



DUNGEONLANDS

THE COURAGE

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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CONTENTS

The Courage	2
Pre-Generated Characters	5



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THE COURAGE

By special guest writer **John Wick**.

As part of Lord Taleison's Courage, you have seen and done many things. You've defeated giants terrorizing farming villages, you've thwarted a witch and her undead slaves. You even saved Taleison's son from a cult of Ikhalu worshippers. But this is different. This... this is like nothing you've dealt with before.

Diamond miners unearthed an iron door marked with engravings that no scholar had ever seen before. All who touched the door felt a sense of dread and horror. The Lord asked you, his Courage, to investigate.

And here you are, deep inside the world, the iron door glaring back at you. This is like nothing you've seen before.

The miners look at you with frightened eyes. You've heard that their nights were filled with terrifying visions.

As you look at the door, you feel as if there is something that should not be done here. Close the mine. Seal it up. Forget this thing and leave it alone. Some locks are best left unopened.

But then, you hear something. In the back of your head. On the edge of your dreams. You hear... a song.

A voice calling from the other side of the door. A voice calling for help. A voice of pure helplessness. An honest voice. A true voice.

And you know that the voice is in pain. Barbs and hooks that rend both the flesh and the soul. Eternally torn apart and reborn to be tortured again. You feel the agony of a thousand years and hear the song

WHAT IS *THE COURAGE*?

The Courage is what you get when trusted heroes investigate an evil doorway and appear on the Island of Paxectel, home of the Lich Queen of infamy.

We offer you the backstory and stats for four potential characters to go adventuring in the Dungeonlands trilogy of old school killer dungeon modules. There's also information on Lord Taleison, the characters' patron on the *Wicked Fantasy* side of the universe, to help set the scene.

pounding in your ears. A weak, pathetic voice calling out over and over again...

Help me.

These things wrap inside your head and your guts and fight with brutal determination. There is something on the other side of the door -- something good and holy -- that needs your help. And yet, the evil that made this door cannot be mistaken. This is a trap. So obviously a trap. Something that was built to call to heroes. A sacred siren's wail to lure heroes to their doom.

You are heroes. What do you do now?

Welcome to the *Wicked Fantasy* introduction to the Dungeonlands Lich Queen adventures. Here, we'll give you an opportunity to transport *Wicked Fantasy* characters to one of the meanest, most brutal and deadliest "killer dungeons" ever built.

(JOHN: I should know. I had a hand in building it.)

You can find out everything you need to know about the dungeon in the main text. Here, we're more interested in giving you a way to transport your Wicked Fantasy characters to the Tomb of the Lich Queen for... well, for whatever nefarious reasons you may have.

We've provided you with four characters designed to take on Dungeonlands as well as a backstory for why they wind up there. You can find the characters at the end of this section, but as for why the characters are there... let's just say they've got orders.

The characters are part of Lord Taleison's Courage: a band of adventurers who serve the brave and noble Lord. We've given you a brief write-up of Taleison himself, just below.

They've served in the Courage for many years (as the text above indicates) and have been asked to investigate a strange doorway the Lord's miners found in the mountains.

LORD TALEISON A PALATINE IN ASHCOLMB

Saying "Ashcolmb's nobility has a bad reputation" is like saying the ocean is wet or mountains are tall. They are a wretched bunch of villains who have used and abused the lower classes for generations. They drive their people into poverty, then force them to repay their debts with indentured servitude. Kind folks, one and all.

But there are a few members of the nobility who are exceptions to the rule. Lord Taleison is one of them. Having inherited the land from his estranged father, Taleison came back to his home city ten years ago after training in Tamerclimb. He arrived to investigate his father's murder. "He was

a villain," Taleison said, "but even villains deserve justice." Since then, he has transformed his father's lands. The people are treated justly and fairly. The spies and saboteurs who tried to burn his crops were caught and sent home with their fingers missing. "Any who seek to harm the people I have sworn to protect will face Tamerclimb justice."

As part of his Courage, you have had a high standard to live up to, but Taleison is not only just and fair, he is also generous. Generous to his people and generous to his Courage. He holds seasonal feasts where all are invited, listens to grievances and allows you to use your judgment to solve them. He is a good man. That has made him an enemy of nearly every other noble in Ashcolmb.

THE DOOR

The door stands twenty feet tall and fifteen feet wide. It appears to be made of some sort of black iron, but it does not appear to be from this world. (The uvandir can confirm this; he's never seen anything like this substance before.) The Door has intricate runes which are also completely alien and apparently undecipherable. But one thing is for certain: the Door was made by evil magic.

After spending a night with the door, the heroes will have terrifying dreams. Each of them has visions of being held in a horrible machine that slowly tears them to pieces. You should be as graphic and vivid as you feel your group would be comfortable with. Or, you could just push by the comfort level and get a visceral reaction. Make them feel it.

You can't move. Not your arms, not your legs. Trapped inside a coffin, you can hardly breathe. The air is fetid and stale. You see blood and bits of flesh



on the walls of the coffin. And you know those bits of flesh belong to you.

Small holes open in the sides and roof and black iron instruments extend themselves out. You cannot breathe. You cannot move. The instruments reach down toward you and extend tiny razors and metal fingers. The razors cut and the fingers probe. Pulling little bits of you away. Your fingertips. Your stomach. The insides of your thighs. When the razors and fingers reach for your eyes, you awaken, screaming.

The heroes awaken with the knowledge that their experience is happening to someone on the other side of the door. They also awaken with the knowledge that if they go through the Door, the same may happen to them.

As they approach the door, the runes glow and seep blood. The Door opens and a portal shines on the other side. There is no way to know where the portal leads. No spell or knowledge will inform them. It's a leap of faith.

If the heroes decide to go through, they find themselves at the entrance of the Dungeonlands realm, where the Lich Queen awaits to devour their souls.



PRE-GENERATED CHARACTERS

RAR HEIRDAN

Uvandir, male.

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

Skills: Climbing d4, Fighting d8, Investigation d6, Knowledge (Dungeons) d8, Knowledge (History) d6, Lockpicking d8, Notice d6, Repair d8, Scribe d10, Shooting d6

Pace 5 Parry 7(1) Toughness 9(3) Pulse 25 Charisma -2

Hindrances: Rebellious Telesma (Major), Mean, Vengeful (Minor), Size -1

Edges: Arcane Resistance, Enabled

Powers: *bolt, burst, smite, invisibility, dispel*

Telesma: Assistant, Balm, Spirit Interaction

Gear: Flanking staff (**Damage:** Str+d4, Parry +1, Reach 1, 2 hands, gives +1 ganging up bonus), blazing crossbow (**Range:** 15/30/60, **Damage:** 2d6, AP2, 1 action to reload, +1d6 fire damage, target may catch fire), arch magi headband (Armor +1, head), iron weave magi robe (Armor +3, torso, arms and legs), backpack, oil lantern and spare oil, flint and steel, canteen, tool kit

LADY CALLISTA BRIGHTON

Human, female.

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

Skills: Faith d8, Fighting d10, Healing d4, Intimidation d8, Knowledge (Battle) d4, Notice d4, Persuasion d6, Riding d4, Shooting d4, Swimming d4, Throwing d8

Pace 6 Parry 7 Toughness 11(4) Pulse 25

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

Edges: Brawny, Counter Attack, Empowered, Improved Sweep

Powers: *boost/lower trait, burst, divine intervention, healing*

Telesma: Balm, Forced Manifestation, Telesma Radio

Gear: Holy longsword (**Damage:** Str+d8, wielder can use own Pulse to cast *smite* on the weapon, using Spirit as the casting attribute), throwing axe (**Range:** 3/6/12, **Damage:** Str+d6, returns to thrower's hand), engraved fortress plate (+4 Armor, torso, arms and legs, -2 AP), glove of storing (allows her longsword to be stored in the Maelstrom rather than being sheathed, costing 1 Pulse to store it - it can be called to her empty hand instantly and at no cost), backpack, oil lantern and spare oil, canteen, rope 10" (20 yards), grappling hook, crowbar.



ARIANNA LUCCA

Iron bound elf, female.

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

Skills: Climbing d6, Fighting d6, Healing d6, Knowledge (Nature) d6, Notice d6, Oracle d10, Persuasion d6, Riding d4, Shooting d8, Stealth d4, Streetwise d4, Survival d5, Swimming d4, Tracking d4

Pace 6 Parry 7(2) Toughness 7(2) Pulse 25 Charisma +4

Hindrances: Bound by Iron, Curious, Loyal, Poverty

Edges: Attractive, Elf (Iron Bound - very attractive, low light visions, healing salve), Empowered, Healer, Rapid Recharge

Powers: *conceal arcana, detect arcana, dispel, entangle, healing, greater healing, healing salve*

Telesma: Pulse Battery (twice), Protective

Gear: Weaving rapier (**Damage:** Str+d4, Parry +2), pinning box (**Range:** 15/30/60, **Damage:** 2d6, anything shot by the bow, even if it fails to Shake them, must make an Agility -2 check or suffer 2 Pace on their next action), seeing circlet (Armor +2, head), lacquered breastplate (Armor +2, torso), woven leathers (Armor +1, arms and legs), slippers of squirrel climb (+2 to Climb checks), backpack, canteen, 2 x candle, crowbar

TOM BING

Haffun, male.

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

Skills: Climbing d6+2, Fighting d8, Healing d6, Investigation d6, Knowledge (Housekeeping) d6, Lockpicking d6+2, Notice d8, Notice (Hearing) d8+2, Notice vs traps d8+2, Repair d4, Repair vs traps d4+2, Shooting d8, Stealth d8+2, Streetwise d4, Throwing d4

Pace 5 Parry 6 Toughness 8(3) Pulse 25

Hindrances: Doomed (Major), Loyal, Cautious

Edges: Haffun, Assassin, Dodge, First Strike, Marksman, Thief

Powers: *speak language*

Telesma: Assistant, Telesma Radio, Forced Manifestation

Gear: Dark dagger (**Damage:** Str+d4+1, AP2, target suffers -1 to recover from being Shaken next Round), crossbow of speed (**Range:** 12/24/48, **Damage:** 2d6, AP1), enchanted butcher's mail (Armor +3, all locations, -1 AP from enemy attacks), spring heeled boots (+1" to any distance jumped), backpack, 3 x torch, flint and steel, canteen, rations (3 days' worth), rope 5" (10 yards), lockpicks

A door buried under a mountain, reeking of evil. A voice pleading for help, sacred and pure. A simple instruction: investigate and report back.

Guest writer John Wick presents an alternate opening for the Dungeonlands trilogy from his Wicked Fantasy version of standard fantasy tropes.

You're Lord Taleison's Courage, the bravest of heroes. It's time to show it!

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 Wicked Fantasy to make the most of this book.