



RATS IN A MAZE:

AN ADVENTURE FOR DEADLANDS D20

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Deadlands D20

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Deadlands created by Shane Lacy Hensley.

Dedicated to: The new Ronan. My little cowboy.

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LIFE BEYOND LOST ANGELS

Howdy, friend.

What you've got here is an introductory adventure for the new *Deadlands D20* game. It's a wild romp through the canyons of the Great Maze in California intended to get new players into the game quickly. We've provided a selection of pre-generated characters at the end of the adventure so new players can just hop right into the action.

All you need to play is a copy of *Deadlands D20*, a selection of dice (d4 through d20), and some poker chips or other colored tokens. You should also be familiar with the rules in the *Player's Handbook* from Wizard's of the Coast.

As was mentioned, the adventure takes place in the Great Maze. This is a section of California that fell into the ocean during the Great Quake of '68. You can find a good overview of this area in the *Deadlands D20* book. If you want to continue the fun after finishing this adventure you can find more details about the Maze and the sinister Reverend Grimme and his fanatical cult of people-knoshing cannibals in the *Great Maze* boxed set and the *Lost Angels* sourcebook.

The Story So Far

This adventure catches up with the posse in mid-mission, so there's not a whole lot of backstory to worry about. One of the heroes, Carter Brennan, is a freelance operative for the Agency. He has assembled the posse to assist him with his mission: transporting an obnoxiously pompous US diplomat named Arius Poole to a secret Union naval base in the Great Maze.

The heroes have gotten Poole and his secret cargo to Lost Angels, but the diplomat's continuous attempts to impress the cowpokes with his own importance have many of them wondering if a jury would convict them if they simply shot him and dumped his body in the ocean.

As the adventure begins, the group has just arrived in Lost Angels and is on its way to the docks. There, the Maze runner *Ophelia* should be waiting to transport the heroes to the secret base.

Sittin' on the Dock of the Bay

The adventure begins on the docks of the city of Lost Angels. Read the following to the players to set the scene:

The time is around 10 a.m. on a fall day in 1877. The place is a moss-covered dock in the City of Lost Angels, gateway to the Great Maze. Your group is working for the Agency on a priority mission: escorting an annoyingly self-important U.S. diplomat, his extensive luggage, and two wooden crates all the way from Riverside, California. The diplomat you are escorting is Arius Poole, who has reminded you many times that he is being promoted to First Undersecretary for Japanese Affairs. Poole's constant attempts to throw his weight around have your nerves fraying like rotted rope. You can't wait to get him and his "top secret cargo", as he puts it, off to Japan, and out of your hair.

This is a good time to have the players introduce their characters to the group. Give the person playing Brennan a copy of his orders from the Agency (see page 13).

Other than the aggravation Poole has caused, you have had a pretty easy time getting here. Arius Poole, Sister O'Brien, and Dr. Van Hogen have been riding on a wagon. The rest of you have ridden your horses. There were a few tense moments as you entered Lost Angels and were asked to hand over your weapons, but a bribe took care of this issue. You have found your way to the docks, and located the Maze Runner Ophelia. A man who is obviously the captain comes to the end of the gangplank. At the same time, you notice a group of armed men in white robes, led by a man in a brown robe, moving quickly toward you. They are about 200 yards away

Agent Brennan's orders tell him what he must say to the captain (Rex McCain) to prove he is an operative. The captain insists the ship is not for hire unless Brennan says this phrase. If he does, McCain asks what they should do. He can have the ship ready to go in a couple minutes if needed.

Bon Voyage

The Angels run up to the dock unless the posse prevents it. Have everyone roll initiative if they want to do something other than wait. The Angels ask the posse who they are, where they are going, and what their cargo is. They saw the crates on the wagon, so hiding them just makes the Angels more suspicious. This group of Angels will not take a bribe, and attempt to arrest the heroes if they offer one. See the Appendix on page 10 for the Angels' statistics.

Marshal's note: Poole's crates contain Japanese artifacts that were stolen by a Chinese warlord name Kang and taken to America. The artifacts were recovered by U.S. soldiers after a battle with some of Kang's men. They are to be returned to the Japanese government as a goodwill gesture. If the contents of the crates becomes an issue, they contain statues, swords, lanterns, etc.

Have the posse make Bluff, Diplomacy and related rolls at DC 20. If they succeed, the Angels become less aggressive until Poole yells at them that he is a representative of the United States government, and they had better let them leave immediately. This causes the leader in the brown robe (Brother Jethro) to order his men to search the boat and detain Poole. He sends a member of the flight to summon assistance to the docks. The remainder of his men level their guns at Poole. Have everyone roll initiative at this point if they haven't already.

If the posse initiates a fight, the Angels fight back until 2 are down. The two survivors run for help.

At this point, a bell begins to ring, and the posse sees 2 more flights coming toward them. Captain McCain says that the boat is ready, and the heroes had better move it if they want to stay out of Rock Island Prison!

Poole insists that the heroes load all of his luggage into the Maze Runner. At first he states that he will not board until the posse does so, but threatens to leave him behind or commit bodily harm to him convince him to come along. He picks up 2 of his bags and comes aboard, muttering about what an outrage this is, and how he will make a FULL report.

The Great Escape

Roll a few stray shots from the approaching Angels as the boat pulls away (see below for timing). Read the following:

The Maze Runner Ophelia pulls away from the dock and heads into the bay, gaining speed. You hear several bells begin to clang, hear shouting, and see shots being fired at you from the approaching men [roll now]. You look around, and are awed by the towering cliffs rising up in front of you. You see several channels cutting through the cliffs, and realize that these are the islands of the Great Maze. As you race across the bay, you can see the island prison known as the Rock to your left. You begin to get some distance from the island when you see a large Maze Runner steaming around the island toward you. Captain McCain swears as only a sailor can, but says that with luck you can outrun the other ship and lose it the Maze.

Check to see where everyone is on the Ophelia at this point (use the picture below), and determine what they are doing. The posse notices 2 other crewmembers on the boat, both tending the boiler at this point. Continue with the following:

Rats in the Maze

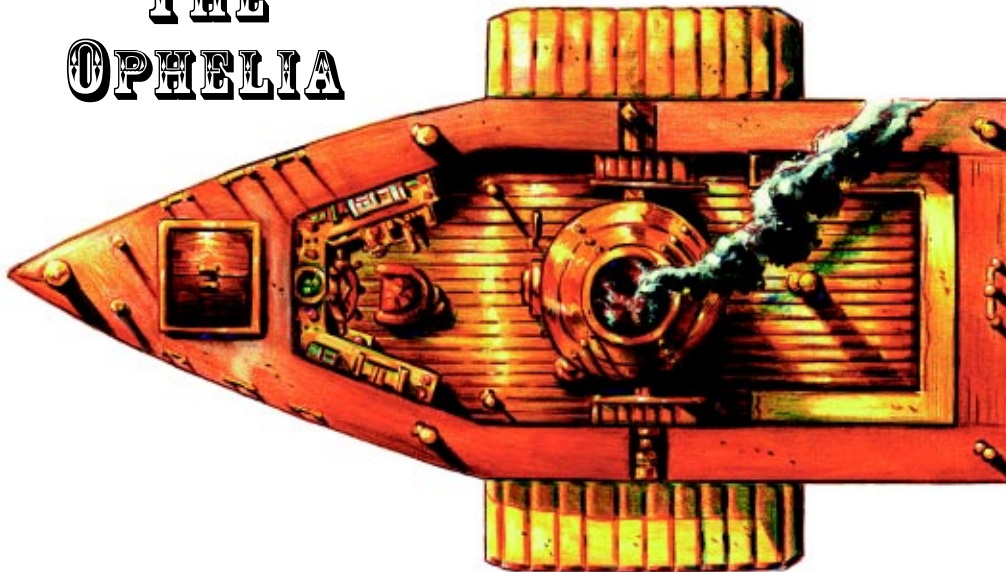
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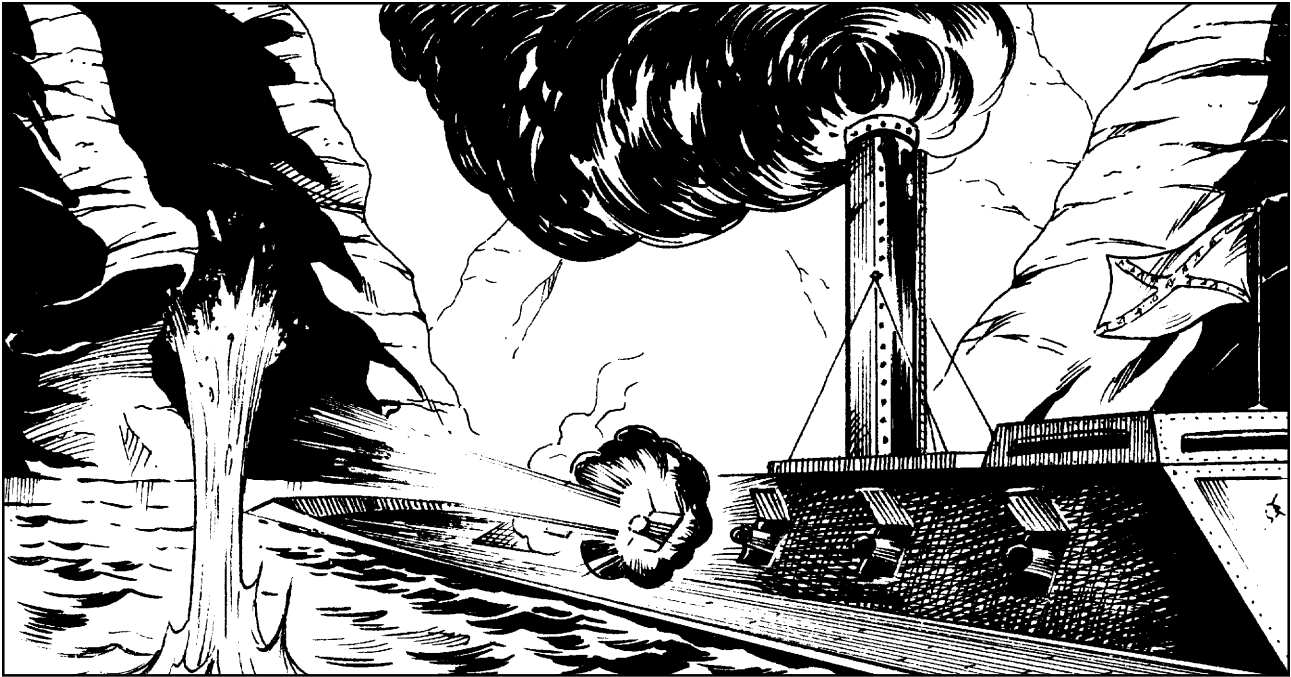
Your Maze Runner steams toward a channel on the northwest corner of the bay. As you get close to it, you see a flash and hear a loud "boom" coming from the pursuing vessel. [Roll a d20 for the cannon, but make sure it barely misses the posse's ship.] Finally, you reach the temporary safety of the channel. It looks like you're in the clear—for awhile.

Have everyone make Listen checks at DC 15. Any characters that succeed at the check hears a faint "thwoppa-thwoppa", which grows louder until it is heard by everyone.

Coming around the side of the mesa is a strange contraption (the Mad Scientist can make a Mad Science check at DC 10 to determine what it is). It looks like this (show the players the picture of the Autogyro on p. 42 of the Deadlands d20 rulebook), except it has a Gatling gun mounted in the front. It's coming toward you very quickly. Roll initiative!

THE OPHELIA





Death From Above

An Autogyro launched from the Rock attacks the party. It has a gunner with a Gatling gun in the front, and the pilot in back. It makes a series of passes over the *Ophelia* until something happens to it. See the Appendix on page 10 for the Autogyro's statistics.

The gunner stops firing when the Autogyro passes directly over the ship for the first time. That's because he lights and tosses a stick of dynamite onto the *Ophelia*.

If the dynamite lands on the ship, roll randomly to see which posse member it lands near. He or she may make a Reflex Save at DC 20 to grab it and either pull out the fuse (taking 1 HP of burn damage in the process) or throw it overboard in time (or use some other clever means to put out the fuse). Others in line of sight may also try with the DC based on their distance. This is a great time to encourage the use of Fate Chips if this roll is blown. Luckily, the autogyro has just one stick of dynamite.

If the posse reduces the Autogyro pilot to 0 HP, the Autogyro careens off in a random direction and crashes into a mesa. If they reduce the Autogyro to 0 HP, it crashes. Randomly roll the direction of

descent before crashing. Do not let it crash into the *Ophelia* (but having it come screaming overhead and making the players duck as it misses by inches is entirely called for).

The End is Near

After the posse recovers, performs healing, etc., read the following to the players:

After the autogyro crashes, the captain ducks the Ophelia into a side channel, and then another. Poole yells at him for his reckless driving, but after the captain pulls his pistol, Poole quiets down. You travel for a good 2 hours before you begin to relax. One of the crewmen serves lunch, and you realize how hungry you are. You travel for another couple of hours, and the captain tells you that you are getting near the base. You enter a narrow channel between two island mesas, and the captain slows down and carefully picks his way between the jagged rocks protruding from the waters of the channel.

Holy Bat Guano!

Have anyone who might be looking at the mesa walls roll a Spot check at DC 20. If successful, the posse member spots three devil bats coming out of a cave

about 200 feet above the boat. If no one is successful, the posse is surprised as the Bats swoop down on them. See the Appendix on page 11 for the Bats' statistics.

When any posse member first sees the bats, he or she must make a Will save at DC 12 (10 minus 2 for the Fear Level). If this roll is failed, the character becomes Shaken until the encounter with the devil bats is over (-2 to all attacks, saves, and skill rolls). All posse members can roll initiative if the bats are spotted at 200 feet, and get a Partial Action the first round; otherwise the bats get free attacks for the first round.

Two of the bats simply attack random posse members, while the 3rd tries to pick up another posse member and take him or her back to the nest in a cave up the mesa. If it succeeds, it drops off the posse member, and tries to knock him or her out before heading back to help its friends. Deeper in the cave are some young devil bats, plenty of bones and dung, and some old clothing and equipment. The only valuable items are some pieces of jewelry worth 1d4 times \$100 dollars.

The captain (and Agent Brennan, for that matter) only agrees to spend time here if posse members need to be rescued from the cave. Otherwise, they insist on hurrying to the base once the Bats are disposed of.

A Traitor in Their Midst

After the posse recovers, performs healing, etc., read the following to the players:

The Ophelia finally leaves the narrow channel, and turns to port. There is a sizeable opening in front of you into a cove that serves as a natural harbor. The opening is very well concealed from all directions except this one. As you enter the harbor, you see two cannons aimed at you, and several U.S. Marines aiming rifles at you as well. There is another Maze runner, a small ironclad, and a submersible in the harbor.

The captain waves, and the Marines and cannon crew recognize him and lower their guard. You pull up to an open berth. A naval officer and two Marines meet the Ophelia at the dock. The officer welcomes you, and asks how the trip was. Poole

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starts to complain. He is cut off when one of the Marines exclaims, "Hey! That's Luke Kaiser! He's the Rebel spy who escaped from Fort Lincoln!" He is pointing to the crewman near the boiler of the Ophelia.

The crewman near the boiler freezes for a second, then yells, "Thanks fer showin' me yer base, Yankees!" The sailor clicks his heels together. [Roll Reliability; the boots Malfunction on a 1 or 2—see the Appendix for more information]. He is wearing Rocket Boots, which ignite and propel him into the air in a cloud of white smoke. Roll Initiative!

Pull!

The posse has just two rounds before the traitor flies over one of the natural harbor "walls" and disappears from view. The high speed at which the boots propel him, give Kaiser a +4 bonus to his Armor Class.

If Kaiser is still conscious, he is able to land on the top of a nearby mesa and get away. If not, he does a rather spectacular loop before crashing headfirst into the mesa containing the harbor—needless to say, he does not survive if this happens. If he does get away, the officer orders the Marines to ready the Maze Runner for pursuit. If the posse offers to help, he tells them that the Marines will take care of this. He can't get far.

Once this last bit of excitement has been dealt with, the posse's mission is complete. The heroes now have time to take a well-earned rest before embarking on any adventures you may create for them. Read the players the following:

The naval officer (Commodore Benton) thanks you profusely for your help, and invites you into his headquarters for a meal and drinks. As you head down the dock, Poole follows, complaining about how you nearly got him killed. You stop, glance at each other and, without saying a word, pick up the complaining diplomat and throw him in the water. He is not amused—but you are!

Appendix: NPC Statistics

Below are listed the statistics for the opponents encountered by the heroes during the adventure. They are listed in the order in which they make an appearance.

Guardian Angel

Medium Size Human

Class: Gunslinger 1

Hit Dice: 1d10 (hp 6)

Initiative: +1 (Dex)

Speed: 30 feet

AC: 11 (+1 Dex)

Attack: Firearm +2 ranged

Damage: 2d6 revolver, 2d8+1 rifle, 1d6-4d6 shotgun

Special Attacks: None

Special Qualities: None

Saves: Fort +3, Ref +1, Will +0

Abilities: Str 14, Dex 13, Con 12, Int 10, Wis 10, Cha 10

Skills: Spot +4; Intimidation +4;

Feats: Firearms proficiency; Point Blank Shot; Rapid Shot; Simple Weapons proficiency

Alignment: NE

Possessions: White robe, Winchester rifle (2 Angels), Colt .45 revolver (1 Angel), Double-barreled Shotgun (1 Angel); 30 rounds of ammo each, 1 pair of manacles each.

Angel Flight Leader

Medium Size Human

Class: Gunslinger 3

Hit Dice: 3d10 (hp 16)

Initiative: +1 (Dex)

Speed: 30 feet

AC: 11 (+1 Dex)

Attack: Firearm +4 ranged

Damage: 2d6 revolver

Special Attacks: None

Special Qualities: None

Saves: Fort +4, Ref +2, Will +1

Abilities: Str 14, Dex 13, Con 12, Int 10, Wis 11, Cha 10

Skills: Intimidation +4, Move Silently +4, Spot +5;

Feats: Firearms proficiency; Point Blank Shot; Weapon Focus: Colt .45

Alignment: LE

Possessions: Brown robe (leaders only), Colt .45 revolver, 30 rounds of ammo, manacles

Autogyro

See pages 83-85 of Deadlands D20 for vehicle rules.

Armor Class: 12

Hit Points: 30

Hardness: 8 (Damage Reduction)

Speed: 300 feet (minimum 30 feet)

Reliability: 2

Malfunction:

Minor: The Autogyro's speed is reduced by half. A DC 10 Tinkerin' roll and 1d6 rounds of work fixes the problem.

Major: The main rotor gets wobbly. The Autogyro moves at half speed. The pilot must make a Reflex save each round or the Autogyro goes out of control (moves in a random direction).

Catastrophe: The boiler explodes, the rotors fly off, and the Autogyro crashes.

Autogyro Crew

Note that if they are targeted, the gunner adds +4 and the pilot adds +7 to their ACs due to cover from the Autogyro. Also note subtractions to hit for speed, distance, etc)

Medium Size Human

Class: Gunslinger 1

Hit Dice: 1d10 (hp 7)

Initiative: +1 (+1 Dex)

Speed: 30 feet

AC: 11 (+1 Dex)

Attack: Gatling gun +3 ranged, also 1 stick of dynamite (The dynamite causes damage to everyone within 20' and half damage to all within 40'. A Reflex save DC 15 halves damage).

Damage: 2d8+2, 4d10

Special Attacks: None

Special Qualities: None

Saves: Fort +3, Ref +1, Will +0

Abilities: Str 11, Dex 12, Con 12, Int 10, Wis 11, Cha 10

Skills: Spot +3; Tinkerin' +2, Drivin' Autogyro +3

Feats: Point Blank Shot, Proficiency: Gatling Gun (gunner), Weapon Focus: Gatling gun (gunner)

Alignment: NE

Maze Runner Ophelia

AC: 15

HP: 50

Hardness: 15 (Damage Reduction)

Speed: 90 feet

Reliability: 2

Malfunctions:

Minor: Speed is reduced by half. A DC 10 Tinkerin' roll and 1d6 rounds of work fixes the problem

Major: The boiler goes out with a hiss of steam. A DC 15 Tinkerin' roll and 4d6 rounds of work fixes the problem.

Catastrophe: The boiler explodes, causing 6d6 damage to everyone on the boat. A Reflex Save at DC 15 reduces the damage by half.

Devil Bat

Large Beast

Hit Dice: 5d10 (28)

Initiative: +2 (Dex)

Speed: 10 feet, 45 feet fly (poor)

AC: 14 (-1 Size, +2 Dex, +3 natural)

Attacks: Claws +7, bite +2

Damage: Claws 1d6+4, bite 1d8+2

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Improved grab

Special Qualities: None

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

Abilities: Str 18, Dex 13, Con 16, Int 4, Wis 10, Cha 6

Skills: Hide +8, Listen +4, Move Silently +8

Feats: None

Alignment: NE

Combat

Death From Above: When a Devil Bat scores a hit, it makes an immediate grapple check using its improved grab. If this is also successful, the creature rises its normal flying speed into the air and drops its prey for additional falling damage (usually 4d6).

The best thing for a traveler to do once she's in the grasp of a Devil Bat is to grab hold of its ankles and hang on for dear life. Should this occur, make a second grapple check between the two. If the character wins, she hold ons. If not, the thing shakes her off and she falls to the ground as above.

Echo Location: Like real bats, Devil Bats use echo location to "see." Prey that remains stock still (no movement whatsoever) among solid obstacles gains +5 to Hide checks, and may hide even in the middle of a fight (unless actually in melee or adjacent to the thing).

Skills: Devil Bats receive a +8 racial bonus to Hide and Move Silently when flying (which they use to descend upon their prey from above).

Traitor (Luke Kaiser)

Medium Size Humanoid

Class: Maverick 5

Hit Dice: 5d6 (18)

Initiative: +5

Speed: 30 feet

AC: 12

Attack: N/A

Alignment: LN

Saves: Fort +3, Ref +6, Will +6

Abilities: Str 16, Dex 16, Con 14, Int 12, Wis 13, Cha 15

Relevant Skills and Feats: Rocket Boots +6

Possessions: Clothing, rocket boots

Rocket Boots: These look like fancy, bulky cowboy boots with nozzles on the bottoms in the back. When Kaiser kicks his heels together, they ignite.

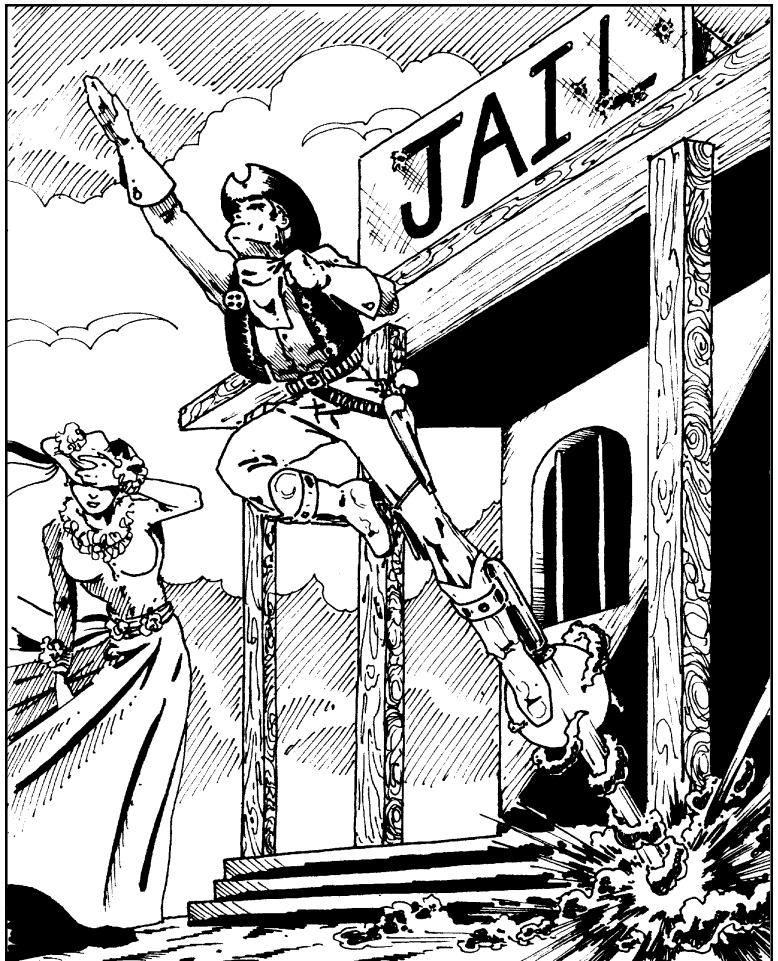
Reliability: 2

Malfunctions:

Minor: The boots work, but he accelerates at half the speed specified in the adventure.

Major: The boots fail to ignite.

Catastrophe: The boots explode spectacularly, launching a smoking Kaiser into the water nearby.



Premade Heroes

Listed in the following pages are pre-generated characters your players can use to jump straight into the adventure. Carter Brennan is important to the adventure's plot, so you should encourage someone to play this character.

A blank character sheet has been provided at the end of the adventure. You may photocopy this for your own use. Note that the sex of any of these characters may be changed without affecting the adventure.

Carter Brennan

Class: Maverick 3
Hit Points: 22
Initiative: +3
Speed: 30 feet
Armor Class: 13
Attacks: Melee +4, Ranged +6
Saves: Ref +6, Fort +4, Will +1
Abilities: Str 13, Dex 17, Con 14, Int 14, Wis 10, Cha 12
Skills: Appraise +6, Diplomacy +5, Escape Artist +8, Pick Pocket +5, Tumble +5, Balance +5, Disable Device +8, Knowledge (History) +5, Read Lips +4, Climb +5, Disguise +5, Open Lock +8, Spot +5
Feats: Dodge, Firearms, Simple Weapons, Evasion, Point Blank Shot, Uncanny Dodge, Extraordinary Luck, Precise Shot
Alignment: Lawful Good
Weapons:
Colt Peacemaker: 2d6+1 damage; Critical Threat 19-20 x2; 30 ft. range increment (300' max); holds 6 rounds
Bowie Knife: 1d4+2 damage; Critical Threat 19-20 x3; 10 ft. range increment thrown (50' max)
Possessions: Clothing, boots, hat, black duster, telescope, 20' rope, Colt Peacemaker, 30 rounds of ammo, kerchief, badge, horse, gear, Bowie knife, belt and holster, \$91
Motivation for this adventure: You were summoned by "The Saint," your contact in Riverside, California, for an assignment. She suggested that you round up some "muscle" for this mission. You looked up several old friends and acquaintances in Riverside,

all of whom were willing to accompany you (in some cases, if the pay is right, and it was).

J. J. Jackson

Class: Huckster 3
Hit Points: 17
Initiative: +3
Speed: 30 feet
Armor Class: 13
Attacks: Melee +3, Ranged +5
Saves: Ref +6, Fort +3, Will +4
Abilities: Str 12, Dex 17, Con 15, Int 16, Wis 13, Cha 10
Skills: Bluff +5, Hexslingin' +9, Perform +4, Spot +8, Concentration +7, Knowledge: Occult +7, Sleight O' Hand +7, Gamblin' +8, Knowledge: Lost Angels +6, Spellcraft +9
Feats: Extra Spell Points, Improved Casting, Firearms, Run, Hexes, Simple Weapons
Hexes: Spell Points 23
Level 0 (DC 15): Arcane Mark, Compass, Hesitate, Ignite
Level 1 (DC 17): Jump, Mount, Soul Blast
Level 2 (DC 19): Arcane Lock, Shadow Walk, Web
Alignment: Neutral Good
Weapons:
Colt Peacemaker: 2d6+1 damage; Critical Threat 19-20 x2; 30 ft. range increment (300' max); holds 6 rounds
Derringer (hidden up sleeve): 2d6+1 damage; Critical Threat 19-20 x2; 15 ft. range increment (150' max); holds 2 rounds
Possessions: 3 Suits, shoes, Stetson hat, 40 rounds of ammo, matches, gold watch, 25' rope, Colt Peacemaker, Derringer, gunbelt, mess kit, horse, gear, Hoyle book, 6 cigars, 2 decks of cards, bedroll, \$16
Motivation for this adventure: You are originally from Atlanta, but decided to head west to get some distance from a "regrettable affair" back east. You have been friends with Agency Operative Carter Brennan for awhile, despite the fact that he is a damn Yankee. When he asked if you are interested in helping out with a mission, you quickly agreed.

Jess "Boom Boom" Boone

Class: Scout 3
Hit Points: 24
Initiative: +6
Speed: 30 feet
Armor Class: 12
Attacks: Melee +4, Ranged +4

Saves: Ref +6, Fort +4, Will +1

Abilities: Str 14, Dex 15, Con 14, Int 15, Wis 10, Cha 17

Skills: Climb +5, Intuit Direction +4, Listen +4, Swim +6, Gather Info +6, Jump +5, Move Silent +6, Spot +0, Hide +6, Knowledge: Nature +5, Spanish +4

Feats: Alertness, Iron Will, Sixth Sense, Firearms, Sand, Track, Improved Initiative, Simple Weapons

Alignment: Chaotic Good

Weapons:

Sharps "Big .50" Rifle: 2d12 damage; Critical Threat 19-20 x3; 120 ft. range increment (1200' max); holds 1 round

Colt Peacemaker: 2d6+1 damage; Critical Threat 19-20 x2; 30 ft. range increment (300' max); holds 6 rounds

Bowie Knife: 1d4+3 damage (includes Strength bonus); Critical Threat 19-20 x3; 10 ft. range increment thrown (50' max)

Possessions: Clothing (buckskin), boots, Coonskin hat, matches, pelts, 20' rope, Sharps rifle, Colt Peacemaker, 40 rounds of ammo, gunbelt, duster, horse, gear, Bowie knife, tobacco, papers, bedroll, \$11

Motivation for this adventure: You wandered into Riverside, California with your friend Soaring Hawk. An old acquaintance, Carter Brennan, asked if you might be willing to hire on for a job—so here you are. (You are called "Boom Boom" because of the sound of your rifle. You believe you are a distant relative of Daniel Boone, and don't take very kindly to folks who make fun of this.)

Sister Agnes O'Brien

Class: Blessed 3

Hit Points: 22

Initiative: +3

Speed: 30 feet

Armor Class: 13

Attacks: Melee +0, Ranged +4

Saves: Ref +4, Fort +2, Will +6

Abilities: Str 9, Dex 16, Con 11, Int 11, Wis 17, Cha 14

Skills: Concentration +4, Heal +6, Tale Tellin' +6, Diplomacy +3, Knowledge: Religion +5, Faith +6, Knowledge: Occult +5

Feats: Brave, Improved Casting, Simple Weapons, Code of Conduct, Level Headed, Turn Undead, Firearms, Miracles

Miracles: (Spell Points = 26)

Level 0 (DC 15): Light

Level 1 (DC 17): Bless, Cure Light Wounds, Doom, Invisibility to Undead, Perseverance, Remove Fear





Soaring Hawk

Class: Brave 3
Hit Points: 32
Initiative: +2
Speed: 30 feet
Armor Class: 13
Attacks: Melee +7, Ranged +6
Saves: Ref +4, Fort +5, Will +2
Abilities: Str 18, Dex 14, Con 15, Int 11, Wis 12, Cha 14
Skills: Climb +5, Move Silently +4, Indian sign language +3, Spot +3, Listen +3, Swim +4
Feats: Alertness, Light Armor/Shields, Simple Weapons, Blind Fight, Mounted Combat, War Cry, Firearms, Short Bow
Alignment: Chaotic Good
Weapons:

Winchester Rifle: 2d8+2 damage; Critical Threat 19-20 x2; 90 ft. range increment (900' max); holds 15 rounds

Bowie Knife: 1d4+5 damage (includes Strength bonus); Critical Threat 19-20 x3; 10 ft. range increment thrown (50' max)

Possessions: Clothing, shoes, hat, 20' rope, Winchester '76 rifle, 30 rounds ammo, horse, Bowie knife

Motivation for this adventure: Soaring Hawk is a member of the Standing Bears clan of the Chiricahua Apache tribe. You traveled west to California because your medicine man had a vision that you were destined to travel to the Great Maze. You made it to the Maze, and nothing happened (you never really trusted that medicine man, anyway). However, you found a good companion in Jess Boone, and have been traveling with him ever since. You are still suspicious of these strangers on The Land, but are also intrigued by them, and want to learn more about them. You are going on this adventure to make some money and accompany your friend.

Tucson Kid

Class: Scout 3
Hit Points: 25
Initiative: +3
Speed: 30 feet
Armor Class: 13
Attacks: Melee +3, Ranged +5
Saves: Ref +6, Fort +4, Will +2
Abilities: Str 12, Dex 16, Con 13, Int 17, Wis 13, Cha 12
Skills: Climb +6, Intuit Direction +4, Listen +4, Swim +6, Gather Info +6, Jump +6, Move Silent +6, Spot +3, Hide +6, Knowledge: Nature +6, Indian Sign Language +4, Ride +8
Feats: Alertness, Iron Will, Sixth Sense, Firearms, Sand, Track, Improved Initiative, Simple Weapons
Alignment: Neutral Good
Weapons:
Spencer .56 Carbine: 2d8 damage; Critical Threat 19-20 x2; 45 ft. range increment (900' max); holds 6 rounds
Colt Army: 2d6+1 damage; Critical Threat 19-20 x2; 30 ft. range increment (300' max); holds 7 rounds
 Bowie Knife; 1d4+5 damage; Critical Threat 19-20 x3; 10 ft. range increment thrown (50' max)
Possessions: Clothes, boots, 20' rope, matches, tent, hat, kerchief, tobacco, papers, bedroll, horse w/gear, belt, holster, \$9, telescope

Motivation for this adventure: You have known Brennan for a while. You first met in El Paso, where Brennan saved your hide from a lynch mob looking to string you up over a misunderstanding with the mayor's daughter.

Ugly Juan Gomez

Level: Gunslinger 3

Hit Points: 25

Initiative: +3

Speed: 30 feet

Armor Class: 13

Attacks: Melee +4, Ranged +6

Saves: Ref +6, Fort +4, Will +1

Abilities: Str 13, Dex 17, Con 14, Int 14, Wis 10, Cha 12

Skills: Bluff +4, Gunplay +6, Spot +3, Climb +4, Ride +6, Use Rope +6, Gamblin' +5, Speed Load +6

Feats: Ambidexterity, Firearms, Simple Weapons, Brave, Greased Lightnin', Dodge, Point Blank Shot

Alignment: LN

Weapons:

2 Colt Peacemakers: 2d6+1 damage; Critical Threat 19-20 x2; 30 ft. range increment (300' max); holds 6 rounds

Bowie Knife: 1d4+2 damage; Critical Threat 19-20 x3; 10 ft. range increment thrown (50' max)

Possessions: Clothing, boots, hat, 40 rounds of ammo, matches, 20' rope, 2 Peacemakers, gunbelt, \$16, horse, gear, Bowie knife, 6 cigars

Motivation for this adventure: You happened to be in Riverside, California to check on the status of wanted outlaws. Your old acquaintance, Agency Operative Carter Brennan, is looking to pay handsomely for a job, and that's enough motivation!

Dr. Van Hogen

Class: Mad Scientist 3

Hit Points: 14

Initiative: +4

Speed: 30 feet

Armor Class: 10

Attacks: Melee +1, Ranged +1

Saves: Ref +1, Fort +3, Will +5

Abilities: Str 9, Dex 10, Con 14, Int 16, Wis 14, Cha 14

Skills: Alchemy +8, Drive +6, Knowledge: Engineering +9, Tinkerin' +9, Decipher +9, Knowledge: Biology +7, Mad Science +9, Demolitions +8, Knowledge: Chemistry +7, Heal +8

Feats: Brave, Flamethrower, Simple Weapons, Dodge, Improved Initiative, Firearms, Jury Rig

Rats in the Maze

15

Alignment: LN

Weapon:

Flamethrower: 1-6 shots (d6 damage each); 36 shots total; no critical; 60 ft. range.

Possessions: Clothing, shoes, hat, chemistry set, binoculars, goggles, tool kit, surgical kit, mess kit, doctor's bag, flamethrower, glasses, \$192

Motivation for this adventure: You were originally trained as a medical doctor, but became a research scientist. You have gone slightly mad from exposure to ghost rock. You came to Riverside, California to visit with a famous mad scientist who lives here, and he told you that a friend, Carter Brennan, is looking for help. You figured you could impress him even more by helping out Mr. Brennan. Maybe this will be your chance to get into the Collegium!



TOP SECRET

To: Freelance Operative 194
From: SQH (Operative 314)

First, let me inform you that you are now under my command. The Ghost is on an ultra-secret mission, and has handed you over to me, since it looks like you'll be in California for awhile. I look forward to a long and productive relationship (translation: don't get yourself killed).

I know we haven't met, but I do look forward to meeting you (another reason to stay alive). The Ghost has spoken very highly of you. I hope you are a bit luckier than our last agent with designation 194 . . .

You are hereby ordered to escort Arius Poole and his cargo to the secret U.S. naval base at Starfish Bay in the Maze. You are to meet the Maze Runner Ophelia at Dock #29 in Lost Angels Harbor to obtain transportation. Tell Captain McCain that you need to ship your Aunt Pearl's coffin (don't worry - he works for us).

Before you object too strenuously to escorting Poole again (I received your complaint about the last time), let me note two things:

1. He actually came as close to complimenting you as he's ever done to anyone, so you must have done something right on your last mission.
2. He's being sent to Japan (the poor fool thinks it's a promotion) for a LONG assignment.

Best of luck to you. If you successfully complete this assignment, you will be in line for promotion to full Agency Operative. Please commit this to memory and destroy it after you have done so.

Samuel Q. Hellman
Chief, California Operations