandals to protect his feet.

**Personality:** Ipri has an excellent poker face. It's natural he'd be good at hiding his true intent since he hasn't got an honest bone in his body. He'd sell his mother for a chance to make a coin or two. He has a nasal voice and talks with his hands frequently, especially when wheedling a good price in a negotiation.

**Potted History:** Ipri had a simple background. He was a lying, cheating, thieving backstabber in the slums. He got lucky, though. He won a wagon and business in an all-or-nothing game of chance against a very drunken merchant. After he'd won, he arranged for the merchant to be murdered in his sleep at a local watering hole and bribed the guards. So Ipri became the new owner of the market stall in the city's Second Ones zone and left a trail of corpses behind him. He loves to sell fruit by the local well and will often sell a poison fruit to someone who annoys him; the effects vary from extremely uncomfortable to lethal. Of course he will also sell the antidote for the right price. He currently moves his market stall around and is looking to jump to another more lucrative business, should the right one turn up.



### Merchant Ipri

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

**Skills:** Fighting d6, Gambling d10, Investigation d8+2, Knowledge (Local) d10+2, Knowledge (Poisons) d8+2, Notice d8, Streetwise d12+2, Throwing d8

**Pace 6 Parry 6 Toughness 8(2) Pulse 25**

**Edges:** Block, Connections (Black Market), Great Luck, Improvisational Fighter, Improved Level Headed, Investigator, Jack-of-all-Trades, Linguist, Scholar

**Gear:** Fine selection of poisoned fruit, Poison antidotes concealed in his robes, 6 Throwing Knives, Katar, Concealable Spear, Reinforced Robes (+2 Armor all locations).

### Special Abilities:

- *For The Right Price:* As a successful merchant, he has ready access to any mundane equipment, as well as most special equipment and illegal weapons.
- *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.

## Magician Oola

**Looks:** Oola stands at six foot seven and has sharp features and an imposing, thin build. He has an expressive pair of grey eyes, and his mouth is often tilted into a half smile. Judging by his face, he looks to be around 60 or so, but he keeps his dark brown hair in a single ponytail. The colorful robes he wears are covered in a variety of hieroglyphs and magical symbols. Oola carries a bag on his right shoulder with a few odd-looking trinkets hanging off it. Most of them are some form of mystical talisman made from gold. Around his right wrist, he wears a bracelet made from jade carved into the shape of a coiling snake.

**Personality:** Oola is a practical man with no time for weakness. He prefers to be subtle in his magic, but when fighting he will decimate his enemies with devastating spells. Oola's motto is "quick and painful". When dealing with others he treads a fine line between Set and Apophis, offering both gods his worship in equal measure — though he may soon have to choose a side.

**Potted History:** Oola was born in the Temple District and quickly became fascinated by all of the religious paraphernalia attached to the gods. However, he later grew enamored with a young street mage named Seti who could make people vanish into thin air. He begged her to show him some magic and she agreed. He studied sleight of hand and the art of misdirection, until one day she took him further. After they engaged in certain rites, the sorceress gave him command over fire and other elements. She gave him the magic to bring dead souls to his aid and to batter his enemies with flying stones. When she was taken as a servant of one of the many Temple Priests, Oola broke into the man's house and spirited his friend away using the magic he'd learned. He set the priest up and left the most damning piece of evidence he could find there. It was a stolen Techno-Magic artifact he had acquired from Ipri hours earlier in a backroom deal. Set's forces stormed the priest's house and dragged the man off. Oola and Seti became lovers from then on.



### Magician Oola

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

**Skills:** Faith (Set) d10, Fighting d8, Intimidation d10, Knowledge (Religion) d10, Notice d8, Persuasion d10, Shooting d8, Taunt d8

**Pace 6 Parry 6 Toughness 8 Pulse 25 Charisma +2**

**Edges:** Brawny, Empowered, Improved Arcane Resistance, Strong Willed, Trademark Weapon (Improved Rapid Bolt Stave)



**Powers:** armor, burst, dispel, elemental manipulation, environmental protection, healing, obscure, smite

**Trappings:** Elements (primarily fire).

**Gear:** Improved Rapid Bolt Stave (+2 Shooting, can be used as a Settite Staff in melee), Various trinkets which give him +2 to all rolls involving his Powers.

**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.

### Spy Master Altr

**Looks:** Spy Master Altr stands at six feet tall with medium length dark hair, brown eyes and a slim but muscular build. His real age is 40, although he looks no older than 30. He's handsome, but has no distinguishing features save for his cleanly cut dark beard. He wears the open flowing robes of the city folk and doesn't really draw attention to himself. The robes allow him to hide numerous weapons and items beneath them and he's never without some form of dagger or short blade. He wears a couple of leather bracers on his wrists and a wide leather belt around his waist. Hidden inside the belt are a couple of smoke bomb pouches and at least one set of lockpicks.

**Personality:** Altr's a clever strategist and he keeps six steps ahead of everyone else. He's even smart enough to keep ahead of both Set and Apophis. Altr's not privy to their reality-altering plan but he would probably hate it if he found out. He can be easily swayed against them if presented with evidence revealing the god's treachery. Altr prides himself on information and he has numerous personalities he can don at any time.

**Potted History:** He was once a scholar and a member of the priesthood, but after six years of studies he began to suspect something was wrong with someone he trusted. He followed his friend and found out he was meeting in secret with a lover from the slums. Altr had to tell someone, so he told the High Priestess of Set's temple. She arranged for an accident to befall the pair and suggested Set take on the young man as a Spy Master. Altr was trained by Sheshka in the arts of combat and assassination and by Nakiri in the art of observation and the rites of Set. Both women have a soft spot for Altr and they are forming a rivalry over it. Sheshka often spends more time with Altr since he reports to her; and she in turn reports to Set.



### Spy Master Altr

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

**Skills:** Climbing d6+2, Fighting d8, Knowledge (Local) d10+2, Knowledge (Mechanics) d10+2, Lockpicking d10+2, Notice d10, Shooting d10, Stealth d10+2, Throwing d8

**Pace 8 Parry 10 Toughness 6 Pulse 30**

**Edges:** Acrobat, Assassin, Dodge, Extraction, Fleet-Footed, Improved Block, Indomitable, Luck, Marksman, Opportunistic Push, Scavenger, Scholar, Steady Hands, Thief

**Gear:** Altr has whatever equipment is necessary for the task at hand, and can even get access to Ra's Hypertech. He is a Master Spy, after all...

**Special Abilities:**

- **Always Prepared:** Altr is always ready for any mission. No matter what equipment is needed, he has something applicable upon his person, or otherwise readily available. Altr can produce any mundane equipment or small weapon.
- **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.

### Sheshka

**Looks:** Sheshka is a curious woman because she's not Egyptian; she's actually got an English cast to her face. She has the aristocratic features of her country and deep blue eyes concealing malice inside them. Her brown hair is cut into a short bob and she wears a couple of round stud earrings made from gold. She has a curvy figure, stands at around five foot eleven and looks to be in her early 40s. She wears a figure-tight bodice and trouser ensemble, with a robe thrown over the top. Numerous sharp implements of death are openly revealed on her body, with many more hidden all over. She wears ankle-length boots and the left boot contains a hidden blade with a poison dispenser. Around her neck is a hieroglyph-inscribed collar.

**Personality:** Precise, deadly, fastidious and accurate are some excellent words to describe Sheshka. She doesn't care for romantic flowery words, or for those who would try and seduce her. She is adept in reading people's body language and schooling her features. She has no time for anyone save for Spy Master Altr. She's beginning to loathe Nakiri but so far the High Priestess has actually not done anything to openly upset her.



**Potted History:** Sheshka is actually Annabelle Wright, taken from England in the 1800s where she lived as a ruthless, elegant and dangerous aristocrat-thief. She killed people for money and donated some of it to her family to make sure they lived the life they should. When they were thrown into Debtor's Prison for a trumped up charge, she vowed to kill everyone involved in the debacle. She murdered everyone in the town and the prison, disposing all witnesses. She sent her family to France and returned to London only to fall foul of one of Set's minions. She killed the man but was captured by Set's forces. Upon arriving in Xaos she immediately escaped. It took Set's agents 3 days to track her down. Impressed by her tenacity, she was given a choice: serve or die. She decided to serve, because she could always escape again. Set put pay to this and put a collar on her; if she tried to escape it would kill her outright and feed her soul to the magical contraptions in his pyramid. She took the name Sheshka and began to serve him faithfully as his own private assassin.



### Sheshka

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

**Skills:** Climbing d6, Fighting d10, Investigation d10+2, Notice d12+2, Shooting d6, Streetwise d12+2

**Pace 6 Parry 7 Toughness 8(2) Pulse 25 Charisma +2**

**Edges:** Alertness, Danger Sense, Extreme Luck, Favorite of Fate, Great Luck, Improved Block, Improved Dodge, Investigator, Jack-of-all-Trades, Linguist, Noble, Quickdraw

**Gear:** Selection of hidden knives, Settite Crossbow Pistol with a variety of magical ammunition, hieroglyphed bracers allow her to use her own Pulse to cast *Burst* using Smarts for the Spellcasting roll, and her left boot contains a Poisoned Knife which will cause a level of Fatigue on a successful Wound.

### Special Abilities:

- **Collared:** Like many of Set's Chosen, Sheshka has been marked with a magical collar. This grants her +2 Armor, but upon her death her body will wither away, and her soul will be captured by Set.
- **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 her own use, enhanced recovery rate and so on.

## Generic Sunfire NPCs

We're going to look at a smattering of general folk the heroes might encounter, from the Settite priests to the agents of Ra. As always, feel free to mix things up and use these to tweak your campaign to your style. Not all of these NPCs are directly used in the Plot Point or Savage Tales, so be creative!

Ra's Sunfire Domain is populated by various kinds of guards, citizens, spies and Hypertech engineers. More detailed NPCs like the Osiris' captain are detailed in the Plot Point Campaign itself.

### Agents Of Ra

Ra prides himself on his agency, the assassins, spies, enforcers and security forces who really are the favorite of their god. They're the shadow cast by the sun or perhaps the blinding nature of his wrath. If there's no other solution to a problem in the Sunfire Domain (or elsewhere in the Maelstrom), he calls them in. They have access to all of Ra's equipment and his weapon caches and if the city is ever invaded, they're the front-line defense which will kick ass and take names. In combat they're cunning strategists and fond of using stealth tactics to get the drop on their enemies. **Agent Gear:** All Agents are provided with medium armor, a Knife of Sekhmet, a Judgment of Anubis and a Sekhmet Raptor, along with a pair of Hard-light shades and mission-specific equipment.

### Agent

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

**Skills:** Fighting d6, Notice d8+2, Shooting d8, Stealth d8, Streetwise d6

**Pace 6 Parry 5 Toughness 6(2) Pulse 15**

**Edges:** Alertness, Combat Reflexes, Marksman

### Trusted Agent

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

**Skills:** Fighting d8, Notice d10+2, Shooting d8, Stealth d8, Streetwise d8,

**Pace 6 Parry 6 Toughness 7(2) Pulse 20**

**Edges:** Alertness, Combat Reflexes, Dodge, Marksman, Quick, Quick Draw





### Special Agent

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

**Skills:** Fighting d8, Notice d10+2, Shooting d10, Stealth d8, Streetwise d8,

**Pace 6 Parry 6 Toughness 7(2) Pulse 25**

**Edges:** Alertness, Combat Reflexes, First Strike, Improved Dodge, Marksman, Quick, Quick Draw, Trademark Weapon (Sekhmet Raptor)

#### 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 their own use, enhanced recovery rate and so on.

### Dregs

Those who live under Ra's radar are a mixed bunch. They have little more than what they can scavenge, but they're very resourceful scavengers. Some of them will even turn Ra's tech against his agents and enforcers, openly defying the god's will with vicious guerilla tactics. Of course, if the heat gets too much they retreat to their dwellings under the city, luring enemies down below. There, they know every inch of the maze-like tunnels and where all the nasty traps are. **Dreg Gear:** Dregs can have any low-level Hypertech gear, scavenged from the Outer Kingdoms. Some Settite gear can make its way into the hands of the Dregs as well.

### Dreg

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

**Skills:** Fighting d6, Notice d4, Shooting d6, Stealth d6, Streetwise d4, Survival d6

**Pace 6 Parry 5 Toughness 6 Pulse 10**

**Edges:** Brawny, Steady Hands

### Dreg Scrapper

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

**Skills:** Fighting d8, Notice d6, Shooting d6, Stealth d6, Streetwise d6, Survival d6

**Pace 6 Parry 8 Toughness 7 Pulse 15**

**Edges:** Brawny, Combat Reflexes, Improved Block, Steady Hands



### Dreg Veteran

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

**Skills:** Fighting d10, Notice d6, Shooting d8, Stealth d8, Streetwise d6, Survival d6

**Pace 6 Parry 9 Toughness 7 Pulse 20**

**Edges:** Brawny, Combat Reflexes, Frenzy, Improved Block, Steady Hands, Two-Fisted

### Hypertech Engineers

When something breaks down in Ra's realm or you need a brand new piece of Hypertech, these are the men and women you call on. They have a mind-bendingly amazing grasp of physics, keeping formulas in their heads capable of making the average quantum physicist cry. They know the ins and outs of Hard-light nanotech and can build, repair and redesign all kinds of technology from weapons, computers and buildings to Star Navy Hard-light battleships. **Engineer Gear:** Wrist computer, tools. Senior Engineers get an Ark 309 hypercube. Engineers have access to all of Ra's Hypertechnology. They will carry a sidearm or a piece of experimental technology if assigned to the field.

### Engineer

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

**Skills:** Driving d6, Fighting d6, Investigation d8, Knowledge (Hypertech) d10, Notice d8+2, Piloting d6, Repair d10, Shooting d4

**Pace 6 Parry 5 Toughness 5 Pulse 15**

**Edges:** Alertness, Jack-of-all-Trades, McGyver

### Specialist Engineer

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

**Skills:** Driving d6, Fighting d8, Investigation d10, Knowledge (Hypertech) d12, Notice d10+2, Piloting d8, Repair d10, Shooting d6

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

**Edges:** Alertness, Jack-of-all-Trades, Level Headed, McGyver





## Senior Engineer

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

**Skills:** Driving d8, Fighting d8, Investigation d10, Knowledge (Hypertech) d12, Notice d10+2, Piloting d8, Repair d12, Shooting d8

**Pace 6 Parry 6 Toughness 6 (1) Pulse 25**

**Edges:** Alertness, Command, Hard-Light Honcho, Improved Level Headed, Jack-of-all-Trades, McGyver

### 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 their own use, enhanced recovery rate and so on.

## Medics

If someone's injured and can't abide the use of magic to heal broken bones, lacerations and so on, in comes the medic. It's the catchall category for any medical personnel in the Sunfire Domain. From doctors to nurses, surgeons and field medics, they know their way around a nano-scalpel and can operate the various surgery machines to aid them in making people feel a lot better. **Medic Gear:** Medical Kit (+2 to Healer), Light Armor, and a sidearm, typically a pistol. Elite Medics may be given a Hard-light shield.

### Medic

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

**Skills:** Fighting d4, Healing d10, Notice d6, Shooting d4, Survival d6

**Pace 6 Parry 4 Toughness 6(1) Pulse 15**

**Edges:** Danger Sense, Dodge, Healer

### Field Medic

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

**Skills:** Fighting d6, Healing d12, Notice d8, Shooting d6, Survival d8

**Pace 6 Parry 5 Toughness 6 (1) Pulse 20**

**Edges:** Danger Sense, Improved Dodge, Healer



## Trauma Medic

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

**Skills:** Fighting d8, Healing d12, Notice d8, Shooting d8, Survival d8

**Pace 6 Parry 6 Toughness 6 (1) Pulse 25**

**Edges:** Danger Sense, Improved Dodge, Healer

### 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 their own use, enhanced recovery rate and so on.

## Mercenaries

Even though the gods use specialists to supplement their own bodyguards, soldiers and the like, mercenaries are always there to pick up the slack. These soldiers of fortune are found all across the Maelstrom, and the Sunfire Domain is no exception. They use a variety of combat tactics and weapons, have numerous training regimens and can fill any role in a team missing a vital member. Some are do-gooders who like to make a difference; others are cigar-smoking anarchists living to bury a knife in their enemies' guts. Regardless of the type, one thing is certain: if you can find them you can hire them... for a lot of money. **Mercenary Gear:** Mercenaries will be armed as appropriate to the side they are fighting on. Neutral mercs might have a mix of Ra and Settite gear, and Medium Armor at a minimum.

### Mercenary

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

**Skills:** Fighting d8, Notice d6, Shooting d6, Stealth d6, Streetwise d6, Survival d6

**Pace 6 Parry 7 Toughness 9(2) Pulse 10**

**Edges:** Block, Brawny, Combat Reflexes

### Elite Mercenary

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

**Skills:** Fighting d8, Notice d6, Shooting d8, Stealth d8, Streetwise d6, Survival d6

**Pace 6 Parry 8 Toughness 9(2) Pulse 15**

**Edges:** Brawny, Combat Reflexes, Improved Block, Rock and Roll!





### Mercenary Captain

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

**Skills:** Fighting d10, Notice d6, Shooting d10, Stealth d10, Streetwise d6, Survival d6

**Pace 6 Parry 9 Toughness 9(2) Pulse 25**

**Edges:** Brawny, Combat Reflexes, Command, Frenzy, Hard to Kill, Improved Block, Leader of Men, Rock and Roll!

#### 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 their own use, enhanced recovery rate and so on.

### Rangers

Your demigods are likely to encounter rangers at some point, especially when traipsing around other areas of the Maelstrom. These scouts and explorers chart unknown realms, spy on sections of the Maelstrom under Set's dominion and generally go places where other travelers would be too afraid to walk. They travel light and they prefer to observe, using long-range weapons for engagement when possible. If forced to fight up close, their best defense is a swift attack with a Hard-light nano-knife or small blade. **Ranger Gear:** Medium Armor, Knife of Sekhmet, Judgment of Anubis, Sekhmet Raptor, a pair of Hard-light shades, plus mission-specific equipment.

#### Ranger

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

**Skills:** Fighting d6, Notice d8+2, Shooting d10, Stealth d8, Streetwise d6

**Pace 6 Parry 5 Toughness 7 (2) Pulse 15**

**Edges:** Alertness, Combat Reflexes, Dodge, Marksman, Quick

#### Seasoned Ranger

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

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

**Pace 6 Parry 6 Toughness 7 (2) Pulse 25**

**Edges:** Alertness, Combat Reflexes, Dodge, Killer Instinct, Marksman, Quick, Quick Draw



### Pathfinder

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

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

**Pace 6 Parry 7 Toughness 8(2) Pulse 30**

**Edges:** Alertness, Combat Reflexes, First Strike, Improved Dodge, Killer Instinct, Marksman, Nerves of Steel, Quick, Quick Draw

#### 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 their own use, enhanced recovery rate and so on.

### Sand Healers

Having the best of both worlds, a Sand Healer works with a mix of Hypertech and the magical ability to heal patients. There are some Sand Healers who use virtually no tech and rely upon their magical talents. Ra monitors them closely. He doesn't trust them overly much even if they do good work. Sand Healers prefer to remain outside of combat but have a smattering of self-defense training. They can certainly use a small pistol if needs be. There are far more female Sand Healers than there are male. **Sand Healer Gear:** Medical Kit (+2 to Healer), Light Armor, a Staff. Some may be issued a pistol. Elite Healers may be given a Hard-light barrier.

#### Sand Healer

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

**Skills:** Fighting d4, Healing d8, Notice d6, Sand Healing d8, Shooting d4, Survival d6

**Pace 6 Parry 4 Toughness 7(1) Pulse 25**

**Edges:** Danger Sense, Dodge, Healer, Sand Healer

**Powers:** cauterize, numb the pain, sand saw



#### Dunewind Sand Healer

**Attributes:** Agility d8, Smarts d8, Spirit d12+1, Strength d6, Vigor d8

**Skills:** Fighting d8, Healing d8, Notice d8, Sand Healing d12, Shooting d8, Survival d8

**Pace 6 Parry 6 Toughness 7 (1) Pulse 30**

**Edges:** Danger Sense, Improved Dodge, Healer, Professional (Spirit), Sand Healer





**Powers:** cauterize, knockout, numb the pain, reset bones, sand saw

#### 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 their own use, enhanced recovery rate and so on.

### Star Navy Officers

When it comes to serving aboard the Star Navy battleships, the officer is one of the most highly trained members of Ra's forces. They are adept in zero-g combat, battleship tactics and have a hard-as-nails attitude to

warfare in the depths of the Maelstrom. They're also adept in navigating the Maelstrom and fighting aboard a space faring vessel in the mortal realms, should that become necessary. They're well respected by their crew and serve Ra loyally. **Officer Gear:** Ra Sunrod, Judgment of Anubis, Hard-light shield belt.

#### Petty Officer

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

**Skills:** Fighting d6, Intimidation d8, Knowledge (Battle) d6, Notice d6, Pilot d6, Shooting d6, Taunt d6

**Pace 6 Parry 5 Toughness 7 (2) Pulse 10 Charisma +2**

**Edges:** Charismatic, Command, Natural Leader, Strong Willed

#### Officer

**Attributes:** Agility d6, Smarts d8+1, Spirit d8, Strength d4, Vigor d6

**Skills:** Fighting d6, Intimidation d8, Knowledge (Battle) d8, Notice d6, Pilot d8, Shooting d6, Taunt d8

**Pace 6 Parry 5 Toughness 7 (2) Pulse 15 Charisma +2**

**Edges:** Charismatic, Command, Hold the Line!, Natural Leader, Star Navy Tactics, Strong Willed



#### Senior Officer

**Attributes:** Agility d8, Smarts d8+1, Spirit d8, Strength d6, Vigor d6

**Skills:** Fighting d8, Intimidation d8, Knowledge (Battle) d10, Notice d6, Pilot d8, Shooting d8, Taunt d8

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

**Edges:** Charismatic, Command, Fervor, Hold the Line!, Inspire, Natural Leader, Star Navy Tactics, Strong Willed

#### 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 their own use, enhanced recovery rate and so on.



## Star-Navy Crew

The rank and file aboard Ra's battleships are similar in training to the officers except they don't hold a commissioned rank. It's a catchall category for the lowliest deck swab to the able starman aboard a Star Navy vessel. They're extremely well trained in ship boarding and close quarters combat and can operate many of the ships offensive and defensive systems/weapons. **Crew Gear:** A motley collection of knives, staffs, wrenches, and well-worn clubs. Some may be armed with pistols (Use stats from *Savage Worlds*). A Sergeant may have a Judgment of Anubis.

### Crew

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

**Skills:** Climbing d8, Fighting d6, Notice d4, Shooting d6, Taunt d6, Throwing d6

**Pace 6 Parry 5 Toughness 5 Pulse 10**

### Crew Corporal

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

**Skills:** Climbing d8, Fighting d8, Notice d4, Shooting d6, Taunt d6, Throwing d6

**Pace 6 Parry 7 Toughness 5 Pulse 15**

**Edges:** Block, Brawler, Combat Reflexes, Sweep



### Crew Sergeant

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

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

**Pace 6 Parry 8 Toughness 6 Pulse 20**

**Edges:** Brawler, Combat Reflexes, Giant-Killer, Improved Block, Sweep

## Hard-Light Hackers

If your demigods need someone to hack into a system, create a new network or help them install something semi-legal into a company server, they need a Hard-light Hacker. These individuals are equipped with the knowledge of code, design and subroutines well beyond any mundane computer programmer. Ra adores these kinds of people and they have a high place in his society. He usually hires them into his corporation. While there are freelancers in the field, they are few and far between. **Hard-light Hacker**

**Gear:** Ark 309 hypercubes. They have access to all of Ra's Hypertech. Hard-light Savants will be working on the cutting edge prototypes. Weapons, if they have them, will be advanced Hypertech and always ranged.

## Hard-light Programmer

**Attributes:** Agility d6, Smarts d10, Spirit d4, Strength d4, Vigor d6

**Skills:** Investigation d8, Knowledge (Hypertech) d8+2, Knowledge (Security systems) d8+2, Notice d6, Repair d6, Shooting d6

**Pace 6 Parry 2 Toughness 5 Pulse 10**

**Edges:** Danger Sense, Jack-of-all-Trades, Scholar

## Hard-light Hacker

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

**Skills:** Investigation d8, Knowledge (Hypertech) d10, Knowledge (Security systems) d8+2, Notice d8, Repair d8, Shooting d6

**Pace 6 Parry 2 Toughness 5 Pulse 15**

**Edges:** Danger Sense, Jack-of-all-Trades, Scholar



## Hard-light Savant

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

**Skills:** Investigation d10, Knowledge (Hypertech) d12+2, Knowledge (security systems) d8+2, Notice d8, Repair d12, Shooting d6

**Pace 6 Parry 2 Toughness 6 Pulse 20**

**Edges:** Danger Sense, Hard-light Honcho, Jack-of-all-Trades, Scholar

## Tricksters

Your demigods might encounter someone like this, especially if they have something cool the trickster wants. These are the conmen and thieves of the Sunfire Domain. In combat, they use gadgets and short weapons to get the drop on their enemies. They prefer subterfuge to outright confrontation and are usually the first to run when a situation gets out of hand. **Trickster Gear:** These folks would make certain billionaire playboys jealous with all their toys. They have access to interesting weapons, traps, and devices - anything you can dream up. However, their devices are primarily to distract, ensnare, and decoy. They will be armed with low-level weapons and may wear Light Armor in combat situations.



## Cutpurse

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

**Skills:** Fighting d6, Notice d8+2, Shooting d8, Stealth d8, Streetwise d8

**Pace 6 Parry 5 Toughness 6(1) Pulse 10**

**Edges:** Alertness, Quick

## Trickster

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

**Skills:** Fighting d8, Notice d10+2, Shooting d10, Stealth d8, Streetwise d10

**Pace 6 Parry 6 Toughness 6(1) Pulse 15**

**Edges:** Alertness, Combat Reflexes, Dodge, Marksman, Quick, Quick Draw



## Grifter

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

**Skills:** Fighting d8, Notice d10+2, Shooting d10, Stealth d8, Streetwise d10

**Pace 6 Parry 6 Toughness 6(1) Pulse 20**

**Edges:** Alertness, Combat Reflexes, First Strike, Improved Dodge, Marksman, Quick, Quick Draw

## Hyper-Sorcerers

This is a catchall category for all kinds of magic-using technophiles. These are the only magic users Ra tolerates because he created them. They combine the archaic hologlyph manipulation with tech-based foci and have a serious flare for style. They're ruthless in combat and often use disorientation arcana before they let rip with something to rend the very flesh from your bones in a cataclysm of thunder and lightning. It's either that or a seriously hot beam of searing sunlight cooking an enemy in three seconds, medium rare. **Hyper Sorcerer Gear:** Battlestaff, Hard-light shield belt. Hyper-Wizards will be equipped with a Ra Sunrod and the Sun Armor of Ra.

## Hyper-Sorcerer

**Attributes:** Agility d8, Smarts d10, Spirit d6, Strength d4, Vigor d6

**Skills:** Fighting d6, Investigation d8, Knowledge (Arcana) d8+2, Knowledge (Hypertech) d8+2, Notice d8, Sorcery d8, Shooting d6, Streetwise d6

**Pace 6 Parry 5 Toughness 7(2) Pulse 25**

**Edges:** Danger Sense, Jack-of-all-Trades, Hyper-Sorcerer, Linguist, Scholar

**Powers:** *hard-light cascade, tri-light shatter bolt*



## Hyper-Wizard

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

**Skills:** Fighting d8, Investigation d8, Knowledge (Arcana) d8+2, Knowledge (Hypertech) d10+2, Notice d8, Sorcery d12, Shooting d6, Streetwise d6

**Pace 6 Parry 6 Toughness 15(10) Pulse 30**

**Edges:** Danger Sense, Jack-of-all-Trades, Hyper-Sorcerer, Linguist, Scholar

**Powers:** *hard-light cascade, hard-light blink, hologlyph duplicate, refraction, tri-light shatter bolt*

## 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 their own use, enhanced recovery rate and so on.

## Security Teams

This is another catchall category for private security contractors, police force members or corporate security forces. Armed with a variety of weapons and tactics, they look after all sorts of security concerns in the Sunfire Domain and in some cases they act as bodyguards and minders for Ra's favored elite. **Security Gear:** Club, pistol or SMG as appropriate (use the rules for high-tech weapons from *Savage Worlds*). A supervisor may be equipped with a heavier weapon, but certainly not Hypertech.

## Security Guard

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

**Skills:** Climbing d8, Fighting d6, Notice d4, Shooting d6, Taunt d4, Throwing d6

**Pace 6 Parry 5 Toughness 6 Pulse 10**

**Edges:** Brawler, Brawny, Sweep



### Security Shift Leader

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

**Skills:** Climbing d8, Fighting d8, Notice d4, Shooting d8, Taunt d4, Throwing d6

**Pace 6 Parry 7 Toughness 6 Pulse 15**

**Edges:** Block, Brawler, Brawny, Combat Reflexes, Sweep



### Security Supervisor

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

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

**Pace 6 Parry 8 Toughness 5 Pulse 20**

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

### Military Officers

This is Sekhmet's second-favorite kind of people, those who are in the thick of it, leading forces from the front-line. There's no armchair general in her army and she doesn't tolerate anyone who runs from battle. Her officers are tough and ready to fight just like their GROPO counterparts (see below). They tend to be trained in a variety of tactics and often use better quality weapons than the grunts. This isn't always the case and some officers prefer to get their hands dirty with the same equipment as their fellows. **Officer Gear:** Judgment of Anubis, Medium Armor. Officers may also be assigned a Sekhmet Obliterator. All carry Hard-light grenades.

### Military Lieutenant

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

**Skills:** Fighting d6, Intimidation d8, Knowledge (Battle) d6, Notice d6, Persuasion d8, Shooting d6, Taunt d6

**Pace 6 Parry 5 Toughness 7 (2) Pulse 10**

**Edges:** Command, Natural Leader, Strong Willed

### Military Lieutenant-Commander

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

**Skills:** Fighting d6, Intimidation d8, Knowledge (Battle) d8, Notice d6, Persuasion d8, Shooting d6, Taunt d8

**Pace 6 Parry 5 Toughness 7 (2) Pulse 15**

**Edges:** Command, Hold the Line!, Natural Leader, Strong Willed



### Military Commander

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

**Skills:** Fighting d6, Intimidation d8, Knowledge (Battle) d8, Notice d6, Persuasion d8, Shooting d8, Taunt d8

**Pace 6 Parry 5 Toughness 7 (2) Pulse 25**

**Edges:** Command, Fervor, Hold the Line!, Inspire, Natural Leader, Strong Willed

### 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 their own use, enhanced recovery rate and so on.

### GROPO

These are the grunts (GROund POunders) of Ra's armed forces, the truly favored of Sekhmet. They're equipped with decent technology and weapons and have been given excellent training in extended range confrontations and close quarters combat techniques. They make up the rank and file, and can be used as the armed forces of any other of the gods in the Egyptian pantheon if you feel like it. They're also highly trained in explosives and other weapons designed to do a lot of damage over a large radius. In combat they follow the orders of their officer using squad level tactics. **GROPO Gear:** Ra Halo Battle Rifles, Medium Armor, a motley collection of knives and well-maintained hand weapons. Some may be armed with pistols (Use stats for High Tech Pistols from *Savage Worlds*). An NCO may be assigned a Sekhmet Obliterator.

### GROPO

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

**Skills:** Climbing d8, Fighting d6, Notice d4, Shooting d6, Taunt d6, Throwing d6

**Pace 6 Parry 5 Toughness 8 (2) Pulse 10**

**Edges:** Brawler, Brawny, Sweep





### Elite GROPO

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

**Skills:** Climbing d8, Fighting d8, Notice d4, Shooting d8, Taunt d6, Throwing d6

**Pace 6 Parry 7 Toughness 8 (2) Pulse 15**

**Edges:** Block, Brawler, Brawny, Combat Reflexes, Sweep



### GROPO NCO

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

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

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

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



## Osiris Officers

There are a variety of roles aboard a ship like the Osiris. It's not really a Star Navy vessel - it's something else. So here are the various commissioned officers making up the ship's upper echelons, with the captain and other named NPCs appearing later on, in the Plot Point Campaign. The officer stats can be used for navigators, gunnery officers, security on the ship and other roles. They're well trained in shipboard combat, zero-g and usually have the best gear Ra can offer. **Officer Gear:** Judgment of Anubis, Hard-light Shield Belt, Ra Sunrod, and access to the Osiris' Armory.

### Osiris Petty Officer

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

**Skills:** Fighting d6, Intimidation d8, Knowledge (Battle) d6, Notice d6, Persuasion d8, Shooting d6, Taunt d6

**Pace 6 Parry 5 Toughness 7 (2) Pulse 10**

**Edges:** Command, Luck, Natural Leader, Strong Willed

### Osiris Officer

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

**Skills:** Fighting d6, Intimidation d8, Knowledge (Battle) d8, Notice d6, Persuasion d8, Shooting d8, Taunt d8

**Pace 6 Parry 5 Toughness 7 (2) Pulse 15**

**Edges:** Command, Hold the Line!, Luck, Natural Leader, Strong Willed



### Osiris Senior Officer

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

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

**Pace 6 Parry 6 Toughness 7 (2) Pulse 25**

**Edges:** Command, Fervor, Hold the Line!, Inspire, Luck, Natural Leader, Strong Willed

#### 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 their own use, enhanced recovery rate and so on.

## Osiris Crewmen

Aboard the Osiris these individuals have a variety of roles, from the lowliest guard to the second engineer. They're all important. There's a lot to do aboard a ship like the Osiris, and when it comes to protecting their vessel, they are very well trained. They have solid zero-g combat training and can fight proficiently in close quarters aboard a ship, generally a bit better in every area than other Star Navy crewmen. When not doing their duty they're often found relaxing and letting off steam. **Osiris Crew Gear:** A motley collection of knives and well-used hand weapons. Some may be armed with pistols (Use stats for High Tech Pistols from *Savage Worlds*), all are issued a Hard-light shield belt.

### Osiris Crewman

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

**Skills:** Fighting d6, Gambling d6, Notice d4, Shooting d6, Taunt d6, Throwing d6

**Pace 6 Parry 5 Toughness 8 (2) Pulse 10**

**Edges:** Acrobat, Brawny, Sweep

### Osiris Corporal

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

**Skills:** Fighting d8, Gambling d6, Notice d4, Shooting d8, Taunt d6, Throwing d6

**Pace 6 Parry 8 Toughness 8 (2) Pulse 15**

**Edges:** Acrobat, Block, Brawny, Combat Reflexes, Sweep



### Osiris Sergeant

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

**Skills:** Fighting d8, Gambling d8, Intimidation d6, Notice d6, Shooting d10, Taunt d6, Throwing d6

**Pace 6 Parry 8 Toughness 7 (2) Pulse 20**

**Edges:** Acrobat, Brawny, Combat Reflexes, Improved Block, Sweep

## Generic Xaos NPCs

To maintain his city Set requires a wide variety of NPCs: soldiers, slaves, priests and assassins. Xaos is also populated by a lot of magic practitioners to balance out the Hypertech used by Ra.



## Assassins

Set's assassins are masters of the hidden blade, poison and a knife in the dark. Handpicked from birth and trained in the ways of murder, they undergo savage rituals binding their souls to the god and should they ever break their oath, the consequences can be extremely dire indeed. They're adept at sneaking, backstabbing and infiltration. When in combat they often use debilitating poisons and items to allow a quick escape. They don't like open confrontation and they're often also adept at disguise and misdirection. **Assassin Gear:** Set Blade, Concealable Spear, several knives, and a Magic Bomb with the *Obscure* Power. All weapons are Poisoned, which causes a level of Fatigue on any successful Wound.

### Assassin

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

**Skills:** Climbing d6, Fighting d8, Notice d6, Shooting d8, Stealth d8, Throwing d8

**Pace 8 Parry 6 Toughness 5 Pulse 10**

**Edges:** Acrobat, Assassin, Fleet-Footed, Steady Hands

### Assassin Adept

**Attributes:** Agility d10, Smarts d6, Spirit d4, Strength d6, Vigor d6

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

**Pace 8 Parry 8 Toughness 5 Pulse 15**

**Edges:** Acrobat, Assassin, Block, Dodge, Extraction, Fleet-Footed, Steady Hands



### Master Assassin

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

**Skills:** Climbing d6, Fighting d10, Notice d6, Shooting d10, Stealth d10, Throwing d10

**Pace 8 Parry 9 Toughness 5 Pulse 20**

**Edges:** Acrobat, Assassin, Dodge, Extraction, Fleet-Footed, Improved Block, Marksman, Rock and Roll!, Steady Hands

## Citizens

These are average citizens of the city, from the lowest-of-the-low slum dweller to the cream of the crop Third Ones. They've flocked to serve Set and help his city grow. Any given citizen might have his own hopes and dreams at the moment, but he's focused on the god's desires and nothing more. These people will probably react negatively to your demigods if they find out they work for Ra. There are probably some dissenters among the rank and file, but good luck getting them to speak out. In combat they're likely to try to fight but will run if pressed with a superior force. **Gear:** Anything they can scrounge up!

### Struggling Citizen

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

**Skills:** Fighting d6, Intimidation d6, Notice d6, Taunt d6, Throwing d4

**Pace 6 Parry 5 Toughness 6 Pulse 10**

### Citizen

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

**Skills:** Fighting d4, Intimidation d6, Notice d6, Shooting d4, Taunt d6

**Pace 6 Parry 4 Toughness 5 Pulse 15**

### Successful Citizen

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

**Skills:** Fighting d4, Intimidation d6, Notice d6, Shooting d6, Taunt d6, Throwing d6

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

## Concubines

The mistresses of a Pharaoh or other powerful figure can be a useful information source for your demigods. Since the culture is often based on ownership, your demigods might find a concubine in Xaos who is more than willing to lend them a hand in return for favors. Concubines don't like to get into combat but you can bet if push comes to shove, they'll stab and run. **Concubine Gear:** Concubines favor small knives, usually poisoned, and then a quick getaway. Poisoned blades cause a level of Fatigue on a successful Wound.



## Concubine

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

**Skills:** Fighting d4, Investigation d4, Knowledge (Arts) d6, Knowledge (Local) d6, Knowledge (Seduction) d8, Notice d6+2, Persuasion d6, Streetwise d6

**Pace 6 Parry 4 Toughness 5 Pulse 10 Charisma +4**

**Edges:** Alertness, Very Attractive

## Favored Concubine

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

**Skills:** Fighting d6, Investigation d4, Knowledge (Arts) d8+2, Knowledge (Local) d6, Knowledge (Seduction) d8+2, Notice d6+2, Persuasion d8, Streetwise d6

**Pace 6 Parry 5 Toughness 5 Pulse 15 Charisma +4**

**Edges:** Alertness, Danger Sense, Scholar, Very Attractive



## Concubine Mistress

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

**Skills:** Fighting d6, Investigation d6, Knowledge (Arts) d8+2, Knowledge (Local) d8, Knowledge (Seduction) d10+2, Notice d6+2, Persuasion d8, Streetwise d6

**Pace 6 Parry 5 Toughness 6 Pulse 25 Charisma +6**

**Edges:** Alertness, Charismatic, Danger Sense, Jack-of-all-Trades, Scholar, Very Attractive

### 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 their own use, enhanced recovery rate and so on.

## Gladiators

Gladiators fight for sport and the pleasure of others, but they can sometimes win their freedom. Freedom usually means being inducted into the ranks of Set's warriors. Some of them have risen to fame as great captains and led Set's forces to victory elsewhere in the Maelstrom. They're adept at close-quarters combat and use a variety of weapons; some of them have even dabbled in

rudimentary spells and spell-like effects. They're trained to always remain in the thick of battle, and do not fear death.  
**Gladiator Gear:** Heavy Gladiatorial Armor, a selection of nasty close combat weapons such as a settite kopesh and a katar.

## Gladiator

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

**Skills:** Climbing d6, Fighting d8, Notice d6, Shooting d6, Stealth d8, Throwing d8

**Pace 8 Parry 6 Toughness 10 (4) Pulse 10**

**Edges:** Ambidexterity, Brawny, Fleet-Footed

## Pit Fighter

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

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

**Pace 8 Parry 8 Toughness 10 (4) Pulse 15**

**Edges:** Ambidexterity, Block, Brawny, Dodge, Extraction, Fleet-Footed



## Arena Champion

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

**Skills:** Climbing d6, Faith d6, Fighting d12, Notice d6, Shooting d6, Stealth d8, Throwing d10

**Pace 8 Parry 10 Toughness 11 (4) Pulse 25**

**Edges:** Ambidexterity, Block, Brawny, Empowered, Extraction, Fleet-Footed, Improved Block

**Powers:** bolt, obscure

**Trappings:** Weapons of the arena

### 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 their own use, enhanced recovery rate and so on.



## Priests

For those who only have access to basic rituals or medium-level enchantments, the priest calling is perfect. They aren't given much in the way of responsibility in Set or Apophis' religion, but they can hold services and perform basic rituals. They're the rank and file when it comes to magical warfare against Ra, though they're expected to fight just as hard as the warriors and are trained for close combat. **Priest Gear:** Settite Staff.

### Neophyte

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

**Skills:** Faith d6, Fighting d4, Intimidation d8, Knowledge (Religion) d6, Notice d6, Persuasion d8, Shooting d6

**Pace 6 Parry 4 Toughness 5 Pulse 10**

**Edges:** Command, Empowered

**Powers:** armor, divine intervention

### Priest

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

**Skills:** Faith d8, Fighting d6, Intimidation d8, Knowledge (Religion) d8, Notice d6, Persuasion d8, Shooting d6, Taunt d4

**Pace 6 Parry 5 Toughness 5 Pulse 15**

**Edges:** Command, Empowered, Fervor, Strong Willed

**Powers:** armor, barrier, divine intervention, stun



### Favored Priest

**Attributes:** Agility d6, Smarts d8, Spirit d10, Strength d4, Vigor d6

**Skills:** Faith d10, Fighting d6, Intimidation d10, Knowledge (Religion) d10, Notice d6, Persuasion d10, Shooting d6, Taunt d6

**Pace 6 Parry 5 Toughness 5 Pulse 20 Charisma +2**

**Edges:** Charismatic, Command, Empowered, Fervor, Inspire, Strong Willed

**Powers:** armor, barrier, deflection, divine intervention, smite, stun

## High Priests

Those favored or lucky enough to become high priests are often the most devout and powerful of the god's followers. Following one of the dark gods grants high priests access to terrible and devastating magic using the souls of the damned or the hissing serpents of Apophis' wrath. They lead all of the important rituals and perform the requisite sacrifices in the name of their god. They also choose the partner for an approved marriage. In combat they open up with spells capable of stopping the heart, cracking bones or basically demoralizing the enemy in some way. They can also use magic to sway a powerful foe to their side for a while. **High Priest Gear:** Depending on their affiliation, the high priest will have either a Rapid Blast Stave firing shadowy Xaos *blasts*, or a Rapid Bolt Stave firing snake-like *bolts* of power.

### High Priest

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

**Skills:** Faith d8, Fighting d6, Intimidation d8, Knowledge (Religion) d8, Notice d6, Persuasion d8, Shooting d6, Taunt d6

**Pace 6 Parry 5 Toughness 5 Pulse 20 Charisma +2**

**Edges:** Charismatic, Command, Empowered, Natural Leader, Strong Willed

**Powers:** armor, divine intervention, puppet, smite



### Favored High Priest

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

**Skills:** Faith d10, Fighting d6, Intimidation d10, Knowledge (Religion) d10, Notice d6, Persuasion d8, Shooting d6, Taunt d8

**Pace 6 Parry 5 Toughness 5 Pulse 25 Charisma +2**

**Edges:** Charismatic, Command, Empowered, Fervor, Natural Leader, Strong Willed

**Powers:** armor, barrier, divine intervention, puppet, smite, stun

### 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 their own use, enhanced recovery rate and so on.





### Empowered High Priest

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

**Skills:** Faith d12, Fighting d6, Intimidation d10, Knowledge (Religion) d12, Notice d6, Persuasion d10, Shooting d6, Taunt d8

**Pace 6 Parry 5 Toughness 5 Pulse 30 Charisma +2**

**Edges:** Charismatic, Command, Empowered, Fervor, Inspire, Natural Leader, Strong Willed

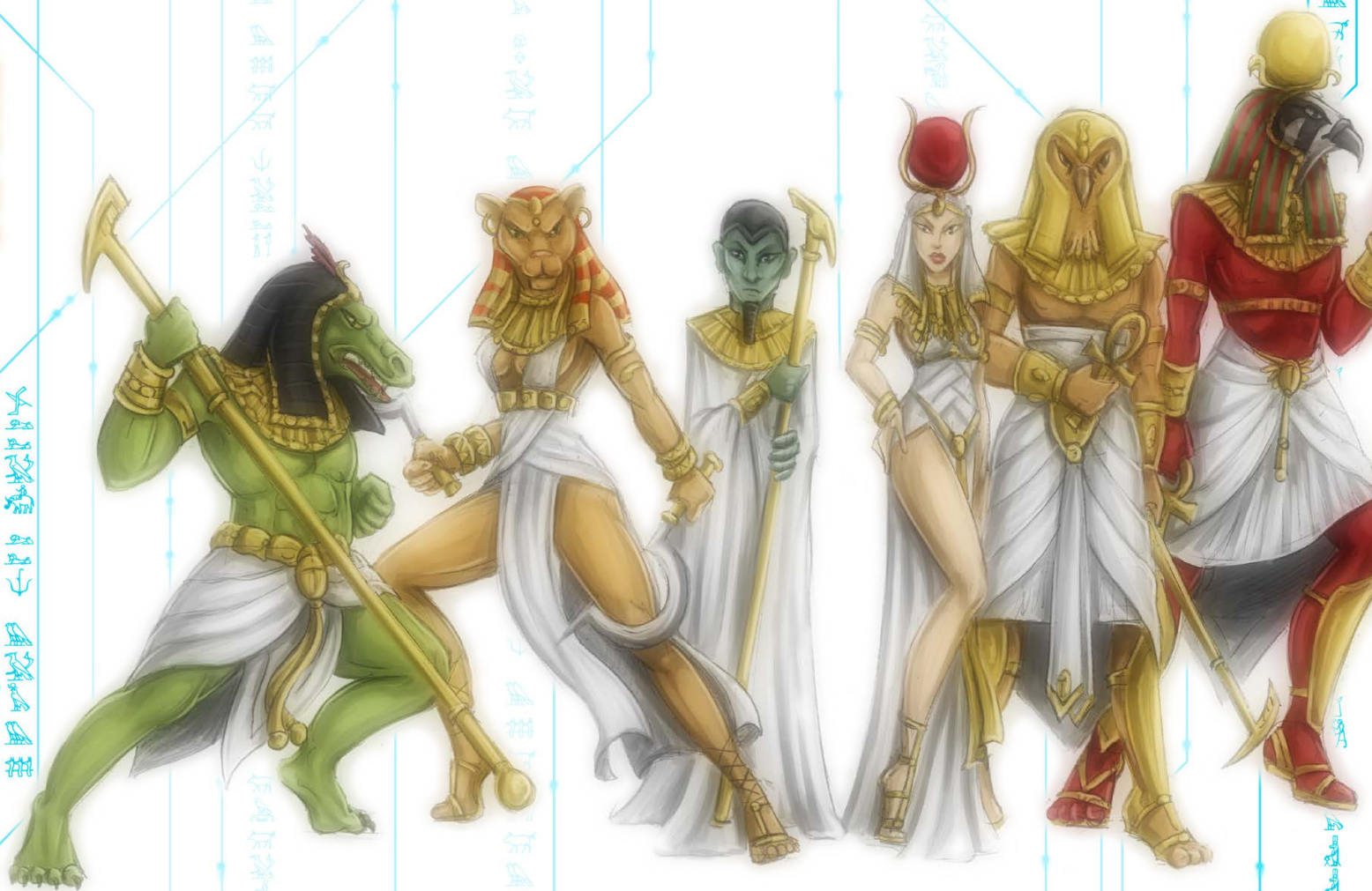
**Powers:** *armor, barrier, deflection, divine intervention, puppet, shapechange, smite, stun*

#### 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 their own use, enhanced recovery rate and so on.

### Temple Guards

Those warrior captains who impress the powers-that-be enough are often given a transfer, right into the heart of their god's graces. They become temple guards and are responsible for protecting the god's belongings as well as their chosen people. Temple guards are well trained, don't run from battle and very rarely will they betray their god. They're usually armed with close-quarter weapons and at least one backup they can use from a distance if they have to. **Temple Guard Gear:** These warriors are often the last line of defense for a Xaos temple, so they're equipped with the best. Settite Kopesh, Settite Arcanus Armor. Exemplars may be armed with a Settite Splinter Gun.





## Temple Guard

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

**Skills:** Climbing d8, Fighting d6, Intimidation d6, Knowledge (Religion) d6, Notice d4, Shooting d6, Throwing d6

**Pace 6 Parry 5 Toughness 10 (5) Pulse 10**

**Edges:** Brawler, Martial Artist, Sweep

## Temple Protector

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

**Skills:** Climbing d8, Fighting d8, Intimidation d6, Knowledge (Religion) d8, Notice d6, Shooting d8, Throwing d6

**Pace 6 Parry 7 Toughness 10 (5) Pulse 15**

**Edges:** Brawler, Block, Combat Reflexes, Martial Artist, Sweep



## Temple Exemplar

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

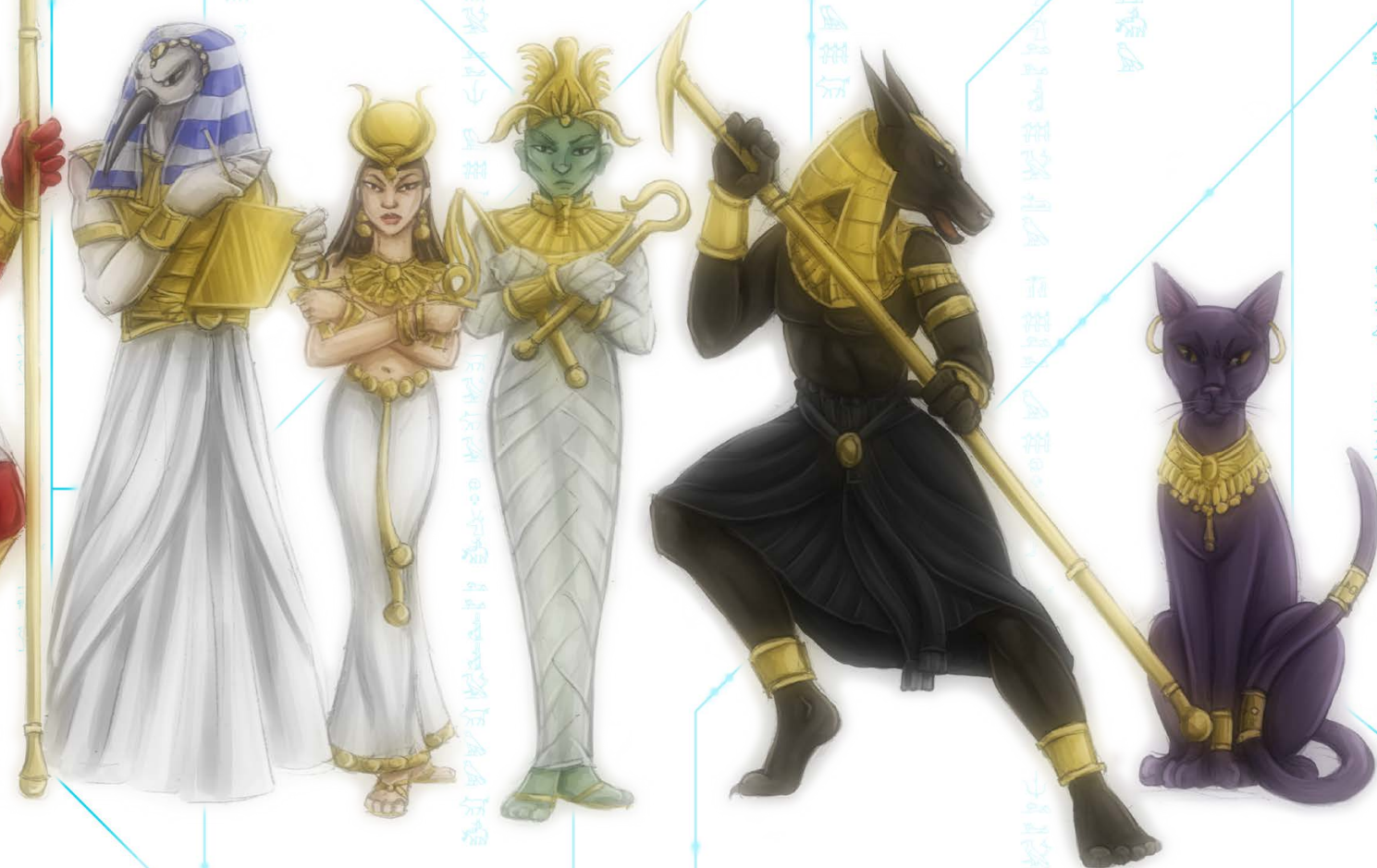
**Skills:** Climbing d8, Fighting d8, Intimidation d8, Knowledge (Religion) d10, Notice d6, Shooting d8, Throwing d6

**Pace 6 Parry 8 Toughness 11 (5) Pulse 25**

**Edges:** Brawler, Combat Reflexes, Giant-Killer, Improved Block, Martial Artist, Sweep

### 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 their own use, enhanced recovery rate and so on.



For GMs



## Thieves

Like the trickster in the Sunfire Domain, a thief is a catchall category for any kind of vagabond found in Xaos. They're perfect foils for your demigods as they can purloin important items and cross paths with them time and time again. A good thief might also make a decent ally in the city when the heroes need to break into somewhere important, especially one of Set's temples. They can also give your demigods much needed information on the city, for the right price. That said, it's likely that some thieves in Xaos are going to be very loyal to Set and Apophis, having been punished in the past for their transgressions. In combat they like to use distractions and short weapons, preferring to run rather than fight - only battling hard when cornered. **Thief Gear:** Much like the tricksters, thieves are equipped with anything you can dream up. They can gain access to many interesting weapons, traps, and devices, but are usually armed with low-level weapons and wear Light Armor. They use Magical Bombs with the *Obscure* Power, and are fond of Pistol Crossbows. Only Fellblades will have access to magical ammunition.

### Thief

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

**Skills:** Climbing d6+2, Fighting d6, Lockpicking d6+2, Notice d6, Shooting d6, Stealth d8+2, Streetwise d6

**Pace 6 Parry 5 Toughness 6 (1) Pulse 10**

**Edges:** Quick, Thief

### Daggerborn

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

**Skills:** Climbing d8+2, Fighting d8, Lockpicking d8+2, Notice d6, Shooting d8, Stealth d10+2, Streetwise d8

**Pace 6 Parry 6 Toughness 7 (1) Pulse 20**

**Edges:** Combat Reflexes, Dodge, Marksman, Nerves of Steel, Quick, Quick Draw, Thief



### Fellblade

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

**Skills:** Climbing d8+2, Fighting d10, Lockpicking d10+2, Notice d8, Shooting d10, Stealth d10+2, Streetwise d8

**Pace 6 Parry 7 Toughness 7(1) Pulse 25**

**Edges:** Combat Reflexes, Dodge, First Strike, Improved Nerves of Steel, Marksman, Quick, Quick Draw, Thief

### 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 their own use, enhanced recovery rate and so on.

## Warrior Captains

A warrior captain is a gladiator who has done well, a warrior who has impressed the gods or someone who was born to the calling. He leads Set and Apophis' forces and expects nothing less than complete loyalty from his forces. Insubordination is punished harshly. Warrior captains use close-quarters weapons and are well trained in squad level tactics. Some of them operate Set's powerful magical flying machines and use his best quality weapons. **Warrior Captain Gear:** These leaders are equipped well, preferring the Settite Kopesh to all other hand weapons. In addition to wearing Heavy Armor, they will also carry Bombs and Magic Bombs.



### Gladiator Warrior Captain

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

**Skills:** Fighting d12, Intimidation d8, Knowledge (Battle) d8, Notice d6, Persuasion d4, Shooting d6, Taunt d8, Throwing d10

**Pace 6 Parry 10 Toughness 11 (5) Pulse 25**

**Edges:** Combat Reflexes, Command, Improved Block, Improved Dodge, Improved Frenzy, Quick

### 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 their own use, enhanced recovery rate and so on.



### Tactician Warrior Captain

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

**Skills:** Fighting d10, Intimidation d8, Knowledge (Battle) d12, Notice d8+2, Persuasion d8, Shooting d8, Throwing d6

**Pace 6 Parry 6 Toughness 11 (5) Pulse 25**



**Edges:** Alertness, Command, Command Presence, Common Bond, Fervor, Hold the Line!, Leader of Men, Natural Leader, Tactician

**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 their own use, enhanced recovery rate and so on.



**Empowered Warrior Captain**

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

**Skills:** Faith d8, Fighting d8, Intimidation d8, Knowledge (Battle) d8, Notice d6, Persuasion d6, Shooting d8, Throwing d6

**Pace 6 Parry 6 Toughness 10 (5) Pulse 25**

**Edges:** Arcane Resistance, Command, Elan, Empowered, Inspire, Rapid Recharge, Strong Willed

**Powers:** *barrier, deflection, divine intervention, smite, stun*

**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 their own use, enhanced recovery rate and so on.

**Warriors**

The front-line forces of Set and Apophis act as police and guard the minor establishments. These are the ones who go to war against Set's enemies across the Maelstrom and who will fight tooth and nail come an invasion of Xaos. They're armed with various weapons, mundane and magical, and they know all manner of tactics, from squad level to close combat. Some of these warriors control Set's magical flying machines and use his most powerful weapons. They're conditioned to remain stalwart in battle and are hard to break in terms of morale. **Warrior Gear:** Heavy Armor, and either carries a selection of melee weapons and a shield, or is equipped with a Reaping Crossbow.

**Warrior**

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

**Skills:** Fighting d8, Intimidation d4, Knowledge (Battle) d4, Notice d6, Shooting d8, Taunt d6, Throwing d8

**Pace 6 Parry 6 Toughness 10 (5) Pulse 10**

**Edges:** Berserk, Extraction, First Strike

**Fighter**

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

**Skills:** Fighting d8, Intimidation d6, Knowledge (Battle) d6, Notice d6, Shooting d8, Taunt d6, Throwing d8

**Pace 6 Parry 7 Toughness 10 (5) Pulse 15**

**Edges:** Berserk, Block, Combat Reflexes, Extraction, First Strike



**Champion**

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

**Skills:** Fighting d10, Intimidation d6, Knowledge (Battle) d6, Notice d6, Shooting d8, Taunt d6, Throwing d8

**Pace 6 Parry 9 Toughness 11 (5) Pulse 20**

**Edges:** Berserk, Combat Reflexes, First Strike, Improved Block, Improved Extraction

**Xaos Sorcerers**

We've discussed Set and Apophis' priests, but there's another breed of magic user who draws power from the dark heart of the Maelstrom. From places best left unspoken, these are the Xaos Sorcerer's who make deals with powers much older than the gods, much more devious too, and bend these deals to their will. They're wielders of strong and powerful magic and if they banded together they'd almost rival Set or Apophis themselves. The gods are secretly pleased the Sorcerers of Xaos are allied with them and have pledged their allegiance, although they have plans in case these powerful warrior mages ever step over their bounds. In battle they call on the forces of magic to cleave buildings in half and shatter whole armies. **Sorcerer Gear:** Settite Kopesh, Static Wand, Rapid Blast Stave.



## Xaos Sorcerer

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

**Skills:** Fighting d6, Intimidation d6, Knowledge (Arcana) d6, Notice d6, Persuasion d6, Shooting d6, Spellcasting d8, Taunt d6

**Pace 6 Parry 5 Toughness 5 Pulse 15**

**Edges:** Combat Reflexes, Elan, Gifted

**Powers:** armor, bolt, burst, smite

## Xaos Mage

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

**Skills:** Fighting d6, Intimidation d6, Knowledge (Arcana) d8, Notice d6, Persuasion d6, Shooting d8, Spellcasting d10, Taunt d6

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

**Edges:** Combat Reflexes, Elan, Gifted, Rapid Recharge

**Powers:** armor, barrier, bolt, burst, smite, stun



## Xaos Wizard

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

**Skills:** Fighting d6, Intimidation d6, Knowledge (Arcana) d8, Notice d6, Persuasion d6, Shooting d8, Spellcasting d12, Taunt d6

**Pace 6 Parry 5 Toughness 5 Pulse 25**

**Edges:** Combat Reflexes, Elan, Gifted, Improved Rapid Recharge

**Powers:** armor, barrier, bolt, burst, puppet, smite, stun, teleport

### 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 their own use, enhanced recovery rate and so on.

## Deathbringers

There are elite assassins, and then there are the Deathbringer. This particular breed of warrior is the true master of death. They're trained in many forms of combat, given access to the best magical weapons, tools and equipment Set or Apophis can provide. But there's a twist. Remember where we said Set and Apophis didn't like tech? Well, Deathbringers are trained in kicking ass using the

weapons of their enemies. Adept at up close and personal attacks or killing from a distance with a rifle, they're truly a fearful foe. **Deathbringer Gear:** As per their mission, they are equipped with Sekhmet Raptor rifles, and Hard-light shades. They also have a short blade of their choice, such as a concealable spear or a pair of katars. Deathbringer Reapers may choose to use a Heavy Sniper Crossbow or a Shard Rifle. All ammunition and weapons are Poisoned, which causes a level of Fatigue on any successful Wound.

## Deathbringer

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

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

**Pace 8 Parry 8 Toughness 5 Pulse 20**

**Edges:** Acrobat, Assassin, Block, Dodge, Fleet-Footed, Marksman, Martial Artist

## Deathbringer Knight

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

**Skills:** Climbing d8, Fighting d10, Notice d8, Shooting d10, Stealth d10, Throwing d8

**Pace 8 Parry 8 Toughness 5 Pulse 25**

**Edges:** Acrobat, Assassin, Block, Extraction, Fleet-Footed, Improved Dodge, Marksman, Martial Artist

### 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 their own use, enhanced recovery rate and so on.



## Deathbringer Reaper

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

**Skills:** Climbing d8, Fighting d10, Notice d8, Shooting d12, Stealth d10, Throwing d10

**Pace 8 Parry 8 Toughness 5 Pulse 30**

**Edges:** Acrobat, Assassin, Block, Extraction, Fleet-Footed, Improved Dodge, Improved Martial Artist, Marksman, Steady Hands



### 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 their own use, enhanced recovery rate and so on.

## Techbreakers

Set keeps these elite forces' training secret, away from Apophis. The snake god doesn't know about these particular troops. They're Set's ace in the hole against Ra's technological advances. Just like the Deathbringer is accustomed to using tech, the Techbreaker learns all there is to know about computer systems and the technology which makes Ra's world spin. Then they learn how to break it really well. They're pretty useless in real combat, but if they get into a system they can flatline it before Ra's hackers can say, "What?" **Techbreaker Gear:** Hacked Ark 309 hypercubes. Techmasters will be working on cutting edge prototype hacking tools, and gain a +2 to all rolls involving Hypertech. Some will be equipped with a Static Wand.

### Techrunner

**Attributes:** Agility d6, Smarts d10, Spirit d6, Strength d4, Vigor d6

**Skills:** Fighting d4, Investigation d8+2, Knowledge (Hypertech) d8, Knowledge (Science) d6, Notice d6, Repair d6, Shooting d6, Streetwise d8+2

**Pace 6 Parry 4 Toughness 5 Pulse 15**

**Edges:** Danger Sense, Investigator, Jack-of-all-Trades

### Techbreaker

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

**Skills:** Fighting d4, Investigation d8+2, Knowledge (Hypertech) d10+2, Knowledge (Science) d8+2, Notice d6, Repair d10, Shooting d6, Streetwise d8+2

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

**Edges:** Danger Sense, Investigator, Jack-of-all-Trades, Scholar



### Techmaster

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

**Skills:** Fighting d4, Investigation d8+2, Knowledge (Hypertech) d12+2, Knowledge (Science) d10+2, Notice d8, Repair d10, Shooting d6, Streetwise d8+2

**Pace 6 Parry 4 Toughness 6 Pulse 25**

**Edges:** Danger Sense, Hard-light Honcho, Investigator, Jack-of-all-Trades, Scholar

### 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 their own use, enhanced recovery rate and so on.

## Flyer Pilots

While Ra uses tech to get his troops airborne, Set uses magic. The flyer pilot is the one person who can master this kind of vehicle. He's adept at using all kinds of flyers and magical conveyances, from the military to the mundane. After all, someone's got to move the huge blocks of stone the slaves use to construct pyramids. Someone also has to take to the air in battle against Ra's people when they show up. The pilots aren't so hot in ground combat, but in the air there aren't many who can match them in a dogfight. **Pilot Gear:** Crossbow Pistol with no magical ammunition.

### Settite Pilot

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

**Skills:** Climbing d6, Drive d6+2, Fighting d4, Notice d6, Piloting d8+2, Repair d6, Shooting d8

**Pace 6 Parry 4 Toughness 5 Pulse 10**

**Edges:** Ace, Steady Hands

### Elite Settite Pilot

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

**Skills:** Climbing d6, Drive d6+2, Fighting d4, Notice d6, Piloting d10+2, Repair d6, Shooting d8

**Pace 6 Parry 4 Toughness 5 Pulse 15**

**Edges:** Ace, Combat Reflexes, No Mercy, Rock and Roll!, Steady Hands

### Settite Ace Pilot

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

**Skills:** Climbing d6, Drive d6+2, Fighting d4, Notice d8, Piloting d10+2, Repair d8, Shooting d8

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

**Edges:** Ace, Combat Reflexes, Indomitable, Level Headed, No Mercy, Rock and Roll!, Steady Hands



## Brutes

Using ancient ritual and dark magic, Set infuses Brutes with a power to amp up their strength, their muscle and bone structure, making them meaner than a box full of asps. They aren't exactly bright, so they really need a Brute Tamer to get the best out of them. Without a Tamer, they have a habit of going on a killing spree, wreaking death and destruction in the wrong place. Brutes like to use heavy, close-up weapons and a giant khopesh is their weapon of choice. They do not like to back off from a combat. Ever. **Brute Gear:** Settite Kopesh, Heavy Armor.

### Brute

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

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

**Pace 8 Parry 5 Toughness 12 (5) Pulse 10**

**Edges:** Berserk, Brawler, Brawny, Fleet-Footed, Martial Artist

### Crusher Brute

**Attributes:** Agility d6, Smarts d4, Spirit d8, Strength d10, Vigor d10

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

**Pace 8 Parry 6 Toughness 13 (5) Pulse 15**

**Edges:** Berserk, Bruiser, Brawny, Fleet-Footed, Martial Artist



### Destroyer Brute

**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

## Brute Tamers

This soldier has a great deal of patience. He's armed with a magical whip and he knows just how to keep brutes in line. It's fortunate, because without one the big fellas are likely to kill everything in sight. The Brute Tamer's lifespan is quite short; many are killed by a misbehaving brute. Still, there's no shortage of loyal followers who will step up to

win Set's favor. In this regard, Brute Tamers are plentiful. They like to fight with their brutes but when forced into a battle, they're not too bad at holding their own. **Brute Tamer Gear:** Brute Whip (**Damage:** Str+d6, **Notes:** Reach 2, can be used to Grapple rather than cause damage), Medium Armor.

### Brute Tamer

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

**Skills:** Fighting d6, Knowledge (Battle) d4, Notice d6, Persuasion d8, Shooting d6, Survival d4, Throwing d4

**Pace 6 Parry 5 Toughness 8 (2) Pulse 10**

**Edges:** Command, Hard to Kill

### Brute Herder

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

**Skills:** Fighting d8, Knowledge (Battle) d6, Notice d6, Persuasion d10, Shooting d6, Survival d4, Throwing d4

**Pace 6 Parry 7 Toughness 8 (2) Pulse 15**

**Edges:** Block, Combat Reflexes, Command, Hard to Kill



### Brutemaster

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

**Skills:** Fighting d8, Knowledge (Battle) d8, Notice d6, Persuasion d10, Shooting d6, Survival d6, Throwing d4

**Pace 6 Parry 7 Toughness 8 (2) Pulse 20**

**Edges:** Block, Combat Reflexes, Command, Hard to Kill, Tactician

## Temple Dancers

You'd think these women and men would be just good at dancing. However, they're also pretty proficient killers as well. Temple Dancers are trained with a sharp curved dagger and usually use two of them in quick succession. They're adept with all kinds of short blades and while they're not as well trained as assassins, they make efficient use of acrobatic dance moves. When not murdering people for Set, they entertain and dance at private functions. They don't like ranged weapons — not even thrown knives — since they break the flow of the dance. **Dancer Gear:** 2 Settite Knives, a magical Amulet of Set granting Armor 2. If the wearer dies, his body withers away into dust and his soul is captured for Set.



For GMS

For GMS

For GMS

For GMS





### Temple Dancer

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

**Skills:** Fighting d6, Knowledge (Dance) d8, Knowledge (Local) d6, Notice d6, Persuasion d8, Streetwise d4, Throwing d4

**Pace 6 Parry 5 Toughness 7 (2) Pulse 10**  
**Charisma +2**

**Edges:** Ambidexterity, Attractive

### Lead Temple Dancer

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

**Skills:** Fighting d8, Knowledge (Dance) d10, Knowledge (Local) d6, Notice d6, Persuasion d8, Streetwise d6, Throwing d6

**Pace 6 Parry 7 Toughness 7 (2) Pulse 15**  
**Charisma +2**

**Edges:** Acrobat, Ambidexterity, Attractive



### Mistress of the Temple Dance

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

**Skills:** Fighting d8, Knowledge (Dance) d10, Knowledge (Local) d8, Notice d6, Persuasion d8, Streetwise d8, Throwing d8

**Pace 6 Parry 6 Toughness 7 (2) Pulse 20**  
**Charisma +4**

**Edges:** Acrobat, Ambidexterity, Attractive, Charismatic

### Shadows

Shadows are dangerous foes. They're the souls of those sacrificed by Set and bound to his will. They're capable of taking human form but are nothing but dark energy. Shadows appear as cloaked individuals and have faces shrouded in a deep hood. They often use swords and crossbows, but can manufacture any kind of weapon from the very air itself. When a shadow is killed it becomes a dark mist and can possess another human as long as one is in range, making them very hard to destroy completely.

### Shade

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

**Skills:** Fighting d6, Intimidation d6, Notice d4, Stealth d6, Tracking d4

**Pace 6 Parry 5 Toughness 4 Pulse 10**

**Edges:** Ambidexterity, Two-Fisted

#### Special Abilities

- *Creature Of Shadow:* Sunlight or other exceptionally bright light sources will drain 1 Pulse from a shadow each Round. If a shadow is ever without Pulse, it dies.
- *Immunity:* Shadows are immune to all forms of damage unless they're magic or Pulse-powered attacks. This immunity does not apply to a creature possessed by a shadow.
- *Possession:* By spending 4 Pulse a shadow can attempt to cast *puppet* on a living creature within 1" using its Spirit for the skill roll. If the possessed person is incapacitated or *dispel* is successfully cast (opposed by Spirit) on the victim, the shadow must leave in mist form.
- *Shadow Form:* When Wounded, the shadow dissipates into mist. On its next action it can either spend 2 Pulse to reform its shadow form or attempt to possess any living creature within 1". While in mist form it's only vulnerable to Pulse loss due to bright light - it can't be damaged.
- *Solid Shadow:* For 1 Pulse, a shadow can create any setite melee weapon.

### Shadow

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

**Skills:** Fighting d8, Intimidation d8, Notice d6, Stealth d6, Tracking d6

**Pace 6 Parry 6 Toughness 4 Pulse 15**

**Edges:** Ambidexterity, Fearsome Presence, Two-Fisted

#### Special Abilities:

See Shade above.



### Darkstalker

**Attributes:** Agility d8, Smarts d4, Spirit d10, Strength d8, Vigor d6

**Skills:** Fighting d8, Intimidation d8, Notice d6, Stealth d8, Tracking d6

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

**Edges:** Ambidexterity, Fearsome Presence, Florentine, No Mercy, Two-Fisted

#### Special Abilities:

See Shade above.

### Deathguard

The word "zombie" isn't quite right for these walking dead. Imagine a human being twisted by the darkest power, killed and then brought back from the depths of the Underrealm before he can be assigned his rightful place. Once brought back, this being is fiercely loyal, possessing the memories and skills of its previous life. It also has the power to hurl black magic bolts at its enemies and it fights armed with a vicious double-handed sword. The Deathguard are often used as shock troops and front-line officers, since they're notoriously hard to kill. **Deathguard Gear:** Deathblade (**Damage:** Str+d10, **Notes:** 2 Hands, AP2, +1 Parry, Reach 1), Heavy Armor.

### Deathguard

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

**Skills:** Fighting d10, Intimidation d6, Knowledge (Battle) d4, Notice d8, Shooting d8, Stealth d6, Throwing d6

**Pace 6 Parry 9(1) Toughness 13 (5) Pulse 20**

**Edges:** Block, Combat Reflexes, Elan, Frenzy, Penetrating Strike, Trademark Weapon (Deathblade)

#### Special Abilities:

- *Death Bolt:* Deathguards can fire bolts of black magic from their eyes at their enemies. They can cast the *bolt* Power by spending their own Pulse and using Spirit as the Spellcasting skill.
- *Undead:* +2 to recover from Shaken, no additional damage from called shots, immune to disease and poison, doesn't suffer from Wound penalties.

### Deathguard Elite

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

**Skills:** Fighting d10, Intimidation d6, Knowledge (Battle) d6, Notice d8, Shooting d8, Stealth d6, Throwing d6

**Pace 6 Parry 9(1) Toughness 13 (5) Pulse 25**

**Edges:** Block, Combat Reflexes, Cool as Ice, Elan, Frenzy, Penetrating Strike: Improved, Trademark Weapon (Deathblade)

#### Special Abilities:

- *Death Bolt:* As above.
- *Hardy:* A second Shaken result doesn't cause a Wound.
- *Undead:* As above.



### Deathguard General

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

**Skills:** Fighting d10, Intimidation d6, Knowledge (Battle) d8, Notice d8, Shooting d8, Stealth d6, Throwing d6

**Pace 6 Parry 10(1) Toughness 15 (5) Pulse 30**

**Edges:** Combat Reflexes, Cool as Ice, Crushing Blow, Elan, Improved Block, Improved Frenzy, Penetrating Strike: Improved, Tough as Nails, Trademark Weapon (Deathblade)

#### Special Abilities:

- *Hardy:* As above.
- *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 their own use, enhanced recovery rate and so on.
- *Sudden Death Bolt:* Functions the same as Death Bolt above but it doesn't count as an action, so doesn't cause multi-action penalties. However, it cannot be used multiple times in the same Round.
- *Undead:* As above.







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# DUNGEONLANDS

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