



# DUNGEONLANDS

SEA VIXEN

ALTERNATE OPENING



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

## DISCLAIMER

Dungeonlands 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 Dungeonlands 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 Dungeonlands 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.

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# SEA VIXEN

By special guest writers **Curtis and Sarah Lyon**.

This short adventure brings a group of four level 15 heroes from the realm of Untamed Empires to the Island of Paxetel, the home of the Lich Queen. You don't have to use the backstory or these characters - the adventure works equally with any cannon-era sailing ship that's on the high seas. Simply change the names and off you go.

*The legendary pirate ship Leviathan was defeated; her broken hull lay beneath the waters of the Setward Isles alongside the broken body of her former master. Wounds had been tended, goodbyes said, and His Majesty's Ship Lady Genevra was safely underway back to its New World home.*

*This left the Sea Vixen and her crew to their own devices. Treasure wasn't a problem – though the crew had already spent most of what they'd pulled from the wreckage of the Leviathan in the shops, bars and brothels of Port Albion.*

*No... the problem was the crew had gotten a good taste of adventure. And now they wanted more.*

*So Captain Anders made a decision. The Sea Vixen was careened and outfitted, and she set sail nistral, toward The Storms. Rumor had it there was a huge, unexplored continent somewhere beyond The Storms. Who knew what riches might be there? Lost civilizations... untapped deposits of celestium... anything.*

This adventure picks up as the *Sea Vixen* has been heading nistral ('southward') for several weeks. The rum's run out and she's nearing treacherous waters....

## WHAT IS SEA VIXEN?

*Sea Vixen* is what you get when a run of bad luck overtakes honest sailors and they're dumped on the Island of Paxetel, home of the Lich Queen of infamy.

We offer you the backstory and stats for four potential characters to go adventuring in the *Dungeonlands* trilogy of old school killer dungeon modules. Additionally, there's a full prelude adventure that takes those characters from the high seas of the Setward Isles, across the universe, and to the *Dungeonlands* realm.

The characters here have been taken from the illustrated novel, *Day of the Leviathan*, and what happens in this adventure comes after the events of that story. You don't need the story to enjoy playing these characters, but it's a good read, and might help you get into the heads of the various heroes.

## RIDING OUT THE STORM

The story begins as the *Sea Vixen* reaches The Storm – the nistral delimiter of the known world.

"The Storm" is perhaps a misnomer, since it's not a storm in the sense most people would recognize. It's more of a seething strip of ocean crossing from one continent to the other, filled with hurricanes, cyclones, waterspouts, whirlpools and maelstroms. Clouds, fog and lightning tend to replace sun, moon, stars and sky most of the time. In short, it's an ugly place to sail.

You can drag this out as long as you want. The ship is tossed around like a rag doll, forks of



lightning threaten the yards, waves lash the decks. It's the granddaddy of all storms.

In order to pilot the ship through, the captain must make a Profession (sailor) check DC 26 which can be assisted by up to four additional crew. These checks must be made once per hour and on each failure The *Sea Vixen* takes 6d10 damage (plus an additional d10 for every point the roll failed by). On a natural 1 or if the heroes don't make 5 Successes in five tries, the ship gains the broken condition and sinks according to standard rules. If this occurs proceed to "All Washed Up" below.

After a few hours battling the storm (GM's discretion), the heroes begin to hear a song. It's a song of hope and despair; a song begging for help; for mercy... for release. And it's the most beautiful, yet most haunting, song they've heard in their entire lives.

### Sea Vixen

The *Sea Vixen* is Captain Anders' ship. It doesn't really factor into the *Dungeonlands* campaign, but you may well need her stats for this prelude adventure.

*Colossal ship*

Squares 3 (30 ft. by 90 ft.) Cost 10,000 gp

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### DEFENSE

**AC** 2; Hardness 5

**hp** 1,620 (sails 360)

**Base Save** +6

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### OFFENSE

**Maximum Speed** 90 ft. (wind); **Acceleration** 30 ft.

**CMB** +8; **CMD** 18

**Ramming Damage** 8d8

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### STATISTICS

**Propulsion** wind or current

Sailing Check Profession (sailor)

**Control Device** steering wheel

**Means Of Propulsion** 90 squares of sails (three masts)

**Crew** 20

**Decks** 2 or 3

Cargo/Passengers 150 tons/120 passengers

**Weapons** 24 ship's cannons in banks of 12 positioned on the port and starboard sides of the ship. These siege engines may only fire out the sides of the ship that they are positioned on and cannot fire toward the forward or aft sides of the ship.

### Siege Engine: Ship's Cannon

**Cost:** 2000 gp

**Damage:** 4d8

**Range Increment:** 200 ft.

**Typical Crew** 5

A ship's cannon is a smaller version of a cannon fixed into position, usually on a sailing ship. It requires only 2 full-round actions to clean and load, but still requires 2 full-round actions to prepare the ammunition.

Being fixed in place with limited mobility makes this cannon harder to fire, so it is fired with a -6 penalty to hit.

A single cannon load costs 10 gp.

A ship's cannon takes up a space 5 feet across.

## THE KRAKEN

When they've been hearing the song for a while, the crew find they have another problem to contend with: this area is apparently guarded by a kraken! Before they can continue they have to defeat the monster.

### Kraken

CR 18

XP 153,600

NE Gargantuan magical beast (aquatic)

**Init** +4; **Senses** darkvision 120 ft., low-light vision; Perception +28

### DEFENSE

**AC** 32, touch 6, flat-footed 32 (+26 natural, -4 size)  
**hp** 290 (20d10+180)

**Fort** +21, **Ref** +12, **Will** +11

**Immune** cold, mind-affecting effects, poison

### OFFENSE

**Speed** 10 ft., swim 40 ft., jet 280 ft.

**Melee** 2 arms +26 (2d6+10/19–20 plus grab), 8 tentacles +24 (1d8+5 plus grab), bite +26 (2d8+10)

**Space** 20 ft.; **Reach** 20 ft. (60 ft. with arm, 40 ft. with tentacle)

**Special Attacks** constrict (tentacles, 1d8+10), ink cloud, rend ship

**Spell-Like Abilities** (CL 15th)

1/day—control weather, control winds, dominate monster (DC 24, animal only), resist energy

### STATISTICS

**Str** 30, **Dex** 10, **Con** 29, **Int** 21, **Wis** 20, **Cha** 21

**Base Atk** +20; **CMB** +34 (+38 grappling); **CMD** 44 (can't be tripped)

**Feats** Bleeding Critical, Blind-Fight, Cleave, Combat Expertise, Critical Focus, Improved Critical (arm), Improved Initiative, Improved Trip, Multiattack, Power Attack

**Skills** Intimidate +25, Knowledge (geography) +25, Knowledge (nature) +25, Perception +28, Stealth +11, Swim +41, Use Magic Device +25

**Languages** Aquan, Common

**SQ** tenacious grapple

### SPECIAL ABILITIES

**Ink Cloud (Ex)** A kraken can emit a cloud of black, venomous ink in an 80-foot spread once per minute as a free action while underwater. This cloud provides total concealment, which the kraken can

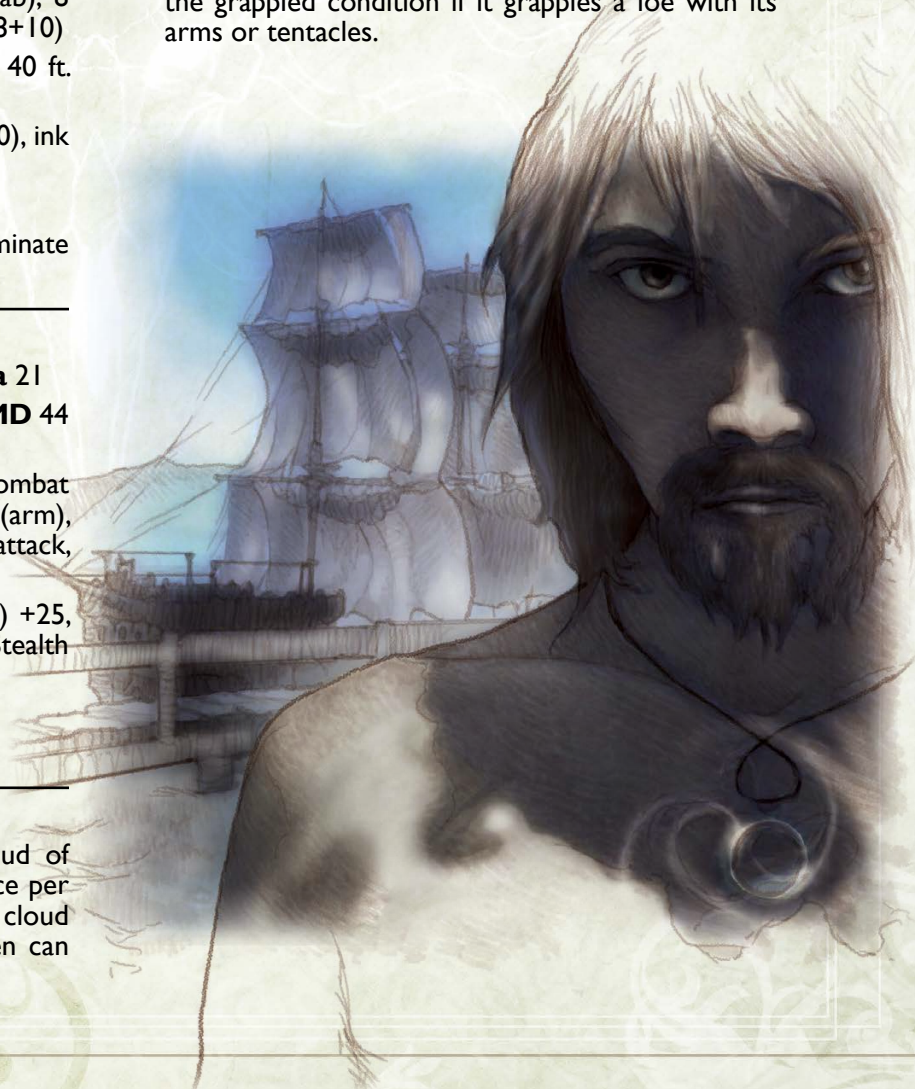
use to escape a fight that is going badly. Creatures within the cloud are considered to be in darkness. In addition, the ink is toxic, functioning as contact poison against all creatures caught within it. The ink cloud persists for 1 minute before dispersing. The save DC against the poison effect is Constitution-based.

**Kraken Ink:** Ink cloud; contact; save Fort DC 29; frequency 1/round for 10 rounds; effect 1 Str damage plus nausea; cure 2 consecutive saves.

**Jet (Ex)** A kraken can jet backward as a full-round action, at a speed of 280 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

**Rend Ship (Ex)** As a full-round action, a kraken can attempt to use four of its tentacles to grapple a ship of its size or smaller. It makes a CMB check opposed by the ship's captain's Profession (sailor) check, but the kraken gets a cumulative +4 bonus on the check for each size category smaller than Gargantuan the ship is. If the kraken grapples the ship, it holds the ship motionless; it can attack targets anywhere on or within the ship with its tentacles, but can only attack foes on deck with its free arms and can't attack foes at all with its beak. Each round it maintains its hold on the ship, it automatically inflicts bite damage on the ship's hull.

**Tenacious Grapple (Ex)** A kraken does not gain the grappled condition if it grapples a foe with its arms or tentacles.



## OUT OF THE FRYING PAN

Should the *Sea Vixen* make it through The Storm and survive the kraken, the song is still present, and it seems to guide the ship through the last bits of treacherous waters.

There shouldn't be an 'eye of the storm' for The Storm, but there it is, and in the middle of the calm sea sits an Island. The island isn't big, but it's covered in overgrowth and ancient ruins. It's evident to the heroes that the song seems to be coming from somewhere on this island.

If they've made it this far with the *Sea Vixen* intact (or at least *relatively* intact), they have the opportunity to examine the island from the sea for a little bit. Circling the island shows there aren't a lot of places to make a landing, although the cove at "B" looks promising (for all these letters see *Tomb of the Lich Queen*, the first volume of the *Dungeonlands* trilogy). There's also a beach on one side of the island, but it seems a little too exposed to be counted as 'safe'.

As the heroes sail around the island, roll d% and consult the Flotsam and Jetsam table below whenever they pass the letters "A", "B", "F", "G", "H", "J", "K", "L", "M" or "O". Sometimes the crew happens upon a bit of flotsam of some potential value.

### Flotsam And Jetsam

01-70 Nothing

71-85 Roll on the Equipment Table\*

86-95 Roll on the Gear Table\*

96-00 Roll on the Treasure Table\*

\* These tables are in *Tomb of the Lich Queen*.

If a 00 is rolled a second time use the result from the Guardians of the Flotsam table below. Yes, that means a kraken attack.

Whenever you roll on the Flotsam and Jetsam table, also roll a d4, on a 1 there's also a monster involved. If so roll d% again and consult the Guardians of the Flotsam table.

### Guardians Of The Flotsam

**1-60** A band of fishmen swarms the decks, climbing from the water and onto the ship. Treat them as goblins, but with the Aquatic template. Each hero must face 1d20 goblins, although they'll flee if at least half of them are incapacitated – at least until they can regroup and try again.

**61-95** Sea trolls (trolls with the Aquatic template). There are two of them per hero, and they'll fight to the death.

**95-99** Greater sea trolls (trolls with the Advanced and Aquatic templates). There are two of them per hero, and they'll fight to the death.

**00** Well... remember that kraken? It (or one of its kin) has returned for a rematch. The good news is if they already wounded the kraken, it still has those wounds. The bad news is this time it'll fight to the death. (If the heroes prevail, and are foolish enough to keep tempting fate, the next one is uninjured to start with.)

Should the kraken destroy the ship, move on to "All Washed Up".

One last note: If the heroes simply try to turn the ship around and sail away, they're in for an unpleasant surprise: there's no escape through The Storm. They'll be (literally) sailing into the Maelstrom. The *Sea Vixen* is ultimately chewed to pieces and they all wind up "All Washed Up" (see below).

## ALL WASHED UP

If the *Sea Vixen* is destroyed while navigating The Storm, the heroes still have a chance.

By spending a Pulse Point, a hero finds himself sucked into some sort of 'portal of light' at the last moment, and awakens on the island at "A". If a hero has no Pulse Points remaining, he still arrives at "A", but is Incapacitated and takes 1d4 points of Con damage.

### WHAT NEXT?

At this point, the heroes, one way or another, should be at either "A" or "B" on the map. Either way, you can simply move on to running *Tomb of the Lich Queen* as normal, and carry on as instructed there. In short, have fun!

## DRAMATIS PERSONAE

These are the heroes arriving on Paxetel from the realm of Untamed Empires.

### CAPTAIN JOSS "PATCH" ANDERS

#### *Heroic Captain*

Joss – or 'Patch', as she's better known to her crew – isn't what most folk would call 'beautiful', but she's got an air about her that makes people sit up and notice. Of course, the patch over her left eye socket helps, giving a more severe look to her dark eyes and flowing mane of brown hair. She's sated her need for vengeance against the man who took that eye, but still feels a call toward... something. Never far from her sword these days, she hopes she'll find some answers beyond The Storm, where no one has ever explored before. Leastwise, not having lived to tell the tale.

#### **Captain Joss "Patch" Anders**

Human Fighter (Corsair) 15

CN Medium humanoid (human)

**Init** +7; **Senses** Perception +4

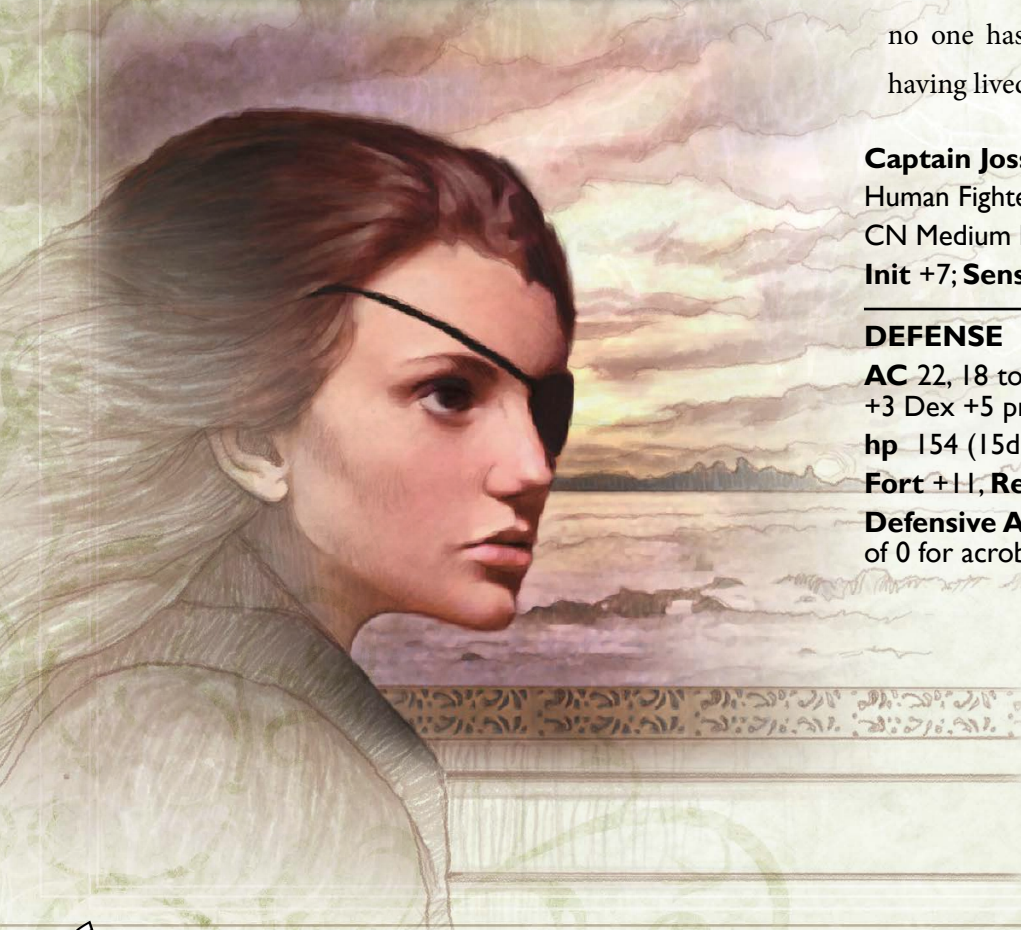
#### **DEFENSE**

**AC** 22, 18 touch, 19 flat-footed (+4 armored coat, +3 Dex +5 protective Telesma)

**hp** 154 (15d10+30+15 toughness)

**Fort** +11, **Ref** +10, **Will** +9; +4 vs Fear (bravery)

**Defensive Abilities** armored pirate (armor check of 0 for acrobatics and swim); protective Telesma



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## OFFENSE

**Speed** 30 ft.

**Melee** Artemis +3 longsword +29/+24/+19 (1d8+5 weapon focus/19-20 x2) (penetrating strike ignores DR 5 unless untyped)

**Ranged** dagger +18/+13/+8 (1d4/19-20)

**Special Attacks** weapon training (heavy blades +3, light blades +2, pirate weapons +1), Critical Focus (+4 to confirm critical hits)

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## STATISTICS

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

**Base Atk** +15/+10/+5; **CMB** +18; **CMD** 18

**Feats** Cleave, Great Cleave, Combat Expertise, Critical Focus, Dazzling Display, Improved Initiative, Iron Will, Leadership (14), Lightning Reflexes, Penetrating Strike, Shatter Defenses, Skill Focus (intimidate), Toughness, Weapon Focus (longsword), Weapon Specialization (longsword)

**Skills** Acrobatics +18, Climb +10, Intimidate +16, Perception +4, Profession (sailor) +10, Stealth +9, Survival +9, Swim +17

**Languages** Common, Lati, Barbaryan

**Combat Gear** armored coat +4, potion of cure serious wounds x3

**Other Gear** Sailor's clothing, captain's hat, eye patch, Telesma (Artemis)

**Telesma (Pulse 25):** Captain Anders' Telesma is a cat spirit named Artemis, who's bound to the bright, amber jewel in the pommel of her sword. Artemis is finicky and aloof – in short, she's a typical cat. Joss has long known Artemis isn't 'natural', since she can see the feline with her missing eye when Artemis chooses to manifest. She gives Captain Anders the following abilities: *Balm* (cure fatigue by spending 2 Pulse), *Forced Manifestation* (incorporeal creatures take normal damage/effect from weapons and spells), *Protective Telesma* (+5 to AC).

## THE PIRATE WEAPONS GROUP

This weapons group consists of the crossbow, cutlass, dagger, hook hand, rapier, and short sword.

## RONNIE "THE DUELIST" ANDERS

*Heroic Marksman*

Where Joss Anders is 'severe', her younger sister, "The Duelist", is cute in a homey sort of way. Largely it boils down to an air of confidence and vitality that some people find attractive. She's got something of a pug nose, and red hair hangs loose around her shoulders from beneath her hat. Oh... and she's never far from a brace of pistols. The Duelist was only recently reunited with her sister, but feels the need to follow along wherever Joss goes – Trinity knows she can't seem to watch her back and constantly needs protecting.

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### Ronnie "The Duelist" Anders

Human Gunslinger 15

CG Medium Humanoid

**Init** +8 (+10 as long as at she has at least 1 Grit);

**Senses** Perception +18

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## DEFENSE

**AC** 26, 23 touch, 22 flat-footed (+3 armor, +4 Dex, +4 Nimble, +5 protective Telesma)

**hp** 135 (15d10 +30)

**Fort** +11, **Ref** +23, **Will** +10

**Defensive Abilities** protective Telesma

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## OFFENSE

**Speed** 30 ft.

**Melee** mwk sabre +16/+11/+6 (1d8, 19-20/x2)

**Ranged** matched dragon pistols +19/+14/+9 or Rapid Shot +17/+12/+7/+5 (1d8, x4)

**Special Attacks** deeds (deadeye, dead shot, expert loading, gunslinger initiative, slinger's luck, utility shot)

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## STATISTICS

**Str** 10, **Dex** 18, **Con** 14, **Int** 11, **Wis** 16, **Cha** 12

**Base Atk** +15/+10/+5; **CMB** +15; **CMD** 29

**Feats** Extra Grit x2, Gunsmith, Improved Initiative, Iron Will, Leaping Shot Deed, Point Blank Shot, Precise Shot, Rapid Shot, Strong Comeback, Two Weapon Fighting

**Skills** Acrobatics 16 (14 without Telesma), Bluff 9, Profession (sailor) 12, Climb 11, Perception 21, Sleight of Hand 22, Survival 11, Swim 8

### Languages Common

**SQ** Gun Training 3 (dragon pistol, musket, pepperbox), Grit 9/day

**Combat Gear** 20x shot and powder

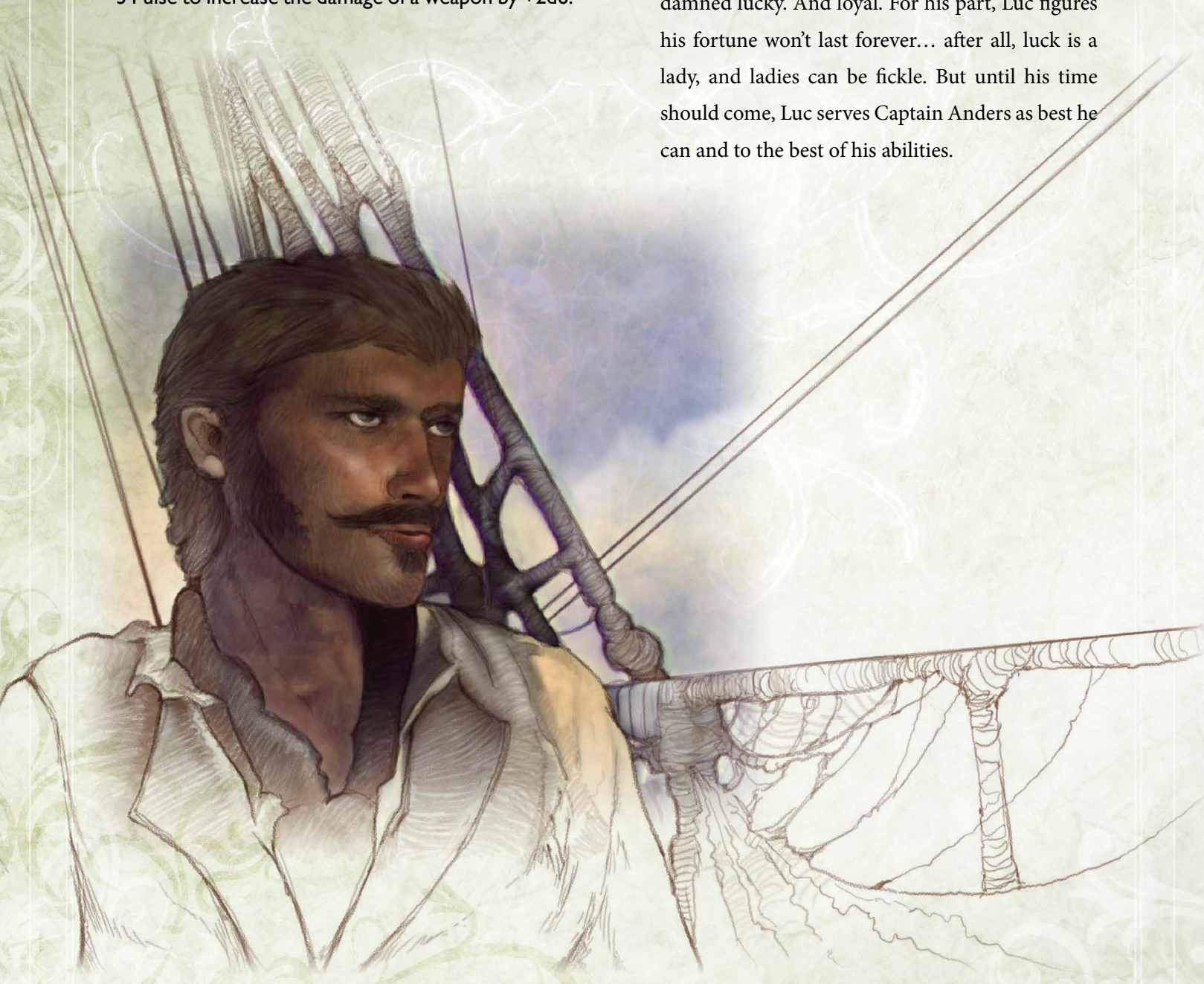
**Gear:** gentleman's clothing, feathered hat, Telesma (Cole Cutty)

**Telesma (Pulse 25):** The Duelist's Telesma is the soul of one of the *Sea Vixen's* former crewman – a poet named Cole Cutty – bound into the celestium-lined garnet of her pendent. Cutty died protecting the woman he loved from afar (although The Duelist isn't aware of either of those facts), and now he continues to do his best to comfort and protect her. Cutty rarely manifests, but he gives The Duelist the following abilities: *Acrobatics Feat*, *Protective Telesma* +5 AC, *Weapon of Power* allows The Duelist to spend 3 Pulse to increase the damage of a weapon by +2d6.

## LUC LEVESQUE

### *Heroic Sailor*

Luc has been one of Captain Anders' senior crewmen for a while now. He finds her... compelling, but he saves his feistier predilections for less complicated quarry. While not excessively handsome, Levesque has a certain *je ne sais quoi* the ladies like. Or maybe it's just luck. Luck is something he has in spades. In fact, that's one reason the captain likes to keep him around: he's damned lucky. And loyal. For his part, Luc figures his fortune won't last forever... after all, luck is a lady, and ladies can be fickle. But until his time should come, Luc serves Captain Anders as best he can and to the best of his abilities.



## Luc Levesque

Human Rogue (pirate) 15

N Medium humanoid (human)

**Init** +3 (auto-initiative 20 for a surprise round);

**Senses** Perception +18

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### DEFENSE

**AC** 18, 14 touch, 14 flat-footed (+4 armor, +3 Dex, +1 dodge)

**hp** 101 (15d8+30)

**Fort** +7, **Ref** +12, **Will** +5 ; +5 vs. Fear

**Defensive Abilities** evasion, improved uncanny dodge, swinging reposition, unflinching

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### OFFENSE

**Speed** 30 ft.; normal speed while climbing w/ rope

**Melee** mwk longsword +12/+7/+2 (1d8/19-20 x2)

**Ranged** dragon pistol +15/+10/+5 (1d6+1/x4)

**Special Attacks** sneak attack +8d6, +5 to attacks from higher ground

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### STATISTICS

**Str** 11, **Dex** 17, **Con** 14, **Int** 14, **Wis** 11, **Cha** 14

**Base Atk** +11/+6/+1; **CMB** +14; **CMD** 14

**Feats** Agile Maneuvers, Catch Off Guard, Defiant Luck, Death From Above, Exotic Weapon (firearms) (t), Inexplicable Luck, Sea Legs (t), Throw Anything, Opening Volley, Weapon Focus (dragon pistol)

**Skills** Acrobatics (roll twice, take the better one) +21, Bluff +17, Climb +13, Diplomacy +17, Disable Device +17, Intimidate +16, Knowledge Engineering +12, Perception +18, Profession (sailor) +13, Sense Motive +13, Sleight of Hand +18, Swim (roll twice, take the better one) +15, Use Magic Device +15

**Languages** Common

**SQ** rogue talents (firearms training, strong stroke, rope master, hold breath, peerless maneuver, snap shot)

**Combat Gear** armored coat, dagger, 10x shot and powder

**Other Gear** sailor's clothing, monkey's paw, Telesma (Otoo)

**Telesma (Pulse 25):** Levesque's Telesma is (literally) a monkey's paw with a pearl in its grasp. The paw belonged to a monkey whose spirit, Otoo, now tries to aid Luc in... well... whatever it is that Luc's doing at the moment. Compared to the other Telesmae in the group, Otoo isn't all that bright, but what he lacks in brains he more than makes up for in enthusiasm. And curiosity. Otoo grants Levesque the following abilities: *Allure* +2 to all Chr based checks, *Karma Bank* reroll any d20 roll 2/day, *Vigorous Telesma* allows Luc to spend 3 Pulse to heal 2d6+4 damage.

## MARCUS, JUJU SHAMAN

### Heroic Shaman

With sun-bleached brown hair and expressive dark eyes, Marcus is a good-looking young man with a gentle spirit and something of a problem. You see, he wants to be a healer. The problem is he's been marked by Death. Not that an Angel of Death is lurking around, waiting to take him – no, it's more a case that a God of Death wants Marcus to be his agent. But ever since Marcus learned he could see and speak with spirits, he's tried to use them to aid others. Sometimes others fear him for his abilities. Marcus has learned to deal with it and keep a low profile, stepping in when necessary to help and to heal. The God of Death just sighs, waits for Marcus to move along, and finishes the job.

### Marcus, Juju Shaman

Human Cleric 15

NG Medium humanoid (human)

**Init** +4; **Senses** Perception + 13

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### DEFENSE

**AC** 19, 15 touch, 19 flat-footed (+ armor, +4 deflection, +0 Dex, +5 protective Telesma)

**hp** 88 (15d8+15)

**Fort** +10, **Ref** +5, **Will** +14

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### OFFENSE

**Speed** 30 ft.

**Melee** cutlass +12/+7/+2 (1d6+1; 18-20/x2)

**Special Attacks** channel positive energy /day (DC 20, 8d6)

**Domain Spell-Like Abilities** (CL 15th; concentration +18 /+22 combat casting)

6/day—bleeding touch (7 rounds), death's embrace (heal from negative energy)

6/day—rebuke death (1d4+7hp); healer's blessing (all cure spells empowered)

**Cleric Spells Prepared** (CL 15th; concentration +18 /+22 combat casting)

**7th**—regenerate (D), ethereal jaunt, greater restoration,

**6th**—heal (D), forbiddance, heal, hero's feast,

**5th**—breath of life (D), lesser astral projection, ancestral memory, cleanse

**4th**—cure critical wounds (D), ancestral gift, neutralize poison, restoration, ride the waves

**3rd**—speak with dead (D), cure serious wounds x2, daylight, dispel magic, sacred bond

**2nd**—death knell (D), ancestral communion, augury, delay poison, grace, lesser restoration

**1st**—cure light wounds (D), cure light wounds x2, remove fear, remove sickness, shield of faith

**0** (at will)—4 detect magic, resistance, stabilize, virtue

**D** Domain spell; **Domains** Death (Death God Friendly), Healing

## STATISTICS

**Str** 12, **Dex** 11, **Con** 12, **Int** 14, **Wis** 17, **Cha** 12

**Base Atk** +11/+6/+1; **CMB** +12; **CMD** 12

**Feats** Channeled Revival, Combat Casting, Command Undead, Extra Channel, Improved Channel, Improved Initiative, Iron Will, Skill Focus (heal)

**Skills** Diplomacy 9, Heal 24, Knowledge (arcana) 14, Knowledge (the planes) 10, Knowledge (religion) 10, Perception 13, Profession (fortune teller) 6, Sense Motive 8, Spellcraft 11

**Languages** Common

**SQ** aura

**Combat Gear** cutlass, ring of protection +4

**Other Gear** Sailor's clothing, juju bag, Telesma (Texlaciva)

**Telesma (Pulse 25):** Marcus' Telesma is a large moonstone set in an amulet. In it is bound a spirit named Texlaciva, a warrior maid who failed to bring about the carnage and death she once promised her patron. She hopes to guide Marcus to the heights of destructive glory, but damned if he doesn't keep trying to avoid fights and *help* people. Texlaciva would love to force Marcus to follow the 'right' path, but the God of Death has made it clear she's to serve Marcus – not the other way around. Still... she does her best to hinder the shaman's attempts to help others, although she still has to grant him the following abilities: *Karma Bank* reroll any d20 roll 2/day, *Protective Telesma* +5 to AC, *Touch Link* allows Marcus, as long as he is in physical contact with his Telesma, to restore one spell he has already cast. (3/day; costs 2 Pulse / level of spell restored).

Marcus uses a variant of the Death Domain released as open content on the Paizo Blog. Here are the changes as originally published:

### Death Goddess - Friendly Death Domain

3rd-level domain spell: Replace animate dead with speak with dead.

6th-level domain spell: Replace create undead with anti-life shell.

8th-level domain spell: Replace create greater undead with symbol of death.



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