



# DUNGEONLANDS

## PENNY DREADFUL

### ALTERNATE OPENING



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

## DISCLAIMER

Dungeons is not reality. The GM sets a scene in a fictional realm and the players play characters in it. Repeat after me, *"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."* Don't try to fly just because your character can fly. Don't kill anyone just because your character is a master of the Scottish claymore. Roleplaying is meant to be fun, but comes with serious responsibilities.

## THANK YOU

Every Dungeons alternate opening is the unique vision of a different guest writer. Each was given the brief of creating four pre-generated heroes, taking those characters from one realm and deciding how they end up in the Dungeons realm. We humbly thank them all for their amazing creativity and hope you enjoy the results of that unique vision.

If you have any feedback, feel free to share that by email ([hello@savagemojo.com](mailto:hello@savagemojo.com)) or on our forums ([www.savagemojo.com](http://www.savagemojo.com)). We look forward to hearing from you.

## CREDIT WHERE CREDIT'S DUE

**Words:** Jeff Houser and Michelle Klein Houser.

**Rules:** Loki aka George Williams.

**Edits:** Miles M Kantir.

**Illustrations:** Chris Bivins, Jason Engle, Amy Houser.

**Design:** Aaron Acevedo, Mike Chaney.

**Layout:** Alida Saxon.

## CONTENTS

Penny Dreadful	2
The Crew	5
The Gear	12



We Bring Worlds To Life

[www.savagemojo.com](http://www.savagemojo.com)

This document is copyright Savage Mojo Ltd 2014. All rights reserved. It is for personal use only, and may be printed for personal use. It may not be modified, distributed or sold without written permission.

This product is compliant with the Open Game License (OGL). Product Identity for this product is identified as artwork, characters, dialogue, locations, plots, proper names (characters, deities, etc.), storylines, tradenames, and trademarks. Open Content for this product is identified as the game mechanics, except for material designated as Product Identity, as defined in the Open Gaming License version 1.0a. No portion of this work other than material designated as Open Game Content may be reproduced in any form without prior written permission. Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product. Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Savage Mojo, Suzerain, Dungeons, Machine of the Lich Queen, and associated marks and logos are trademarks of Savage Mojo Ltd.

# PENNY DREADFUL

By special guest writers **Jeff Houser** and **Michelle Klein Houser**.

“Dammit, Coppercrank, we need more power! This thing’s almost on us!” Aehellyn screeched into the com. She looked to the prow-mounted mirrors beyond the Frigian glacial glass that made up the entire front wall of the cockpit. All four rear-viewing mirrors were filled with the sight of a roiling wall of violet storm clouds. Fast as it was, the *Penny Dreadful* would be hard-pressed to make it to the safety of Port Pinnacle and its high, sturdy walls before the dreamstorm swallowed them.

“We’re at full burn down here!” came Coppercrank’s tinny reply through the brass horn on the cockpit wall. “The pipes physically cannot push the steam through any fast-”

The engineer was cut off as the airship rocked hard to starboard.

---

Captain Pangyre staggered as his precious *Penny* was caught by a vicious updraft from the dreamstorm, whose eerie, iridescent violet-green tendrils and thin tongues of lightning began licking at the ship’s masts and gasbags. The captain continued to shout commands over the banshee wail of the wind, and his crew scrambled to secure the ship as the storm loomed large around them.

“Come on, old girl...” he muttered, “Just hold together for one more minute...” He turned to see the sculpted cliff walls, the famous ‘Stormbreakers’ of Port Pinnacle, coming into view through the haze.

The airship lurched once more, and the captain slid on his knees across the rain-slick wood until

## WHAT IS *PENNY DREADFUL*?

*Penny Dreadful* is what you get when airship pirates from the Fey Realm of Dreams get sucked into a dreamstorm and spat out above the Island of Paxetel, home of the Lich Queen of infamy.

We offer you the back story, relationships, and stats for four potential characters to go adventuring in the *Dungeonlands* trilogy of old school killer dungeon modules. There’s all manner of flavorful material related to the realm of Mechadia (a steampunk-meets-fey sub-realm of the Fey Realm of Dreams) and all the Mechadian game mechanics you’ll need are also included.

he passed a deck-mounted Gatling gun. He caught the gun’s mount post, using the other hand to undo his weapon belt. A salty old boggart named March flew past Pangyre and crashed right through the starboard rail, going overboard. His final scream blended with the keening of the dreamstorm winds. The captain shook off the loss and focused on lashing his weapon belt around the gun mount, cinching himself tight to it. Once he felt secure, he struggled to his knees and grabbed the com horn beside the deck gun, fighting to be heard over the storm.

“Army, are you there? I want you to fire the emergency anchor harpoons at the Stormbreakers the moment we’re within range. Army-”

---

“-confirm orders!”

The gunner, "Army" Hawthorne, had been about to answer the captain when another shockwave overloaded the intercom line, and the brass horn vomited sparks at the master gunner. He lurched to the closer of the two anchor cannons, the port one, checked that it was properly locked and loaded, and opened the viewport. Pinnacle's walls were clearly visible now, growing larger at an alarming rate. The dreamstorm closed around the *Penny Dreadful*, but also helped to propel it forward with dangerous acceleration. Hawthorne guessed they'd be in range for the anchor guns in roughly twenty seconds.

"Beasley!" the master gunner barked. "Check that anchor gun and get ready to fire a lateral shot on my say-so!"

The young elven gunner's mate stumbled into position and slammed open the viewport.

"In five...four..."

Thin ribbons of green-white lightning struck from the clouds. The crackling fingers probed the airship at a dozen points, and Hawthorne fought to hold the gun when electricity shot through the brass and steel and through his arms.

"Nnnngthree... twooooo--"

The airship closed to within fifty yards of the open mouth of the Stormbreakers, at the edge of the anchor guns' range, when the storm swallowed them whole. A rippling, swirling mass of violet with flickering iridescent veins suddenly and completely obscured Army's view.

"Bollocks!" he spat. "FIRE!"

Both anchor guns boomed, followed by the buzz-rattle of chain spooling out rapidly behind the harpoons. Army counted off the seconds as the lines fed out.

"Too long," he thought. "Should've hit by--"

His harpoon struck home and the chain snapped taut. He turned and saw the starboard chain straining as well. The grinning gunner's mate was just turning around with one thumb up when that entire section of the ship ripped away. The starboard anchor gun, chain spool, a two-by-three meter section of the hull and floor - and poor Beasley - all gone in an instant.

---

By the time Aehellyn came around, the view through the cockpit was of clear blue skies, the last violet wisps of the dreamstorm trailing away. She took a moment to haul herself upright and check for major injuries. Finding none, she raced to find her captain.

Emerging from the forecabin seconds later, her breath caught. The carnage on the *Penny Dreadful's* upper deck was unlike anything she'd ever seen on her ship. Masts snapped like kindling, shredded sails strewn about like dirty laundry. Miraculously, the semi-deflated air bladders seemed to have survived the beating.

"Captain!" Aehellyn called while she picked her way through the rubble. Panic rose up in her like an angered cobra when she realized she didn't see a single body among the detritus. She'd reached the middle of the ship when she heard heavy footsteps pounding up the stairs leading to the forecabin.

"Oh, thank the Makers!" Coppercrank rasped. "I was beginning to think I was the only one who made it. I didn't see anyone else on the way up here. Are we...?"

"No." The baritone grumble startled both women.

Army rose from behind a pile of splintered barrels at the port rail.

“How long have you been there?” Aehellyn demanded, annoyed that the master gunner hadn’t answered her first call.

The spriggan ignored her question. Instead he raised an arm and pointed down at something the pilot couldn’t see. As she navigated towards him, she stepped on a lumpy pile of canvas that squirmed and swore.

Aehellyn leapt to one side, startled, but quickly regained her composure and knelt to tear away the sail. Coppercrank joined her in the effort, and they quickly uncovered a sight for sore eyes.

“Captain!” Aehellyn cried. “I thought—”

“Pah. I’ve been knocked around worse than that at birthday parties,” Pangyre said with a wincing smile, brushing off the helping hands as he stood. He surveyed the wreckage and gave a long, mournful sigh. “Just the four of us, then?”

“Looks that way, sir.”

“We lost a lot of good folk today. I hope wherever the dreamstorm took them, it’s a better place than the one they left. They’re not necessarily dead, you know.”

“Yessir.”

“What the dickens is he pointing at?” Pangyre asked, striding off towards his master gunner who still stood at the port rail, pointing down at something.

When the threesome joined the spriggan to peer overboard, they joined him in a long moment of stunned silence.

Eventually, Captain Pangyre spoke up. “So. It would seem we’ve left Mechadia for... territories unknown.”

A thousand feet beneath the listing airship, the remaining crew of the *Penny Dreadful* saw a broken plain of stone, trees and grass - not the glittering emerald waters of Verna that they had just been flying over.

Also, there was a fairly large hole in the air.

“What...is that?” Aehellyn asked in a stunned, flat tone.

“I think that may be some sort of portal,” surmised Coppercrank, quickly rotating the lenses of her monocle to gauge the phenomenon across different energy spectra.

The remaining anchor chain vibrated in the air, leading from its launcher on the gunnery deck straight through the center of the floating void, through which the crew could faintly make out a shimmering blur that may have been Port Pinnacle. The hole in the air began to twist in a spiral motion, resembling water swirling down a drain. The blurry landscape on the other side started to close, and the anchor chain bounced violently, the metal links screeching under the strain.

The portal sucked itself shut with a deafening, guttural pop, and the anchor chain dropped away, severed. The untethered *Penny Dreadful* heaved into motion, throwing all four crew members hard against the rail. Its dilapidated gasbags could no longer maintain altitude, and the airship spiraled lazily towards the ground like some massive autumn leaf.

Just before the ship crashed into a canopy of lush trees, Aehellyn’s eagle eyes caught a glimpse of some man-made structure in the middle distance.

“Whoever they are,” she thought, “I hope they’re friendly.”



## THE CREW

### ROGIAN PANGYRE

#### *Ship's captain*

Captain Pangyre comes from old money; his family is one of the more prominent families in House Ruarc. The Ruarc are lords of Torridaen, the land of Neverending Summer where the days are long, the nights are short and the inhabitants have tempers as hot as the blazing sun. They love to travel, defined and enslaved by their wanderlust – they can no more sit still in one place than the sea can be dry.

Pangyre used his family funds to commission a top of the line airship, the *Penny Dreadful*, and he assigned himself the captain's duty though the crew thought him a foolish lordling with a death wish. They couldn't resist his extravagant payroll, so they signed on, most bent on pocketing their sovereigns and staging a swift mutiny once they took to the skies.

The *Penny Dreadful* encountered blue skies and fair winds on her maiden voyage due to Pangyre's ability to control the weather (all scions of House Ruarc have this gift), but he kept his power closely guarded and the crew attributed the smooth sailing to luck. They still plotted to relieve him of his command as soon as they found a remote enough skyland where they could maroon him without fear of retribution. With the aid of his sound-dampening boots, Pangyre observed his crew closely, uncovered the plot, gathered a few loyal souls about him and foiled the mutineers before they could challenge him.

His cleverness and natural ability for command gained him respect and earned him the captaincy in truth. His crew now follows him with passionate loyalty – however, the rumors he heard while crouching in the shadows affected him, and Captain Pangyre now suffers from paranoia. Some might say he is merely cautious, but those who know him well realize that some of the plots he investigates occur only in his mind.

His surviving crew:

**Gale Aehellyn** – She is the one crew member that Captain Pangyre trusts almost unreservedly. He values her loyalty and the intelligence she gave him about the mutineers' plans, though he's blissfully unaware of her feelings for him.

**Armitage "Army" Hawthorne** – Pangyre values Army's spriggan sense of honor (spriggans keep their word unfailingly once it's given) and his knowledge of firearms big and small.

**Kelsi Coppercrank** – Kelsi was one of the mutineers, though hardly a ringleader. Pangyre needs her to run his airship, but he doesn't trust her as far as he can throw her (and since she's almost always armored, he can hardly lift her).

### **Capt. Rogian Pangyre**

Male Human Fighter 6/Sorcerer 9

NG Medium humanoid (human)

**Init** +6; **Senses** Perception +10

---

### **DEFENSE**

**AC** 19, touch 13, flat-footed 16 (+6 armor, +2 Dex, +1 dodge)

**hp** 126 (6d10+9d6+36)

**Fort** +12, **Ref** +9, **Will** +11 (+2 vs. fear)

**Defensive Abilities** bravery +2; **Resist** electricity 5, sonic 5, stormchild

---

### **OFFENSE**

**Speed** 30 ft.

**Melee** cutlass +13/+8 (1d6+3/15-20/x2) or dagger +13/+8 (1d4+3/19-20/x2) or unarmed strike +13/+8 (1d3+3/x2)

**Ranged** +4 pistol +16/+11 (1d8+2/x4)

**Special Attacks** thunderbolt, weapon training abilities (heavy blades +1)

**Sorcerer Spells Known** (CL 9th; concentration +15):

**4th (5/day)**—shout (DC 19), ice storm, ball lightning (DC 19)

**3rd (7/day)**—cloak of winds (DC 17), lightning bolt (DC 18), lightning bolt (DC 18), dispel magic

**2nd (7/day)**—bull's strength, gust of wind (DC 16), fog cloud, frost fall (DC 16), gusting sphere (DC 16)

**1st (7/day)**—alter winds (DC 15), shocking grasp, endure elements, true strike, obscuring mist, damp powder (DC 15)

**0 (at will)**—resistance, disrupt undead, detect magic, light, message, detect poison, breeze, drench (DC 14)

---

### **STATISTICS**

**Str** 17, **Dex** 14, **Con** 15, **Int** 14, **Wis** 12, **Cha** 18

**Base Atk** +10; **CMB** +13; **CMD** 26

**Feats** Arcane Armor Training, Combat Casting, Dodge, Eschew Materials, Exotic Weapon Proficiency (firearms), Great Fortitude, Improved Critical (cutlass), Improved Initiative, Iron Will, Lightning Reflexes, Lunge, Mobility, Opening Volley, Power Attack, Uncanny Concentration

**Skills** Acrobatics +7, Climb +16, Diplomacy +14, Knowledge (arcana) +6, Knowledge (nature) +7, Perception +10, Profession (gambler) +7, Profession (sailor) +8, Sense Motive +8, Spellcraft +9, Stealth +11, Survival +11, Swim +15

**Languages** Common

**SQ** bloodlines (stormborn), thunderstaff

**Other Gear** chainmail, +2 pistol, alchemical cartridge (entangling shot) (4), alchemical cartridge (flare) (3), alchemical cartridge (paper) (15), cutlass, dagger, cloak of elvenkind, pocketwatch communicolor tuned to a unique frequency shared by the crew (at will, as message spell, Range 20 miles); 83 GP

---

### **SPECIAL ABILITIES**

**Arcane Armor Training** Swift action: -10% arcane spell failure due to armor.

**Opening Volley** Successful ranged attack grants +4 on next melee attack roll.

**Power Attack** -3/+6 Rogian can subtract from his attack roll to add to his damage.

**Stormborn** +1 DC for [electricity] and [sonic] spells.

**Stormchild (Ex)** Rogian gains electricity and sonic resistance 5, treats wind effects as 2 steps lower, and gains 60' Blindsight against fog, mist or weather effects.

**Thunderbolt (9d6) (1/day) (DC 18) (Sp)** 5' wide x 60' high cylinder inflicts 9d6 electricity/sonic damage and 1r deafness, Ref Half/Negates.

**Thunderstaff (Shock 4 rds or Shocking Burst 2 rds) (7/day) (Sp)** Touch a weapon to grant the Shock power for 4 rds or Shocking Burst for 2 rds.

**Uncanny Concentration** Don't make concentration checks for violent movement, gain a +2 bonus on all other concentration checks.

## GALE AEHELLYN

### *Ship's pilot and navigator*

Gale is a white-tailed eagle pooka. Her short, white hair swoops back in layers, very much resembling the head feathers of her animal form. Her exceptional eyesight and sense of direction steer her and the many airships she has piloted in her career through the roughest windstorms. Gale's predatory piloting instincts help her navigate treacherous skies and swoop down on unsuspecting merchant ships to liberate them of their cargo.

Born on a ship on the ever-winter continent of Frigia, Gale has spent more time in the air than she has on land. Her parents made a living racing speedships in the Frigian Games (a professional competition where career athletes vie for the highest honors) and trained Gale and her five sisters to be cutthroat competitors. While Gale is fiercely competitive and loves to win, she approaches sports as she does life – with an almost religious purity, despising cheaters and other people of weak character.

Gale signed on to the *Penny Dreadful* because she had a good feeling about Rogian Pangyre – she could not explain why she wanted to crew his ship, but she trusted her instincts. Gale is very close to her family and to the members of her crew, who she considers her adopted family. She's always willing to help a mate or avenge a slight against him, and she's vulnerable when any member of her chosen family's in danger. When Gale or her crew is threatened, she defends them fiercely with her wits, her bow and her wicked set of curved, talon-like knives.

Her "family":

**Rogian Pangyre** – Gale respects Captain Pangyre for his discovery and conquest of the mutineers, but her affection for him goes beyond respect. From the moment she met him, she knew he was someone special and she secretly longs for the opportunity to get closer to him.

**Armitage "Army" Hawthorne** – Gale finds the gunner's obsession with tea confusing, but she values his judgment and considers him a capable, knowledgeable ally.

**Kelsi Coppercrank** – Gale takes Kelsi's involvement in the mutiny very personally. Truth to tell, if Gale could have chosen which crew members survived, Kelsi would not have been near the top of her list.

### **Gale Aehellyn**

Pooka Magus 14

N Medium fey (humanoid, pooka)

**Init** +4; **Senses** low-light vision; **Perception** +16

---

### **DEFENSE**

**AC** 21, touch 14, flat-footed 17 (+7 armor, +3 Dex, +1 dodge)

**hp** 109 (14d8+28)

**Fort** +11, **Ref** +8, **Will** +11 (+4 vs. Mind Affecting effects)

**Defensive Abilities** evasion; **DR** 10/cold iron; **Resist** +4 to will saves vs mind affecting effects, cold 10, electricity 10; **SR** 26

---

### **OFFENSE**

**Speed** 20 ft., fly 45 ft. (good)

**Melee** +3 called dispelling mithral rapier +17/+12 (1d6+5/18-20) and

+3 dagger +17/+12 (1d4+5/19-20)

**Ranged** +3 distance impact nimble shot Mechadian compound bow +17/+12 (2d6+3/×3)

**Special Attacks** spellstrike

**Spell-Like Abilities** (CL 14th; concentration +15)

**3/day**—dancing lights

**1/day**—confusion (DC 14), deep slumber (DC 13), entangle (DC 12), faerie fire, feeblemind (DC 16),



glitterdust (DC 13), major image (DC 14), mislead (DC 17)

**Magus Spells Prepared** (CL 14th; concentration +18):

**5th**—teleport, wall of force

**4th**—black tentacles, greater invisibility (2), mass reduce person (DC 18), wall of fire

**3rd**—dispel magic, fireball (DC 17), gaseous form, lightning bolt (DC 17), wind wall

**2nd**—blur, bull's strength, cat's grace, gust of wind (DC 16), invisibility, mirror image

**1st**—expeditious retreat, magic missile, magic missile, shocking grasp, true strike, true strike

**0 (at will)**—detect magic, detect magic, light, read magic, read magic

---

## STATISTICS

**Str** 15, **Dex** 18, **Con** 14, **Int** 18, **Wis** 14, **Cha** 12

**Base Atk** +10; **CMB** +14 (+17 bull rush); **CMD** 27

**Feats** Agile Maneuvers, Arcane Armor Training, Combat Casting, Combat Reflexes, Death from Above, Destructive Dispel, Dodge, Mobility, Spell Penetration, Weapon Finesse

**Skills** Acrobatics +18, Climb +11, Diplomacy +5, Fly +18, Heal +10, Perception +16, Profession (airship pilot) +12, Sense Motive +13, Spellcraft +14, Stealth +12, Survival +7 (+11 to avoid getting lost if used with astrolabe, +9 to avoid becoming lost when using compass), Swim +5, Use Magic Device +12

**Languages** Auran, Common, Dwarven, Goblin, Sylvan +1 language you feel will fit your campaign.

**SQ** arcane pool, spell combat, spell recall, knowledge pool, magus arcana (dispelling strike, maximized magic, pool strike, spell shield)

**Combat Gear** potion of cure moderate wounds (6), potion of cure serious wounds (5), potion of remove blindness/deafness (2), potion of restoration, lesser (3), wand of cure critical wounds; **Other Gear** +4 studded leather, +3 called dispelling mithral rapier, +3 dagger, +3 Mechadian compound bow (distance impact nimble shot), arrows (20), missive stone, missive stone, ring of protection +4, adventurer's sash, bandolier, bandolier, belt pouch, belt pouch, compass, grappling arrow, grappling arrow, grappling arrow, grappling arrow, grappling arrow, hemp rope (50 ft.), sextant, signal whistle, spellbook, compact, spellbook, compact, sunrod (10), trail rations (10), pocketwatch comunilocator tuned to a unique frequency shared by the crew (at will, as message spell, Range 20 miles), 150 gp

---

## SPECIAL ABILITIES

**Arcane Armor Training** Swift action: -10% arcane spell failure due to armor.

**Arcane Pool +4 (1/day) (Su)** Gale can infuse her own power into a held weapon, granting enhancement bonus or selected item powers.

**Change Shape (White Tailed Eagle) (Su)** Gale can change into a white-tailed eagle.

**Compass** +2 circumstance for Survival or Knowledge (dungeoneering) to avoid becoming lost.

**Death From Above** Gale gains a +5 bonus on attack rolls when charging from higher ground or flying.

**Destructive Dispel** Upon successful dispel, Gale's opponent must save or be stunned.

**Dispelling Strike (Su)** Gale can sacrifice a prepared slot to use a targeted dispel magic against a creature she hits with a melee weapon.

**Greater Spell Combat (Ex)** Gale can use a weapon with one hand at -2 and cast a spell with the other.

**Improved Spell Recall (Su)** Gale can spend points from her Arcane Pool to recall spells she has already cast.

**Knowledge Pool (Su)** Gale can spend points from her Arcane Pool to prepare a magus spell that is not in her spellbook for 1 day.

**Long Step (140 feet) (Su)** Every 1d4 rds, Gale can teleport up to 140' as a move action.

**Maximized Magic (1/day) (Su)** 1/day, Gale can cast a spell as if Maximized without altering the casting time or level.

**Pool Strike (5d6 energy damage) (Su)** Gale can spend point from her Arcane Pool as a standard action, melee touch att deals energy dam (can be used with spellstrike).

**Spell Shield +4 (Su)** Gale can spend point from her Arcane Pool to gain +4 to AC until the end of her next turn.

**Spellstrike (Su)** Gale can deliver touch spells as part of a melee attack.

---

## ARMITAGE "ARMY" HAWTHORNE

*Master gunner, boarding party leader*

"Army" is a grizzled, battle-hardened, upper-middle-aged spriggan who still dresses in his well-worn uniform from when he was a Second Lieutenant in the ARAC - the Autumnal Royal Artillery Corps. When Army was in the corps, his commanding officer made a particularly cowardly decision which lead to the unnecessary deaths of half of their regiment. Disgusted by the officer's shameful conduct and stricken from the loss of his comrades, Army assaulted his commanding officer

and, in a mad rage, devoured four of his fingers. This action was covered up by the corps, but Army received a dishonorable discharge. He speaks of the ARAC often, but never mentions the conditions of their bitter parting.

Distraught and disconnected from the world he knew, Army spent a year wandering the Clockwood, listening to the regular tick-tocking of the pendulums inside the giant trees and trying to get his equilibrium back. He emerged in Lothengard, the capital of Autumnus, looking for work and was hired as a gunner on an airship from the Skylands (islands that float in clockwork-like orbit in the sky above Mechadia).

After a few years in the Sky, Army missed the savory tea he used to make from the herbs in the Clockwood, so he returned to Autumnus to cultivate his own personal blend. Most Mechadians found Army's tea too bitter, but it was popular among spriggans, especially young ones who had just been in battle and needed to take the edge off.

Still, cultivating tea was not enough of a challenge to Army, so he decided to return to the life of an airship gunner, signing on for many voyages and eventually ending up on the crew of the pirate airship *Penny Dreadful*, feeling it was time to let go of his military stiffness and adopt a more cavalier, "screw'em" attitude – although he retains his militaristic code of honor and loyalty where his current captain and crew are concerned. Since joining the pirate life, Army has taken to crafting accoutrements made from every known caliber of spent shell casings as well as small bits of wreckage from each memorable conquest.

His comrades in arms:

**Captain Pangyre** - Not as disciplined as a commander in the corps, but Army respects

the chain of command and respects the Captain personally as a man of courage and vision.

**Gale Aehellyn** - The eagle can be too much of a mother hen at times, but Army would rather have her at his side in a fight than anyone else he's acquainted with (since he left the corps, that is).

**Kelsi Coppercrank** - Her mechanical skills are undeniably top-of-the-line, but she needs to have more respect for the chain of command in this outfit.

### **Armitage "Army" Hawthorne**

Spriggan Gunslinger 12

LN Small humanoid (gnome)

**Init** +10; **Senses** low-light vision; Perception +22

**DEFENSE**

**AC** 27, touch 19, flat-footed 19 (+8 armor, +4 Dex, +1 size, +4 dodge)

**hp** 125 (12d10+4d8+32)

**Fort** +14, **Ref** +13, **Will** +9

---

### **OFFENSE**

**Speed** 20 ft.

**Ranged** +2 coat pistol +22 (1d3+2/×3) or

+2 double-barreled pistol +22/+17/+12 (1d6+2/×4) or

"Camomile" clockwork blunderbuss +20 (1d6+3+1d8 sonic+deafened)

**Special Attacks** grit, gun training (+4), sneak attack +2d6

**Spell-Like Abilities** (CL 4th; concentration +3)

**At will**— flare (DC 9), scare (DC 11), shatter (DC 11)

---

### **STATISTICS**

**Str** 10, **Dex** 19, **Con** 14, **Int** 15, **Wis** 19, **Cha** 9

**Base Atk** +15; **CMB** +14; **CMD** 32

**Feats** Armor Proficiency (medium), Clustered Shots, Combat Reflexes, Dodge, Extra Grit, Gunsmithing, Impact Critical Shot, Improved Initiative, Improved Precise Shot, Point-Blank Shot, Precise Shot, Weapon Focus (clockwork blunderbuss)

**Skills** Acrobatics +22, Climb +12, Craft (tea) +8, Diplomacy +4, Disable Device +11, Escape Artist +9, Heal +10, Intimidate +3, Knowledge (tea) +5, Linguistics +5, Perception +22, Ride +9, Sense Motive +13, Sleight of Hand +15, Stealth +22, Survival +16,

Swim +8; Racial Modifiers +2 Climb, +2 Disable Device, +2 Perception, +2 Sleight of Hand, +2 Stealth  
**Languages** Common, Goblin, Gnome, Sylvan

**SQ** deeds (bleeding wound, dead shot, deadeye, expert loading, gunslinger initiative, gunslinger's dodge, lightning reload, pistol-whip, quick clear, startling shot, targeting, utility shot), size alteration, spriggan magic, spriggan skills

**Other Gear** +4 mithral chain shirt, +2 coat pistol, +2 double-barreled pistol, Army's Trademark Big-Ass Blunderbuss "Camomile" (or "Cammie" for short), tracer bullet (3), greater burrowing bullet (3), pocketwatch communitlocator tuned to a unique frequency shared by the crew (at will, as message spell, Range 20 miles), 150 gp

---

### SPECIAL ABILITIES

**Clustered Shots** Total damage from full-round of ranged attacks before applying DR.

**Gun Training +4 (clockwork blunderbuss, double-barreled pistol) (Ex)** On a misfire with chosen firearm type, the misfire value only increases by 2 (instead of 4).

**Impact Critical Shot** You can bull rush on a critical hit.

**Size Alteration (Su)** At will as a standard action, Army can change his size between Small and Large. Weapons, armor, and other objects on Army's person grow proportionally when he changes size (objects revert to normal size 1 round after Army releases them).

**Spriggan Magic (Ex)** Army gains a +1 racial bonus on concentration checks and to save DCs for all of its racial spell-like abilities.

## KELSI COPPERCRANK

### *Ship's engineer*

Kelsi is a cranky old female goblin, always clad in her smelly "fail mail" armor, cobbled together from failed mechanical devices she has worked on in the past, to remind her of her fallibility and to push her to greater successes in the future. She's been known to break off a piece of her armor in a pinch for repairs.

She's a passable cook; her food is occasionally tasty, but her true talent is preparing meals during a violent storm without spilling a drop. She learned her brewing and cooking skills as a teenaged

apprentice in Verna, the continent of eternal Spring, where the cogflowers bloom, rust-pollen fills the air and potions are plentiful. Even today, she always has some sort of homebrew in her hip flask – sometimes its properties are beneficial, sometimes, uhh... less so. Young Kelsi was prepared to take over her master's restaurant when tragedy struck and the building burned to the ground, killing her master, her fellow apprentices and many well-known customers. The source of the blaze was determined by the Coppertops (Vernian law enforcement) to be deliberate, but the arsonist was never found.

Kelsi left Verna under a cloud of suspicion and surfaced again in the summerlands of Torridaen, finding work as a cook in an airship yard. There, she learned to be one of the best engineers in the business. She had a natural knack for it that surfaced almost immediately. Kelsi has been repairing airships since before Captain Pangyre was born – the infamous restaurant tragedy that scarred her youth is now just a dim memory among older Mechadians.

After a long, eventful career, Kelsi is now ready to retire and open her own kitchen where she can concoct her experiments in peace – if only she had the funds. She thought the *Penny Dreadful* mutiny could make her more money faster by marooning the captain and selling the airship for parts, but she held no loyalty to her fellow mutineers when Pangyre exposed them and foiled their plot. Most of the mutineers were jettisoned in mid-flight, but Kelsi's role on the ship was indispensable, and after a long, private talk with the captain, her life was spared.

Money is money, she knows. She can get it in the form of pay as well as from illegal sales. Kelsi

can fix anything mechanical, but she often works too quickly when she is in the “machine zone” in her head; as a result, some of the devices she repairs have exploded, leaving scars across her hands and face.

Her current companions:

**Captain Pangyre** - Young, foolish and insufferably rich. Maybe if she’s useful enough, the fool will pass on more of his undeserved income to her.

**Gale Aehellyn** - Kelsi knows that Gale mistrusts her after the mutiny, but she hopes to win her over again in time. It’s always useful to have a good fighter on your side, and she also values Gale’s keen perceptions.

**Armitage “Army” Hawthorne** - Kelsi thinks Army spends too much time living in the past, but she’s glad to have another old-timer to reminisce with.

### **Kelsi Coppercrank**

XP 38,400

Goblin Rogue 15

N Small humanoid (goblinoid)

**Init** +3; **Senses** darkvision 60 ft.; Perception +20

---

### **DEFENSE**

**AC** 21, touch 13, flat-footed 19 (+7 armor, +1 shield, +1 Dex, +1 size, +1 dodge)

**hp** 149 (15d8+60)

**Fort** +8, **Ref** +12 (+5 bonus vs. traps), **Will** +7

**Defensive Abilities** evasion, improved uncanny dodge, trap sense +5; **Resist** acid 10

### **OFFENSE**

**Speed** 20 ft.

**Melee** +3 silversheen dagger +15/+10/+5 (1d3+3/19-20) and

brass knuckles +12/+7/+2 (1d2) and lesser mace of smiting +9/+4/-1 (1d6+1)

**Ranged** +2 pistol +13 (1d6+2/x4)

**Special Attacks** sneak attack +8d6

---

### **STATISTICS**

**Str** 10, **Dex** 17, **Con** 16, **Int** 19, **Wis** 14, **Cha** 8

**Base Atk** +11; **CMB** +13; **CMD** 24

**Feats** Agile Maneuvers, Combat Reflexes, Dodge, Mobility, Point-Blank Shot, Run, Toughness, Two-Weapon Defense, Two-Weapon Fighting

**Skills** Acrobatics +15 (+19 to jump with a running start), Appraise +15 (+17 for small or highly detailed items when using a magnifying glass), Bluff +7, Climb +7, Craft (alchemy) +19, Diplomacy +13, Disable Device +24, Escape Artist +7, Heal +5, Knowledge (engineering) +19, Perception +20, Profession (brewer) +12, Profession (cook) +10, Ride +1, Sense Motive +13, Sleight of Hand +12 (+14 to oppose the Perception check of someone observing or frisking her regarding items in the sheath), Stealth +23, Survival +15, Swim +1, Use Magic Device +17;

**Racial Modifiers** +4 Ride, +4 Stealth

**Languages** Common, Draconic, Elven, Sylvan, Undercommon

**SQ** rogue talents (befuddling strike, bonus feat, defensive roll, fast picks, firearm training, redirect attack, sniper’s eye), trapfinding +7

**Combat Gear** potion of cure moderate wounds (3), potion of cure serious wounds, silversheen (3), alchemical grease (2), mending paste; **Other Gear** fail mail (equivalent to +4 acid resistance studded leather), +2 dueling pistol, +3 silversheen dagger, lesser mace of smiting, brass knuckles, goggles of minute seeing, traveler’s any-tool, alchemist’s kit, backpack, block and tackle, chalk, crowbar, flint and steel, glass cutter, gunsmith’s kit, magnifying glass, mandatory multi-goggles, thieves’ tools, masterwork, waterproof bag, wrist sheath, pocketwatch commulocator tuned to a unique frequency shared by the crew (at will, as message spell, Range 20 miles)

---

### **SPECIAL ABILITIES**

**Befuddling Strike (Ex)** Foe Kelsi sneak attack takes -2 on attacks vs you for 1d4 rds.

**Defensive Roll (1/day) (Ex)** When reduced below 0 Hp by an attack, Kelsi can attempt to halve dam with Reflex save.

**Fast Picks (Ex)** Kelsi can use Disable Device to open a lock as a standard (rather than full-rd) action.

**Redirect Attack (1/day) (Ex)** When hit in melee, attack misses Kelsi and foe rerolls vs. adjacent creature in attacker’s reach.

**Sniper’s Eye (Ex)** Kelsi can use ranged sneak attack vs. targets with concealment.

**Two-Weapon Defense** +1 to AC while wielding 2 weapons. +2 when doing so defensively.



## THE GEAR

**Clockwork Blunderbuss:** Much like their non-clockwork counterparts, but mechanized for improved performance, clockwork weapons are considered a bit of a status symbol among the more martial-minded members of Mechadian society. *Night Scope:* allows you to see clear details in the dark, but only in sepia tones. The user suffers no penalties for Dim or Dark conditions. *Selkie Waterproofing:* this gun will still function when immersed in water, protecting any loaded ammunition. It cannot be reloaded underwater.

**Dr. Bungee's Fantastic Pneumatic-Powered Self-Reeling Grappling Gun!:** This crossbow-sized gun can fire a grappling hook up to ten stories, and the winch is powerful enough to reel a

maximum load of 300 lbs. up the side of a building. It also comes with an easy zip line and pulley modification for your horizontal access needs.

**Dueling Pistol:** Archaic, but designed for a particularly stylized form of combat, the single-shot dueling pistol is designed to benefit the most skilled shot, not the person who fills the air with bullets.

**Handyman's Multi-Tool:** This handy palm-sized gadget looks like a lump of random metal parts with all manner of buttons. Each button produces a series of whirring and clanking, following by a transformation into one of the many tools contained within. The miraculous multi-tool contains the following: pocketknife, screwdriver, monkey wrench, socket wrench, drill, hammer, blowtorch, light, file, pliers, saw, snips, crowbar,

chisel, lockpicks. Owning a multi-tool means you count has having the correct tools for disable device checks and most engineering checks.

**Mandatory Multi-Goggles:** Steampunk without goggles is like a peanut butter sandwich without jelly. Sure, technically it's still a sandwich, but...come on...

These goggles are upgraded with multiple lenses that can be rotated in or flipped up and down in front of the normal glass lenses to grant the wearer additional ocular advantages. These particular glassed have the following lenses:

*Thermal Lens:* interprets temperature variations as vibrant colors, red being the highest temperatures, indigo being the coldest. This setting tends to be disorienting to any fey trying to walk around and interact with the environment for long.

*Telescopic Lens:* the wearer can adjust the field of vision to see things clearly up to one mile away, with a minimum range of 50 feet.

*Microscopic Lens:* the wearer can magnify close-range items. These can't magnify to a molecular level, but the nuances of hairs and fibers become clear at the maximum setting.

*Chrono Lens:* the wearer can 'rewind time,' seeing what transpired up to an hour earlier at any given location. Only sight is conveyed in this replay, and only from the exact vantage point of the multi-goggles' field of vision.

*Waterproof:* these goggles can be used underwater without flooding or fogging up.

**Mechadian Bow:** This is no simple recurve bow, but the Mechadian version of a compound bow, with series of convoluted gears at either end and multiple crossing cables for increased firepower.

**Personal Sound-Dampeners:** A favorite of spies and thieves across the realm, sound-dampeners can take many forms: riding boots, a top hat, a dress, a necklace - virtually any article of clothing, jewelry or wearable accessory. When activated, the item nullifies all sound in a small, personal radius, enough to cover one person. The effect lasts up to an hour if not deactivated sooner, and the item will recharge to full capacity over eight hours.

Anyone making a hearing based Perception check to spot the wearer or anyone trying to overhear their conversation does so at -10 to their roll.

**Pocketwatch Communilocators:** This item comes in matched pairs, each one set with a small crystal that, when activated, resonates on a unique frequency with its sibling. The link between matching pocketwatches enables verbal communication between owners as well as an internal compass that points each watch in the direction of the other. These pocketwatches can be fashioned into jewelry for the ladies, hanging from a delicate necklace or bracelet. They have no limit on power charge as long as they are regularly wound - a few twists every five or six hours will do. (at will, as message spell or locate creature, Range 20 miles)

**The Traveling Alchemist:** An ornate clockwood box that opens to reveal a wood and brass paneled box inside, the inner workings of which are hidden from the casual observer. Below the engraved brass-work is a set of tubes that lead to three narrow beakers strapped into felt-lined holders. The top of the brass box has three slots that each take a special punch card; once a punch card with an alchemical recipe is inserted

the traveling alchemist can be closed and left. 24 hours later the potion on the punch card will be ready for use. The traveling alchemist can produce up to three different potions at once but having made three it cannot produce more till one of the existing ones is used or thrown away. After which, once the beaker is replaced in its holder, it will start to produce whatever potion is on its punch card; this takes 24 hours. To produce multiple potions of the same type at the same time requires multiple copies of the relevant punch card.

This particular Traveling Alchemist has the following punch cards:

*Lightning In A Bottle:* create and safely (more or less) contain a large jolt of electricity within a glass test tube until it's released. Requires a successful

ranged touch attack to hit the target; if struck, the electricity does 2d6 damage and the target is automatically shaken.

*J&H Tonics (two cards):* as created by the J&H Tonic company and the dream mind of a certain Mr. Stevenson of Dorset, 1886. A sip of one makes the drinker Dr. Jekyll (+4 to Int). A slurp of the other creates Mr. Hyde (+4 to Str). Using either of them has an impact on the subject's demeanor (-6 to Chr). The effects last for 2d6 hours. In theory, a shot of both at the same time, "The J&H Cocktail", returns the character to being himself, neither the super-smart scientist nor the super-strong brute. That, or it creates a monstrous mix of both and only time wears off the effect...



## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in

conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. Copyright notice

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Campaign Setting: Inner Sea Bestiary © 2012, Paizo Publishing, LLC; Authors: Jim Groves, James Jacobs, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Greg A. Vaughan.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game: Ultimate Equipment. © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, Russ Taylor, and numerous RPG Superstar contributors.

Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder Roleplaying Game Advanced Race Guide © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.



You know you're having a bad day when your airship gets ripped across the universe and crash-lands on the deathtrap island of the Lich Queen.

Guest writers Jeff Houser and Michelle Klein Houser present an alternate opening for the Dungeonlands trilogy from the steampunk fey realm of Mechadia.

**Load the blunderbuss, draw your cutlass and pour the tea. It's time for adventure!**

While these 15th level characters are designed to be a party of dungeon delvers in the Dungeonlands trilogy, they can be player (or non-player) characters in any Suzerain setting you like.