



DUNGEONLANDS

AN ANGEL'S SONG

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.

CREDIT WHERE CREDIT'S DUE

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AN ANGEL'S SONG

By special guest writer **Darren Pearce**.

This Suzerain adventure is for Heroic rank characters who all play the role of Solar Federation soldiers from the far future. They're the Portal Jumpers, a tiny cadre of marines charged with fixing problems in the whole Suzerain continuum... in this case, an incursion by agents from Xaos (the hidden realm of the renegade god Set in the far reaches of the Maelstrom - see *Set Rising* for more about Set, Xaos, and much more).

Set's minions have killed the crew of an amazing, previously-undocumented class of transport spaceship with a time-jump propulsion drive. They left it drifting through time as it suffered a catastrophic drive failure, burning and broken, the vessel slowly tearing a hole in reality. The consequences are incalculable, but probably devastating for any realm the ship crashes into.

The only way to fix the situation is to draw the danger away from all human realms. The heroes hear an angel's soulful lament, so powerful it rips a hole in time and space to draw the heroes into a small realm of the Maelstrom... the Island of Paxectel and the start of the *Tomb of the Lich Queen* adventure.

If you've run an adventure before, you know the score: anything in italics is read aloud to the players. If not, well, read out italic entries to the group and make sure you use your best dramatic voice to enhance the text. That's where you get to stamp your own style on things.

WHAT IS AN ANGEL'S SONG?

An Angel's Song is what you get when a rescue team takes on its toughest mission and gets blasted into the Island of Paxectel, 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 prelude adventure that takes those characters from a sci-fi future, across the universe, and to the Dungeonlands realm. There are also new Edges and gear in a section at the end.

INTO THE UNKNOWN

The heroes have volunteered to portal jump (hence their name, the Portal Jumpers) onto the stricken vessel before it crashes into some poor, unsuspecting realm. It's not just that the ship has a time-jump propulsion drive which means it could hit *anywhen* as well as *anywhere*. Scans show that its cargo is a huge energy source and if the containment field fails, it's bad news for everyone.

So the heroes are chasing a unique energy signature aboard the ship. They're on their own high-tech starship, the SF Starburst, listening to updates from the Starburst's AI, Xyn, as they suit up and prepare to jump through a portal. They've just pulled up behind the vessel which is spiraling through the void, emitting dangerous levels of energy. If this ship isn't boarded quickly and the source of the energy build-up determined – well, we'll let Xyn explain:

As the SF Starburst zips into the time streams, hot on the trail of an unknown energy source, the viewport reveals an amazing vessel covered in hard-light hieroglyphs. It's curved in odd places and made of an unknown material. It's not a Solar Federation ship, that's for sure, or from any culture you're aware of, but it's clearly amazingly advanced despite a distinctly 'ancient Egyptian' look to it. Your ship's AI, Xyn interrupts:

"Closing on unknown contact," Xyn speaks with a quiet, measured voice. "I have determined that there is a 97.8% chance this is the source of the critical energy signal we detected. I have further determined that if the energy build-up is not stifled there will be a catastrophic release which unchecked will cause untold harm across multiple realms."

"Or to put it another way: this is bad."

Xyn has detected a serious build-up of energy aboard the odd vessel; his scans can determine a few things about the ship once the Starburst gets close enough.

- The ship has an energy signature which comes from an unknown realm; it isn't in Xyn's database (the vessel is from Ra's Sunfire Domain and has broken through from the Maelstrom to end up here - see *Set Rising* for more details on Ra's techno-Egyptian realm and hard-light technology).
- The energy level is building catastrophically and in several hours it will explode and tear a hole into the fabric of reality. Worse, the hole will continue to expand and affect other realms – before collapsing in on itself. It'll be too late by then to stop it.
- The vessel is not powered by technology but by magic. No, by technology. No, by... well, it's complex. There are strong indications that it's both. At the same time.

If questioned, Xyn can provide no more information than this. We started this adventure



with the heroes suiting up to portal jump over to the other ship, so let's do that and move forward.

Just before that happens, Xyn hastily deactivates the portal he's been prepping. Read the following:

We appear to have a tiny problem activating a lock on the portal. The energy signature on board the other vessel is scrambling auto-lock and its erratic passage through the time stream makes a manual lock 99.62% likely to be off target, resulting in instant death for anyone going through the portal.

Xyn helpfully adds:

"I considered using the primary weapon systems to simply destroy the vessel, but any form of weapons' fire from the Starburst will result in a release of the energy. In other words, we can't open fire on the vessel from a safe distance - since there is no safe distance from such an energy release. In fact, even when you get aboard, you might want to be careful about firing weapons."

"There is no common docking port I can attach to. Perhaps I might suggest you cross to the other vessel using EVA suits?"



PREPARE TO BOARD!

The Portal Jumpers need to do some EVA (extra-vehicular activity) and get over there manually. This scene takes place as they leave by the belly of the Starburst and encounter the automated defenses of Ra's vessel, which Set's agents kindly activated after sabotaging the ship and leaving. They hoped to deter rescue parties from getting too close... but that won't stop heroes like the Portal Jumpers, right?

As you leave the Starburst and begin your descent towards the unknown ship, several gleaming rods on the hull begin to glow, closely followed by a beam of coherent light which sears out toward you!

The heroes are going to have to be extra careful here. They've been warned not to shoot at the ship, so they're going to need to either dodge the beams or find a way to deal with the systems without causing too much damage to the already stricken vessel. And the damage looks bad from here. Even small arms fire could be catastrophic if it misses the defense cannons.

If they want to dodge or reflect the beams away, they're going to need to roll some dice. Roll against their Agility with a -2 due to the advanced systems locking on from the defense cannons.

If they want to damage the cannons, they'll need to hit them and all damage will be at -3 due to the magical shield which covers the rods. If they have any Edges or equipment which allow them to negate the shield, then they can punch right through. Otherwise the shields ignore conventional armor-piercing weapons and emit a bright flash when struck.

There are four beams so the heroes are going to have to make four rolls as this scene plays out

by zapping, dodging or reflecting the energy. Good luck guys and gals!

UNTO THE BREACH, MY FRIENDS!!!

Once the heroes have successfully bypassed or broken the defense cannons they can board the ship. This is accomplished by a small hexagonal hatchway at the back of the vessel which shows signs of forced entry around the edges already. It has been left open and the interior corridor has been plunged into darkness. Rather than key the whole ship and have the heroes waste time exploring useless areas, we want them to get to the trouble ASAP and deal with it.

Of course we're not going to let them off the hook that easily; there are environmental hazards and magical explosions to deal with first. Then there's the constant reminder from Xyn about the build-up of lethal energy which will consume everything if it goes boom. No pressure.

You make your way past the defense cannons, close the gap to the other vessel and get into the back of the ship. The lights are out and there's a feeling of unease in the air. Your Telesmae complain bitterly about the waves of energy bursting from the front of the ship and urge you onwards.

Xyn takes this moment to inform our heroes there's a timer on their mission.

"I do not wish to worry anyone, or perhaps I do. The energy spike is increasing, a breach will occur in ten minutes' time – scans indicate unstable areas of the ship are flooded with magical energy. I advise caution. And haste."

They'll have to shift into high gear and move through the ship, which you should let them do, yet at the most dramatic moment have one (or

all) of the following happen to add spice to the exploration:

- A wall seal ruptures and magical energy bubbles out into the corridor. It causes damage to armor and to flesh if the heroes don't avoid it. They'll take 1 Wound regardless of Armor and Toughness as the magic rips into them unless they make a successful Agility check to avoid it.
- A magically-animated assassin construct has been left behind by Set's saboteurs. It has orders to kill anyone who comes snooping around. Use the Mech (Sentinel) stats from the Savage Worlds rulebook.
- Gravity inverses causing heroes to slam into ceilings and floors.
- The corridor is blocked with debris; it must be cleared and the heroes need to make some rolls to do that. This requires two successful Strength -1 checks.
- The corridor ahead has been booby-trapped with magical bombs; they require a mix of Agility and Spirit rolls to deal with since some exist on the physical plane and others in the spirit world. If one goes off, treat it as an anti-personnel mine (see the Savage Worlds rulebook).

A BRIDGE TOO FAR

As the heroes get close to the bridge they should have very little time left to save the ship and the cosmos from Bad Things. Now it's time to be really mean, throwing yet another spanner in the works – the ship's engines activate and propel the stricken vessel forwards at maddening speeds.

You're so close to the bridge, you can almost touch the door when there's a sudden sound which indicates something has happened. The feeling of acceleration is insane as the ship bolts forward.

The ship's navigation systems are fried (quite literally, by the fires on board the vessel) and a short circuit in the propulsion computer has kicked the engines on line. The heroes are going to

have to make last ditch Strength checks to hold on and to clamber through to the bridge as unchecked acceleration blasts them backwards.

SONG OF SONGS

You finally get onto the bridge and see the trouble; it looks like someone has put a strange orb on the bridge which is the source of the energy buildup. It sits dead center of the room and pulsates with a maddening glow of chaotic light.

What they're seeing is the cargo of this vessel, the reason Set's agents wanted to infiltrate this ship out of all of Ra's fleet. This ship was transporting a young star for the sun god himself to bless, and by moving it from the containment field in the cargo hold Set's minions have created a time bomb. When the full energy of a star is unleashed, it's not going to be pretty. Actually, it'll be very pretty, but extraordinarily destructive.

The seconds are ticking down.

Xyn calculates that the vessel is careening across the time stream and will exit above 21st century Earth, which might mean there's not going to be a 22nd century, or a 23rd, or.... But these are heroes, and there's one last option - let the vessel break up in the Earth atmosphere, but take the young star away.

As heroes, they have access to a private pocket dimension. Simply open a door to a side room, and there it is, a pleasant little home in the Maelstrom, away from any populated areas where an exploding star could wipe out all humanity. If it doesn't occur to your players, have one of the Telesma spirits mention it. Anyone who stays on board is toast, so they might as well grab the orb and dive into

their pocket realm, doing something good for the universe right?

It's up to them. They're out of time. They need to make a choice, and make it now.

Failing to do the heroic thing is a death sentence, but who cares about such unheroic heroes? Let's assume they grab the orb even as it's going critical and open a door to their pocket realm, diving through with one second left on the clock.

Only it's not their pocket realm on the other side. In that last second it seems like time itself is standing still and they're listening to the sound of a soulful lament sung by the most hauntingly beautiful voice they've ever heard. A flash of bright light like a billion nuclear bombs fills their whole existence, and they hear an angel say, "True heroes."

Against the odds, they're not dead. As they passed through the portal to their pocket realm, the energy release blew them sideways to a totally different realm, the Island of Paxectel, the Lich Queen's dungeon. A bright new star is overhead, lighting the island. Random fluke, or did the angel Anat have some way of drawing these potential saviors to the realm where she's being kept prisoner? Does it matter? It's time to start your Dungeonlands campaign.

Oh, and while the star unfolded above the Island of Paxectel, some energy would have blown backwards through the spaceship, incinerating it completely, and some into the heroes' pocket realm - they may want to redecorate when they next get back there.

PRE-GENERATED CHARACTERS

Here are the four heroes of the SF Starburst. Are all sci-fi marines, the Portal Jumpers. We hope you have as much fun playing them as we had designing them!

SARAH "DOC" KENNEDY

She's not stunning by any means, really quite plain when it comes down to looks. Sarah has a short blonde bob which she pins with a simple clip. Her eyes are bright green and she's taller than Jack though, around six foot four without her boots on. Her armor betrays her calling; she's a medic in the Portal Jumpers.

Personality: Sarah tries very hard to keep cool and keep from losing her temper; she doesn't suffer fools and loathes any kind of injustice. She is bright, witty, intelligent and is likely to floor anyone who dares to suggest she falls into the stereotype of the typical blonde, be they Zurn or otherwise. Sarah, apart from her occasional burst of hellfire temper, keeps a level head and follows orders – sometimes to the letter as well. She is loyal and dependable.

Background: Sarah's parents were career military and they served on several vessels as combat medics. Sarah had no real choice in her vocation and her strict parents left no room for romance or dalliances in her life, she was forced at an early age to learn the medical profession and knew the major bones and organs of the human body by age 6. When she enrolled in the Solar Federation Medical Academy she was selected for higher training and eventually found herself in the Portal Jumpers.

Telesma: Quentin is Sarah's Telesma and he's quite a character. He's fun, friendly and knowledgeable about a great many things – he has a passing interest in alien species and speaks with a slight Southern drawl. Quentin delights in exploration and loves to experience new things, finding a new star system or a realm he's never seen before are delights for this spirit. He begged the gods to reincarnate him as a priest for a long time, but they made him into a Telesma spirit instead – one does not question the will of the gods.

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

Skills: Faith (Science) d8, Fighting d6, Healing d10, Investigation d6, Knowledge (Battle) d4, Notice d8, Persuasion d6, Shooting d8, Stealth d4, Throwing d4

Pace 6 Parry 5 Toughness 9(4) Pulse 25 Charisma +1

Hindrances: Code of Honor (Major), Vengeful (Minor), Loyal (Minor)

Edges: Cool as Ice, Dodge, Elan, Empowered, Faith, Healer, Survival

Powers: *boost/lower trait, greater healing*

Telesma: Allure, Assistant, Pulse Battery

Gear: Polycorp 10mm pistol (**Range:** 12/24/48, **Damage:** 2d6+1, AP1, semi-auto, 15 shots), rapier 10mm SMG (**Range:** 12/24/48, **Damage:** 2d6, AP1, auto, RoF 3, 32 shots), combat knife (**Damage:** Str+d4, +1 survival), light infantry armor (+4 Armor, all locations), comms unit, uniform, medikit

JACK "LEONIDAS" VOLKER

Jack is your typical square-jawed action hero. Short, dark hair frames an expressive face set with mischievous blue eyes. He stands just shy of six feet tall and is clad in the typical armor of the Portal Jumper, his Solar Marine insignia marking him as a tactical assault kind of guy.

Personality: Jack never steps back from a fight. He's not suicidal but he's really stubborn when it comes to dealing with things which are bigger, nastier, harder and tougher than he is. He works well as part of a team and definitely ascribes to the old adage – talk softly and carry a big gun. For such a brash looking man, he's quiet and reserved when he has to be. Of course when trouble knocks the door, Jack meets it head on with a loaded rifle and a ready quip.

Background: Jack spent his early life on Earth; he was brought up on the streets as a bit of a street rat. He was a pretty nasty kid and when they finally caught up with him, he was given a choice to enlist in the military or rot in jail. Suddenly his life gained a new meaning; he changed over the months he trained and he became one of the best and brightest soldiers the Solar Federation had seen for a while. Now he serves as the team leader aboard the SF Starburst and he's a totally different person with the weight of the whole continuum on his armored shoulders.

Telesma: Now we come to the sultry voice of not-reason in Jack's ear. Say hello to Melody, his Telesma. She's the spirit of a warrior born and bred, and she likes to get Jack into all kinds of trouble. Melody has no time for cowards and she urges Jack into new and exciting (read: dangerous) situations just to experience them vicariously through him,

but when the chips are down, Jack's survival is her first concern. Melody is also built into Jack's armor unlike the other Portal Jumpers.

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

Skills: Climbing d4, Driving d6, Fighting d8, Healing d4, Intimidation d6, Knowledge (Battle) d6, Notice d6, Piloting d6, Repair d4, Shooting d10, Throwing d6

Pace 6 Parry 6 Toughness 14(6) Pulse 25

Hindrances: Heroic (Major), Stubborn (Minor), Loyal (Minor)

Edges: Brawny, Combat Reflexes, Command, Killer Instinct, Marksman, Rock and Roll, Steady Hands, Streetwise

Telesma: Balm, Spirit Interaction, Protective

Gear: Grunt assault rifle (**Range:** 24/48/96, **Damage:** 2d8, AP1, auto, RoF 3, 30 shots), destroyer pistol (**Range:** 10/20/40, **Damage:** 2d6+1, AP2, semi-auto, 8 shots, combat knife (**Damage:** Str+d4, +1 survival), bayonet (held) (**Damage:** Str+d4), bayonet (fixed) (**Damage:** Str+d6, Parry +1, Reach 1, 2 hands), infantry armor (+6 Armor, all locations), comms unit, uniform

Rakota

A mighty warrior clad in custom-built Portal Jumper armor. The Zurn known as Rakota cuts a powerful and somewhat frightening figure as part of the Solar Federation. He stands over six feet six and cuts an imposing figure in and out of his armor.

Personality: Rakota may be one of the Zurn but he is not as brutish as some people make his people out to be. The Zurn are warrior-philosophers with a highly developed code of honor and conduct.



Rakota is no different; he understands the need to change mission parameters on the fly and is incredibly patient. He's a source of inspiration and strength to his squad. Rakota is a demon once roused however, and no one in the squad wants to be in front of the warrior once he's let himself off the leash.

Background: Rakota comes from the planet Zurros from a long line of warriors; he was in his first battle at an early age and allowed his enemy to live. It was a mistake in many ways because the enemy used that to Rakota's disadvantage and hired three assassins to kill him in the next few years.

Rakota dealt with them and was on the hunt for the man (which took him many more years) who sent them after him, a crime lord known as Halden Kon. That's when he fell in to helping the Portal Jumpers. He abandoned his revenge to make a difference on a bigger scale, knowing that he would one day come full circle and punish the one responsible.

Telesma: Tynman is Rakota's Telesma and she is sharper than a blade. The spirit of a great philosopher resides in this Telesma and she knows how to calm a situation with a few careful words. She's the voice of caution in Rakota's ear, even though she often says he doesn't need it. She is determined, gentle and almost matronly in her manner. She speaks with a soft yet commanding tone.

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

Skills: Climbing d4, Driving d4, Fighting d10, Gambling d4, Intimidation d6, Knowledge (Battle) d4, Notice d6, Repair d4, Shooting d6, Survival d6, Swimming d4, Throwing d4

Pace 8 Parry 9 Toughness 14(6) Pulse 25

Hindrances: Code of Honor (Major), Vow (Minor) - 'To bring Halden Kon to justice', Evil Spirit (Minor)

Edges: Zurn, Improved Block, Improved Nerves of Steel, Intimidate, Sweep

Telesma: Karma Bank, Attribute Synergy (Spirit), Balm

Gear: Saerian chain sword (**Damage:** Str+d6+2, AP1), Hurricane shotgun (**Range:** 12/24/48, **Damage:** 1-3d6, AP1), combat knife (**Damage:** Str+d4, +1 survival), Zurn crescent moon (**Range:** 5/10/20, **Damage:** Str+d6), infantry armor (+6 Armor, all locations), comms unit, uniform, 2x chain sword fuel cells

ZERO 31

Zero 31 is not a person, he's a machine. An android, a simulated being in this case, and he appears to have been designed based on typical human 'athlete' attributes. His shell is sleek black

and rather than a face he has an elongated mask with two red slit-like eyes. He wears the armor of a Portal Jumper and his insignia reveals his role as recon and scout. He was built at a height of six feet.

Personality: Zero 31 is a pragmatic android, he's been given a full range of human emotions and tactical options. He can draw from his experience databanks and has an understanding of complex warfare given to him from centuries of distilled battle data. He speaks with a direct tone and lacks any kind of accent - if he were to have one it would probably be upper class English. He's ruthless in combat and extremely loyal to his team. Due to his robotic body Zero 31 will take risks which many humans dare not take.

Background: Zero 31 was constructed in secret by Doctor Joseph Kavanagh in a secret installation mil-science division. He was a prototype scout/recon/assassin robot and he performed beyond expectations. Doctor Kavanagh imbued him with a greater array of operating capabilities ten years ago and he's been a faithful and productive member of the Portal Jumper squad ever since then.

Telesma: Omar is a strange Telesma, quiet and reserved, almost too quiet and abhors any kind of violence. An odd pairing for a combat robot to be certain. However, Omar was picked by the Powers That Be because of his consummate knowledge of realms beyond the Star Federation. Omar is one of the most knowledgeable Telesmae when it comes to picking up new realms and passing on important information that a scout might need to know.

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

Skills: Climbing d6, Fighting d8, Investigation d4, Knowledge (Battle) d4, Lockpicking d6, Notice

d8, Piloting d4, Repair d6, Shooting d8, Stealth d8, Swimming d6, Throwing d4, Tracking d6

Pace 6 **Parry** 5 **Toughness** 12(6) **Pulse** 25
Charisma -2

Hindrances: Overconfident (Major), Quirk (Minor): quotes the odds of situations, Loyal (Minor)

Edges: Robot, Assassin, Level Headed, Marksman, Martial Artist, No Mercy

Telesma: Telesma Radio, Attribute Synergy (Smarts), Unbounded Adjustment

Gear: Whisper sniper rifle (**Range:** 30/60/120, **Damage:** 2d8, AP1, semi-auto, 8 shots), rapier SMG-silenced (**Range:** 12/24/48, **Damage:** 2d6, AP1, auto, RoF 3, 32 shots), combat knife (**Damage:** Str+d4, +1 survival), light infantry armor (+4 Armor, all locations), comms unit, uniform, binoculars

NEW EDGES & GEAR

These heroes have some Edges and gear you might not be familiar with. That's fine - we've got you covered:

EDGES

ROBOT

Type: Background, Racial

Requirements: Novice, Vigor d8+

Construct: Gain +2 to recover from being Shaken, Suffer no extra damage from called shots,

immune to poisons and disease, don't suffer wound penalties.

Mechanical: The Healing skill, *heal* / *greater heal* Powers and other healing effects don't work on a robot. The Repair skill can be used in place of the Healing skill to remove Wounds and stabilize them.

Prototype: Humanoid robots operating on an equal footing with sentient beings are very rare and often treated with suspicion and fear by average people. They suffer -2 Charisma because of this response.

Shell: A robot's shell is made of durable synthetic materials giving it increased damage resistance compared to humans. It gains +2 Armor to all locations.



ZURN

Type: Background, Racial

Requirements: Novice, Agility d6+

Fleet-footed: Zurn are naturally swift runners. They gain +2 to Pace and use a d10 for their running die.

Size +1: Zurn are big and tough, and get +1 Toughness.

Zurn Racial Debt: The life debt all Zurn owe to humanity is still strong. Even though humans have officially released the Zurn from the debt, most Zurn are very stubborn about the old ways. Zurn are considered to have the Loyal Hindrance applied to all humans. A Zurn will surely give his or life for any human ally in danger.

GEAR

HURRICANE 12 GAUGE MILITARY AUTO-SHOTGUN

Range: 12/24/48, **Damage:** 1-3d6, AP1

Some jarheads still love the power and fury of a shotgun. This latest incarnation of the street sweeper is just as deadly as shotguns through the ages, as well as being surprisingly accurate. This weapon can be used either pump action or semi-auto. If used in auto mode, the weapon's rate of fire is 2. If used pump action, the ROF is 1, but the wielder gains a +1 Shooting at short range.

SAERIAN CHAIN SWORD

Damage: Str+d6+2, AP 1

If the saber is beautiful, then the Chain Sword is awe-inspiring. Perhaps the most fearsome of the basic hand-to-hand weapons available in the Solar Federation, the chain sword has a $\frac{3}{4}$ inch blade circling a high-density steel core. The mechanism enters the hilt, where the fuel cell is located. The weapon gives off an easily recognizable thrum when in use. When you roll a 1 on the Fighting die when using the chain sword, regardless of the Wild Die, the fuel cell dies. When the sword is inactive, it does **Damage:** Str+d4 and has no Armor Piercing.

ZURN CRESCENT MOON

Range: 5/10/20, **Damage:** Str+d6

This weapon is a wicked blade that's shaped like a crescent moon about eight inches tip to tip. It is made from some dense gem or crystal on Zurros and is a smoky gray. The Zurn have used this blade for centuries. It requires great strength to wield properly. On a miss, the weapon returns to the wielder at the end of the Round unless obstructed in some way.

A burning starship falling through time itself, a cargo that could decimate any realm it crashes into, a team of Portal Jumpers hitching an express elevator to hell.

Guest writer Darren Pearce presents an alternate opening for the Dungeonlands trilogy from a unique time-spanning sci-fi perspective.

**An angel's lament on a suicide mission,
It's time to rock and roll!**

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.