



DUNGEONLANDS

ISLE OF THE FROG GOD

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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ISLE OF THE FROG GOD

By special guest writer **David Jarvis**.

Isle of the Frog God is an adventure for four characters of Heroic rank. If you like, you can use the pre-made heroes at the end of this book to play this adventure, but any fantasy heroes will do.

Setting: In the *Totems of the Dead* setting, this adventure can happen any time the heroes are sailing on the ocean in Shark Bay or through the Pirate Isles.

Lead-In: This adventure begins at sea during a fearsome storm. Two Bantanu pirate ships have been stalking the heroes' ship for three days and, just when the pirates board the ship and attack, a raging squall comes up out of nowhere. You should let a Round or two of combat pass before reading the following:

As the fighting intensifies, the ship suddenly lurches to one side as the second pirate ship, riding down a mammoth wave, crashes amidships, smashing the hull even as the mighty wave roars down, sweeping you into the ocean. The last thing you see before blackness takes you is another wreckage-strewn, blood-stained wave crashing down over your heads.

Background: *Isle of the Frog God* is designed to give your players a taste of the sword and sorcery feel of the *Totems of the Dead* setting and also provide a way of getting *Totems of the Dead* characters transported to the *Dungeonlands* realm, ready for the start of the *Tomb of the Lich Queen* adventure.

WHAT IS ISLE OF THE FROG GOD?

Isle of the Frog God is what happens when you cross swords with a god-like demon and get dropped into 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 *Totems of the Dead* setting, across the universe, and to the *Dungeonlands* realm. Finally, there's a big NPC/bestiary section full of interesting adversaries and allies - feel free to use those any way you wish.

If you're interested in more details about the *Totems of the Dead* setting visit www.gunmetalgames.com

THE ISLAND'S INHABITANTS

The heroes awake on an island which is home to two warring tribes of cannibals - the Gangak and the Chooka. There are also a small number of people who have somehow managed to keep from being captured by the aforementioned tribes.

GANGAK

The most powerful of the two tribes on the island, the Gangak worship a demonic manitou spirit known as Groth. Since Groth takes the shape of a gigantic, bloated toad, he is also known by the all the superstitious inhabitants of the island as the Frog God. The Gangak are a particularly cruel tribe, known for their brutal treatment of slaves

and their use of blood magic. Some believe that a powerful Maztlani sorcerer taught these cannibals how to perform blood sacrifices, and in return, they sacrificed him to Groth.

The Gangak are ruled by Modak, Groth's most powerful shaman on the island. A particularly vicious man, Modak rules his tribe with constant threats of sacrifice to any who disobey him. He calls this punishment "feeding the frog". Modak has a cadre of informants, war chiefs, warriors and sorcerers of lesser power who help him maintain control over the approximately 130 tribesmen that make up the Gangak population. And of course, Modak enjoys the favor of Groth.

Territory: The Gangak occupy much of the Eastern portion of the island, an area equal to about 60 square miles. This region encompasses just under half the entire island and has elevations ranging from sea level to 1,000 feet above sea level at the highest point. At sea level, the terrain is tropical rainforest filled with freshwater streams, hills and ravines so deep they seem to drop into the very bowels of the earth.

In the highlands, the jungle gives way to wide fields of tall grass (5' high in some places), bamboo groves and steep hills intersected by gullies with streams of water running out to sea. At the highest point, rocky terrain dominates the region. Caves dot the small mountain chain known as the realm of the fire god. Though this volcano isn't active, the Gangak avoid this region, fearing they might suddenly wake the fire god who sleeps deep within.

There are few beaches on the Gangak side of the island. Beyond a couple of hidden coves, the coastal parts of their territory are marked by high cliffs and rocky shoreline with steep drops into Shark Bay.

At approximately 30 men, women and children, the Chooka are a small tribe who live on the Western portion of the island. The Chooka are just as cruel as the Gangak, offering human sacrifices to their favored god (at least what they believe to be a god), a ravager shark which makes its home in the bay where the characters become stranded.

The Chooka are ruled by Hagga-pok, a fierce, but honorable warrior who leads his people by example. When a raid takes place, Hagga-pok is always the first to enter the fray, the one to pass judgment and carry out the execution of it. While he's cruel to his enemies, his tribe is treated fairly.

Territory: As mentioned above, the Chooka lay claim to the entire western half of the island. This region is mostly rainforest, with a few meadows the Chooka women use to plant, though their primary diet is fish and human meat (when they can get it). The ground is very uneven, often rising and falling in a seemingly endless wave of trees and thick undergrowth. The Chooka make their homes close to the beach and in a cave system running throughout the area.

Island Trappings

Jungle: When travelling through these areas during the day, the heroes suffer a -1 penalty to sight-based Notice rolls due to the dense foliage, and a -1 penalty to Notice rolls based on hearing because the claustrophobic nature of the rainforest makes it hard to pinpoint the precise direction of any given sound. At night penalties rise to -2.

Highland areas: When travelling through the highland areas of the island, characters suffer a -1 penalty to sight-based Notice rolls due to the dense

overgrowth, which makes for perfect hiding places for creatures like island tigers and wild boar.

Mountainous regions: When travelling in the mountainous regions any attempt to change elevation more than 10ft, or any movement that matches their full pace requires a Climb Roll. If a hero is running, he makes the Climb roll at a -1 penalty.

GETTING OFF THE ISLAND

Some adventurers might try to repair the ship, or build a raft. Use the guidelines below to determine how long it takes.

Repairing the ship: Industrious heroes might try and repair the extensive damage to their ship. It takes 2d6+1 weeks (this roll can't Ace) on a successful Repair roll to make the ship seaworthy again. Each raise on the Repair roll cuts the time down by 1d6 days (this roll can Ace). This time includes gathering and preparation of the materials needed to repair the damage to the ship. Don't bother with the tedious details involved in repairing a ship; that's not what a Savage Worlds game is about and it certainly isn't what a *Totems of the Dead* adventure is about either.

Building a raft: Building a raft takes less time. On a successful Repair roll, it takes 1d10+2 days (this roll can't Ace). A raise on the Repair roll drops the time by 1d4 (this roll can Ace) days. The raft is assumed to be able to carry all the heroes plus another 1d4 survivors.

SHIPWRECKED!

When everyone is ready, read the following:

You wake up, weak and weary, your body covered in sand that grates on your skin as you roll over to

look up at an unfamiliar and quickly darkening sky. The last thing you remember is blood and seawater crashing on the decks of your ship, the screams of the dying and the deafening crack of the main mast - or was that lightning?

Perhaps it was both.

As you stretch and look around, you see the wreck of your ship about 300 yards off the coast on a reef. The wreckage looks bad, but you won't know exactly how bad until you swim out and take a look. The ship isn't the only wreck out there on the reef either. What looks to be the skeletons of at least seven ships paint the horizon with their broken masts, savaged hulls and barnacle-encrusted wood. Who knows how many other ships lay below the waves?

Turning your gaze away from the sea, you notice that you are on a long beach with broken rocks jutting out from the sand. Further back, a thick line of palm trees stretches as far as the eye can see.

Carried on the wind, on the edge of your hearing, you can just make out the haunting sound of a woman singing a lament, at once the most uplifting and sad thing you have ever heard.

GETTING THEIR BEARINGS

All heroes begin play with 1 level of Fatigue from the toll the ocean took on them in addition to nearly a full day spent unconscious on a hot, sandy beach. A good night's rest (without wearing armor), some food and fresh water will remove the Fatigue level easily enough...

...if the heroes can get any rest, or food, or fresh water, that is.

The heroes begin play without any gear or supplies they didn't physically have on them. This is very important. Survival largely depends on the

resources you have, not just your ability to defend yourself from outside threats. If some players protest, ask them why their hero was carrying everything they had during a fight on the deck of a ship during a raging storm.

All weapons and supplies (including food and fresh water) are missing. The heroes have about two hours to find their gear before the sun goes down. A simple Survival roll reveals this to anyone who might be wondering when the sun will set. You might need to remind them that this time should also be spent making a camp.

Heroes are going to need to make a Notice roll to find their gear. If they just stand around looking rather than actively searching, they make the Notice roll at a -2 penalty. The gear could be anywhere; it really depends on how nasty you want to be.

For example, metal gear (swords, axes, shields and things of that nature) might be at the bottom of the water in the bay between the beach and the reef (the depth ranges anywhere from a couple of inches to about 50ft at the deepest point), or even partially covered by the sand. Other goods, like crates of supplies may still be floating in the water.

Swimming: There are creatures in the ocean that prey on the heroes if they get too close. If they haven't properly treated any open wounds suffered in the battle on the ship, they might attract the attention of a ravager shark. Make a normal Notice roll if the heroes in the water aren't suffering from any Wounds. If the heroes do have Wounds, the ravager shark gets to make a Notice roll at +2. See the bestiary at the back of this book for information on the shark.



Searching the beach: As mentioned above, the beach isn't a single strip of sand. It's broken up with what initially appears to be a random collection of large, jutting rocks and elevated formations, but as heroes get closer to some of these formations, they realize that they aren't random collections of rocks at all, but stone idols and a crude altar.

The idols are carved in the image of a shark-man and even the most cursory examination of the altar reveals bloodstains and bone fragments. A Notice roll will also show that some of the bones have what look to be bite marks. If the heroes have killed the massive shark in the bay before searching the beach, then a Smarts roll will allow them to make the connection here: they just might have killed the "god" of whoever built this altar.

THE FIRST NIGHT

The first night on the island should be tense. The heroes may or may not have had time to build a proper camp, but they can at least get a campfire going. A simple Survival roll is enough to locate tinder and wood that's dry enough to be used. If the heroes don't have any rations, they'll likely go hungry.

OTHER SURVIVORS

Twelve members of the ship's crew survived the storm. They show up at the camp (providing the heroes make one) within 1d4 hours. Use their blind stumbling through the dark as a tool to create a sense of mystery and maybe even ratchet up the fear a bit, together with the first night's events, as these weary men and women suddenly crash into the camp.

Hunting isn't advised, but if they do, another Survival roll made at -2 for poor lighting conditions and unfamiliar territory gets them a small animal, shellfish (like crabs), or even a large fish, should they choose to try and cast a line or a net (if they have them) into one of the many tide pools along the beach. There's no need to initiate combat unless they're trying to kill something substantial, like a wild boar. If they choose to try and bag a boar, use the statistics for wild boar in the bestiary at the end of this book.

Getting fresh water is a larger problem. There are no streams close to the area where the heroes were shipwrecked, so if they can't find it before sundown (in, say, rations found by scavenging the flotsam and jetsam), then they won't have any until sometime the next morning. Use the rules for thirst in the Savage Worlds rulebook to determine how long it takes before the heroes start suffering the effects from lack of water.

If the heroes try to find water, they can choose to go into the jungle or they can try following the beach. The closest sources of water are 1.5 miles North, and 3 miles West (the creek runs Southwest from a spring in the hilly areas of the island).

DID YOU HEAR THAT?

The heroes (and any survivors that stumbled in during the night) start hearing sounds of movement and chatter in the jungle after sundown. For the most part, these noises are monkeys and other nocturnal animals common to any jungle/rainforest. At some point after sundown, however they'll also hear the distant - yet clear - sound of a horn of some sort. Roll 1d6 to determine how many hours have passed when this horn starts blaring. When you're ready, read the following:

Just when you were getting used to the sounds of the jungle, a new sound rises amidst the shrill wails of monkeys and the caws of strange birds - a blaring horn off in the distance. After a few minutes, you notice the sound seems to be getting louder, closer.

The noise continues for another hour or so, and then stops. Use the Fear rules in the Savage Worlds rulebook to determine how heroes might react to the eerie noise. If any hero fails his Spirit roll, resolve the situation accordingly.

After a few minutes, three of the surviving Extras won't be able to control their fear and run off screaming in a random direction. Roll 1d4 to determine which way they go and then read the following:

The blaring of the horn takes on a more menacing note, sounding almost as if some great inhuman beast were out in the darkness, prowling and howling. Suddenly three of crew of your ship begin screaming, a mad look in their eyes as they run off into the darkness.

If the heroes try to stop them, give each person who tries a point of Karma (a Bennie)! Use the chase rules from Savage Worlds. If the heroes catch the fleeing Extras, they may attempt a Grapple using the grappling rules in Savage Worlds.

If the heroes don't catch the fleeing sailors, this is the last they see two of them until the events of the final day; one they won't ever see again. To drive this point home, read the text below after the heroes get back to camp. If they didn't chase the fleeing sailors feel free to read it whenever you like. If they did, when they get back to camp, they notice that at least one more person seems to have run off into the jungle:

Screams pierce the night, shrieks and shrill wails of someone in horrible pain drift through the dense jungle to wash over you like a blanket of white-hot terror. Words can be heard amidst the cacophonous wailing, "Help, Help! Someone save me! No...please! NO! NOOOOOOOOOO!"

And then, just like that, the jungle goes silent. Not even the monkeys dare raise their voices. Only the blaring of the horn, more dim now, remains.

What happens next is up to the heroes. If they choose to investigate, have them make a Notice roll at -2. On a success, they won't find much more than chunks of flesh and a lot of blood on the ground and even on some of the low-hanging leaves. A Raise reveals a necklace with dried tongues, eyeballs and in the center, what appears to be a frog's head.

The horn gradually stops sounding and the rest of the night passes without event.

A PLEA FOR HELP

This scene takes place the next morning. When everyone is ready, read the following:

You wake up with the distant sounds of a haunting woman's voice in your mind, like the memory of a sad song you can't get out of your head. Getting up, you find the remaining crew members in a heated debate about the events of last night.

"We must leave this place my brothers! I can sense great evil working on this island, very bad mojo." A large man with the dark, ritually scarred skin of the Bantanu race is speaking. You remember him as one of the deckhands.

"No, Bantan, son of Ninok!" another man, shorter than the others with lightly tanned, almost yellow skin and a tattooed head, protests. "I'll not leave Yohkan and Min to die. It is not honorable."

The Bantanu looks your way, almost sneering. "What say you, land walkers? Will you risk your soul on this cursed isle, or will you be smart and find a way to leave this place?"

Before the heroes have a chance to respond, a young woman who looks to be of Atlantean descent comes crashing out of the jungle and runs towards them. Read the following:

Suddenly a young woman bursts out of the jungle and begins running straight for you. Her raven hair is caked with blood and dirt, her dress and sandals tattered. She has scratches and cuts on her body and looks as if she's been beaten within an inch of her life. She falls to the ground at your feet, pleading "Help me, please!"

Just then, a group of men rush out of the jungle, howling and screaming as they hurl spears in your direction.

Draw action cards, and resolve combat. There are 10 Gangak cannibals chasing the woman. Use the cannibal statistics at the back of this book. At least one of the natives tries to kill the woman. It's important that she stay alive, because she can provide a way off the island.

After combat is over (assuming the group survives of course), the woman introduces herself as Alyeeah. She claims to have been on the island for about a full moon cycle (a month), after a fearsome storm rose up out of nowhere and drove her ship onto a reef. The damage wasn't bad and she and the survivors had been working on making repairs to the hull and building a new main mast, when the crew started disappearing.

"Always on nights when the horn sounds," she whispers, "Every night, no matter how many times we moved camp, no matter how much we tried to

protect ourselves, they'd come and take one of us off." She looks up at you. "It's those damnable horns, you see. The gods of this place speak to you in the horns, they say evil things, and a madness comes over you. I've watched my men, brave, brave men who run from nothing, claw at their faces and run like children into the dark, where they are waiting..."

She shudders and breaks into tears before continuing.

"If you help me rescue my kinsmen, I will gladly take you all away from this evil place."

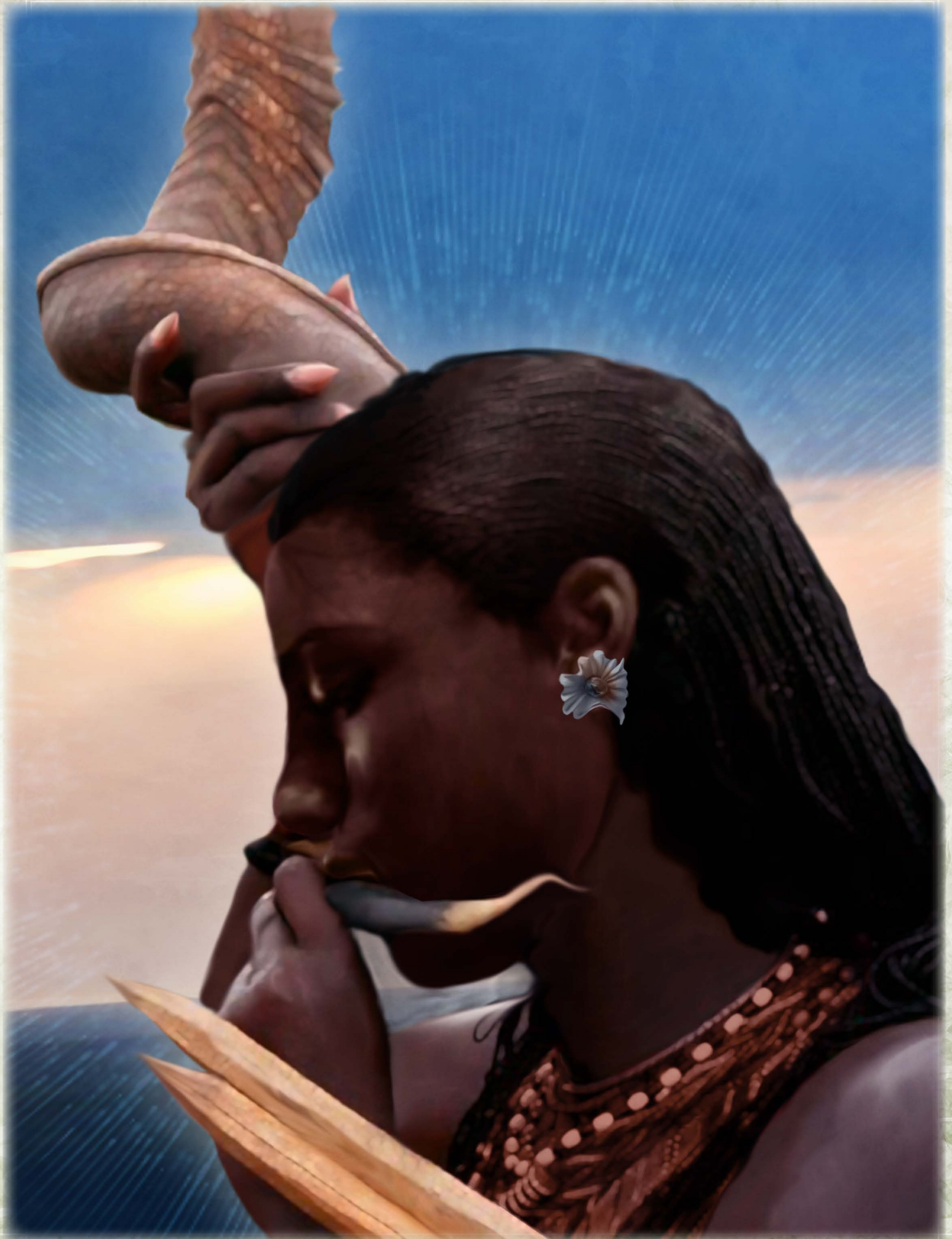
If the heroes accept her offer, move on to the next section. If they don't, more people end up going missing, perhaps even one of the heroes. It's a hard task to get people on track when they set their minds to something. You should remind them that it will probably take much longer to build a raft or repair their own ship, and there is always safety in numbers, and that they should consider themselves hunted from now on. Some heroes may want to tell Alyeeah that she should consider the very real possibility that her companions are already dead.

To this she will respond:

"Then give me vengeance! Bring me the head of their leader!"

MOVING CAMP

The first thing Alyeeah suggests is moving camp to the other side of the island. There, everyone can work on reinforcing the perimeter. The skills of the heroes will be most welcome. She explains that her men are not skilled warriors and adventurers, and protection would be welcome while the ship is repaired. Alyeeah can also offer food, fresh water and healing to those who need it.



The journey is 15 miles and takes the heroes over all kinds of terrain. At mid-day it starts to rain, lightly at first, but soon it becomes a torrent, slowing movement to a crawl. It quickly becomes apparent that the group won't make it to Alyeeah's camp before sundown.

Given the events of the previous night, some party members might want a secure location to make camp for the night. If they spend the time scouting the immediate area, they find the ruins of what looks to have been a stone building of some sort at the base of a cliff. With a bit of work, this could be turned into a secure camp for the night. There is one catch, however.

The ruins are currently the home of a giant boa constrictor! It's currently out hunting, but absolutely fights for its home when it returns. See the bestiary at the back of this book for stats on a giant constrictor. (If this is not enough of a challenge, feel free to add another constrictor or two.)

NOT ALONE

The movements of the heroes haven't gone unnoticed. A Chooka hunting party picked up their trail shortly after they crossed a stream and have been following them ever since. It's quite possible that the hunting party (keep in mind that they're cannibals) attacks the group some time during the night. If there are injured party members, this might be pretty harsh, though. Use your best judgment.

Suffice to say, the hunting party continues to shadow the group all the way to Alyeeah's camp, sending one hunter back to the village to inform Hagga-pok - the leader of the Chooka - of the heroes' presence.

ALYEEAH'S CAMP

Sometime the following morning, the party should arrive at Alyeeah's camp. The place looks fairly secure - there's even a makeshift bamboo wall surrounding the main part of the camp. The heroes can see the ship beached a couple of hundred yards away. There's a hole in the side of her hull which is being worked on by a handful of people, presumably the ship's crew. In all, ten people are at this camp, not including the heroes and their surviving crewmen.

Once the heroes have settled and had a chance to rest, Alyeeah and one of her advisers approach the heroes and sit in front of them. Alyeeah takes a stick and draws a crude map of the island in the sand, marking out the territory of the Gangak.

"I have sent a few of my crew to scout the area where we think our brothers and sisters have been taken. The tribe holding them is in this area."

She draws an X on the map in the sand showing the location on the southeastern side of the island.

"You will find your crew, and mine, here. Hurry! These savages eat their captives or serve them up as sacrifices to their Frog God."

BATTLE AT THE GORGE

The party has been followed by Gangak scouts ever since they entered the territory of the Gangak. Any Notice rolls made by heroes to see if they're being followed reveal only the impression that they aren't alone, that it seems as if the island itself is watching them.

Play heavily on this to evoke an ominous feel to this scene. Keep your heroes on the edge of their seats, perhaps providing some audible elements, or

simply just saying they keep hearing sounds in the distance, maybe horns, or drums further away.

The scouts never reveal themselves, choosing to fall back deeper into the jungle if a hero comes too close to their hiding spot.

If you feel things are going too slowly, you can also choose to provide random encounters, like a wild boar or a tiger.

When you're ready, read the following:

Finally, after a long day's journey, you come to a wide gorge overlooking an impossibly deep crevasse, the bottom of which is hidden in swirling white mists.

Before the heroes can decide whether or not they want to cross the gorge, the blaring of horns and the beat of drums that have been accompanying them all day suddenly stops, and they see movement on the other side; a large band of warriors moves out of the jungle and begins racing across the long rope-bridge which spans the gorge. At nearly the same time, another group of Gangak seems to appear out of nowhere and comes rushing from behind the heroes.

IF THE CHARACTERS FIGHT

There are 40 Gangak in all. Two (war chiefs) are Wild Cards and the rest are Extras. This comes out to about 5 warriors per hero and their allies. If you think this is too much (or too little), feel free to adjust the ratio to fit your group's capabilities. The Gangak aren't looking to kill the heroes, they just want to incapacitate them. Groth likes his food alive when he eats it.

The Gangak use sleeping poison fired from blowguns, spears and knives to knock the heroes out. They also use nets to trap the heroes whenever

possible. If the Gangak lose more than half their number, they retreat back across the bridge or deeper into the jungle.

If the heroes somehow make it through the fight, roll 1d10. This is the number of minutes that pass before another 1d12 warriors come after the party. This time, however, they'll be accompanied by a Gangak witch doctor (see the bestiary at the end of this book).

IF THE HEROES FLEE

If the heroes decide they're outmatched, start an Extended chase (have time frame in either minutes or Rounds) using Savage Worlds rules. Regardless of which way the heroes go, this chase should end at the edge of a cliff overlooking the ocean. At this point, the heroes have a choice; they can either jump into the raging sea below them, or they can fight.

Holding their ground: If the heroes choose to make a stand, run the fight as if they had chosen to fight at the gorge, but the heroes can only move in one direction unless they jump.

Into the deep!: If they choose to jump, use the rules for falling in the Savage Worlds rules. The drop is 60 feet for purposes of calculating damage dice and making Agility rolls. If a hero has been poisoned, it's very likely the poison takes effect while he's still in the water. It takes 1d10 Rounds to make it to shore (counting for undercurrents and strong, crashing waves), so keep this in mind if heroes lose consciousness while in the water and use rules for Drowning if necessary. It also bears mentioning that these waters are infested with ravager sharks, which are likely to be attracted to anyone bleeding in the water.

After the heroes have dealt with the battle at the gorge, either by fighting or jumping into the sea and swimming ashore, they can make their way across the final stretch to the enemy village. If they fought, the enemy have retreated and the path is clear. If they jumped, they can sneak around the coast from cove to cove.

Either way, they find themselves at the entrance to the heart of Gangak territory. Modak and his personal guard meet them first, at the heart of the village. Read the following:

The village is a desperate tract of mud and stone in the jungle, with flimsy wooden huts and cages where the captives are kept. It is built amid ruins of some ancient civilization. At the far end a roofed shrine houses a sacrificial altar, slick with fresh blood. Standing between you and the shrine is the leader of the Gangak people, Modak. He too is slick with blood, freshly anointed in the name of his frog god with the life essence of one of your crewmen. Modak's private guard closes ranks around him, and with a great cry they charge....

This is a fight with Modak and 4 cannibals per hero, plus villagers with bows behind them - another 4 per hero (use the Hunter stats below). When Modak dies though, the heroes are in for a shock. His dying scream is a profane prayer, channeling the demon Groth. As Modak hits the floor, the altar and the shrine explode revealing Groth rising up from beneath. Another set of cannibals come forward to fight alongside their "god" (4 cannibals per hero).

To make matters more interesting, Hagga-pok and his Chooka people (an equal number to the new Gangak cannibal rush) will pick that moment to join the fray, sensing a chance to even old scores

and take control of the island for themselves, once and for all.

Hagga-pok isn't on the heroes' side, but the enemy of my enemy.... It's up to the heroes to negotiate while fighting, to open the cages and get their people out (and armed), to fight the most serious enemy and try to escape the village.

That last bit won't happen though. A hole is torn in reality if the heroes happen to kill Groth. Alternatively, if they're about to escape the village bloodbath a lucky strike from Hagga-pok brings down the demon at that moment. Read the following:

As Groth's heart stops beating, the ground is torn apart, swallowing large parts of the battleground. Scrabbling to stay upright you're drawn down below the earth, the terrified screams of cannibal warriors all around you. You glimpse a red glow far below and the frog demon's body plummeting down, back to where it was spawned. Then a bright light shines from one side, a swirling portal. You miss that, but see another as you fall. It's too far, but there's another just below, nearer than the others. With the most earnest effort of your life you could leap towards it, into the unknown.

Any hero with a spare point of Karma (Bennie) should burn it now to make it through the mysterious portal. Any hero with no Karma left must make an Agility -4 check or he's joining the screaming cannibals in the long descent to Hell.

Assuming everyone makes it, they black out for an indeterminate amount of time. They're revived by the sound of a hauntingly sad song, from an achingly beautiful voice. As they wake, the song is lost on the wind and they find themselves on the Island of Paxectel at the start of the Dungeonlands trilogy. It's time to open *Tomb of the Lich Queen*....

BESTIARY

APE-THING

These ape-like beasts inhabit the highlands and forests of the island. Their appearance is like that of a long-armed ape, yet their features are more ferocious and terrifying than any beast born of a sane world. They have an unnatural bellowing cry. These beasts have been known to steal food, kidnap humans of the opposite gender and slay those who try to stop them.

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d12+3, Vigor d8

Skills: Fighting d8, Notice d4, Stealth d10

Pace 6 Parry 6 Toughness 9(1) Pulse 15

Special Abilities

- *Armor +1:* Thick hide.
- *Claws/Bite:* (**Damage:** Str+d6).
- *Fear -2:* Ape-things cause those who see them or hear their bellowing cry to make a Spirit (-2) roll.
- *Frenzy:* An ape-thing can make two Fighting attacks per Round at a -2 penalty.
- *Size +2:* Ape-things stand some 10 feet tall.
- *Sleep Gaze:* The large yellow eyes of an ape-thing can lull a man into hypnotic slumber. In combat, a character may avert their eyes by taking a penalty to his attack rolls. The attacker may take a -1, -2, -4, or -6 penalty to his attack roll (his choice). Whether the attack is successful or not, he must then make a Spirit roll with a bonus equal to the penalty he took to his attack roll. On a failure, he meets the ape thing's gaze and must make a Vigor roll at -2 or fall into a deep slumber. A character Surprised by an ape-thing may make an Agility roll at -4 to avert his gaze.

CANNIBALS

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

Skills: Boating d6, Climbing d6, Fighting d10, Intimidation d10, Riding d6, Stealth d6, Survival d8, Throwing d10, Tracking d8

Pace 8 Parry 8 Toughness 8(1) Pulse 10

Hindrances: Bloodthirsty, Illiterate

Edges: Armiger, Berserk, Fleet Footed, Hard to Kill, Improved Frenzy, Nerves of Steel, Strong Willed

Gear: Battleaxe (**Damage:** Str+d8), handaxe (**Damage:** Str +d6), hide armor (+1 Armor, all locations), medium shield (+1 Parry)

HUNTER

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

Skills: Climbing d8, Fighting d8, Healing d6, Intimidation d6, Notice d8, Riding d6, Shooting d8, Stealth d8, Survival d8, Tracking d8

Pace 6 Parry 6 Toughness 6 Pulse 10

Hindrances: Illiterate, Varies

Edges: Woodsman

Gear: Knife (**Damage:** Str+d4), longbow (**Range:** 14/28/56, **Damage:** 2d6)

WITCH DOCTOR

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

Skills: Animism d12, Fighting d6, Knowledge (Oral Tradition) d8, Knowledge (Religion) d10, Persuasion d8, Riding d6, Shooting d6, Stealth d6, Survival d8, Tracking d8

Pace 6 Parry 5/6 Toughness 5 Pulse 25

Edges: Arcane Background (Shamanism) in *Totems of the Dead* - equates to the Sighted Pulse Path in Suzerain

Powers: *banishment, boost/lower trait, divination, greater divination, healing medicine*

Gear: Bow (**Range:** 12/24/48, **Damage:** 2d6), spear (**Damage:** 2d6, **Parry** +1, **Reach** +1, requires 2 hands).



GROTH, THE "FROG GOD"

Demon Frog Behemoth

A truly grotesque creature, Groth is a greenish/black frog with warts the size of your head all over its fat bloated body. The frog is easily twelve feet tall and as wide as one of the huts the cannibals dwell in. Dull red eyes glare down as the demon flicks its slimy, putrid green tongue in the heroes' direction.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+3, Vigor d12

Skills: Fighting d12, Notice d10, Stealth d6

Pace 6 Parry 8 Toughness 16 Pulse 40

Special Abilities:

- **Bite:** (**Damage:** Str+d6)
- **Engulf:** Groth can swallow prey as large as Size +3 whole. While engulfed, the target is grappled with a -4 penalty to Strength rolls to escape and suffers **Damage:** 2d6 per Round from digestive juices. Armor offers no protection.
- **Huge:** Attackers are +4 to attack rolls against the demon frog behemoth due to its size.
- **Manitou:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except fire, jade, turquoise and silver.
- **Size +8:** Groth is quite large.

- **Tongue:** Reach 4. The tongue is coated in sticky saliva. If Groth scores a success on its Fighting roll, it has grappled its prey. Unless the foe can escape, it Engulfs him on its next action. On a Raise, the victim is Grappled and Engulfed in the same action.
- **Weakness (Turquoise, Silver, Jade and Fire):** Groth takes normal damage from turquoise, silver or jade weapons and from fire.

ISLAND TIGER

Attributes: Agility d10, Smarts d6 (A), Spirit d8, Strength d12, Vigor d8

Skills: Fighting d8, Notice d8

Pace 8 Parry 6 Toughness 8 Pulse 10

Special Abilities:

- **Bite or Claw:** (**Damage:** Str+d6).
- **Improved Frenzy:** Island tigers may make two Fighting attacks each action at no penalty.
- **Low Light Vision:** Island tigers ignore penalties for Dim and Dark lighting.
- **Pounce:** Island tigers often pounce on their prey to best bring their mass and claws to bear. They can leap 1d6" to gain +4 to their attack and damage. Their Parry is reduced by -2 until their next action when performing the maneuver however.
- **Stealthy:** Island tigers are masters of stealth, using a d10 for any stealth rolls when sneak up on their prey. Additionally, island tigers always have The Drop on their prey if they have successfully moved to within a few feet of the victim.
- **Size +2:** Male island tigers can weigh over 600 pounds.



RAVAGER SHARK

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d12

Skills: Fighting d10, Notice d12, Swimming d10

Pace — **Parry** 7 **Toughness** 12(4) **Pulse** 10

Special Abilities:

- *Aquatic:* **Pace** 10.
- *Bite:* (**Damage:** Str+d8).
- *Ravaging Bite:* If the ravager shark gets a Raise on its attack roll, the character is caught in its jaws and takes **Damage:** Str+d10 instead of **Damage:** Str+d8. On his next turn, the character can attempt to break free using the rules for breaking free of a grapple in the Savage Worlds rules. If the attempt to break free fails, the character takes another **Damage:** Str+d10. This process continues until the character breaks free, he becomes Incapacitated, or the ravager shark takes a Wound from another attacker. The ravager shark may not make a bite attack against anyone else while it has someone in its jaws.
- *Hardy:* The creature does not suffer a Wound from being Shaken twice.
- *Large:* Attackers add +2 to their attack rolls when attacking a Ravager Shark due to its large size.
- *Size +4:* Ravager Sharks can grow up to 25' in length.

SNAKE, GIANT CONSTRUCTOR

Aliases: Tie-snake, ulax-daxgiilu

These giant serpents sometimes appear as if carved from jade, and may be mistaken for a lifelike statue while lying motionless. Giant constrictors include such serpents as giant boa constrictors and anacondas.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d12+1, Vigor d6

Skills: Fighting d8, Notice d10, Swimming d8

Pace 8 **Parry** 6 **Toughness** 9 **Pulse** 15

Special Abilities:

- *Bite:* (**Damage:** Str+d4).
- *Constrict:* Against targets of Size +3 or lower, the snake can constrict whenever it scores a Raise on a Fighting roll. On each of the snake's actions, the victim must make an opposed Strength roll or gain a Fatigue level. Breaking free requires an action and an opposed Strength roll. Once Incapacitated, the victim is unconscious for the next 1d6 hours - during which time the snake

eats him alive. Fatigue recovers at a rate of one level every 15 minutes.

- *Large:* Attacks against the snake are at +2 because of its large size.
- *Size +4:* Giant snakes grow over 25' long.
- *Swallow:* If the snake scores a Raise on a Fighting roll with a bite attack against an opponent of Size 2 or smaller, it swallows its prey whole. The victim suffers **Damage:** Str+d8 per Round until crushed to death by the powerful muscles or freed. A victim may try to break free, either with an opposed Strength roll or by using a small weapon to cut himself free, but all physical actions are at -4.

WILD BOAR

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Notice d6

Pace 7 Parry 4 Toughness 10 Pulse 10

Special Abilities:

- *Tusks:* (**Damage:** Str+d6).
- *Gore:* Wild boar charge maneuver to gore their opponents with their tusks. If they can move at least 6" before attacking, they add +4 to their damage total.
- *Size -1:* Wild boar are roughly 3.5' tall at the shoulders.

NPCs

CREW MEMBERS

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

Skills: Boating d6, Climbing d6, Fighting d8, Intimidation d6, Knowledge (Battle) d6, Notice d6, Shooting d6, Stealth d6, Swimming d6

Pace 6 Parry 6 Toughness 6(1) Pulse 10

Hindrances: Greedy (Minor), Illiterate, Mean

Edges: Armiger, Command, Charismatic, Mariner, Steady Hands

Gear: Dagger (**Damage:** Str +d4), broadsword (**Damage:** Str+d8) or bow (**Range:** 12/24/48, **Damage:** 2d6), leather armor (+1 Armor, all locations)

Special Abilities:

- *Scalawag:* +2 to Trick rolls.



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

Skills: Fighting d4, Intimidation d8, Notice d8, Persuasion d12, Stealth d8, Streetwise d6, Taunt d12

Pace 6 Parry 4 Toughness 5 Pulse 15
Charisma +6

Hindrances: Varies

Edges: Charismatic, Very Attractive

Gear: Knife (**Damage:** Str+d4)

Special Abilities:

- *Seduction:* Seductresses can use Persuasion to initiate a Test of Wills. Some may even enhance their natural abilities with the puppet Power, though not Alyeeah.

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

Skills: Fighting d10, Intimidation d10, Notice d8, Shooting d8, Stealth d8, Survival d8, Throwing d8, Tracking d8

Pace 6 Parry 9 Toughness 9(1) Pulse 20

Hindrances: Illiterate, Outsider

Edges: Armiger, Berserk, Brawny, Block, Command, Charismatic, Fervor, Frenzy, Fleet Footed, Wolf Pack, Tactics

Gear: Hide armor (+1 Armor, all locations), knife (**Damage:** Str+d4), spear (**Damage:** Str+d6, **Parry+1, Reach 1**)

Special Abilities:

- *Keen Senses:* Hagga-pok has a keen sense of hearing and smell, giving him a +2 bonus on all Notice and Tracking rolls. Hagga-pok is always considered "Active" with respect to the Stealth rules.
- *Survival Instinct:* Hagga-pok is naturally adept at surviving in the wilderness. He gains a +2 bonus on all Survival rolls.

PRE-GENERATED HEROES



MODAK, HIGH PRIEST OF GROCH

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

Skills: Animism d10, Fighting d8, Knowledge (Occult) d12+1, Notice d8, Persuasion d10, Intimidation d12

Pace 6 **Parry** 6 **Toughness** 7 **Pulse** 25
Charisma +2

Hindrances: Overconfident

Edges: Arcane Background (Shamanism) in *Totems of the Dead* - equates to the Sighted Pulse Path in Suzerain, Charismatic, Command, Connections, Fervor, Quick Draw

Powers: armor, boost/lower trait, detect/conceal arcane, dispel, fly, light, puppet and summon manitou/demon.

Gear: Knife (Damage: Str+d4)

Characters in the Suzerain universe are sponsored by higher powers who have in some way vouchsafed for the characters' continued safety by granting them greater powers. As a result, apply the following addition to characters either at the start of the adventure or after they arrive in the realm of Dungeonlands:

Special Abilities

Heroic Entity: This ability grants all the perks enjoyed by Heroic rank characters, i.e. +1 on Soak rolls and checks to recover from being Shaken, +1 Karma for their own use, enhanced recovery rate and so on. See *Savage Suzerain* for more information.

On another note, *Totems of the Dead* uses a mechanic using Bravery and Despair. It works like this: if your character's Bravery is higher than Despair, the difference is a bonus used on Spirit checks. If Despair is higher than Bravery, the difference is applied to the d20 for Fear checks. If you wish, you can carry this over into Dungeonlands.

KOHANE, SON OF RAVEN

Race/Culture: Skinwalker

Rank: Heroic

Background: Skinwalking, magic-wielding trickster.

Kohane is a lithe and sly looking figure, dark of hair and skin. His physical movements are swift, eerily silent, and often have a bird-like character to them. He dresses simply in dark clothes, eschewing

the brightly colored geometric patterns of his tribe. His only adornment is his raven feathered cloak.

Kohane is a calm, calculating trickster. He claims descent from the great Raven spirit, and sees his skinwalking abilities and shamanistic prowess as proof of his claim. He is originally from the Eagle Coast, but was cast out of his tribe as a young adult for fear of his newly discovered skinwalking abilities. He would have died in the wilds if he had not been found by the ancient hermit Anuket, an arctic tribesman shaman who took him on as an apprentice. Anuket taught Kohane to master his shapeshifting abilities and tried to train him as a shaman, though he was only partially successful on the latter account. Though Kohane has mastered a few shamanistic powers, he has little interest in spiritual philosophy and does not consider himself to be a true shaman, but more of a trickster and maker of mischief.

Though he is a conniving trickster at heart, Kohane is not without loyalty. He has few friends, but he treasures the ones he has. He has already traveled extensively with his companions Tyrinya, Nakomis, and Netotwe. Kohane would sacrifice more for his companions than he will ever admit. Kohane secretly holds great affection for Nakomis, seeing her as a fellow outcast and delighting in her sly intellect and devious tactics. These are feelings he is still sorting through. Ever the trickster, he will admit to nothing openly. At least not for now.

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

Skills: Animism d10, Fighting d6, Notice d8, Persuasion d8, Stealth d8, Taunt d8, Throwing d6, Tracking d6

Pace 6 Parry 7(1) Toughness 5 Pulse 25
Charisma +2

Hindrances: Curious, Illiterate, Loyal, Talisman (race trait)

Edges: Acrobat, Arcane Background (Shamanism) in *Totems of the Dead* - equates to the Sighted Pulse Path in Suzerain, Charismatic, Jack of All Trades, Keen Senses (race trait), New Power, Rapid Shape Change, Shapechanger (bird form, race trait)

Powers: *disguise, illusion, shape change*

Gear: Medium shield (+1 Parry, +2 Armor to ranged shots that hit); talisman; turquoise-headed war club (**Damage:** Str+d6)

Languages: Kutenai Spirit Tongue, Northspeak, Northwestern Tongue, Plainsman's Cant, Skadian, Woodlands Tongue

Bravery 5 Despair 2

NAKOMIS, PRINCESS OF THIEVES

Race/Culture: Human (Half-breed Outcast)

Rank: Heroic

Background: Bastard daughter of a Northeast Woodlands politician and an Atlantean crime lord,

Nakomis is a striking woman with dark brown skin, silky hair black as midnight, both contrasting her crystal blue eyes that shine out from her dark visage like stars in the night sky. Her beauty has a predatory edge to it, particularly in the way she looks at those around her. She is very relaxed and jovially mischievous around the few people she trusts as friends, but becomes very quiet and deliberate in both word and action among the company of acquaintances and strangers. Likewise, her manner of dress varies between extremes.

When relaxing, she wears decadent jewelry and fine clothing, though nothing that would hamper her movements, should she suddenly need to fight or run. When traveling or engaging in more clandestine operations, she favors more simplistic, dull and functional clothing.

As the daughter of a forbidden love affair, Nakomis was born a misfit. Her mother, a Woodlands tribe sachem and her father an Atlantean crime lord. Her mother bore her in secrecy, far away from her tribe to avoid a political scandal. Refusing to allow his daughter to be effectively orphaned or disowned by her mother's politics, her father kidnapped and raised her himself. She grew up on the streets of Vidar, City of Thieves. Over the years she blossomed into an expert thief under her father's tutelage, but her highly independent and somewhat more benevolent personality clashed greatly with her controlling and manipulative father. At fifteen, she left the city and struck out on her own, determined to choose her own path in life, though uncertain of just where she was headed.

Not one to trust people easily, Nakomis has come to rely on three of her friends and allies, Tyrinia, Netotwe, and Kohane. Nakomis greatly admires Netotwe for his physique, bravery, and boisterous mannerisms. She would be more open with these feelings save for fear that her affections may not be returned.

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

Skills: Boating d6, Climbing d10, Fighting d8, Gambling d6, Lockpicking d6, Notice d8, Persuasion d6, Shooting d6, Stealth d10, Streetwise d6, Throwing d8

Pace 6 Parry 5(-1) Toughness 6(1) Pulse 25
Charisma -2

Hindrances: Greedy (Minor), Illiterate, Outsider, Stubborn, Wanted (Major)

Edges: Connections, Danger Sense, Fleet Footed, Harrying Attack, Strong Willed, Thief, Wolf Pack Tactics

Gear: Knives (8) (**Range:** 3/6/12, **Damage:** Str+d4); leather armor (-1 Parry as per *Totems of the Dead* setting rule, +1 Armor to torso, arms, chest, and legs); lockpicks; long knife of meteoric iron (**Damage:** Str+d6)

Languages: Kutenai Spirit Tongue, Northspeak, Plainsman's Cant, Skadian, Woodlands Tongue

Bravery 5 Despair 2

NETOTWE

THE WANDERING WARRIOR

Race/Culture: Human (Spirit Plateau Tribesman)

Rank: Heroic

Background: Wandering adventurer.

Netotwe is a formidable figure, with a muscular physique that appears to be wrought from tarnished bronze. He wears his black hair long, only cutting it to honor the death of a close friend or lover. Despite his large frame, Netotwe's movements betray a puma-like agility. In both physical frame and personality, Netotwe is larger than life. His emotions are unbridled by any care of propriety. Embracing the dangerous lifestyle of a wanderer, Netotwe grins at danger, laughs at every time he has cheated death and lives each day knowing it may well be his last, knowing that one day he will face his creator and plans to take no regrets to

the grave with him. Loud and boisterous, he is a man who loves a good joke, enjoys carousing, and generally knows how to have a good time.

Netotwe hails from the Spirit Plateau. When he was but a young brave, he showed great talent in raids against enemy tribes. After most of his tribe was wiped out by wendigos, he became a wanderer, traveling the Untamed Lands on foot, horseback and canoe. He was even captured by Sea Wolf slavers at one point, but managed to escape his captors and return home with other escaped slaves on a stolen ship. He seeks to make a name for himself. If he can build a legend that lives forever, the story of his people will never die.

During his travels, Netotwe has fallen in with his current companions, Tyrinya, Kohane, and Nakomis. Over time, Netotwe has become infatuated with Tyrinya's fiery personality. She is the first woman he has met who is his equal in battle. Not typically one to be shy around women, Netotwe finds himself stumped by the hidden passions and aloof nature of this strange warrior woman.

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

Skills: Climbing d8, Fighting d10, Intimidation d6, Notice d6, Persuasion d6, Shooting d8, Survival d4, Swimming d4, Stealth d6, Throwing d6, Tracking d6

Pace 6 Parry 9 Toughness 7 Pulse 25

Hindrances: Heroic, Illiterate, Loyal, Vengeful (Minor)

Edges: Ambidextrous, Brawny, Florentine, Improved Block, Sure Footed, Two Fisted, Woodsman

Gear: Broadsword, silvered (**Damage:** Str+d8); bladed war club (**Damage:** Str+d6, AP1); fire keeper bag; longbow (**Range:** 14/28/56, **Damage:** 2d6); leather game bag; quiver with 20 arrows (5 are turquoise-headed); rope (50 yards); water skin

Languages: Kutenai Spirit Tongue, Plainsman's Cant, Skadian, Woodlands Tongue

Bravery 6 Despair 1

TYRINYA, BATTLE MAIDEN

Race/Culture: Human (Skadian)

Rank: Heroic

Background: Skadian warrior woman.

Tyrinya is a woman with the ferocious soul of a flame dragon. She has endured much, and the beauty of her tall well-muscled frame is weathered by the scars of hardship. The intensity of her long blood-red hair is outmatched only by the steely gaze of her silvery green eyes. She often has a cold and dispassionate demeanor, a façade she uses to hide her true emotions from her peers.

Tyrinya is the daughter of the renowned Skadian thane, Borrin the Battle-born. Her mother died shortly after birthing her. Since her mother's death, her father has been a hollow shell of a man. While her father remarried, Tyrinya's new stepmother was barely able to hide her contempt for her stepdaughter. If her father was aware of this animosity in his depressed state, he gave no sign. Growing up, Tyrinya found swordplay a welcome outlet for her frustrations. She began training as a Skadian shield-maiden as soon as she could lift as blade. She routinely embarrassed her male sparring partners, sending them limping home with bruises and the occasional broken bone. Tired of living under the shadow of her father's former greatness

and the hateful gaze of her stepmother, Tyrinya has set out into the world to earn her own place in Valhalla. Over the years, she has had an odd assortment of travelling companions, but these days she travels almost exclusively with her three longtime compatriots, Nakomis, Netotwe, and Kohane. She believes her father blames her for her mother's death. She dreams of returning home one day as a hero, thereby earning her father's respect and forgiveness.

Tyrinya struggles with an innate distrust of men. Ironically, she feels a strange attraction to her roguish companion Kohane, who is open about his own untrustworthiness among his friends. Though she refuses to admit these feelings, even to herself, she can't help but to feel a pang of admiration when the self-proclaimed scoundrel does occasionally prove more trustworthy than he proclaims.

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

Skills: Boating d4, Climbing, d8, Fighting d10, Knowledge (Religion) d4, Notice d8, Persuasion d6, Shooting d4, Stealth d6, Swimming d4, Survival d4, Throwing d8

Pace 6 Parry 7 Toughness 8 (2) Pulse 25 Charisma +2

Hindrances: Illiterate, Loyal, Vengeful (Major)

Edges: Armiger, Attractive, Brawny, Catlike Reflexes, Combat Reflexes, Improved Frenzy, People of the Frozen Sea (+2 to Vigor rolls vs. extreme cold), Pounce of the Jaguar, Quick

Gear: Broadsword (**Damage:** Str+d8); chainmail byrnie (-2 Parry as per *Totems of the Dead* setting rule, +2 Armor to torso, arms, and chest); iron cap (+3 Armor, 50% of protecting vs. head shot); leather breeches (+1 Armor to legs); medium shield (+1 Parry, +2 Armor to ranged shots that hit); spear; light (**Range:** 4/8/16, **Damage:** Str+d6); waterskin

Languages: Northspeak, Plainsman's Cant, Skadian, Woodlands Tongue

Bravery 6 Despair 2

Pirates, a storm, a shipwreck on a mysterious island... oh, and a demonic frog who considers himself a god. Good luck with that.

Guest writer David Jarvis presents an alternate opening for the Dungeonlands trilogy, crossing over from his swords-and-sorcery Totems of the Dead setting.

Dangers abound where you hear the angel's song. It's time to face the music!

These Heroic-rank characters are designed to be a party of dungeon delvers in the Dungeonlands trilogy, but they can be player (or non-player) characters in any Suzerain setting you like. You'll want a copy of Totems of the Dead to make the most of this book.