Suzerain

Dungeonlands

An Angel's Song

Alternate Opening

Pathfinder
ROLEPLAYING GAME COMPATIBLE

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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An Angel's Song

By special guest writer **Darren Pearce**.

This Suzerain adventure is for 15th level characters who all play the role of Solar Federation soldiers from the far future. They're the Portal Jumpers, a tiny cadre of marines charged with fixing problems in the whole Suzerain continuum… in this case, an incursion by agents from Xaos (the hidden realm of the renegade god Set in the far reaches of the Maelstrom - see *Set Rising* for more about Set, Xaos, and much more).

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

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

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

What Is *An Angel's Song*?

An Angel's Song is what you get when a rescue team takes on its toughest mission and gets blasted into the Island of Paxectel, home of the Lich Queen of infamy.

We offer you the backstory and stats for four potential characters to go adventuring in the Dungeonlands trilogy of old school killer dungeon modules. Additionally, there's a prelude adventure that takes those characters from a sci-fi future, across the universe, and to the Dungeonlands realm.

Into The Unknown

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

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

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

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

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

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

- The ship has an energy signature which comes from an unknown realm; it isn't in Xyn's database (the vessel is from Ra's Sunfire Domain and has broken through from the Maelstrom to end up here - see *Set Rising* for more details on Ra's techno-Egyptian realm and hard-light technology).

- The energy level is building catastrophically and in several hours it will explode and tear a hole into the fabric of reality. Worse, the hole will continue to expand and affect other realms – before collapsing in on itself. It'll be too late by then to stop it.

- The vessel is not powered by technology but by magic. No, by technology. No, by… well, it's complex. There are strong indications that it's both. At the same time.

If questioned, Xyn can provide no more information than this. We started this adventure with the heroes suiting up to portal jump over to the other ship, so let's do that and move forward.

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

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

Xyn helpfully adds:

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

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

Prepare To Board!

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

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

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

Hail Of Lasers Trap (Magic)　　　　　**CR 9**
XP 6,400
Type mechanical; **Perception** DC 25; **Disable Device** DC 25

EFFECTS
Trigger visual (arcane eye); **Reset** 2 rounds
Effect Atk +20 ranged (6d6); multiple targets (all targets in a 300-ft. line)

Laser Weapons: These weapons emit beams of intensely focused light waves that resolve as touch attacks and deal fire damage. A laser can pass through force fields and force effects like a wall of force without damaging that field to strike a foe beyond. Objects like glass or other transparent barriers do not provide cover from lasers (but unlike force

barriers, glass still takes damage from a laser strike passing through it). Invisible creatures are immune to damage caused by a laser weapon. Fog, smoke, and other clouds provide cover in addition to concealment from laser attacks.

There are four beams that fire every two rounds so the heroes are going to have to make a number of rolls as this scene plays out by zapping, dodging or reflecting the energy. Good luck guys and gals!

Unto The Breach, My Friends...

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

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

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

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

"I do not wish to worry anyone, or perhaps I do. The energy spike is increasing, a breach will occur in ten minutes' time – scans indicate unstable areas

of the ship are flooded with magical energy. I advise caution. And haste."

They'll have to shift into high gear and move through the ship, which you should let them do, yet at the most dramatic moment have one (or all) of the following happen to add spice to the exploration:

Maximized Fireball Trap   CR 13
A wall seal ruptures and magical energy bubbles out into the corridor. It causes damage to armor and to flesh if the heroes don't avoid it.
XP 25,600
Type magic; **Perception** DC 31; **Disable Device** DC none

EFFECTS
Trigger proximity (alarm); **Reset** none
Effect spell effect (fireball, 60 fire damage, DC 14 Reflex save for half damage); multiple targets (all targets in a 20-ft.-radius burst)

Myrmidon Robot   CR 11
A magically-animated assassin construct has been left behind by Set's saboteurs. It has orders to kill anyone who comes snooping around.
XP 12,800
N Large construct (robot)
Init +6; **Senses** darkvision 60 ft., low-light vision, superior optics; Perception +20

DEFENSE
AC 25, touch 11, flat-footed 23 (+2 Dex, +14 natural, −1 size)
hp 167 (15d10+30 plus 55 hp force shield)
Fort +10, **Ref** +12, **Will** +10
Defensive Abilities hardness 10, resilient; **Immune** cold, construct traits
Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE
Speed 20 ft., fly 90 ft. (perfect)
Melee 2 claws +22 (1d6+8 plus grab), 2 quantum lashes +22 touch (1d10 force/19–20)
Ranged integrated laser rifle +16 touch (2d10 fire)
Space 10 ft.; **Reach** 5 ft. (20 ft. with quantum lash)
Special Attacks combined arms, constrict (1d6+8), rockets

STATISTICS

Str 27, **Dex** 15, **Con** –, **Int** 12, **Wis** 14, **Cha** 1

Base Atk +15; **CMB** +24 (+28 grapple); **CMD** 36 (can't be tripped)

Feats Combat Reflexes, Flyby Attack, Great Fortitude, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Point-Blank Shot, Precise Shot

Skills Fly +26, Knowledge (engineering) +19, Perception +20

Languages Common, Digital

SPECIAL ABILITIES

Combined Arms (Ex) When taking a full-attack action, a myrmidon can attack with melee and ranged integrated weapons simultaneously.

Laser Rifle (Ex) A myrmidon's eye is an integrated laser rifle. This weapon has a range increment of 250 feet.

Quantum Lash (Ex) A myrmidon's two facial tentacles lash out with surprising force, and are capable of extending up to a reach of 20 feet. These lashes are primary attacks that deal force damage on a successful hit. They resolve as touch attacks, but the damage dealt is not modified by Strength, nor can it be improved via Power Attack. A quantum lash threatens a critical hit on a 19–20. A quantum lash that strikes a force field or force effect has a chance to disrupt that effect. Against a magical force effect like a wall of force, the myrmidon makes a special check as if it were casting dispel magic against the effect (CL 11th). Against a robot's force field, the robot struck must succeed at a DC 18 Fortitude save or its force field is deactivated for 1d10 rounds, after which it returns at the same hit point level it was at before it was deactivated. The save DC is Intelligence-based.

Resilient (Ex) Myrmidons receive a +3 racial bonus on all saving throws.

Rockets (Ex) As a standard action, a myrmidon can fire a rocket to a range of 800 feet. A rocket explodes on impact in a 30-foot-radius burst, dealing 6d6 points of fire damage and 6d6 points of bludgeoning damage to all creatures in the area (Reflex DC 18 halves). A myrmidon carries a maximum of five rockets. Its core can replenish fired rockets at the rate of one per 12 hours, crafting new rockets from scrap metal and other collected components used in the construction process. The save DC is Intelligence-based.

Superior Optics (Ex) Myrmidons see invisible creatures or objects as if they were visible.

Reverse Gravity Trap   CR 1

Gravity inverts causing the heroes to slam into ceilings and floors.

Type magical; **Perception** DC 20; **Disable Device** DC 32

EFFECTS

Trigger touch; **Reset** automatic

Effect 2d6 falling damage to all targets in room plus attack by spikes (atk +5, 1d6 damage).

Note Every square in the room must be disarmed separately.

Each marked 5-foot square on the floor and ceiling covers a pressure plate that activates whenever more than 20 pounds of weight is placed on it. The affected squares trigger a reverse gravity spell that affects the whole room, slamming non-flying creatures into the ceiling for 2d6 points of falling damage (which can be reduced to 1d6 with a DC 15 Acrobatics check). Each creature that falls in this way must also check to see if the spikes deal damage. Every marked square on the ceiling reverses the effect, sending creatures on the ceiling slamming back down to the floor for an equal amount of damage. The pattern of marked squares is the same for floor and ceiling - a creature who is suddenly flung to the ceiling with a reverse gravity spell lands on a safe square, thus preventing an immediate trip back down to the floor.

Debris

The corridor is blocked with debris, it must be cleared and the heroes need to make some rolls to do that. This requires five successful Strength checks at DC 25.

Gallery Of Lightning   CR 9

The corridor ahead has been booby-trapped with magical lightning bombs.

XP 6,400

Type magic; **Perception** DC 31; **Disable Device** DC 31

EFFECTS

Trigger touch; **Reset** automatic (1d6 rounds)

Effect spell effect (empowered chain lightning, 18d6 plus 50% electricity damage to primary target, half damage to up to 18 secondary targets, DC 22 Reflex save for half); multiple targets (each of which must be within 30 ft. of the primary target).

A Bridge Too Far

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

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

The ship's navigation systems are fried (quite literally, by the fires on board the vessel) and a short circuit in the propulsion computer has kicked the engines on line. The heroes are going to have to make a last ditch Dexterity check DC 30 to hold on and to clamber through to the bridge as unchecked acceleration blasts them backwards.

Song Of Songs

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

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

The seconds are ticking down.

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

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

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

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

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

Against the odds, they're not dead. As they passed through the portal to their pocket realm, the energy release blew them sideways to a totally different realm, the Island of Paxectel, the Lich Queen's dungeon. A bright new star is overhead,

lighting the island. Random fluke, or did the angel Anat have some way of drawing these potential saviors to the realm where she's being kept prisoner? Does it matter? It's time to start your Dungeonlands campaign.

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

Pre-Generated Characters

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

Sarah "Doc" Kennedy

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

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

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

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

Sarah "Doc" Kennedy
Female cleric of science (merciful healer) 15
LG M humanoid (human)
Init 8; **Senses** Perception +13

DEFENSE
AC 18, touch 12, flat-footed 16 (+6 armor, +1 dodge, +2 Dex); +4 vs AoO from movement
hp (15 HD; 15d8+30)
Fort +11, **Ref** +7, **Will** +13
Defensive Abilities combat medic (ex), merciful healing (su), channel energy 8d6 (cannot target undead)

OFFENSE
Speed 30 ft.
Melee mwk combat knife +11/+6/+1 (d+/18–20)
Ranged polycorp 10mm pistol (automatic weapon, r 30) +15/+10/+5 (1d6/ ×2)

+ 2 rapier smg (silenced, automatic weapon, r 80) +17/+12/+7 (1d8/ x4)

Special Attacks

Medikit As long as Doc has access to her medikit she can create the following effects which duplicate the following Pathfinder spells, domain abilities, and channel energy ability. Using the medikit incurs the same concentration effects as casting a spell.

Domain Spell-Like Abilities (CL 15th; concentration +19)

Constant- healer's blessing (Su) all cure spells empowered

7/day rebuke death (Sp) 1d4+7,

Spells Prepared (CL 15th; concentration +19)

8th- mass cure critical wounds, mass cure critical wounds

7th- greater restoration , resurrection, regenerate

6th- mass cure moderate wounds x2, heal, heal

5th- cleanse, mass cure light wounds x2, breath of life, breath of life

4th- death ward, neutralize poison x2, cure critical wounds, cure critical wounds , cure critical wounds

3rd- blood biography, protection from energy, remove blindness/deafness, remove disease, cure serious wounds , cure serious wounds

2nd- delay pain, delay poison, restoration (lesser), status, cure moderate wounds , cure moderate wounds

1st- Air bubble, deathwatch, diagnose disease, remove sickness, cure light wounds , cure light wounds

0th (at will)- detect poison x2, stabilize x2

Domain Healing

STATISTICS

Str 10, **Dex** 15, **Con** 15, **Int** 17, **Wis** 18, **Cha** 11

Base Atk +11/+6/+1; **CMB** +13; **CMD** +13

Feats Agile Maneuvers, Dodge, Improved Initiative, Landing Roll, Low Profile, Mobility, Selective Channeling, Skill Focus (heal)

Skills Diplomacy (Cha) 11, Heal (Wis) 20, Knowledge (life sciences) (Int) 13, Knowledge (The Maelstrom) (Int) 5, Perception (Wis) 10, Profession (medic) (Wis) 19, Stealth (Dex) 2, Survival (Wis) 19 , Swim (Str) 4

Languages Common

SQ aura, channel energy, combat medic, healer's blessing, merciful healing, rebuke death, true healer

Gear comm unit, uniform, medikit, light infantry armor, Telesma

SPECIAL ABILITIES

Channel Energy (Su) As the cleric ability, save that a merciful healer must channel positive energy, and when she does, she cannot choose to target undead. This ability is otherwise identical to the cleric ability of the same name.

Combat Medic (ex) A merciful healer does not provoke attacks of opportunity when using the Heal skill to stabilize another creature or casting healing spells.

Merciful Healing (Su) As a merciful healer Doc can channel positive energy to relieve the following harmful conditions - sickened, diseased, poisoned, stunned.

True Healer (Su) When a merciful healer channels holy energy, she can choose to apply the benefits of merciful healing or to reroll any 1s when determining how much damage she heals with the holy energy. She must choose which benefit to take before she rolls to see how much damage she heals.

Jack "Leonidas" Volker

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

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

Background: Jack spent his early life on Earth; he was brought up on the streets as a bit of a street rat. He was a pretty nasty kid and when they finally caught up with him, he was given a choice to enlist in the military or rot in jail. Suddenly his

life gained a new meaning; he changed over the months he trained and he became one of the best and brightest soldiers the Solar Federation had seen for a while. Now he serves as the team leader aboard the SF Starburst and he's a totally different person with the weight of the whole continuum on his armored shoulders.

Telesma: Now we come to the sultry voice of not-reason in Jack's ear. Say hello to Melody, his Telesma. She's the spirit of a warrior born and bred, and she likes to get Jack into all kinds of trouble. Melody has no time for cowards and she urges Jack into new and exciting (read: dangerous) situations just to experience them vicariously through him, but when the chips are down, Jack's survival is her first concern. Melody is also built into Jack's armor unlike the other Portal Jumpers.

Jack "Leonidas" Volker
Human Fighter 15
LN Medium humanoid (human)
Init +7; **Senses** Perception +17
DEFENSE
AC 22, touch 19, flat-footed 14 (+8 armor, +3 Dex, +1 dodge); +4 vs. AoO
hp (15d10+45)
Fort +12, **Ref** +8, **Will** +7; +4 vs. fear
Defensive Abilities bravery +4

OFFENSE
Speed 30 ft.
Melee mwk combat knife +19/+14/+9 (d+/18–20)
Ranged grunt assault rifle (automatic weapon, r 35) +18/+13/+8 or rapid shot +16/+11/+6/-1(1d6)
+2 destroyer pistol (automatic weapon, r 35) +20/+15/+10 or rapid shot +19/+13/+8/+1 (1d6+2/x4)
Special Attacks weapon training 3 (firearms +3, heavy blades +2, light blades +1), +4 to confirm criticals, critical mastery (bleed +2d6/rd Heal DC 15, crippling Fort DC 25), +1 ranged attacks w/in 30', shoot into melee w/ no penalty, 3 xtra AoO/rd

STATISTICS
Str 18, **Dex** 16, **Con** 16, **Int** 13, **Wis** 15, **Cha** 10
Base Atk +15/+10/+5; **CMB** +19; **CMD** + 22
Feats Bleeding Critical, Catch Off Guard, Clustered Shots, Combat Reflexes, Crippling Critical, Critical Focus, Critical Mastery, Dodge, Improved Initiative, Mobility, Point Blank Shot, Precise Shot, Rapid Reload, Rapid Shot, Shot On The Run, Staggering Critical (Fort DC 25)
Skills Climb (Str) 8, Drive (Wis) 6, Heal (Wis) 5, Intimidate (Cha) 18, Knowledge (engineering) (Int) 9, Perception (Wis) 17, Profession (pilot) (Wis) 6, Survival (Wis) 7, and Swim (Str) 8
**Languages** Common, Zurn
SQ armor training 4
Combat Gear grunt assault rifle w/ bayonet, destroyer pistol, combat knife, reinforced infantry armor
Gear uniform, comm unit, Telesma

RAKOTA

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

Personality: Rakota may be one of the Zurn but he is not as brutish as some people make his people out to be. The Zurn are warrior-philosophers with a highly developed code of honor and conduct. Rakota is no different; he understands the need

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

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

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

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

Rakota
Zurn Fighter 15
LN Medium humanoid (zurn)
Init +6; **Senses** Perception +
DEFENSE
AC 22, 14 touch , 18 flat-footed (+8 armor, +3 Dex, +1 dodge)
hp (15d10+60+15)
Fort + 14, **Ref** +11, **Will** +10; +4 vs. fear
Defensive Abilities bravery +4

OFFENSE
Speed 40 ft.; +10 to charge, run, and withdraw actions, run at 5x normal speed
Melee mwk combat knife +17/+12/+7 (d+/18–20) +2 saerian chain sword +16/+11/+6 (1d10+2 / 19-20)
Ranged zurn crescent moon +18/+13/+8 r 30 (1d4+1/19–20) (returning) hurricane shotgun +18/+13/+8 r 20 (1d8/x2) (scatter)
Special Attacks weapon training 3 (firearms +2, heavy blades +3, light blades +1), 3x extra AoO/rd, +4 on attack, damage, and critical rolls vs. Large or larger opponents

STATISTICS
Str 14, **Dex** 17, **Con** 19, **Int** 11, **Wis** 14, **Cha** 10
Base Atk +15/+10/+5; **CMB** +16; **CMD** +19
Feats Bodyguard, Cleave, Cleaving Finish, Combat Reflexes, Death or Glory, Disorienting Maneuver, Dodge, Exotic Weapon (Saerian Chain Sword), Improved Initiative (racial), Iron Will, Lightning Reflexes, Power Attack, Quick Draw, Run (racial), Throw Anything, Toughness, Weapon Focus (Saerian Chain Sword)
Skills Climb (Str) 6, Drive (Wis) 2, Heal (Wis) 3, Intimidate (Cha) 4, Knowledge (engineering) (Int) 4, Perception (Wis) 9, Profession (pilot) (Wis) 4, Survival (Wis) 6, and Swim (Str) 4
Languages Common, Zurn
SQ armor training 4
Combat Gear custom infantry armor, hurricane shotgun, saerian chain sword, zurn crescent moon
Gear uniform, comm unit, Telesma

Zero 31

Zero 31 is not a person, he's a machine. An android, a simulated being in this case, and he appears to have been designed based on typical human 'athlete' attributes. His shell is sleek black and rather than a face he has an elongated mask with two red slit-like eyes. He wears the armor of a Portal Jumper and his insignia reveals his role as recon and scout. He was built at a height of six feet.

Personality: Zero 31 is a pragmatic android, he's been given a full range of human emotions and tactical options. He can draw from his experience databanks and has an understanding of complex
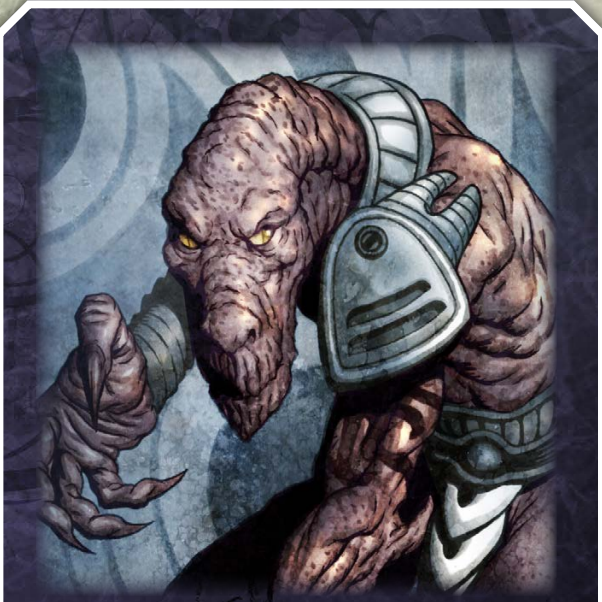
Zurn

Here is a breakdown of the zurn in *Advanced Race Guide* **notation.**

Type Humanoid (zurn) 0 RP

Size Medium 0 RP

Base Speed Normal 0 RP

Ability Score Modifiers Specialized 1 (+2 Dex, +2 Con, -2 Chr) 1 RP

Languages Standard 0 RP

Racial Traits

Feat and Skill Racial Traits

* Skill bonus (Intimidate) 2 RP

Standard Racial Traits

* Quick Reactions (Imp Initiative Feat) 2 RP

* Fleet Footed (Run Feat, +2 init) 3 RP

* Sprinter (+10 foot racial bonus to speed when using charge, run, or withdraw.) 1 RP

* Fast (+10 racial bonus to speed) 1 RP

* Lucky, lesser (+1 to all saves) 2 RP

Total = 11 RP

warfare given to him from centuries of distilled battle data. He speaks with a direct tone and lacks any kind of accent - if he were to have one it would probably be upper class English. He's ruthless in combat and extremely loyal to his team. Due to his robotic body Zero 31 will take risks which many humans dare not take.

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

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

Zero 31
Android Rogue (sniper) 15
N Medium humanoid (android)
Init +3 (snap shot: Init 20 for surprise round / ranged attacks only); **Senses** darkvision, low-light vision; Perception +20

DEFENSE
AC 21, touch 15, flat-footed 16 (+6 armor, +3 Dex, +1 dodge)
hp 105 (15d8+45)
Fort +8, **Ref** +12, **Will** +6; +4 vs mind-affecting effects, paralysis, poison, and stun
Defensive Abilities improved evasion, improved uncanny dodge, trap sense +4, android immunities (fear, fatigue, exhaustion, emotion based effects, disease, sleep)

OFFENSE

Speed 30 ft.

Melee mwk combat knife +13/+8/+3 (d+/18–20)

Ranged whisper sniper rifle (automatic weapon, r 60) +14/+10/+4 (1d12+/×3)

+ 2 rapier smg (silenced, automatic weapon, r 40) +16/+12/+6 (1d10+/ ×2)

Special Attacks accuracy (half all range penalties), deadly range (can sneak attack up to 50”), sneak attack +8d6, sniper's eye (can sneak attack against concealed opponents up to 30')

STATISTICS

Str 15, **Dex** 17, **Con** 16, **Int** 16, **Wis** 12, **Cha** 10

Base Atk +11/+6/+1; **CMB** +13; **CMD** +17

Feats Clustered Shots, Dodge, Improved Precise Shot, Manyshot, Mobility, Point-Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Stealth), Weapon Focus (Rapier SMG - silenced)

Skills Acrobatics +21, Climb +18, Disable Device +18, Knowledge (the planes) +16, Knowledge (The Maelstrom) +13, Knowledge (Military History) +13, Perception +20, Pilot +11, Repair +19, Sense Motive 10, Stealth +21, Swim +15, Survival +13

Languages Common, Digital, Zurn

SQ nanite surge, rogue talents (defensive roll, fast stealth, improved evasion, snap shot, sniper's eye, stealthy sniper, weapon training), trap sense +4

Combat Gear light infantry armor, rapier smg, whisper sniper rifle

Gear binoculars, comms unit, Telesma, 1,587 gp

Nanite Surge (3 RP): An android's body is infused with nanites. Once per day as an immediate action, an android can cause its nanites to surge, granting a bonus equal to 3 + the android's character level on any one d20 roll; this ability must be activated before the roll is made.

Future Weapons: The Special Features

Firearms from modern and futuristic settings have a few new qualities available to them. If your hero has ever had the urge to unload a clip into a monster using autofire, now is his chance!

Automatic: This weapon can act as a semi-automatic weapon (see below), or it can fire a burst of shots with a single pull of the trigger to attack all creatures in a line. This line starts from any corner of the wielder's space and extends to the limit of the weapon's range or until it strikes a barrier it cannot penetrate. When using an automatic weapon to attack all creatures in a line, the wielder makes a separate attack roll against each creature in the line. Each creature in the line can be attacked with only one shot from each burst. Each attack roll takes a -2 penalty, and its damage cannot be modified by precision damage or damage-increasing feats such as Vital Strike. Effects that grant concealment, such as fog or smoke, or the blur, invisibility, or mirror image spells, do not affect an automatic weapon's line attack. Roll to confirm each attack roll that threatens a critical hit separately. A single burst with an automatic weapon consumes 10 charges. When taking a full-attack action with an automatic weapon, the wielder can fire as many bursts in a round as he has attacks, provided he has enough charges to make all of the attacks.

Semi-Automatic: A semi-automatic weapon normally fires one shot as an attack. However, the user can take a full-attack action to fire twice, as if using the Rapid Shot feat (including taking a -2 penalty on all attacks). If the wielder has the Rapid Shot feat, she can use the additional shot from that as well, but the penalty for all shots fired in that round increases to -6.

Slow-Firing: A slow-firing weapon requires a full-round action to use, and thus cannot be used to make iterative attacks.

Touch: Attacks with the weapon resolve as touch attacks.

Arms Locker

What portal jumper would go into danger without their trusty rifle? None, which is why we are bringing you a few choice firearms straight from the Solar Federation!

Destroyer Pistol

Price 6,000 gp; **Type** one-handed ranged; **Proficiency** exotic (firearms); **Dmg (M)** 1d6; **Dmg (S)** 1d4; **Critical** ×2; **Range** 35 ft.; **Capacity** 10; **Usage** 1 charge; **Special** automatic; **Weight** 2 lbs.

Grunt Assault Rifle

Price 8,000 gp; **Type** two-handed ranged; **Proficiency** exotic (firearms); **Dmg (M)** 1d8; **Dmg (S)** 1d6; **Critical** ×2; **Range** 30 ft.; **Capacity** 50; **Usage** 1 charge; **Special** automatic; **Weight** 7 lbs.

Hurricane Shotgun

Price 7,000 gp; **Type** two-handed ranged; **Proficiency** exotic (firearms); **Dmg (M)** 1d8; **Dmg (S)** 1d6; **Critical** ×2; **Range** 20 ft.; **Capacity** 10; **Usage** 1 charge; **Special** automatic, scatter; **Weight 6 lbs.**

Polycorp 10mm Pistol

Price 6,000 gp; **Type** one-handed ranged; **Proficiency** exotic (firearms); **Dmg (M)** 1d6; **Dmg (S)** 1d4; **Critical** ×2; **Range** 30 ft.; **Capacity** 10; **Usage** 1 charge; **Special** automatic; **Weight** 2 lbs.

Rapier SMG

Price 10,000 gp; **Type** two-handed ranged; **Proficiency** exotic (firearms); **Dmg (M)** 1d10; **Dmg (S)** 1d8; **Critical** ×2; **Range** 40 ft.; **Capacity** 50; **Usage** 1 charge; **Special** automatic, silenced; **Weight** 8 lbs.

Saerian Chain Sword

Price 50,250 gp; **Type** one-handed melee; **Proficiency** exotic (bastard sword); **Dmg (M)** 1d10 slash.; **Dmg (S)** 1d8 slash.; **Critical** 19-20/×2; **Range** melee; **Capacity** 25; **Usage** 1 charge/rnd.; **Weight** 4 lbs.

Whisper Sniper Rifle

Price 13,000 gp; **Type** two-handed ranged; **Proficiency** exotic (firearms); **Dmg (M)** 1d12; **Dmg (S)** 1d10; **Critical** ×3; **Range** 60 ft.; **Capacity** 10; **Usage** 1 charge; **Special** automatic; **Weight** 5 lbs.

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

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

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

While these 15th level 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.