

# The Chosen

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

That does not guarantee our success.

You see, there are crazed gods and their followers who would destroy everything we work so hard to nurture, gods who must be found and stopped. That, above all else, is our sacred duty - to hunt down those who desecrate the Dark, the exiles from our pantheons who we'd forgotten, because they have not forgotten us, and they are planning something. Something terrible.

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



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

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

The End Times.

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

# The Forgotten





## DISCLAIMER

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

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

### CREDIT WHERE CREDIT'S DUE

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## WHAT IS MILLENNIUM KNIGHTS?

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

*That's where your characters come in.*

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

*Want to know more about this realm where super spies hunt paranormal terrors? This book gives you a full briefing.*



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# MILLENNIUM KNIGHTS

## GLOBAL BRIEFING

It's 1999 and the world is in danger.

Sure, most people are aware of the Y2K thing, but for those in the know, the world is always in danger. Serious danger.

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

Yes, you heard right. Especially paranormal.

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

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

That's where your character comes in. We're at war, plain and simple, but in this war no

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

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

This can't be allowed.

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

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



### THE SPECIAL PROJECTS ADMINISTRATION

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

It has been the mission of the SPA for decades to protect people from a growing paranormal menace. Back in the '30s, when it was founded, the SPA largely operated under the auspice of the FBI to protect the United States.

These days, it's overseen by the CIA, and its mission has expanded to protecting the world alongside sister organizations tied to MI6 (Britain), Mossad (Israel), the DIH (Japan) and other governmental 'spook-houses'.

The history of the SPA is rather checkered. Originally founded during the Great Depression, it was its own agency created as part of the Department of the Interior to investigate 'oddities' in the rural American heartland. However, after a very quiet scandal, the SPA was moved under the umbrella of the Department of Justice and

### AMERICAN GRIT

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

