



DUNGEONLANDS

PENNY DREADFUL

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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PENNY DREADFUL

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

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

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

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

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

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

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

WHAT IS *PENNY DREADFUL*?

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

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

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

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

“-confirm orders!”

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

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

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

"In five...four..."

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

"Nnnngthree... twooooo--"

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

"Bollocks!" he spat. "FIRE!"

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

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

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

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

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

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

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

"No." The baritone grumble startled both women.

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

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

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

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

"Captain!" Aehellyn cried. "I thought—"

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

"Looks that way, sir."

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

"Yessir."

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

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

Eventually, Captain Pangyre spoke up. "So. It would seem we've left Mechadia for... territories unknown."

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

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

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

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

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

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

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

"Whoever they are," she thought, "I hope they're friendly."



THE CREW

ROGIAN PANGYRE

Ship's captain

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

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

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

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

His surviving crew:

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

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

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

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

Skills: Climbing d8, Fighting d6, Gambling d8, Notice d8, Persuasion d8, Piloting d6, Shooting d8, Streetwise d6, Survival d8, Swimming d8

Pace 6 Parry 5 Toughness 6 Pulse 30 Charisma +4

Hindrances: Delusional: Paranoia (Major), Hungry Telesma (Major), Overconfident

Edges: Aos Sidhe (Ruarc), Pulse Path: Teslamancy (*bolster, strip*), Maundering Eyes (Mechadian Telesma Edge), Cat's Descent, Command, Filthy Rich, Indomitable, Natural Leader, Noble, Steady Hands

Gear: Pocketwatch comunilocator tuned to a unique frequency shared by the crew; sound-dampening boots (bonus only applies to him); long pistol with dueling pistol grip, 4 smoke rounds, 3 ricochet rounds, 2 tracker rounds and 15 regular rounds; cutlass (**Damage:** Str+d6); dagger (**Damage:** Str+d4).

GALE AEHELLYN

Ship's pilot and navigator

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

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

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

Her “family”:

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

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

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

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

Skills: Climbing d6, Fighting d8, Notice d10, Piloting d12, Shooting d10, Survival d12, Swimming d6, Throwing d6, Tracking d8

Pace 6 Parry 6 Toughness 5 Pulse 20 Charisma +2

Hindrances: Habit (Minor): Dares, Loyal, Overconfident

Edges: Pooka, Ace, Alertness, Ambidextrous, Flight of the Ascendant, Steady Hands, Two-Fisted

Gear: Pocketwatch commulocator tuned to a unique frequency shared by the crew; Mechadian compound bow (+2 to Archery) with a quiver of 1 longshot arrow, 1 curvshot arrow, 2 medusa arrows (not reusable), 3 fireball arrows (not reusable), 4 splinter arrows (not reusable), and 20 normal arrows; set of 6 Mechadian knives – 2 long, curved ones for hand-to-hand combat, 4 throwing blades.

ARMITAGE “ARMY” HAWTHORNE

Master gunner, boarding party leader

“Army” is a grizzled, battle-hardened, upper-middle-aged spriggan who still dresses in his well-worn uniform from when he was a Second Lieutenant in the ARAC – the Autumnal Royal Artillery Corps. When Army was in the corps, his commanding officer made a particularly cowardly decision which led to the unnecessary deaths of half of their regiment. Disgusted by the officer’s shameful conduct and stricken from the loss of his comrades, Army assaulted his commanding officer and, in a mad rage, devoured four of his fingers. This action was covered up by the corps, but Army received a dishonorable discharge. He speaks of the ARAC often, but never mentions the conditions of their bitter parting.

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

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

Still, cultivating tea was not enough of a challenge to Army, so he decided to return to the life of an airship gunner, signing on for many

voyages and eventually ending up on the crew of the pirate airship *Penny Dreadful*, feeling it was time to let go of his military stiffness and adopt a more cavalier, “screw’em” attitude – although he retains his militaristic code of honor and loyalty where his current captain and crew are concerned. Since joining the pirate life, Army has taken to crafting accoutrements made from every known caliber of spent shell casings as well as small bits of wreckage from each memorable conquest.

His comrades in arms:

Captain Pangyre - Not as disciplined as a commander in the corps, but Army respects the chain of command and respects the Captain personally as a man of courage and vision.

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

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

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

Skills: Climbing d4, Driving d4, Fighting d10, Gambling d6, Intimidation d10, Knowledge (Artillery/Explosives) d10, Knowledge (Military Tactics) d8, Notice d6, Repair d4, Shooting d12, Swimming d4, Taunt d6

Pace 6 Parry 3 Toughness 9 Pulse 25

Hindrances: Code of Honor (Major), Habit (Minor): Telling old war stories from “the corps”, Hard of Hearing (Minor), Loyal

Edges: Improved Trademark Weapon: Camomile, Brawny, Carpe Diem!, Command,

Cool as Ice, Dead Shot, Feel My Pain, Giant Killer, Marksman, Steady Hands, Strong Willed, Sweep (firearms only)

Gear: Pocketwatch communilocator tuned to a unique frequency shared by the crew; Army’s Trademark Big-Ass Clockwork Blunderbuss, “Camomile” (or “Cammie” for short) – has ‘Night Scope’, ‘Big Game Roar’ and ‘Selkie Waterproofing’; 3 tunneling rounds, 3 concussion rounds, 3 fireball rounds, and 15 normal rounds; Dr. Bungee’s Grappling Gun; copper teacup, 12 teabags

Kelsi Coppercrank

Ship’s engineer

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

She’s a passable cook; her food is occasionally tasty, but her true talent is preparing meals during a violent storm without spilling a drop. She learned her brewing and cooking skills as a teenaged apprentice in Verna, the continent of eternal Spring, where the cogflowers bloom, rust-pollen fills the air and potions are plentiful. Even today, she always has some sort of homebrew in her hip flask – sometimes its properties are beneficial, sometimes, uhh... less so. Young Kelsi was prepared to take over her master’s restaurant when tragedy struck and the building burned to the ground, killing her master, her fellow apprentices and many well-known customers. The source of the blaze was determined by the Coppertops (Vernian law

enforcement) to be deliberate, but the arsonist was never found.

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

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

Money is money, she knows. She can get it in the form of pay as well as from illegal sales. Kelsi can fix anything mechanical, but she often works too quickly when she is in the “machine zone” in her head; as a result, some of the devices she repairs have exploded, leaving scars across her hands and face.

Her current companions:

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

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

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

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

Skills: Healing d6, Knowledge (Culinary Arts) d8, Knowledge (Engineering) d12, Knowledge (Physics) d10, Lockpicking d6, Notice d8, Repair d12, Stealth d6, Weird Science d10

Pace 5 Parry 2 Toughness 4 Pulse 35 Charisma -2

Hindrances: Rebellious Telesma (Minor), Elderly, Quirk (Minor): Talks to herself uncontrollably when working out a problem, Yellow (when it comes to direct combat, but not when experimenting with dangerous science/engineering/cooking)

Edges: Goblin, Pulse Path: Teslamancy (*bolster, strip, transfer*), Daguerreotypical (Mechadian Telesma Edge), Arcane Background (Weird Science), Arcane Resistance, Bearer of Ill Omen, Gadgeteer, Jack-of-All-Trades, Power Points, Rapid Recharge, Steady Hands

Gear: Pocketwatch comunilocator tuned to a unique frequency shared by the crew; Multi-monocle (same as Mandatory Multi-Goggles, except for one eye); Handyman's Multi-Tool (worked into a gauntlet); The Traveling Alchemist (with one of each potion ready-made); hip flask



THE EDGES

AOS SIDHE

Type: Background, Racial

Requirements: Agility d6

Aos sidhe are the lords of the Fey Realm of Dreams - picture elves but make them taller and much more formal. All aos sidhe start play with the Edges and Hindrances below.

Edge: Connections. This can be due to the great houses' patronage of others or just people your adventurer used his position to help. Whatever the reason, your adventurer starts with the Connections Edge for a group of your choice for free.

Hindrance: Realm Bound. Your adventurer finds it physically traumatic leaving Mechadia. He

suffers 2 levels of Fatigue when first going through one of the portals that dot the landscape, visiting via dreams or even when getting swept away by a dreamstorm. Interestingly, he doesn't have any such problems when crossing the Veil as a Heroic character, using the normal method most Suzerain heroes use (see *Savage Suzerain* for more on that). It must be something about Mechadia itself.

Hindrance: Iron Allergy (minor). As an aos sidhe your adventurer is closer linked to the fey of the Fey Realm of Dreams than most, and suffers their traditional allergy to iron. If you want, you can choose to upgrade this to a major Hindrance at character creation - it will count as if you'd taken a new minor Hindrance instead.

Ruarc (Torridaen) Special Abilities

- *Weather Control:* Your adventurer has the ability to direct his Pulse in a way that can affect the weather. It costs 3 Pulse to attempt and requires a successful Spirit roll to make a small change, and a Success with a Raise to make a big change. A small change would be to stop or start it raining when the sky is overcast. A big change would be to bring in storm clouds on a sunny day. Small changes can happen quite quickly, big changes can take up to 30 minutes to take effect.
- *Electrical Affinity:* Any electrical damage your adventurer takes is reduced by 1 point and he gains a +2 on any checks to resist electrical effects.
- *Wanderlust:* Your adventurer cannot start with Noble or Rich Edges and similar effects gained in play cannot be held for extended periods.

BOLSTER

Type: Teslamancy Power

Requirements: Seasoned, Teslamancer

Pulse: 2

Range: Smarts

Duration: Instant

Trappings: Attaching additional batteries, harnessing static electricity

A fey with this Power can magnify the range/duration/strength/versatility of an electric- or gas-based item for one use. A radio transmitter or receiver could have its range doubled for thirty seconds, a steam-rocket-enhanced bicycle could get a sudden boost of speed for a few blocks, an elf's lightning arrow could have its electrifying attack made more potent.

By forcing Pulse into the item it performs better for a limited time, this can be 30 seconds of improved usage, an extra use of a limited use item or an extra Damage: d6 on an attack. Following this

rough guide, the exact details are left to your GM because there's no way we can cover all the weird and wonderful ideas you'll come up with during your game.

DAGUERREOTYPICAL

Type: Telesma only

Named for the inventor of the photograph, the Daguerre Edge allows one Telesma-bound spirit to memorize one visual image (a picture, a page of text, a scene) and reproduce it on command in the mind of the character who is connected to the Telesma's adventurer. The image lasts until it is replaced with another image.

GOBLIN

Type: Background, Racial

Requirements: Smarts d6, Invention d6

Special Abilities

- *Jury-Rig:* Goblins are able to very quickly cobble together gadgets and tools that work for a limited time before falling apart. The goblin declares what they want to build and the GM assigns any suitable bonuses or penalties, like -2 for no tools or -2 due to the complexity of an item. The goblin then spends 10 minutes and makes an Invention roll, applying the modifiers if any. If he succeeds, he gets an item that will work for one or two uses; with a Raise it will last a bit longer, maybe as many as four uses before falling apart or ceasing to work. Jury-Rigged items rarely hang together more than a day and never work quite as well as things produced through proper Invention.
- *Rat-Squirm:* Goblins start with the Rat-Squirm Edge.
- *Claws:* Goblins can use their natural claws as weapons (Damage: Str+d4).
- *Unreliable Work:* Goblin inventions that are not Jury-Rigged can still be quite unreliable, every

time one is used if the dice roll (ignoring wild dice) comes up a 1 the item does not work.

- *Small:* Due to their small frame goblins suffer -1 Toughness.

MAUNDERING EYES

Type: Telesma only

Named for the female scientist who refined solar photography to capture sunspots, the Maunder Edge allows the character to spend Pulse to briefly blind an opponent or multiple opponents as if the sun were shining directly in their eyes. Your adventurer pays 2 pulse to activate this ability, and the target must make a successful Agility roll or else suffer -2 to all their actions for the next 1d4 Rounds. If multiple foes are targeted they all must make a roll but gain +1 to their roll for each person targeted after the first, so trying to blind 3 people at once would give them a +2 on their Agility check.

Pooka

Type: Background, Racial

Requirements: Spirit d6, Survival d6

Special Abilities

- *Animal Form:* At character creation pooka need to choose their natural animal form. At any time as an action they can shift into this animal form.
- *Shifter:* Pooka can spend 1 Pulse to shift into different animals of roughly the same mass. They can spend 2 pulse to increase or decrease their size rating, minimum -2 maximum +2.
- *Impulsive:* When presented with a opportunity for big thrills or a challenge pooka must pass a Spirit roll to not get involved.

SPRIGGAN

Type: Background, Racial

Requirements: Vigor d8

Special Abilities

- *Grow:* By paying 2 Pulse spriggans can increase their size to that of a normal fey, for 3 Pulse they can grow to the size of a small troll. At fey size they gain +1 Toughness, at troll size they gain +2 Toughness. This growth lasts 6 Rounds, till they are knocked unconscious, or they decided to deflate.
- *Agile:* Spriggans start with Agility d6.
- *Strong:* Spriggans also start with Strength d6.
- *Fighter:* If a spriggan wishes to stop fighting or wishes to avoid starting a fight if provoked, they need to pass a Smarts -2 roll.
- *Oath:* If a spriggan gives someone their word and then breaks it they suffer 1 point of Fatigue that takes 24 hours to clear.
- *Small:* Due to a spriggan's small frame he suffers -1 Toughness.

SCRIP

Type: Teslamancy Power

Requirements: Novice, Teslamancer

Pulse: 1-5

Range: Smarts x 2

Duration: 3 (1/ 2 Rounds)

Trappings: A burning electrical smell, coughing/ spluttering sounds from a item

Use of this Power can momentarily rob a device of magical infusion. For instance, a fireproof gauntlet that can absorb flame, store it and unleash it at a target later would still be a fireproof glove, but its ability to absorb and reuse the fire would be interrupted for a few Rounds.

The stronger a magic source's creator is, the more difficult it is to nullify it with this ability.

The following chart is a base reference of cost and success rate for your GM to use when considering magic items not just in Mechadia, but any realm. It's easy for a Demigod to strip the power from an item created by a Novice (generally simple, common or one-use items), but it's very difficult for a Novice to strip a Demigod-created item.

To work out the chances of success and the Pulse cost, compare the Rank of the caster vs the Rank of the person who created the item:

5 Ranks above: 11 in 12 chance of success, costs 1 Pulse per use

4 Ranks above: 10 in 12 chance of success, costs 1 Pulse per use

3 Ranks above: 9 in 12 chance of success, costs 2 Pulse per use

2 Ranks above: 8 in 12 chance of success, costs 2 Pulse per use

1 Rank above: 7 in 12 chance of success, costs 3 Pulse per use

Same Rank: 6 in 12 chance of success, costs 3 Pulse per use

1 Rank below: 5 in 12 chance of success, costs 3 Pulse per use

2 Ranks below: 4 in 12 chance of success, costs 4 Pulse per use

3 Ranks below: 3 in 12 chance of success, costs 4 Pulse per use

4 Ranks below: 2 in 12 chance of success, costs 5 Pulse per use

5 Ranks below: 1 in 12 chance of success, costs 5 Pulse per use

Created by a god: No chance

TESLAMANCY

Type: Pulse Path

Requirements: Smarts d6+

An adventurer with Teslamancy feels an innate connection to the intoxicating energy of invention, including but not limited to electricity. He can manipulate energy currents of mechanics and magic in various ways linked to the spirit of Mechadian technology.

On taking this Edge, your adventurer gains the following skill: Teslamancer (Spirit) d4

He also gains two Powers from the following list: Barrier, Blast, Bolster, Bolt, Burst, Charge, Deflection, Elemental Manipulation, Environmental Protection, Fly, Light, Quickness, Reference, Smite, Speed, Strip, Stun, Telekinesis, Transfer, Wireless.

TRANSFER

Type: Teslamancy Power

Requirements: Veteran, Teslamancer

Pulse: 2

Range: Smarts

Duration: Instant

Trappings: Sharing technical plans, sparks jumping between people

An adventurer can use this Power to help a fey inventor share his inventions without crippling his Pulse flow. If the inventor collaborates on a project with one or more people, this Power can be cast on them to allow one of the collaborators to invest their Pulse into the item rather than the inventor himself. The purpose of Transfer is to allow other members of the party to be more involved and gain greater benefit from having a skilled inventor in the group.



THE GEAR

Clockwork Blunderbuss: Much like their non-clockwork counterparts, but mechanized for improved performance, clockwork weapons are considered a bit of a status symbol among the more martial-minded members of Mechadian society. *Big Game Roar:* no matter what kind of ammunition you use, the rifle with this modification will emit a ferocious roar when fired, and has a chance to intimidate other foes, animal or fey into running for the hills. Any Intimidation attempts you make after firing this weapon gain a +2 to the roll. *Night Scope:* allows you to see clear details in the dark, but only in sepia tones. The user suffers no penalties for Dim or Dark conditions. *Selkie Waterproofing:* this gun will still function when immersed in water, protecting any loaded

ammunition. It cannot be reloaded underwater. (**Range:** 10/20/40, **Damage:** 1-3d6, 1 action to reload, cost 400, weight 13, minimum Str d6)

Dr. Bungee's Fantastic Pneumatic-Powered Self-Reeling Grappling Gun!: This crossbow-sized gun can fire a grappling hook up to ten stories, and the winch is powerful enough to reel a maximum load of 300 lbs. up the side of a building. It also comes with an easy zip line and pulley modification for your horizontal access needs.

Dueling Pistol: Archaic, but designed for a particularly stylized form of combat, the single-shot dueling pistol is designed to benefit the most skilled shot, not the person who fills the air with bullets. *Dueling Pistol Grip:* designed to give you a faster draw. You can draw and fire your pistol in

the same Round without suffering the -2 Penalty. If you already have the Quick Draw Edge it gives you an additional +2 to any Agility rolls required to draw the weapon. (**Range:** 12/24/48, **Damage:** 2d6, +1 to Shooting rolls, cost 300, weight 5, no minimum Str)

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

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

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

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

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

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

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

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

Mechadian Bow: This is no simple recurve bow, but the Mechadian version of a compound bow, with series of convoluted gears at either end and multiple crossing cables for increased firepower. (**Range:** 15/30/60, **Damage:** 2d6, AP2, cost 250, weight 8, minimum Str d6)

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

Anyone making a hearing based Notice roll to spot the wearer or anyone trying to overhear their conversation does so at -6 to their roll.

Pocketwatch Communilators: This item comes in matched pairs, each one set with a small crystal that, when activated, resonates on a unique frequency with its sibling. On the standard models, these crystals have a range of approximately 300 miles. The link between matching pocketwatches

enables verbal communication between owners as well as an internal compass that points each watch in the direction of the other. These pocketwatches can be fashioned into jewelry for the ladies, hanging from a delicate necklace or bracelet. They have no limit on power charge as long as they are regularly wound (a few twists every five or six hours will do).

The Traveling Alchemist: An ornate clockwood box that opens to reveal a wood and brass paneled box inside, the inner workings of which are hidden from the casual observer. Below the engraved brass-work is a set of tubes that lead to three narrow beakers strapped into felt-lined holders. The top of the brass box has three slots that each take a special punch card; once a punch card with an alchemical recipe is inserted the traveling alchemist can be closed and left. 24 hours later the potion on the punch card will be ready for use. The traveling alchemist can produce up to three different potions at once but having made three it cannot produce more till one of the existing ones is used or thrown away. After which, once the beaker is replaced in its holder, it will start to produce whatever potion is on its punch card; this takes 24 hours. To produce multiple potions of the same type at the same time requires multiple copies of the relevant punch card.

This particular Traveling Alchemist has the following punch cards:

Lightning In A Bottle: create and safely (more or less) contain a large jolt of electricity within a glass test tube until it's released. Requires a successful Shooting roll to hit the target; if struck, the electricity does **Damage:** 2d6 and the target is automatically Shaken.

J&H Tonics (two cards): as created by the J&H Tonic company and the dream mind of a certain

Mr. Stevenson of Dorset, 1886. A sip of one makes the drinker Dr. Jekyll, with a Smarts increase of two die types (this can take it above d12). A slurp of the other creates Mr. Hyde, where his Strength increases two die types (this can take it above d12). Using either of them reduces the drinker's Charisma to -2 (or reduces by 2 if already at -2 or lower). The effects last for 2d6 hours. In theory, a shot of both at the same time, "The J&H Cocktail", returns the character to being himself, neither the super-smart scientist nor the super-strong brute. That, or it creates a monstrous mix of both and only time wears off the effect...

SPECIAL AMMUNITION

PISTOL AND RIFLE

Fireball Round: this explodes into a ball of colored flame on contact, or at the apex of its flight. Depending on who you run with, the colors mean different things. It can also be used offensively; it does an additional 2 points of Fire based damage and flammable targets may catch fire as per normal Savage Worlds rules.

Smoke Round: this explodes into a vision-obscuring cloud of black smoke. If it strikes a target it does no damage but explodes into a cloud the size of the Large Burst Template on the target. All attacks within, into or out of the cloud suffer a -6 to hit.

Tunnel Round: designed to bore through stone, metal, and wood, they are of limited use in combat. A target with an armor rating of 2 or lower struck by the round takes damage as per a standard round. If the target is wearing armor with a rating of 3+ they take no damage from the initial attack, but the

round starts to tunnel through the armor. It takes 1 full Round per 5 points of armor or part thereof, so something with 6 points would take 2 Rounds. During that time a successful Strength check by anyone able to reach it will remove the round. The Round after it has dug through its target's armor it does **Damage:** 2d6 that ignores armor. These rounds do not work against Heavy Armor.

Concussion Round: a thunderous clap stuns anyone in range. If it hits, the round does no damage to its target, however they and everyone adjacent to them must make a successful Vigor check or become Shaken.

Tracker Round: when this round strikes a target, it leaks a glowing blue liquid that can be easily tracked for a mile. When it strikes its target it does no damage but unless the target takes steps to stop the liquid, any Tracking rolls against them automatically succeed for the next 20 minutes. If they take steps to hide or stop the trail of liquid, Tracking rolls gain a bonus of between +1 and +4 depending on how successful they are.

Ricochet Round: specially designed to bounce off hard surfaces multiple times. Trying to bounce these bullets off surfaces to hit a target gains a cumulative -2 to the roll for each surface bounced off. Targets struck by a ricochet bullet take the full damage no matter how many surfaces it has rebounded off.

Fireball: works the same as pistol and rifle rounds of the same name.

Medusa: turns the target to stone for a short time. When the target is struck, they suffer a -2 to all physical actions, their Pace and Parry are also reduced by 2. This lasts for 1d3 Rounds.

Splinter: a single arrow that splits into 12 smaller arrows in mid-flight. Allows you to perform Suppressive Fire, as per the standard Savage Worlds rules, with a single arrow shot.

Curveshot: remarkable elven engineering has produced an arrow that can be arced around solid cover to a certain degree. Reduces the cover modifier of targets by 1.

Longshot: this extra-long arrow has incredible range. When firing this arrow the Long Range of the bow is doubled, the Short and Medium Ranges remain unchanged. Also this arrow does 2 less damage than normal arrows fired from the bow.

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

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

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

While these 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.