



DUNGEONLANDS

SEA VIXEN

ALTERNATE OPENING



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) or on our forums (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 Heroic-rank characters 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.

The bottom line here is the heroes are involved in a Dramatic Task, pitting their Boating skills against the ferocity of the sea. This is actually a cooperative roll with Captain Anders leading. If any of the Boating rolls are a Failure, the *Sea Vixen* takes **Damage**: 2d6 plus an additional d6 for every point the roll failed by. On a Critical Failure, a Failure on the draw of a Club, or if the heroes don't make 5 Successes in five tries, go to "All Washed Up" below.

On the third Round of the Dramatic Task, 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.

Should the heroes not manage to complete the Dramatic Task by the fourth Round, they have another problem to contend with: this area is apparently guarded by a kraken! Before they can continue (and hopefully complete the task), they'll have to defeat the monster.



THE KRAKEN

Attributes: Agility d6, Smarts d6(A), Spirit d12, Strength d12+10, Vigor d12+4

Skills: Fighting d12, Notice d6, Stealth d8

Pace — **Parry 8 Toughness 24(4) Pulse 30**

Special Abilities

- *Aquatic:* Pace 12
- *Armor +4:* The kraken has a thick hide that resemble rocks – in fact Kraken have on occasion been mistaken for small islands while basking in the sun.
- *Gargantuan:* Yeah, they're big. Ranged attacks are made at +4 against them, and their hides count as Heavy Armor. For that matter, their tentacles count as Heavy Weapons.
- *Heroic Entity:* Kraken are legendary creatures. They gain all the benefits of being Heroic Rank, including +1 to Soak rolls and rolls to recover from being Shaken, and an extra Karma for their own use.
- *Size +10:* Did we mention kraken are big? Really big.
- *Tentacle: Damage:* Str+d6, Reach 10.

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 within 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, draw an Action Card whenever they pass the letters "A", "B", "F", "G", "H", "J", "K", "L", "M" or "O".

If the card is higher than a 10, the crew happens upon a bit of flotsam of some potential value. If the card was a Face Card, make a single roll on the Equipment Table; if it was an Ace, make a single roll on the Gear Table. On a Joker, make a single roll on the Treasure Table. (The tables are in *Tomb of the Lich Queen*.)

There are a couple of downsides to this, though...

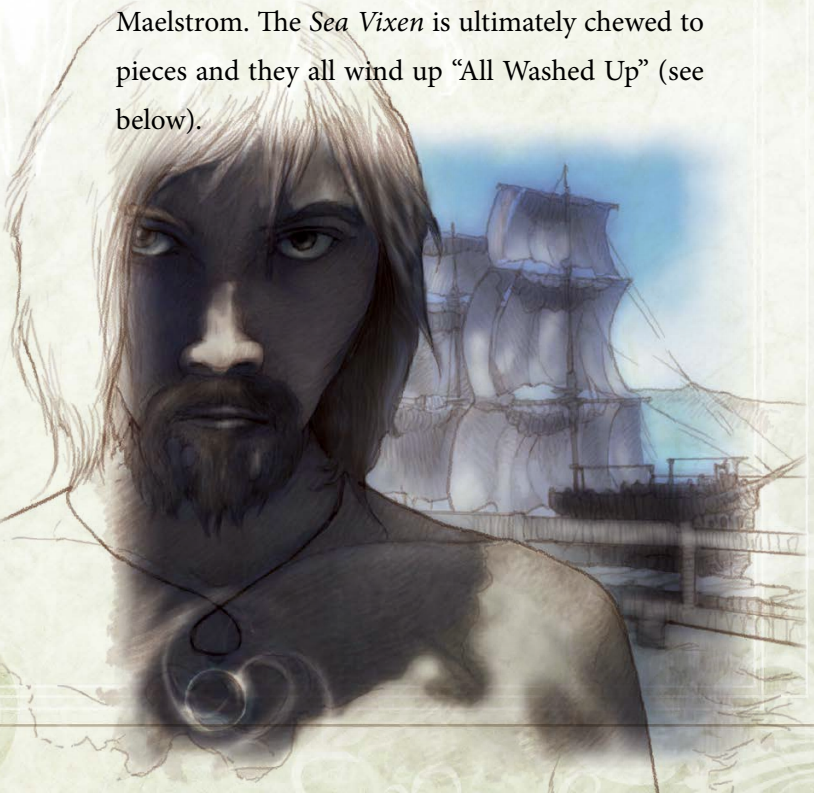
For one thing, if the card drawn is a Club (even if it allows a roll on one of the tables), there's also a monster involved.

A numbered card means a band of fishmen swarm the decks, climbing from the water and onto the ship. Treat them as goblins (from *Savage Worlds*), but add the Aquatic ability to their stats. The number on the card is the number of fishmen each hero must face, although they'll flee if at least half of them are incapacitated – at least until they can regroup and try again.

Any other card means a group of sea trolls climbs from the depths. Treat them as trolls from *Savage Worlds*, but add the Aquatic ability to their stats. If the card is an Ace, they're also Wild Cards. In any case, there are two of them per hero, and they'll fight to the death.

The other problem (at least for greedy heroes) is if a second Joker is drawn. The first one led to treasure. This one... well... remember that kraken? It (or one of its kin) has returned for a rematch. 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 (whether by failing at the dramatic task or being dragged under water by the kraken), the heroes still have a chance.

By spending a Karma, 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 Karma remaining, he still arrives at "A", but is Incapacitated (and should immediately roll for a permanent injury).

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 Storms, where no one has ever explored before. Leastwise, not having lived to tell the tale.

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

Skills: Boating d8+2, Climbing d6, Fighting d12+2, Notice d8, Persuasion d6+2, Swimming d4, Taunt d6

Pace 6 Parry 10 Toughness 8(1) Pulse 25 Charisma +2

Hindrances: One-Eye, Stubborn, Vengeful (Minor)

Edges: Ace, Block, Charismatic, Command, Hold the Line!, No Mercy, Opportunistic Push, Trademark Weapon (Officer's Back Sword – Artemis)

Gear: Sailor's clothing, captain's hat, eye patch, captain's coat (Armor +1, torso and arms), officer's back sword (*Artemis* – **Damage:** Str+d6+2 (enchantment), +1 Fighting, +1 Parry; Captain Anders' Telesma)

Telesma: 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, Forced Manifestation, Protective Telesma.

THE SEA VIXEN

The *Sea Vixen* is Captain Anders' ship. It doesn't really factor into the *Dungeonlands* campaign, but if you find you suddenly need her stats, here they are:

Acc/TS: 3/10, **Toughness:** 18(4), **Crew:** 12+20

Notes: Heavy Armor

Weapons: 24 Cannon (12 fixed at each side; see *Savage Worlds* for more information)

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.

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

Skills: Boating d6, Climbing d6, Fighting d10, Notice d8, Shooting d12, Streetwise d6

Pace 8 Parry 7 Toughness 10(2) Pulse 25



Hindrances: Arrogant, Loyal, Quirk (constantly fiddles with the pendent hanging around her neck)

Edges: Ambidextrous, Cool As Ice, Extraction, Fleet-Footed, Improved Extraction, Marksman, No Mercy, Quick Draw, Two-Fisted

Gear: Gentleman's clothing, feathered hat, finely-crafted soldier's coat (Armor +2, torso and arms), two flintlock pistols (**Range:** 5/10/20, **Damage:** 2d6+1; 1 Shot, 2 Actions to reload), 20x shot and powder, saber (**Damage:** Str+d6), pendent (*Cole Cutty* – The Duelist's Telesma)

Telesma: 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: Attribute Synergy: Agility, Protective Telesma, Weapon of Power*

*Weapon of Power allows The Duelist to boost any Damage Die on a weapon by one Die Type for each 2 Pulse spent – so she could spend 4 Pulse for one of her flintlock pistols to have **Damage:** 2d8+1, for example.

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.

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

Skills: Boating d6, Fighting d10+1, Intimidation d6, Notice d8, Repair d8, Shooting d10, Throwing d8

Pace 6; **Parry** 8; **Toughness** 6; **Pulse** 25
Charisma +1

Hindrances: Heroic, Loyal, Quirk (Lady's Man)

Edges: Brave, Counterattack, Favorite of Fate, First Strike, Luck, McGyver, Pulse Armor, Scavenger

Gear: Sailor's clothing, knife (**Damage:** Str+d4 – although Levesque usually uses it as a utility tool), finely-crafted officer's back sword (**Damage:** Str+d6+1; +1 Fighting, +1 Parry), flintlock pistol (**Range:** 5/10/20, **Damage:** 2d6+1; 1 Shot, 2 Actions to reload), 10x shot and powder, monkey's paw (*Otoo* – Levesque's Telesma)

Telesma: 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, Karma Bank, Vigorous Telesma.

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.

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

Skills: Boating d6, Fighting d8, Healing d8, Investigation d8, Notice d8, Perform Ritual d8, Persuasion d6+2, Streetwise d8+2

Pace 6 **Parry** 6 **Toughness** 6 **Pulse** 25
Charisma +2

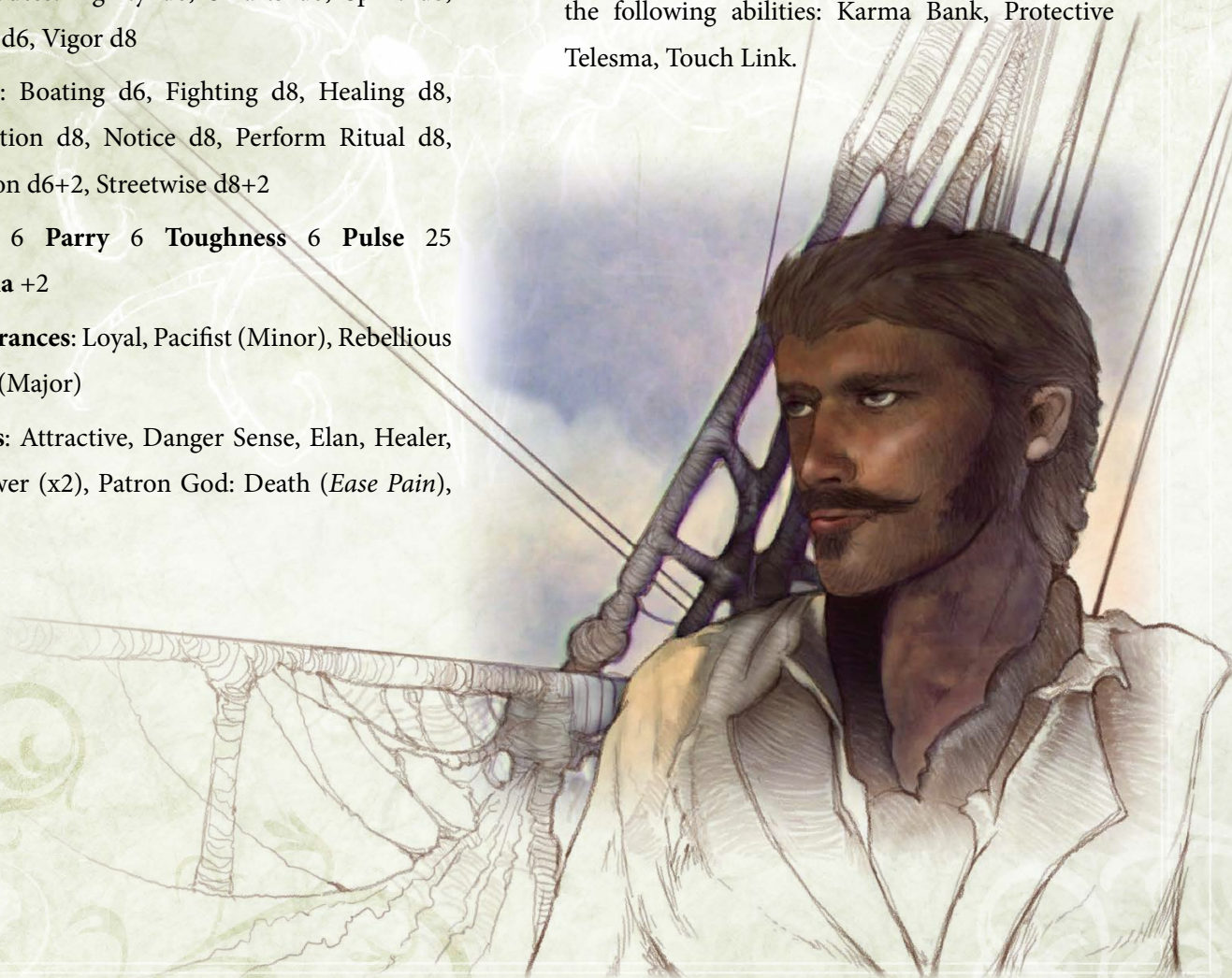
Hindrances: Loyal, Pacifist (Minor), Rebellious Telesma (Major)

Edges: Attractive, Danger Sense, Elan, Healer, New Power (x2), Patron God: Death (*Ease Pain*), Sighted

Powers: deflection, healing, summon ally, the sight

Gear: Sailor's clothing, juju bag, cutlass
(**Damage:** Str+d6), spirit stone (holds 5 Pulse), amulet (*Texlaciva* – Marcus' Telesma)

Telesma: 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, Protective Telesma, Touch Link.



Your ship hits the worst storm in memory, gets attacked by a kraken and all the rum's gone. How much worse could your day get?

Guest writers Curtis and Sarah Lyon present an alternate opening for the Dungeonlands trilogy from the muskets-and-magic realm of Untamed Empires.

**An uncharted island full of plunder and peril.
It's time to go ashore!**

While these Heroic-rank 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.