

THE
EPITAPH



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For all Deadlands Lines

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The Deadlands Epitaph

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Deadlands Dispatch

— The Big Picture —

This is that part of the book where we tell players to vamoose, and is a marked change from previous *Deadlands* products. We figure if you've bought this book, you're probably the Marshal. That's fine by us, and allows us to get right to the dark, dripping heart of things.

Some of the articles in the *Epitaph* are for players of course, things like new spells or weapons, or the article on a different way of handling junkers in *Hell on Earth*. Share those sections with your posse once you've looked them over and cleared the material for your game.

Now let's get you caught up on what's going on in the Weird, Wasted, and Way Out West.

Weird West Roundup

It's 1879 in the Weird West, and there seems to be a strange calm—maybe the kind that comes before a big storm. Let's deal with the major goings-on one at a time.

The War Ends!

Not the Rail Wars, amigo. We're talking about the American Civil War.

It all started—for most folks—with the death of General Robert E. Lee in the desert of Arizona. His private Dixie Rails train was attacked and "Marse Roberts" was gunned down by bloodthirsty assassins.

A group of heroes—maybe *your* heroes, Marshal—eventually discovered that Lee's death was ordered by the Jefferson Davis doppelganger. It seems Lee had caught on that something wasn't right with his old friend, and the horror decided the popular general had to go.

After a long and arduous trip across the West to Richmond, Virginia, the heroes managed to stop Jefferson and his Harrowed bodyguards, the "Nightwatchers."

The doppelganger was killed in the incident, followed shortly thereafter by a massive explosion from Libby Prison, where the doppelganger had stored a large amount of explosives.

The public knows nothing of the Davis doppelganger, of course. At first they simply believed Union assassins were responsible for





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this reign of terror. Then acting President Eric Michele (that's "Michael," friends) confirmed that the assassin was actually the leader of the Nightwatchers, Colonel George Alexander. Colonel Alexander was later hunted down by unknown adventurers and sent to a watery grave as he attempted to escape via the James River in a submersible.

Publicly, Michele stated that Alexander was unhappy with Jefferson Davis' secret plans to negotiate a peace with the Union. Privately, he came to the horrific realization that his commander-in-chief was actually a horrid abomination needlessly prolonging the war to spread misery and violence.

Michele used the cover story of Davis' "secret negotiations" to order Confederate forces to stand down in memory of Davis' good name.

(All of these events are explained in the Deadlands adventure, Dead Presidents.)

The Cold War

There are still quiet skirmishes between vengeful commanders here and there, and shots are still sometimes fired when soldiers in blue and gray come too close together, but officially, America is at peace. The "cold war" has begun, and spies on both sides are quickly infiltrating their rivals to ensure no surprise attacks are forthcoming.

The Great Rail Wars

Neither the North nor the South are being too quick to pare down their armies, but the cease-fire has allowed them to trim the fat a bit. One of the first side-effects of the war's end is that both nations released thousands of soldiers whose enlistments had already expired, or who were considered too old, infirm, or mentally unstable to remain in the ranks.

After the Battle of the Cauldron (see *The Great Rail Wars*), the Rail Barons' ranks were decimated. This stalled both the fighting and the progress as there were fewer guards for those who actually did the hard work of laying track. The former soldiers have now replenished the railroad's armies and the fighting has begun to heat up once gain.

Many former soldiers also headed west hoping to find rich veins of ghost rock and their personal fortunes. Most don't pan out of course, so the out-of-work soldiers find easy work in the Rail Barons' service. It's easier to pull a trigger than swing a pick, and easier to take ghost rock from someone than mine it honestly.

Here's a quick run-down on where the individual railroads stand.

The Denver Pacific & Wasatch

Bad blood began in earnest when the Denver-Pacific ended their business arrangement with Darius Hellstromme's Wasatch railroad. The DP's owner, Smith and Robards, literally threw Wasatch cargo off their rail lines—sometimes dumping hundreds of thousands of dollars worth of expensive gadgetry in the desert—and declared their former contract null and void.

Strangely, Hellstromme remained silent. Most everyone expected an immediate reprisal by Wasatch's merciless minions, but eerily, nothing happened. Confidants inside DP claim this scared Smith and Robards even more than an overt attack. They doubled their guards, added more war trains to their lines, and raised the cost on their other contracts, most notably Union Blue and Black River.

The *Tombstone Epitaph* managed to get its star reporter, Lacy O' Malley, in to see Dr. Hellstromme for a statement, but his reaction was polite and peaceful. Some believe Brigham Young's Mormons have calmed the fiery and often violent inventor. O'Malley himself believes that Hellstromme has simply lost interest in the Rail Wars and is now working on other projects.

Recent battles in the High Plains prove Wasatch troops do not share in their owner's malaise. New legions of automatons and other mechanical soldiers have squashed their rivals with their typical relentlessness.

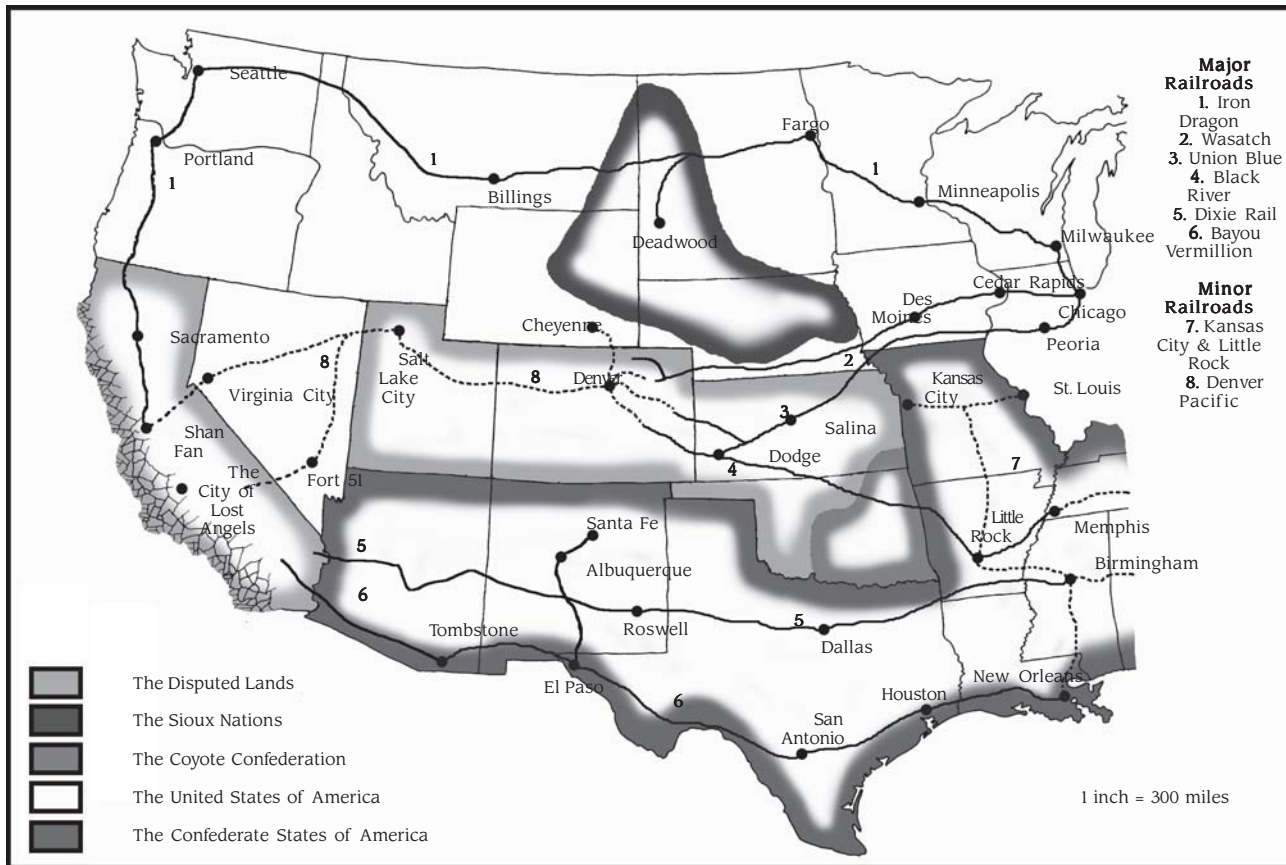
In truth, Hellstromme has a secret plan to win the Rail Wars. His plan, and its results, are featured in *Epitaph #5!*

Black River & Union Blue

In Dodge City, rumors continue to fly that Union Blue President Joshua Chamberlain and Black River CEO Mina Devlin are having a sordid affair. Chamberlain denies the rumors profusely (they *are* false), but it is true those two railroads



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have not fought since the end of the Civil War. It is also true that neither railroad has lain track past Dodge, though both have numerous bands of Enforcers across the California border along the growing Denver-Pacific line. The enforcers of the two lines have an uneasy truce, though neither acknowledge it publicly.

Rumors are also flying about a missing heir to the Devlin fortune. Mina has put out quiet rewards among numerous bounty hunters for a teenage girl who closely resembles Mina herself. Stories in the *Tombstone Epitaph* suggest the girl is a love-child of Chamberlain, raised from a babe to a teenager in a year by Mina's dark witchcraft. Chamberlain denies everything, but it is said his men search for the girl as well.

In truth, Mina has been threatened by an ancient Harrowed named the Cackler to find a raven-haired girl of her own bloodline. You can find more information in *The Black Circle*. The rest of the story waits to be told, and changes the Weird West forever once it comes to pass.

We're sorry we can't share more just yet, Marshal. We're trying not to open up so many

on-going plots in the Weird West, but this is one of the very few we have to keep to ourselves for just a bit longer.

Bayou Vermillion & Dixie Rails

As you might recall, Baron LaCroix of Bayou Vermillion managed something of a coup by bushwhacking the owner of the Santa Fe & El Paso Railroad and linking the two rail lines. LaCroix now owns the lines entirely and the former owners now serve the Zombie Master in undeath.

LaCroix has always been careful about using his "special forces" around civilians, but he had no qualms about sending his zombie rail workers into Apache territory. The Baron figured the Apaches for ignorant savages and spared little thought for what they might think about his abominations. This proved a frightful miscalculation.

The Apaches under Geronimo, who abhor the dead—let alone groaning *undead*—savaged his forces as soon as Bayou Vermillion passed



Tombstone, Arizona. Needless to say, help from the Texas Rangers was slow in coming.

For its part, Dixie Rails quickly passed BV's furthest railhead, and might well have made Lost Angels were it not for the assassination of the rail line's president, Robert E. Lee, and the events at the Confederate capitol in Richmond.

Bayou Vermillion has finally secured most of their tracks, however, and begun to catch up with the flagging Dixie Rails. Troops from each railroad never formally announce their allegiance before firing on each other, but everyone knows who's working for who. Saying so publicly, however, might get BV shut down by the new government, or incur LaCroix's arcane wrath on the fledgling Confederacy. Neither side wants to enter a public conflict at such a delicate time.

Iron Dragon and the Church of Lost Angels

Warlord Kang laid the most actual track in the previous year, but was foiled in his plan to quickly reach Lost Angels. Prior to the Civil War's cease-fire, Kang had made a deal, perhaps less than scrupulously, with the owners of the Great Northwestern. His plan was to quickly forge ahead with his line to Seattle, then buy out and link up to the Great Northwestern line, which reaches all the way past Sacramento.

A recent popular vote to maintain California's status quo must have inspired the GN's owners to do the same, however. They turned Kang down in a most humiliating fashion. Kang had scheduled a public signing to take over the GN. Respected members of the press, legions of his loyal tongs, Japanese ronin in their most elegant kimonos, and visiting officials of the state's territorial government, all showed up to witness what would surely give Iron Dragon the edge it needed to win the Great Rail Wars.

Then the owners of the Great Northwestern pulled a no-show. The spectacle would be embarrassing for anyone, but for an Oriental warlord—well, let's just say Kang left the festivities in quite a huff.

Once again, everyone expected an all-out war between Kang's goons and Great Northwestern's hired guns. Once again, everyone was disappointed. Then, exactly one week after blowing off Kang's party, the owners of the Great Northwestern quietly sold their line to Iron Dragon for a paltry \$100,000, a fee that doesn't even cover the iron used in the GN's line.

Turns out GN's chairman loves his wife and especially his daughter, and a not-so-subtle

threat from Red Petals Su quickly changed his mind about selling the railroad to Kang.

Sudden Death

As you can see from the updated rail map on the previous page, the Rail Wars are about to come to a close. In the next *Epitaph*, you'll see just what we mean.

Of course, the end of one thing might just lead to the beginning of another.

High Tales of Hell on Earth

The Wasted West is in a bit of a calm right now after the events of Judgment Day told in *The Unity*. All of the major players have gone back into their respective corners to lick their wounds and figure out what they need to do next.

The good news for the heroes of the world is that the Reckoners are actually gone. Good deeds and hope can actually destroy existing Deadlands without worrying about five more sprouting up to replace them.

The Reckoners' abominations still have their power, and some are still created in the Deadlands when terror grows too strong, but their rate of growth is drastically diminished.

The Iron Alliance

That's why Jo has stepped down from the Iron Alliance. She's decided she can do more good out in the wastes than behind a desk in Junkyard. Taylor, Schwarz, and the other members of the Council pleaded with Jo to stay, but the former-housewife-turned-Grand Master of the Templars was adamant.

Her seat on the Council has been taken by Colonel Green, a hero of Judgment Day who has the support of the all-important war veterans who lead most of the outlying settlements.





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The Cult of Doom

Silas and what was left of his most violent muties turned tail back to Vegas where they found themselves in a bit of trouble. The locals were rebelling, very likely at the instigation of several infiltrators from the Iron Alliance.

Word got out that it was actually Silas who was responsible for the mutant massacre at Armana—not humans. Such a rumor might have been quickly squashed except that a Librarian somehow managed to get video of the event—even though no video cameras were present! (See the *Knowledge is Power* article in this issue for exactly how.)

The Librarian has been quietly moving about Vegas showing the footage on his palmcorder to anyone who will watch it.

Needless to say, “The Armana Tragedy,” Silas’ bloody defeat at Junkyard, and rumors that the Harbinger appeared and condemned him, has put a serious damper on the mutant king’s “administration.”

The Combine

General Throckmorton’s human troops suffered more heavily than anyone. Between their equipment failure at Junkyard and the long pursuit back to Denver, nearly 75% of the Combine’s flesh-and-blood troops were slain.

More than half of their automatons, raptors, recyclers, and other minions were destroyed or damaged and left in the field as well.

Strangest of all, the Denver AI has been completely quiet since a day after the appearance of the Ravenites (see below).

In truth, Dr. Hellstromme is attempting to hack into the Denver AI and “reboot” it. He’s been unsuccessful so far, but the AI is now aware its creator is back and has sealed itself off until it can figure out how to block him from the reboot.

In the meantime, Throckmorton’s second-in-command, Lieutenant Colonel Killian, a powerful syker from Black Lightning first mentioned in *Brainburners*, has taken control of the shattered forces.

Killian doesn’t share the AI’s ideas about the Denver Resistance making good training tools, so he’s ordered his healthy forces to track down the rebels and wipe them out.

This is a clever move on his part, because it diverts the survivors’ rage from their true leaders to the rebels.

Raven and the Worms

Raven is in something of a daze after his once-ally Dr. Darius Hellstromme somehow spirited the Reckoners off-world.

Worse, as one of the most powerful supernatural creatures on the planet, he has felt his abilities begin to wane. If enough Deadlands are destroyed, he might even lose his status as a servitor and die.

For now, he’s resting and performing rituals to determine exactly where the Reckoners have gone. His legions of undead were released and now wander forth to stir up new mischief and mayhem.

His ancient wormling friends are unhappy, to say the least. They need the Reckoners dead to reestablish themselves as gods. They are patient creatures, however, and for now are spending their days breeding new wormlings to repopulate the earth in their image.

Raven is starting to grow sick of the worms’ presence, however, and his disgust may one day turn to open fury.

Banshee Screams

The Way Out West hasn’t yet felt the effects of the Reckoners’ arrival. They escaped the Hellstromme device (as detailed in *The Unity*), and are now more-or-less mortal.

Needless to say, they are more than a little upset about this turn of events, especially at the hands of one of their own servants. But such ancient creatures are anything but stupid. They’ve assumed new forms to learn about their new environment and perhaps find a way back to Earth and away from the accursed living planet that cripples them so greatly.

Eventually, their search will bring them into contact with the skinnies, who have already sensed the Reckoners’ powerful presence on Banshee.

Look for this plot to unfold more as the story of the *Way Out West* continues.





Deadlands and D20

We stirred up quite a ruckus when we became the first company to do a d20 version of an existing game line, and then make all subsequent releases dual-statted. Those on the *Deadlands* listserv know there was a fair amount of dissent there, though we're happy to report that fans of both *Deadlands* classic and the d20 version now get along like old trail mates.

During the many discussions, a few things became apparent to us. Most notably, fans of *Deadlands* really like a few of our wacky mechanics, such as Edges & Hindrances, cards for initiative, and so on.

In these pages, you'll find absolutely official rules you can add to your D20 *Deadlands*, *Hell on Earth*, or *Lost Colony* game to better capture the original flavor of the classic system while still using the d20 rules.

See page 128 for the Open Gaming License.

Damage

One of the first things folks complain about in the d20 system is hit points. We decided not to change the basic d20 system or it just wouldn't be compatible with all the other d20 books out there, but we've since been playing with a change to the "massive damage" rules that makes *Deadlands* a bit more deadly without ruining its 100% compatibility.

Anytime a character suffers damage greater than his Constitution in one shot, he must make a Fort save equal to the damage taken or immediately drop to -1 hit points. He continues losing hit points until he reaches death at -10 or stabilizes.

This rule only applies to non-supernatural creatures that are subject to critical hits.

Wounds

The following first appeared in *Way of the Gun*. Since we're making basic changes anyway, it seemed a good idea to repeat it and make it official. Note that this version is slightly different than what appeared there.

A character's ability to withstand pain and fatigue or cope with injuries is measured by his hit points. The way the rules work, however, losing hit points doesn't affect the character until he actually keels over from wounds and blood loss. That's not very frightening—or very in keeping with the spirit of *Deadlands*.

Use these rules to make gunfighting (and combat in general) a little more worrisome.

Divide each character or critter's hit points into fifths. Put any extra hit points in the first category if the hit points don't divide evenly by five. For example, a character with 68 hit points divides them this way: 16/13/13/13/13.

Each bracket is the character's "Wound Level." The first level, the one that often has an extra portion of hit points, is called *Healthy*. As long as your hero is within that portion, he's fine—just a little beat up at worst. The remaining four levels are *Light*, *Heavy*, *Serious*, and *Critical*. As the character loses hit points, he gradually drops from one level to another.

The more hurt your hombre gets, the harder it is for him to function: he's in pain, tired, and maybe even bleeding. To represent this, for each Wound Level he crosses into, he suffers a cumulative -1 circumstance penalty on all rolls you make. See the table below for a crystal clear breakdown.

Wound Levels

Wound Level	HP Lost	Penalty
Healthy	20% or less	0
Light	21-40%	-1
Heavy	41-60%	-2
Serious	61-80%	-3
Critical	81-100%	-4

Example: Let's look at our cowpoke with 68 hit points and Wound Levels of 13/13/13/13/16. If he suffers 16 or fewer hit points of damage in a fight, he remains Healthy—no problems there. But when he loses that 17th hit point, he has a Light level of injury and subtracts -1 from all future skill or attribute checks.





Cards for Initiative

We know some of you love 'em, and some of you hate 'em, so consider this one optional.

Instead of using the standard d20 method for resolving initiative, characters are dealt a playing card from a standard poker deck (with two Jokers) instead. The Marshal then counts down from the Ace to the Deuce, with each player resolving his action when his "Action Card" comes up.

So what does an initiative modifier do for you? Half that number (rounded up) is the number of cards you're dealt. You then take the highest of the cards as your Action Card and discard the rest.

Delaying/Readying/Refocusing

You'll need to forget about delaying, readying, and refocusing if you're using cards for initiative. Fortunately, you can use a much simpler system instead, called "holding."

You can always go later than the card you drew. When your Action Card comes up, simply turn it face-down and tell the Marshal you are "holding your action."

You may then go at any point in the round as long as you still have your held card. If you haven't acted before the next round comes up, you aren't dealt a new card. Once your held card is used, you're done for that round, but are dealt in normally again in the next round.

Interrupting: You can also interrupt another character's action with a held card. To do so, you must beat the opponent in an opposed Initiative check (Dexterity plus your original Initiative bonus). If successful, you interrupt the foe. If failed, your action takes place immediately after the foe's is resolved.

Fear

The fear rules in d20 are intended for big brawny barbarians who don't run when Cthulu himself rises from the depths. That's just not the way things work in *Deadlands*.

Anytime a character fails a Will save due to fear or terror, roll on this brand spankin' new Fear Table instead.

Grisly Scenes: In addition to the effects on the table below, failed fear checks from a gruesome scene make the character *nauseated* for 1d20 rounds as well.

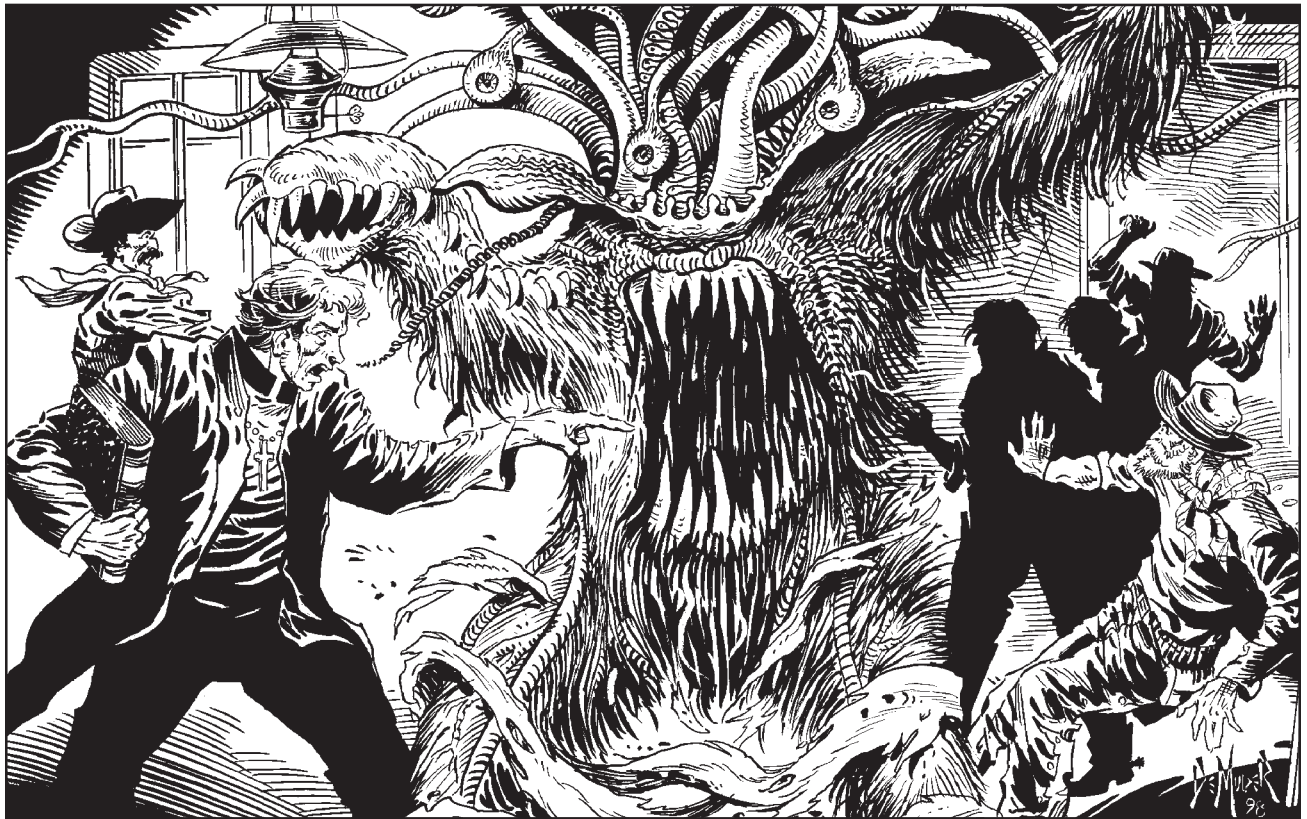
Fear Table

1d20 Roll	Effect
1-5	Startled: The character is momentarily shocked. If in combat, she loses her next action.
6-10	The Willies: The character suffers a -1 morale penalty to all actions for the next 2d10 minutes.
11-15	Heebie Jeebies: The hero is so taken aback that he suffers 1d6 hit points subdual damage.
16-20	Minor Phobia*: The hero gains a minor phobia of some mundane element associated with the scene. When he is in the presence (usually sight) of this element, he suffers a -2 morale penalty to all actions.
21-25	Major Phobia*: As above, but the character suffers a -4 penalty and won't go within 50' of such an element if he can help it.
26-30	Corporeal Alteration: The hero gains a Major Phobia and suffers a physical change as well. A white streak appears in his hair, his eyes change color, etc. This subtracts 1 from his Charisma.
31+	Heart Attack: The hero suffers a massive heart attack. He must make a DC 15 Fort save or die in 2d6 rounds. A DC 15 Heal roll, or a healing spell of 3rd level or more can halt the effects as well.

*Phobias should never be of a creature. Fearing a vampire isn't a phobia, it's common sense.

Corpses, blood, and other phobias are okay, but more mundane elements the hero just happens to associate with an event are much more interesting. For example, say a hero encounters a Hangin' Judge along the Chisholm Trail one night and gains a phobia. Maybe he gains a fear of judges, or courts, or of trees with thick, overhanging limbs (hanging trees), or badges. The exact nature of the fear is up to the Marshal, of course.





Hindrances

Hindrances are disadvantages that negatively affect your character in some way, but give him other advantages in points or Feats. These are beloved staples of *Deadlands* classic, and aren't that difficult to translate into d20 if you're willing to shake things up a bit.

Characters in any d20 *Deadlands* world may take up to three Hindrances. The most common Hindrances straight out of the classic core rulebooks are listed below.

Each Hindrance allows you to make one of the following modifications during character creation:

- The player may designate two skills that are not class skills to become class skills.
- The character may raise any attribute by one point.
- The character gets one bonus feat.

All Thumbs

Your character is not very mechanically inclined. Anything more complicated than a pistol poses problems for him. He suffers -2 to hit with any weapon more complicated than a normal revolver. He also has a -5 to any check made to construct, adjust, or fix a mechanical device.

Bad Ears

Maybe your hero was too close to the artillery during the war, or maybe a high fever burnt out his hearing as a child. For whatever reason, he doesn't hear well and suffers a -5 penalty to all Listen checks.

Bad Eyes

Your hombre's eyes have started to go south. Or maybe he just saw one too many horrors and his brain is shutting them down before any more show up.



Either way, he can hardly see a charging elephant. Subtract 5 from all Spot and Search checks.

A character with glasses or other correctives can't take this Hindrance. This is only for those unfortunates who are more or less permanently without clear vision.

Bad Luck

Lady Luck doesn't ride with your cowpoke. You draw one less Fate Chip at the beginning of each game session.

Big Mouth

Your hero always runs his trap and seldom knows when to stay quiet. He may be fidgety or just a braggart, but in any case it's not good. He suffers -2 to all Wisdom checks, as well as Innuendo and Diplomacy checks.

Cautious

Your "Cautious Charlie" likes to think things through and know the story before jumping in. That's good when planning strategies, but not so good when the lead starts flying. His constant hesitancy costs him a permanent -2 Initiative penalty.

Clueless

Your sodbuster is generally oblivious to what's going on around him and suffers a -2 to all Spot, Search, and Listen checks.

Enemy

Someone really has it in for your gunslinger. It could be an organization such as the Agency or the Texas Rangers in the *Weird West* (bad news!), the Law Dogs in *Hell on Earth*, or a den of outlaws he's angered for foiling their deeds in any setting.

These folks show up on occasion to make your hero's life Hell. If they catch him, he'd best make sure he's armed to the teeth.

These folks know your hero's tricks, so he suffers a -10 circumstance penalty to Bluff and Diplomacy checks when dealing with them.

Ferner

Your hero ain't from these parts. He's from a foreign country (or culture) and most folks find some of his habits and customs odd. They figure he's in America now and should therefore act like an American.

Your hero suffers a -2 penalty to all Charisma-based checks when dealing with anyone not from his own culture.

Geezer

Your cowpoke is old as dirt. He's over 50 and showing it. As per the rules for age from the *Player's Handbook*®, your hero loses 2 points of his Strength, Constitution, and Dexterity, but adds +1 to his Intelligence, Wisdom, and Charisma.

Heavy Sleeper

When they said "sleeping like a log," it was your rowdy they were talking about. He sleeps through most anything, even gunshots and thunderstorms. He must make a DC 15 Fort save to awaken from even loud noises.

Your hero also snores like a drunken pig in heat. This sometimes attracts unwanted nocturnal visitors to his camp. Even worse, his tortured snorting ruins the sleep of anyone in earshot trying to get some shuteye. The victims of his snores cannot recover spell points, and halve hit point recovery during the period due to their restlessness. Have fun dealing with your trail-mates, amigo.

High Falutin'

Your high-livin' hero likes all the comforts of good living—clean rooms, silk sheets, imported drinks, and so on. He enjoys these comforts and tries to maintain a certain standard for himself, even while in the field. This means large tents with furniture instead of bedrolls (or maybe an RV in the *Wasted West*), possibly a servant or two, and generally being a pain in the tucksas when traveling.

This Hindrance only means something if your Marshal keeps a real economy in his game. If room and board are \$.50, but every





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other adventure lands you a couple of grand, it won't have much effect. Talk to your Marshal before taking this Hindrance, amigo.

Illiterate

Your hombre probably hasn't seen the inside of a school house unless he was chasing the local school marm. He has little or no formal education, and was never taught to read or write. He can "make his mark" to sign his name, but can't actually write it.

Lame

Your veteran might have a war injury that never healed properly or been born with one leg longer than the other. Either way, he has become partially crippled. His Move rate is 30' instead of the usual 40'.

Lyin' Eyes

This bad actor is one of those folks who has trouble telling lies. He can't keep a straight face and always gives signs that betrays him. Whatever he does to give himself away is called his "tell" in poker.

He suffers a -5 penalty to all Bluff and Gambling checks. Any time he tells a lie it triggers an opposed Sense Motive check.

Old Ways Vow

This Hindrance is usually only for Indians. It means they've sworn off all technology that cannot be made by him or his tribe. Shamans who violate the vow cannot cast spells until they somehow atone to the spirits for their trespasses. Braves don't receive any beneficial spells cast on them until they atone for forsaking the Old Ways.

Pacifist

Your tinhorn detests capital punishment and feels there are always alternatives. He realizes a swift kick in the pants or a punch is needed sometimes, but tries to use all methods available to achieve his goals without resorting to deadly force.

Poverty

Your sodbuster is poorer than the proverbial Church mouse. He might be a poor monk or a drunk on the streets, but either way, he's flat busted all the time.

Your character starts with one-quarter the usual starting cash. In addition, he can only own the clothes he wears when the adventure begins and ends, plus a few battered necessities such as a canteen, blanket, walking stick, one weapon, and one reload of ammo. Anything more is somehow squandered, lost, or ruined for lack of upkeep.

Relics and other "magical" objects are an exception. Even a fool like your hero hangs onto such precious possessions.

Squeaky

This cityslicker has a voice that just gets to people. It might be high and shrill, or it might constantly crack when he talks. Your hombre receives a -5 penalty on any Charisma based checks or skills that require him to talk or sing.

Squeamish

This unfortunate has a weak stomach when it comes to dealing with blood and gore, be it from man or beast. If he sees a grisly sight he must make a DC 15 Fort save or become *nauseous* for 1d20 rounds.

Ugly as Sin

Your hero won't win any beauty contests. Or maybe it's just his dull personality and constant frown. Either way, his Charisma is lowered by 2. No character with a 14 or higher Charisma score can take this hindrance.

Yeller

Your cowpoke's a yellow-bellied coward. When the action gets deadly, he smears his underpants. He suffers a -2 on all Fear-based checks including saves. He won't usually go wading into danger without a gun to his head or immediate danger to his friends.



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DALY



FORT 51

By Eric Avedissian

ARE YOU A MARSHAL?

Because of Fort 51's secret nature, most of this material is classified for the Marshal's eyes only. Cowpokes should hightail it right now! Fort 51 isn't a place you stop to relax in the local saloon or water your horse. Travelers in the Weird West might be familiar with tales of Fort 51 as a base of operations for the 10th Cavalry, or have read about strange experiments there in the *Tombstone Epitaph*, but most folks see Fort 51 as just another dusty frontier outpost.

CAN YOU KEEP A SECRET?

Following the successful raid on Roswell, President Grant issued Executive Order 293, which "establishes a fortification in Nevada for scientific research purposes."

In plain English, EO 293 created Fort 51 as a garrison for the 10th Cavalry and an outpost for the Union's war laboratory.

According to the order, the "true intention of the fortress, code-named Fort 51, is one of national security, and must be suppressed from the general public, press, foreign

governments, certain members of the military and others."

Thus, Fort 51 was to be one of the biggest secrets hatched by the United States government. The very nature of EO 293 was so sensitive that those in the know denied Fort 51 even existed.

These days, the *Epitaph's* constant nosing around has left little doubt the place exists, so the government merely acknowledges they have a fort there, and it is manned by the now-famous Flying Buffaloes. They attempt to downplay its true significance, and won't even give it a name—hence the non de plume "Fort 51." (Numbered forts are typically temporary or unimportant outposts, as opposed to more permanent bases named after Union generals.)

The site chosen, near Muddy River in southern Nevada, is 30 miles from the small town of Cedar City. On a hot June day in 1872, a caravan of wagons containing Army surveyors, engineers and soldiers, drove the first wooden stakes into the hard desert ground. A month later, Fort 51 was up and running. In those days, the fort consisted of blockhouses, 15-foot high wooden walls and a few lean-tos

and tents. By 1877, Fort 51 fashioned itself into a majestic military compound.

ENTER SMITH & ROBARDS

Based in Salt Lake City, Smith & Robards' scientific laboratories assisted the Army by supplying steam-powered rocket packs to the 10th Cavalry. When it was time to establish a full-fledged, high-tech military installation in the middle of nowhere, the Army once again called on the brilliant inventors.

Proprietors and operators of the Denver Pacific Railroad, Smith & Robards agreed to run a spur from Cedar City to Fort 51. At first, the idea was a tough sell for Dr. Jacob Smith, who was one of the "captive scientists" working for the Rebels at Roswell. Smith hates the Confederacy and all secret war laboratories, so when the Union approached S&R, he was reluctant to oblige. The ever-charismatic Kyle gave Smith a tour of Fort 51, however, and the scientist walked away satisfied at the treatment of the workers and particularly Kyle's leadership. In late 1873, the Denver Pacific spur linking Fort 51 with Cedar City was complete.

GETTING IN

Fort 51 is one of those areas in the Weird West where you've got to decide if you want your posse in, Marshal. Normally, cowpokes within sight of the fort are either shot at or promptly "escorted" away by Union soldiers.

Confederate characters brazenly hoping to barge in are in for a rude awakening. Though there is currently a cease-fire in the long Civil War, covert, violent incidents are common between here and Roswell. Anyone wearing a gray uniform is arrested (or shot if they fight back).

The area around the fort and testing grounds is either restricted by a tall barbed wire fence or patrolled by the Flying Buffaloes. Soldiers atop 30-foot watchtowers armed with Gatling guns guard the only rail line into the fort.

In short, you're either invited to Fort 51, taken there by force, or trespassing without permission.

Don't go easy on heroes willing to jeopardize others by sneaking into Fort 51. The United States has taken every conceivable

precaution to dissuade interlopers from snooping around. Prepare to whack heroes around a little who persist on gatecrashing.

TICKETS, PLEASE?

The only train cars entering and exiting Fort 51 on a weekly basis are ghost rock-powered locomotives hauling specially modified armored cars. The trains are composed of an engine, a ghost rock car, two passenger cars with tinted windows, a cargo car, mail car, and caboose. Each car but the mail car is guarded.

Every morning a train picks up passengers from Cedar City and transports them to the fort, returning them nine hours later. The passengers work mostly in the fort's iron works and assembly plants, and each has a photo identification and badge and are known to the soldiers riding the train. These civilian employees are sworn to secrecy and must not reveal the secrets of Fort 51 to anyone. This includes any heroes.

When asked, they mostly reply, "I just work at Fort 51 helping out the soldiers," then promptly change the subject.

In an agreement with Smith & Robards, the Union Blue Railroad has permission to run their trains on the Denver Pacific line, and into Fort 51. This arrangement is fortuitous to the Union since supplies from Back East can move to the fort quicker via rail than wagon train.

GET LOST!

To hammer the message home Fort 51 is off limits, the government installed several signs along the one-mile perimeter. Cowpokes wandering through the area see a neatly painted wooden sign that reads:

FORT 51 Military Installation

Restricted Area

NO TRESPASSING BEYOND THIS POINT

WARNING

Photography Prohibited

Trespassers tempting fate are arrested by mounted patrols who ride both day and night. The basic chance to encounter a patrol is a roll of 1-2 on a d10, rolled every 30 minutes. This increases to 1-4 at night because the patrols use Smith & Robard's patented night-

vision goggles. When this happens, roll a contest of the patrols' *search* skill versus the posse's *stealth* to see if they're spotted. If the patrol wins with a raise, they spot the heroes without being seen themselves, and likely shadow them for a while to see what they're up to.

CHECKPOINT

Trains entering the fort must pass through a checkpoint one mile from Fort 51 proper. As the train stalls at the barricade, soldiers board the train and double check the passengers' identification. This is purely precautionary and is intended to weed out potential spies and saboteurs. Once the checks are complete, the train continues rolling toward the fort.

The checkpoint is a small shack next to a small, hardened bunker. Inside is a telegraph (for warning the fort should there be trouble), a steam-Gatling emplacement, and a dozen soldiers.

Passengers must carry documentation identifying themselves or specific letters from United States officials verifying their presence at the fort. Anyone failing to show these credentials is booted from the train and held at the check point until the train returns to Cedar City.

USING FORT 51

Fort 51 is a unique *Deadlands* setting. It's one of the only civilized locations in the Weird West where travelers aren't encouraged or made welcome. The United States has taken severe measures for preventing interlopers from glimpsing the true inner workings of the compound.

So how can you introduce a posse to the mysteries of Fort 51? The answer is "very carefully."

Perhaps the government or Union Blue hires the heroes to escort a consignment to the fort. Maybe there's a mad scientist in the posse instructed to test the latest ghost rock-powered weapon. The heroes can even be Confederates with instructions to spy on Fort 51.

Whatever the circumstances, the posse's interaction with Fort 51 should be done sparingly. Too many eyes glimpsing governmental secrets might be a liability to the United States and could make the posse a valuable commodity to the Confederacy. That's why the Army restricts access to Fort 51 as much as possible. However, don't let this discourage you from using the fort in a campaign or two, Marshal.

FORT 51

Fear Level 2

Fort 51 is bigger than most military outposts. The whole fort is surrounded by a 20-foot high wooden fence complete with ramparts running around its perimeter. At each corner are blockhouses, enclosed fortifications armed with steam-Gatling guns. Two massive gates, one north the other south, both complete with guard posts, break the fort's walls.

The fort's low fear level has to do with the watchful eyes of the 10th Cavalry. Fearsome critters don't poke their heads in where they're not wanted and Lieutenant Colonel Kyle and the Flying Buffaloes promptly put down anything remotely supernatural, including hucksters.

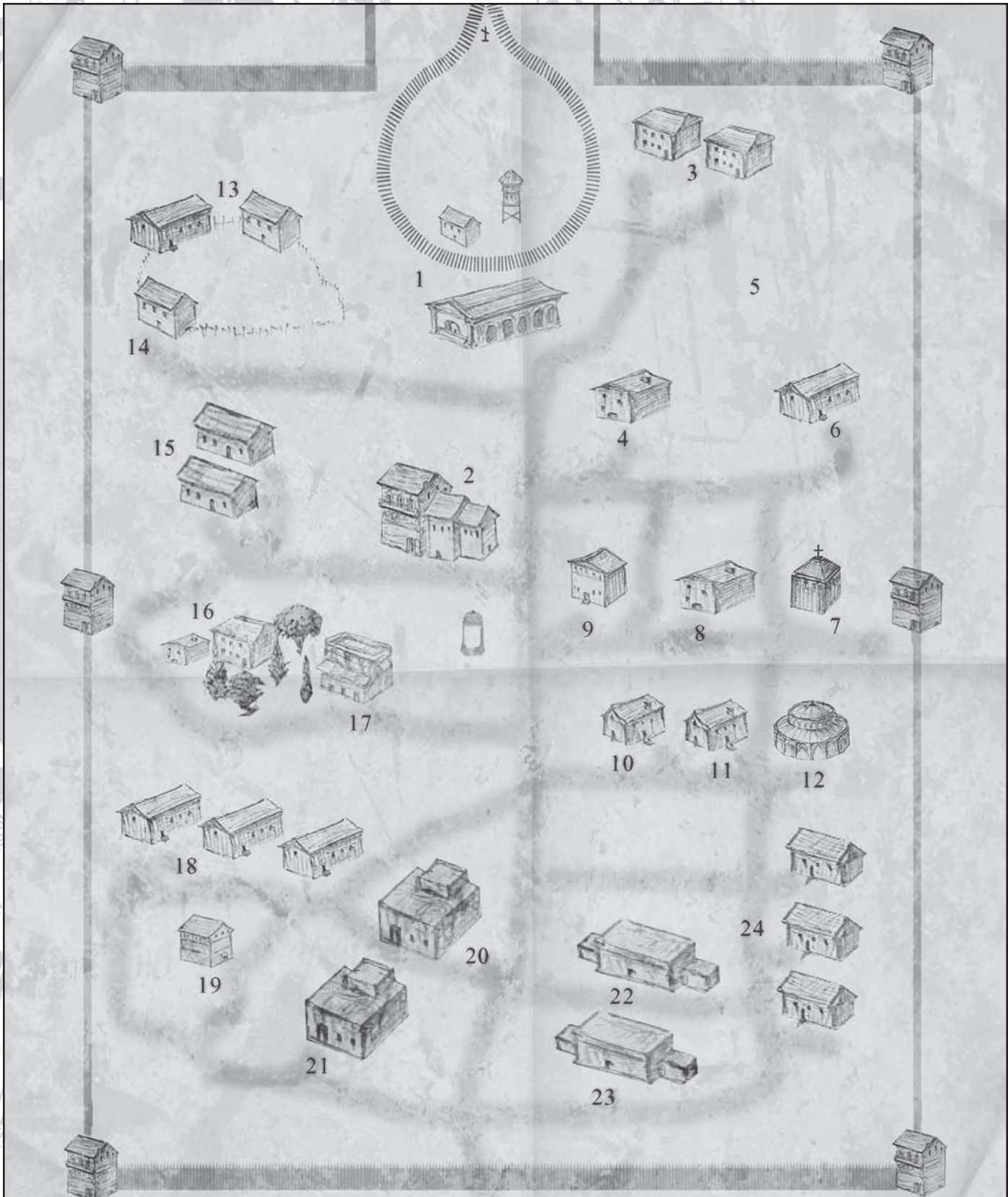
DENVER PACIFIC STATION

Trains entering the fort loop around a curved track to the Denver Pacific train station, which doubles as a rail yard where trains are repaired, engines watered, and freight unloaded.

Denver Pacific allotted a stationmaster for the fort, who acts as an intermediary between the government and the railroad company. At any time of the day, the station is a beehive of activity; trains from the Denver Pacific and Union Blue companies pull in or depart, raw materials and soldiers are unloaded from boxcars, and workers in grease-stained overalls scurry around servicing locomotives.

The only thing you don't see at the station is a ticket booth. The Army pays the railroad an annual lump sum for the railroad spur's linkage to Fort 51 and subsequent use by the Union Blue, an amicable agreement for the DP. Admission for military personnel and civilian laborers is essentially free (for them, at least).

The station building has offices for the stationmaster and a lounge for railroad engineers and DP employees.



- 1. DP Station
- 2. Command HQ
- 3. Barracks
- 4. Guest Barracks
- 5. Parade Ground
- 6. Mess Hall
- 7. Chapel
- 8. Quartermaster's Store

- 9. Stockade
- 10. Hospital
- 11. Canteen
- 12. Arsenal
- 13. Stable
- 14. Garage
- 15. Scientist's Apartments
- 16. Eddington's House & Gardens

- 17. Library
- 18. Laboratories A, B, and C
- 19. Ghost Rock Storage
- 20. Power Plant
- 21. Metal Works
- 22. Assembly Plant
- 23. Warehouse
- 24. Storage

COMMAND HEADQUARTERS

Located at the center of Fort 51, the officer's headquarters is a prominent two-story building complete with a bell tower. The Stars and Stripes flies proudly atop a flagpole outside.

Lieutenant Colonel Kyle and the officers commanding Fort 51 work and reside here.

Upstairs are separate offices and bedrooms utilized by the 10th Cavalry's officers, while administrative offices and meeting rooms are on the ground floor. Any invited newcomers to the fort are brought to Kyle's roomy office, where the colonel surrounds himself with badges and medallions from his long military career.

There are anywhere from ten to 15 uniformed soldiers rushing around the offices, filing papers, writing memos, and briefing Kyle about various topics.

Command HQ handles the daily operations of the fort, from processing requisition forms to handling grievances placed by scientists, to receiving data on Confederate troop movements.

The command HQ is the nerve center for all incoming and outgoing information. If the fort is under attack, a special siren located in the bell tower sounds. A staff scientist devised the siren to be so loud that even scientists out on the testing grounds and soldiers out on patrol up to a mile away can hear it.

TELEGRAPH OFFICE

The fort's telegraph office is attached to Command HQ and consists of a traditional telegraph as well as one of the wireless telegraphs described in the *Smith & Robards* sourcebook. The office is maintained by a small team of coders and decoders who have developed a special way of camouflaging messages.

Information sent from Fort 51, whether via wire or carried by messenger is encrypted to ensure security. The Confederates are good at breaking codes, but the Union developed a secret code so difficult to break that it's sending Rebels in circles.

The Union tapped a segment of the indigenous Navajo from Arizona to help build a code. The Navajo language has many dialects and differs from clan to clan, however, it has never been written. Written in the English alphabet, the Navajo language forms a (so far) unbreakable code. By rule, all communications leaving Fort 51 use the special code.

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The code talkers are ten Navajos recruited into their own special unit. They wear special uniforms consisting of turquoise-colored caps and gold-colored shirts decorated with silver jewelry and beaded necklaces. The code talkers are led by Sergeant Billy Whitehorse, a young Navajo from the Bitter Water People clan. Whitehorse reports directly to Lieutenant Colonel Kyle.

The code talkers work in shifts at the telegraph office, translating, coding and transmitting messages over the telegraph line and for couriers. A coded message is virtually impossible to understand unless the reader spends an afternoon with the code talkers and makes an Incredible (II) *language: Navajo* (DC 25) roll to pick it up. Code talkers won't impart the secret of their code to anyone.

BARRACKS

Two one-story barracks house 100 soldiers each and contain Army bunkbeds and footlockers where troops store their belongings. Nobody is here during the daylight hours, but at night the buildings are filled with sleeping soldiers. An Incredible (II) *sneak* check (Move Silently DC25) is needed at night to tiptoe around the soldiers.

PARADE GROUND

The parade ground is a flat, dusty strip of land between the barracks and mess hall where troops exercise and drill for hours every day. During the morning and afternoon, about 30 soldiers are here, sounding off in precise cadences while marching or running through maneuvers under the stern supervision of a corporal or sergeant.

GUEST BARRACKS

This building contains ten bunks for various staff members. Guests who find themselves at Fort 51 are often quartered here if they're on good terms with Lieutenant Colonel Kyle.

Those who aren't on good terms with the base's strict commander generally find themselves sleeping in the stockade.



STOCKADE

This squat, brick building is where trespassers and errant military personnel are incarcerated. Ten jail cells occupy one half of the building, while the other half contains a desk and chairs for guards. The stone walls retain the sun's heat during the day, making daylight hours hot and uncomfortable—just the way Lieutenant Colonel Kyle likes it. Each cell has one small, barred window near the ceiling, so looking out requires one prisoner to stand on the shoulders of another. A hard, wooden bench and a cot are the only furnishings in the cells.

Guards shift their duties every six hours and are armed with pistols and knives.

QUARTERMASTER'S STORES

The quartermaster's store serves as the fort's general store, where items and food are requisitioned and orders placed. It is one of the more crucial buildings at Fort 51 because it provides and

distributes supplies from the outside.

The quartermaster, Nelson Greevey, has two assistants, privates in the 10th Cavalry, working alongside him. Greevey's store also houses a tailor shop where he makes alterations to the uniforms he supplies. Five laundresses provide service to the troops.

A potbelly stove in one corner provides warmth, while the shelves behind the store's counter are filled with several items, including paper, postage stamps, canned food, blankets, uniforms, boots, holsters, tent canvass, kitchen utensils, pots and pans, bushels of rice and beans, bags of flour, sugar and coffee, shovels, picks, axes, lumber, and other dry goods.

A requisition order is required for obtaining merchandise. Greevey, an ethical man, doesn't sell supplies to unauthorized personnel no matter what price is offered.

MESS HALL

Soldiers and officers at Fort 51 share their meals in the mess hall. Lunch and supper here is filled with the hearty din of soldiers swapping stories and relaxing. There are enough tables and chairs to accommodate 120 people.

A kitchen at the rear of the building houses a small refrigerated meat locker and pantry. Company mess sergeant "Cookie" Wallace and about four privates prepare meals that are fairly good for military grub. Most night's chow consists of stew, meat, potatoes and biscuits. Cookie's specialty, vinegar cobbler, is enjoyed by all.

HOSPITAL

Fort 51 has a hospital building equipped with 15 beds, operating space, and a doctor's office. Sick soldiers and personnel recuperate here from injuries sustained in the field or in the labs. A small infirmary is also here for quarantined patients too sick to mix with other patients.

Medical supplies, including bandages, salves, ointment, morphine, and other medicines are kept in a storage closet. The medicines are priceless, transported to the fort from Back East and unlike the concoctions peddled by snake oil salesmen, they actually work.

The hospital is staffed by two nurses and Dr. William Parsons, an Army surgeon from Connecticut. Parsons is a kind, middle-aged fellow who has a warm bedside manner and a brilliant knowledge of the human body. Many wounded soldiers were miraculously saved by his skilled hands. When Parsons is in the hospital, he's usually in his office or mending patients.

CHAPEL

A small chapel, complete with steeple, is the home of Chaplain Washington Graham, the 10th Cavalry's spiritual leader. About 50 troops cram into the chapel on Sundays to hear Graham's sermons of redemption and salvation. The chapel's main room consists of wooden benches for the congregation, a pulpit, a cross on the wall, and little else. A small back room, containing only a bed and desk, is where Graham sleeps and studies.

Graham's presence at Fort 51 isn't unusual. The Army wanted him because of his unique abilities.

Graham is a full-fledged blessed, touched by God to protect the innocent and punish the wicked. A traveling circuit preacher in New York state, Graham had a reputation for producing miracles of healing the sick and feeding the hungry. The faithful spread his message around the state, and soon the government became interested in Graham's talents. Graham served as chaplain with the 10th Cavalry since 1870.

Graham truly believes he is a vessel of God and uses his divine gifts to better his congregation. He is chaste and devout and uses miracles wisely. He blessed Fort 51 with a miracle so powerful that most lesser abominations keep their distance. As the fort's chaplain, he councils and consoles anyone in need, offering free copies of the Bible to those seeking comfort.

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Graham doesn't know what to make of the scientists or the hideous substance known as ghost rock, but he rationalizes their efforts will help restore his country.

PROFILE: (CHAPLAIN WASHINGTON GRAHAM)

Corporeal: D:2d8, N:2d6, S:2d6, Q:3d6, V:3d6
Climbin' 2d8, fightin':brawlin' 3d6, sneak 3d6
Mental: C:2d8, K:4d8, M:4d8, Sm:1d10, Sp:3d12
Guts 3d12, faith 5d12, overawe 4d8, search 1d10,
tale-tellin' 5d8

Edges: Arcane background: blessed 3

Hindrances: Pacifist, tinhorn

Pace: 6

Size: 6

Wind: 18

Special Abilities:

Miracles: Battle hymn, consecrate armament, last rites, lay on hands, mighty fortress, protection, sanctify

Gear: Bible, cross, \$20 in Union currency.

Description: Graham has bold features with bright blue eyes and a beard resembling an Old Testament prophets'.

Deadlands D20: Chaplain Washington

Graham: Blessed: CR 5; Level 8; Medium-size Human; HD 8d6; hp 30; Init +0; Spd 30 ft.; AC 10; ATK +4, AL LG; SV Fort +4 Ref +2 Will +8; Str 10, Dex 11, Con 11, Int 14, Wis 15, Cha 14.

Skills and Feats: Faith, intimidate +8, sense motive +3, knowledge: occult +5, tale-tellin' +10; Divine Intervention (x2), Spell Penetration, Extra Turning

Gifts: Magic Resistant, Zeal

Possessions: As above.

Description: As above.

ARSENAL

This octagonal, windowless stone building houses the fort's weaponry. Safe and secure behind a padlocked door are 200 Winchester '76 rifles, 150 Colt Army pistols, crates of armor piercing ammunition, three 12-pounder vapor cannons, ten Gatling pistols, four Gatling guns, and 50 rocket packs.

A squad of soldiers guards the stockade at all times. Only Lieutenant Colonel Kyle, Major Goolsby, and the sergeant of the guard have keys to the padlock.

GARAGE AND STABLE

A massive stable with a fenced-in corral houses 100 well-kept horses for the cavalry. Otis Babcock, the fort's blacksmith, cares for each horse along with two assistants. Horses are fed, groomed, and shod regularly, and allowed to wander in the corral. When emergencies arise, the horses are saddled and mounted by the soldiers.

Babcock safeguards his horses and doesn't believe in flogging them. Each horse at the fort is healthy, robust, and fast. A small blacksmith shop is attached to the stable, where Babcock works and resides.

Next to the stable is the fort's garage, a storage space for vehicles and wagons. There are six horse-drawn wagons, three steam wagons, and one pumper used for combating fires. Avery Ness, a carpenter and craftsman, repairs wheels and wagons and mends ghost rock boilers for steam wagons. The steam wagons are driven by soldiers for moving scientists and supplies out into the testing grounds west of Fort 51.

KENNEL

A small kennel is next to the garage, the residence of five canines responsible for guarding the fort. The Rotweilers are trained and maintained by Private Daniel Griffin, who cherishes each dog, giving them names like "Courageous," "Hero" and "Triumph." The dogs make their rounds during the night, escorted by a group of soldiers. Their keen sense of smell and viciousness make them formidable foes to any interlopers.

Each guard dog has a *fightin' brawlin'* of 2d10 and a quickness of 4d10. The dog's teeth do 3d8 damage. Use typical large dog or wolf statistics for *Deadlands D20*.

CANTEEN

This building is where soldiers go to wet their whistles with weak beer or sarsaparilla. Regulations prohibit any hard liquor in the fort, and every man is allotted three beers or

two sarsaparillas per week, making this adobe building one of the most crowded on Saturday nights. Many soldiers frequent the canteen in between duty hours, chatting with colleagues or playing cards. Some nights, Private Burt Thompson brings his accordion and plays a rousing song for the troops. Lieutenant Colonel Kyle has also been known to tell a wild tale or two here.

Sergeant Jack Wheeler bartends at the canteen and runs a clean establishment. If any roughhousing and brawling occur, Lieutenant Colonel Kyle automatically shuts the canteen down and punishes the offenders.

LIBRARY

The library stands next to the scientist's living quarters. From the outside, it's as nondescript and plain as every other building in the fort, but inside, it's pure academia.

The two-story building has reading rooms, study areas, and a main room with bookshelves and desks illuminated by overhead electric arc lamps. Books range in subject from chemistry, biology, explosives, physics, and astronomy. There's also a section of military history, memoirs, Greek philosophy, Shakespearean works, and even modern periodicals like the *New York Times* and *Tombstone Epitaph*.

At any time, a scientist or their family members might be here, their noses firmly ensconced in a book.

Volumes aren't "checked out" per se; if a scientist wants to read further, he usually takes the book with him, returning it at his leisure.

A beautiful garden sits between the library and the house belonging to Mr. Eddington. When scientists want to contemplate their work or discuss theories with each other, they often do so here.

SCIENTIST'S APARTMENTS

The 17 scientists and their families live in comfortably-furnished apartments. During the day, these apartments are empty, as children are educated in the library by their mothers while the scientists work in the labs.

Each apartment has two bedrooms, a living room, a study and a kitchen/dining area. There are two apartment buildings in the fort.

THE BRAIN TRUST

The Union's war laboratory is the heart of Fort 51 and its reason for being. Nestled within the fort are laboratories, assembly plants, and production areas responsible for churning out

some of the most bizarre—and deadliest—designs in modern warfare.

To successfully make this assembly plant of death work, the Union uses a revolutionary system that puts Roswell to shame.

Whereas the Confederates gave their scientists nearly barbaric working conditions, the Union has catered to their scientist's every whim, creating an atmosphere conducive for research and experimentation. Modeling the war laboratories after the big Ivy League universities Back East, Fort 51's scientists achieve lightning fast results with their projects.

There are 17 scientists and their families residing in Fort 51. Many of the Union's finest brains, leaders in the fields of chemistry, engineering, biology, and mathematics were tapped as part of an underground search led by a committee of military leaders at President Grant's bequest. To truly produce top-quality, efficient war machines, the United States has put the most gifted, prized scientists to work.

IS ANYONE INVITED?

Because Fort 51's scientific population is the cream of the academic crop, the very best minds in the United States are represented. These researchers were chosen because of their academic and professional genius and contributions to the world of science. Not just anybody can join the scientifically elite ranks.

The War Department and Mr. Eddington chose the scientists, and currently there aren't any vacancies. If a headstrong mad scientist in the posse wants to join the team, you've got to hold him back, Marshal. Fort 51 isn't for just anyone with a test tube and a few lumps of ghost rock.

Remember though, Marshal, it's your game, and you can have a mad scientist join the research team, but the odds of this are very unlikely. It takes years of dedication and hard work to be selected by the United States Army, and in most cases, a player-controlled mad scientist doesn't have what it takes.

Besides, if a mad scientist hero joins the research team at Fort 51, he won't be permitted to leave the facility. If your judgment tells you this mad scientist is indeed Fort 51 material, let him know what he's giving up by staying. Mad scientist heroes who are reviewed by the government and Mr. Eddington and pass an intense security check are permitted to stay, but become an extra under the Marshal's control. Fame does have its price!

RESIDENT GENIUSES

The scientific team at Fort 51 is diverse in both personality and fields of expertise. Tapping the genius of the Northern scientific community, the Union's military think tank is the best on the continent—maybe the world.

These men and women are the cream of the academic crop, a collection of inventors, scientists, and theorists with interests ranging from mathematics to designing weapons of catastrophic devastation.

Listed here are a handful of the 17 scientists residing in Fort 51. Feel free to make up new scientists or experts that aren't described here to fit your needs, Marshal. Use the Mad Scientist archetype in the *Player's Guide* if you need statistics for any of these researchers, and bump up their particular categories to appropriate levels (usually 6-10d12 in their particular field).

Dr. Wilbur Blythe: Dr. Blythe taught chemistry at Princeton University. When the War Department recruited him for his knowledge of powerful explosives, Blythe accepted the challenge. Working in Fort 51, Blythe is perfecting enhanced explosives for heavy projectiles. His initial experiments have proven successful, as evidenced by the large craters in the testing grounds west of the fort.

Professor Kilgore Duncan: Duncan is one of the North's most eccentric and gifted physicists. A professor at Harvard University, Duncan's lightning-fast calculations and dazzling mind made him a hot commodity for Fort 51.

Though Duncan's style is somewhat unorthodox (he insists on working in his pajamas!) he is nonetheless a talented and competent scientist. His book on physics, *Newton's Apple and the Universe*, is a favorite with physicists across the globe. At Fort 51, Duncan is hard at work with war machine designers, calculating trajectories and figuring out global ramifications of the war. Duncan is one of the only men who believes wars are predictable based on certain strategically-planned scientific theories. When Duncan's not in his lab, he's practicing the violin.

Olive Langtree: Dr. Olive Langtree is an accomplished scientist from Philadelphia whose work in chemistry brought her to the attention of the government. Langtree is a

specialist on gasses and their effect on the human nervous system. She works in Fort 51's Specialized Weapons Division, brewing various harmful concoctions. Her most recent endeavor, a green nerve gas, is being tested on livestock.

Humphrey Chesterfield: Dr. Humphrey Chesterfield is a gifted machinist and inventor with 15 U.S. patents to his name. Operating out of Cleveland, Ohio, before the war, Chesterfield perfected a variety of designs for steam wagons. Before he could share his most recent finds with the scientific community, the government recruited him for the War Department. Now this zealous perfectionist directs the assembly lab in Fort 51. His vehicular genius has resulted in several new land ironclad designs this past year.

Professor Horace Maloy: Prof. Horace Maloy worked as an engineering instructor in upstate New York before being called into service for the Union. His inventions put him at the forefront of clockwork technology and his hope of integrating sophisticated clockwork mechanisms into modern warfare laid the groundwork for some "interesting" creations.

Arthur MacTavish: Arthur MacTavish is one of those brilliant men who thinks five steps ahead of most people. When MacTavish came to New York City from Scotland in 1869, he wanted to market his inventions to the public. Upon experimenting with ghost rock, MacTavish developed an instant liking to the substance, and by 1872 invented a patented ghost rock powered propulsion device so ahead of its time, the government recruited him for a Special Projects section of the War Department. Since its construction, MacTavish has worked at Fort 51, retrofitting his propulsion systems to various conveyances, hoping for record-breaking speeds.

Professor Roger Hoeffenegel: Prof. Roger Hoeffenegel is an accomplished inventor and teacher from Milwaukee, Wisconsin. Hoeffenegel immigrated from Germany in 1867 and found the Midwest a slower pace than Back East, where his studies languished due to the war. Injured in an accident, Hoeffenegel walks with a slight limp and always carries an ornately carved walking stick. His theories of projectiles and weapons of mass destruction led him to develop blueprints for a super ghost rock

bomb. When ignited, this bomb would be capable of leveling cities. The frightening prospect of actually creating such a bomb drives Hoeffenegel into deep despair. He drinks heavily and ruminates on the end times.

Hoeffenegel is a good friend of Major Goolsby, as they both hail from Milwaukee. He is also secretly working on a project that could destroy the world. See **Project Shiva** at the end of this article for details.

"Mr. Eddington:" The shadowy "Mr. Eddington" is entrusted by the Union as research and development overseer. All scientists at Fort 51 and all projects are personally reviewed by "Mr. Eddington," who rarely speaks and who works privately in his study. The scientists revere him, but the military men don't know much about him. It's said his appointment to Fort 51 was made by President Grant himself.

"Mr. Eddington" is an efficient organizer and accomplished inventor in his own right. Since his arrival at Fort 51 in 1876, production has increased tenfold, and even branched out from war machines to flying machines and even communications.

Only a core group of researchers and Lieutenant Colonel Kyle know who the mysterious scientist is. He has taken steps not to reveal his identity, which explains his avoidance in casual conversations. By concealing his true name, Eddington protects his family and business Back East. The government encouraged the cover up, and created the Eddington alias to give him a sense of anonymity.

With his background as an accomplished scientist and gifted inventor, Mr. Eddington wants to lurk in the background, for good reason.

THE WIZARD OF MENLO PARK

"Mr. Eddington" is really Thomas Alva Edison, one of the most accomplished inventive geniuses in the Union. His arrival at Fort 51 and his current position as overseer of the Union's war machines is just one stop in a brilliantly admirable career.

Edison received his first patent in 1868 for a vote recorder, followed by a series of inventions whose income allowed the young inventor to establish his own workshop. In 1871, driven by tales of a wondrous new fuel called ghost rock, Edison headed West. He found employment in Salt Lake City with the fledgling company of Smith & Robards. These innovative geniuses exposed the young inventor to ghost rock's extraordinary

properties and taught him how ghost rock could be implemented in “new science” gizmos.

When he returned Back East in 1872, Edison began churning out inventions at an even more prodigious rate. His patents for a host of inventions gave him more money to continue his research.

In 1876, Edison constructed a scientific research compound in Menlo Park, New Jersey, where he moved with his wife, Mary, and their children. Edison employed a group of research assistants to help him with his work, where even more amazing inventions were introduced. This ability to churn out wondrous gadgets earned Edison the title “the Wizard of Menlo Park.”

The U.S. government took interest in Edison’s work at this time, and offered the inventor with a marvelous proposition; he would lead scientific research for the war effort. The inventor agreed, and met with President Grant weeks later.

Edison’s agreement with the government allows him two months leave per year from Fort 51. During these months, Edison returns to his laboratory compound in Menlo Park, New Jersey, where he visits his family, friends and his study. Back in New Jersey, Edison continues his research and makes several public appearances, fueling the illusion he’s hard at work in his lab.

EDDINGTON’S HOUSE

When “Eddington” (or Edison) signed his services over to the Union Army, he had one requirement—that he have his own private quarters where he could study and live in peace. The military complied and constructed a humble two-story abode for him.

The house resembles any other single-family home found in the West, with Eddington as the sole occupant.

Edison lives here as a hermit, only conferring with scientists and reviewing blueprints in his upstairs study. While the rest of his house is pleasantly furnished, Edison rarely visits the downstairs parlor or kitchen.

Edison has converted his master bedroom into a laboratory, where he spends the late night hours tinkering and tweaking a new gadget or devising a new formula or concept. Just like his library in New Jersey, Edison stretches out on a small cot for the intermittent catnap. He rarely takes meals prepared for him by a cook, nor does he have time for other visitors. Edison only meets with Lieutenant Colonel Kyle in urgent circumstances. Otherwise, the inventor is busy conferring with the staff scientists,

reviewing designs, or inventing in his laboratory.

PROFILE (“MR. EDDINGTON”)

Corporeal: D:2d6, N:3d8, Q:3d6, S:2d6, V:3d8

Drivin’:steam wagon 4d8, shootin’:pistol 1d6

Mental: C:3d10, K:5d12, M:3d10, Sm:4d12, Sp:3d8

Guts 3d8, demolition 3d10, mad science 5d12,

search 4d10, science: biology/chemistry/
engineering 6d12, scroungin’ 3d12, scrutinize
2d10, search 3d10, tinkerin’ 6d12

Edges: Arcane background: mad scientist 4,
friends in high places 5, mechanically
inclined 4

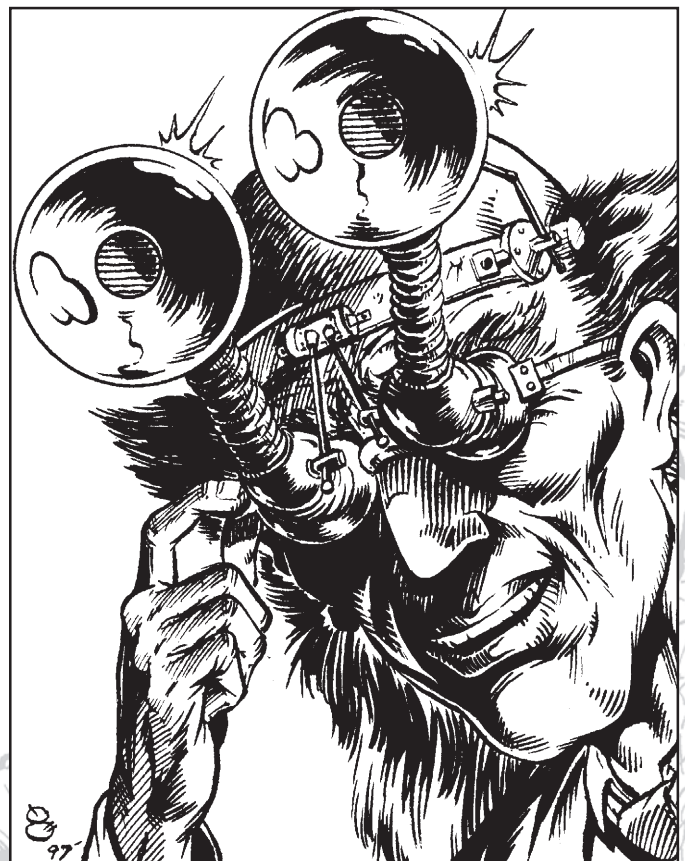
Hindrances: Tinhorn, curious

Pace: 6

Size: 6

Wind: 16

Gear: “Eddington” has access to any lab
apparatus and ghost rock in Fort 51. For
protection he carries a Derringer in his
waistcoat.





Description: The strange “Mr. Eddington” bears an uncanny resemblance to inventor Thomas Alva Edison!

Deadlands D20: Mr. Eddington: Mad scientist; CR 5; Level 10; Medium-size Human; HD 5d6; hp xx; Init +1; Spd 30 ft.; AC II (+1 Dex); ATK +5 ranged (derringer 2d6+1/19-20/x2); AL NG; SV Fort +4 Ref +4 Will +10; Str 10, Dex 12, Con 13, Int 19, Wis 16, Cha 15.

Skills and Feats: Drivin' land vehicles +4, alchemy +8, demolitions +6, knowledge: chemistry/metallurgy/engineering/physics/occult +9, mad science +13, tinkerin' +13, disable device +10, diplomacy +8, search +4, decipher script +8, Jury Rig +4; Skill Focus: tinkerin'/disable device, Reverse Engineering, Scavenge Items, Scratch Build, Dinero

Possessions: As above.

Description: As above.

LABORATORIES

Three main research laboratories exist at Fort 51, each containing specialized workshops. From the outside, the buildings appear similar, as long, one-story rectangular wooden structures. Inside, each building contains different laboratories and research rooms. Various scientists with their own unique expertise are stationed in the laboratories.

Access to these buildings is restricted to the scientists and their assistants.

LABORATORY A

Laboratory A produces projectile weapons, automatic guns, and cannons. The scientists assigned here draft their incredible designs in a drafting room, a cluttered space with desks and chalkboards filled with equations.

Three other rooms function as places where scale models are made and examined, and a fully-equipped chemistry lab is where scientists develop and strengthen armor plating. Another workroom

produces various types of bullets, from exploding pellets to ghost rock cannon balls.

The latest blueprints contain plans for an immense cannon with a blast radius of 300 feet.

LABORATORY B

Laboratory B houses research rooms for clockwork systems, mechanized parts, and a metallurgy lab. It is here where scientists devise new propulsion engines and systems for making their inventions run faster and longer.

This place is an engineer's delight! Offices and labs are cluttered with drafting tables, blueprints, rulers, compasses, volumes on mathematics, engineering, and clockwork science. A scale replica of a ghost rock engine dominates one laboratory, while another research room contains a jumble of small sawtooth wheels and spring mechanisms.

Arthur MacTavish and Prof. Horace Maloy are among the scientists with offices in Laboratory B.

LABORATORY C

Laboratory C is referred to as the Specialized Weapons Division. Here, the primary research involves explosives, bombs, lethal gasses, and concocted germs. Security around Lab C is even more tight than elsewhere, only those actually working on a project inside, or with special permission from Mr. Eddington or Lieutenant Colonel Kyle are allowed admittance.

Besides offices and study rooms, the building has five fully-equipped chemistry labs with test tubes, Bunsen burners, arching electrode lamps, chemical storage vaults, and work space for the latest experiments. The place is a mad scientist's dream with enough equipment and gadgets to keep any curious inventor busy for weeks.

Olive Langtree, Roger Hoeffenagel, and Dr. Wilbur Blythe make their offices here along with other scientists.

METAL WORKS

The Union constructed a metal foundry for smelting metals and fashioning the several intricate machine parts needed for the latest weapon designs. Everything metal, from the cannons to the clockwork mechanisms are created here then moved to the assembly plant for completion.

The brick building contains a blast furnace and forge, where iron and steel are produced. The metal works is powered by the adjacent power plant and the finished metals are shaped and cut into exact shapes in the machine shop. The foreman at the metal works is a big man from Pittsburgh named Mike Slodowski, who runs the plant with ten strong-armed laborers.

POWER PLANT

Fort 51 receives its electricity from a steam-powered dynamo. The power plant utilizes patented technology from Eddington's design to siphon water from an underground aquifer into the main dynamo, producing the power necessary to run the assembly plant and providing electric lighting for the fort.

A group of laborers keep the power plant operational while a few scientists frequently inspect the plant's generator.

ASSEMBLY PLANT

What good is a war laboratory if you can't construct a decent prototype? The assembly plant, the largest building at Fort 51, is where the scientist's ideas take shape—literally.

Without the assembly plant and metal works, the horrific machines of destruction formulated by science would be little more than blueprint sketches and equations.

Hardened, muscular workers in grease-stained clothing labor in droves as welding machines fasten together sheets of metal and experts tinker with intricate clockwork parts. It isn't unusual for several projects to be under construction simultaneously, causing quite a din. Riveting, flaming sparks, engines revving up, smoke billowing from exhaust pipes, all are common signs here.

Humphrey Chesterfield is the scientist in charge of the assembly plant. Chesterfield, wearing goggles and a lab coat, may even be at the center of one of the projects, fidgeting away with a unique firearm or putting the finishing touches on a Union Army death wagon.

No matter the weapon's size, from a tiny bullet to an enormous armored land ironclad, the prototype is assembled here.

Common assembly times range from days to weeks, as parts are fashioned and measured in the metal works.

WAREHOUSE

This rectangular structure contains prototypes of various contraptions, weapons, and conveyances turned out over the years at Fort 51. Each creation is supposedly catalogued and stored in large wooden crates, but the volume of work has turned this once orderly storehouse into a chaotic sprawl. Occasionally, strange artifacts recovered by the military on raids are also brought here instead of being turned over to the Agency for research. Kyle and his men see the Agency as little more than a trumped-up detective service, and the commander and Goolsby feel they are better equipped to decipher the oft-times strange devices and relics they find in Confederate hands. Multiple mad scientist gizmos are stored in the warehouse's crates. What heroes find here is totally up to you, Marshal. Remember some of these gadgets are unstable and faulty and could backfire disastrously.

Finding a particular item requires an Incredible *search* roll and 12 hours (-1 hour per Raise) (D20: DC 25 search, -1 hour per point over DC).

The wide swinging doors are large enough for a steam wagon or ornithopter to be wheeled through and the place contains hundreds of marked crates and a few tarp-covered vehicles.

Guards don't protect the warehouse; Lieutenant Colonel Kyle stations his men in higher-security areas like the laboratories and ghost rock storage building.

A few prototypes stored here are described later.

GHOST ROCK STORAGE

Fort 51's scientists need an abundant supply of ghost rock for their important research. Unfortunately, supplies from the Maze have been erratic lately, due to the activities of Kang's pirates and Reverend Grimme's Guardian Angels.

The Union relies on Smith & Robards for its ghost rock supply, but Lieutenant Colonel Kyle saw the need for an alternate source if the esteemed inventors proved unable to meet the installation's demands. To this end, Fort 51 recently contracted with the Pittsburgh-based Sweetrock Mining Company for monthly shipments of ghost rock. The Larsen Shipping Company delivers consignments of Sweetrock-mined ghost rock to Fort 51 every month from Cliffside, Arizona. The agreement with Sweetrock has proven advantageous to the Union, and the ghost rock supply at Fort 51 is abundant.

The fort stores its ghost rock in a guarded adobe building ("the Igloo") with access granted to scientists under the employ of the U.S. government. Ghost rock is stored here in various bins; there are chunks of ghost rock, ghost rock nuggets, ghost rock shards, and ghost rock dust. Anyone entering the storeroom has a chance of contracting ghost rock fever by inhaling the highly-concentrated ghost rock fumes.

If heroes remain in the storeroom for an hour, have each one make an Onerous (7) Vigor check (DC 20 Fort save). Whoever doesn't make it contracts ghost rock fever.

UP, UP, AND AWAY!

Two aircraft hangars have been constructed outside of the fort for housing flying machines. Within the cavernous hangars are two ornithopters, two black auto-gyros, an air

carriage, and a strange, new craft developed by Fort 51 scientists (see below). The vehicles are used for scouting missions over Confederate territory or for assisting the scientists in the dry testing grounds.

THE BOREALIS

The *Borealis* is an experimental rocket-propelled ornithopter currently being tested at Fort 51. Conceived and developed by staff scientist Humphrey Chesterfield, the *Borealis* utilizes a ghost rock boiler fueling a steam-propelled expulsion system. As a result, the *Borealis* is capable of traveling at an unheard-of 80 miles per hour!

Chesterfield stated the *Borealis* is the ideal craft for scouting missions into enemy territory, and may overtake standard ornithopters as an instrument of aerial warfare.

This revolutionary technology is so new, Chesterfield and his design team kept it under wraps until the *Borealis* is properly tested. A functional prototype of the *Borealis* is stored in a hangar outside Fort 51.

A test pilot performing the inaugural field test flight found the *Borealis* a "shaky and fast ride," however, since the technology is so new, conventional steering mechanisms were modified, allowing less control than traditional ornithopters.

Operating the *Borealis* requires a *Flyin'* aptitude, plus a standard reliability check. Note the early stages of the *Borealis'* development gives it a nerve-racking reliability rating of 15, making it very susceptible to malfunctions. Aptitude and reliability checks are required for takeoff, landing, and during any special maneuvers that require a *flyin'* roll.

THE BOREALIS

Durability: 50/10

Passengers: 1

Pace: 40

Climb: 15

Turn: 3

Travel: 80mph

Fuel: 2

Reliability: 15

Modifier: +2

Roll	Hit Location	Armor	Target Modifier
1-2	Passenger	0	+0
3-9	Body	2	3
10-12	Rocket booster	2	+2
13-20	Wings	0	+2

BOREALIS MALFUNCTIONS

Minor Malfunction: The rocket booster unleashes a fiery burst, jolting the *Borealis* ahead. The pilot is jostled about in the cabin violently and suffers 1d10 damage. A Fair (5) *tinkerin'* roll (DC 10) fixes the shaking.

Major Malfunction: The rocket booster fails to ignite, stalling the vehicle. Until the booster is repaired, the *Borealis* is immovable. Two Fair (5) *tinkerin'* rolls (DC 10) repair the booster. If this happens while the *Borealis* is in mid-flight, the craft plummets to the ground. Passengers have enough time to bail out before they meet the earth—head on.

Catastrophe: The *Borealis* spontaneously bursts into flame. Anyone in the cockpit is engulfed in flame and killed.

THE BOREALIS (D20)

AC: 12

Hit Points: 25 hp

Hardness: 9 all around

Speed: 140

Reliability: 5

Malfunctions: see above

TESTING GROUNDS

Scientists test their infernal devices west of Fort 51, in the wide, open desert. Not much is out there, except a few scrub, cacti, and lizards, but it's the ideal location for undisturbed field tests.

A shack offers shade from the hot Nevada sun and a place for scientists to confer about their studies. The actual tests themselves occur acres from the shack in a stretch of desert pockmarked with blackened craters and rusted, scorched, metal from previous experiments.

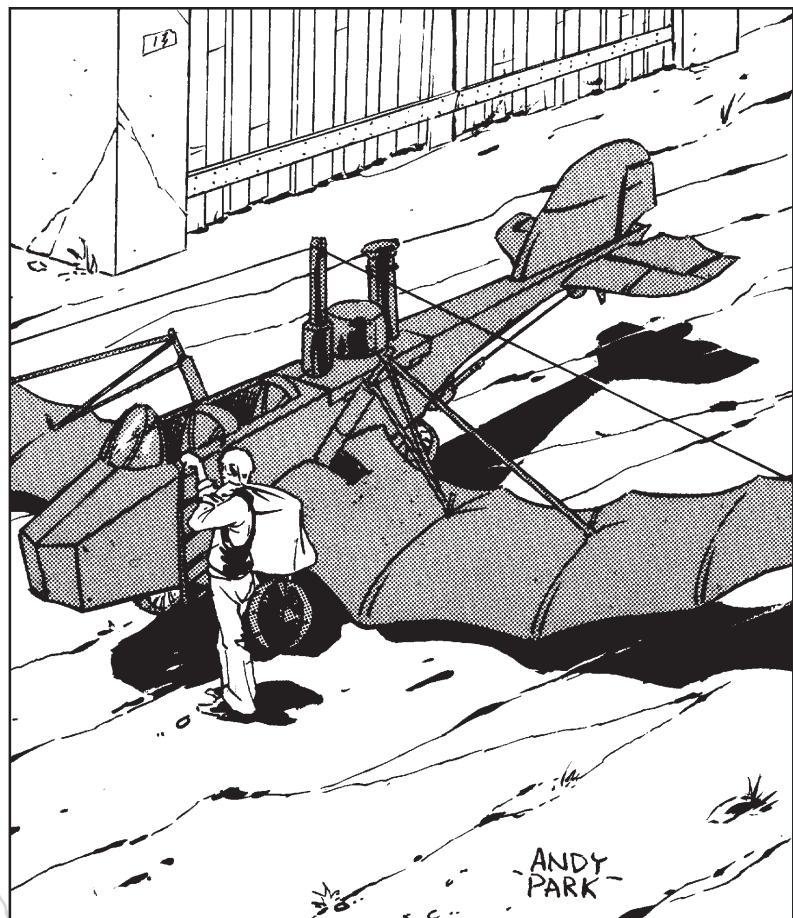
Soldiers drive the scientists and their contraptions from Fort 51 to the testing site via steam wagons. The distance is just a few miles over mostly even desert. The scientists meet in the minimally-furnished shack where they plan their tests. Then it's out into the testing grounds to shoot, drive, fly, or explode their creations. Data is meticulously gathered and the results are shared with Mr. Eddington.

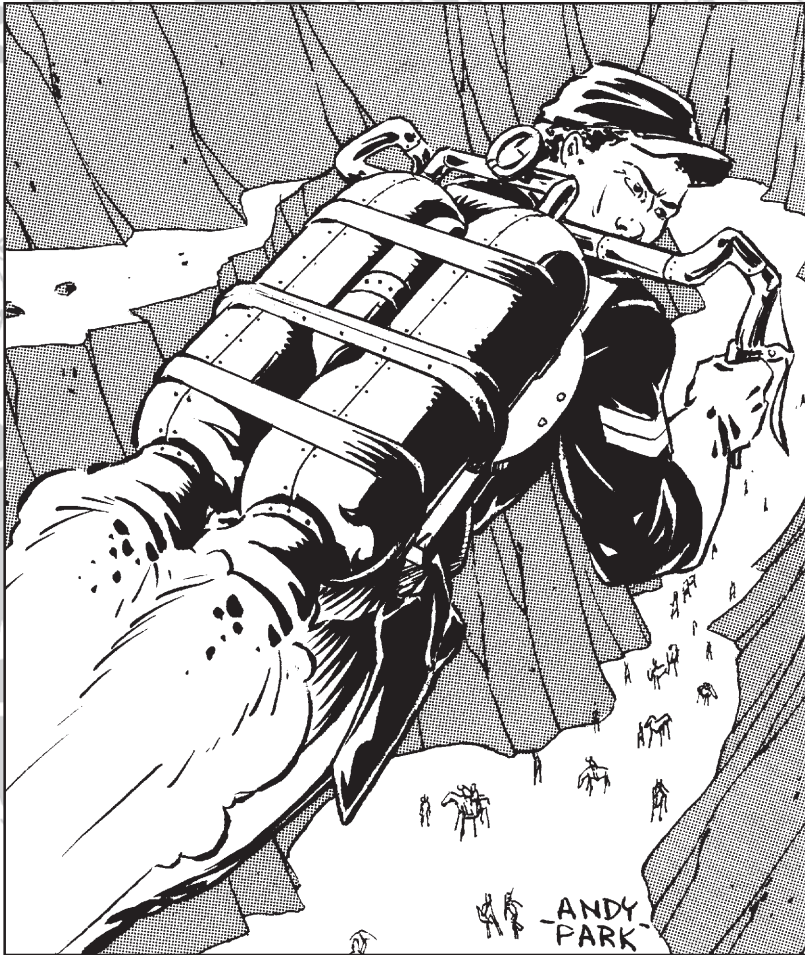
The testing grounds aren't a place where heroes should wander

uninvited. Black auto-gyros circle menacingly and hidden underground bombs have been known to blow a person's legs clean off. The twisted metal and wreckage around the smoldering craters confirms the might of the Union's war-making technology.

One curious place in the testing grounds is the remains of a small town, constructed with wood, bricks, and stone. The charred remains were initially constructed by the Union to test the effects their weapons have on different buildings. A Fair (5) *search* (DC 10 Spot) roll through the debris turns up the burnt remnants of human straw-stuffed effigies in Confederate uniforms, another target for weapons tests.

About 150 yards from the destroyed mock town is a firing range where automatic weapons and artillery are tested. More of the straw-stuffed effigies are found there, strewn across the desert, riddled with bullet holes and scorch marks.





MILITARY UNITS

Two very different units call Fort 51 home. The first is the 10th Cavalry, known to the public as the "Flying Buffaloes." They are the best known and get the lion's share of what little press coverage is generated from this remote and secretive outpost.

THE TENTH CAVALRY

In July 1866 Congress organized four infantry and two cavalry regiments of black soldiers for service on the western frontier. Black soldiers had proven their valor Back East, and this legislation gave them increased responsibilities in the west, installing telegraph lines, scouting territory, and dealing with threats ranging from hostile Indians to Mexicans, Confederates, and desperadoes.

The mounted regiments, the 9th and 10th Cavalry, proved especially valuable to the Union in the rugged, wide-open spaces of the Western territories.

Formed in Ft. Leavenworth, Kansas in 1866, the 10th Cavalry was built by Colonel Benjamin Grierson, a skillful military man. Grierson knew his force needed toughness and strength to survive western hardships, and each man underwent strenuous training—relatively radical thinking in this time period.

In those early years, the 10th Cavalry patrolled disputed Kansas, Oklahoma, and Nebraska, helping settlers and cattle ranchers through the plains while keeping the Rebels at bay. Not content to leave his men to indifferent officers who might misuse the troops, Grierson handpicked the white officers who would lead these fine troopers into battle, and cleverly chose officers from Border States whose loyalty might be questioned by those in the Union high command. He reasoned that this pre-existing ostracism would make these men more loyal to their soldiers, a theory that has since been validated.

Unfortunately, due to the continuing drain on Northern manpower from the War and the prejudices of the politicians Back East, the 9th and 10th had to make do with fewer officers than would normally be assigned to a unit their size.

HOEFFENEGEL'S CRATER

One prominent feature in the testing grounds is a blackened crater some 100 feet across, the disturbing remnant of an unsuccessful experiment by Prof. Roger Hoeffenagel. Hoeffenagel tried experimenting with a powerful ghost rock bomb and wound up blowing a wide hole in the desert. The explosion's force was so violent it caused tremors that were felt as far away as Cedar City.

Hoeffenagel almost died in the blast, but wasn't discouraged by the results. Mr. Eddington and the rest of the scientists saw the project as a volatile failure, but Hoeffenagel wasn't so glum. He occasionally visits the crater, making notes and planning a nefarious side project. More on that later, Marshal.

During their service against the Indians, the 10th Cavalrymen received the name "Buffalo Soldiers" because of the unit's strength in battle and the resemblance of the black soldier's hair to buffalo fur (according to the Indians, that is). Their bravery and skill made them victorious again and again against Confederate forces, Indian tribes, and armed thugs, and placed them in a perfect position to take advantage of the Battle of Washington in 1871.

FLYING BUFFALOES

The build-up for the Battle of Washington created a greater demand for soldiers back East. Whole battalions of Southerners were relocated to the front lines around the Union capital where the Confederates, armed with lethal ghost rock-fueled contraptions, fought for control of Washington.

Federal troops, the President, and numerous governmental officials vacated to southern Pennsylvania before the Union rallied against the Rebel offensive. The shortage of Rebel soldiers created a vacuum out west, one the 10th Cavalry used to their advantage as Confederates left nearly-abandoned forts throughout the Southwest. The Buffalo Soldiers quickly pushed south as far as Fort Apache, New Mexico territory, taking over the abandoned Confederate outpost there in an attempt to cut the Ghost Rock Trail.

Unfortunately, they weren't the only ones looking to gain from the Rebel's absence. Geronimo, leader of the Chiricahuas, saw the reduction of troops as a golden opportunity for attacking fortifications, no matter what their allegiance was. At Fort Apache, Geronimo's snipers repeatedly ambushed the 10th Cavalry. Many soldiers perished in these bloody skirmishes. The Regimental command staff was caught in one such ambush and decimated, leaving the commander of A Troop, Captain Jay Kyle, as the most senior officer.

Captain Kyle was wounded in the last of these ambushes and lay healing in a bed at Fort 51. Bored, he perused the latest Smith & Robard's catalog and hit upon an idea—the portable rocket packs featured in the newest catalog could turn the tables on the Apaches. These wondrous inventions were worn like a backpack and enabled a person to actually fly! Kyle, who hailed from a wealthy Maryland family, ordered five of these rocket packs.

By the time the packs arrived, Captain Kyle had healed up and was ready to put his plan in motion. His soldiers reacted with mingled distrust and uncertainty when presented with these new devices, but their apprehension

turned to elation when Kyle himself demonstrated the "new science."

Weeks of intensive training followed, and the hand-picked buffalo soldiers surprisingly took to the gizmos like ducks to water. Within a month, they took their first patrol as the "Flying Buffaloes."

On their third trip out, Chiricahua braves staged another of their deadly ambushes. This time the soldiers activated the rocket packs and sprang into the air, getting above the Apaches' cover and easily driving them back into the canyons.

Kyle was elated. He also realized these new inventions had practical applications for the entire military, not just Indian fighters in the rocky Southwest. He wrote to Union General-in-Chief William Tecumseh Sherman, praising the rocket packs' usefulness in battle, and suggested several ways in which these aerial gizmos might benefit a standing field army. Convinced rocket packs provided innumerable advantages, the Army allotted Kyle funds for purchasing 50 such rocket packs. Smith & Robards were delighted, and touted the purchase in future editions of their catalogues.

What the Army had in mind for the newly dubbed "Flying Buffaloes" weren't pointless raids into Apache country however. They wanted to send these brave new troopers directly into the heart of the Confederacy's war machine.

RAID ON ROSWELL

The Battle of Washington crippled the Union's forces. Confederate scientists developed machines of mass destruction superior to anything the United States possessed. Iron-plated, ghost rock-fueled land cruisers trampled buildings, while poisonous gas attacks and flamethrower squads killed thousands of men.

Although Union forces eventually reclaimed their capital city, morale among soldiers and citizenry clearly suffered. Not willing to give the South the upper hand, President Ulysses S. Grant met with War Department advisors and formulated a lightning-fast course of action: the Union would strike the Confederacy's war laboratory at Roswell, New Mexico.

After hearing of the 10th Cavalry's exploits against the Apaches, the now 50-man strong Flying Buffaloes were ordered to Roswell for an all-out raid. By paralyzing Roswell, the Union could step up production of its own war machines while stopping or at least slowing Confederate progress.

The sabotage mission occurred in the early morning hours of February 10th, 1872, with a column of Flying Buffaloes storming the compound. The Texas Rangers on guard there fought ferociously, but were no match for Captain Kyle's aerial troopers. The Confederates suffered major casualties and structural damage, along with the theft of valuable blueprints for various war machines.

Realizing they had stirred up a hornet's nest, Kyle ordered his victorious troopers to return to Union territory—this was a raid after all, not an assault. They fired the magazines of Fort Apache and moved back across the border into Nevada.

"UP AND AT 'EM"

The 10th Cavalry's motto, "Up and At Them!" is taken from then Captain Kyle's battle cry when the unit first went into action with their now trademark rocket packs.

The Regiment consists of twelve troops (A, B, C, D, E, F, G, H, I, K, L, and M). At least two troops are at Fort 51 at any given time (A Troop and one other), with the other troops dispersed to surrounding posts or attached to other units or Union Blue interests. Each Troop consists of roughly 40 privates (84 on paper, but few regiments are at full strength these days), four sergeants, eight corporals, one first sergeant, and two lieutenants, under the command of a captain or a major. The 10th is currently under the command of Jay Kyle, now Lieutenant Colonel.

LIEUTENANT-COLONEL KYLE

Kyle, the son of a wealthy Maryland family, graduated West Point in 1859. He spent the pre-War years Back East, where he met his wife Amy, the daughter of a prominent Virginia family. The sundering of the Union created a hard choice for him because of pressure from his in-laws. Despite these demands, however, he was a true Marylander and sided with the Union. Because of his

background, however, Kyle faced prejudice from other officers, and was sent to the Frontier in a variety of minor postings. It was one such posting, at Fort Leavenworth, that brought him to the attention of Colonel Grierson and the command of the 10th.

His capture of Fort Apache, the creation of the Flying Buffaloes, and his raid on Roswell earned this innovative officer a promotion to Lieutenant Colonel in early 1879. Despite his wife's protests, Kyle has turned down an offer to head up a new War Department Division in Washington, preferring to remain with his beloved 10th Cavalry.

His dedication to the Union is steadfast, and Kyle will defend Fort 51 to the last man if necessary. He knows the research done within these walls is sensitive and must not leak into the wrong hands. All intruders are perceived as a threat and are either incarcerated at the Fort's stockade or shot on sight.

PROFILE (JAY KYLE)

Corporeal: D:2d12, N:2d12, S:4d8, Q:4d6, V:2d8
Climbin' 2d12, horse ridin' 2d12, fightin':brawlin' 3d12, flight: rocket pack 5d12, shootin': pistol, rifle 4d12, sneak 3d6

Mental: C:3d8, K:3d8, M:4d10, Sm:2d8, Sp:3d10
Artillery 3d8, guts 3d10, leadership 2d10, overawe 3d10, search 3d8

Edges: Rank 3 (U.S. Cavalry), friends in high places 3, dinero 4

Hindrances: Intolerance -3 (Confederates), law o' the West -3, loyal -3

Pace: 12

Size: 6

Wind: 18

Gear: Colt Peacemaker

Description: Lieutenant Colonel Kyle is a muscular man with short blonde hair, a sun-bronzed, clean-shaven face, and an intense look in his eyes. He's quite a tale-teller as well, and has been known to entertain the entire post with his tall tales.

Deadlands D20: LTC Jay Kyle: Gunslinger: CR 5; Level 8; Medium-size Human; HD 8d8; hp 47; Init +3; Spd 30 ft.; AC 13 (+3 Dex); ATK +11/+6 ranged (Colt Peacemaker 2d6+3/19-20/x2); AL LG; SV Fort +5 Ref +9 Will +4; Str 14, Dex 16, Con 12, Int 13, Wis 14, Cha 16.

Skills and Feats: Climb +4, drivin': personal (rocket pack)+10, ride +4, knowledge (artillery) +6, intimidate +6, spot +6, search +6; Dinero, Dodge, Leadership, Improved Initiative, Sand, The Stare, Greased Lightning +4,

Possessions: As above.

Description: As above.

A TROOP

Captain Myron Smither commands A Troop, the "praetorian guard" of the Tenth. This troop has the most experienced and best-equipped soldiers in a unit of veterans.

Captain Smither is a well-built clean-shaven man with deep loyalties to the Union. He's seen his share of the battlefield, and was present at the Battle of Vermilion Cliffs, experiencing the carnage firsthand. He won't talk about the battle with anyone except a preacher or someone who has gained his trust. He's told Chaplain Graham that he feels responsible for the Union deaths at the battle and often broods over it.

Captain Smither is usually in his office at headquarters or on horseback surveying the troops. He's not as proficient with a rocket pack, but in emergencies, will wear the contraption.

PROFILE (CAPTAIN SMITHER)

Corporeal: D:2d10, N:2d8, S:2d8, Q:3d6, V:2d6
Climbin' 2d10, fightin':brawlin' 4d6, flight:
rocket pack 4d8, shootin':pistol, rifle 6d12,
sneak 3d6

Mental: C:4d10, K:2d6, M:3d10, Sm:2d6, Sp:3d10
Artillery 3d10, guts 3d10, overawe 3d10, search
4d10

Edges: Rank 3 (U.S. Cavalry)

Hindrances: Death wish -5, intolerance -3
(Confederates)

Pace: 8

Size: 6

Wind: 16

Gear: Colt Army revolver with 30 rounds of
ammunition.

Description: See above.

Deadlands D20: CPT Myron Smither:

Gunslinger: CR 5; Level 5; Medium-size
Human; HD 5d8; hp 31; Init +1; Spd 30 ft.; AC 11
(+1 Dex); ATK +7 ranged (Army revolver
1d6+1/19-20/x2); AL LG; SV Fort +3 Ref +5
Will +2; Str 12, Dex 13, Con 10, Int 10, Wis 13,
Cha 15.

Skills and Feats: Climb +4, drivin': personal
(rocket pack) +8, knowledge (artillery) +6,
intimidate +6, spot +6, search +8, Move
silently +4; Brave, Nerves o' Steel, Grim
Servant o' Death, Mounted Combat

Possessions: As above.

Description: As above.

PRIDE OF THE OUTFIT

By far the bravest and most heroic of the
10th Cavalrymen serving in Fort 51 is First
Sergeant Benjamin Amos of A Troop, who has

Fort 51

33

led more raids into Apache and Confederate
territory than any other Flying Buffalo.

Amos grew up in Virginia in a slave cabin
and escaped North to New York at age 11. He
worked as a printer's apprentice and a
carpenter until 1868, when he joined the 10th
Cavalry. He's become quite proficient with the
rocket pack, and leads rocket pack drill
instructions in the desert. Amos is determined
to do his best serving the United States and
mistrusts anyone bad-mouthing the Union.

PROFILE (BEN AMOS)

Corporeal: D:2d12, N:2d8, S:2d8, Q:4d6, V:4d10
Climbin' 2d8, fightin':brawlin' 4d8, flight: rocket
pack 6d8, shootin':pistol, rifle 6d12, sneak
3d8

Mental: C:3d10, K:2d6, M:1d10, Sm:2d6, Sp:3d10
Guts 3d10, overawe 3d10, search 4d10, survival:
desert 3d6, trackin' 5d10

Edges: Rank 2 (U.S. Cavalry)

Hindrances: heroic -3, Intolerance -3
(Confederates), loyal -3

Pace: 8

Size: 6

Wind: 16

Gear: A Winchester '76 rifle with 30 rounds
of ammunition, Colt peacemaker, and a
steam-powered rocket pack

Description: Amos is a rough-cut, strong-
looking man, with close-cropped hair and
intense brown eyes.

Deadlands D20: ISG Benjamin Amos:

Gunslinger: CR 5; Level 9; Medium-size
Human; HD 9d8; hp 82; Init +3; Spd 30 ft.; AC
13 (+3 Dex); ATK +12/7 ranged ('76
Peacemaker 2d8+2/19-20/x2); AL LG; SV
Fort +7 Ref +9 Will +4; Str 12, Dex 16, Con 16,
Int 10, Wis 13, Cha 13.

Skills and Feats: Climb +4, drivin': personal
(rocket pack)+8, intimidate +6, spot +6,
wilderness lore +6; Track, Toughness,
Dodge, Mobility, Point Blank Shot, Shot on
the Run, Improved Initiative

Possessions: As above.

Description: As above.

PROFILE (FLYING BUFFALOES)

Corporeal: D:2d8, N:2d6, S:2d8, Q:4d6, V:2d6
Climbin' 2d10, fightin':brawlin' 4d6, flight:
rocket pack 4d6, shootin':pistol, rifle 5d8,
sneak 3d6

Mental: C:3d8, K:2d6, M:2d6, Sm:2d6, Sp:3d8
Guts 3d8, search 2d8
Edges: Rank 1 (U.S. Cavalry)
Hindrances: Intolerance -3 (Confederates)
Pace: 6
Size: 6
Wind: 14
Gear: Winchester '76 rifles with 30 rounds of ammunition, and steam-powered rocket packs.
Description: While the Flying Buffaloes' appearances may vary widely, they are all black.

Deadlands D20: Flying Buffalo: Gunslinger: CR 3; Level 3; Medium-size Human; HD 3d8; hp 17; Init +0; Spd 30 ft.; AC 10 (+1 Dex); ATK +3 ranged ('76 Winchester 2d8+2/19-20/x2); AL LG; SV Fort +2 Ref +3 Will +2; Str 12, Dex 11, Con 10, Int 10, Wis 12, Cha 10.
Skills and Feats: Climb +4, drivin': personal (rocket pack) +5, spot +4; Brave
Possessions: As above.
Description: As above.

SQUAD 51

The second unit that shares the compound at Fort 51 is Squad 51. While not as glamorous as the Flying Buffaloes, this unit serves a purpose just as important, if not more so. It was realized early in the existence of the Union's laboratories that the scientists needed someone to test out their new inventions. Captain Kyle was adamant that his veteran troopers not be used as guinea pigs, so the Union command shipped out a dozen soldiers convicted of various crimes being held at the stockade at Denver. These men arrived with a new commander, a hard case by the name of Major Jack Reisman.

Reisman derisively called the convicts "Squad 51" and put them to work testing the new gadgets coming out of the laboratories. This was a hard and bloody time for the squad, and many a convict still clings to the walls of the local canyons—in bloody pieces.

A martinet, the major didn't get along well with Kyle and fought with him often. Commanding a group of troublemakers in such a fashion is asking for even more trouble. One day while testing a new

electrical device, one of the "volunteers," Jacob Briggs, suffered a curious malfunction. His gun went wild and blasted Major Reisman in the back—three times.

Most of the troopers fled the scene and the screaming pile of goo that was their commander, but Briggs and seven others high-tailed it into the desert in an attempt to escape. The Flying Buffaloes got ahead of the group and headed them off, but Briggs and at least three others managed to turn tail and escape somewhere in the rough terrain between Fort 51 and Roswell.

PROFILE (JACOB BRIGGS)

Corporeal: D:2d10, N:2d8, S:2d8, Q:4d6, V:4d10
Climbin' 2d8, fightin':brawlin' 4d8, flight: rocket pack 6d8, shootin':pistol, rifle 6d10, sneak 3d8

Mental: C:3d10, K:2d6, M:1d10, Sm:2d6, Sp:3d10
Guts 3d10, overawe 3d10, search 4d10, survival: desert 3d6, trackin' 5d10

Edges: Level-headed

Hindrances: Mean as a rattler

Pace: 8

Size: 6

Wind: 16

Gear: Lightning gun (see below)

Description: Jacob is of average build with black greasy hair and a thin red scar across his forehead (a lash that went astray during one of his many punishments).

Deadlands D20: Jacob Briggs: Gunslinger: CR 3; Level 3; Medium-size Human; HD 3d8; hp 17; Init +0; Spd 30 ft.; AC 10 (+1 Dex); ATK +3 ranged (Lightning gun, see below); AL CE; SV Fort +2 Ref +3 Will +2; Str 12, Dex 11, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +4, Hide +5, spot +4

Possessions: As above.

Description: As above.

LIGHTNING GUN

Reliability: 17 (D20: 3)

Shots: 20

RoF: 1

Damage: 4d6

Range: 100

Brigg's lighting gun requires a large, trunk-sized charging device at the fort—which of course he has no access to. He currently has 5 shots left of the gun's usual 20-round load, and is very cautious about using them.

The good news for Briggs is that it automatically hits the first target in its line of fire, zapping them for a deadly 4d6 damage. The bad news is that once he's out of shots,

he'll have to resort to more mundane firearms (he keeps a Colt Peacemaker holstered for just such an emergency).

Briggs is no dummy—he uses his gun to threaten first, saving his valuable shots for when he really needs them.

MEANWHILE, BACK AT THE RANCH

The Briggs incident was a setback, but Lieutenant Colonel Kyle made lemons out of lemonade by appointing a senior military scientist, Major Tom Goolsby, to take over Squad 51. He immediately changed the team's procedures, emphasized safety, and somehow managed to give them double the pay of ordinary troopers. After a few months and some help from other officers throughout the Army, he placed a call for volunteers. Soon soldiers from units across the Union arrived, expanding "Squad 51" to an overstrength company of one hundred troopers.

Although casualty rates are often high, morale is good among the soldiers who are proud of the service they perform. They see themselves not as guinea pigs but as vital components in testing devices that will one day secure victory for the Union.

Their commander, who holds daily lectures for his troopers on how to operate and repair their equipment, fosters this attitude. This knowledge has proven invaluable in the field because it allows Squad 51 to repair both their own equipment and that of other units.

As Squad 51 has grown so has their responsibilities. Originally responsible only for testing new gizmos as the lab turned them out, they are now responsible for a portion of the installation's security. Sometimes they accompany members of the Flying Buffaloes on their raids along the Ghost Trail. Two Squads of Squad 51 soldiers are always on call to respond to emergencies.

MAJOR TOM GOOLSBY

Tom Goolsby originally hails from Milwaukee, Wisconsin. The son of a wealthy restaurateur, Goolsby graduated from West Point in 1870 with a degree in applied theoretical engineering, the first such degree awarded from the

military academy. Goolsby was assigned to a teaching position, then on to a War Department laboratory in the Catskill Mountains, then finally to Fort 51. Though he's not a field soldier, Goolsby is one of the few scientists with an actual military commission, a fact that prompted Kyle to appoint him to command Squad 51.

PROFILE (TOM GOOLSBY)

Corporeal: D:2d6, N:2d8, S:2d6, Q:2d6, V:4d6
Climbin' 1d8, horse ridin' 2d8, drivin':steam wagon 3d8, flyin': rocket pack 3d8, shootin': pistol, rifle 2d6, sneak 1d6

Mental: C:2d10, K:3d10, M:4d8, Sm:3d12, Sp:2d8
Artillery 3d10, search 3d10, science: engineering 5d10, scroungin' 3d12, tinkerin' 4d12, leadership 2d10, guts 2d8

Edges: Arcane background: mad scientist 3, mechanically inclined 1, rank 3

Hindrances: Curious -3, scrawny -5, tinhorn -2

Pace: 8

Size: 5

Wind: 14

Gear: Double-action Colt Peacemaker and a saber

Description: Major Goolsby is a soft-spoken, yet intense man. He tends to think several



steps ahead of the present, and any ordinary people feel somewhat out of place in his presence. He wears his blonde hair and moustache long, and despite the fierce Nevada sun is quite pale.

Deadlands D20: MAJ Tom Goolsby: Mad scientist; CR 5; Level 7; Medium-size Human; HD 7d6; hp 32; Init +0; Spd 30 ft.; ATK +3 ranged (Peacemaker 2d6+2/19-20/x2), +3 melee (saber 1d6/18-20/x2); AC 10; AL LN; SV Fort +2 Ref +2 Will +5; Str 10, Dex 11, Con 12, Int 16, Wis 15, Cha 14.

Skills and Feats: Ride +4, drivin':land vehicles +6, drivin': personal (rocket pack) +6, knowledge: chemistry/metallurgy/engineering/physics +4, mad science +7, tinkerin' +9, Jury Rig +4, Skill Focus: tinkerin', Alertness, Leadership, Reverse Engineering

Possessions: As above.

Description: As above.

SERGEANT KEITH EICHENLAUB

First Sergeant Keith Eichenlaub is a flamboyant German immigrant with a flair for soldiering whose job, in his own words, "is to keep the unit in beans, bullets, and ghost rock." He has proven his worth on the battlefield countless times, rising from the rank of private with a Pennsylvania volunteer unit. Eichenlaub enjoys life, and is often bleary-eyed from a night of cards and alcohol. Goolsby overlooks this, however, because of the first sergeant's uncanny ability to find and procure the most outlandish items needed by the Fort's scientific personnel. Where he gets the items is a mystery best left unsolved, but the wily German knows traders on both sides of the borders, and his ability to make a quick deal is legendary.

PROFILE (KEITH EICHENLAUB)

Corporeal: D:2d8, N:3d10, S:2d6, Q:3d8, V:2d10
Climbin' 2d10, horse ridin' 2d10, fightin':brawlin' 3d10, flyin': rocket pack 3d10, shootin': pistol, rifle 4d8, sneak 3d10

Mental: C:4d6, K:3d6, M:3d12, Sm:2d10, Sp:2d8
Tale-tellin' 4d12, scroungin' 5d10, leadership 2d12, overawe 3d12, search 3d6, guts 4d8, gamblin' 5d10

Edges: Rank 2 (U.S. Cavalry),

Hindrances: Big britches-3, hankerin' -1, loyal -3, miser -3

Pace: 10

Size: 6

Wind: 18

Gear: Double-action Colt Peacemaker and a saber

Description: First Sergeant Eichenlaub keeps his blonde hair short and curly, and sports a moustache, with a cigar always clamped between his teeth

Deadlands D20: ISG Keith Eichenlaub:

Maverick; CR 5; Level 5; Medium-size Human; HD 5d6; hp 28; Init +2; Spd 30 ft.; AC 12 (+2 Dex); ATK +5 ranged (Colt Peacemaker 2d6+2/19-20/x2), +3 melee (saber 1d6/18-20/x2); AL CG; SV Fort +6 Ref +11 Will +9; Str 10, Dex 14, Con 14, Int 12, Wis 13, Cha 17.

Skills and Feats: Drivin': personal (rocket pack)+6, move silently +6, tale-tellin' +8, gather information +8, bluff +6, gamblin' +8, spot +6, diplomacy +8, sense motive +5, forgery +4; Evasion, Uncanny Dodge, Skill Focus: diplomacy, Iron Will, Lightning Reflexes

Possessions: As above.

Description: As above.

LABORERS

There are about 45 people from outside the military and scientific ranks working at the fort. Most of them are Cedar City residents brought in by train. They perform the necessary menial jobs including laboring in the assembly and power plants. A few civilians are assigned to kitchen duty or assist the blacksmith in the fort's stables.

After a few years of solid service, some of the most trusted citizens are allowed to work in the highly-secretive laboratories assisting the staff scientists. A few even become gifted apprentices and actively add to the program.

The civilian workers are paid well, treated well, and must swear an oath of allegiance to the United States not to divulge anything about the fort to the outside world. This goes for coal tenders and outhouse cleaners as well as those working on top-secret weaponry. The administrators of Fort 51 know that little details, such as when the watches are changed, can be as deadly to the soldiers and scientists as the designs for their latest device. Those who violate this trust are subject to life imprisonment, or for true espionage, death. Needless to say, people working at Fort 51 don't bring it up in conversations much.

Weapons designed at Fort 51 are tested and sent to Mr. Eddington for review. When a device meets approval, its blueprints are shipped to the munitions factories Back East for mass production and use on the battlefields.

Each prototype remains at Fort 51, catalogued and stored in the enormous warehouse. Some of these radical death machines may be utilized in emergencies, however. Profiles for two of the more unusual gadgets are included below. Feel free to add any other bizarre and useful (or useless) inventions of your own devising to the warehouse. Sometimes, strange artifacts recovered by the military are also brought here instead of being turned over to the Agency for research. Who knows what could be found in any of the endless lines of anonymous wooden crates stacked to the ceiling of the storehouse.

WIRELESS CLOCKWORK SPIDER BOMB

Reliability: 17

This device is bizarre in both appearance and operation. Resembling a clockwork six-legged spider, the weapon contains a powerful ghost rock bomb buried in its interior. It utilizes Edison's theory of "etheric force," and is thus controlled by a wireless remote control.

The wireless clockwork spider bomb is released during a battle and made to scuttle quickly behind enemy lines where it is detonated via the remote control. A metal plate protects the sensitive remote control apparatus from bullets, and the device's receptive antenna is virtually impossible to hit, though there's a 50% chance it's damaged whenever the device is caught in an explosive blast, tumble, or other rough spot.

The clockwork spider has an operating range of 100 yards with the remote control. Its spindly legs move the round body at a slow Pace of 4. The bomb causes 3d20 + 2d6 in damage to a radius of ten yards.

Operation of the wireless clockwork spider bomb requires a Reliability roll and an Incredible (11) *science: engineering* roll (DC 25). If the *science: engineering* roll fails, the operator can't figure out the complicated handheld remote controls and the clockwork spider bomb either remains inert or goes in circles.

MALFUNCTIONS

Minor Malfunction: The wireless clockwork spider bomb's remote control fails and the device doesn't move. An Onerous (7) (DC 15) *tinkerin'* roll fixes the problem.

Major Malfunction: The remote controls are wonky. Instead of going forward, the spider moved backward, instead of left, the spider moves right. Two Onerous (7) (DC 15) *tinkerin'* rolls repair the controls.

Catastrophe: Boom! The bomb immediately detonates, and anyone within ten yards takes full damage.

D20 CLOCKWORK SPIDER BOMB

Hit Dice: 6d8 (25 hp)

Initiative: -1 (Dex)

Speed: 15 ft. (can't run)

AC: 23

Hardness: 10

Attacks: None

Special Attack: Explodes for 5d10, BR 15

Abilities: Str 14, Dex 9, Con -, Wis -, Int -, Cha -

Reliability: 3

Malfunctions: see above

GAS PROPELLER CANNON

Reliability: 17 (D20: 3)

This innovative weapon resembles a light artillery piece, but with a uniquely-designed charge that fires by utilizing compressed air. The cannon is "pumped" via a small hydraulic motor, and once the desired pressure is reached, it can be fired at the pull of a lever. The projectile, a lethal choking gas encased in a metal canister, is fired from the cannon.

The canister is designed to erupt when striking something, spewing its deadly contents and causing all within a ten-yard radius to choke violently. Everyone within the area of an exploded gas canister must make a Hard (9) *Vigor* check to remain standing, but take 2d6 Wind. Those who don't make the *Vigor* check fall to their knees and suffer an additional 2d6 Wind!

D20: Fort save (DC 20). If successful, take 2d6 damage. If failed, take 4d6 damage and stunned for d6 rounds, during which the hero takes an additional 1d6 points of damage.

These canisters can't be fired by conventional gunpowder or vapor cannons, as the shock of firing tends to prematurely rupture the gas canister.

Those knocked unconscious by the gas take 2d6 damage to the guts, as the gas begins burning their lungs. For each round exposed to the gas and unconscious, the hero takes this damage until he is dragged clear of the gas cloud.

Operating the gas propeller cannon requires two actions; one to pump the cannon's firing mechanism and another to actually fire the weapon, which requires a Fair (5) artillery roll.

GAS PROPELLER CANNON

Shots	ROF	Damage	Range
1	1	Special	100

MAJUNCTIONS

Minor Malfunction: The hydraulic pump fails and the device doesn't pressurize. An Onerous (7) (DC 15) *tinkerin'* roll restarts the pump and makes the device ready to fire the next round.

Major Malfunction: The propeller isn't pressurized correctly for the range. The round lands short by half the desired distance. A Hard (9) (DC 20) *tinkerin'* roll repairs the pressure gauge controls.

Catastrophe: Gas! Gas! The canister sticks in the barrel and ruptures. The gas forms a cloud centered on the cannon.

BEHIND THE VEIL

There are many things going on behind the scenes at Fort 51. Unlucky heroes might discover them by happenstance, or maybe the Union is vigilant in covering their tracks. Whatever you decide, Marshal, here's some of the dirt at Fort 51.

LURKER IN THE DARK

The fort has been plagued with a series of accidents since its founding. Recently, they seem to have become more deadly. Eddington and Kyle have blamed many of them on the high operational tempo the organization is

forced to work under, but a more sinister force is at work.

The reason for the lab accidents, suicides, and occasional desertions is none other than Lieutenant Colonel Kyle's wife, Amy. A few months after joining her husband at Fort 51, she was taken ill with a fever and almost died, only to miraculously recover. In actuality, she did die and returned Harrowed. The manitou allows her to strike back for her beloved South, taking revenge on her husband for dragging her away from the balls and cotillions Back East for this dusty outpost.

When she has lost Dominion, "Amy" is very cautious in her acts of sabotage. A posse entering the installation may find themselves the suspects of such an act. Pointing a finger at Mrs. Kyle will not be taken lightly. She is very popular with the officers and men of the installation, and any accusations had better be backed with substantial proof.

PROFILE (AMY KYLE)

Corporeal: D:2d8, N:3d10, S:2d6, Q:4d8, V:2d6
Shootin': pistol 3d6, sneak 4d10, climbin' 2d10

Mental: C:4d10, K:4d8, M:3d10, Sm:2d12, Sp:4d6
Art: dance 3d10, language: French 3d8, scrutinize 3d10, persuasion 4d10, bluff 3d12, streetwise 2d12, guts 1d6

Edges: Purty 1, The Voice (soothing) 1, keen 3, Friends in high places 3

Hindrances: Scrawny -5, stubborn -2, vengeful -3, yearnin' 2 (to return to Virginia), rage -2, unnatural appetite -1, haunted -2

Dead: 5 years

Harrowed Powers: Claws 2, death mask 5, jinx 4, sicken 1, spider 2

Pace: 10

Size: 5

Wind: 12

Gear: Derringer, poisoned hat pin

Description: Amy Kyle is the epitome of a Southern belle mixed with an officer's wife—gracious, an excellent conversationalist, and the center of the post's hospitality. Unfortunately, since 1872, this lovely exterior covers a diabolic manitou that exists to wreak havoc on those stationed at this remote post.

Deadlands D20: Amy Kyle: Aristocrat: CR 5; Level 9; Medium-size Human; HD 9d8; hp 47; Init +2; Spd 30 ft.; AC 12 (+2 Dex); ATK +6/+1 melee (claws 1d8l/19-20/x2), +2 ranged (derringer 2d6+1/19-20/x2); AL NG/NE; SV Fort +3 Ref +5 Will +8; Str 10, Dex 14, Con 10, Int 15, Wis 14, Cha 17.

Skills and Feats: Bluff +10, diplomacy+12, gather information +10, intimidate +12, perform: dance/piano +6, sense motive +8, speak language: French, spot +8, move silently +8, listen +6

Harrowed Powers: Claws, Death Mask, Jinx, Sicken, Spider

Possessions: As above.

Description: As above.

PROJECT SHIVA

Named after the Hindu god of destruction and life, Project Shiva began in secret by Prof. Roger Hoeffenagel. Hoeffenagel is designing a super ghost rock bomb capable of mass destruction. He believes the contraption will end the war. His work is in strict secrecy; not even the other scientists know of his designs. Hoeffenagel safeguards his labor under lock and key; the notebooks and bomb prototype are stored in a closet in his laboratory.

Unfortunately, Hoeffenagel doesn't have the raw sorcerous power to detonate such a device, although some in the Weird West do (see our crossover Dime Novel *Under a Harrowed Moon: Strange Bedfellows* for one such individual). Without technology still decades in the future, such a device is beyond his reach—but this doesn't mean he's doomed to failure.

What Hoeffenagel doesn't know is Project Shiva isn't as secret as he'd hoped. A fellow researcher, Dr. Blythe, stumbled upon Hoeffenagel's plans. Blythe has augmented his research into New Science with some excursions into areas of knowledge that man was not meant to know. He realizes that it will take mystical energy to create a critical mass, and has sent word to friends Back East in the Order of Pietists for the proper supernatural trigger (see *Back East: The North* for more information on the Order of Pietists).

If Hoeffenagel teams up with Blythe to complete his work, the ghost rock bomb will be the most cataclysmic weapon created. When detonated, the ghost rock bomb will cause supernatural energy to flood the area, turning ground zero and one mile around into a full-fledged Deadland (see our companion game *Deadlands: Hell on Earth* to get an idea of how bad this really is).

Hoeffenagel doesn't know about the supernatural ramifications of Project Shiva. He's just a scientist who believes such a destructive weapon is necessary to turn the tide of the war.

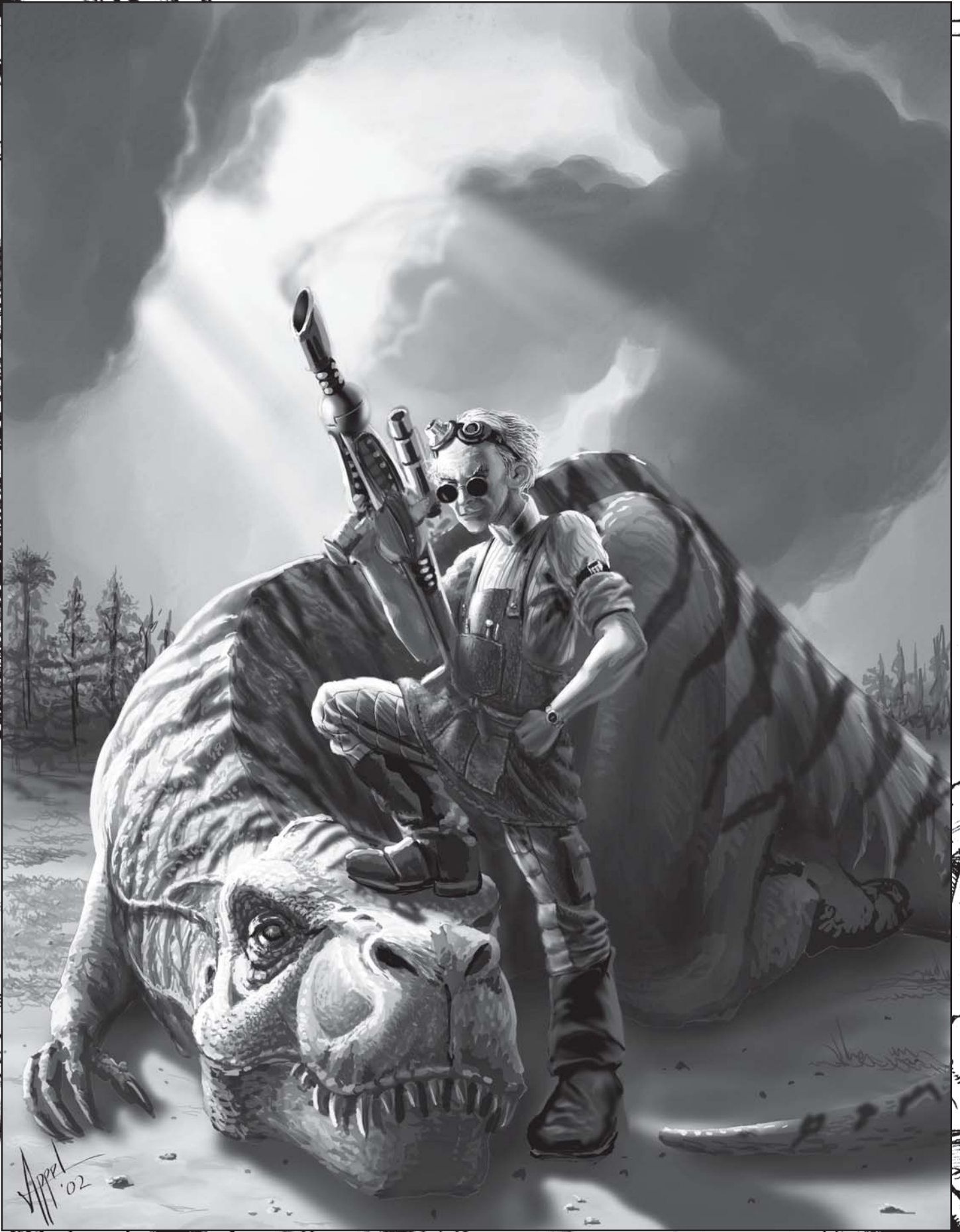
IT'S A GAS!

Olive Langtree's green nerve gas experiments are progressing nicely. The gas, a variety of the choking gas used in pellet projectiles, is a deadlier variety. Whereas the gas pellets in the gas projectile cannon can blind or choke a target, Langtree's new potent concoction actually kills. Worse yet, the stuff is highly flammable and easily carried by winds for miles.

So far, Langtree tested her green nerve gas on cattle brought in from local ranches, but some ranchers as far as ten miles away are complaining about cattle dying. Scores of cattle are being found with horrendous burns on their faces, their lungs shredded and bleeding. Langtree, sequestered in Fort 51, doesn't realize powerful winds pushed a bit of her nerve gas into the northeastern desert, causing havoc with cattle on a Utah ranch. The ranchers are so far blaming the condition on the strangeness in the Weird West, not on some advanced chemical weapon. A nosey posse could uncover the secret of Dr. Langtree's experiment however, which could prove to be quite embarrassing for the Union's premier lab. Maybe embarrassing enough for a cover-up—with dirt and flowers.

BATTLE OF VERMILION CLIFFS

As reported in *Tales o' Terror: 1877*, the Confederates ambushed a detachment of Flying Buffaloes conducting a training exercise with Union troops at Vermilion Cliffs in southern Utah. The Confederate auto-gyro squadron, armed with bombs and Gatling guns, clashed briefly with the Flying Buffaloes, who quickly outmaneuvered the Rebels. Though the Confederates retreated, one auto-gyro managed to drop a bomb on a Union cannon. The explosion killed many of the ground troops. Captain Myron Smither, in charge of the crew, had equipped himself with a spare rocket pack and joined the battle. He silently broods over the battle and blames himself for the tremendous loss of life. He wants to avenge the deaths of his comrades by staging a raid into Confederate territory, but can't because of the recent cease-fire. Smither might try to convince posse members to undertake such a raid, however.





This Ain't Texas

By David Ross with Rob Lusk

Howdy, Marshal! Welcome to Faraway System and the planet Banshee. It's been a hell of a ride. You made it this far—now let's see if your players can.

The Story So Far

This story all comes down to one simple thing: ghost rock. These special little chunks of Hell have made millionaires, powered science, caused madness and spontaneous combustion, and increased humanity's range of exploration into space and beyond.

The damnable stuff also levels cities (though no one on Banshee knows it), leaves a trail of Deadlands, and even cut holes through Hell itself.

And what it did to Mother Earth, it's now doing on the living planet of Banshee. Here it might just be worse, because it's not just killing humans—it's killing the very planet itself.

Trails of Tears

Before the humans landed on Banshee, there were

aliens. Actually, we should think of humans as the aliens. The anouks are more like the Indians of planet earth from those Wild Western frontier days—they just don't understand the way of modern civilization. Deeds, treaties between races (instead of tribes), and especially all this incredible technology, are about as alien to them as their savage tribal ways are to the tea and biscuits set.

Anouks aren't easily classified either. They aren't the peaceful nature lovers the Reapers make them out to be, and they aren't the brutal killers the UN "peacekeepers" claim either. In truth, they're just "people" like everyone else. Each tribe seems

to have a few personality traits in common—the Azeels are nomads who love battle, while the Inituk are about as warlike as daisies in a strong wind—but that's about as far as the generalizations go.

Fortunately, organized war between anouks and humans has ended, thanks to the World Storm and the Tunnel collapsing. The inhabitants of Banshee are now busy rebuilding just to survive. Of course, there are still plenty of tribes who like to decorate their groovy bachelor pads with human skulls (and plenty of human settlements that do the same), but at least the two sides aren't united in wiping each other out any more. And with the work of the Colonial Rangers, there's a small sliver of hope that humans and anouks might even get along someday.

But there's still the question of that damn ghost rock. It has a thousand and one uses: ghost steel, ghost rock reactors...and now we have one more.

Shooting Black

As if there weren't enough weirdos in the Faraway System, in walk the blackliners. These yahoos put dissolved ghost rock straight into their blood streams. If you see a person with black lines snaking all over her skin, she's one of them, her veins stained from the nasty stuff.

This is more than an adjustment to their physical attractiveness. Blackliners are psychotic, extremely aggressive, addicts. It's best to shoot first when you see one.

Reapers Creepers

Besides the latent threat of ghost rock and its slow poisoning of Banshee herself, the biggest menace on the planet is the Reapers and their leader Nicolai, a homicidal messiah with a mission. These scum range from mercenaries and ex-soldiers to undisciplined thugs armed with knives. The lower level troops are perfect for blacklined cannon fodder. "Black them up" by shooting them full of a mixture of ghost rock and Banshee tannis and you've got a suicidal fanatic on your team. Just make sure you point them toward the enemy before you let them go.

Those Wacky Reapers

The ever-productive Reapers, while laying around their hideouts waiting for orders to cause more mayhem, come up with some of the wackiest schemes. One day, one of these rocket scientists said something like: "Let's black up a chanouk and see what happens."

As you know, Marshal, chanouks are the anouk's big, scary mounts. They're big, bad, and hostile already. Shoot them full of ghost rock and you've got...well, an adventure for Lost Colony!

The Setup

The players are Colonial Rangers and a few hired scouts, mercenaries, or troublemakers corralled into helping out. The team has been tracking some troublemakers to a small strip-mining camp a few days outside of Temptation. There the rowdies have teamed up with some even rowdier friends: Reapers. And not just any Reapers. These are the yahoos who decided to black up a captured chanouk with a massive dose of ghost rock and tannis.

Chapter One: They Killed Kenny

Well actually Kenny, Greg, Mary Jo, Hillary, and a few others. Read or paraphrase the following to find out just what we mean

Your group is tracking down two common thieves. They grabbed a small truck full of ghost rock, and Ranger Debbi Dallas has asked you and your crew to retrieve it. The trail has led from Temptation to the strip-mining camp of Kenny.

Those crazy Banshee storms threaten every day, but has yet to break on you.

According to your best maps, Kenny should be just over the next ridge. The dirt road trail you have been winding along is taking you towards the Red River. You have two hover bikes and a sport utility truck at your disposal, plus whatever else you're carrying.

The players can decide a course of action for approaching the camp. Any plan will do, since there are no miners left. It's just about completely empty.

Kenny was a ghost rock mining town of about 25 people. Just like the mining towns of past days on Earth, this place is just a bunch of shacks thrown up for cover. With the lack of spare parts, the high-tech mining equipment is collecting rust. There is a working bulldozer, a piece of rock grinding equipment, and a few other simple mining tools, but that's it. Strip mining towns are ugly, dusty and dirty.

The first view of Kenny tells the players something isn't right. The town is quiet and unmoving. In fact everyone in the camp is gone.

As the party gets closer, they can see all vehicles are gone. Yet the crucial equipment used by the miners has been left behind. The pickup truck of stolen ghost rock is nowhere in sight either, though its tracks led in this direction just a half kilometer back.

Read or paraphrase the following when you're ready:

There are signs of struggle in the otherwise empty town. Dried, splattered blood, knocked-down shacks, bullet-ridden walls, and even a few blast holes reveal something unpleasant happened here. One of Banshee's famous storms is kicking up dust, so it's hard to see without getting closer.

When the group moves in, continue with the following:

You find corpses all up and down what passes for a "street" here in Kenny. A jawbone with the tongue still attached, a dismembered hand, and an array of snapped femurs are just the start of the carnage in front of you. You feel this morning's rations racing up your throat like soda through a straw.

It's time for *guts* checks all around. The check is Hard (9) (Will DC 20—those who fail become nauseous while within the town limits) due to the mangled nature of the pile.

CSI→Banshee

There are a fair number of clues here for those who aren't ralphing up their lunch rations.

A Fair (5) *search* (Spot DC 10) roll finds ghost rock powder and large tranquilizers amid the carnage. The tranquilizers are large hypos often shot by hunters trying to capture prey alive. With the right background, or on a successful Fair (5) *Knowledge* (Intelligence DC 10) roll, the character is familiar with

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blackliners and knows it's unlikely any human could survive this large a dose.

For the medically-inclined, an Onerous (7) *Knowledge* (Wisdom DC 15) or Fair (5) *medicine* (Heal DC 10) roll notes that the grisly pile of body parts wouldn't account for all the inhabitants of the camp.

A Fair (5) *trackin'* (Wilderness Lore DC 10) reveals the battle included more than just a couple of rowdies in a pickup truck. One raise (DC 15) reveals there were about 50 folks, including at least some anouks, involved in the battle. The camp was outfitted for a population of around 25. (That leaves around 25 Reapers for the math majors in your party.) Two raises (DC 20) on this test and the player can tell the pick-up definitely left with the other vehicles.

That Prickly Feeling

At this moment, the players hear a scream for help:

"Is somebody out there? Help me!" The cry comes from one of the fallen shacks. "You gotta help me...I can't get up. Guys... I don't have any shoes!"

As you approach the shack, you see a scavvy-looking human lying trapped beneath the rubble. His shoes are indeed missing. As are his legs from just above the kneecap down. His skin is pale from the loss of blood, but the rubble seems to have pinched off the arteries and staved off death—at least for a bit.

"Where's my shoes. No, wait! Frank!"

The man looks up at one of the player characters, who he seems to believe is "Frank."

"Bring me my shoes, Frank. You know the ones...the ones we took off that blonde guy near Seaside."

Now's the time for sharing, Marshal. If the heroes hand Ernest a pair of shoes, he'll smile and thank them. They can then ask him just what the heck happened here.

"You shoulda seen it, Frank. That chanouk went plum loco! Ripped through these dirt-diggers like an atax through cheese."

One of 'em had a grenade though. Blew me clean outta my boots! Damn miners. We shoulda killed every one of 'em.

I don't know how Harold got that thing back in its cage. I bet Stanley my good knife the freak wouldn't be able to pen it again, but he did! That boy's half-grape if you ask me."

Ernest isn't really capable of answering questions lucidly. He might start babbling about the poker debt Frank owes him, or how he got cheated out of the loot at Crosstown, but reveals nothing else pertinent to this particular crisis.

Ernest is strung up on lots of meds and really has little chance at surviving without some major medical attention and some clever way of stanching the blood flow when the rubble-tourniquet is taken off him.

Good samaritans (or scavenging thieves) are in for a nasty surprise. The Reaper's buddies have booby-trapped him with a frag grenade. It goes off if his upper body is moved, killing him instantly and causing damage as usual to every other sucker in the blast radius.

Leftovers

The two thieves from Temptation met up with the Reapers here to deliver the stolen ghost rock. One of them, Stanley Janikowzki, may just be the "Stan" Ernest referred to.

Before moving on, the group needs to decide what to do about Ernest. The loser is only surviving on heavy meds and not for much longer. Some heroes may not be comfortable with leaving the de-appendaged Reaper to die on his own. Some may choose to mercifully remove him from Banshee.

The Reapers have already cleaned the camp of anything useful. Players can still scrounge for various supplies and useful items however.

The only thing left for the Rangers to do is to continue the chase for the missing ghost rock.

Deadlands Profile: Reaper

Corporeal: D:3d6, N:2d6, S:3d6, Q:2d6, V:3d6
Climbin' 3d6, dodge 2d6, drivin': car, tracked vehicle 2d6, fightin': brawlin', knife 3d6, shootin': pistol, rifle 4d6, sneak 2d6

Mental: C:3d6, K:2d6, M:2d6, Sm:2d6, Sp:1d6

Guts 2d6, language: English 2d6, search 3d6, survival: Great Wastes, Toxic Jungle 3d6

Edges: None

Hindrances: Outlaw -3

Wind: 12

Pace: 6

Size: 6

Gear: One fragmentation grenade.

Description: A Reaper missing his legs.

D20 Profile: CR 1; Medium-size Human; Class:

Wwr 1, hp 0; Init +0; Spd 30 ft.; AC 10, Atk M-10 or M-21 +2; AL CE; SV Fort +2, Ref +2, Will +0; Str 10, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +2, Spot +3, Survival +3; Automatic Weapons proficiency, Firearms proficiency, Point Blank Shot, Simple Weapons proficiency, Weapon Focus (M-10 or M-21)

Special Qualities: None

Possessions: As above.

Possessions: One fragmentation grenade.

Bounty

Discovering the grenade trap and warning the party: 1 Red chip

Realizing a blacklined chanouk is responsible for the carnage: 1 red chip

Chapter Two: Imperious Rex

The Reapers were a few hours ahead of the heroes back at Kenny. The caravan is slow-moving due to its size, and can be easily tracked with a Fair (5) *trackin'* (Wilderness Lore 10) roll. The tracker also notes the pickup continues on away from Temptation, and has been joined by at least a half-dozen other vehicles.

Our heroes can catch up a few hours later if they don't delay.

The tracks on the dirt trail you're following seem to be getting fresher. Luckily the storm brewing overhead hasn't caused a twister yet, or even let loose a downpour. You should catch up to the stolen pickup of ghost rock any time now.

About this time, have all the players make Incredible (11) *Cognition* (Spot DC 25) rolls. If anyone makes it, he sees a rough spot on the trail they're following. Those who have fought

Reapers before know they sometimes place land mines along particular sections of roads to prevent them being followed. (When innocents are killed, they claim the UN left them there during the war.)

How the spotter warns the lead driver depends on the tactical situation—whether he's in the lead vehicle or behind, whether or not they have radios, etc. In general, a driver who is warned of the possible mine needs to make an Incredible (11) *drivin'* roll (Driving DC 25). The mines are placed between two deep ditches so that it's difficult to miss in a hurry (but those who are forewarned can easily drive around the spot).

The mine is an anti-vehicular explosive which causes 4d20 damage to anything that rolls over it. Characters in the vehicle suffer 3d20 damage minus the lowest armor rating of the vehicle itself.

Pardon Me While I Barf

A scant 20 yards away from the land mine is a grotesque sight: a chunk of what was once a fairly beefy man lying in a large pool of thick, red blood. The jutting bones show obvious teeth marks—big teeth marks. A character is pretty certain these are anouk bites with a Fair (5) *Knowledge* roll (Intelligence DC 10).

Various insects native to Banshee also feast on a chunk of lung nearby. Those with some experience know the meat will attract some nasty creatures from downwind soon. The fact that it hasn't already means it's probably just a few hours old.

What actually happened here is that the Reapers stopped to set the land mine and fed one of their wounded to the hyped-up anouk.

It's What's For Dinner

Remember that nasty critter we said might show up soon? It's that time. And it's *really* nasty. Take a look at the cover of this book and you'll see what we're talking about.

Read the following when you're ready for some high action.

You're standing there looking at the disgusting mess when you see the oddest thing. The thick blood seems to be—moving. No wait, it's rippling. You glance over at your vehicle and see the mirrors vibrate a bit as well. That Bubbly Fizz cola you left on the dash is also rippling like...

...something big is coming! Fast!

Come on, Marshal. You've seen the movie. It's time for a little monstrous mayhem as one of the giant lizards the locals call a rex (yes, as in "tyrannosaurus rex") bears down on the scent of fresh meat.

This is a dangerous fight—particularly if your group is relatively new. It's not really intended for them to stand and fight the thing, though of course that's their choice. A better course of action is for the group to load up in their vehicles and move on—the rex will go to the meat if it isn't attacked. Of course, if one of their vehicles blew up, or if the heroes are smack in the middle of patching up a wounded companion, this may prove difficult. In that case they'll have to come up with a plan. Or maybe they've got a Really Big Gun.

At any rate, they first spot the rex coming from behind a small hill at about 50 yards distant. As soon as it sees the small group of humans, it rushes to the attack. This is a very aggressive "bull" male, with red skin and brilliant yellow stripes. If it can be defeated, its hide would probably bring a solid \$600 or more at the Temptation market.



Deadlands Profile: Rex

Corporeal: D:2d6, N:3d8, S:4d12+6, Q:3d8, V:2d12+4

Dodge 4d8, fightin': bite, claws 4d8

Mental: C:2d6, K:1d4, M:2d4, Sm:1d4, Sp:2d6
Search 3d6, trackin' 5d4

Wind: NA

Pace: 26

Size: 16

Terror: 7

Special Abilities:

Damage: Bite STR+2d8 (AP2)

Armor: The rex's leathery hide provides -4 light armor.

Smell: The rex has a highly developed sense of smell that grants it a +4 bonus to all *trackin'* rolls.

Swallow Whole: With a good attack roll, the rex can swallow a man-sized or smaller creature whole. If the creature gets 2 or more raises on an attack roll, it has swallowed its target. Once swallowed, the victim takes 2d6 massive damage each round. The only escape is to cause 20 points of damage with a cutting weapon, an explosive, or a shotgun.

D20 Profile: CR 8; Huge Beast; hp 171; Init +1 (+1 Dex); Spd 40 ft.; AC 14 (+1 Dex, -2 Size, +5 natural); Atk Bite +20 (5d8+13); AL N; SV Fort +15, Ref +12, Will +8; Str 28, Dex 12, Con 19, Int 2, Wis 15, Cha 10.

Skills and Feats: Listen +11, Spot +11

Special Qualities: Scent

Bounty

Discovering/avoiding the land mine: 1 white chip to the spotter and/or driver

Defeating the rex: 1 red chip to everyone in the fight

Chapter Three: Sweaty Harold

An hour or so later finds the heroes boogying on down the road, hot on the Reapers' trail. The storm seems to be ahead of them somewhat and is really starting to pick up. Mention this a few times as they travel so they have some clue this is coming.

Remember that Banshee gets its name from these howling winds, so emphasize the choking dust, the sand in their eyes, and how their vehicle sometimes feels like it's about to fly off the road with a sudden gust.

Twister

Another hour down the road and the party is almost to the finale. It's about this time they see the twister.

Uh oh. It's been building for a while, and now it's happened. The storm has let loose, stirring up a cloud of dust the size of a mountain. Even worse, you can occasionally see the dark contrails of something else within the storm—a twister! And it's hopping right down your bunny trail.

Let the heroes go into survival mode for a minute. The twister is to the group's left and rear and is tearing down the smooth dirt road as the path of least resistance.

Drivers can try to evade the approaching twister as it rips past with an Incredible (II) *drivin'* roll (DC 25). Success means the driver managed to get far enough away from the storm not to be sucked into it. Failure means the vehicle catches enough air to send it flying a dozen or so yards into the air. (No vehicles are actually picked up—we don't want to kill them all.) Vehicles suffer 5d10 damage in this case—heroes suffer 3d10, or 3d6 if they were wearing their seatbelts.

There's no need to seek shelter after that—the twister races on down the road and hits—well, read this nifty text to your heroes and you'll see.

The twister literally blows on past you and jumps over a small rise in the road. A heartbeat later, you see it's found a new sandbox to play in. A truck, a motorcycle, and at least a dozen people swirl up from behind the rise and spin rapidly into the funnel. You almost laugh when one of the flying victims fires his assault rifle wildly into the howling twister in a last act of vain defiance.

Fortunately, the twister keeps right on going and smashes into a bank of high hills where it disintegrates. As the dust clears, you can see it has scattered a large group of people and vehicles—Reapers!

You thank whatever power you worship for this stroke of luck and get ready to arrest any survivors.

The twister passes, leaving in its wake a scattered mess of Reapers, mostly dead or too wounded to fight back. Read the following when the heroes move forward.

Not a single Reaper vehicle remains upright. Bodies lie like rag dolls spilled from a toy store display. Those moving seem awfully slow. Hold on...the guy in blue is running pretty fast. Crunch! Not fast enough. A large, angry green chanouk emerges from behind a toppled van full of watermelons. It just snapped off the man in blue's upper torso, covering it in a disgusting spray of blood and bone.

Here's what else you see—a pickup truck with a smashed, makeshift cage on the back has overturned. Inside are a number of stunned and wounded people—likely captives the Reapers were keeping to feed their ravenous pet.

If the group doesn't act, the crazed chanouk bashes into the cage and starts eating the captives. This beast has a taste for human blood now, so a big can of Alpo just isn't going to satisfy it.

If the chanouk is harmed, it quickly charges at its attackers. Any surviving Reapers join in the fight as well—they know the penalty for murder on Banshee and have no interest in being taken alive.

Sweaty Harold

Now we come to the real troublemaker of this twisted tale—"Sweaty" Harold Wannamaker.

Harold is a Class A jerk. He spent his time working as a janitor at the Crosstown Zoo before it was destroyed. Even then, he was secretly cruel to the animals in his charge whenever he had the opportunity.

After the UN withdrawal, he joined the Reapers and became a murderous jerk. But even within the ranks of Banshee's Most Wanted, Harold was never going to amount to much.

Then he discovered blacklining and became a demented, psychopathic, addicted jerk. He also discovered he suddenly had several brand, spankin' new psychic abilities. One of them was the ability to control animals. He couldn't make Fido sit up and recite the Lord's Prayer, but he can direct a chanouk to throw

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its owner on the ground, bite his head off, and then sit back to play fetch.

He's been quietly practicing for a few months now, but his continuing blacklining is driving him over the brink of true jerkdom. His latest madness, as you might guess, has been to black up a chanouk and use it as his personal attack dog.

This is where the trouble *really* starts.

The rampaging anouk draws the most attention, but a character who makes an Onerous (7) *Cognition* roll (Spot DC 15) sees one small group of Reapers—Sweaty Harold and three others—working to overturn a beaten compact car.

Harold himself spares an occasional glance back at the heroes and the anouk, using the furious beast to keep the law from bearing down on the now-scattered Reapers. He isn't really interested in fighting though—he stays hunkered out of sight behind the debris if he and his Reapers are attacked. Note that only a conscious effort by the heroes to spot a "controller" of some sort is likely to detect Harold's mental link with the chanouk.

The rest of the fight depends on you, Marshal. If your posse is loaded for bear, a number of Reapers recover from the carnage and rush to attack.

Deadlands Profile: Sweaty Harold Wannamaker

Corporeal: D:2d6, N:2d6, S:2d6, Q:3d6, V:2d6
Climbin' 1d6, dodge 3d6, drivin': car 2d6,
fightin': brawlin', knife 2d6, shootin': pistol
4d6, sneak 3d6

Mental: C:3d6, K:2d6, M:2d6, Sm:2d6, Sp:2d6
Blastin' 3d6, guts 2d6, search 3d6, survival:

Great Wastes

Edges: None

Hindrances: Mean as a Rattler, Outlaw -3

Wind: 12

Pace: 6

Size: 6

Powers: Harold has a unique power more akin to a Reckoner-granted ability than an actual syker power. At will, he can establish a mental link with any one animal, and can control its emotions. The creature isn't a puppet, but it can be enraged, becalmed, or otherwise manipulated at will. Harold has a little trouble calming down the blacked-up chanouk however—what usually takes him a second or two takes nearly a full minute

with this beast once it's been wounded or tasted blood.

Gear: Harold carries an M-21 assault rifle and one frag grenade.

Description: These thugs are a mix of gunmen brought along to guard the caravan, drivers, and one of the two thieves (Stanley) who infiltrated Temptation and stole the load of ghost rock (for Harold, of course).

D20 Profile: CR 3; Medium-size Human; Class: Syk 3, hp 10; Init +0; Spd 30 ft.; AC 10, Atk Flechette gun +2 (2d8); AL NE; SV Fort +1, Ref +1, Will +4; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Blastin' +13, Climb +2, Spot +3, Survival +2; Automatic Weapons proficiency, Firearms proficiency, Point Blank Shot, Simple Weapons proficiency

Special Qualities: Harold has a permanent ability that allows him to cast *charm animal* on a single creature at will with no skill roll. He also has a mental link with the creature, and can control its emotions. The blacked-up chanouk takes a full minute to be calm once it's been wounded or tasted blood, however.

Possessions: Flechette gun, 2 reloads, 1 fragmentation grenade.

Deadlands Profile: Reapers

Corporeal: D:3d6, N:2d6, S:3d6, Q:2d6, V:3d6
Climbin' 3d6, dodge 2d6, drivin': car, tracked vehicle 2d6, fightin': brawlin', knife 3d6, shootin': pistol, rifle 4d6, sneak 2d6

Mental: C:3d6, K:2d6, M:2d6, Sm:2d6, Sp:1d6
Guts 2d6, language: English 2d6, search 3d6, survival: Great Wastes, Toxic Jungle 3d6

Edges: None

Hindrances: Outlaw -3

Wind: 12

Pace: 6

Size: 6

Gear: About two-thirds carry pistols such as the very common M-80 or M-92. The final third carry old Ak-47s or M-21 assault rifles.

Description: These thugs are a mix of gunmen brought along to guard the caravan, drivers, and one of the two thieves (Stanley) who infiltrated Temptation and stole the load of ghost rock (for Harold, of course).

D20 Profile: CR 1; Medium-size Human; Class: Wwr 1, hp 0; Init +0; Spd 30 ft.; AC 10, Atk M-

10 or M-21 +2; AL CE; SV Fort +2, Ref +2, Will +0; Str 10, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +2, Spot +3, Survival +3; Automatic Weapons proficiency, Firearms proficiency, Point Blank Shot, Simple Weapons proficiency, Weapon Focus (M-10 or M-21)

Special Qualities: None

Possessions: As above.

Bad Chanouk

Unless the heroes have some mystical power that allows them to calm animals, this big, bad critter will have to be put down. Hard.

The critter was an aggressive predator to being with. Now it's been severely overdosed on ghost juice and has a taste for human flesh.

It ignores any stun results and wound penalties, and turns instantly to attack the closest target or whoever harmed it last, in that order.

Deadlands Profile: Blacklined Chanouk

Corporeal: D:2d6, N:3d8, S:4d12+10, Q:3d12, V:2d12+2

Climbin' 4d8, dodge 4d8, fightin' 4d8, sneak 2d8

Mental: C:3d6, K:1d4, M:3d8, Sm:1d4, Sp:2d8
Guts 3d8, overawe 4d8, search 4d8

Wind: 40

Pace: 20

Size: 12

Terror: 5

Special Abilities:

Armor: The chanouk's tough hide gives it light armor of -4.

Blacked Up: This particular anouk ignores all stun results and wound penalties, and its Strength and Quickness have been raised.

Damage: Bite STR+1d8, Claws STR+1d6

Description: Chanouks look vaguely reptilian, but are in fact warm-blooded animals. Chanouks have four legs, each tipped with large claws and a flowing mane. A chanouk's mouth is filled with large fangs that inflict deeply penetrating wounds. And this one has been juiced up on ghost rock! The body has black snaked lines all over. The chanouk feels no pain and is immune to the effects of pain-modifiers.

D20 Profile: Blacklined Chanouk, CR2, Large Animal, HD 4d8+12; hp 54; Init +5 (+1 Dex, +4

blacklining); Spd 50 ft.; AC 14; Atk Bite +9 (1d8+8), Claws +9 (1d6+8); AL N; SV Fort +7, Ref +2, Will +0; Str 26, Dex 13, Con 19, Int 1, Wis 3, Cha 2.

Skills and Feats: Climb +8, Spot +4.

Special Qualities: The blacklined chanouk has a higher Strength, Initiative, and more hit points than usual.

Aftermath

A search of the debris finds most of the weapons and ammo from the Reapers and allied anouks (including the twistered dead ones). The hypo tranquilizer gun is still in working condition. The functioning vehicles are a pickup truck with spilled ghost rock, two fusion cab cargo crawlers (one belongs to the miners), and an all terrain van. A nice catch for the Ranger supply house.

Going Home

Traveling with the miners is slow. They insist on bringing back their cargo crawler and as many supplies as they were able to scrounge. They are incredibly grateful and accommodate the heroes as best they are able in other ways however. The heroes have a new set of allies in the area who are particularly resentful of the Reapers and their ilk.

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Back in Temptation, Debbie Dallas is downright proud of the party of thief chasers for bringing the rock back and taking out such a powerful foe.

Wrap up the adventure with the following speech from the ever-beautiful Debbi Dallas if you'd like:

"I hear you did all right out there. Especially considering our two little thieves turned out to be a caravan of Reapers, a twister, and a blacked up chanouk.

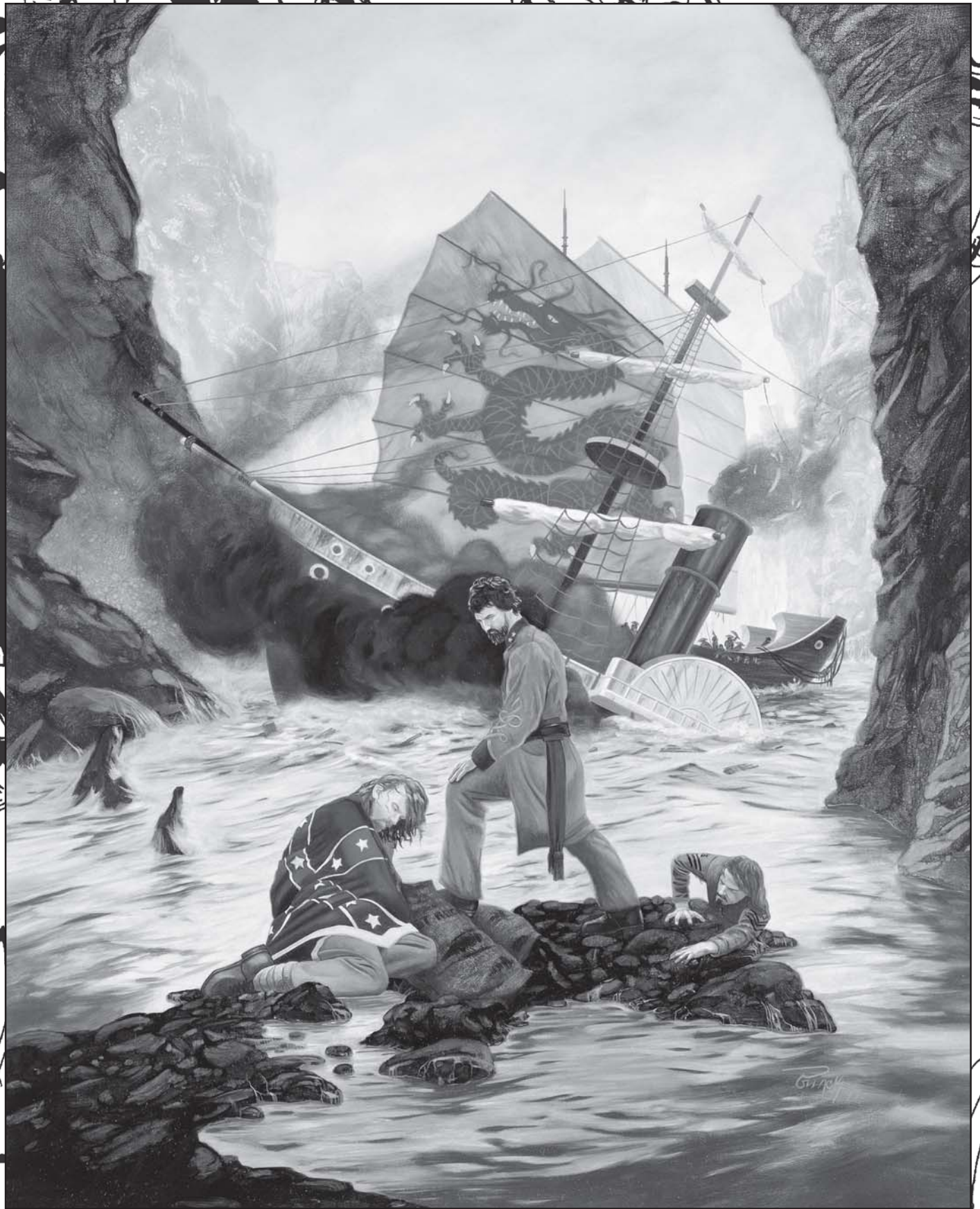
Here's your pay. Head on over to Flaming Mo's for a drink on me. If you're up for it, Ross has another job for you in the morning. He might excuse a bit of a hangover this once."

Bounty

Taking down the Reaper gang: One white chip per character

Saving the miners from the chanouk: One red chip per character







D20 CONVERSION: THE GREAT MAZE

By Mark Metzner, Eric Lee, Trevor Lee, and Scott Nethery

Howdy, and welcome to the first of many *Deadlands d20* conversion articles here in the *Epitaph!*

You tinhorns out there who found us through our *Deadlands d20* books are in for a real treat. This month, we take you to the Great Maze, with its hidden waterways, pirates, Chinese martial artists, and Maze Dragons! Not a place for those with sensitive bellies, that's for sure. This is even the home of Gomorra, where the *Deadlands Doomtown* collectible card game took place!

The material converted here is contained in *The Great Maze* boxed set, currently available through your local gaming store or directly from our website. You'll need it for all the descriptions. You'll find the D20 statistics of all the NPCs, monsters, powers, and other goodies right here! So grab *The Great Maze* and join us in one of the most exciting and dangerous areas in the *Deadlands* world!

The rest of this chapter is intended for Marshals only. That means all you other folks had better skedaddle along. Knowing what's what takes the fun out of *Deadlands* and ruins the surprises, so vamoose before you see any of the really creepy stuff!

Target Numbers

Before we dig into the nitty or the gritty, let's lay down one quick ground rule. *Deadlands* classic uses a series of Target Numbers to determine the success or failure of an action. This is just like the DC in d20. Here's a simple conversion chart to refer to when playing converted *Deadlands* products, including the adventure *Pass the Salt* from *The Great Maze*.

TN	3	5	7	9	11	13
DC	5	10	15	20	25	30

Monsters

On the following pages are D20 statistics for the monsters and other abominations of the Great Maze area.

You'll find a whole passel more in our companion books, *Horrors of the Weird West* and *Horrors of the Wasted West*.



Obviously, we've had to make a choice as to what level certain characters are, so the Marshal may need to make some adjustments to increase or decrease a foe's power level to better match that of his player characters.

Archeron Bay Monster (pg.99)

Huge Plant
Hit Dice: 4D8+2 (26 hp/ tentacle)
Initiative: +1 (Dex)
Speed: Swim 30ft.
AC: 18 (Size -2, Dex +1, Natural +6)
Attacks: Tentacle Slap +9, Grapple +15
Damage: Slap 1d4+4, Grapple Special
Face/Reach: 5ft. by 5ft./ (20ft)
Special Attacks: Constrict 1d4+4
Special Qualities: Blindsight
Saves: Fort +6, Ref +2, Will +1
Abilities: Str 19, Dex 12, Con 15, Int 5, Wis 11, Cha 5

Skills: Swim +8
Feats: None
Climate/Terrain: Acheron Bay
Organization: Patch (1-12)
Challenge Rating: 4
Treasure: None
Alignment: Neutral Evil
Advancement: 5-8 HD (Gargantuan), 9-12 (Colossal)

Combat

The strands slap vehicles if the passengers outnumber them. Otherwise they make immediate attempts at random passengers they can reach. Once successfully grappled, a creature constricts its victim and pulls it underwater in 1d4 rounds. Note that reducing a strand to 0 hp doesn't really kill it (most of it is below water anyway) so much as discourage it.

Bloody Ones (pg.123)

See page 153 of the *Deadlands d20* rule book for details.

Chinese Ogre (pg.123)

See entry for Ogre and Ogre Mage in the *Monster Manual*®.

Channel Chompers (pg.124)

Medium-Size Humanoid (Aquatic)
Hit Dice: 2d8 (9 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 30 ft., swim 60 ft.
AC: 15 (+1 Dex, +5 Natural)
Attacks: Bite +1, 2 Claws +1
Damage: Claw 1d4, Bite 1d4
Special Attacks: Poisonous Claws
Special Qualities: Amphibious, Blindsight
Saves: Fort +3, Ref +1, Will +0
Abilities: Str 10, Dex 13, Con 10, Int 6, Wis 10, Cha 7
Skills: Listen +2, Spot +2
Feats: Improved Initiative
Climate/Terrain: Aquatic
Organization: Raiding Party (5-8)
Challenge Rating: 2
Treasure: Standard
Alignment: Always Chaotic Evil
Advancement: As Humanoid

Combat

Poison (Ex): The channel chomper's poison is a strange natural toxin which places a victim into a catatonic state, while imparting the ability to survive the extreme conditions of the deeps of the Pacific Ocean. Victims may make a Fortitude saving throw to avoid its affects. The poison's effect lasts for 7 -10 days.

Crying Ghost (pg.125)

Medium-size Undead (Incorporeal)

Hit Dice: 5d12 (33 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft.

AC: 16 (+2 Dex, +4 Deflection)

Attacks: none

Damage: none

Special Attacks: Fear, Deadly Hair, Spirit Extinction

Special Qualities: Incorporeal, Nocturnal, Vulnerable to Holy Powers

Saves: Fort +1, Ref +2, Will +6

Abilities: Str -, Dex 14, Con -, Int 10, Wis 14, Cha 18

Skills: Bluff +12, Diplomacy +12, Hide +9, Perform (Any 2) +9

Feats: Improved Initiative, Multiattack

Climate/Terrain: Any Land

Challenge Rating: 4

Alignment: Always Chaotic Evil

Advancement: 6-15 HD (Medium size)

Combat

Fear (Su): Anyone catching sight of a crying ghost must make a DC19 fear check.

Deadly Hair (Sp): A crying ghost can control her long hair and use it as a weapon. She can engage up to four opponents per action with her hair, even if they're up to 15 yards away. Her first attack each round is at her full attack bonus of +3; subsequent attacks are at +1 each. If she hits, she deals 2d6 damage, and begins to constrict the victim in subsequent rounds, adding 1d6 to the previous round's damage, to a maximum of 5d6. The only means of escape is to cut the crying ghost's hair with an enchanted edged weapon; this requires an attack roll against AC 12, which does at least 11 points of damage.

Incorporeal (Su): Only hexes and enchanted or consecrated weapons affect a crying ghost. Exorcism is effective when cast on the ghost or her anchor (usually a place of beauty in the wilderness).

Great Maze Conversion 53

Vulnerable to Holy Powers: A crying ghost can't enter an area that has been *sanctified*, no matter what.

Spirit Extinction (Su): A character killed by a crying ghost is D-E-A-D. No returning as a Harrowed, a ghost, or even a housefly. His soul has been eaten, end of story.

Faminite (pg.126)

Template

A Faminite is an unfortunate soul who has been infected by an infernal plague, which originated from a Chinese hunger spirit that found its way across the Pacific onto the shores of shattered California.

Faminite is a template that can be added to any human (hereafter, the "character"). Faminites are all unnaturally lean, almost skeletal in appearance, with eyes full of tortured hunger.

Hit Dice: As character's, reduced to the next lower die type, down to d4. Faminites are perpetually starved and lean, bereft of the mass necessary to maintain a normal hit point total.

Speed: Same as character.

AC: As character.

Attacks: Bite, 2 Claw, at the character's attack bonus with modifiers.

Damage: 1d4 Bite, 1d4 Claw, plus character's Strength bonus.

Special Attacks: Infection (Su). Anyone who suffers even 1 hp of damage from a Faminite's bite or claw attacks joins their ranks in 24 hours, gaining the Faminite Template and becoming an NPC. The character becomes thinner and hungrier over the course of the transformation. The miracle *lay on hands* can stop the disease. A critical failure on the roll for the miracle means the blessed contracts the infection.

Special Qualities: none.

Saves: As character.

Abilities: As character.

Skills: As character.

Feats: As character.

Climate/Terrain: Great Maze, but spreading fast!

Organization: Team (5-8). Faminites band together to increase their chances of acquiring food.



Challenge Rating: As character.
Alignment: Always Chaotic Evil
Advancement: As character.

Gyonshee: (pg.127)

Medium-size Undead
Hit Dice: 7d12 (45 hp)
Initiative: -2 (Dex)
Speed: 30 ft.
AC: 14 (-2 Dex, +6 Natural)
Attacks: 2 Claws +4
Damage: 1d4+1
Special Attacks: Infection
Special Qualities: Undead
Saves: Fort+2, Ref+0, Will+2
Abilities: Str 12, Dex 7, Con —, Int 3, Wis 3,
 Cha 3
Skills: Intimidate +5, Jump +3
Feats: Iron Will

Climate/Terrain: Any land
Organization: Solitary
Challenge Rating: 4
Treasure: none
Alignment: Always Chaotic Evil
Advancement: 8-21 HD (Medium-size)

Combat

Infection (Su): Anyone wounded by a hopping vampire transforms into a hopping vampire in 2d4 days, unless cured by the use of the *Chinese Folk Medicine* skill. The DC is 13 for someone who is Chinese or well versed in Chinese lore.

Hoodoo (pg.127)

Large Elemental (Earth)
Hit Dice: 8d8+32 (68 hp)
Initiative: -2 (Dex)
Speed: 20 ft.
AC: 17 (-1 Size, -2 Dex, +10 natural)
Attacks: Slam +12/+7
Damage: 2d8+10
Facing: 5 ft. by 5 ft./10 ft.
Special Attacks: none

Special Qualities: Elemental, Damage Reduction 10/+1

Saves: Fort +10, Ref +0, Will -2
Abilities: Str 24, Dex 6, Con 18, Int 3, Wis 3,
 Cha 3

Skills: Spot +2

Feats: Power Attack

Climate/Terrain: Any Land

Organization: Solitary or Group (2-4)

Challenge Rating: 6

Treasure: none

Alignment: Usually Neutral

Advancement: 9-16 HD (Huge)

Combat

Vulnerability to Water: Hoodoo cannot swim, but they sink pretty damn well. Also, a hoodoo immersed in water for at least 5 minutes begins to dissolve into a goey, viscous mess, taking one point of damage to Str and Con for each 5 minutes fully immersed. At Con 0, the hoodoo is as dead as a reeking pile of mud gets.

The Hunger Spirit: (pg.120)

Tiny Aberration
Hit Dice: 11d8 (50 hp)
Initiative: +4 (Improved Initiative)
Speed: 30 ft
AC: 10 for body, 12 for hunger spirit
Attacks: Unarmed +12/+7
Damage: Unarmed 1d3+4
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Induce Hunger
Special Qualities: Aberration
Saves: Fort +7, Ref +3, Will +8
Abilities: Str 19, Dex 10, Con 10, Int 14, Wis 13, Cha 17
Skills: Intimidate +19, Listen +10, Move Silently +9, Search +11, Speak Cantonese +8, Speak English +8, Spot +10
Feats: Alertness, Improved Critical (unarmed), Improved Initiative, Improved Unarmed Strike, Skill Focus (Intimidate)
Climate/Terrain: Ruined ship
Organization: Solitary
Challenge Rating: 10
Treasure: Standard
Alignment: Chaotic Evil
Advancement: None
Coup: Harrowed may make healing rolls without eating, at a -2 circumstance penalty.

Combat

Induce Hunger (Su): Opposed intimidate rolls for all in 50 yards, at the start of each round. Those who fail take difference in rolls in subdual damage. Those who fall to 0 hp become Faminites.

The Hungry Ghost (pg.110)

See the entry for the Crying Ghost later in this chapter, but add the supernatural attack of Madness.

Madness: As an attack, the hungry ghost can reveal herself as how she was after being trampled to death. The target must make a Will Save at DC 20, or suffer the effects of madness as found on page 116 of the Deadlands d20 Dementia table.

Sharks (pg.98)

See the *Monster Manual*®

Tomb Guardian (pg.128)

Small-size Construct
Hit Dice: 1d10 (6 hp)
Initiative: +0
Speed: 20 ft.
AC: 15 (+1 Size, +4 Natural)
Attacks: Gore, or any Small- or Medium-size weapon
Damage: Antlers 1d4, or as weapon
Face/Reach: 5 ft. by 5ft./5 ft.
Special Attacks: none
Special Qualities: Construct
Saves: Fort +0, Ref +1, Will -4
Abilities: Str 10, Dex 13, Con -, Int 3, Wis 3, Cha 3
Climate/Terrain: Any land and underground
Organization: Pair (2), Gang (2-5), or Pack (5-20)
Challenge Rating: 1
Alignment: Always Neutral
Advancement: 4-6 HD (Small)

Van Horn's Ghost (pg.100)

Medium Incorporeal Undead Aristocrat
Hit Dice: 7d12 (46 hp)
Initiative: +5 (Dex, Improved initiative)
Speed: 30ft., Fly 30 ft.
AC: 11 (Dex +1; or 14 Dex +1, Deflection +3)
Attacks: None
Damage: None
Special Attacks: Telekinesis
Special Qualities: Incorporeal, Invisibility (as per spell), Undead, Rejuvenation, +4 Turn resistance, Continual light (as per spell)
Saves: Fort +2, Ref +3, Will +7
Abilities: Str -, Dex 12, Con -, Int 14, Wis 14, Cha 17
Skills: Intimidate +10, Innuendo +13, diplomacy +5, knowledge (engineering) +12, knowledge (nature) +10, listen +14, navigation sense motive +12, spot +14
Feats: Alertness, Dodge, Improved Initiative, Iron Will
Climate/Terrain: Van Horn's Lighthouse
Organization: Solitary
Challenge Rating: 8
Treasure: Standard

Alignment: Chaotic Good
Advancement: As Aristocrat

Combat

Van Horn can make unarmed attacks against ethereal creatures. Against mortals, he uses his telekinesis (as a 12th level sorcerer) to fling the debris in his lighthouse at them, typically doing 1d6 damage per hit. If "destroyed," Van Horn re-materializes 2d4 days later, automatically. His existence ends permanently only by the exorcism spell (which he resists violently), or if someone he helped through the Maze comes to thank him and leaves payment.

Young Maze Dragon (pg.101)

Large Dragon

Hit Dice: 6D12 (60 hp)

Initiative: +1 (Dex)

Speed: 20 ft., swim 30 ft.

AC: 13 (-4 Size, +1 Dex, +6 Natural)

Attacks: Bite +10 melee, 2 Claws +5 melee

Damage: Bite 4d4+4, Claw 1d10

Face/Reach: 10ft. by 40ft./10 ft)

Special Attacks: None

Special Qualities: Scent

Saves: Fort +7, Ref +6, Will +1

Abilities: Str 19, Dex 12, Con 15, Int 13, Wis 3, Cha 12

Skills: Hide +4, Intimidate +7, Intuit Direction +5, Listen +9, Search +7, Spot +5

Feats: Alertness, Blind Fighting

Climate/Terrain: Aquatic (Great Maze)

Challenge Rating: 5

Treasure: None

Advancement: Young Maze Dragons become Full Maze Dragons at 12 HD. See entry for Maze Dragon in *Deadlands d20*, page 187, for these monstrous creatures.

Combat

Young Maze Dragons are little more than roving appetites. Although intelligent, they lack the cunning of adults. Their attacks are straight forward, no-holds-barred viciousness.

Non Player Characters

Now we turn our attention to the nonplayer characters who populate this dangerous region. As you might have guessed, we've determined what these characters levels are. The Marshal may need to adjust them up or down depending on the average character level of his party.

The Angel of Death: (pg.118): Black Magician 16; CR 16; Medium-sized Harrowed; HD 16d6; hp 72; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30; AC 13 (+3 Dex); Atk +14/+9/+4; AL CE; SV Fort +10, Ref +8, Will +10; Str 15, Dex 16, Con 11, Int 12, Wis 16, Cha 15.

Skills and Feats: Black Magic +20, Concentration +15, Decipher Script +13, Intimidate +22, Move Silently +20, Search +7, Speak Language: English +7, Spellcraft +6, Wilderness Lore +9; Brave, Extra Spell Points, Improved Initiative, Level Headed, Quick Draw, The Stare, Track.

Harrowed Powers: Cat Eyes, Soul Eater, Supernatural Trait (Str), Supernatural Trait (Dex) three more chosen by Marshal.

Spells: 32 (Marshal's choice)

Spell Points: 304

Possessions: Buntline Special, box of 50 .45 shells

Ao-Sang Leung: (pg.113): Mar10/Bls10; CR 18; Medium-size Human; HD 10d8+10d6+20; hp 125; Init +6 (+2 Dex, +4 Improved Initiative); Spd 60 ft.; AC 14 (+2 Dex, +2 Wis); Atk +12/+7 melee, +14/+9 ranged, +7/+4/+1 unarmed; Dmg 1d10 Unarmed; AL LG; SV Fort +12, Ref +10, Will +14; Str 11, Dex 15, Con 13, Int 10, Wis 16, Cha 10.

Skills and Feats: Chinese Traditional Medicine +6, Concentration +7, Faith +10, Knowledge (Buddhism) +4, Language-Cantonese 6, Language-English 6, Meditation +10, Sense Motive +10, Tumble +7; Brave, Combat Casting, Extra Turning, Improved Casting, Level Headed, Improved Critical (Unarmed), Improved Initiative, Renown (White Hat).

Ch'i Powers: Closing the Gate, Monkey Goes to the Mountain, Palm of Prevention, Righteous Reversal, 6 more chosen by Marshal.

Ch'iPoints: 190

Miracles: Aid, Armor of Righteousness, Augury, Bless, Commune, Continual Flame, Cure Critical Wounds, Cure Light Wounds, Cure Minor Wounds, Cure Moderate Wounds, Cure Serious Wounds, Dispel Magic, Divination, Divine Favor, Divine Power, Endure

Elements, Flame Strike, Lesser Restoration, Neutralize Poison, Obscuring Mist, Perseverance, Shield of Faith.

Gifts: Guardian Angel, Magic Resistant.

Divine Intervention: 2

Special Abilities: Uses Shaolin Temple Style (vulnerable to Monkey Style).

Big Ears Tam: (pg.107): Martial Artist 10: CR 10; Medium-sized Human; HD 10D6+XX; hp 50; Init +4; Spd 30 ft.; AC 12 (+1 Dex, +1 Wis) ; Atk (+7/+2); AL N; SV Fort + 7, Ref +8, Will +8; Str 10, Dex 13, Con 10, Int 16, Wis 12, Cha 15.

Skills and Feats: Balance +5, Bluff +4, Concentration +6, Diplomacy +14, Gather Information +5, Gamblin +5, Hide +9, Intimidate +9, Knowledge +5, Language (Cantonese) +16, Language (Mandarin) +16, Listen +8, Meditation +14, Move Silently +5, Persuasion +7, Spot +5; Renown (Black Hat), Leadership, Dinero, Improved Initiative, Improved Unarmed Strike.

Special Abilities: Tai Ch'i (vulnerable to Drunken)

Ch'iPoints: 130

Big Pul AND Little Pul: (pg.110): Black Magician 8: CR 8; Medium-size Human; HD 8d6+16; hp 36; Init +2 (Dex); Spd 30; AC 12 (+2 Dex); Atk +9/+4; AL NE; SV Fort +6, Ref +4, Will +5; Str 16, Dex 14, Con 11, Int 16, Wis 13, Cha 10.

Skills and Feats: Black Magic +14, Concentration +11, Decipher Script +14, Heal +6, Intimidate +5, Knowledge: Occult +10, Search +8, Spellcraft +11, Wilderness Lore +6; Brave, Extra Spell Points, Track.

Spells: 16 (Marshal's choice)

Spell Points: 48

Possessions: Bow and arrows, two tomahawks.

Born In A Bowl: (pg.114): Shaman 13: CR 13; Medium-size Human; HD 13d6; hp 60; Init +0; Spd 30; AC 10; Atk +5/+0; AL CG; SV Fort +4, Ref +4, Will +9; Str 9, Dex 10, Con 10, Int 14, Wis 13, Cha 16.

Skills and Feats: Bluff +7, Concentration +14, Diplomacy +9, Indian Sign Language +6, Intuit Direction +5, Knowledge: Great Maze +8, Heal +7, Ride +5, Ritual +18, Sense Motive +5, Speak Language: Lusieno +8, English +6, Necessity Talk +6, Spellcraft +8, Spot +6, Tale Telling +7, Wilderness Lore +7; Brave, Extra Spell Points, Improved Casting, Leadership, Maximize Spell, Track.

Special Abilities: Guardian Spirit - Eagle, Nature Sense, Vision Quest, View Hunting Hunting Grounds.

Spells: 26 (Marshal's choice)

Spell Points: 187

Great Maze Conversion 57

Possessions: Medicine bag, bow and quiver with 20 arrows.

DeCarlo, Caroline: (pg.5, *Pass the Salt*): Gunslinger 3: CR 3; Medium-sized Human; HD 3D8+0; hp 18; Init +0; Spd 30 ft.; AC 9; Atk (+1/+0); AL NE; SV Fort + 0, Ref +1, Will +2; Str 8, Dex 13, Con 11, Int 13, Wis 14, Cha 18.

Skills and Feats: Bluff +5, Knowledge (Local) +2, Listen +2, Move Silently +2, Sense Motive +5, Spot +5; Brave, Dodge, Quick Draw, Simple Weapons Proficiency (Firearms and Knives).

Special Qualities: Cannibal

Possessions: Colt Peace Maker

Fears No Owls: (pg.115): Shaman 10: CR 10; Medium-size Human; HD 10d6; hp 45; Init +1 (+1 Dex); Spd 30; AC 11 (+1 Dex); Atk +5; AL CG; SV Fort +4, Ref +4, Will +8; Str 10, Dex 12, Con 10, Int 12, Wis 13, Cha 7.

Skills and Feats: Concentration +13, Diplomacy +6, Heal +5, Indian Sign Language +4, Ritual +11, Search +4, Sleight of Hand +4, Speak Language: Cantonese +7, English +6, Necessity Talk +6, Spot +4, Tale Telling +3, Wilderness Lore +5; Alertness, Brave, Leadership, Improved Casting, Extra Spell points.

Special Abilities: Guardian Spirit - Turtle, Nature Sense, Vision Quest.

Spells: 20 (Marshal's Choice)

Spell Points: 145

Possessions: Bow and quiver with 20 arrows, medicine bag.

Goldnose Slim: (pg.102): Expert (NPC) 3; CR 1; Medium-sized Human; HD 3d6+3; hp 17; Init +0; Spd 30 ft.; AC 10; Atk (+1 melee, +2 ranged); AL CN; SV Fort +2, Ref +1, Will +5; Str 8, Dex 10, Con 13, Int 15, Wis 14, Cha 16.

Skills and Feats: Appraise +8, Climb +5, Knowledge (Local: Great Maze) +8, Knowledge (Philosophy) +8, Knowledge (Russian Literature) +8, Language: Russian +8, Profession (Mining) +8, Search +8, Spot +8; Dodge, Martial Weapon Proficiency (Rapier), Dinero.

Possessions: Colt Peacemaker, Ornate rapier.

Guardian Angel, Typical: (pg.118)
Found on page 153 of the *Deadlands d20* sourcebook. Some Guardian Angel flights are

accompanied by black magic-wielding leaders, listed as Avenging Angels on the same page.

Hao-T'e Zu, The Mad Monk: (pg.113):

Martial Artist 10/ Black Magician 10: CR 20; Medium-size Human; HD 10d8+10d6+60; hp 162; Init +7 (+3 Dex, +4 Improved Initiative); Spd 60; AC 15 (+3 Dex, +2 Wis); Atk +15/+10/+5; AL LE; SV Fort +15, Ref +10, Will +14; Str 20, Dex 16, Con 16, Int 10, Wis 19, Cha 10.

Skills and Feats: Black Magic +17, Concentration +11, Knowledge: Occult +4, Spellcraft +6, Meditation +14, Tumble +7, Climb +7, Move Silently +7, Area Knowledge: Chinese Hell +5, Speak Language: Cantonese +4, Demonic +6, English +2, Intimidate +5, Ridicule +4; Brave, Combat Casting, Dodge, Improved Casting, Improved Critical (unarmed), Improved Initiative, Quick Draw.

Ch'i Powers: Closing the Gate, Fangs of the Serpent, Venom Punch, Mantis Punch, Monkey Goes to the Mountain, Seize the Pearl of Death, 4 more chosen by Marshal.

Ch'iPoints: 230

Special Abilities: Tan Tui (vulnerable to Shaiu Chiao)

Spells: 20 (Marshal's choice)

Spell Points: 100

Kelly, Harmon: (pg.6, *Pass the Salt*): Expert 3: CR 3; Medium-sized Human; HD 3D6+0; hp 14; Init +0; Spd 30 ft.; AC 9; Atk (+2/+0); AL LG; SV Fort +1, Ref +2, Will +5; Str 11, Dex 12, Con 11, Int 15, Wis 15, Cha 12.

Skills and Feats: Bluff +6, Drive +6, Knowledge (local) +6, Language (English) +6, Listen +6, Profession (Mechanic) +6, Search +6, Spot +6, Swim +6, Tinkerin +6; Brave, Nerves o' Steel, Simple Weapon Proficiency

Possessions: Tool Kit, Colt Old-Line pistol

Kent, HJ.: (pg.102): Hck 5: CR 5; Medium-size Human; HD 5d6+5; hp 25; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30; AC 13 (+3 Dex); Atk +5; AL LE; SV Fort +2, Ref +7, Will +6; Str 14, Dex 16, Con 12, Int 16, Wis 14, Cha 10.

Skills and Feats: Appraise +7, Bluff +8, Concentration +6, Decipher Script +11, Hexslingin' +11, Knowledge: Occult +8, Listen +6, Profession +7, Sense Motive +7, Slight Of Hand +7, Spellcraft +7, Spot +8; Alertness, Brave, Improved Initiative.

Special Abilities: Old Hand 2

Spells: 10 (Marshal's choice)

Spell Points: 48

Possessions: Derringer, box of 50 .44 shells, Hoyle's Book of Games, playing cards.

King of the Horizon: (pg.111): Martial Artist 8: CR 8; Medium-size Human; Mar 9; HD 9d8; hp 54; Init +6 (+2 Dex, +4 Improved Initiative); Spd 60 ft.; AC 16 (+2 Dex, +4 Wis); Atk +9/+4 melee, +8/+3 ranged, +9/+6 unarmed; Dmg 1d6-4d6 shotgun, 1d10+3 unarmed; AL CE; SV Fort +6, Ref +8, Will +10; Str 17, Dex 14, Con 11, Int 10, Wis 18, Cha 10.

Skills and Feats: Ch'i +16, Intimidate +6, Language-Cantonese +6, Language-English +6, Tumble +6; Brave, Firearms, Improved Initiative, Improved Critical (unarmed), Leadership.

Ch'i Powers: Flying Guillotine, Hell's Thunderclap, Monkey Goes to the Mountain, Seize the Pearl of Death, Ten Foot Punch, 4 more chosen by Marshal.

Ch'iPoints: 176

Special Abilities: Mantis Style (vulnerable to Shuai Chiao)

Possessions: Shotgun, flying guillotine.

Long-Haired Tony: (pg.107): Gunslinger 8: CR 8; Medium-size Human; Gns 8; HD 8d8+8; hp 56; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+3 Dex); Atk +8/+3 melee, +11/+6 ranged (+12/+7 Pistol); Dmg 2d6+1 Pistol (2d6+3 within 30 ft); AL LN; SV Fort +5, Ref +9, Will +0; Str 11, Dex 16, Con 12, Int 15, Wis 7, Cha 12.

Skills and Feats: Gather Information +4, Intimidate +6, Knowledge (Shan Fan) +7, Language-Cantonese +8, Language-English +8, Ride +7, Search +5, Speed Load +14, Spot +7; Dead Eye, Firearms, Improved Critical (Pistol), Improved Initiative, Quick Draw, The Stare, Weapon Focus (Pistol), Weapon Specialization (Pistol).

Special Abilities: Greased Lightnin' +4

Possessions: Sheriff's Badge, Colt Peacemaker, several spare cylinders.

Mariposa Lil: (pg.102): Gunslinger 6: CR 6; Medium-sized Human; HD 6DX+8; hp 30; Init +4; Spd 30 ft.; AC 8; Atk (+6/+1); AL NE; SV Fort +4, Ref +7, Will +2; Str 10, Dex 14, Con 12, Int 14, Wis 10, Cha 10.

Skills and Feats: Bluff +5, Gamblin +7, Gun Play +11, Hold Out +9, Intimidate +7, Knowledge (Local) +7, Profession +11, Ride +7, Ridicule +7, Sense Motive +6, Speed Load +11, Spot +5; Deadeye, Fire Arm Proficiency:Pistol and Shotgun, Greased Lightning, Grim Servant O' Death, Improved Initiative

Mu-T'ou Kwan: (pg.109): Rowdy 5: CR 5; Medium-size Human; HD 5d10; hp 38; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30; AC 12;

Atk +7; AL LE; SV Fort +4, Ref +3, Will +3; Str 15, Dex 14, Con 11, Int 8, Wis 10, Cha 16.

Skills and Feats: Intimidate +6, Holdout +4, Speak Language: Cantonese +6, English +3; Automatic Weapon Proficiency, Brave, Combat Reflexes, Improved Initiative, Leadership.

Special Abilities: Thick Skin

Possessions: Colt Frontier, box of 50 .41 shells, Spencer Carbine rifle, box of 50 .56 shells.

Norton, Emperor Joshua A.: (pg.109): Aristocrat 3; CR 3; Medium-sized Human; HD 3D8+0; hp 15; Init +0; Spd 30 ft.; AC 10; Atk (+2/+0); AL NG; SV Fort +0, Ref +0, Will +3; Str 10, Dex 8, Con 8, Int 13, Wis 10, Cha 8.

Skills and Feats: Diplomacy +5, Gather Information +3, Knowledge (Local) +7, Language (Native) +7, Listen +4, Ride +1, Sense Motive +6; Alertness, Run, Skill Focus (Diplomacy).

Papa Rattlesnake: (pg.115): Black Magician 14; CR 14; Medium-size Human; HD 14d6; hp 63; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30; AC 11(+1 Dex); Atk +11/+6; AL CE; SV Fort +9, Ref +6, Will +8; Str 12, Dex 13, Con 11, Int 12, Wis 14, Cha 14.

Skills and Feats: Alchemy +5, Black Magic +18, Concentration +18, Decipher Script +14, Heal +6, Intimidate +9, Knowledge: Occult +6, Ridicule +4, Search +6, Sense Motive +6, Speak Language: English +4, Necessity Talk +5, Serrano +7, Spanish +5; Alertness, Brave, Combat Casting, Leadership, Extra Spell Points, Improved Initiative.

Spells: 28 (Marshal's Choice)

Spell Points: 224

Possessions: Scattergun, box of 50 shotgun shells, hunting knife.

Pirate, Typical: (pg.112)

See page 155 of the Deadlands d20 sourcebook for more details.

Rabid Rance Hitchcock: (pg.102): Rowdy 8; CR 8; Medium-size Human; HD 8d10+24; hp 84; Init +3 (Dex); Spd 30; AC 13 (+3 Dex); Atk +11/+6; AL NE; SV Fort +9, Ref +5, Will +3; Str 16, Dex 16, Con 16, Int 9, Wis 9, Cha 12.

Skills and Feats: Drive +4, Intimidate +5, Knowledge: Great Maze +3, Spot +1; Alertness, Brave, Endurance, Fannin, Point Blank Shot, Rapid Shot, Renown.

Special Abilities: Thick Skin

Possessions: Colt Thunderer, box of 50 .44 shells, knife.

Rat-Skinner Hou: (pg.108): Martial Artist 9; CR 9; Medium-size Human; Mar 9; HD 9d8+18;

hp 72; Init +3 (Dex); Spd 50 ft.; AC 13 (+3 Dex); Atk +9/+4 melee or ranged, +9/+6 unarmed; Dmg 2d6+1 (Pistol), 1d10+3 unarmed; AL LE; SV Fort +8, Ref +9, Will +6; Str 17, Dex 16, Con 14, Int 10, Wis 11, Cha 13.

Skills and Feats: Ch'i +12, Gather Information +4, Intimidate +5, Language-Cantonese +6, Language-English +4, Speed Load +7; Brave, Dinero, Firearms, Leadership, Renown (Black Hat).

Ch'i Powers: Closing the Gate, Thunder Strums the Pipa, Wind Blows Over the Earth, 6 more chosen by Marshal.

Ch'i Points: 99

Special Abilities: Shuai Chiao Style (vulnerable to Wing Chun).

Possessions: Colt Peacemaker, several spare cylinders.

Red Petals Su: (pg.112): Martial Artist 16; CR 16; Medium-size Human; HD 16d8+32; hp 128; Init +4 (+4 Improved Initiative); Spd 80; AC 15 (+2 Dex, +3 Wis); Atk +13/+8/+3 Unarmed +13/+10/+7/+4; AL CE; SV Fort +12, Ref +12, Will +11; Str 12, Dex 15, Con 14, Int 12, Wis 11, Cha 10.

Skills and Feats: Balance +6, Bluff +4, Climb +4, Intimidate +6, Listen +5, Meditation +16, Ride +4, Speak: Cantonese +6, English +4, Spot +3, Traditional Chinese Medicine +4, Wilderness Lore +3, Tumble +4; Brave, Firearm Proficiency, Improved Initiative, Leadership, Tracking, Quick Draw, Dodge.

Ch'i Powers: Crane Guides the Arrow, Closing the Gate, Flying Claw, Righteous Reversal, Weapons of Opportunity, 11 more.

Ch'i Points: 176

Special Abilities: Eagle Claw (vulnerable to Tai Ch'i)

Possessions: Colt Peacemaker, box of 50 .45 shells, Quick draw holster.

Shocks With A Fan: (pg.115): Shaman 7; CR 7; Medium-size Human; HD 7d6+7; hp 37; Init +0; Spd 30; AC 10; Atk +4; AL CG; SV Fort +3, Ref +3, Will +8; Str 13, Dex 11, Con 12, Int 14, Wis 16, Cha 15.

Skills and Feats: Bluff +5, Concentration +11, Diplomacy +8, Indian Sign Language +8, Ritual +12, Ridicule +5, Sense Motive +9, Speak Language: Maidu +8, Cantonese +5, English +5, Spellcraft +5, Spot +6, Tale Telling +5; Brave, Leadership, Improved Casting, Extend Spell.

Special Abilities: Guardian Spirit - Coyote, Vision Quest.

Spells: 14 (Marshal's Choice)

Spell points: 133

Possessions: Bow and quiver with 20 arrows, medicine bag.

Suitcase Lee: (pg.108): Martial Artist 5: CR 5; Medium-size Human; Mar 5; HD 5d8; hp 30; Init +2 (Dex); Spd 40 ft.; AC 13 (+2 Dex, +1 Wis); Atk +7 melee and unarmed, +5 ranged; Dmg 1d8+4 unarmed; AL LG; SV Fort +4, Ref +6, Will +5; Str 18, Dex 16, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Ch'i +9, Diplomacy +5, Knowledge (New Tomorrow) +4, Language-Cantonese +6, Language +6; Brave, Dodge, Martial Weapon (Long bow).

Ch'i Powers: Abundance of Pecking Birds, Closing the Gate, Crane Steals the Arrow, Step Back to Ward Off Monkey, Weapon of Opportunity.

Ch'iPoints: 65

Special Abilities: Wing Chun Style (vulnerable to Tan Tui).

Possessions: Long bow, arrows.

Tai-Shou Ch'UAN: (pg.108): Martial Artist 5: CR 5; Medium-sized Human; HD 5D6+2; hp 40; Init +0; Spd 30 ft.; AC 13 (+1 Dex, +2 Wis); Atk (+3/+0); AL Chaotic Good; SV Fort +6, Ref +5, Will +6; Str 16, Dex 13, Con 14, Int 10, Wis 15, Cha 10.

Skills and Feats: Language (Cantonese) +5, Language (English) +5, Intimidate +5, Tale Tellin +5; Brave, Leadership, Martial Weapon Proficiency (Bow).

Ch'iPowers: Closing the Gate, Seize the Pearl of Death, Step Back to Ward Off Monkey, River Flows Uphill.

Ch'iPoints: 85

Special Abilities: Martial Artist Style: Wing Chun (vulnerable to Tan Tui)

Thacker, Sutton: (pg.101): Black Magician 8: CR 8; Medium-size Human; HD 8d6; hp 34; Init +2 (+2 Dex); Spd 30; AC 12 (+2 Dex); Atk +8/+3; AL CE; SV Fort +6, Ref +4, Will +6; Str 15, Dex 14, Con 10, Int 16, Wis 13, Cha 9.

Skills and Feats: Black Magic +14, Climb +5, Concentration +7, Decipher Script +14, Handle Animal +9, Heal +5, Intimidate +7, Knowledge: Occult +14, Listen +5, Ride +5, Search +11, Sense Motive +3, Spellcraft +7,

Wilderness lore +3; Brave, Iron Will, Leadership, Track.

Spells: 16 (Marshal's choice)

Spell Points: 48

Thin Noodles Ma: (pg.107): Maverick 8: CR 8; Medium-size Human; HD 8d6+16; hp 46; Init +0; Spd 30; AC 10; Atk +7/+2; AL LE; SV Fort +4, Ref +6, Will +6; Str 12, Dex 10, Con 15, Int 15, Wis 11, Cha 14.

Skills and Feats: Bluff +6, Diplomacy +11, Gambling +13, Gather Information +8, Holdout +5, Intimidate +6, Knowledge: Shan Fan +9, Ridicule +12, Search +9, Sense Motive +11, Spot +11, Speak Language: Cantonese +8, English +8; Alertness, Brave, Leadership.

Special Abilities: Skill Focus- Gambling.

Possessions: Colt Peacemaker, box of 50 .45 shells.

T'ou-Chi Chow, God OF Bandits: (pg.113): Gunslinger 10: CR 10; Medium-size Human; HD 10d10+20; hp 95; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30; AC 13 (+3 Dex); Atk +10/+5; AL LE; SV Fort +7, Ref +10, Will +3; Str 11, Dex 16, Con 14, Int 10, Wis 10, Cha 16.

Skills and Feats: Bluff +6, Climb +3, Demolitions +3, Disguise +6, Knowledge: Radical Politics +4, Ride +6, Speak Language: Mandarin +6, English +5, German +5, Speed Load +10, Tale Telling +5; Brave, Dead Eye, Fanning, Improved Initiative, Leadership, Quick Draw, Point Blank Shot, Rapid Shot, Renown, Sand.

Special Abilities: Greased Lightning +4

Possessions: Colt Thunderer, box of 50 .41 shells, Scattergun, box of 20 shotgun shells, Quick draw holster, four speed load cylinders.

White-Tipped Cap: (pg.111): Martial Artist 7: CR 7; Medium-sized Human; HD 7D6+0; hp 42; Init +4; Spd 30 ft.; AC 14 (+2 Dex, +2 Wis); Atk (+5/+0); AL Chaotic Evil; SV Fort +5, Ref +7, Will +7; Str 18, Dex 15, Con 10, Int 10, Wis 14, Cha 10.

Skills and Feats: Concentration +3, Hide +5, Intimidate +3, Language (English) +1, Meditation +12, Move Silently +5, Ridicule +3; Brave, Improved Initiative, Improved Unarmed Strike, Martial Weapon Proficiency (Bow).

Ch'iPowers: Closing the Gate, Flying Crescent, Mantis Punch, Step Back to Ward Off Monkey, Thunder Strums the Pipa, Venom Punch.

Ch'iPoints: 112

Special Abilities: Mantis (vulnerable to Shuai Chiao)

Field Report #325 The Chinese Fighting Arts

Great Maze Conversion 61

Background: See Field Report #325 "The Chinese Fighting Arts," found in The Great Maze boxed set.

Martial Artist

Martial Artists practice ancient Chinese fighting styles, long kept secret and hidden from the Western world. According to legend, masters of these fighting styles can perform feats of supernatural power and skill. Deep within the Maze, these Chinese settlers are quickly proving that legend has become reality.

This is an entire new class for *Deadlands D20!*

Characteristics: Martial Artists are as different as the styles they choose to master. While some may appear as humble travelers, others may hoard wealth and parade in opulence. What they do share in common is a secret language of combat, often using unconventional methods and maneuvers, designed to defeat their opponents.

Game Rule Information

Abilities: A high Wisdom can do wonders, as it directly affects many important skills and abilities of the martial artist. A high Dexterity and Strength are also beneficial for combat.

Hit Die: d6/level.

Class Skills: Balance (Dex), Ch'i (Wis), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Hide (Dex), Jump (Str), Language (Cantonese) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Swim (Str), Tumble (Dex)

Skill Points at 1st level: (2 + Wis Modifier) x 4

Skill Points at each additional level: (2 + Wis Modifier)

The Martial Artist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	0	+2	+2	+2	New ch'i power
2	+1	+3	+3	+3	New ch'i power
3	+2	+3	+3	+3	New ch'i power
4	+3	+4	+4	+4	New ch'i power
5	+3	+4	+4	+4	New ch'i power
6	+4	+5	+5	+5	New ch'i power
7	+5	+5	+5	+5	New ch'i power
8	+6/+1	+6	+6	+6	New ch'i power
9	+6/+1	+6	+6	+6	New ch'i power
10	+7/+2	+7	+7	+7	New ch'i power
11	+8/+3	+7	+7	+7	New ch'i power
12	+9/+4	+8	+8	+8	New ch'i power
13	+9/+4	+8	+8	+8	New ch'i power
14	+10/+5	+9	+9	+9	New ch'i power
15	+11/+6/+1	+9	+9	+9	New ch'i power
16	+12/+7/+2	+10	+10	+10	New ch'i power
17	+12/+7/+2	+10	+10	+10	New ch'i power
18	+13/+8/+3	+11	+11	+11	New ch'i power
19	+14/+9/+4	+11	+11	+11	New ch'i power
20	+15/+10/+5	+12	+12	+12	New ch'i power



Strike feat and thus does not provoke attacks of opportunity from armed opponents that he attacks.

Chinese Kung Fu Fighting Style (and Vulnerability)

Becoming a hand-to-hand nightmare has its advantages and disadvantages. Here are the disadvantages. Your character must be Chinese. No other races are allowed to learn the martial arts. Period. This is an ancient Chinese secret and they want to keep it that way. Chinese martial artists can multi-class out, but not multi-class in. Many practitioners of the martial arts have trained since birth, and this conditioning cannot be re-created later in life. When creating a martial artist, a kung fu style must be chosen. This style is as important to the character as his name, and it carries great emotional pride. Every martial artist believes their style to be the best, which brings

us to his other disadvantage.

Class Features

Armor and Weapon Proficiency: Martial Artists are proficient with basic peasant weapons and special weapons whose use is part of a martial artist training. The full list includes club, long bow, short bow, dagger, hand axe, spear, nunchaku, 10 ft. pole, 5 ft. pole, sling and Chinese sword.

A martial artist adds his Wisdom bonus (if any) to AC, in addition to his normal Dexterity modifier. (Only add this extra Wisdom bonus if the total of the martial artist's Wisdom modifier and the number in the "AC Bonus" column is a positive number.) The Wisdom bonus and the AC bonus represent a preternatural awareness of danger, and a martial artist does not lose either even in situations when he loses his Dexterity modifier due to being unprepared, ambushed, stunned, and so on. (Martial artists do lose these AC Bonuses when immobilized.)

Also, a martial artist fighting unarmed gains the benefits of the Improved Unarmed

My Kung Fu is Superior

When meeting another martial artist for the first time, introductions are made with name and style. If meeting a practitioner of another style, problems often arise. If challenged to see which style is better, the martial artist must make a DC 15 check to avoid finding out who is best in combat. These combats are usually subdual damage only, rarely ending with more than a bruised ego.

Every style has a vulnerability to another style. It is the nature of things. When attacked by an enemy who practices a style the martial artist is vulnerable towards, any positive difference in level is applied to the Attack and AC of the attacker. For example, a 7th level Shaolin Temple style is ambushed by an angry 10th level Monkey style. The Monkey style gets $(10 - 7 = +3)$ a +3 to all attacks against the Shaolin style, and +3 to his AC against attacks from the Shaolin style. However, if this were reversed, and a 10th level Shaolin was attacked by a 7th level Monkey, no bonus would apply $(7 - 10 = -3)$, and no negative modifiers apply.)

Martial Arts Fighting Styles

Great Maze Conversion 63

Drunken Style (*Vulnerable to Mantis*)

Folks in the West claim this starts most fights, while these Masters of the East use it to finish them. Weaving dodges, stumbling charges and unpredictable attacks are all tell-tale signs of a true master.

Eagle Claw (*Vulnerable to Tai Ch'i*)

Fast and vicious, this style emphasizes clawed hands striking opponents' pressure points. Often, Masters combine this deadly style with the Flying Claw Ch'i power to unsettle even the most hardened cowpoke.

Mantis (*Vulnerable to Shuai Chiao*)

Their hands twisted into a hook-like position, masters of this style stand as still as a cigar store Indian, until they strike with horrifying speed. True masters radiate a presence, both humbling and horrifying to behold.

Monkey (*Vulnerable to Eagle Claw*)

Masters ape the movements and mannerisms of monkeys in this style, offering no end of amusement in their enemies...until they move with unexpected speed and strength. Folks who underestimate these masters find out who is the real monkey is quick enough.

Shaolin Temple (*Vulnerable to Monkey*)

Copied from five animal styles: Crane—with quick jabs by fingers pointed like sharp beaks, often balanced on one leg; Snake—with fluid and slithery movements; Leopard—with damaging knuckle strikes; Tiger—with claw-like attacks targeted at opponents' muscles; and Dragon—the ominous punching style where sheer force and focus deliver crushing blows. This happy family spells trouble for unwary enemies.

Shuai Chiao (*Vulnerable to Wing Chun*)

Wrasslin', Chinese-style. Masters grab opponents and throw them all over the place, often after a handful of quick, accurate rabbit punches. Hard to watch, harder to fight against it.

Tai Ch'i (*Vulnerable to Drunken*)

This style emphasizes the flow of Ch'i energy within the body, allowing masters to perform feats of seemingly impossible skill. Legends say that this flow can heal or resist damage, display inhuman strength, or smack an opponent half-way to Philadelphia.

Tan Tui (*Vulnerable to Shuai Chiao*)

Masters of this style like to kick their opponents. While some Westerners consider it fighting dirty, it's hard to argue with a mouthful of foot. It's fast, deadly, and hard to defend against.

Wing Chun (*Vulnerable to Tan Tui*)

Emphasizing power and flurries of punches, masters of this style have refined the fistfight to an amazing degree. With moves both offensive and defensive at the same time, these masters display great feats of speed and strength.

New Skills

Ch'i Focus (Wis; Trained Only; Martial Artists Only)

Anyone can throw a punch or kick their leg high in the air. Chinese martial artists have found a way to use meditation to gather and focus Ch'i energies, the spiritual energies of the Hunting Grounds. This energy is stored and released in learned maneuvers of

Martial Arts Weapons

Name	Cost	Damage	Critical	Weight	Type
Flying Claw	\$30	1d4	19-20/x2	.5lb	P
Flying Crescent	\$50	1d6	19-20/x2	2lb	S
Flying Guillotine	\$150	Special	Special	4lb	P/S
Pole, 10'	\$2	1d6	x2	4lb	B
Pole, 5'	\$1	1d4	x2	2lb	B
Chinese Sword	\$15	1d6	18-20/x2	3lb	S

amazing skill and grace. Martial Artists use this new skill to perform Ch'i-based powers.

Check: Ch'i focus allows a martial artist to fuel her Ch'i powers. Martial Artists have Ch'i points equal to their Wisdom plus their Wisdom bonus per level.

Successfully performing a Ch'i power drains 5 Ch'i points. Some power descriptions detail further expenditure of Ch'i points for that power. These are always spent in blocks of 5 points.

Once a Martial Artist is out of Ch'i points, she must replenish them through sleep and rest. All martial artists regain their level in Ch'i points per hour spent in good, restful sleep.

Ch'i Powers

All powers require 5 points if successfully activated. Additional ch'i expenditure allows for greater benefit in some cases. For a more comprehensive description of each power, see the booklet. Below are the d20 versions of these powers.

Abundance of Pecking Birds

Initial expenditure of 5 ch'i allows two arrows and up to two targets. Each additional 5 points spent adds both another arrow and target, up to a maximum of 5. Roll to hit the target with the highest AC. If successful, all arrows hit all targets. If failed, all arrows miss all targets.

Blood of Gold

Initial expenditure of 5 ch'i allows the body to heal 1d6 HP of traditional damage. Each successive 5 points spent allows an additional 1d6 healing to the character. The healing effects cannot be transferred to others, nor can it affect subdual damage or regenerate lost limbs.

Cobra Strike

Initial expenditure and subsequent expenditure of 5 ch'i adds +2 to hit and damage of a hand-to-hand attack. The martial artist cannot move during the round the

Cobra Strike power is used and if the martial artist is capable of multiple attacks, only one single attack can be made this round.

Closing The Gate

Initial and each successive expenditure of 5 ch'i recovers 1d6 HP of subdual damage. This can be used during combat without invoking an attack of opportunity, but no movement or actions can take place during the round used.

Crane Guides The Arrow

After the 5 point activation cost, a successful attack roll causes critical damage, as if the character had previously scored a threat. It can only be used with thrown weapons or bows. No firearms, hexes, or any other modern ranged weapons may be used.

Crumbling Dam

This power can be activated after a successful attack roll. No damage is suffered by the attack, but the initial and each additional 5 ch'i points spent thereafter removes 1d6 ch'i points from the opponent. This power has no effect on non-martial artists.

Devastating Ape Strike

Declare immediately after a successful strike against an opponent. For each 5 ch'i spent, an additional d6 of damage is delivered to the victim. However, this sudden transfer of ch'i takes its toll on the user, as the extra damage suffered is applied as subdual damage immediately after.

Fangs of the Serpent

After a successful roll attack, this power can be activated. No damage is suffered by the attack, but the initial 5 ch'i points and each additional 5 ch'i points spent thereafter drains 1d4 ch'i points from the opponent and restores one-half of that total to the user. This power has no effect on non-martial artists.

Flying Claw

To use this ability, the attacker first makes a normal attack roll. If successful, the wielder can yank the chain on his next action to bring his opponent into hand-to-hand combat range.

The maximum range is 5 yards per 5 ch'i points spent on the attack.

Flying Crescent

Flying crescent allows a character attack distant opponents as if they were in hand-to-hand combat. To do so, make a normal attack roll. If successful, damage is applied, then the crescent returns instantly to the martial artist. The maximum range is 5 yards per 5 ch'i points spent on the attack.

Flying Guillotine

A character must be of non-good alignment to use this ability. All attempts to hit are at -6, but each 5 points spent reduces this by -1. The attacker must have clear and easy access to the victim's head. If the attack is successful, the target must make an immediate Fortitude save against DC 25 or die. The range increment of this weapon is 5 to a maximum of 30'.

Gimmick Weapon

The item chosen must not normally be considered a weapon for this power to work. For each additional 5 points spent in this power, a seemingly harmless item can deliver an additional d6 of damage per attack.

Jade King's Stance

While active, an opponent within 30' who wishes to attack the martial artist must make a Will save against a DC of 20. If failed, the opponent cannot attack. If successful, the attacker suffers a -2 to hit, per additional 5 ch'i points spent. The martial artist cannot move while using this power, but may speak or use any power that does not require him to move. If any movement occurs, including being hit in combat, the power is immediately cancelled.

The Slithering Eel

This power allows the martial artist to utilize a length of rope as per the *entangle* spell, although it requires no verbal or somatic components. All it requires is 5 ch'i points and a length of good, sturdy rope.

Great Maze Conversion 65

Leopard And Her Cubs

For the initial 5 points spent, a martial artist can harmonize his ch'i to himself and one other person (even non-martial artists), bestowing the effects of an *aid* spell on the group. For each additional 5 points spent, another person may be included and affected.

Mantis Punch

This power may be activated after a successful attack in hand-to-hand combat. Does not cause damage, but directly affects a target's Constitution, reducing it by 1d4 for each 5 points spent on the attack. The target's score can never go below 3 in this manner. This reduction lasts 1d10 rounds.

Many Arms Of The Spider

For the initial and each additional 5 points spent, the character can attack one extra opponent (within 10') in hand-to-hand combat.

Merciful Sparrow

This power allows the martial artist to give up his action to block a ranged attack against himself or another individual at any time in the round. A suitable object must be in the immediate area, but when declared, the character must make a ch'i roll higher than the attack roll of the opponent. If successful, the attack is blocked. Large artillery cannot be affected by this power.

Mind Of Quicksilver

When activated, the martial artist can immediately copy another ch'i power recently used in his presence. A successful Wisdom roll against a DC of 15 allows the observed of the power to be used one time only. The information remains equal to 5 ch'i points per round.

Monkey Goes To The Mountain

Allows the martial artist to makes soaring leaps at a distance of 10 yards per 5 points spent on this power. A Dexterity check

against a DC of 20 is required upon landing. A normal attack can be made at that time, if desired. Failure of the roll means the power has failed, and the character takes 1d4 subdual damage for each 5 points spent in the crossing.

Palm Of Prevention

This power removes the opponent's ability to take an action during the round. A normal attack roll must be made, but if successful, one attack or action is removed from an opponent for that round. Each 5 points spent removes another action from the target, if possible.

Righteous Reversal

[Involves stun damage being returned to an opponent. Perhaps a HTH version of seize the pearl of death instead?]

River Flows Uphill

This power allows the martial artist to reduce the amount of physical damage they take in combat. For the initial 5 points and each additional 5 points spent, they can reduce incoming attack damage by 1d4.

Seize The Pearl Of Death

This power must be declared at the start of a round and no other actions may be taken by the martial artist. When successfully shot by a firearm, but before damage is rolled, the character may make a ch'i roll against a DC of the successful to hit roll of the opponent. If failed, full damage for the bullet is applied. If successful, the bullet is caught and the martial artist is unharmed. If desired, the user may immediately make an attack roll against the same or another target, and return the bullet with the same damage as if fired from the originating gun. This must occur immediately following the initial attack and may not be saved for later rounds. The initial ch'i points spent affect a single bullet and each 5 spent allow the power upon another bullet that round.

Step Back To Ward Off Monkey

This power is useful against all ranged weapons, including firearms. For the initial and each 5 ch'i points spent, the armor class of the martial artist increases by +5 and is effective against all opponents that round.

Ten-Foot Punch

This power allows hand-to-hand attacks against a ranged opponent. When this power is activated, the character may attack an opponent 5 yards away as if in close combat. For each additional 5 points spent, another 5 yards distance is added, to a maximum of 20 yards.

Thunder Strums The Pipa

After a successful attack, this power may be activated. Instead of applying normal damage, the martial artist makes a successful ch'i roll against a DC of the target's Constitution score. Each additional 5 points spent on the power adds a +5 to the roll. The amount over what is needed is applied directly as subdual damage against the target.

Tiger Shakes Its Mane

Every 5 points of ch'i spent eliminates 5 points of subdual damage. In addition, the character may ignore 1 point of wound penalties (see optional wound rules on page 7).

Venom Punch

A successful hit with a venom punch causes the target to take additional damage on the following rounds. The amount of damage is 2 hp per 5 chi' spent, and the effect lasts for the next 20 rounds minus the victim's Constitution. (A character with a Constitution of 13, for example, suffers the extra damage for the next 7 rounds.)

Wind Blows Over The Earth

With a successful hit, wind blows over the earth allows the martial artist to throw an opponent 10' per 5 ch'i points spent. The victim suffers 2d6 subdual damage as well, plus 2 points for each additional 5 ch'i spent over that required to activate the power in the first place.

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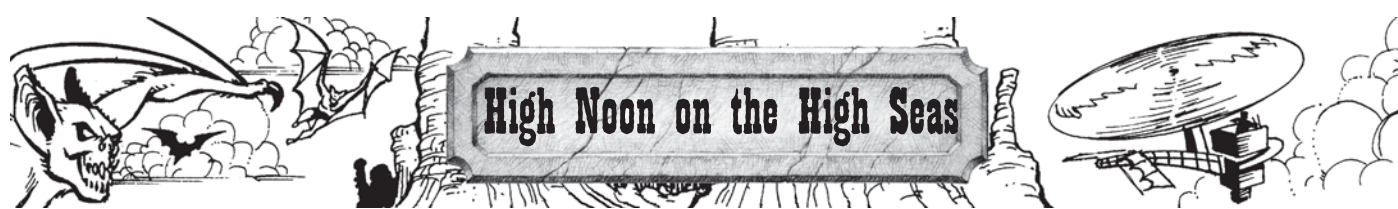
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HIGH NOON ON THE HIGH SEAS!

By Rob Lusk and Tom Huntington

Ahoy there, amigo! Unless you've been stranded on a deserted island in the Maze, you know the *Great Rail Wars* has been heating up like a boiler on a steam ship being chased by a Maze dragon! Whew! Okay, that was a stretch, but you also know the *Derailed!* supplement adds rules for a whole bunch of vehicles, including a couple of waterborne rigs, and tantalizes the reader with some basic rules and ideas for naval combat.

If the idea of bringing the *Great Rail Wars* into the twisted channels of the Great Maze appeals to you, you've come to the right place, partner! What follows are expanded and revised rules for using all sorts of vessels in the waters of the Maze.

In order to use these rules, you'll need to have copies of *The Great Rail Wars* and the *Derailed!* supplement.

The basic rules mechanics from GRW haven't changed here, but there are some additions and modifications to *Derailed!* that customize it for naval gaming.

So grab your life-preserver and let's steam out into the labyrinthine canyons of the most incredible region in the whole Weird West—the Great Maze!

All aboard!

Boat Statistics

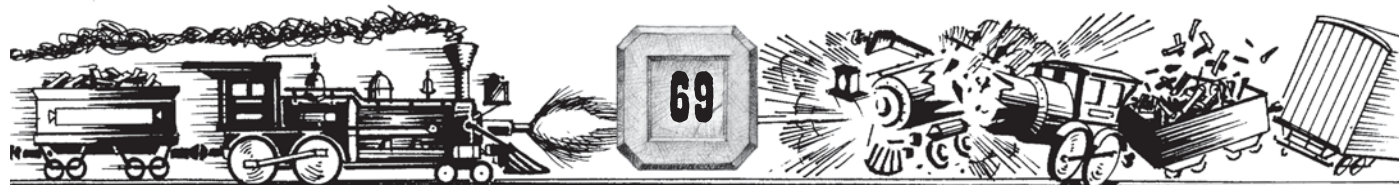
Let's start with the boats themselves. Vessel descriptions contain the following information:

Name (Cost/Bounty): The name of the vessel, with the cost (including Crew) in parentheses. Crew are worth 10 points each; wrecking the vessel earns the bounty shown (total cost minus Crew bounty).

Type: The type of vessel. Some common types include Large-, Medium-, and Small Maze Runners, Large-, Medium-, and Small Submersibles, Ironclads, Steam Launches, Wave Runners, and Jade Serpents. Note that some vessels are designated Large Vessels (implications are noted in relevant sections below).

Durability: This is just like Vigor for troops. When a ship takes damage, roll its Durability and add any armor to the total.

Hull Damage: This is the number of wounds the vessel can take. When Hull Damage reaches 0, the vessel is Knocked Out. If a Knocked Out vessel takes Hull Damage, the vessel is Wrecked.





The Great Rail Wars

Size: This is the modifier to Shootin'/ Artillery rolls when attempting to target the vessel.

Pace: The normal movement of the vessel per turn, in inches. There are four Pace levels (Dead Stop, Quarter Steam, Half Steam, Full Steam). Choose the Pace of the vessel at the start of the game (the vessel starts at this Pace).

Crew: Troops dedicated to operating the vessel and its artillery/gizmos are the ship's Crew. The cost of the Crew is included in the cost of the vessel.

Passengers: This is the number of troops who can ride on or in the vessel in addition to the Crew. If there is a * after the number, these passengers must ride in an exposed place where they can be targeted (otherwise you must target the vessel). If two numbers are present, the first refers to passengers who can ride below deck (not exposed), and the second refers to the number of exposed passengers who can ride above deck.

Special: Special abilities include things like Heavy Armor and Malfunction.

Weapons: Description of the weapons mounted on or carried by the vessel.

Actions: The number of Action Cards the vessel gets each turn, and who gets them. Most vessels get one card (the vessel moves and all Crew members act on this card). Passenger units on the vessel take separate cards as usual. Note that some Large Vessels have more than one unit of Crew; in this case, each unit gets its own card.

Malfunction: Here's the really fun stuff—what happens if the vessel has a Malfunction.

Other Information: Any additional information is listed here (e.g., the vessel can move in reverse).

Actions

Vessels get one action card. They move on this card, and all Crew act on this card. A few Large Vessels are exceptions to this, and have a unit (the pilot unit) designated to pilot the vessel. The Pilot unit gets its own card, and the vessel must take its entire move on this card. Other Crew units each get their own card, and act when their card comes up.

Crew Members

Crew are armed with pistols unless noted otherwise. They can fire their pistols instead of firing artillery, and are completely interchangeable. Any Crewman can man any vessel or perform any duty on it unless specifically prohibited. As noted, some Large Vessels have more than one unit of Crew; each unit gets its own card (this is specified in the vessel description).

Pilots/Pilot Units: Typically, 1 to 3 Crew members are designated as the Pilot(s) of the vessel. They may not fire weapons unless the vehicle is set up to work that way (which is specifically listed), or the vessel is at a Dead Stop. Any Crew member can act as a Pilot, but penalties for less than full Crew from GRW apply to crewing artillery on vessels, so if Crew are shifted, this must be taken into account.

Minimum number of Pilots: For vessels that require a pilot Crew, at least two Crew members must be devoted to piloting the vessel, or the vessel decelerates 1 Pace level per turn until it comes to a Dead Stop (and then drifts as a Knocked Out vessel). Other vessels must have one Crew member devoted to piloting the vessel or this occurs.

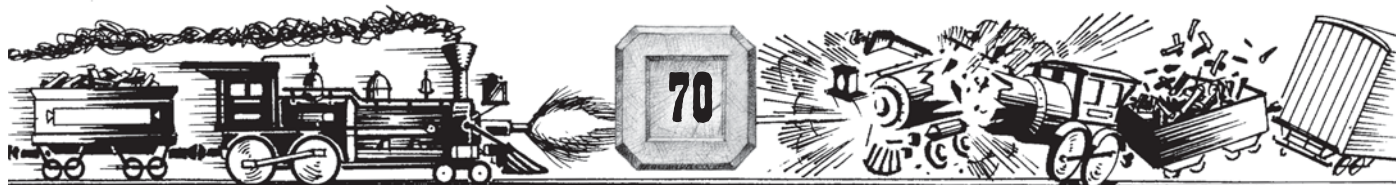
Cohesion: Crew are not subject to the 4" unit cohesion rule while aboard vessel. This allows them to be stationed on different parts of a vessel as appropriate. If they leave the vessel, they become subject to cohesion.

Panicked Crew may choose to stay on the vessel or jump out (see Jumping).

Holding Actions: Vessels/Pilot Crews cannot Hold their action unless the vessel is at a Dead Stop. Vessels may make a full move when a held action is used (unlike Troops). Other Crew may still hold even when the pilot

A Boat Full of Rules

We like to keep things as simple as possible, so for the most part, just run your boats normally. Here are a few rules for certain situations that are almost certain to come up, however.





or pilot Crew (and vessel) act (and move). If a Large Vessel has a unit devoted to piloting the vessel, all members must act on the same card and can only Hold if the vessel is at a Dead Stop.

A Pilot Crew can automatically allow other Crew (from their vessel) on Hold to interrupt their action at any point. Thus, the vessel's artillery may fire at any point during movement.

Pace & Movement

As noted above, vessels must make their entire movement on the vessel's or Pilot Crew's card. As usual, a vessel's Pace can be changed up or down one level once per turn, either before or after the vessel moves.

Turning

Vessels may turn up to 45 degrees during their move as long as they are moving at Quarter Steam or faster (a standard Turnin' Template shows a 45 degree angle). Maze Runners may turn freely during their move, and can turn in place if at a Dead Stop. The only other vessels that can turn more than 45 degrees are those that can make the Desperado Turn maneuver (the vessel's description specifies if the vessel can make maneuvers like this—see the next section).

Maneuvers

Vessels may not make maneuvers like most vehicles in *Derailed!* desperado turns, jumps, skids, or slammin' on the brakes just don't work in the water.

Currents

Before the game begins, the presence and direction of any currents should be specified. Vessels moving downstream for the entire turn move at +1d6". Vessels moving upstream for the entire turn move at -1d4".

Hull Damage

Keep track of Hull Damage taken for each vessel. Each point of damage causes -1 to a vessel's Durability and Malfunction rolls (this is cumulative, so a vessel with two points of Hull Damage is at -2 to these rolls). When Hull Damage taken equals the vessel's damage total, the vessel is automatically Knocked Out. When Hull Damage exceeds the vessel's damage total, the vessel is automatically Wrecked.

Malfunctions

Whenever the Pilot or pilot Crew is dealt a Joker or deuce, the owning player must make a Malfunction roll for the vessel and any upgrades subject to Malfunction (Easy for a deuce, Hard for a Joker). When Crew manning a weapon subject to malfunction are dealt a Joker or deuce, they must make a Malfunction roll as well.

Out of Control

Large and submerged vessels cannot go Out of Control unless rammed by a vessel the same size or larger (i.e., one with the same or larger Size modifier). A vessel can never go Out of Control if it is at a Dead Stop. See the Out of Control Table for specifics.

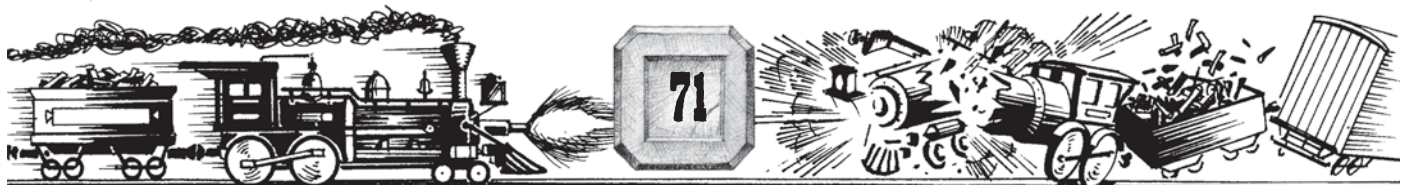
Swimmers: Out of Control vessels can be avoided by troops making an Easy (4) Strength roll. Aquatic creatures add +1 to their roll.

Collisions

When two big boats bump uglies, things get...well, ugly. Here's how to handle some of the mast-splintering, hull-shattering goodness.

Facing

The first thing you need to determine in a collision are the boats' facings.





The Great Rail Wars



roll on the Collision Damage Chart (1 roll per unit). The vessel(s) maintain their facing; the vessel (or troop/object) in front is pushed forward 1d4".

All other facings: The vessel(s), anything they collide with, and all Crew/ passengers each roll on the Collision Damage Chart based on their own vessel's Pace (1 roll per unit). Vessels that are hit in the side by a vessel that is the same size or larger (that is, a vessel with a Size modifier that is the same or larger) must also roll on the Out of Control Table.

Collision Damage Chart

Pace Level	Damage Roll
< 6"	1d6
< 12"	2d6
12"-18"	3d6 (max for Crew)
> 18"	4d6

Procedure for Collisions

Here's everything in a nutshell.

1. Damage Dice: Determine the number of d6s to roll based on relative Pace (see above). Note that Crew, troops, etc. should roll 3d6 max for damage. You're rolling to see how much you inflict—not how much you suffer—so higher is better!

2. Size Modifier: Subtract the smaller vessel's Size Modifier from the larger vessel's Size Modifier. Add this many d6s to the larger ship's roll. Subtract this many d6s from the smaller ship's die roll.

3. Armored Vessel: Subtract 1 point of damage per point of armor to the vessel with armor as well as all of its Crew/passengers.

4. Crew: Crew/Passengers may give up an Action card (does not have to be held) to **brace for impact**—this reduces the damage they take by 1d6.

Vessels colliding with troops: Divide the result of the damage roll in half (round down, then add troop's Armor level in additional damage to the vessel). Troops take the full damage roll based on the Pace of the vessel that hit them.

Head on: The vessel, anything it collides with, and all Crew/passengers each roll on the Collision Damage Chart (1 roll per unit). If two vessels collide head on, determine the Pace based on their relative speed (add both vessels' Paces together). Also roll on the Out of Control Table (except for Large and submerged vessels, unless they collide with an even larger vessel).

Each vessel's Pace drops two levels after a head-on collision. Change the Pace of the smaller vessel in a collision between two different sized vessels (or any vessel in the case of a collision with an immovable object that is not destroyed by the collision) to Dead Stop after the results of the Outta Control Table are applied.

Rear: If both vessels (or a vessel and an object or troop) are traveling in the same direction, subtract the Pace of the slower vessel from the Pace of the faster vessel to determine the Pace Level on the Collision Damage Chart. The vessel, anything they collide with, and all Crew/passengers each





High Noon on the High Seas

Ramming

A vessel can automatically ram non-moving objects or other vessels/creatures/objects that are not trying to avoid being rammed. A vessel attempting to ram a moving creature/object/vessel that wants to avoid being rammed must make one of the following rolls:

- Drivin' vs. Strength (creatures or gizmos that have a Strength die)*
 - Drivin' vs. Drivin' (other vessels)*
 - Easy (4) Drivin' roll (other moving objects)*
- * +2/-2 for each 6" you are moving faster/slower than the target up to ± 6 .

Rams: Vessels equipped with a ram only suffer half damage on the Collision Damage Chart (divide total by 2, round down) when they ram something or something collides with the front of the vessel. Vessels do not suffer the -2 Drivin' penalty that other vehicles with a ram plate do; they also do not get +4 to front Armor from shots. Rams add an extra 1d6 to the damage done.

Fixed Guns

The best part about big boats is that they can carry big guns!

Vessel-mounted weapons have a fire arc specified in their description.

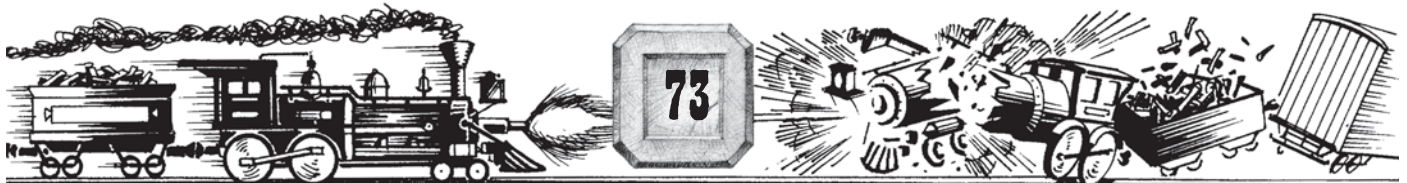
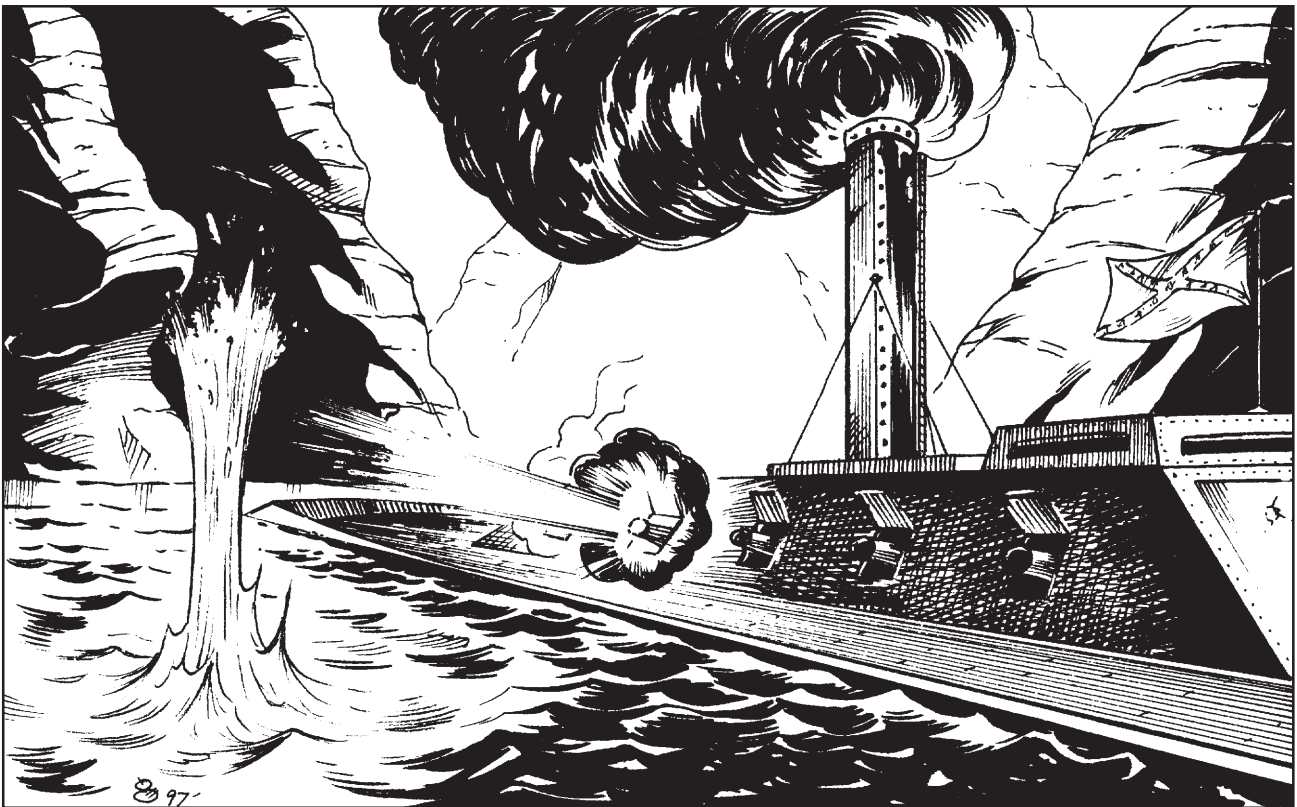
Crew members use Artillery skill to shoot the weapons on a vessel, not their Shootin' skill.

Modifiers for firing due to the vessel's movement are -1 for Half Steam and -2 for Full Steam.

Pop-UP Attacks: If sufficient movement is available to move out and then back into cover in a single action, a vessel can perform a pop-up attack as usual (at -1 to hit).

Targeting Crew/Passengers

If the vessel is open (as designated on the Roster), Crew can be targeted normally (they typically get hard cover; use common sense here). If the vessel is not open, the only way





The Great Rail Wars

to hit figures below deck is to get a Crew result on the Critical Hit Table.

If the Pilot is made to Eat Dirt or is Put Down, or a pilot Crew is reduced to less than two standing members, the vessel automatically goes Out of Control (always treat Large and submerged vessels as a Minor Spin result). The vessel decelerates one level per turn until it comes to a Dead Stop (and then drifts as a Knocked Out vessel). Other Crew can take over for the Pilot/pilot Crew on their next action if their movement allows them to get to the Pilot's/pilot Crew's location.

Fighting Ships

It's a big, weird world out there, and you just never know what's going to come up. If someone decides to box your battleship, use these rules.

Troops can make a Fightin' attack to hit a moving vessel (-1 to hit vessels moving $\geq 10''$; -2 to hit vessels moving $\geq 20''$). Troops automatically hit undefended vessels at a Dead Stop – ignore Armor but not Heavy Armor.

Boarding & Disembarking

Troops can board or leave a vessel at any point in their move if the vessel is at a Dead Stop. Or, they can Jump even if the vessel is moving (see **Jumping**.)

Jumping: Troops can jump to or from a vessel only on their own actions.

If jumping onto another vessel, move the figure up to half his Strength die type in inches from the point of the jump, and make a Strength roll (Easy if relative speed is 6" or less, Hard if faster). If you fail, the troop takes damage from the current relative pace of the vessels as on the Collision Damage Chart (max of 3d6). If you succeed, the troop takes damage as if the vessel was moving one level slower. A raise means the hero takes no damage at all.

If you succeed and land adjacent to enemy figures, you may jump and attack during the same action.

Jumping onto shore/into water: Move each figure up to half his Strength die type in inches from the point of the jump, and make a Strength roll (Easy). If you succeed, take damage at the vessel's current Pace minus one level (minus two levels if into water). The troop takes no damage with a raise on the roll. Failure results in damage from the vessel's current Pace (minus one Pace level if you're falling into water).

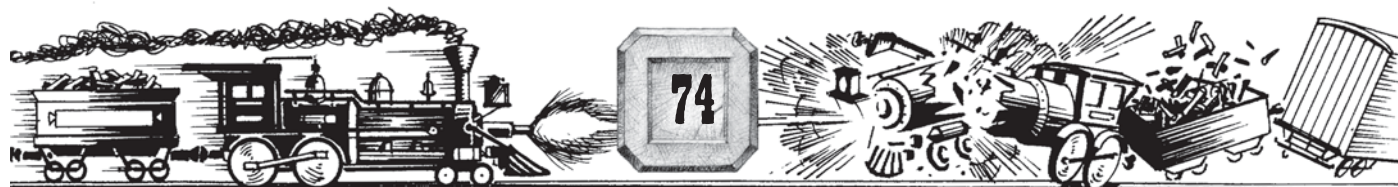
"Man" Overboard!: Figures in the water must make an Easy Strength roll to swim half their Strength die type in inches. If they fail, they do not move and take 1d6 damage. Undead don't take damage, but can only move if they make their Strength roll. Machines sink; if it is shallow water, they can walk.

Damage

Vessels use Durability to resist damage. When a vessel takes damage, subtract the sum of (Durability + Armor) from the damage rolled, and check this table:

Damage Results

Diff.	Result
≤ 0	No effect
1-4	Easy Drivin' check or roll on Outta Control Table, p. 5 (no effect for Large and submerged vessels)
5-9	Hard Drivin' check or roll on Out of Control Table, (Large or submerged vessels do not have to make this check); shooter rolls on Critical Hit table (all vessels)
10-14	As above, plus 1 point of Hull Damage
15-19	As above, plus 2 points of Hull Damage
20-24	As above, plus 3 points of Hull Damage
25-29	As above, plus 4 points of Hull Damage
30+	As above, plus 5 points of Hull Damage





High Noon on the High Seas

Vessel Critical Hits

2d6 Result

- 2 **Hey, stop that!** The shot is close enough to make one of your gunners mad! Randomly choose a weapon; it gets an immediate and free shot at whoever shot at them.
- 3 **Power plant hit.** Roll on the Power Plant Damage table.
- 4 **Locomotion damaged.** Halve Pace (round down) until repaired.
- 5 **Controls damaged.** Roll on the Control Damage table.
- 6-8 **Hull damage** - take 1 point.
- 9 **Random Crew member is hit.** Reroll damage on a randomly determined Crew member, ignoring the vessel's Armor. If the damage is caused by an explosion, all Crew/passengers in the room/area are hit.
- 10 **Weapon.** A random weapon on this side only is destroyed. Re-roll if this cannot apply.
- 11 **Major Hull damage.** The vessel suffers d4 Hull Damage.
- 12 **Kaboom!** The boiler explodes, the vessel is Wrecked, and all Crew and passengers within a Kaboom! Template of the boiler take 2d8 damage (roll once per unit).

Power Plant Damage

1d6 Boiler Result

- 1 **Steam Venting!** Each Crew member and passenger within 6" and in line of sight of the boiler take 2d6 damage (this turn only; no long-term effects).
- 2-3 **Losin' Pressure!** The vessel will not move faster than Half Steam until the boiler is repaired. If the vessel is moving at Full Steam, it will automatically decelerate to Half Steam during its next move. If this result is obtained a second time, Quarter Steam becomes the top speed; on a third result, the vessel

comes to a Dead Stop. Further instances of this result are ignored.

- 4 **She Sprung a Leak!** The vessel will not move faster than Quarter Steam until the boiler is repaired. If the vessel is moving faster than Quarter Steam, it decelerates 1 Pace level during each of its moves until it reaches Quarter Steam. To make matters worse, anyone within 6" and in line of sight of the boiler takes 1d6 steam damage on EVERY Action until this is repaired. If this result is obtained a second time, the vessel comes to a Dead Stop; if it is obtained a third time, it becomes a Kaboom! result (see below).
- 5 **Release Valve Jammed!** The vessel accelerates to its maximum Pace, and cannot slow down until the damage is repaired. If this result is obtained a second time, treat it as a Kaboom! result (see below).
- 6 **Kaboom!** The boiler explodes, the vessel is Wrecked, and all Crew and passengers within a Kaboom! Template of the boiler each take 2d8 damage (roll once per unit).

Control Damage

1d6 Result

- 2-2 **Outta Control!** The vessel goes Outta Control on its next action (Large and submerged vessels are -2 to Drivin' checks from now on - cumulative).
- 4-4 **The Rudder's Stuck!** Roll 1d6 - if even, the vessel may no longer turn to port (left); if odd, it may no longer turn to starboard (right).
- 5 **The Controls are Stuck!** Roll 1d6 - 1-2 = the vessel can only turn to port (left) 45 degrees. 3-4 can only turn to starboard (right) 45 degrees. 5 = can only go straight. 6 = can back up only (no move if the vessel cannot move in reverse).
- 6 **Whoa, Nelly!** The vessel automatically goes Outta Control if it moves (Large and submerged vessels may not move).



Knocked Out Vessels

75

The vessel is no longer moving. If hit by a mounted weapon, it slows to a Dead Stop. If there is a current, it drifts 1d6" in this direction every



The Great Rail Wars

Capitalization

Ever wonder why certain words are capitalized in *The Great Rail Wars* that aren't capitalized in regular *Deadlands*? That's because we capitalize the names of specific units in GRW. A "Crewman" in the Rail Wars has the exact same stats every time. A "crewman" in regular *Deadlands* has varying statistics depending on what he's doing.

If we say "Gunman," you know we're talking about those poor saps with d6s in everything. If we say "gunman," it's a generic reference to any sobbuster with a shooting iron.

If you're writing your own scenarios, try to keep this in mind so that people know a Maze Runner or Gunman refers to a specific set of statistics listed in *The Great Rail Wars* books.

in the water; if inside or below decks when the vessel sinks, make a Hard Strength roll for each figure to get out; if submerged, all Crew/passengers are lost.

When a vessel is moving when it is Wrecked (and it is not Outta Control), immediately roll 1d4" per Pace level and move the vessel this far before it sinks. If a vessel is Wrecked by a solid object, being rammed, or by a collision with a larger vessel, the Crew/passengers must roll for collision damage as usual.

Repairs to Vessels

Figures with the Mechanically Inclined Edge can try to repair a vessel by spending an entire action adjacent to the area needing repair and making an Easy Smarts roll -1 for each point of Hull Damage.

A successful roll can:

- Restore 1 point of Hull Damage to a Knocked Out vessel; it can act on its next

action card. (Note that you cannot restore additional points of Hull Damage via repairs during a game.)

- Remove any lingering effects of a single result from the Vessel Critical Hits Table. If a vessel has taken more than one "level" of the same result, each successful roll improves the damage by one "level".

- Repair a single Malfunction result (as long as the description states that it can be repaired).

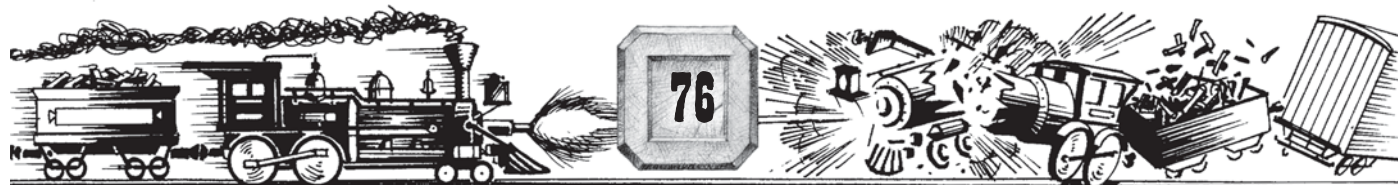
Should you roll a 1 and do not improve it (e.g., with chips or spells), the damage is permanent and cannot be repaired during this battle (though it may be repaired between battles given a drydock and sufficient time as the scenario dictates).

Torpedoes

To find out the path of your torpedoes, place a torpedo marker 12" in front of the firing vessel, within a 45 degree firing arc, then make an Easy Artillery roll. If the roll is successful, the torpedo goes in the direction of the marker as desired. If the roll fails, move the marker 1d4" to the left or right (roll a d6 - 1-3 = to the left, 4-6 = to the right). The torpedo travels 1d6" on **every** Club card that comes up after it is fired. (The troop with the card acts before the torpedo moves, however).

The torpedo detonates when it hits a target (though the torpedo is a dud on a d6 roll of 1). Small torpedoes do 2d10, and large torpedoes do 3d10 points of damage. Vessels equipped with torpedoes can fire one per action card. Vessel rosters specify the number of torpedoes the vessel carries, as well as the type (small or large).

Shooting Torpedoes: Torpedoes can be targeted by any troop who can see them. They are -2 to be hit due to their size and speed. If they are hit, there is a 50% (d6 roll of 4-6) chance they detonate (use the Boom! Template to determine area of effect). Roll 1d6 for every 5 points of damage done to the torpedo.





Upgrades

Now it's time to accessorize! Below are a list of the standard upgrades you can add to most boats, their cost, and any special notes. Those listed as Gizmos are subject to Malfunction. See *Derailed!* for exact effects.

Available Upgrades

Cost	Upgrade
10	Armor (+2) (Limit 1 upgrade per vessel—any more would ruin a vessel's buoyancy.)
5	High Pressure Pistons (increase Pace by two levels in a single turn)
5	Improved Turret (can fire at aerial targets.)
10	Mine Rack. Gizmo.
10	Ram
10	Reinforced Frame (Durability increases one die type; +1 if d12.)
+5/	Rocket Booster. Cannot be used by Large or Submerged Vessels.
5	Screws. Gizmo.
10	Small Torpedo Tube. Gizmo.
15	Large Torpedo Tube. Gizmo. Large Vessels only.
10	Tweaked (Malfunction increases by one die type; +1 if d12.)
5	"Wheel" Guards (Easy Durability roll to ignore locomotion damage.)

Modified Edges and Hindrances

Pilot: This is equivalent to the Drivin' Edge for those who want to pilot waterborne vessels

Swimmin': Swimmin' works much like Burrowin', but the character or critter travels underwater instead of beneath the cold ground.

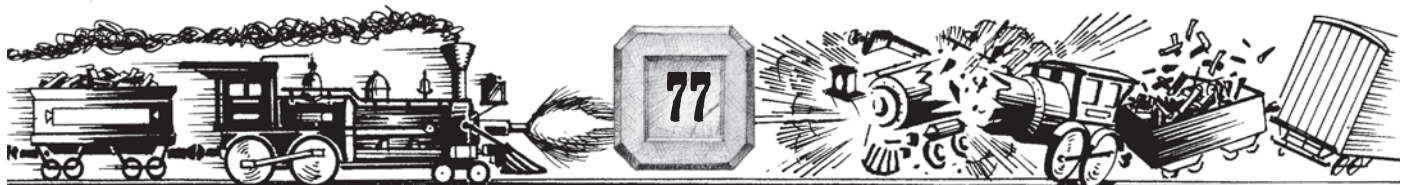
Sea Sickness: Tinhorns with this Hindrance are treated as if they have Motion Sickness. They may not ride in any vessel except a Large Vessel.

Outta Control

Here's a slightly revised Out of Control Table for watercraft.

Out of Control

1d20	Result
1-4	Whoops! Maintain facing, slide 1d4" to port (left) (d6 roll of 1-3) or starboard (right) (d6 roll of 4-6).
5-8	Sproing! Pilot is -2 to Drivin' rolls for rest of game (unless the vessel is repaired); if you get this result a second time, treat it as a Minor Spin.
9-10	Minor Spin! Place the Boom! Template over the vessel with 2 and 3 centered over the direction the vessel is traveling and roll a d4. Turn the vessel to face this direction. It slides 1d6" for every Pace level in this direction (Large and submerged vessels slide a maximum of 1d6").
11-12	Spin! Like Minor Spin, but place the Boom! Template over the vessel with 3 and 4 centered over the direction the vessel is traveling. Roll a d6, and slide in this direction (same distance as Minor Spin).
13-14	Major Spin! Like Spin, but place the Boom! Template over the vessel with 1 centered over the direction the vessel is traveling. Roll a d12, and slide in this direction (same distance as Minor Spin).
15-16	Spinout! Like Major Spin, but your opponent chooses the direction of the slide.
17-18	Major Spin! (see above) + gain a point of Hull Damage .
19	Major Spin! (see above) + gain a point of Hull Damage + Knocked Out unless Crew makes Easy Smarts roll.
20	Flip! The vessel flips over and is Wrecked and sinks; everyone inside rolls for Collision damage.





The Great Rail Wars

Basic Ships

Double Decker

Double Deckers are standard Maze Runners with a second, raised deck added as a firing platform. Troops can fire from the second deck, which is usually walled or sandbagged to afford some protection. Double Deckers are used primarily by the Chinese warlords in the Maze, including Iron Dragon. Iron Dragon troops have been known to grapple other vessels from the second deck, and swing over on the ropes.

Cost: 100
Bounty: 70
Type: Double Decker
Durability: d10
Damage: 4

Size: +3
Pace: 3/6/12
Crew: 3 (1 pilot, 2 for weapons) + 6 + 10*
Special: Heavy Armor +2; Malfunction d6; Ram
Weapons: Light or Steam Weapon on top deck; any in front (e.g., Gatling Gun and Rocket Launcher)

Ironclad

Small Ironclads are essentially armored Maze Runners, though they come in a variety of designs. Some are armored boats, and others are more like smaller versions of the Monitor or Merrimac. They are maneuverable and often have a cannon mounted in front. Small Ironclads are used by most of the forces in the Maze.

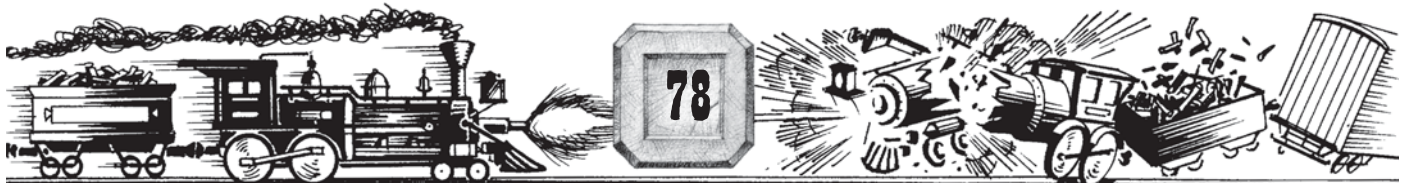
Cost: 120
Bounty: 90
Type: Small Ironclad
Durability: d12
Damage: 5
Size: +2
Pace: 3/5/10
Crew: 3 (1 pilot, 2 for weapons) + 6*
Special: Heavy Armor + 4; Malfunction d6
Weapons: Light or Steam Weapon in back; any in front (e.g., Gatling Gun and Cannon)



Ironclad (Large)

These fearsome ships can only be constructed by forces with adequate money, facilities, and skills. They are primarily used by the Confederate and Mexican navies. Typically powered by Ghost Rock boilers, Large Ironclads have armored paddlewheels (usually at the stern). These ships have thick armor plating and carry a number of cannon (often 12 pounders) and crew. They often serve as troop transports and escorts for important vessels. They must stay in the main channels of the Maze or they risk running aground.

Cost: 400
Bounty: 240
Type: Ironclad; Large Vessel





Durability: d12 + 6

Damage: 10

Size: +6

Pace: 3/6/12

Crew: 16 total – 5 units: 1 pilot unit (4), 4 other units (of 3 each – 1 for each gun area) + 10 + 20*

Special: Heavy Armor +6, Malfunction d8, Large Vessel; Ram

Weapons: Five 12-pound cannons (or equivalent); Large Torpedo Tube

Maze Runner

Maze Runners are used by virtually all of the forces in the Maze. They are maneuverable, relatively fast, and can have effective armament.

Cost: 100

Bounty: 70

Type: Standard Maze Runner

Durability: d12

Damage: 4

Size: +2

Pace: 3/6/12

Crew: 3 (1 pilot, 2 for weapons) + 6*

Special: Heavy Armor + 2; Malfunction d6

Weapons: Light or Steam Weapon in back; any in front (e.g., Gatling Gun and Cannon)

Maze Runner (Large)

Larger than standard Maze Runners, these ships are used by virtually all of the forces in the Maze. They are good troop carriers and hold their own in ship-to-ship combat.

Cost: 150

Bounty: 110

Type: Large Maze Runner; Large Vessel

Durability: d12 + 2

Damage: 6

Size: +3

Pace: 3/6/12

Crew: 4 (2 pilot crew, 2 for weapons) + 6 + 10*

Special: Heavy Armor + 4; Malfunction d8; Large Vessel; Ram

Weapons: Light or Steam Weapon in back; any in front (e.g., Steam Gatling and Cannon); Large Torpedo Tube

Skiff

Skiffs are relatively small boats that are equipped with high performance ghost rock engines. Skiffs are typically converted sailboats or rowboats. They rely on speed and maneuverability to accomplish their objectives. Skiffs are often used by the Union navy and the Maze Rats to get a posse to a location very quickly and establish a beachhead there. They are also used as patrol boats by most of the forces in the Maze.

Cost: 50

Bounty: 30

Type: Skiff

Durability: d8

Damage: 2

Size: +1

Pace: 4/8/16

Crew: 2 (1 pilot, 1 for weapon)* + 6*

Special: Malfunction d8; Able to do Maneuvers

Weapons: Light Weapon in front (e.g., Gatling Gun)

Submersible

Smith & Robards builds these one man subs for several navies. It is also rumored that Wasatch has small submersibles operating in the Maze. Small Submersibles are primarily used for scouting and for harassing larger ships with torpedoes.

Cost: 60

Bounty: 50

Type: Submersible

Durability: d10

Damage: 2

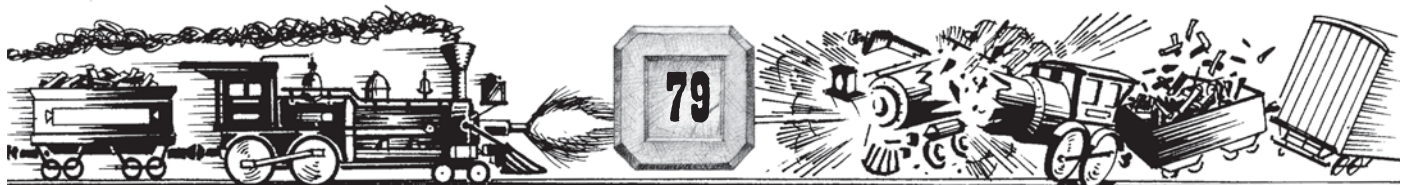
Size: +1

Pace: 3/6/12 Surface; 2/4/8 Submerged

Crew: 1

Special: Heavy Armor +2; Malfunction d6

Weapons: Small Torpedo Tube





Submersible (Medium)

Smith & Robards builds these for several navies, and French submersibles have been reported in the Maze as well. It is also rumored that Wasatch has a group of submersibles operating in the Maze. Medium Submersibles pose a threat to larger vessels due to their torpedoes.

Cost: 100
Bounty: 70
Type: Medium Submersible
Durability: d10
Damage: 4
Size: +2
Pace: 3/6/12 Surface; 2/4/8 Submerged
Crew: 3 (2 pilot crew, 1 for weapons) + 1
Special: Heavy Armor +4, Malfunction d6
Weapons: 1 Light or Steam (e.g., steam Gatling; add Small or Large Torpedo tube for extra cost)

Submersible (Large)

Few Large Submersibles have been built, but those that prowl the Maze strike fear into ship captains who cross their paths. They can wreak havoc with their torpedoes and effective weaponry. Large Submersibles sometimes act as pirates, surfacing and looting vessels while covering their crew with weapons. Both the Union and Confederacy are known to have Large Submersibles in their navies. It is also rumored that Wasatch has Large Submersibles operating near Lost Angels.

Cost: 150
Bounty: 100
Type: Submersible
Durability: d12
Damage: 6
Size: +3
Pace: 3/6/12 Surface; 2/4/8 Submerged
Crew: 5 (3 pilot crew, 2 for weapons) +6
Special: Heavy Armor +4, Malfunction d6
Weapons: 1 Light or Steam, 1 Weapon of choice (e.g., steam gatling and cannon); Large Torpedo tube

Sample Customized Ships

Argent

The *Argent* is a pirate ship that hires out to the highest bidder. Her captain, Mad Dog Malloy, is quite greedy, and has been known to switch sides after a battle if the enemy pays him more. His men often take their time to completely loot an enemy ship in the middle of a raging battle.

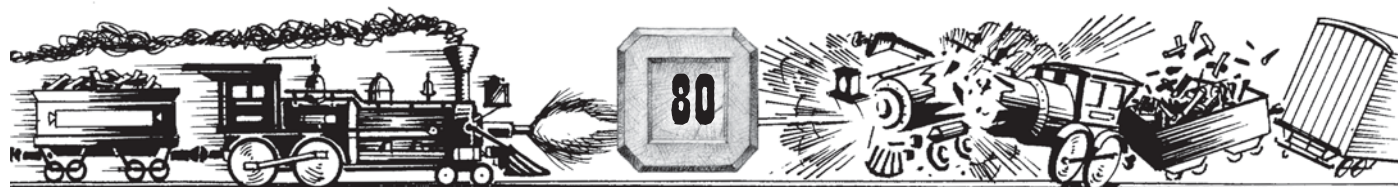
The *Argent* was recently sighted fighting for the French/Mexican navy in a battle with Kang's forces.

Cost: 175
Bounty: 135
Type: Large Maze Runner; Large Vessel
Durability: d12 + 2
Damage: 6
Size: +3
Pace: 3/6/12
Crew: 4 (2 pilot crew, 2 for weapons) + 6 + 10*
Special: Heavy Armor + 4; Malfunction d10*; Large Vessel; Ram; Mine Rack (+10); *Tweaked +10; "Wheel" Guards (+5)
Weapons: Gatling Gun in back; Steam Cannon in front; Large Torpedo Tube

Behemoth

Sailors speak in hushed tones of a huge, monster-infested ship that haunts the main channels of the Maze on foggy days. They are referring to the *Behemoth*, an experimental creation of Dr. Hellstromme. The *Behemoth* is a modified Large Ironclad with tentacles coming out of the bow, and Devil Bats roosting on its twin masts. The tentacles were removed from a sea monster, and Hellstromme figured out a way to control them with a human brain and power them with electricity supplied by the twin ghost rock boilers that drive the ship.

They can grapple and rend vessels that get too close. The Devil Bats are trained to follow simple commands, and swoop down on the crew of enemy vessels. There is also a landing





pad for an Autogyro that is stationed on the vessel. The *Behemoth* has a variety of weapons including 12 pound cannon and several steam Gatling Guns. It is typically only used on foggy days (a relatively common occurrence in the Maze) to add to the terror it causes in other ship crews when it is sighted. Fortunately for other vessels, the *Behemoth* must stay in the main channels of the Maze.

Cost: 650

Bounty: 400

Type: Unique; Large Vessel

Durability: d12 + 8

Damage: 12

Size: +8

Pace: 3/5/10

Crew: 20 total – 5 units: 1 pilot unit (4), 4 other units (of 4 each - place as appropriate) + 10 + 20*

Special: Heavy Armor +6, Malfunction d8, Large Vessel; Grapple Attack; Cause Terror; 5 Devil Bats (5 more can be purchased); Autogyro with Gatling Gun

Weapons: As appropriate (e.g., 4 12 pound cannon, 4 steam Gatling Guns); Large Torpedo Tube

Blancmonge

Created by the infamous French mad scientist Marie L'Strange, The *Blancmonge* is a medium submersible brought to the Maze by the French/Mexican navy. The crew are actually French sailors. Captain Lebec commands the vessel. He likes to stay submerged and attack with torpedoes. The sub got its rather amusing name (not actually official) due to the French practice of painting submersibles white.

Cost: 110

Bounty: 80

Type: Submersible

Durability: d10

Damage: 4

Size: +2

Pace: 3/6/12 Surface; 2/4/8 Submerged

Crew: 3 (2 pilot crew, 1 for weapons) +1

Special: Heavy Armor +4, Malfunction d6

Weapons: Steam Cannon; Small Torpedo tube (+10)

Marie Antoinette

The *M. Antoinette* is a one-man submersible in the service of the Mexican/French navy. It is typically sent into a battle ahead of the main force to harass the enemy with torpedoes and disrupt their advance. The *M. Antoinette* often operates as part of a "pack" of three small subs. Even though they may not do tremendous damage, the sight of the small torpedoes from these vessels often causes enemy ships to scatter in many directions.

Cost: 60

Bounty: 50

Type: Submersible

Durability: d10

Damage: 2

Size: +1

Pace: 3/6/12 Surface; 2/4/8 Submerged

Crew: 1

Special: Heavy Armor +2, Malfunction d6

Weapons: Small Torpedo Tube

Veracruz Wave Rider

An invention of Mexican mad scientist Dr. Carlos Posada, the *Veracruz* is a version of the fast, graceful boat commonly known as a Skiff or Wave Rider. The *Veracruz* is typically used to speed a posse of French Foreign Legion to an important land objective and drop them off there to establish a beachhead before any other forces arrive. It may then pick up additional troops, or support the Legion unit with its Gatling Gun.

Cost: 80

Bounty: 60

Type: Skiff

Durability: D10*

Damage: 2

Size: +1

Pace: 4/8/16

Crew: 2 (1 pilot, 1 for weapon)* + 6*

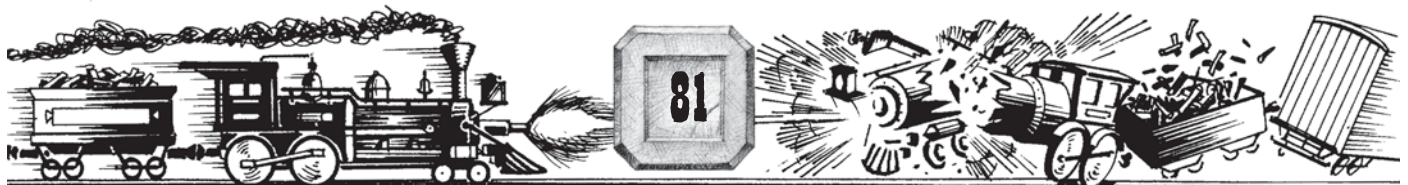
Special: Malfunction d10**, Able to do

Maneuvers; *Reinforced Frame (+10);

**Tweaked (+10); High Pressure Pistons (+5);

Rocket Booster (+5)

Weapons: Gatling Gun in front







Night of the Ronin

By Christopher McGlothlin, M.Ed.

Becoming a bonafide Colonial Ranger is a lot like going back to grade school, complete with bullies kicking you in the batch and taking your lunch money. Eventually though, you do learn how to take care of yourself, find some boon companions, and maybe a best guy or girl.

But you don't get your diploma without passing some advanced-placement classes in honor, loyalty, and dedication to a cause most folks think is lost. Failure, in this case, doesn't make you bigger than the other kids; it leaves you dead, crippled, or otherwise an ex-Ranger.

Banshee Rangers, who carry with them that fundamental cussed stubbornness, have a big edge over all the bad men they have to stare down. You see, in most such differences of opinion, it simply comes down to who quits last, and ninety-nine times out of a hundred, a Ranger's obstinacy to do the right thing outlasts the bad guy's predilection to do the wrong thing.

It's that "hundredth time" the Rangers have to watch out for. That's when they truly find themselves in deep barka guano. In case you were wondering, *The Night of the Ronin* is the posse's "hundredth time."

The Story So Far...

The Colonial Rangers' widely-believed-to-be-a-lost cause is keeping the peace on Banshee, a peace based on a forty-year-old treaty between anouks and humans. This much-abused piece of parchment clearly marks which parts of the globe belong to whom. Trouble is, anouks don't read maps and most humans take those boundaries about as seriously as a mattress-tag warning.

This makes the peace on

Banshee shakier than a blackliner with the dregs. Still, the treaty's all the planet has right at the moment. So in addition to the Reapers, Hellstromme Industries, and militant anouks, the Rangers have to worry about reigning in at least the worst of the human treaty violators.

The Rangers usually wait for treaty-breakers to get themselves into a peck of trouble, and respond to their cries for help with the state road-crew motto "Ain't my job" until the treaty violator retreats back to the human side of the boundary, and promises to stay there. It's a sound tactic, and has the advantage of requiring more inaction than action from the cash- and manpower-strapped Rangers, but of late it seems to have hit a snag.

One of the worst treaty-breakers, "Colonel" (as in "Kentucky" and "Sanders") Jason Schneiderman, ranches on a large spread of land in the Fertile Crescent region of One, not far from Temptation, and almost all of it's beyond the prescribed boundaries. The Colonel snatched this real estate at gun-point years ago, and after the Tunnel closed, most folks expected an anouk repo crew would make him homeless faster than a tornado in a trailer park.

Funny thing is, that hasn't happened, and even after the World Storm, the Colonel is still clinging like a deer tick to his ill-gotten homestead. Moreover, no one on Banshee seems to have a clue as to how exactly he's managed this not-inconsiderable feat, and therein lies the tale.

Hired!

Our story begins in Temptation, where the posse has been contacted about possible work for the Colonial Rangers. Specifically, the heroes are sitting in Flaming Mo's, the bar of choice for the Rangers and their freelancers. If the group actually contains one or more Colonial Rangers of course, they've been told to wait here for their next assignment.

Let everyone get to know each other if they haven't met before and try one of Mo's famous self-named drinks. About halfway through their drinks, Sergeant Justin Mohareb shows up to confirm the new assignment.

Whether the heroes are short on scratch, looking for koo-koo kicks, or are otherwise motivated to hear what more Mohareb has to

say, he asks them to meet him outside Ranger HQ at a specific time later that evening. The precise hour is flexible, just so long as the sergeant has sufficient time beforehand to return to HQ and run background checks on the posse members (though please bear in mind, he's not actually rock-stupid enough to *tell* them this). Unless one of the characters has previously run afoul of the Colonial Rangers or other lawful authorities on Banshee, "The Man" doesn't hassle the heroes about their past transgressions.

Your Mission, Should You Choose to Accept It...

The sergeant is nothing if not punctual, and is already pacing outside the building and glancing at his watch before the appointed time arrives. Once the posse finally shows up, Mohareb invites them inside Ranger HQ, and vouches them past the guards into a Spartanly furnished conference room just down a short hallway from the front entrance.

Non-Ranger characters are required to check their weapons with the guards as they enter, and all posse members must surrender any communication or recording devices on their persons. These stipulations are non-negotiable, and all rebellious types are made to wait outside. Afterwards they must accept or decline the job with the details unknown.

Once inside the conference room, Mohareb asks the posse to be seated, and thanks them all for coming before proceeding to the business at hand. He begins with some background information on "Colonel" Schneiderman (pretty much what's related in **The Story So Far...** above) for those not in the know. He explains that the Rangers have long been a mite curious as to why the Colonel's head is not dangling from some Azeel Plainsrider's belt like a pair of fuzzy dice, but what has made the situation suddenly much more intriguing is some news from Martool, shaman of the Asai Clan, whom Captain Ross knows and trusts.

According to Martool, the anouks had been successfully enforcing their territorial claims against the Colonel, gently but firmly so as to minimize bloodshed. But ever since the World Storm, Schneiderman has by some means beat back their efforts, roughly and messily killing anouk warriors by the dozen. Martool is trying to prevent the situation from escalating into a major bloodbath, but as long as the exact nature of the threat remains unknown, her people remain scared and unreasonable.

Martool has asked the Rangers for their assistance in ascertaining what the Colonel's new trump card really is. Seeing a golden opportunity to improve relations with the anouk, Captain Ross has agreed to send a team of expert observers to help unravel the mystery. "That's you all," Mohareb adds, if the posse doesn't quite get it.

Money, Money, Money

Once the conversation turns to payment, Mohareb offers each posse member 250 credits up front, plus an additional 500 credits each upon their return to Temptation if the mission is successfully completed. Greedy characters can attempt to haggle for more money by making an opposed roll, using their *persuasion* against Mohareb's *scrutinize* of 3d8. For every raise a player gets, the sergeant offers an additional 50 credits per character, up to a 1000 credit maximum total payment for the job. (Note that actual Colonial Rangers aren't eligible for any of this moolah, seeing as how they're *already* on payroll and stuff.)

Lost Colony D20: The heroes earn an additional 50 credits each for every point their check result exceeds Mohareb's in an opposed check against the sergeant's Diplomacy +6 skill.

It's a certainty the Colonial Ranger characters are going on this mission, and a safe bet their fellow posse members won't make them look bad in front of a co-worker by refusing to accompany them. However, if the reward (or lack thereof) prompts a Ranger-less posse to take a pass on the job, the sergeant disappointedly sees its members to the door, and all their checked gear is returned to them. There are no repercussions save for it being a cold day in Perdition before the Rangers offer them freelance work again—a fact the Marshal should have Sgt. Mohareb point out if he actually wants to run this adventure.

My Ride's Here

Assuming the players actually want to game tonight and thus agree to take the gig, Mohareb informs them that they are to join up with an anouk scouting party on the down lo. The meeting is on land illegally added to the Colonel's homestead, and is set for just after dawn, so the posse has but a matter of hours left before they must hit the road. Mohareb gives the posse the proper rendezvous coordinates, and a geophysical map of the surrounding area, including the whole spread the colonel illegally occupies. If need be, the

Sergeant can loan the heroes an SUV or Hummer in order to save them the embarrassment of hitchhiking.

After meeting up with the anouks, the posse is to accompany them on a reconnaissance of the Colonel's ranch, with the aim of divining just what it is that's keeping him in the evil rancher business. Mohareb mentions that the heroes are there as observers only—at least, officially. However, if the posse can resolve this situation all on its own, quickly and quietly, the sergeant intimates that the Rangers won't exactly be busted up about it or anything. In fact, Mohareb says the Rangers would in fact be "grateful," and further clarifies this point by rubbing his index and middle fingers across his thumb.

The sergeant answers any other posse questions to the best of his ability and tries to fulfill any reasonable requests for additional loaner gear. Keep in mind here the sergeant doesn't know much more about the situation at hand than what he's already related (gathering more info is, after all, why the posse was hired), and the Rangers don't have a whole lot of surplus equipment just lying about for the characters to bogart.

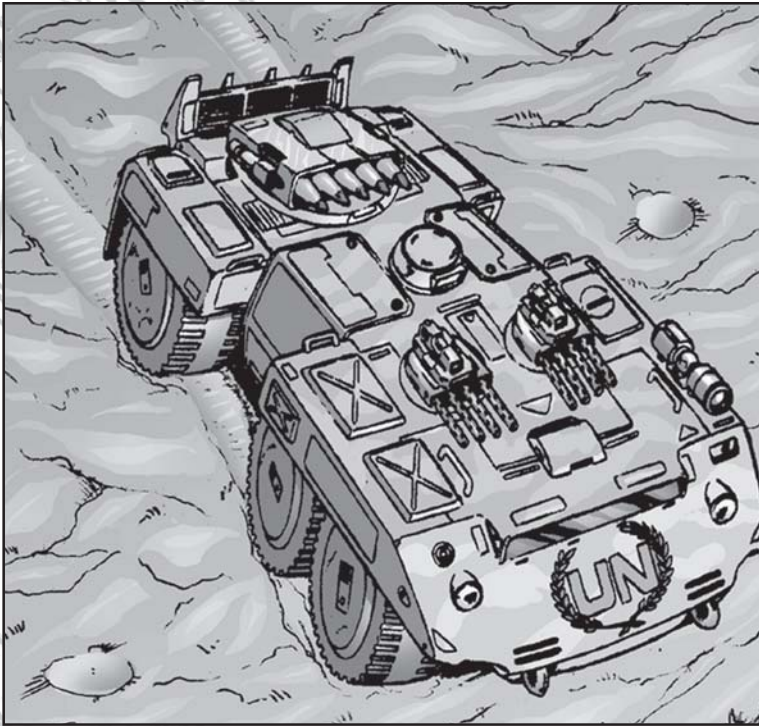
The Trip

The posse's journey to the rendezvous point is a quiet one, punctuated only by stops to relieve sleepy drivers and passengers needing to, you know, *go*. Unless the characters voluntarily delay their departure from Temptation or deliberately wander off course, they arrive without hassles at the scheduled time and place.

Their destination is a gully in a range of low hills, but there's no sign of the anouks as the posse approaches the designated meeting place. Once they're dismounted, the characters find indications that their conversations with the anouks are going to be a trifle one-sided.

Crime Scene Investigations

Anyone exploring the gully is allowed a Fair (5) *search* roll to find one of the ten anouk corpses lying hidden by the tall grass. If they trek onward to the gully's end, a Foolproof (3) *search* roll reveals a few mounds of chanouk carcasses piled into a ditch.



Lost Colony D20: It takes a Spot roll against DC 7 to notice an anouk body, and a roll against DC 2 to find the dead chanouks.

Among the carnage are some clues, if the characters aren't too grossed out to hunt for them. A successful Fair (5) *Cognition* roll in the general area of the anouk corpses reveals indications of their having made camp on this site, almost certainly during the previous night. Anyone intimately familiar with anouk culture (those with the *gone native* Edge, for instance) recognize the dead as an Asai scouting party. Those with slightly lower Anouk Quotients can make an Onerous (7) *Knowledge* roll to glean the same info.

Anyone who looks can guess what killed the anouks and their mounts: a lethally precise bullet clean through the skull, and if a character's curious and determined enough to check, he might learn that all ten of the anouks were killed in this fashion.

Furthermore, an Onerous (7) *Cognition* roll confirms the scouting party's members were unable to take so much as a step or even lift a weapon prior to being shot dead.

Lost Colony D20: A Wisdom check against DC 7 reveals signs of a campsite, while an Intelligence check against DC 14 to identify both the clan and nature of the anouk party. A Wisdom check against DC 14 is

required to deduce their inability to act prior to death.

Those with specialized knowledge can garner two other interesting bits of info from the massacre site. A Fair (5) *tracking* roll indicates that whoever the gunmen were, they left behind almost no traces: no footprints, no animal tracks, no vehicle tracks and no shell casings. In fact, literally the only signs of their presence (save for all the dead bodies) are the drag marks created when the chanouk carcasses were pulled into the ditch—and by the way, dragging chanouks is no small feat!

Characters with *medicine: general* who examine the anouks' fatal wounds can attempt an Onerous (7) roll, which if successful, suggests a large-caliber hollow-point (or similar) round fired at range as the most likely instrument of death. A

successful roll also allows a character to estimate the time of death at less than six hours ago.

With the proper tools and some determined digging, along with a Fair (5) *medicine: general* (or Foolproof (3) *medicine: surgery*) roll, a junior forensic scientist can retrieve a bullet from the skull it bored into, and thereafter the slug can be precisely typed as a .50 frangible. A very thorough character—or one who just can't stop messing around into bloody brain-mess—can confirm that exact same type of bullet killed each of the party members and their mounts.

Lost Colony D20: Those with the Track feat note the absence of tracks and other tell-tale signs by making a roll against DC 7. A Profession (medicine) skill roll against DC 14 suggests both the type of bullets used by the killers and the approximate time of death, and a second roll against DC 7 retrieves a sample from an unused cranium.

Failure to Communicate

At this point, the posse's original mission itinerary is pretty much FUBAR, and as a result they may attempt to contact Ranger HQ in Temptation for some new instructions. However, that wacky Banshee atmosphere is once again pimp-slapping any and all radio communication beyond ten miles range, leaving the posse more likely to talk with Elvis than Sgt. Mohareb for the remainder of the scenario.

If however the characters want to try the "live via satellite" route (and have access to both the equipment and the knowledge to use it properly), they can in fact rap with Sgt. Mohareb. Once he's brought up to speed on recent developments, Mohareb orders the posse to proceed with the mission as planned, only now with greater urgency, as Martool may not be able to keep the peace long after the Asai realize their scouting party isn't coming back, ever.

Instead of phoning the sergeant, a Ranger-less posse might decide to exit stage left back to Temptation and spend the up-front payment it did little to earn (but is entitled to keep). If this happens, none of the posse will ever work for the Colonial Rangers again, but the Rangers can more than live with that if the characters can. If the characters return to Temptation for new orders, Mohareb asks the heroes to complete the mission on their own, as above.

The Double-Cross

Unless the posse somehow managed to lose the map Sgt. Mohareb gave them, it's an easy and uneventful drive to scope out the colonel's homestead, which he calls the "Double-Cross Ranch" without any hint of irony whatsoever. Regardless of their direction of approach, the characters are greeted by the sight of wooden fences and large herds of cattle, looking very much like something from Earth about two centuries ago.

The players have a number of options as to how to proceed from here. If they decide to watch and wait, their view of the split-rails and thousands of t-bones on the hoof is disturbed only by the occasional ranch-hand on a four-wheel ATV out riding fences. Assuming the posse makes some reasonable effort to conceal their presence, the cowpunchers take no notice of the characters, and nothing of interest occurs until after twilight, when the events of **The Night Shift** occur.

Cautiously approaching one of the ranch-hands while flashing a Ranger badge gets the posse an audience with Schneiderman sans gunfire, if they ask for one. Any other requests the heroes might make are answered with a simple but firm, "You'd have to talk to the colonel about that."

A Ranger-less posse might be able to fast talk its way past Schneiderman's lackeys. In the classic *Lost Colony* rules, this is resolved as an opposed roll, comparing the character's *bluff* to the ranch-hand's *scrutinize* (statistics for them are found later in this adventure).

87 Night of the Ronin

Under the D20 system, the character uses his Bluff skill.

Failure prompts the ranch-hand to ask nicely if the posse would mind very much getting the hell off the colonel's land. Success gets the posse at least some compliance with what they're asking for (Marshal's call). As above, keep in mind all the colonel's underlings are told to refer complicated questions to Schneiderman himself.

I Am the Law!

Any Colonial Rangers in the posse may decide to go with the '70s cop-show approach and kick in the front door (well, fence, really), waving a badge and gun, or something else suitably action-hero like. This counts as an *overawe* attempt (or use of the *Intimidate* skill under D20 rules) on the cow-puncher(s) present.

If it succeeds, the ranch-hand realizes he's dealing with a *bad* mother (shut your mouth!), and nervously defers all questions with offers to take the boss Ranger to meet with the Colonel. Failing to *overawe* the goon (or *Intimidate*, in D20) only makes him contemptuous and uncooperative. The colonel is "off-world," and the ranch-hand insists the posse "come back at a later time."

Unlawful Entry

By necessity or design, the posse may try to sneak onto the Double-Cross Ranch. If the characters do so after nightfall, simply allow them to roll the appropriate dice, go "Hmm" a lot, and proceed to **The Night Shift** below.

Trespassing in broad daylight requires an opposed roll between each posse member's *sneak* and the ranch-hands' *Cognition* (or a *Move Silently* roll opposed by the cowpuncher's *Spot* skill roll). If they detect the posse, the hirelings respond by taking cover behind their ATVs, opening fire, and calling for back-up (one hired goon per posse member). Regardless of who shoots first, surviving ranch-hands retreat when half their numbers are incapacitated, and any prisoners respond to interrogations with "Ask the colonel."

The Big Bossman

Whether the posse was cheerfully waved through the front gate or sped through it on two wheels like them good ol' Duke Boys, the characters' most likely destination is the Ranch's main buildings. If they choose to explore the rest of the grazing lands first, they find nothing but more cow-people and mooing Big Macs-to-be.

During the day and early evening, Schneiderman is found sitting on the front porch of his Southern plantation-style mansion, bedecked in his whitest Kentucky Colonel suit and quenching his appetites with such rarities as genuine ice-cold lemonade. His ranch foreman/bodyguard Jeff Mackintosh is never more than an arm's length away, with his gun always at the ready in the presence of others.

The colonel is downright hospitable to any characters who talked their way past his hired hands. When questioned about his activities, Schneiderman puts the best possible spin on them, claiming to be nothing more than a simple man who wants nothing more than a little plot of land to call his own. He also maintains that any violence between his ranch-hands and the anouks was clearly the result of his men exercising their right to self-defense, and specifically denies any knowledge of or involvement in the massacre of the Asai scouting party.

If the posse requests permission to search the premises, the Colonel agrees so long as at least one of his ranch-hands accompanies them at all times, and the characters are all off his land by nightfall. These conditions being accepted, the characters can look anywhere they wish with no other restrictions.

However, much to their likely chagrin, the heroes find absolutely nothing incriminating or useful, no matter where they look. The Double-Cross appears to be nothing more than a working ranch, albeit a big one, complete with bunkhouse, garage, stables, and other structures, including the Schneiderman family crypt. The colonel's wife and daughter (both killed by the same vehicle accident on Banshee some years ago) are interred there, and a reserved space awaits the Colonel himself.

Lyin' Eyes

Characters with a gambler's knack for reading people may try to size up Schneiderman as he talks. It takes an opposed roll, pitting a character's *scrutinize* against the colonel's *bluff* or *persuasion* of 5d10 (using classic *Lost Colony*) or a Sense Motive roll against DC 20 (using the D20 system).

If the appropriate rolls succeed, it reveals the colonel is being honest as far as just wanting some land and fighting only in self-defense goes, with the posse, if not himself. Schneiderman is, however, lying through his preternaturally white teeth when he claims ignorance of the anouk scouting party's demise. Of equal interest, the colonel seems *extremely* nervous about getting the posse off his ranch by dark.

Peckinpah Ending

By contrast, if the posse's arrival at the Double-Cross was heralded by a firefright, the colonel is in a downright surly mood when the characters arrive. He answers any and all queries with a "Git offa muh land!", at least until the rest of his ranch-hands (he's got about twenty total on payroll) arrive armed to the teeth and forcibly eject the heroes.

In the event the posse's bloodlust is not yet sated and *another* fight breaks out, Mackintosh covers the colonel's flight into the mansion, and one or both of them flees to safety on a waiting hoverbike. To say the least, Sgt. Mohareb is not going to be pleased by this turn of events, assuming the posse survives to earn his wrath after the story proceeds to **Ambush!** below.

The Night Shift

If at any point the posse is on or observing any part of the Double-Cross Ranch after dark, they are eventually surprised by an unknown voice stabbing forth from the darkness like a cold steel blade with the incongruously banal question, "Hey buddy! Got a light?" (Don't give your players a roll beforehand—trust us, this is all for the shock effect.) Standing behind them in the inky blackness is a man of apparent Mediterranean descent, with short, dark hair and a full beard and mustache. His average size and build should undercut the terror he inspires, but somehow do not.

Should a jittery posse open fire on the man, he tumbles (apparently wounded) down a

hillside, but there is no body or blood-trail to be found afterwards. The characters have no further excitement until the events of **Ambush!** below.

However, if the posse bothers to speak at all with the stranger, he remains unflappable and cordial no matter what the tone of the character's speech. The stranger introduces himself as Khrystiyannr Pramas—Khrys, for short—the “night watchman” for the Double-Cross Ranch. All he wants is a light for his smoke (and he's more than happy to share his pack of hard-to-get Halifax Unfiltered's with the characters in exchange), and to inquire what the posse's business is. Beyond these two requests, Khrys is happy to sit and talk with the characters for as long as they want.

If asked, Khrys doesn't much care for the colonel personally, but does appreciate his paying on time and on full. “I always honor a contract,” Khrys says more than once during the conversation, and he obviously appreciates that the colonel seems to do the same. Said contract, if the characters inquire, is for Khrys to protect the colonel and his land from anouk attack, and nothing more. Khrys strongly denies doing anything that deviates from the terms of this deal.

Any questions about Pramas' background are answered as truthfully as he can manage, given his unique history (more on that follows below). When the conversation grows thin, Khrys extracts a promise from the posse to stay off the colonel's land uninvited before taking his leave of them. If the characters refuse, Pramas simply laughs and says, “Oh well, guess I'll be seeing you again sometime!” before vanishing once again into the night.

The Vorvolaka

As the posse likely expects, there's more to Khrystiyannr Pramas than meets the eye. Pramas hails from the blood-soaked Mediterranean island of Cyprus, the site of centuries of ethnic violence between its Greek and Turkish inhabitants. Khrys survived growing up in the constant blood-letting by becoming handy with a gun, and in doing so found his life's calling.

For years, Pramas made his living as a gun-for-hire, and his services were never out of demand, both for the magnitude of his skills and his scrupulously precise honoring of the exact terms of any contract—doing literally no less and no more than what was agreed upon, no matter what the terms or personal cost to himself. It was this latter characteristic that changed his life forever.

Hired to protect a particular client “at all hazards,” Khrys wound up putting himself

between his employer and an honest-to-Bela vampire, and neither Pramas or the undead monster survived the encounter. Khrys however, got back up out of his grave, now bearing the mark of the vampire, or as his people knew them, the *vorvolaka*.

At that time on Earth, supernatural activity was at a noticeable ebb, and it was more difficult than ever for anyone transformed by the paranormal to escape the notice of those who wanted either to kill them or use them for selfish ends. Khrys learned this lesson fairly quickly, and it prompted him to take virtually all of the small fortune he had amassed as a mercenary and spend it on a one-way ticket to the only place a vampire might dwell in peace: Banshee.

Planet of the Vampire

On Banshee, Khrys experienced the most peace and quiet he'd ever known, spending his nights in the blissful serenity of Banshee's less-inhabited areas. When forced to feed, he



took care never to endanger a victim's life, to avert the creation of any competitors for human sustenance. So it remained for him, until the coming of the World Storm.

Since that time, biteable necks on Banshee have grown fewer and farther between, and humans are now in real danger of being forced off the planet entirely. This possibility threatens Khrys' very existence, and this prospect forced him to resume his lifelong vocation of gun-for-hire, in the service of those most prepared to do whatever it takes to preserve humanity's foothold on Banshee.

At present, Khrys is under contract to the colonel, who is too enamored of (and frightened by) Pramas' gunslinging abilities to ask too many questions about his new employee's odd habits, like showing up for work only after dark. Pramas claims to be "more effective" after twilight, and so far, the results have spoken for themselves as far as the colonel's concerned.

Khrystiyann Pramas, the Vampire

Corporeal: D:4d12, N:4d12, Q:4d12+2, S:4d12+2, V:4d12+2

Climbin' 4d12, dodge 4d12, fightin': brawlin' 4d12, quick draw 5d12+2, shootin': pistol, rifle, SMG 6d12, sneak 5d12, speed load: pistol, SMG 5d12

Mental: C:4d10, K:3d6, M:4d12, Sm:4d6, Sp:3d10
Academia: history 4d6, area knowledge: Cyprus, Fertile Crescent 4d6, guts 5d10, overawe 4d12, scrutinize 4d10, search 4d10, streetwise 4d6

Pace: 12

Size: 6

Wind: N/A

Edges: Dinero 1, "the stare", "the voice" (threatening)

Hindrances: Oath 3 (always keeps his word)

Terror: 9 (when true nature is known)

Special Abilities:

Damage: Claws (STR+1d6). A hit with a raise in hand-to-hand combat lets Pramas bite his victim for (STR+1d4) brawling damage.

Infection: Anyone slain by the vampire's bite rises in 1d6 nights as a lesser vampire, completely under his control. Since he doesn't need any competition for "food" on Banshee, Pramas always takes steps (usually beheading) to

prevent any such victims from actually becoming vampires.

Regeneration: Each six points of Wind drained by the vampire's bite heals one wound level he has suffered.

Shapechange: Pramas can assume the form of a massive bat (Size 3) or wolf. Use the appropriate animal profile, but increase the Corporeal Traits by 2 die types, and the vampire retains his normal Mental Traits. Either change requires 1 Action Card to perform.

Speed: Pramas can move up to four times his Pace on *each* action.

Undead: Focus—heart.

Weaknesses: Garlic and roses repel vampires—Pramas must make an Incredible (II) *Spirit* roll to bypass them. Beheading or a wooden stake through the heart permanently kills the vampire. A thrown pint of Holy water inflicts 2d6 damage. Each round Pramas has any flesh exposed to sunlight, he suffers 3d6 massive damage.

Gear: Twin M-80 SA officer's sidearms with laser sights and 10 9-round clips (five with frangible rounds, five with AP 3 rounds), two SA Commando SMGs with laser sights, compensators, and four 30-round clips (two with frangible rounds, two with AP 3 rounds).

Description: See above.

D20: Khrystiyann Pramas, the Vampire

Medium Size Undead

Hit Dice: 9d12 (59 hp)

Initiative: +4 (Dex)

Speed: 60 ft.

AC: 14 (+4 Dex)

Attacks: 2 claws +9 melee; bite +7 melee; or by ranged weapon type +8

Damage: Claw 1d6+5, bite 1d4+2; or by ranged weapon type

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Improved grab, energy drain

Special Qualities: Blood drain, undead, shapechange, vampiric weaknesses

Saves: Fort +3, Ref +7, Will +8

Abilities: Str 20, Dex 19, Con —, Int 11, Wis 15, Cha 16

Skills: Climb +9, Hide +10, Intimidate +10, Listen +9, Move Silently +10, Sense Motive +9, Spot +9, Speed Load +9

Feats: Ambidexterity, Dead Eye, Dodge, Multiattack, Quick Draw, The Stare, Two-Weapon Fighting

Climate/Terrain: Any land
Challenge Rating: 7
Alignment: Chaotic neutral
Advancement: As per gunslinger character class

Combat

Khrystiyann Pramas relies on his shooting irons almost exclusively, openly using his vampiric abilities only when all other alternatives have been exhausted. Since he doesn't need any competition for "food" on Banshee, he is especially reticent to use his bite attack. However, he is adept at using his powers to ambush his opponents, particularly hit-and-run attacks that wear down opponents he cannot take down in one fell swoop.

Improved Grab (Ex): The vampire can grab any target equal in size or smaller.

Energy Drain (Sp): Anyone bitten by Pramas must make a Fortitude saving throw against DC 17 to eliminate a negative level. Anyone slain by the vampire's bite rises as a lesser vampire, completely under Pramas' control.

Blood drain (Su): Every three hit points the vampire inflicts with his bite heals one hit point of damage he has suffered.

Shapechange (Su): Pramas can assume the form of a massive bat or wolf. Use the appropriate animal profile, but increase Str, Dex and Con by 4 each, while the vampire maintains his own Int, Wis and Cha. Either change requires one round to perform.

Undead (Su): Focus—heart. Beheading or a stake through the heart kills the vampire. Reducing him to 0 hit points or less simply incapacitates him.

Vampiric weaknesses (Su): Garlic and roses repel vampires, and Pramas must make a Will saving throw against DC 18 to bypass them. A pint of holy water thrown at Pramas does 1d6 damage, and he takes 2d6 damage each round he has any flesh exposed to sunlight (damage from these sources can also kill him).

Gear: See above.

Ambush!

This encounter occurs after the posse's midnight introduction to Khryss Pramas (if the Marshal runs

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that scene), and after they finish chatting with the Colonel and searching the Double-Cross Ranch. Unbeknownst to the characters, during the latter incidents, Schneiderman became so rattled by the notion of both the anouks and Colonial Rangers trying to take away his land that it moved him to a desperate act.

If the posse is traveling during the night (perhaps going back to Temptation, or simply getting off the colonel's land), at some point a slashed tire or minor mechanical failure forces them to stop. (In case the characters are not in transit at any time during the night hours, the Marshal can simply inflict this ambush on the heroes at the least convenient time.)

Anyone with the appropriate skills can immediately tell the easily repaired breakdown is the result of deliberate sabotage (either while they were at the ranch, or when they encountered Khryss), but the heroes haven't long to worry about which was the case.

Having followed the heroes in eager anticipation of their breakdown, one armed ranch-hand for each posse member attempts to creep into covered positions and open fire on them. As soon as most of the heroes have left their vehicle (and before any repairs can be attempted), have the characters make an opposed roll using *Cognition* (in *Lost Colony* classic) or Listen skill (in D20) against the





Profile: Ranch- Hands

Corporeal:

D:2d6, N:3d6,
Q:3d6, S:3d6,
V:3d6

Climbin' 2d6,
fightin': brawlin'
4d6, horse ridin'
4d6, lockpickin'
2d6, shootin':
pistol, rifle 4d6,
sneak 4d6

Mental:

C:2d6, K:2d6, M:3d8,
Sm:3d6, Sp:3d6
Area knowledge:
Fertile Crescent
3d6, gamblin'
3d6, guts 3d6,
overawe 2d8,
ridicule 2d6,
search 2d6,

ranch-hands' *sneak* Aptitude or Move Silently skill, as appropriate. Those who beat the hired goon may act to prevent the ambush, while all others are surprised.

The colonel's hired goons are under orders to kill the posse members, burn their bodies and vehicles, and leave behind a pile of atax and other anouk weapons to make it look like "the grapes" were responsible. As goons, they have no qualms about killing, but being *hired* goons, they flee once half their numbers are down. Any who are captured divulge all the details of the attempted frame-up once interrogated successfully (using *persuasion* or *overawe* in *Lost Colony* classic; Intimidate or Diplomacy in the D20 system), including the colonel's culpability.

With their confessions come a dire warning: "If you don't stop Pramas, none of us gets out of here alive!" Having seen firsthand his deadly skills, the hired goons are deathly (though wrongly) afraid Khrys will soon be on the way to punish them for their failure, and to finish off the posse for good.

If asked, the goons eagerly divulge that Pramas is back at the Double-Cross Ranch, which is all the help they're willing to give. The Ranch is also where any fleeing goons head once they've been routed in battle.

streetwise 2d6, trackin' 2d6

Edges: Brave

Hindrances: Greedy, mean as a rattler

Pace: 6

Size: 6

Wind: 12

Gear: M-21 NA assault rifle with 60 rounds of standard ammo.

Description: Dirty and disreputable, these unwashed, unkempt, and unshaven louts are nothing more than typical Banshee guttersnipes, and look every inch of it.

D20: Ranch-Hands: Warriors; Level 3: CR 3; Medium-size Humans; HD 5d8; hp 28; Init +6; Spd. 30 ft.; AC 12 (+2 Dex); Atk +5 (NA assault rifles 2d10/19-20/x2); AL NE; SV Fort +5 Ref +3 Will +0; Str 13, Dex 14, Con 14, Int 9, Wis 10, Cha 8.

Skills and Feats: Drivin' (Land Vehicles) +3, Hide +3, Listen +1, Move Silently +3, Spot +1; Firearms, Improved Initiative, Intimidate +2, Point Blank Shot, Rapid Shot, Simple Weapons.

Possessions: As above.

Description: As above.

Meanwhile, Back at the Ranch

The colonel, his bodyguard Jeff Mackintosh, Khrys Pramas, and the remaining ranch-hands are holed up inside the mansion, waiting for the hired bushwhackers to return. Schneiderman won't flee once he realizes the

posse survived and is looking for some payback, as he still aims to kill the heroes and frame the anouks for their deaths and avoid becoming a fugitive from Ranger justice.

Once they realize it's the posse approaching, the ranch-hands use the mansion's windows for cover and continue shooting at the heroes so long as either the colonel or Pramas remains on the scene and committed to the fight. Schneiderman, Mackintosh, and Pramas remain inside the mansion's main room under cover.

Once inside the building, the posse comes under fire from Mackintosh and the colonel (use the hired goon profile for them), but not from Pramas. As the characters may notice, despite all of the colonel's entreaties, Khrys only fires in direct response to attacks on Schneiderman; all shots aimed at Pramas himself, he merely attempts to dodge.

The Art of the Deal

In case the characters can't figure it out on their own, the Marshal may allow them a Fair (5) *Smarts* roll (or in D20, a Wisdom check against DC 7) to pick up on the fact that Khrys has just exercised an out-clause in his contract. Pramas signed on because of the perceived necessity of fighting the anouks, but is far less sanguine about gunning down Colonial Rangers (or their proxies). Since his contract with the colonel only calls for killing anouks and protecting Schneiderman's person alone, Khrys is acting accordingly (though this means jack-all nothing to any anouk characters in the posse, who are contractually valid targets).

Therefore, for the duration of the fight, Khrys only fires under the circumstances described above, or if he's the last man standing and the posse is obviously bent on his destruction. Once the colonel himself falls unconscious or dead, or is taken into custody by the posse, Khrys (if able) simply holsters his guns and attempts to walk away (or fly away, if hard pressed to escape otherwise).

Regardless of what happens, Pramas bears the posse no ill will. After all, he understands all too well that it's not personal, just business.

The Vampire's Tomb

Depending on many factors, the characters may gladly let Khrys walk away, positively giddy that the *tres* lethal gunslinging vampire's gone, or they may be Hell-bent on destroying him for what he is and what he's done. Really inventive heroes may even attempt to negotiate a new contract with Pramas on the

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spot, maybe even one that brings him over to the side of the Colonial Rangers, much as their Texas namesakes would do under the circumstances.

In case they opt to destroy him, Pramas uses every skill and supernatural ability at his disposal to save his own unlife. Should this battle (or the previous one) drag on until the dawn, he flees to his secret resting place: inside the colonel's own crypt. If the posse finds the vampire's resting place, once it's opened to the sunlight, Khrys' fate is sealed. However, prying open the solid stone crypt requires an Incredible (II) *Strength* roll (or in the D20 system, a Strength ability check against DC 19).

Aftermath

If the posse demonstrates a Pramas-like adherence to its deal with the Rangers and returns to Temptation after surviving the **Ambush!**, they are paid what they are owed and nothing more. Sgt. Mohareb is more than a little skeptical that one gunman, no matter how deadly, is solely responsible for holding off entire bands of anouk warriors, and as a result becomes unwilling to hire the posse for future jobs. That is, until the situation worsens and more stories about a badass gunslinging nosferatu reach the sergeant's ears. If this sounds like a set-up for a sequel, not only could you write for Hollywood, Marshal, you're absolutely right as well.

Characters who bring in evidence of the colonel's misdeeds and also neutralized the vampire threat to the anouks (either by destroying Pramas, recruiting him to the Ranger's cause, or the like) receive a bonus equal to their up-front payments. If Pramas escaped, free to suck blood another day (whether the posse let him or not), the amount of the bonus is halved.

The Bounty

Finding a clue at the massacre site: 1 white chip to the finder.

Talking their way into a meeting with the Colonel: 1 white chip to the fast-talker.

Each contingent of hired goons defeated: 1 white chip to everyone.

Acquiring evidence of the Colonel's misdeeds: 1 red chip to the investigator.

Neutralizing Pramas: 1 blue chip for everyone.



LOSTON



A CUT ABOVE

By Brom Clancy, Brian Leybourne, Steven Walmsley,
and the members of the *Deadlands* listserv

Hucksters challenge manitous to games of will and chance in order to get the evil spirits to power their hexes. But not all manitous are the same. Some are relatively minor spirits that can barely punch their way out of a shopping bag straight from Demons-R-Us. Others have the kind of power that leveled Gomorra (Doomtown).

If you'd like to play with these nasty folks a bit more, the following is a selection of very specific manitous that can spice up your huckster's hand a bit.

For a price. For these manitous are "a cut above" the rest.

WITH GREAT POWER...

Manitous can give a little extra boost to a hex, but at a cost. These manitous usually only come when specifically called. Hucksters usually learn of them by word of mouth.

It is also possible for the huckster to come across a manitou's proper name while doing research on occult matters. If the huckster has access to an adequate library or resource he could then make an *academia: occult* roll to discover the necessary information. If he is looking for the

specific name of a manitou in order to call one up, the TN is Hard (9). If the huckster is just browsing through random information, the TN goes up to Incredible (11). With two raises on such a roll, the huckster also learns what the price is. If the huckster learns about a specific manitou from someone else, it's up to the revealing source whether or not the huckster learns about the cost and risks involved.

Before a huckster can deal with one of these demons, he has to get its attention. Once he learns its name, he must make an *academia: occult* roll against the TN listed with each manitou. Most manitous are TN 5, but some have higher requirements to get their attention. (Most *want* to be found). If the huckster goes bust on the occult roll, he garners the attention of a **Suicide King**.

THE BURNED MAN

TN: 7, N/A for a Harrowed huckster

Appearance: The Burned Man appears as a human with all of his skin burned to a crisp and his eyes baked to charcoal.

Motivation: The Burned Man wants to walk the earth as a

Harrowed, and he would prefer to do so with the powers of a huckster. The Burned Man will not come to the call of a Harrowed huckster.

Boost: Hucksters calling on the Burned Man get an additional five cards, no more and certainly no less.

Cost: Nothing. It's a free ride, gamblin' man.

Backlash: If the huckster suffers backlash while dealing with the Burned Man, the demon possesses the huckster and does his best to find flame and burn away the host's skin, preferably the face. (Welcome to the *Ugly as Sin* Hindrance and at least 2d6 damage). The player now has one extra point of *Grit* only for determining if the huckster comes back as Harrowed after death.

If the Burned Man manages to burn the huckster, he can then show up uninvited at will, and will try to burn his host again. The Marshal can do this as desired, or bring the Burned Man into play whenever the huckster's first draw of a hex is a Jack.

FLAYED DOG

TN: 5

Appearance: The Flayed Dog appears as a large dog with all of its skin peeled off, standing on its hind legs with bloody hollow sockets instead of eyes.

Motivation: The Flayed Dog encourages cowardice in those it aids.

Boost: Hucksters dealing with the Flayed Dog may draw up to an additional three cards when casting a hex, but only if the hex is meant to allow the huckster to escape or avoid combat.

Cost: The huckster must spend all of his remaining actions fleeing the sight of the combat as if he had failed a terror check.

Backlash: If a huckster takes Backlash from the Flayed dog, roll 4d6 on the scare chart and apply the result to the huckster. There is no *guts* check to avoid this.

HUNGRY JIM

TN: 5

Appearance: Jim looks like a short balding card dealer, suffering the effects of advanced starvation and vitamin deficiency.

Motivation: Jim is a hungry little bugger and just wants a little sustenance from the huckster.

Boost: Any hex powered by Jim works at one level higher than the huckster's hand, or at the minimal level of the hex if the huckster fails.

Cost: The huckster's *Vigor* is lowered by one die type; this also lowers the huckster's Wind by a like amount. The huckster may gain his *Vigor* back as if he was healing from a wound (as long as he has access to plenty of food).

Backlash: If a huckster backlashes while calling on Hungry Jim, the huckster loses one die type of *Vigor* permanently.

THE QUEEN OF SPADES

TN: 13

Appearance: The Queen appears just like the playing card of the same name. Her upright face is covered by a smiling black mask, her downside face by a frowning black mask.

Boost: The huckster may draw one card at a time as many times as he wants until he is happy with his hand, until he draws the Queen of Spades, or backlashes. If the player draws the Queen of Spades, he is dead...dead...dead.

Cost: It's a free ride baby.

Motivation: The Queen just likes making more Suicide Kings. (See below)

Backlash: Dead...Dead...Dead.

SUICIDE KINGS

TN: N/A

Appearance: Kings show up looking like whichever manitou the huckster was originally trying to get.

Boost: None. The huckster gets only the cards he would normally have gotten from his *hexslingin'* roll.

Motivation: The Kings are the ghosts of hucksters who have died from the result of backlash from their own hexes. The Kings are trapped in a tortured existence halfway between life and death. The only way for the Suicide King to pass on is to possess a huckster and kill him, sending both onto their final reward.

Cost: None.

Backlash: The Suicide King attempts to possess the huckster. The King has a *Spirit* equal to the best of three card draws. The number of dice rolled is also the number of rounds the King has to take possession of the huckster. For example, a card draw of 7 of Clubs, 3 of Diamonds, and Ace of Hearts gives

the Suicide King a *Spirit* of 3d12 and three rounds of trying to take control of the huckster. The huckster must roll and beat the King each round or the King gains possession and does its best to kill the huckster using any weapons or situation available.

THE BETRAYER

TN: 5

Appearance: The Betrayer appears as a man with two faces, one on each side of his head. One face is extremely beautiful and the other hideously ugly. His body is thin but looks to be in good shape. When the Betrayer speaks, both faces talk at the same time.

Motivations: He seeks the betrayal of mankind, both against each other and their own internal morals.

Boost: +3 cards to any hex that causes an illusion (whether it's mental, physical or spiritual).

Cost: Next time the huckster is given the opportunity to betray someone or something he holds dear, he automatically does.

Backlash: For the next month the character gains an aura of deceit. During that time, no one in his or her right mind trusts him. Even if the hero is being completely honest, it all seems like lies.

THE COLLECTOR

TN: 5

Appearance: An incredibly well attired and groomed man, The Collector is always dressed in black and exudes an aura of friendship and calm. The Collector always has the finest accessories such as a gold-topped cane, expensive pocket watch, and tailored clothes.

Motivation: The Collector thrives on material greed and the misery it causes. He covets anything of interest. He particularly desires magical relics.

Boost: +2 cards to any hex cast with the aim of acquiring something from somebody else. For instance, The Collector aids someone casting a hex to rob a train, but not when getting granny Miggins money back off a robber (unless the "hero" is planning to keep the money for himself). The huckster gains +3 cards if the object is a Relic.

Cost: The huckster gains the *Greedy* and *Miser* Hindrances for 1d6 days.

Backlash: The huckster gains a fixation on an object of value that he has recently seen (such as a friend's possession!). For 1d6 days, he tries to get that item for himself. Mean-tempered types will even kill for it, though most normal folks are much more likely to plan its theft.

THE COMEBACK KID

TN: 5

Appearance: Imagine Billy the Kid with a pair of Gatling Guns and you'll have a pretty good idea what this manitou looks like.

Motivation: The Kid likes to prove he can do anything, no matter how bad the odds are against him.

Boost: +2 cards, +4 if the posse is outnumbered.

Cost: The huckster must make an Onerous (7) *Spirit* roll to resist any sort of challenge for the next 12 hours.

Backlash: The TN above is raised to a Hard (9) and lasts for 1d6 days. If the huckster goes bust on such a roll he charges into the fray without regard for himself or his companions.

DESERT FLOWER

TN: 7, N/A for female hucksters.

Appearance: A beautiful woman of dreamlike face and proportions. Desert Flower generally looks Spanish, but can appear





however she pleases. If she is not apparent visually, the huckster may only smell the faint perfume of lavender and vanilla. She often wears an exotic purple flower in her hair, which upon closer examination is wilted and bruise-purple.

Motivation: Desert Flower is a betrayer and deceiver of the worst kind. She desires men; men's bodies, men's souls, men's...well...you know. She wants men to worship her lustily so that she can crush them at her whim.

Boost: As long as the huckster is being deceptive and is male, he gets a two-card boost. If the hex itself is deceptive in nature, the fool gains three cards.

Cost: The huckster is ridden by excessive randiness that is more difficult than normal to get rid of. Penalties for resisting seduction are doubled, and if dancing girls are available,

they are going to be busy. But preferable to loose women are Spanish or Mexican ones. Rejection is going to seem like playing hard to get. This lasts until the following dawn, and may cause the victim to do just about anything to sate his desires.

Backlash: If the huckster gets backlash while using this manitou, Desert Flower has gotten a foothold in his heart. He suffers from unnatural randiness, and each session, until the huckster relieves himself on a "real purty" Mexican gal, he suffers a -2 penalty to every mental roll due to his distraction. After each, (ahem) "session," the huckster makes a *Spirit* roll against a TN of 11. Once the huckster makes three rolls in a row, he has managed to slip Desert Flower's leash, until he calls upon her again.

DEUCE

TN: 7

Appearance: Deuce appears as a cute toddler but with one very noticeable difference—his smile reveals a mouth full of long, black, pointy teeth.

Motivation: Deuce likes to change things, but not for the better.

Boost: When asking for Deuce's help, a huckster can discard up to five cards in his poker hand and then redraw those cards. This can only be done once per hex.

Cost: If a deuce is drawn while calling upon Deuce's help, the hex has the opposite effect.

Backlash: Roll on the Backlash Table one time for each card discarded during the gizmo design or hex casting.

ENIGMA

TN: 9

Appearance: Enigma appears as a large floating bloody orb covered with eyes and mouths.

Motivation: It has an insatiable appetite for knowledge, especially dark knowledge.

Boost: +2 cards to divination type hexes and +4 cards if the knowledge is evil.

Cost: The next time the huckster comes upon a riddle or mysterious situation, he goes to any and all extremes to figure the riddle or situation out. During this time he can think of

nothing else and will not eat or sleep until the mystery is solved.

Backlash: When a backlash occurs, Enigma reveals dark and forbidden knowledge to the huckster, causing him to go insane. The huckster gains the *loco* Hindrance.

FENRIR

TN: 9, or 5 if the huckster is of German or Scandinavian blood. N/A for one handed hucksters.

Appearance: A monstrously large wolf who stands man-high at the shoulder, Fenrir has unkempt midnight black fur. His glowing red eyes peer at the huckster with malice and fiery cunning. Fenrir's jaws constantly drool and his fetid breath frosts the air in front of him. Fenrir approaches the huckster with a strangely hobbled gait.

Motivation: To cause the death of anyone (or anything) that is or has been a duly authorized upholder of the law, be it lawman, judge, lawyer, bailiff, or even the tax collector. Hucksters missing their right hand may not call upon Fenrir.

Boost: Fenrir provides a +5 to the result of the *hexslingin'* roll for any hex used to kill (or attempt to kill) any law-defender. This applies to even nonviolent hexes being used creatively (i.e., *hard water* used to hold a deputy under the waves). Those suffering from lycanthropy may treat the huckster with a bit more friendliness, probably by eating the hexslinger last. If Fenrir is called upon during an eclipse, he provides the +5 bonus to all of the huckster's hexes while the eclipse is going on, as long as the first hex cast is harming a law-defender.

Cost: Until the beginning of the next new moon the huckster's Pace is reduced by two. If cast during the new moon, the huckster instead gains the animal handling penalties of a Harrowed and may show some of the classic signs of lycanthropy during the new moon phase.

Backlash: The huckster's right hand is mangled in a spectacular and bloody fashion. He suffers 4d6 damage to that area. Chomp! This damage can only be reduced with Legend Chips. The hex succeeds as usual, however, with the lowest possible result if this was a failure. If the lucky huckster manages to call upon Fenrir during an eclipse, he has to make a Hard (9) *Spirit* roll to keep from turning into a werewolf during the next full moon and has to make an Incredible (11) *Vigor* roll to keep being a lycanthrope permanently.

A Cut Above

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THE GOLDEN CALF

TN: 5

Appearance: The Golden Calf appears as a golden Minotaur with flaming eyes.

Motivation: The Golden Calf seeks to have people turn to evil cults and worship their dark gods.

Boost: +4 cards when a hex is cast against a blessed or any member of a clergy.

Cost: The character gains the *intolerance: religious folk* Hindrance.

Backlash: When a huckster gets a backlash while using the services of this manitou, he must roll on the *Black Magic Misfire Table* from the *Marshal's Handbook*. This table is used instead of the normal backlash table.

GRIZZ

TN: 5

Appearance: Grizz looks like a 7-foot tall grizzly bear shorn of its skin. His muscles and intestines are covered in a viscous mucous that drips constantly.

Motivation: Grizz hates anyone and anything that follows the natural path. This includes anyone that calls upon *nature spirits*, or follows the "old ways." He wants them dead and their belief system crushed. He comes to any huckster who faces such an opponent.

Boost: Using Grizz allows the huckster to add +1 to his *hexslingin'* skill. In other words a huckster with a *hexslingin'* of 5, and *soul blast*, casts as if he had *soul blast* at 6, but only so long as it is used to hurt nature or those who worship nature (most all Indians).

Cost: No cost, Grizz does it just for the hate of it.

Backlash: Okay, nothing's completely free. Getting caught in a Grizz-inspired backlash permanently lowers the user's *hexslingin'* skill by one.

GUNSMOKE

TN: 5

Appearance: A black clad gunfighter, with an obvious chip on his shoulder.

Motivation: To kill, preferably with firearms.



Boost: Gunsmoke exists to kill through firepower, therefore he often favors hexslingers (see *Lone Stars*). He grants +3 cards to any hex aiding a firearm for the purpose of killing an opponent. Should the huckster change his mind and intentionally decide to only wound his opponent, Gunsmoke attempts to abort the hex (opposed *Spirit vs. Spirit Test*).

Cost: For the next hour, the hexslinger has an almost irresistible urge to fire off his firearms. In the air will do, but a person is even better. The only problem is this urge tends to occur even when the hexslinger is attempting to be polite or quiet. This is a *Spirit test vs. a Fair (5) TN* to keep from shooting, about once every 10 minutes or so, or whenever it's most inconvenient.

Backlash: The hexslinger *must* kill someone with a gun in the next hour, or he dies.

Idle Hands

TN: 5, 9 for Mad Scientists

Appearance: A pair of disembodied hands.

Motivation: Idle Hands lives to create cursed magical objects. Mostly he helps

hucksters, but on occasion assists a mad scientist in building a device as well.

Boost: Hucksters draw four extra cards in any hex used to create magic items or enchant normal items. Mad scientists draw two extra cards when designing new inventions.

Cost: All items Idle Hands helps influence gain a permanent minor taint, even if the item is only temporarily enchanted.

Backlash: The item in question is designed or enchanted but the huckster or mad scientist has no clue as to what the enchantment is. Give the item a power of your choice, plus several major taints.

Jinx

TN: 5

Appearance: An enormous Gremlin from the *Marshal's Handbook*.

Motivation: To destroy all beneficial technology.

Boost: Jinx has a real chip on his shoulder about the way mad scientists are attempting to help humanity with their inventions. He therefore grants +5 cards to any hex that targets a "helpful" gadget or a mad scientist (Marshal's call, but never a weapon, unless the weapon is used exclusively to combat evil, such as a "ghost gun").

Cost: The huckster gains an aura of unreliability for gadgets for 1d6 hours. Any gadget within his *hexslingin'* Aptitude radius in feet suffers a -2 to Reliability, unless it's a weapon (in which case it *gains* +2 to Reliability).

Backlash: The effects of any weird gadget, whether beneficial or malign, target the huckster for the next 1d6 hours after the backlash is caused, even if not aimed at the huckster.

Lynch

TN: 7

Appearance: Lynch appears as a short fat man of middle age in a clean white suit. His features (hair, teeth, etc.) are perfect in appearance.

Motivation: Lynch's goal is to cause a mob mentality with the end result of violence.

Boost: Lynch grants +2 cards when trying to use a hex to influence a crowd, +4 cards if inciting a crowd to violence.

Cost: The people have a sense of being used after the hex has worn off. If they behaved poorly, they somehow blame the huckster for their hysteria and are out for blood.

Backlash: The huckster might wish he had kept his pie hole shut. The crowd turns ugly and tries to give the hexslinger a hemp necktie party (that's a hanging for you greenhorns).

MARBH

TN: 9

Appearance: Marbh appears as a helpless little girl, slightly beaten and looking for company. But the more Marbh is used, the more her features start to change, twisting more and more into her true state, a shadowy figure of great proportion clouded in a swirl of swimming souls. Her blond pigtails change to ratty dreadlocks covered in grime. Her blue eyes turn to pits of burning fear rolling around in cradles of blood. Her torn clothes become long flowing rags of midnight, and her shining teeth twist and contort to crooked razor-sharp blades.

Motivation: Her motivation is death. Nothing more, nothing less.

Boost: +1 to 5 cards

Cost: For every extra card used, one year is taken off the life of a random person within the huckster's sight. If no one is in sight, Marbh cannot be called. The victim must be human, not an abomination nor a Harrowed.

Backlash: The hex goes off but the target of Marbh's vengeance dies outright. This can only be prevented by burning a Legend Chip. The fear rating of the area is raised by one. If the area has no fear rating, it goes to two.

MORNING STAR

TN: 9

Appearance: An archetypal demon with flame-red skin, bats wings, horns upon his forehead, leering fang-filled mouth, and forked tail.

Motivation: To sow the seeds of cruelty and evil (even more so than the average manitou).

Boost: +3 cards to any hex cast in the perpetration of an evil act (the murder of innocents, desecration of a holy place, ruining someone's life, etc.) The caster gets +5 cards if the hex or the huckster's actions has a strong chance of raising the local Fear Level.

Cost: You now have the personal attention of a demon from Hell. Enjoy.

Backlash: Morning Star's aim is to increase the Fear level in an area for its master. Failing that, the corruption of the good will do. Once a huckster has perpetrated an act of questionable or vile morals, it continually returns to that huckster and

attempts to spur similar acts. Eventually it believes the huckster will succumb and become a pawn of the Reckoners.

MORTIS

TN: 5

Appearance: A tall, slender gentleman with a pale face and long (waist length) thin unkempt hair. He has dark, piercing, brown eyes and walks with a silver-skull tipped cane. He wears a tatty, well-weathered, duster riddled with bullet holes. Worn in a holster at his belt is a single ghost-steel Peacemaker, heavily engraved with scenes of destruction and death.

Motivation: Mortis is an evil person craving the souls of the dead. He rewards any huckster who helps him in his quest.

Boost: As long as the huckster kills at least three people per month, he gets a two card boost every time he casts a hex.

Cost: The huckster becomes obsessed with death and the undead, seeking to find all information he can find about it. In addition, he never takes prisoners and kills those who opposes him.

Backlash: If the huckster suffers Backlash while using this manitou, Mortis has gotten a healthy hold on his soul, automatically aging the caster by 1d4 years.

PENNYBAKER

TN: 9, 7 if the huckster is Greedy, or 5 if the huckster has *Dinero*.

Appearance: Pennybaker appears as a wealthy Eastern businessman. He wears the latest fashions from Paris and is laden with gold jewelry. He wears a bowler and a monocle, and has a handlebar mustache. He is always counting a huge roll of cash, or flipping a silver dollar.

Motivation: Pennybaker has a penchant for killing people with greed. He makes people worship the Almighty Dollar and then lets their greed kill them.

Boost: So long as a huckster is using his hex to gain wealth, be it by theft or deception, Pennybaker lets them draw three additional cards.

Cost: If a huckster goes bust on an attempt, he gains the *Greedy Hindrance*. If he has this already, then he gets *Miser*, which is

Greedy + Miserly characters wear worn out clothes, use dilapidated weapons, and ride half dead animals. Given a choice, they will eat pig slop if it's free rather than spend two cents on decent grub.

Backlash: Taking backlash from Pennybaker is bad. He places an all-consuming hunger for money of all kinds on his victim. The huckster effectively gets "Gold Fever," and does anything for money. Even in the middle of a battle, the huckster might pause to pick up a penny. If someone displays cash in front of him, the huckster has to try and take it. Places like gambling halls and banks become living hells for Pennybaker backlashed hucksters.

PITCH

TN: 3 at night with no moon (5 at night otherwise), 7 at dusk, and 9 during the day.

Appearance: A broiling mass of darkness, the manitou known as Pitch appears to hucksters as a living mass of shadow. Light does not escape from him, and it appears oddly bulbous as shapes move across the surface of its "skin."

Motivation: Pitch enjoys the darkness and aids any huckster who wishes to create shadows or obscure himself.

Boost: The huckster can draw two extra cards for any hex that falls within Pitch's motivation, and the area of effect of the hex is doubled as well.

Cost: Any shadow or darkness manipulated by Pitch has a chilling feeling as it is fueled by the unnatural powers of the Hunting Grounds as well as the tainted energies of the manitou itself. Anyone standing within the area of effect and in shadow takes 1 Wind damage per round from the unearthly chill. The cursed shadow also adds to the power of fear, adding +3 to the Terror of any creature encountered.

Backlash: A huckster who has lost to Pitch has given him an entry into the real world. From this point on, Pitch may manipulate the huckster's shadow as if it were its own body. Also, the manitou may cast any shadow/darkness related hexes through the huckster's shadow. The shadow is considered to have all attributes and skills at 1d8. Any further backlashes add an additional d8. If Pitch is ever able to exert his full

strength through the huckster (6d8), he may attempt to take possession of the victim as if he were harrowed. If the manitou gains Dominion, the character has become a powerful abomination best left to the imaginations of the Marshal.

RED WOLF

TN: 5, N/A for those who are not pure-blood Indian.

Appearance: Red Wolf appears as a young, battle-scarred Indian brave. He wears the skin of a red wolf as a headdress, and his hands are covered with black blood that constantly drips. His eyes are like black holes with small red dots in its center. He also wears a loincloth and moccasins. Legend has it that he is the spirit of a Lost Son.

Motivation: Red Wolf wants to spread dissension between whites and Indians. He comes only for hucksters who are of pure Indian blood.

Boost: The huckster gets to draw 10 additional cards.

Cost: Going bust means the huckster gains the Hindrance, *Intolerance-3: whites*.

Backlash: Backlash causes the huckster to gain a new Hindrance, *murderous intolerance-3*. This means that at the slightest perceived insult or snub the huckster gets from a white man or woman, he flies into a murderous rage and is not satisfied until the offender is dead.

RETRIBUTION

TN: 5, or TN 9 for hucksters that already have the *vengeful* Hindrance.

Appearance: Retribution appears as a shadowy gunfighter dressed entirely in black. His face has never been seen and each time it looks like the light will reveal it, it gets covered in shadow.

Motivation: Retribution seeks to spread vengeance for wrongs or perceived wrongs.

Boost: +3 cards for casting hexes that are used to harm someone whom the huckster perceives as having wronged him.

Cost: The character gains the *vengeful* Hindrance and always tries to resolve his vengeance violently.

Backlash: The hex is successfully cast at its highest hand level, but affects someone the character is friendly with. Now that person, person's friends, or family may seek vengeance against the careless hero.

THE SANDMAN

TN: 5, N/A for huckster's with the *night terrors* Hindrance.

Appearance: A tall, thin character, the Sandman always arrives shrouded in a billowing cloak, swirling mists, and stinging sand. No two people agree as to what his face looks like.

Motivation: He wants access to the dreams of people, especially hucksters. Hucksters who already have the *night terrors* Hindrance cannot call on the Sandman.

Boost: A three card bonus to those hexes that deal with sleep or dreams. An automatic raise to the hand level is also generated if the actual *sandman* hex is used.

Cost: The next time the huckster falls asleep, he has to make an opposed *Spirit* roll against the Sandman's *Spirit* of 3d12. Failure indicates the huckster now has the *night terrors* Hindrance for two days, and one additional day for each raise the Sandman may have achieved over the huckster.

Backlash: If the huckster suffers backlash or goes bust on his opposed *Spirit* roll, the Sandman has plucked the heart out of the huckster's dream self. All that is left for the gambler are hollow nightmares. The huckster now has *night terrors* permanently until he can somehow regain his dreaming heart. If he already has *night terrors*, increase the TN to resist the nightmares by +2.

SOUL BLASTER

TN: 5 if the huckster knows *soul blast*, 9 otherwise.

Appearance: A glowing playing card.

Motivation: Soul Blaster is a greedy sot who wants to collect as many souls as he can.

Boost: Soul Blaster grants three additional cards when casting *soul blast*. Any person killed by such a *soul blast* draws one less card for the purposes of coming back Harrowed.

Cost: The huckster loses 1d6 wind, which he does not get back for 24 hours. He also loses one additional permanent point of Wind from Soul Blast claiming a piece of his soul.

Backlash: The *soul blast* affects the huckster as though he were the target. Apply the cost as normal.

WHISKY JACK

TN: 5

Appearance: Whiskey Jack looks like an old drunken man wearing a long coat full of

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drinking flasks. Any alcohol ever made can be duplicated by Whiskey Jack.

Motivation: His goals are to make people act like drunken fools. If someone gets hurt in the process, so much the better.

Boost: +1 to +5 cards

Cost: Every extra card the huckster takes represents a drink from Whiskey Jack's little flask. Every drink adds +1 to all the huckster's Target Numbers for one hour per drink, starting the round after Whiskey Jack's help has been requested. The effects of drinking from Whiskey Jack's flask are cumulative, at least until the huckster becomes sober again.

Backlash: A huckster who gets a backlash under Whiskey Jack's care seeks the nearest source of alcohol available and tries to crawl into a bottle at the earliest opportunity. During this time, he drinks as much as he can get until passing out.







Junkers V2.0

By Shane Lacy Hensley, from the original *The Junkman Cometh* book by John R. Hopley

Junkers in *Hell on Earth* are one of the coolest characters in that setting. They're also one of the most technical. If you're as smart as Doc Schwarz in *Junkyard*, that's great! If you're more action-oriented like the late Cole Ballad, you might want something a little quicker and easier.

Here then, are rules for making junker devices using a system very similar to the simpler mad science rules from *Deadlands: the Weird West*. You, the rest of your posse, and the Marshal need to decide if this alternate system is allowed in your game or not. It's much faster and easier, but also more open to abuse. A player making devices the old way may not be happy if your junker is suddenly one-up on him, so make sure you have a good discussion with everyone before whipping out your latest infernal device.

We're going to skip the "how it came to be" section and get right to the crunchy bits. If you don't know a G-ray collector from a coffee pot, you'd best grab your *Hell on Earth* book and read the basic background on junkers before moving on.

G-Ray Collector & Spirit Batteries

Every good infernal device needs power. Junker devices are powered by "spirit batteries." These are little cells that contain a

handful of angry, pissed-off manitous. Shake 'em enough and they churn out energy.

To make a spirit battery, you need some way to grab the spirits (from ghost rock) and stuff them in their new mini-condo. A device that does this very thing is called a "G-ray collector."

A collector consists of a ghost-rock furnace and a converter-coil assembly. Ghost rock burned in it releases G-rays (spiritual radiation) which are trapped by the converter coils. This energy can then be pumped into spirit batteries to power all your favorite weapons of mass destruction.

Any junker with the proper components can build a collector in a day. This requires a Fair (5) *science: occult engineering* roll. The collector burns a single pound of ghost rock at a time, but it's not necessary to burn the entire pound in a single session.

It takes about an hour to extract the energy from a single pound of



ghost rock. The typical collector can charge one spirit battery at a time.

Spirit batteries are much lighter than the collectors and don't generate any heat, nor can they power electrical devices (only those run by spiritual energy).

All junkers know how to make these devices. Making a battery requires an ounce of ghost rock. Assembling a battery takes 10 minutes and requires a Fair (5) *science: occult engineering* roll. Newly-made and drained batteries must be charged by hooking them to an operating collector. A battery normally recharges in five hours.

A fully charged battery lasts two hours plus one hour for every five extra hours spent charging to a maximum of five hours of usage time. When recharging multiple batteries, the power generated is divided evenly between them.

The number of batteries needed to power a device isn't relative to its actual output—it's relative to the difficulty of creating the device. See the Gizmo Construction Table for the number of batteries needed to power a device.

Spirit batteries are not drained unless the device is in use, but each use drains a minimum of one minute from its batteries.

Spare batteries may be installed in a device, generally at the rate of one per round. Extra batteries cannot be attached before they are needed, however. Only the specific number of batteries needed to power the device may ever be attached or the device simply doesn't work. Such "backup" connections disturb the delicate supernatural forces that power the device.

The Junkmen Cometh

Junkers depend on spirits for both inspiration and raw energy, but their arcane gadgets still need physical parts as well. Unfortunately, there's very little manufacturing anymore, so when a junker spots a piece of hardware which looks like it might prove useful, he quickly adds it to his collection. Techno-mages wander the wastes weighed down by heavy packs full of assorted junk they might find a use for "some day."

This new science isn't without its risks. Much like the dementia associated with the Weird West's mad scientists, the technomagic of junkers has its fair share of diabolical mishaps.

Creating Weird Gizmos

There are four steps a junker must complete to create a weird gizmo. Write down the details of each of the steps as you complete them for later reference.

1. Concoct the theory.
2. Layout a plan.
3. Scrounge for components.
4. Construct the device.

Concoct The Theory

The first thing a junker has to do is decide just what kind of weird gizmo he's trying to make. This means the junker's player—that's you—should write down the name of the device followed by a paragraph or two describing the "scientific principles" (as nutty as they may be) your character employs to make it work. It's more fun to write the theory from the perspective of the character, by the way.

Layout A Plan

Now it's time to layout your plans. Junkers know they are consorting with manitous as they draft their fantastic creations. That's fine as long as they get what they want.

The junker must now make a Fair (5) *science* skill roll with the type of science most appropriate for the theory behind his invention. A plasma pistol, for instance, might require a *science: physics* roll, while a hopped-up car requires *science: engineering*. If several sciences are used, the character must use the lowest required skill.

If the scientist does not have a *science* skill directly related to the design task, he may use his *science: occult engineering* at a -4 penalty. We said those *science* Aptitudes would come in handy.

Failing the roll means the inventor is stymied and can't try to build any other devices for the next eight hours while he clears his head. Going bust on the roll means the inventor has contracted a mishap of some sort. See **Mishaps**, below.

If the roll is successful, the mad scientist gains a bonus to his upcoming *science: occult engineering* skill roll to actually build the device. The bonus is equal to +2 for every raise over the TN to layout the plan. With a TN of 5 and a roll of 17, for example, the scientist adds +4 to his Occult Engineering skill.

Scroungin' For Components

Once the scientist has concocted a theory and successfully planned his weird gizmo, he knows what materials he needs to actually build the thing. Now it's time for a scavenger hunt.

Your character must now go out and actually buy or find the parts he needs (more than likely find). Junker devices sometimes require some strange components, and acquiring them is sometimes an adventure in itself.

Note: Ignore the old system of gathering different types of components when using this system. Your junker should still scavenge constantly, you just don't need to keep track of what he's carrying anymore. Assume he has most small components and must only search for specific salvage when making a device. If the junker is making a minigun, for example, he might need at least the casing and barrel of an old machine gun rather than some number of generic "structural" parts as is done in the full system.

Construct the Device

Now that you've gathered the device's components, it's time to actually build it. Makes a *science: occult engineering* roll against the device's relative TN, determined by the **Gizmo Construction Table**. Don't forget to add any bonuses received from the plan's layout.

If the roll is successful, the item is built in the time shown. For every raise over the TN, the construction time is halved.

If the roll is failed, the character spends half the listed time before he may try again. A character who goes bust while building a device has a **Mishap**, see below.

Reliability

Under this alternate system, junker devices have Reliability scores (just like mad science devices in the Weird West). Every time you use a device, roll a d20 (usually along with your skill roll). If the d20 roll is higher than the device's Reliability, it suffers a malfunction. See the Malfunction Table for all the deadly fun.

The base reliability of a new device is 16. Every raise on the construction roll increases it by one point.

When a device fails a Reliability check, roll 2d6 and consult the Malfunction Table.

Malfunction Table

2d6 Roll	Malfunction
2-5	Major Malfunction
6-10	Minor Malfunction
11-12	Catastrophic Malfunction

Malfunction Results

So what do these malfunctions mean, exactly? Glad you asked.

Minor Malfunction: The device fails to work until someone spends an entire round making repairs and makes a Hard (9) *tinkering* or a Fair (5) *science: occult engineering* roll.

Major Malfunction: This one's the Marshal's call, but usually involves shots hitting randomly instead of where they were supposed to, hand weapons nicking the user, and so on. There's also a 50% chance the batteries surge and drain out completely.

Catastrophic Malfunction: Here's where the fireworks begin! The device's spirit batteries explode! Damage is equal to 1d6 for each battery in the device, and the burst radius is two yards times the number of batteries.

But What About...

Sometimes it's confusing to know exactly when to check Reliability. Here's a few quick tips.

Vehicles: Check Reliability when it is first turned on, and anytime the driver must make a *drivin'* roll.

"Always On" Devices: Force fields or invisibility belts, "ghost" radar dishes, and the like check Reliability whenever they come into play. A force field belt may automatically provide armor to its user, but you must check

Reliability every time it does so. A "radar" that detects spirits tests Reliability every time a user makes a skill roll with it.

The Gizmo Construction Table

The **Gizmo Construction Table** on the next page has all the details you need to know to actually create infernal devices.

TN is the minimum *science: occult engineering* roll needed to build the device. The junker adds any bonus from his layout to this roll.

Description is a guideline for how far the gizmo is above the normal technology level.

Item is an example of some common weird gizmos in use in the Wasted West.

Base Time is a rough guideline for how long weird gizmos in a particular category *tend* to take. This can change drastically depending on the machine.

Mishaps

Unlike the mad scientists of old, junkers know the devils they are dealing with, they just don't care.

The price of building devices with the help of evil spirits that are well beyond the technological curve of the day is the occasional accident that happens. Whenever a junker goes bust on a plan or construction roll, he has a mishap of some kind. Roll 1d20 on the Mishap Table. If the character suffers the same mishap twice, the condition simply worsens.

Browser Spirits

Browser spirits still work in this alternate system. The only change you need to make concerns the spirit's "juice."

A spirit can provide one minute worth of power (one shot) for each of its levels. Once spent, it takes a spirit 24 hours to recharge the spent energy. If all of a spirit's juice is spent, none of its "chip" functions can be used until it has recharged at least one level.

Mishaps

- 1-2 **Marshal's Choice:** The Marshal chooses from the other Mishaps on the table to determine what befell the junker. The junker must start from scratch.
- 3-4 **Fried Synapses:** The junker takes 2d6 damage to the head and forgets everything about the device he was working on.
- 5-6 **Scrambled Brains:** The junker loses one rank of his *science: occult engineering* skill.
- 7-8 **Attack:** The manitou the junker was communicating with gets ornery and lashes out at him. He takes 2d6 points of damage.
- 9-10 **Energy Flare:** Make an opposed *Spirit* check between the junker and the manitou he was dealing with (*Spirit* determined by a card draw). If the junker wins, nothing happens. If he loses, he takes 2d6 plus the difference in damage to the guts area.
- 11-12 **Side-Effect:** The device works, but the manitou managed to build in a harmful side-effect of some kind. The Marshal secretly determines the side-effect to spring on the hapless techno-wizard later on.
- 13-14 **Arcane Leak:** The device's power system isn't shielded properly, allowing G-rays to leak. Each day the device is used, everyone who was within 100-feet of it while in operation must make a Fair (5) *Spirit* check. If the save is failed, the victim gains a mutation.
- 15-16 **Misinformation:** The manitou pulls a fast one and gives the junker bad information. The full construction time and parts are spent, but the device doesn't work.
- 17-18 **Back Door:** The manitou builds itself a back door into the device. Once a session, it may take control of the device for which this result was rolled (it goes haywire, etc.).
- 19-20 **Ghost in the Machine:** A malicious spirit has been bound to the device being created! It can use the device any time as if the device were its body. If the device has an AI, the spirit *is* the device's AI (which may make it smarter or dumber than intended—Marshal's call).

Gizmo Construction Table

TN	Batteries	Base Time	Item/Example
5	1	10-60 min	Repair of device created by these rules or of current top-of-the-line technology
7	2	1-5 hours	Slight improvement on existing tech (faster computer, 10% faster automobile (a "tune-up"))
9	3	1-10 hours	Major improvement on existing technology (laser pistol, bullet-proof t-shirt, 25% faster automobile (total reconfiguration))
11	4	1-6 days	Relatively simple but new use of existing technology (hover bike, full-auto handgun)
13	5	1-4 weeks	New use of cutting-edge tech or use of existing but recognized phenomena (G-ray grenade, mutation ray, hover skates)
15	6	1-6 mos	Entirely new but "realistic" tech (mass driver, plasma gun)
17	7	1-12 mos	New technology flaunts the laws of science (heat or freeze ray)
19	8	1-4 years	New technology that alters the laws of science (mind-control ray)
21	9	1-20 years	Technology that defies the laws of science (dimension or time control device, demutation ray)





Knowledge Is Power

By Clint Black

Look, kid, lower the pigsticker, okay?

I don't want anything from you. But somewhere in this burned out hole you call a home is something I'm lookin' for.

Well, yeah, ya might know who I am. Name's Kane. I've made a bit of a reputation for myself...

Templar?! I oughta wash your mouth out! Just cause a man carries a sword doesn't make him a self-righteous egomaniac. It's called "don't judge a book by its cover." Oh, calm down. I ain't gonna hurt ya. It's just that little Miss Holier-than-thou... I mean, those sanctimonious sword-swingers have a lot to learn. They should read a book instead of sulking in their tent like some guy from Chile.

Yeah. I'm **just** a Librarian. Just the saviors of the freakin' world, kid. Ah, don't get me wrong; the Templars have their place. I've had a few debates with my fellows on the usefulness of books when there's no one left to read them. And I've even helped a Templar or two in my time save a town without one book to its name. Ah-ha, here it is! I knew I smelled something. Confederal Express package stuck in all this trash. Looks like a delivery from Farmes and Royal Books. Yep. There she is.

Nothing? Kid, this little dataslug may contain the key to saving the world. Maybe it's a treatise on farming techniques in harsh environments or procedures for curing the glows.

Yeah, maybe it is romance novels. Those are important too. To some folks.

Geez. Okay, look kid, you know anything about shamans or junkers? Maybe you're not the brainer you appear to be. That's right, they contact spirits for their powers. Now, a shaman has to come up with something to get a spirit's help, but a junker, he's got an advantage, their spirits want to help man. Mostly. That's because man created them in the first place. See this dataslug. Someone also created whatever's on here.

That's exactly what I'm saying. Books have spirits as well, and their power can be just as great, if not greater, as shamanic or junker spirits.

Laugh it up, squatter, but I'm right. Ya ever hear the saying, "Knowledge is power." Well, it's true and then some. All these nasties the Reckoners left behind have weaknesses, but you have to learn what they are. Key word there is "know," in case you missed it. And perhaps even more important are those

romance novels you laugh at.

Got your interest now, huh? Ya see, kid, the greatest threat to mankind isn't walking dead or trogs or pollution or giant radioactive mutant cockroaches. No, the hidden danger is fear. People too afraid to fight, to survive. That's the real problem, and the only thing that counters fear is...

No. Nice try, cowardly lion, but courage is something you can only have when you **are** afraid. Hope is the only thing that actually counters fear. Hope that things will get better. Hope that your children will know what it's like to not go to bed hungry. Hope that one day the planet will be free of the Reckoners and their influence. And paperbacks, poetry, comic books, roleplaying games (art form of the last millennium), and yes, even your romance novels give people hope. They all have a belief that good can triumph over evil, that true love can prevail, and that the hero can win no matter how impossible the odds. Find me anyone or anything that can have that kind of effect on the human spirit, and I'll show you true power.

You still don't believe me? Tell you what; I'm heading north. You can go with me and see what I'm talking about. At some point, we'll have to either turn west towards Sacramento or continue north to Boise. If you still don't believe me, I'll take you into Boise myself and present you personally to a certain tight-ass, humorless, high and mighty Templar herself.

No, I'm not bitter. Why do you ask? Ah, never mind. Is it a deal?

All right. Now, first lesson, that giant radioactive mutant cockroach outside has a certain weakness for Ho-Ho-Binkies, and I know just where to find some.

Reading is Fundamental

Kane's pretty much right on the money. The power of the Librarians comes from book spirits. They are related to tech spirits in that man creates them, however, book spirits are conceived when anyone puts the written word down in any medium. The major difference from tech spirits is that book spirits have always been so subtle and innocuous that nature spirits have ignored them. Their powers have never been connected to titanic ships or massive guns. The few who know of book spirits simply think of them in association with the knowledge they bring,

but they also have a much more impressive power—the ability to raise mankind's spirits.

When the ghost rock bombs fell, huge numbers of books, slugs, and other repositories of knowledge were destroyed. Like the tech spirits, the book spirits were released in mass to the Hunting Grounds. Hidden behind their brethren, the book spirits provided a very important role. They created and actually became the Net, the storehouse of all human knowledge in the Hunting Grounds.

Over time, more books were destroyed, and their spirits moved to the Hunting Grounds. The spirits desperately wanted to help man, but they weren't being given the chance. Then one day they felt the call of those who understood their need, the Librarians.

The book spirits provide the Librarians with the rewards detailed in *The Shattered Coast* plus the additional rewards listed below. In addition, the Librarians can also gain greater rewards for their abilities similar to a Templar. This is done in exactly the same manner. A librarian can choose a greater reward for any reward he has at level 5 whenever he or his posse gains a Legend chip. This has no Bounty Point cost.

Furthermore, Librarians who rescue a significant amount of knowledge on a subject can attract certain book spirits known as research spirits. Each of these spirits has powers and abilities within their field that the Librarian can call upon in times of need.

New Librarian Greater Rewards

Bibliopathy: The Librarian can add 30 minutes to the Safety Limit for one of their characters.

Eidetics: By making a Fair (5) *faith* roll, the Librarian can transfer the memorized information to a blank slug. If the Librarian goes bust on this roll, the information is lost.

Hush: The Librarian gains the power of *Shush*. Once per day, she can make an opposed *faith* roll against a target's *Spirit*. If successful, the target cannot speak for a number of hours equal to the Librarian's *faith* plus one hour for each raise.

Find: The Librarian's *Cognition* die type permanently increases one step. If it is a d12, it increases to d12+2.

Withdraw: The Librarian's *Mien* die type permanently increases one step. If it is a d12, increase it to d12+2.

New Rewards

Bibliophile

A Librarian with this reward has read most every book he's saved and has a plethora of information on a variety of subjects. Each level of the reward adds +1 to all *academia* rolls.

Greater Reward: The Librarian's *Knowledge* die type increases one step.

Book Learnin'

They say experience is the best teacher, but Librarians also learn from other's experiences through the books they've written. This reward allows a Librarian to do just that. The first thing she needs is a book related to a single certain skill. When that is read, the Librarian has a bond to the spirit of the book.

She can bond with one book for each level of this reward, and can use each level of the reward as a +1 bonus to the related skill as long as the book is at hand. The levels must be divided between the different skills available. It takes the Librarian 10 minutes per level to change how the skills are set.

Example: Kane has Book Learnin' at Level 3 with books on trade: gunsmithin', survival: desert, and fightin': sword. Traveling the wastelands, he has set his skills as giving him +1 to survival: desert and +2 to fightin': sword. Later, he needs to reload some shells, so he spends 30 minutes looking over his books and puts all 3 levels into a +3 to trade: gunsmithin'.)

If the Librarian loses her book or wishes to replace one book with another, she must spend one day per level of this reward in contemplation of this event. During that time she cannot use any bonuses from any of her books. Afterwards, she is separated from the bond with the original book and can pick up a new one. If one of her books is ever destroyed however, the Librarian is caught by the backlash as the spirit heads off to the Hunting Grounds. Draw a card from the action deck and use this in an opposed roll with the Librarian's *Spirit*. The Librarian takes the difference as *Wind*.

Greater Reward: The Librarian gains a permanent bond with one of the spirits in her books. She gets the maximum +5 bonus with one chosen skill and no longer needs possession of the book. She may pick up a

Knowledge is Power

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new book to replace the other immediately. (Note: Like other greater rewards, this reward can only be achieved once!)

Happily Ever After

As said before, books can have a strong influence on someone's spirit. This reward helps a Librarian find the right words from some piece of literature to help a person when he needs it most. At higher levels, it encourages the Librarian himself to fight on in dire circumstances.

Happily Ever After

Level Effect

- 1 The Librarian can give another player a White Chip without having to pay the pot.
- 2 The Librarian can give another player a Red Chip without having to pay the pot.
- 3 The Librarian can give another player a Blue chip without having to pay the pot.
- 4 By reciting a quote from a particularly inspiring piece of literature, the Librarian can instantly regain 1d10 *Wind*.
- 5 Chips spent by the Librarian negate an extra wound level. (i.e. A White Chip negates 2 wounds, a Red Chip 3 wounds, etc.)

Greater Reward: The Librarian gains the ability to evoke doubt and uncertainty in his opponents. He does this by making an opposed *Spirit* roll against the target and quoting literature that supports his declaration. If the Librarian wins, the opponent suffers a -1 penalty on all rolls for each success and raise to a maximum of -5. The penalty lasts for a number of rounds equal to the Librarian's *faith*.

The Pen is Mightier than the Sword

A Librarian with this reward proves the old axiom. He is able to use any pen (working or not) as a weapon. The damage and the defense bonus depends on the level. The skill

used is *fightin': knife*. The pen can also harm creatures only harmed by magic or immune to normal weapons.

Pen & Sword

Level	DB	Damage
1	0	STR + 1d4
2	-1	STR + 1d6
3	-2	STR + 2d6
4	-2	STR + 2d8
5	-3	STR + 2d10

Greater Reward: The pens gain 1 level of Armor Piercing plus the Librarian can now throw the pens with a Range Increment of 5. Use *throwin': balanced* for the attack roll.

The Red Badge of Courage

Another example of the power of books on the human spirit, this reward allows a Librarian to reroll a failed *guts* check. They can use this ability a number of times each day equal to their level.

Greater Reward: The Librarian's strength of character is bolstered by the written hopes and dreams of mankind. Raise his *Spirit* die type permanently by one step.

Scripture

Whether it is the Bible, Torah, or The Book of Martyrs, written foundations of faith have great power. This reward allows the Librarian to tap into some of their strength with impressive results. Each level gives a -1 penalty to any magic checks to directly affect the Librarian. If it is a damaging spell, each level subtracts one from the damage even if the Librarian is not the original target (such as an area effect attack).

Greater Reward: The Librarian makes an opposed *faith* check against the attacker's casting skill (at -5 for the base reward). If the caster wins, the spell goes off as normal (though the Librarian can still subtract 5 if a damaging spell). If the Librarian wins however, consider the spell to go off with the caster as the target and the Librarian's *faith* roll as the check result (any bonuses for raises, etc.). To use this ability, a Librarian must discard an action card as a "vamoose."

Research Spirits

There is an extra bonus waiting for Librarians who recover a large quantity of books from being lost or destroyed: the research spirit.

Research spirits are some of the strongest book spirits in existence. Their job is to help humanity find information in their particular field. When a Librarian saves a number of books in a certain field, he might attract such a spirit. The more books he saves, the stronger the spirit becomes.

To gain a research spirit, a Librarian must first recover a terabyte (one slug's worth) of information in a particular field. Upon doing so, he makes a Fair (5) *faith* roll, and if successful, attracts a level 1 research spirit. Each additional terabyte of information rescued increases the spirit's size up to a maximum of 5. A librarian can also start with a research spirit as an Edge by paying its level in points.

Research spirits are organized according to the ancient library code, the Dewey Decimal System. Each spirit has certain powers within its field that are accessible to the Librarian by spending Fate Chips. The White chip power is available at level 1, the Red chip power at level 3, and the Blue chip power at level 4. The Legend chip ability can be used at any level. The spirits also provide their level as a bonus to any *search* or *scroungin'* roll to find books on their subject and to the related skills listed under each of their types.

General Works

The workhorses of the research spirits, general works spirits add their level to *academia: research* rolls.

White: The Librarian can tell if there is any information to recover within one mile per *faith* level and a general sense of the direction.

Red: The Librarian gains the ability to sniff out information. He can actually smell large amounts of knowledge (such as books or slugs). He gets +2 to *search* rolls to find information media and +2 to *trackin'* rolls if his quarry is carrying several books or dataslugs. This ability lasts 10 minutes per *faith* level.

Blue: The Librarian knows if one particular piece of recorded information is inaccurate. He doesn't know what the truth is, just that a particular idea, thought, statement, or idea is incorrect.

Legend: The Librarian can find any piece of mundane information eventually. It may take some time, as the information won't just fall in the Librarian's lap. The spirit leads the Librarian towards clues, which he must follow. But ultimately, he finds the knowledge he seeks.

Philosophy

Philosophy spirits give an insight into how people think. They add their bonus to *scrutinize* rolls.

White: Add a +2 bonus to any *Mien*-based skill roll affecting one person.

Red: Add a +2 bonus to any *Mien*-based skill roll affecting a group.

Blue: The Librarian gets a brief glimpse of how a certain person he has personally met thinks. He must first win a contest of *Spirit* with the subject. Then he can either tell what that person would be doing at that exact moment or if that person is capable of performing a particular action. This does not tell if that person performed the deed, only if they were psychologically capable of it.

Legend: The Librarian knows exactly how one single entity thinks for a number of rounds equal to his *faith* level. During that time, the Librarian has a +5 bonus to any skill affecting the target and the target has a -5 penalty to affect the Librarian. Even after the duration expires, the Librarian retains enough knowledge on the subject to have a permanent +2 bonus to affect them and a -2 penalty to be affected by them. If the subject of this ability has a Terror level, the Librarian must make a *guts* check against the Terror level or gain a dementia. Add 4 if the subject is a fearmonger or 8 for a Servitor.

Religion

These spirits are connected not only to religions but all the mythology that surround them as well. Add their level to *academia: occult* rolls.

White: The Librarian gets a +2 to any *persuasion* roll affecting a person who has *faith*.

Red: The Librarian can know any one abomination's weakness. This does not work against fearmongers or servitors.

Blue: The Librarian gains a +2 to all *faith* rolls for 2 rounds.

Legend: The Librarian gains an insight into basic structure of all faiths. He gains one power of the Blessed. (Optionally, the Librarian may take the first level in one Templar reward, which may be increased as

normal. However, the Librarian would never be granted the greater reward, as he is not a true Templar.)

Social Science

The Social Science spirits deal with governments, manners, and customs around the world. Add their level to *persuasion* rolls and at level 3, to *ridicule* rolls as well.

White: The Librarian can add the spirit's level to one *leadership* roll.

Red: What a bargain! The Librarian is a master barterer. He gets 50% off one transaction.

Blue: If accused of a crime, he can spend this chip and make an opposed *Spirit* roll against the judge. If he wins, he gets off scot-free. This affects himself only, no one else. (Note: The Librarian does not actually have to be innocent to use this ability.)

Legend: The Librarian can mimic the manners and customs of a group so well that he is completely accepted as one of their own. This works even despite obvious physical differences, such as among croakers, trogs, and wormlings. The group simply sees the Librarian as one of them. This ability lasts for 10 minutes per *faith* level.

Language

Language spirits obviously add their level to all *language* rolls, but in addition, for each level the Librarian gains an additional language that they can read, write, and speak at the same level as their native one. Also, starting at level 2, the Librarian never misspells a word.

White: The Librarian gains a limited email ability. This is the same as the Computer Browser provided capability and can be used to contact Junkers as well as other Librarians. By spending the chip, the Librarian can leave a message on the Net. Each message requires a chip, although a single message can have multiple recipients. A Librarian with a language spirit or a junker with a computer browser receives the message immediately. Another recipient would not get the message until they contact the Hunting Grounds in some way.

Red: The Librarian can understand, but not speak, any language he hears for 1 hour per *faith* level.

Blue: The Librarian can understand and speak any language for 1 hour per *faith* level.

Legend: Sure, Librarian's can be long-winded, but this is ridiculous. By making an opposed *Spirit* check against every person or creature the Librarian wants to affect, he can force each one to listen to him. They don't even have to be able to understand him for it to work, but they must be able to hear him. (Add a bonus for any hearing impairments to the *Spirit* roll.) As long as the Librarian speaks, all affected remain in a trance, doing nothing but listening to his words. The trance is automatically broken if a subject takes any damage or the Librarian stops speaking. The Librarian can speak for 10 minutes with no problem. It requires a Foolproof (3) Vigor roll to speak for 10 more minutes. The target number increases by 1 for each additional 10 minutes.

Pure Science

These spirits add their level to all *science* skills that are considered pure science, such as mathematics, astronomy, chemistry, etc. For applied sciences, like engineering, see Technology below.

White: The Librarian instantly knows the answer to any mathematical calculation.

Red: If the Librarian can see the stars, he can accurately gauge his exact location on the planet.

Blue: Ballistics is a pure science. The Librarian can ignore all range penalties for one shot.

Legend: The abominations of the Reckoners openly flaunt the laws of science. The dead should not walk, rattlers should collapse under their own weight, trogs should be dead from radiation poisoning, etc. The Librarian can call the very reality of these beings into question by quoting the valid reasons that they do not exist. By making a *faith* check against a target number equal to the abominations Terror rating, the Librarian can cause 1 wound per success and raise, to all abominations of that type within the sound of his voice.

Technology

Although closely related, these spirits are different from the tech spirits that Junkers contact. They represent the knowledge of the applied sciences, instead of the devices themselves. They are still one of the most useful of the research spirits. They add their level to *tinkerin'* and practical *science* skills such as aviation, engineering, etc. Also, starting at level 3, they add to *medicine* rolls as well.

White: The Librarian can add the spirit's level to *drivin'* rolls for a number of rounds equal to his *faith* level.

Red: Any *medicine* roll heals twice as many wound levels. Or if the Librarian goes bust on a *medicine* roll, he can spend this chip to not cause an additional wound.

Blue: Using spit and bailing wire, the Librarian can make one device that could potentially be repaired work once more. He makes a *faith* check against the repair target number. If successful, the device runs for 1 hour plus 1 hour for each raise on the roll. This only works to fix things that are broken; a Librarian can't make a car run without gas or spook juice.

Legend: The Librarian can have his technology research spirit help out his tech spirit cousin. Any one specific junker device never has to make Stability rolls. Note that this only works on a gadget the Librarian personally uses. If he loses the device, he cannot transfer this ability to another; he must recover the original.

Art

Art spirits cover all of mankind's non-written creative works. Painting, photography, music, and dance are all within these spirits' domain. Add their level to *arts* and *performin'* rolls.

White: By making a Fair (5) *Smarts* roll, the Librarian can draw with perfect accuracy anything or anyone he has seen in the past number of days equal to his *faith* level.

Red: Acting! The Librarian can add the spirit's level to *disguise* and *bluff* rolls for a number of hours equal to his *faith* level. Watching such a performance is truly awe-inspiring.

Blue: If the Librarian has a blank slug, he can record everything he sees and hears on it like a video recording. He needs to make a *faith* check against a Fair (5) target number. If successful, he can record for 1 hour with each raise adding an additional hour. By sacrificing one raise, he can add titles and credits to the recording.

Legend: Artwork is meant to bring out emotions. By making an opposed *faith* versus *Spirit* roll, the Librarian can instill an emotion into his target. This lasts for 1 hour per *faith* level. The syker power, Manipulator, can give examples of what can be done with this.

Literature

The world of fiction and poetry. These spirits deal not only with the works of creative writing but also with the very concepts of storytelling. They can be a great weapon against the Reckoners. Add their level to all *tale tellin'* rolls.

Literature spirits are very powerful, given that they were often published and distributed in much greater numbers than other types of books. This also means that many times a Librarian is recovering a book that has already been rescued by someone else. To gain and raise the level of a literature research spirit, a Librarian has to recover 2 terabytes of information per level.

White: The Librarian can come up with a limerick on the spot. Add +2 to one *ridicule* roll.

Red: A limited version of the Bibliopathy reward, the Librarian can draw on the skill of a fictional character for one skill check. The Librarian uses his *faith* level in lieu of the appropriate skill.

Blue: If the Librarian makes a successful *tale tellin'* roll to reduce the Fear Level, it drops 2 levels instead of one by spending this chip.

Legend: The Librarian is able to create a "fiction" about himself. For a number of rounds equal to his *faith* level, the Librarian acts as if he had one of the other standard Arcane Backgrounds. He uses his *faith* level for the appropriate skill (*blastin'* for sykers, *occult engineering* for junkers, etc.). If needed, figure strain as normal off of *Vigor* plus 1 for each level of this reward.

The Librarian can choose one power of the selected Arcane Background for every Librarian power that he has. For the duration of this ability, the Librarian's rewards are replaced by the new powers and are not usable. He also loses contact with any research spirits for the duration as well. In the case of Templar powers, the Librarian will have the same rank in the Templar reward as the Librarian reward it is replacing. Including access to greater reward powers if he has those. This ability always runs for its full duration and cannot be ended early.

There are other side effects to this power. If the Librarian chooses to mimic a syker, all of

his hair immediately falls out. It will grow back at the normal rate once the duration ceases. If the Librarian mimics a Doomsayer and does not already have a mutation, he will gain one immediately. The upside is that he gets the same bonus to draw as a starting Doomsayer; the downside is the mutation is permanent.

History

These spirits deal not only in ancient and modern history, but also in geography and travel as well. Curiously, history spirits seem to have fuzzy and eclectic memories about incidents that relate to the Reckoning, and particularly certain of their servants, such as Stone. Or perhaps they know, but are just too terrified to reveal their secrets.

Add a history spirit's level to all of the Librarian's *academia*: *history* and *area knowledge* rolls.

White: The Librarian gets a general sense of the surrounding area. Add +2 to *survival* rolls for one day.

Red: This is... biography! The spirit can run a background check on a single individual. The Librarian must succeed at an opposed *Spirit* roll with the target. Success provides general knowledge with each raise garnering more detail.

Blue: The Librarian is actually able to contact the spirit of the deceased. It doesn't guarantee the spirit is willing to talk, that's up to the Librarian's persuasion, but it does give the opportunity to learn information that may have never been written down. The spirit stays around for 1 minute per *faith* level. How long the person has been dead is not an issue, but the Librarian must have some personal effect of the deceased. (Note: Their body or part of it does count.)

Legend: The Librarian gains a truly astounding ability. They gain an instinctive sense of recent history and geography. For the duration of any one trip, the Librarian can avoid all natural hazards. They can also avoid manmade hazards by winning an opposed *Spirit* roll against the person responsible. The Librarian can take a number of people up to his *faith* level with him on this trip as long as they follow his lead. Anyone going off on his or her own automatically counters this power.





Range Wars Solo!

By Tony "The Man" Van

In the summer of 2000, Fantasy Flight Games released a fantastic *Deadlands* disc-game called *Deadlands: Range Wars!* We've loved the game since it came out, but as new games come and go, it becomes increasingly harder to find folks to play with. But we've got a fix for that, amigo. Below are rules and two scenarios for playing this great game with a most challenging opponent—yourself!

Assault on Ghost Creek!

Immediately after the news of the Ghost Rock strike leaked out of Ghost Creek, the Collegium arrived with all haste to stake their claim. However, they found they were not the first to arrive—the Blackjacks had already moved in and were using the center of town as a fortification. The Collegium broke out every weapon at their disposal to drive the Blackjacks out. The Range Wars had officially begun.

Goal

The attacking player must take over 75% of the total Victory Points (standard boomtown victory).

Setup

1) Choose the outfit to attack with and decide on total strength. A 50 pt army should be quite challenging for your first game.

2) Choose the outfit for defense and build it to the same strength as the attackers. For the defense, you need to build an army of shooters (rifles are preferred). Avoid magical units, large (11+ cost) units, or units with special abilities that are pointless in this scenario (such as Fleet-Footed or abilities that require specific cards to boot). Be sure to build a strong defense gang to counter your attacking gang.

3) Randomly choose six Deeds and build a two-player town. If there are Deeds that are advantageous to the defender's units, be sure to include at least one for use (such as a Government building if using Portman's Posse.)

Place the Deeds at random, but be sure to use the Terrain side in the outer most deeds (so only the 4 inner deeds are Buildings).

4) Choose 20 points of defenders. Set them up between the two buildings facing the attackers Home. To deploy, choose a defender at random and flip a joker, heads one building, tails the other. Place them evenly and aggressively, so they can shoot the units coming out of the attacking Home Deed, but not so close to be ambushed immediately.

Play

Play the game as normal, with these exceptions:

Deal Phase

Do your side's card playing face up. Then shuffle the defense's cards and lay them randomly over each defender face up. This will allow you to plan some basic strategy, but give the enemy a chance to surprise you.

High Noon Phase

When a defender boots, follow these rules in this order:

- 1) If there is a special ability that can be used, use it. Ignore it only if it is clearly pointless in the current situation. This includes using Deeds like Doctor's Office.
- 2) If the attacker is in the building and can be pinned, the defender will move to brawl. Remember, in a building, units may only flip once.
- 2) Shoot at the closest attacker in LOS. Defenders never Quickdraw.
- 4) Flip once (remaining inside the building) to get closer/better LOS to the closest attacking unit.
- 5) If the unit is somehow outside (due to the attacking force, no doubt), move (with shoot if needed) to get back inside.
- 6) These rules should work for 90% of the cases. If you find a hole, just play the defense as best as you can.

Economy Phase

The defender's production is limited to only his Home (10 pts), plus any PR bonuses his units give him (but NOT the production of the Deeds he occupies). This limits the rate that units come out and makes the Home a more tempting target early in the game.

Recruit the most units you can, starting with the most expensive and choosing randomly when there are multiple choices.

For each unit you recruit from the gang stack, choose the closest building that is not controlled by the attackers. Throw a joker. If the joker is dead, put the unit in that building. Otherwise, move to the next closest building and try again. If a unit does not get placed in any buildings, place it in the Home area.

If the defender has no production (due to the attacker controlling his Home and no other PR modifiers active), the defender may recruit his strongest remaining unit on his Home only.

Again, always place units aggressively so they can start firing immediately, but avoid exposing them unnecessarily. If an attacker is inside a building or Home, you may pin an attacker with the deployment.

Strategy

The attackers needs to decide if he wants to:

- A) try to take over the town one building at a time, while the other buildings slowly get more reinforcements,
- B) split the attack to try and take two or more buildings while they are relatively undefended,
- C) move quickly to flank to the lesser protected buildings in an attempt to get more units out faster then the enemy,
- D) make a beeline for the Home and attempt to cut off the defense's supply early,

...or a mixture of any of these!

Raven's Return

During a routine recon patrol out by the Morgan Graveyard, a trusted Indian scout for Beuachamp's Rebels spotted a chilling site. Raven, the most powerful and evil Indian shaman to walk the Weird West, was somehow channeling the power of the ghost rock through the ground and into him. Not

knowing why or even how, the General knew whatever was going on was not good for him or his men. He immediately ordered a heavily armed squad to stop whatever Raven was up to at all costs...

Range Wars Solo!

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Goal

The attacking player must destroy Raven—which actually just sends him packing for a while, but that's good enough for an hombre this tough! On top of that, his powers are augmented by the very special vein of ghost rock he's tapping from under Ghost Creek.

Setup

1) Choose the outfits for each side. Any outfit will work here, as there are a number of strategies for each group. Feel free to make use of your favorite side, or take this solo opportunity to try out one you haven't played before.

2) Build a town as follows. Take any small defending magical unit and call it Raven. Place Raven in the center of the map, like you would place a Town Well. Choose 3 random terrains (not buildings or a Graveyard). Place the terrain with the least cover 6" south of Raven, the second least cover 6" west of Raven, and the best cover 6" east of Raven. Place the defending Home 6" north of Raven (you can use a Graveyard terrain if you have it, but treat it as Hard Cover, since this graveyard is built on hilly terrain). Place the attacking Home 12" southwest of Raven (closest to the terrains with the least cover.)

3) Choose a total army strength and create the army for the attacker. 50 pts is a good starting value for the attacker. Separate the defender's Units into 3 groups, cost 6 or less, cost 7-8, and cost 9+.

4) The attacker starts with 20 pts of his army on the home base. Since he is limited to 10 prod max in future turns, any unit over 10 points must be fielded now.

5) Raven's Vitality is equal to the attacking army size. Make a note of this on paper, as you most likely will not have enough bullets to track his damage normally.

Play

Play the game as normal, with these exceptions:

Deal Phase

Do the attacking side's card playing as normal after this, but place them face up. Then shuffle the defense's cards and lay them randomly over each defender face up. The first turn you will only have Raven to deal to, but that will soon change.

Raven always has the highest Initiative in the game, so he always wins all ties.

High Noon Phase

When Raven boots, follow these rules:

1) Consult the chart below to see what action he takes. If the action listed next to his card is not appropriate, then check the action below it, until you get to an action that can happen.

Raven Action Chart

K - Cast Back to Nature on applicable target within 12"

Q - Cast Spirit of Wolf on applicable target within 12"

J - Cast Spirit Warrior on applicable target within 12"

10 - Cast Shadow Man on applicable target within 12"

9 - Cast Curse on applicable target within 12"

8 - Summon 2 Weak Spirits (of cost 6 or less)

7 - Summon 2 Weak Spirits (of cost 7 or 8)

6 - Summon 1 Weak Spirit (of cost 9 or more)

5 - Summon 1 Whirlwind

4 - Summon 2 Whirlwind

3 - Summon 3 Prairie Ticks

2 - Summon 4 Prairie Ticks

A - Summon Lighting

If Raven casts a spell, choose the unit who it can best serve this turn. Note that Raven has a 12" range on all his spells, not 6", but they must be in LOS.

If Raven Summons a Weak Spirit, choose a unit randomly from the defender's sorted stack, and place the unit inside its Home/Graveyard, pinning attackers if possible. These units represent quasi-corporeal spirits rising from the defender's graveyard, a bizarre side effect of burying the dead next to the Indian Burial ground markers.

All Weak Spirits use their Unit's stats, but don't make Gadget checks (they always work.)

If Raven summons a Whirlwind, take a Town Well for each Whirlwind and place it on top of Raven, then immediately move it as detailed below.

Whirlwinds have the following stats: Initiative 6, Pace 4, Jolt 2, Special: ignore all terrain effects. Whirlwinds cannot be shot or brawled, but dissipate after they deliver their Jolt. *Note: There are no Whirlwind discs, so you'll need to use a proxy.*

If Raven summons Prairie Ticks, take a defender's bullet for each one and place it on top of Raven (defender logo up) then immediately move it as detailed below.

Prairie Ticks have the following stats: Initiative 1, Pace 4, Brawlin' 4, Vitality 2, Special: Small Size: Shooters are -1 to hit the Prairie Ticks, ignore all terrain effects. *Note: Prairie Tick discs don't exist, so you'll need to use a proxy for this one.*

If Raven summons Lightning, every attacking player in LOS receives a Jolt (4). Lightning can be deadly, and since it comes up last (but before any other Aces), players have a chance to scramble for safety behind hard cover (guaranteed at least by the two Home bases) before they get fried.

When a defending non-Raven Unit boots, follow these rules:

- 1) If there is a special ability that can be used, use it. Ignore it only if it is clearly pointless in the current situation.
- 2) All non-Raven defender units are attempting to move to pin and brawl. Unless it is pinned/pinning, move it to the closest unpinned attacker and shoot if possible (remember the -1 Move and Shootin' mod). Defenders never Quickdraw.
- 3) These rules should work for 90% of the cases. If you find a hole, just play the defense as best as you can.

Attacking Raven

Since Raven is in spirit form, the only damage players can directly cause is via silver bullets (each hit causes 2 points of damage as usual.) Raven blocks LOS and cannot be pinned, brawled, or moved though. *Note: Raven discs don't exist, so you'll need to use a proxy for him.*

Victory Phase

For each Deed occupied by an attacking player (excluding their own Home), add their Influence and throw that many Jokers. For each dead Joker, place one control marker on the Deed (each Deed can only have 5 markers maximum.) This marker represents the players finding one of the Indian markings Raven is using to channel the ghost rock and destroying it, which starts a feedback loop chain for Raven.

After resolving all search and destroy attempts, count up the total control markers and add that damage to Raven.

Economy Phase

The attacker gets only 10 points for his Home production.

The defender Home/Graveyard Dead does not contribute any production points if occupied.

Strategy

The attackers will be on their toes here. Raven's power keeps the battlefield chaotic, and the attackers will constantly be on the defensive as they try to defeat him.

Basic strategies include:

Build an army with high influence, to increase the chances of taking a Deed fast,

Build an army with a Silver Bullet support team to attack Raven and quicken his destruction, try to take over the Deeds one at a time, to build up a slow cumulative damage while having a solid defense against the hoards, or split the attack to try and take two or more Deeds to destroy Raven faster.

WANTED

DEADLANDS™ DOOMTOWN Range Wars

In the tradition of DISKWARS comes Doomtown: Range Wars, Fantasy Flight's new disc-based game of undead gunslingers, mutant cattle, and furious six-shooter action.

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RICH
POLLAR



Blood Magic:

Deleted Scenes from The Black Circle

By John "I LIVE!" Goff

The following spells were cut from John Goff's *The Black Circle*. Just don't forget to wash your hands after using these nasty hexes.

BLOOD RAGE

TN: 5

Strain: 1

Speed: 1

Duration: 5 rounds/*blood magic* level

Range: Self

Blood rage lets your blood magician unleash the darker side of her ancestry, becoming a veritable killing machine.

This spell increases each of the caster's Corporeal Traits by a die type, while lowering each of his Mental Traits by a similar amount. No Trait can be taken below d4 as a result, although it is possible to go above d12.

Blood rage is one of the easiest and least taxing spells for a blood magician to cast. However, the caster also runs the risk of losing control of her unnatural fury.

While under the effects of *blood rage*, if your blood magician is wounded, she must make a Fair (5)

Smarts check. The same *Smarts* check applies if she loses a hostile test of wills. Rational thought *isn't* a strong point of a cowpoke in a *blood rage*!

If your hero fails the *Smarts* check, she goes into a crazed fury and attacks the responsible party. She can use a ranged weapon (but not a spell) as long as it's loaded. She doesn't stop to reload even if she has the ammunition handy. Once it's empty, she casts it aside and charges into hand-to-hand fighting!

Once the blood magician's foe is dead—*really* dead—she can make another *Smarts* check. If she succeeds, she can snap out of the rage. Otherwise, she goes after any of the poor sod's companions. Only if he goes bust on the *Smarts* roll does she attack her own posse members.

CLOT

TN: 5

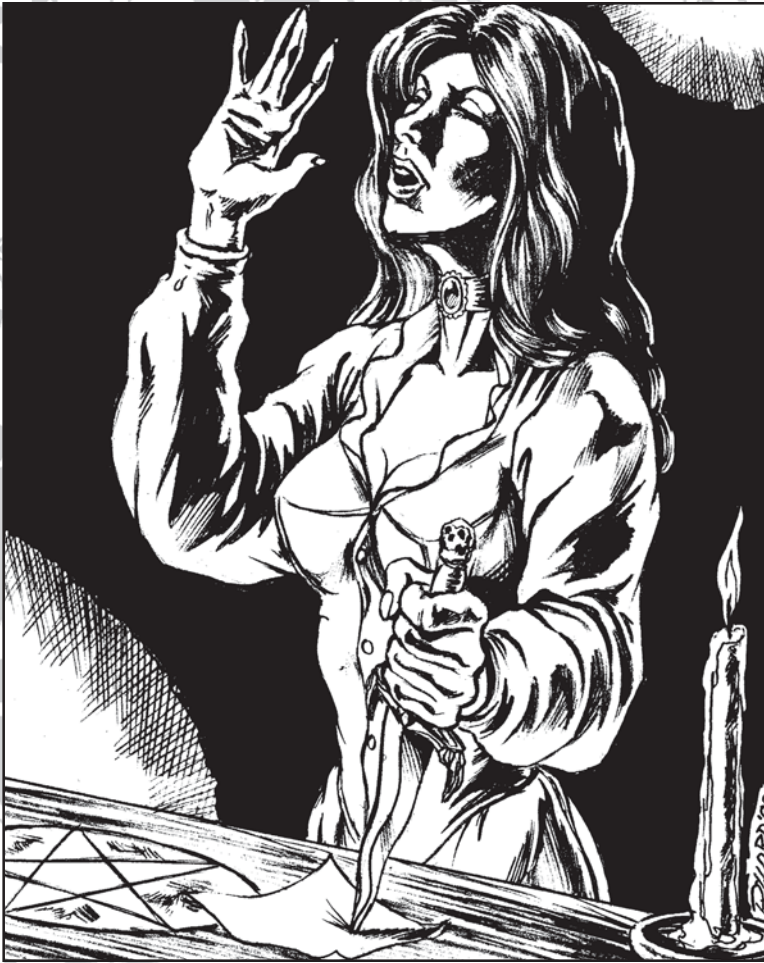
Strain: 1

Speed: 1

Duration: Instant

Range: 5 yards/*blood magic* level

Since early blood magicians had to cut open a vein to cast even the



simplest spell, it was inevitable that they learn how to stop bleeding quickly! This spell is a carryover from those more primitive times, but it still has use in the Weird West. When your hero is bleeding like a stuck pig, it doesn't much matter if it's because of a knife wound or a bullet hole!

Understandably, *clot* is a fairly easy spell to cast. Your blood magician picks a target within range—including herself, if need be—and rolls her *blood magic* Aptitude. If she makes the TN, all Wind loss from bleeding wounds (i.e., those of Serious, Critical, or Maimed level) is immediately stopped.

Clot doesn't prevent Wind loss from further wounds, only those present at the time of casting.

FLEETING MEMORIES

TN: Opposed
Strain: 1

Speed: 2

Duration: 1 Wind/round

Range: 5 yards/*blood magic* level

This spell lays waste to a victim's mind, or at least a portion of it.

Fleeting memories causes the victim to lose a very specific set of memories for a short time.

Unlike other memory-affecting spells or powers, this spell doesn't block the memory of an event. Instead, it hampers the victim's thought processes on a single task or skill.

Your blood magician must beat the target in an opposed roll of her *blood magic* versus the victim's *Smarts*. If she wins, one of his Aptitudes is temporarily reduced for the duration of the spell.

Fleeting memories is most effective on Aptitudes based on Mental Traits. When used against those, it lowers the target's Aptitude level by one for every success and raise your sorcerer got in the contest. Once an Aptitude has been reduced to Level 0, the victim can only use it with a default roll (one die of the Appropriate Trait type with a -4 penalty to boot!). No Aptitude can be reduced below Level 0 this way.

Used against one based on a Corporeal Trait, it only provides a -1 to all rolls made with the chosen Aptitude for each success and raise the caster received in the opposed roll. The maximum penalty is limited to the character's *blood magic* level in this case, regardless of how much she wins the contest by.

MORTIFICATION

TN: Opposed

Strain: 2

Speed: 1

Duration: 1 Wind/round

Range: Touch

With this spell, the black magician gives his victim a foretaste of what awaits on the other side of the cemetery gates. By a simple touch, the caster causes one of his target's limbs to spasm and cramp as if he was suffering rigor mortis!

To cast *mortification*, your blood magician must touch his victim on the arm or leg and win a contest of his *blood magic* Aptitude versus her *Vigor*. If he succeeds, the limb

immediately suffers severe and painful cramps.

The pain of the experience costs the victim 1d6 Wind and the limb is useless as long as your hero maintains the spell. The exact effect of the cramped limb depends on the situation. Held objects may be dropped, a standing opponent may fall (or at least lose 1/2 her Pace), and so on.

This spell has no effect if cast on the target's head or torso, and undead of any sort are immune to *mortification*.

SEVER THE LINK

TN: Special

Strain: 2

Speed: 1 (Vamoose)

Duration: Instant

Range: 10 yards/*blood magic* level

Blood magicians have connections to the Hunting Grounds most other practitioners of the arcane arts can only dream about. This gives them a considerable edge when push comes to shove—in a magical sense, that is!

When your blood magician casts *sever the link*, he complicates another spell (or hex) caster's attempt to work a magical power. To do this, he must make a vamoose while his opponent is casting her own spell, hex, etc. In other words, he has to spend his highest Action Card (and a sleeve card is always considered his highest card). If he doesn't have any Action Cards left, he can't cast the spell.

Your blood magician rolls his *blood magic* Aptitude. The result he gets on that roll becomes his opponent's new base TN to cast her own spell, hex, etc. Any additional modifiers (wounds, lighting, range, etc.) his target may have are applied on top of the new TN. In many ways, *sever the link* is similar to *dodge*.

Sever the link is effective against hexes, voodoo, ch'i powers blood magic and black magic spells. However, it has absolutely no effect against Harrowed powers, knacks, favors, and miracles.

TORMENT

TN: Opposed

Strain: 2

Speed: 1

Duration: 1 round/*blood magic* level

Range: 5 yards/*blood magic* level

Sometimes a soft word or gentle nudge is all the motivation that's needed to show a sobbuster the error of his ways. On the other hand, sometimes a twisted arm is the more appropriate—or at least more satisfying—

approach. *Torment* provides otherworldly muscle for just those occasions.

With this spell, the sorcerer inflicts severe pain on his opponent. The agony, while often quite intense, is fleeting and leaves no lasting damage. Sort of a supernatural paddling if you will.

To cast *torment*, your hero must beat his intended victim on an opposed test of his *blood magic* versus her *Spirit*. If he wins, excruciating pain shoots through her body, like an electrical jolt.

The initial surge of agony is severe, and causes 1d6 Wind for every success and raise the caster got on the opposed roll. Even after the first shock, the aching continues, giving her a -1 penalty to all her Trait and Aptitude rolls for the spell's duration for each success and raise the sorcerer got in the contest.

Undead, cowpokes with the *thick-skinned* Edge, and other creatures with reduced susceptibility to pain—whether naturally or through a spell or power—get a +5 on the roll to resist the spell.

TWILIGHT'S FALL

TN: 5

Strain: 1

Speed: 2

Duration: Concentration or 1 Wind/round

Range: Self

It's not always darkest before the dawn—it can *always* get darker. Just ask any blood magician who's mastered *twilight's fall*. If you've got any doubts, she can prove it!

This spell causes an unnatural darkness to descend on a circular area with a radius of 10 yards for each level the caster has in *blood magic*. *Twilight's fall* deepens shadows and darkens corners, making the area gloomy and foreboding. The spell won't work in broad daylight, but it is effective indoors or underground even during high noon!

For each success and raise your sorcerer receives on her roll to cast *twilight's fall*, the unearthly darkness causes a -2 penalty to all *Cognition*-based rolls using vision and all combat Aptitudes related to sight or aiming. This modifier can't take the total penalty below -8—total darkness—but any excess does reduce the effectiveness of any lights later brought into the area.

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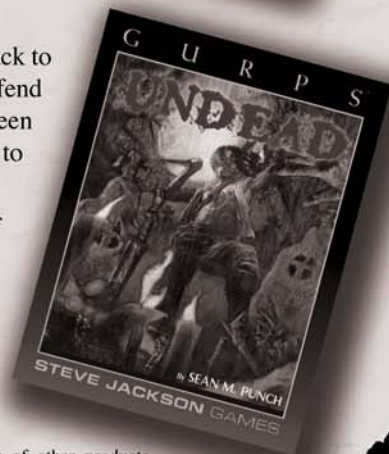
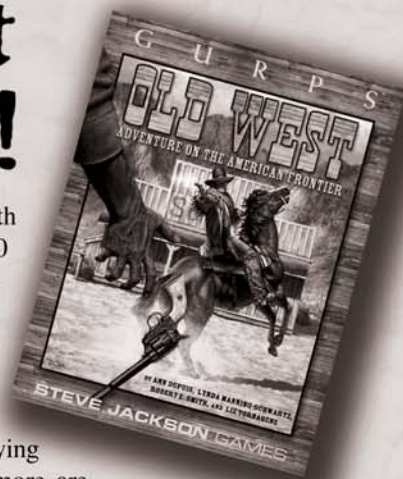
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