

DEAD ISLAND



LOST COLONY

John Hopler

Apple 02

Lost Colony

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Dedication: To our patient, patient fans. Thanks
for waiting. The shuttle is now ready.

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Table o' Contents



Marshal's Only!

Chapter One:

Lost Colony

Hellstromme Industries	5
The Tunnel	5
The Rock Rush	5
Law and Order	6
Cha-Ching!	6
Anouk Treaties	6
The Faraway War	7
A New Treaty	7
Crosstown	8
Coltrane and the Reapers	8
Warfield	9
The Skinnies	10
The Legion	10
Red River	11
Castle Rock	11
The Earth War	12
The Unity	12
Uprising	14
The World Storm	14
The Faraway System	16
Cinder	16
Ash	17
Azreel	17
Banshee	17
The Belt	17
The Reavers	17
Goliath's Belt	18
EXFOR	19
Chanoukara	19
Base Prime	19
Johnson's Folly	19
Charon	20
New Ships	21
System Travel Times	21
Banshee	22
One: Climate & Terrain	22
The Toxic Jungle	22
Bug Farms	24
The Trail of Spears	25
The Bunker	26
The Great Wastes and the New Sahara	26
Desert Settlements	27
The Peacemakers	28
The Warmakers	29
Tornado Alley	29
Snapjacks	30
The Fertile Crescent	30
The Red River and Castle Rock	31

The Wind Tunnel	
Mountains	32
The Cold	32
The Far South	33
The Spire	33
The Tempest Ocean	33
The High Chop Sea	33
Two: Climate & Terrain	34
The Black Valley	34
The Windward and Leeward Islands	35
Thule	35
he Poles	35
Ghost Rock	35
Blackliners	36
The Colonial Rangers	36
Hellstromme Industries	38
Vanessa Hellstromme	39
The Lab	39
Nano-Tech	40
Mutes	40
The Reapers	41
The UN	42
Captain Norton	42
Wolverines	43
The Anouks	44
Tannis	45
Asai Clan	45
Azeel Clan	45
The Skinnies	46
The Fallen	46
Temptation	47
New Hope	51
Ghost Rock City	51
Seaside	51
Providence Station	
(The Wheel o' Sin)	51

Chapter Two:

Lost Colonists

Character Types	55
Zero-G	56
Old Edges & Hindrances	58
Arcane Backgrounds	58
Veteran o' the Wasted West	58
Old Aptitudes	59
New Edges	60
Gone Native 2	60
Ship 5	61
Veteran o' the Way-Out West 0	61
New Hindrances	62

New Aptitudes	62
Mutes	63
New Rules (D20)	73
Zero-G (D20)	73
Character Classes	74
New Skills	74
New Feats	75
New Character Classes	77
Colonial Ranger	77
Mute	80
Spacer	82

Chapter 3:

Restless Natives

Arcane Background:	
Anouk Shaman	3. 86
Anouk Warriors	88
Charging Weapons	88
War Mounts	89
Anouk Shamans	89
Anouk Favors	90
Anouk Feats (D20)	95
Anouk Shaman (Class)	97
Anouk Shaman Spell List	99
New Spells	100
Anouk Warrior (Class)	101

Chapter 4:

Gear Up

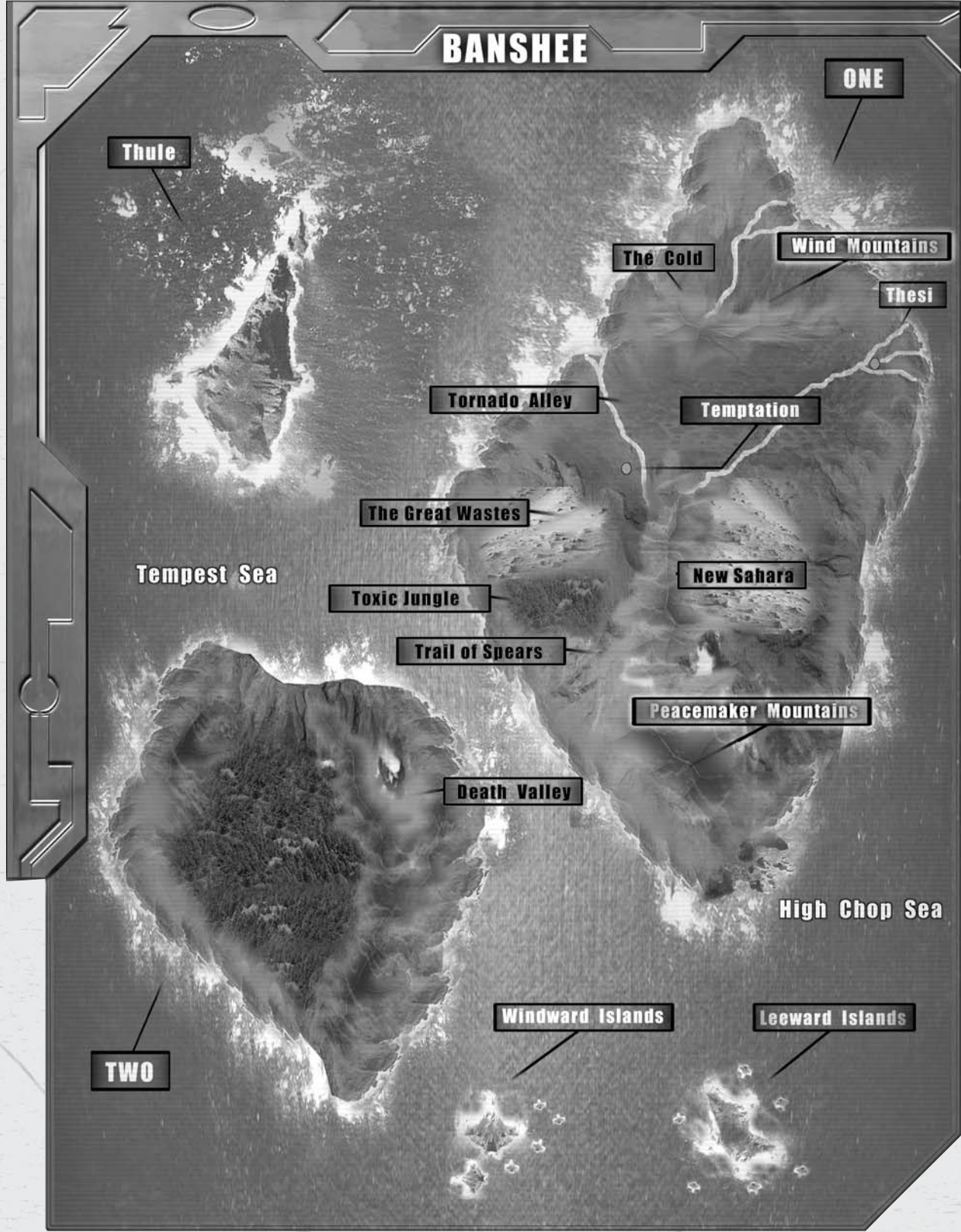
Equipment Availability	106
Anouk Tech	108
Colonist Equipment	112
Shootin' Irons	120
Weapons	122
Armor	122
Ground Vehicles	123
Spacecraft	125
D20: Shootin' Irons	126
D20: Grenades	128
D20: Hand Weapons	128
D20: Armor	128
D20: Vehicles	129

Chapter 5:

Banshee Dawn

The Dark Planet	134
Kreech	137
The World Storm	138
Hellstromme Industries	140
Spiritual Chop-Bots	141
Spies & Saboteurs	141
Vanessa's Plan	142
The Tunnel	143
Mutes	144
Tannis	145
Mute Modifications	145
EXFOR	146
The Fleet	146
Base Prime	147
The New Legion	148
No-Fly Zone	148
Warfield	148
Captain Norton	149
Wolverine Armor	149
The Rangers	151
Dave Ross	151
Debbi Dallas	152
The Reapers	153
Coltrane	153
Nicolai	153
The Bunker	153
The Skinnies	155
Skinny Powers	155
The Fallen	158
The Anouks	160
The Toxic Jungle	160
Two	160
Other Secrets	162
Blacklining	164
Lithia	165
Black Guns	166
Veteran o' the Way Out West	168
Guardians	169
Guardian Prestige Class	170
Creature Feature	174
Index	191

BANSHEE



Thule

ONE

The Cold

Wind Mountains

Thesi

Tornado Alley

Temptation

The Great Wastes

Tempest Sea

Toxic Jungle

New Sahara

Trail of Spears

Peacemaker Mountains

Death Valley

High Chop Sea

TWO

Windward Islands

Leeward Islands

Welcome to Banshee

Howdy, recruit. Name's Dallas. Debbi Dallas. Make a crack about my name and I'll do the same to your head. Sorry. I'm just kinda touchy about that. Daddy was a marine and, well, he liked the classics. What can I say?

So you've come down from one of the space stations to live on Banshee. Why in Hell would anyone want to do that? As bad as the raiders, asteroid collisions, and explosive decompression can be, they're nothing compared to what's going on down here.

Oh, you had family down here, huh? And you haven't heard from them in a while. Well, we'll help you track 'em, but it isn't going to be easy. And you're going to need to know what's been going on down here since we all got abandoned. Since we became the "Lost Colony." I spent some time on a space station myself, so I know spacers have their own version of what's going on down here. You may have heard some of this, but I guess I'll start at the beginning and give you the *true* version—or at least the Ranger version—of Banshee's history.

I've got this fancy "palmcorder" thingie so, I'll just leave it on while I fill you in. That way you can take it with you and I won't have to repeat it for the next newbie. If we get lucky, I'll even make one of the Ranger wannabes go back and throw some pictures in so you'll know the difference between a sticky bug and a skinny.

Let's start at the beginning to make this sucker as complete as possible.

Hellstromme Industries

Hellstromme Industries was always a leader in advanced tech, so it really wasn't much of a surprise when Dr. Hellstromme announced that his company was the first to build an interstellar portal. The shocker was that one of the first probes launched through it found a planet with life on it—intelligent life. The next step was to send a ship with a human crew through and establish contact. Of course, never being much for the social graces, the Hellstromme Marines that made first contact with the anouks slaughtered a few hundred of them before they realized they were peaceful—an omen of what was to come.

The system was named Faraway for obvious reasons. The one habitable planet was named Banshee because of the strong winds that constantly howled across its surface. Those winds are something you'll need to get used to. A lot of spacers find them kind of unsettling, but after a while you'll get used to 'em.

The Tunnel

Hellstromme Industries built the Tunnel, a giant space station that could open a rift in space and allow ships to travel back and forth between Earth and Banshee. Since no one knew how Hellstromme's portal technology worked except for the big man himself, this gave HI a total monopoly over travel in and out of Faraway.

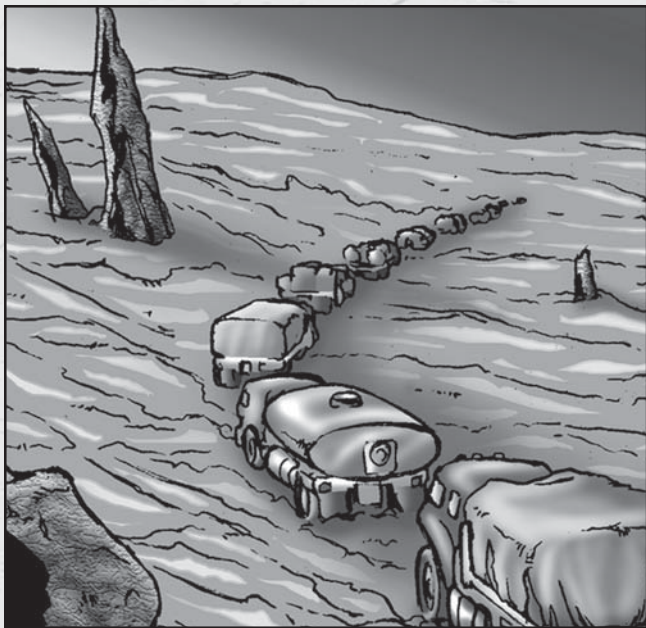
For the first few years after the planet was discovered, most of the people traveling to Faraway were egghead scientists and explorers looking for adventure. Unfortunately, that soon changed.

The Rock Rush

A geologist by the name of Hauptmann did a survey of Earth's ghost rock deposits and came to the conclusion that there was less than a 20 year supply left at the world's current consumption rate. Stuff hit the fan when he published his work. Countries all over the world started looking jealously across their borders at their neighbors ghost rock mines. It's been said that money is the root of all evil, I'm not so sure it isn't ghost rock.

The survey didn't affect Banshee at first. But then in 2052, a geological team sponsored by the European Confederation discovered the damn stuff in Faraway. Large deposits were found on Banshee itself and in the system's asteroid belt. Once the news got out, hundreds of thousands of miners flooded through the Tunnel looking to get rich—the Rock Rush was on.

Hundreds of boomtowns sprang up overnight. Along with the miners came all the usual riffraff looking to make a buck: saloon owners, outfitters, hookers, and professional gamblers. It was like the Wild West with speeder bikes and really big guns that can fire a couple thousand rounds a minute.



One of the many trade caravans that keep us law dogs busy.

Law and Order

Of course, all these new people brought something else new to Banshee—crime. The larger settlements elected sheriffs and the few UN forces in the system did some policing, but for the most part, this was a pretty lawless period in Banshee's human history. Some of the lawmen back during the Rock Rush did their best to keep the colonists from killing each other and from straying too far into anouk lands, but others were on the take and some were downright hostile to the "grapes." From all the stories I've heard, being an honest lawman back then was kind of like trying to put out a forest fire with a squirt gun.

Cha-Ching!

All the supplies heading to Banshee and all the ghost rock shipped out to Earth passed through the Tunnel. That meant Hellstromme Industries got a cut of everything entering or leaving the system. The company made yet another fortune, but it actually reinvested a lot of the money in Faraway, building space stations in orbit, and ore processing plants and spaceports on the planet's surface. Of course, this just further cemented the company's control over the system and got its fingers into even more pies. You've heard of company

towns? Well, Faraway became a company system.

Some braintrusts actually tried smuggling drugs into the system or ghost rock out. Since all ships had to pass through the Tunnel, most of these idiots got caught. HI Marines searched all ships before they passed through the Tunnel—the searches were especially thorough after some anouk sympathizers tried to drive a ship filled with explosives into the station. They had some pretty sophisticated sensors and very little escaped them. That meant when lawmen ran into drugs or other contraband, it was usually because HI had a purpose behind allowing the stuff into the system.

Although a lot has changed since then, HI's ways haven't. The suits living in the Tunnel station have all sorts of plans for Banshee's future and they're still meddling in events on the surface. We pay a little for those who keep your eyes open for stuff like that and report it to us. Captain Ross and I don't have much use for HI or their plans.

Why don't we work with HI? Ha! Other than that HI tried to have Ross and I killed, I don't know. But I'm getting ahead of myself.

Anouk Treaties

The anouks were none too pleased by the sudden arrival of huge transports filled with thousands of humans. A few scientists poking and prodding the local flora and fauna were one thing, but large human settlements upset their way of life. Suddenly their watering holes were filled with mine tailings, their barka herds were scattered by yahoos on speeder bikes, and their crops were crushed by crawlers filled with prospectors. It didn't help that many anouks felt the humans' obsession with ghost rock was misguided, if not downright evil. You see, the anouks view ghost rock as an infection that's destroying their planet. I'll tell you some more about that later.

The anouks are a proud people with a strong warrior tradition. When they are pushed, they push back. The honest lawmen did what they could to keep the two sides apart, but greed is a powerful motivator. There were numerous clashes between miners and anouk war parties and the tension slowly built to a head.

Twenty years after ghost rock was discovered on Banshee there were nearly three million colonists on Banshee. Many had come from Earth, but a growing number, like myself, were born and raised on the planet. Human settlements encroached more and more on anouk lands.

The anouks finally had enough and delivered an ultimatum to the leaders of the colony. In exchange for some tech items that the anouks desired, the humans could continue their mining, but the human settlements had to remain within fixed boundaries. After some haggling, a treaty was signed.

It was broken in two weeks.

The Faraway War

Despite the treaty, a few colonists decided they needed some more room. They also decided they needed some of the anouks' barkas—big critters they herd and eat. So they just put up huge electro-fences around large areas of grazing land, some of which extended outside the treaty area.

When the anouks found out (by getting zapped by the electro-fences, I'm told), they raised holy Hell to the only organized body on the planet—the United Nations. The UN made the folks who violated the treaty dismantle their fences and move back inside the boundary. That was it.

No punishment, no fine, no nothing. Just c'mon back inside and play nice. Of course, if the anouks had read any Earth history books they might have known to expect something like that.

It didn't take long for other humans to try the same trick. They didn't stand to lose anything but time. Soon there were a bunch of ranches and farms outside the boundaries. The anouks kept screaming bloody murder, but the UN didn't do anything about it besides make a few colonists move back inside the colony once they'd been caught.

A New Treaty

Finally the anouks got the message. Instead of talking, they tried a more direct approach. They raided some farms, beat the farmers silly, duckwalked them back to the treaty boundary,

and tossed them back on UN land. The humans were outraged. There was talk of "wiping all those purple scumbags out." The UN renegotiated the treaty, allowing the humans more land. In exchange, the UN created a force of "Rangers"—that's us—to patrol the colony and keep the humans in line and off anouk lands.

But even that wasn't enough. Thousands of colonists began mining just about anywhere they wanted, regardless of what the treaties said. The Rangers performed their job admirably, but the UN just never recruited enough to handle all those colonists with dollar signs in their eyes. Even the few they did recruit weren't given enough money or equipment to do their job properly. (That still hasn't changed.)

The anouks got understandably frustrated. Worse, after they saw the Rangers use violence to enforce the law, they decided it was okay for them to do the same. They began attacking isolated miners and settlers wherever they could find them.

Third Time's the Charm?

The colonists pitched a fit. It was one thing to be shot by a duly-appointed Ranger, but another thing entirely to have some "backwater aliens" killing humans. Their words, not mine.

Anyway, tons of folks considered the UN treaty null and void and began walking around armed to the teeth. Things turned ugly soon enough and Banshee's cemeteries began to fill.

In late 2072, there was a major skirmish near one of the illegal settlements; a farming community called Stockade after the big wall the townsfolk had constructed to protect themselves. Five anouks and two humans were killed in the fighting and dozens more were injured. Several homes and farms were burned to the ground.

The UN stepped in and tried one last time to defuse the situation. They offered the anouks brand-new tech in exchange for nearly unrestricted access to farmland. The anouks said they'd have to think about it. The whole world waited for over a month while the anouk leaders met. No one knows for sure where they met—although I think it might have been the Council Chamber at Castle Rock—or

what was said. When they finally got back in touch with the UN and asked for a meeting, the few sensible humans on the planet breathed a sigh of relief and hoped the whole situation would soon be resolved.

They were disappointed. The anouks delivered a long, rambling message to the UN, detailing all the things humans had been doing to them and their planet that they didn't much care for. They wrapped it all up by insisting that the original treaty's terms be obeyed, since they hadn't done anything to break them.

Of course, they were asking to put the genie back in the bottle and that never works. So instead of a peaceful resolution, the humans just got more of the same: more skirmishes, more raids, the whole horrible scene. Everyone knew things couldn't continue as they were. Something was going to give.

Crosstown

The camel's back broke in 2073, when four anouks were found butchered near a human mining settlement called Crosstown. War was one thing to the anouks, but this was kidnapping, torture, and murder. The local anouks, naturally enough, blamed the humans, and they were probably right. It doesn't really matter, 'cause whatever the explanation, the end result was the same: four dead anouks and thousands of pissed-off live ones.



162

Two days later, after no apology was forthcoming from anyone in Crosstown, nor anyone arrested for the crime by the overworked Rangers, a miner named Harry Loftis blew up the town's water tower, threw open the gates to the local stockade where the settlers

kept their weapons, and then gunned down the mayor before being shot to death. Before the town could recover, a wave of anouks swarmed over the town, killing everyone they could find before a defense could be raised. I'm pretty sure a mind-controlling skinny made Loftis act like this, but back then, no one had any idea why he had seemingly gone insane.

What? Yeah, I've heard that before. A lot of spacers think skinnies are just some bogeyman dirt-eaters made up to explain our

losses. Let me assure you, they are very real. I've seen one and it damn near killed me.

Where was I? Right. The Crosstown attack got the whole planet riled up. Anouks everywhere went on the warpath while humans armed themselves. A few anouks and humans urged restraint and peace, but no one listened. More towns were attacked by anouks, and humans began to go on the offensive and attack anouk settlements outright. By late 2074, the situation had evolved from scattered clashes and skirmishes into a full-fledged war.

Coltrane and the Reapers

Coltrane and the Reapers. Sounds like a bad heavy metal group, doesn't it?

Jesse Coltrane was the odd element in this situation. This guy spoke out on behalf of the anouks and even encouraged them to murder and raid the humans. He claimed they had a right to make the humans pay for their constant lies.

Coltrane used his considerable personal charisma to put together a ragtag group of people who call themselves the Reapers—as in “the humans will reap what they have sown.” When the group first formed, it was comprised mostly of anouk-sympathizers, anarchists, and the odd social outcast. They were allied loosely with the Azeel anouk clan. They staged the odd raid on caravans and outlying settlements and were responsible for occasional sabotage or terrorist bombings.



153

The group has changed since then—not for the better. A few years back, Coltrane disappeared. No one knows what happened to him; most people assume he's dead. After his disappearance, leadership of the group fell to a man simply called “Nicolai.” Nicolai is dangerous for two reasons: He's smart and he actually seems to believe all the socialist rhetoric he keeps spewing. Under his leadership, the Reapers grew from a gang with delusions of martyrdom to a formidable fighting force. Their goals changed along with their strength. Rather than seeking justice for the anouks, the Reapers are now looking to conquer Banshee and incorporate it into the “Banshee Free State”—a socialist utopia where anouk and humans live in blissful harmony

Welcome to Banshee

and Nicolai's word is law. Just thinking about it fills me with kumbayayas.

The Reaper's newfound obsession with "liberating the means of production," i.e., grabbing anything that isn't nailed down, has nabbed Nicolai a lot of new recruits. Most of them are raider scum more interested in stealing than working for a living. Still, at the center of the group, there is a hard-core bunch of "true believers" who worship Nicolai with something near fanaticism. As far as the Rangers are concerned, they're a bunch of murdering scum. I'll have a lot more to say about them in a bit.

Where's the Cavalry?

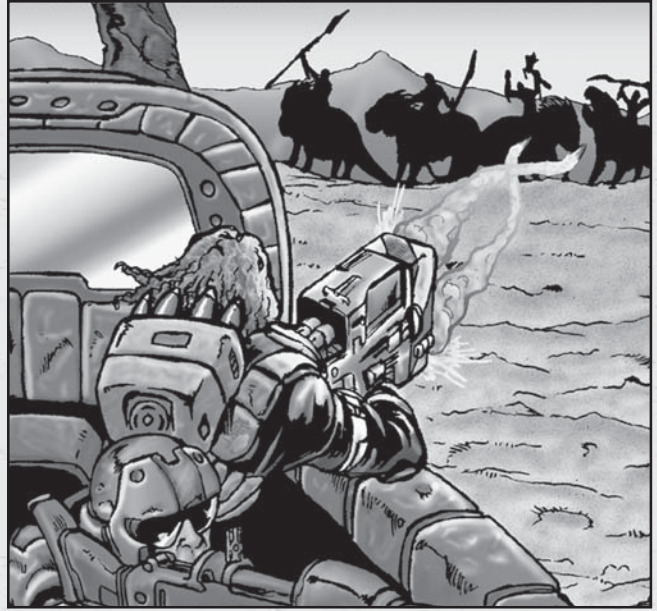
At first it looked pretty bad for the humans. The anouks lacked the high-tech weapons the humans possessed, but they had the edge in numbers. They outnumbered the colonists by about 10 to 1. On a one-for-one basis, anouks are bigger, stronger, and tougher than the average human. They also have an affinity for the tannis rock on Banshee. They can charge weapons made of this rock with spiritual energy. A fully charged tannis weapon wielded by a veteran warrior can cut through power armor like it was paper.

The colonists hollered for help from Earth, but it wasn't quite that simple. The colonists came from all over Earth and the governments there weren't really sure who was responsible for them. The colonists hadn't settled along national lines, they had intermingled and even intermarried. While the politicians argued back on Earth, the colonists and anouks continued to slaughter each other.

Warfield

Eventually the politicians decided to toss the ball into the UN's court. The UN responded by calling for troops from all of its member nations, most of which actually sent a battalion or two.

Appointed to lead this "expeditionary force" was General Paul Warfield, more commonly known by his nickname "Overkill," or the shorter version: "OK." He was a US Marine general and since the Confederacy didn't know the US was already secretly plotting against



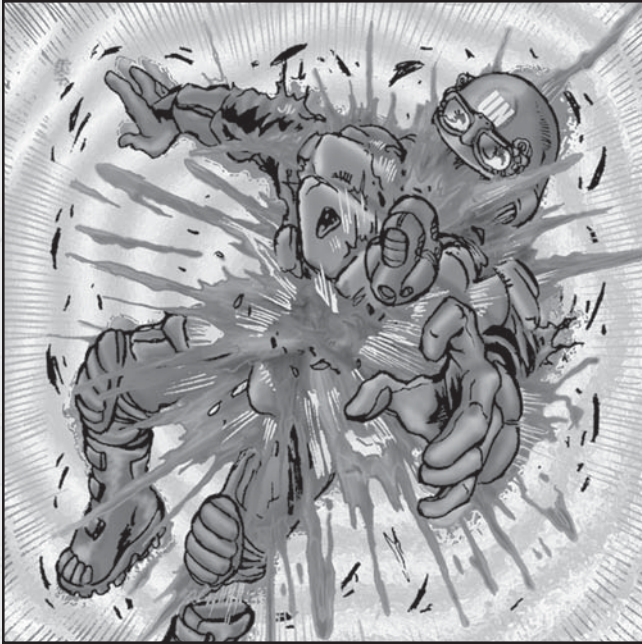
Despite our advanced weaponry, the anouks outnumbered us 10 to 1 before the UN Expeditionary Forces arrived.

them, it agreed to let him command the Banshee forces.

OK Warfield was not a man who believed in the principle of "economy of force" that guided most generals. He had a completely different philosophy. Before he left Earth in early 2075, he made sure all of his men were equipped with the latest and best equipment Earth's arsenals could offer: man-portable guided missiles, hover tanks, milspec combat armor, long-range crypto-com, battle analysis computers, biochem grenades, C-27 plastic and liquid explosives, and hundreds of other tools of destruction and death. He didn't believe in traveling light. (That actually worked out good for us. A lot of the equipment the Rangers use these days was scavenged from EXFOR supply dumps.)

When the United Nations Expeditionary Force (EXFOR) emerged in Faraway space and landed on Banshee, it got the chance to use its toys. Carpet-bombing, self-perpetuating incendiary bomb runs, intercontinental artillery, and heavy hover tanks turned the tide of the conflict in a little over a week.

Tens of thousands of anouks were killed by Warfield in just a few days. The smell of burned anouk was so strong no air filter could keep out the stench.



Handiwork of the skinnies.

The Skinnies

Warfield thought he had the whole thing wrapped up in a neat little package. Then the anouks took the opportunity to turn the tables on him: They brought out the skinnies.

They're called skinnies because they look like anouks, but much skinnier, as if they're suffering from malnutrition. Anouk shamans I've spoken with say this is because they draw on the planet's life force to work their powers and in the process they consume some of their own.

Although they look frail enough to snap in a strong breeze, they make up for this with incredible mental powers. They have mental abilities unlike any ever manifested by a human syker. All anouks have some ability to tap into the planet's life force, but the level of the skinnies' ability is like the difference between a sink faucet and the Red River.

Shortly after the first skinnies were encountered, there was a wave of soldier suicides, accidents, and sabotage, colonist riots, and attacks on EXFOR installations. The skinnies' powers caused soldiers to attack their commanders, destroy equipment, and lay down their rifles and wait meekly like lambs while

the anouks hacked them down. Warfield's gains evaporated in the face of this new threat.

The Legion

When OverKill saw what the skinnies were doing to his troops, he knew he needed help. Even his kill-'em-by-the-thousands tactics weren't enough to take out the skinnies. The sheer fact that they'd never been seen before proved they were able to hide and protect themselves damn well. So he called for the one weapon he knew could work against the skinnies: sykers.

The United Nations put out the word, and its members, surprisingly, responded once again. Nearly 1,000 sykers were "volunteered" for a new unit of the EXFOR called the United Nations Psychic Legion. That was a bit of a mouthful, so most people just referred to them as "the Legion."

The Legion was sent to Banshee with several missions. First and foremost was protecting the colonists from the anouks, especially skinnies. Ordinary anouks could be fought off with ordinary weapons, but not skinnies. Only the Legion had any chance against them.

Warfield made sure it was drilled into the sykers, heads that their top priority was to protect his non-psychoic troops. He used his "brainburners" up like ordnance.

General Quantrill, a powerful syker himself, commanded the Legion. All the stories say he was as bloodthirsty as Warfield and even more ruthless. He pushed his men to the edge and beyond, often demanding the impossible from them. Some say he was just doing what was needed to win the war, but most people firmly believe he was a psychotic killer.

Captain Ross seems to feel that Quantrill's reputation as a bloodthirsty maniac was somewhat undeserved. He met the man after the war was over and Ross said he seemed to have been pretty torn up over the deaths and devastation he caused. Maybe that's true; he died alone and insane at the Lupinz Sanitarium outside of Temptation. I'm usually a forgiving person, but I find it hard to believe Quantrill ever had a twinge of conscience about anything.

Welcome to Banshee

Anyway, the Legion's last mission was to uncover human spies, conspirators, and anouk sympathizers. There were plenty of humans on Banshee who felt the anouks were in the right; that they deserved to be left alone to do what they wanted with their homeworld. There were a lot of people rounded up by the sykers, some justly and others not so. Many people around then still distrust sykers for this reason. There aren't many sykers left on Banshee, just a handful of deserters and a few strays who got left behind when the Legion pulled out. They mostly keep to themselves to avoid being burned at the stake by nervous townsfolk.

Bases

The Legion was based all over the planet, but their two largest bases were Fort Reagan and Fort Antilla. Some were based off-planet in space stations and a few were even stationed at a place called Moonbase Tranquility on Banshee's only moon. A small contingent was garrisoned in a small station out at the edge of the asteroid belt to make sure anouk sympathizers didn't sabotage the mining operations there.

All-Out Attack

Warfield's temperament was not suited for fighting a defensive war. Once the Legion had some experience fighting the skinnies, he launched an all-out offensive. The attacks targeted anouk settlements and no one was spared. Women, children, the elderly, all of them were gunned down or brain-blasted into oblivion. Warfield figured young anouks were just going to grow up into anouk warriors, so he decided to nip that in the bud. By killing the women and children he hoped to wear down the anouk's morale and stop them through simple attrition.

Despite this, anouks continued to fight on. Once you get off the plains and desert, the terrain on Banshee is pretty rugged—lots of jungles and canyons—perfect terrain for a guerrilla war. The Legion couldn't be everywhere at once, and wherever the sykers weren't, that's where anouk raiders and skinnies popped up. The anouk's hit-and-run tactics wracked up some serious casualties, but the relentless grind of Warfield's attrition

campaign was taking its toll. The anouks were slowly pushed back away from human settlements and the stage was set for the bloody climax of the war.

Red River

That climax came at a place called Red River Canyon. The canyon is a rugged piece of terrain carved out of red rock by the Red River. People who've seen the Grand Canyon on Earth tell me the Red River Canyon is very similar. Unlike the Grand Canyon though, there are spots on the canyon floor that are covered in thick jungle—or at least there were prior to the World Storm (more on that in a bit). Most of the jungles have dried up since then and the floor of the canyon is covered mostly with dry, prickly scrub.

A number of anouk tribes, burned out of their native lands by Warfield's brutal campaign, gathered there under the leadership of a powerful anouk shaman named Kreech. She was a charismatic leader and a gifted tactician. OK lost a lot of troops tangling with her warriors and the skinnies supporting them. Her forces were the last major concentration of anouk resistance near a human settlement and Warfield wanted to break her power once and for all.

The general sent the Legion into the canyon. At first he sent them in a squad at a time. The first two squads never came back. After that, rather than waste his ever-dwindling supply of sykers in piecemeal attacks, Warfield decided to live up to his reputation. He massed the Legion for an attack and backed them up with columns of infantry, heavy tanks, and a massive air and artillery bombardment. I've been told that part of the UN space fleet even dropped weapons from orbit.

The sykers of the Legion and their conventional support troops blasted their way foot by foot up the canyon. The anouks let loose with everything they had at their disposal and the floors of the canyon were slippery with gore.

Castle Rock

Despite their best efforts, the anouks couldn't stand in the face of such overwhelming firepower. They were slowly pushed back up the canyon to their final

stronghold, Castle Rock. Castle Rock was a massive fortification carved out of the tannis rock cliffs. It was a labyrinth of strongpoints interconnected by tunnels dug through the rock.

Warfield tried battering the place down, but the spiritual powers of the tannis rock and the shamans defending the place made conventional weapons useless. He was eventually forced to storm the place. The Legion led the way, followed by thousands of regular UN troopers.

The anouks mounted a valiant defense, but the Legion's syker powers and the sheer numbers of the attacking troops eventually overwhelmed them. Brutal hand-to-hand combat raged for days in the tunnels and chambers of Castle Rock. Eventually the continuous artillery bombardment and the syker's powers caused the fortress to collapse. Many of the attackers didn't make it out. My father fought there. He was one of the "lucky ones" who escaped the collapse. I still remember many sleepless nights listening to dad groaning and yelling as the ghosts of that battle visited him in his sleep.

Warfield didn't care. It was another battle he could chalk up in the win column. He ordered the sykers to torch what was left and watched the walls of the canyon glow blood red.

The anouk defeat at Castle Rock ended most organized resistance against the UN forces. They began a mop-up operation to destroy the hard-core anouk clans. Most of the demoralized and battered anouks, their homes and families shattered, simply drifted away and tried to resettle far from human habitations.

The Earth War

The battle-weary UN troops didn't have long to savor their bloody victory. The political situation back on Earth began to get hairy when everyone started squabbling over the remaining ghost rock. A full-fledged war broke out in 2078 and the Earth governments began recalling their troops for duty at home. As the number of human troops on Banshee dropped, the anouks who still had some fight left in them grew bolder. They began raiding settlements and mines and even clashed with UN forces on occasion.

I was just a small child at the time, but I remember it was a very scary period. Traffic into the system nearly stopped and there were constant shortages of just about everything. Horrific images of the war on earth broadcast through Tunnel Com flooded our vid-sets. There was rioting and fighting here on Banshee as neighbors of differing nationalities took sides and turned on each other. I think that was one of the reasons I wanted to become a Ranger. I still vividly remember news footage of badly outnumbered Rangers doing their best to restore order and protect the innocent. I had so much admiration for them and couldn't understand how someone could be so brave.

I do now, though. It's not because Rangers are superhuman (don't let the public know that, though). It's because we're all part of a team. You're brave because you have a job to do, and if you don't do it right, one of your buddies is going to have to clean up your mess—and that might cost him his life. You're brave because you know the other Rangers have got your back and they're depending on you to do likewise.

Okay, enough preaching. If you last any time down here, you'll know what I mean. It's not really something you can explain to someone who hasn't experienced it.

The Unity

Things looked bad, but then a light appeared at the end of the tunnel (that's the figurative tunnel, not the Tunnel with a capital "T"). A massive transport ship appeared in orbit over Banshee and everyone thought the cavalry had arrived. Turned out the light was a train. A big, heavy freight train coming off a steep downhill grade. The ship was the *Unity*—and its captain had orders to take what remained of the Legion back to Earth.

The captain had no information about what was going on back on Earth. All he knew was that he had official orders from the UN recalling the Legion back to Earth where its members would be returned to their appropriate countries. Many of the sykers couldn't wait to leave Banshee. Others had a twinge of guilt about leaving the colonists behind to deal with the anouks, Reapers, and

Welcome to Banshee



An old Hellstromme Industries PR picture of the *Unity*. I don't know why, but I always a had a weird feeling about that ship.

skinnies. Others were reluctant to leave simply because they figured they would just end up fighting in the war back on Earth. In the end, though, despite Warfield's strenuous objections, the majority of the Legion followed their orders and boarded the *Unity* for home. The *Unity's* departure sparked another wave of riots and suicides across the colony.

Uprising

It was also the signal for the anouks to make another try at liberating their world from the humans. With the Legion gone, clans that had previously given up in defeat grabbed their ataxes and went on the warpath again. The skinnies who had survived Warfield's bloody massacres came out of hiding and joined forces with the resurgent clans and the Reapers.

Entire settlements were wiped out by anouks or claimed by the Reapers. The trade caravans that carried much needed supplies between the major settlements were unable to travel without escorts of heavy tanks and infantry. Even then, they rarely reached their destinations without suffering losses. Truly critical supplies were shipped by air, either in Stallions or cargo shuttles, but even that wasn't entirely safe. Reapers with surface-to-air missiles sometimes lurked outside of towns just waiting for a fat, juicy target or skinnies would swat a ship down with their mental powers.

Cut Off

As bad as things were, they got worse.

On September 23, 2081, Tunnel Com went off the air. No announcements, no "please standby," the signal from Earth just stopped. A few ships that were already in transit before the signal ended straggled in through the Tunnel over the next couple of days, but they had no information about what had happened. A week later HI issued a statement that confirmed everyone's worst fears: the Tunnel was closed.

Chaos reigned. There were riots in all the major settlements. A large number of people simply couldn't handle the idea of being cut off from Earth and took their own lives—some losers wiped out their entire families before

putting the gun to their own heads. While the overtaxed Rangers tried to restore order, the Reapers and the anouks launched devastating attacks against outlying settlements.

Eventually level heads prevailed and order was slowly restored. Warfield declared martial law and strict rationing of food, water, and other necessities was put into place. No one knew how long the Tunnel was going to be closed, but everyone believed (maybe I should say prayed) that it was only a temporary glitch.

The Reapers and anouks continued to take advantage of the situation and stepped up their attacks. A number of smaller settlements were wiped out or abandoned. The larger settlements were overwhelmed with refugees fleeing the rampaging natives. Shortages of food and medical supplies became even more of a problem.

Stalemate

Both sides were like punch-drunk fighters. They had both been seriously weakened, but neither one was ready to quit and there was no referee to call the fight. The anouks, skinnies, and Reapers continued to make life hell for the colonists living at the slowly contracting edge of human territory, but the core settlements simply had too many people and too much firepower for the native forces to touch. The war dragged on for years; the colonists silently praying the Tunnel would reopen and the cavalry would appear.

The World Storm

Then, about a year ago, something happened that neither the colonists nor, I think, most of the anouks expected. The skinnies performed some sort of dark ritual that affected the entire planet. Martool—that's an anouk shaman I know—was reluctant to talk about it, but I gather the ritual involved living sacrifices—lots of them, both human and anouk.

The end result was a massive shift in the weather patterns of Banshee. The planet's normally strong winds whipped up to hurricane force and often beyond. This howling storm lasted for forty days and forty nights. Yeah, I know, just like something out of the Bible. You've probably seen pictures of the

Welcome to Banshee

World Storm taken from orbit. At times the entire surface of the planet was completely obscured by blowing sand. The eerie thing about some of those pictures is the weird patterns that appear in the sand clouds; they looked like eyes or sometimes even whole faces.

Now, miners have never been known for building to last. They just throw up a shack and get to digging. Entire settlements were flattened by the winds. Those who were able to pull themselves free from the wreckage were often scoured to the bone by the blowing sand. A good portion of Temptation was flattened by the storm. Most of the buildings that are still standing still have damage from the storm. Tens of thousands of colonists died in the World Storm.

The storm also hurt the anouks pretty badly, which is why I don't think the skinnies consulted them before performing the ritual. Some of the larger anouk clans have permanent settlements—usually carved into large tannis formations—but most of the clans were nomadic. They normally migrate between tannis outcroppings where small clusters of buildings had been carved into the rock. Usually, only the tribal elders live in the buildings, most of the tribe camps around them in barka skin tents. When the storm hit, most of these tents were blown away instantly. As many anouks as possible hid inside the buildings, but there wasn't room for everyone and those left exposed died. Those who lived were desperate; their barka and chanouk herds had been decimated by the storm. A few clans were caught between camps when the storm hit and many of them were completely destroyed.

The Cost

The end result of the wars, the Tunnel collapse, and the World Storm was that a colony that once numbered nearly three million people has been reduced to probably less than 500,000. A large part of that population lives off-planet in the space stations and never sets foot on the Banshee itself. I'd guess less than 100,000 humans actually call our little dirtball home now.

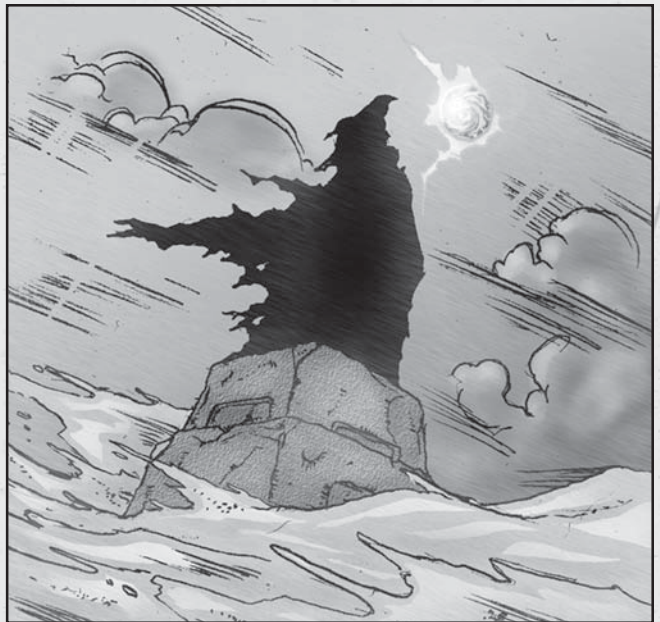
The closest thing the colony had to a capital, Unity Landing, was destroyed by the storm. I mean scoured from the face of the planet destroyed. No less than 10 monster tornados swept through the place. Not a brick was left standing on top of another one. Less than 1000 survivors out of a population of over 50,000 made it out of that place. The entire UN garrison was killed and most of their equipment was either destroyed or buried under tons of sand and rubble. Despite the rich loot that must be lying there under the sand, most scavs stay away from the place—they claim it's haunted.

The loss of Unity Landing left Temptation as the largest human settlement north of the Toxic Jungle. Captain David Ross also became the highest-ranking Ranger officer left on the planet and the defacto leader of the remaining Rangers. Well, technically, J.J. Lasseter outranks Ross, but he's a desk jockey and no one listens to him.



155

The one good thing to come out of the whole mess is that the war between anouks and humans has pretty much ended. Both sides are too busy rebuilding to be interested in fighting each other and there's plenty of room for both. There are still occasional

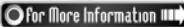


The World Storm was one bad piece of business.

skirmishes over local problems, but the continent-wide war has stopped. The biggest threat to the peace right now is the Reapers. They're still out there with their anouk allies, causing trouble. Most of the skinnies haven't been heard from since then. Whether they're lying low, plotting something, or something has happened to them, nobody knows.

What's left of EXFOR left the planet immediately after the storm. The storm caused them some serious losses. Now Warfield and his men are out in space putting around in their fleet. I've no doubt Overkill is sitting on the bridge of the *UNS Foster* right now plotting his triumphant return to the planet. There's not much we can do about it except hope he chokes to death on an algae clump.

Banshee Screams

Since the World Storm, we've been slowly rebuilding, fixing the damage caused by the storm and a recent battle with a horde of undead. That's right. I said undead. Just a few weeks back, Temptation was under attack by both Nicolai's Reapers and a host of undead sykers dug up out of the ground from around Castle Rock. Yup. The Psychic Legion. When you've got a little more time, I've got a long story that'll curl your back hair. 



Banshee Screams

The story Debbi is talking about is related in the novel *Banshee Screams*. In this excellent tale by Clay and Susan Griffith, authors of *The Tick* comic book by New England Comics, Debbi and the Rangers come up against not only Nicolai and the Reapers, but one of the Fallen and the undead Psychic Legion as well! That's all we can say here, but trust us, *Banshee Screams* is a story you really need to read!

Some game stores don't carry fiction. If that's the case in your neighborhood, you can order it online directly from us at WWW.PEGINC.COM.

For now, Ross and I are trying to foster better relations between the colonists in and around Temptation and the local anouks. There are a lot of hard feelings and prejudices on both sides, so it hasn't been easy. My shaman friend Martool is doing what she can to change the attitudes on her side of the fence.

The Reapers are still out there causing trouble. I should have put a bullet into Nicolai when I had the chance. The fight against the Legion weakened them and allowed us to retake Ghost Rock City, but they are still a formidable force. I'm sure Commissar Nicolai is just waiting for the right time to try and reestablish his Banshee Free State.

The Faraway System

The Faraway system lives up to its name. Its sun is a G4 star that's part of the Large Magellanic Cloud—approximately 130,000 light years from Earth. That means nobody's walking home. The Earth's sun is a G2, which means Banshee's sun burns a lot hotter and has a stronger solar wind. That's one of the reasons for the planet's howling winds.

There are a total of seven planets in the Faraway system. Only Banshee is habitable by humans. In order, from closest to farthest from the sun, they are:

Cinder

This planet's name pretty much says it all. Cinder is a small, hot planet. It is tectonically active. It suffers frequent earthquakes and has a number of active volcanoes. Daytime temperatures on the surface of the planet are so hot that soft metals like lead and gold run in liquid streams.

Early in the colonization of the system attempts were made to mine these streams with robotic ore collectors. The specialized equipment needed to withstand the harsh temperatures and the extreme radiation from the nearby sun was very expensive and the collectors were often destroyed in earthquakes or eruptions. The mining company—I think it was Liquid Metals—went bankrupt in less than a year. One of the company's ships, the *Augustus I*, is still in orbit around the planet. It

took a freak meteorite hit and explosively decompressed, killing the entire crew. That put the final nail in the company's coffin and no attempt was ever made to salvage the ship.

Ash

Ash is just a burnt husk of a planet. Like Cinder, it doesn't have an atmosphere. Unlike its neighbor, though, it's a pretty quiet place. No volcanoes, no earthquakes, no nothing. Just lots of silence. Temperatures there get above 212° degrees during the day and drop well below 0° at night. Other than a few topo and geological surveys of the place, it has been left undisturbed. The scientists didn't find much of interest. Spaceships being as expensive as they are, if there are no dollars to be made, no one is going to go there.

Azreel

Azreel is named for a legendary hero of the anouks. Azreel was a shaman who very long ago banished a terrible evil facing the clans. I asked Martool what the evil was, and, as she usually does whenever I ask her about anything interesting, she talked in circles for a few minutes and never actually answered my question. I *really* hate when she does that.

Anyway, the *planet* Azreel is usually visible in the sky just before dawn as long as you're above Banshee's equator.



136

Unlike hot, dry Ash, Azreel is hot and wet. It has a dense atmosphere and much of the planet's surface is shrouded in clouds. Unfortunately, a lot of these clouds are filled with nasty things like sulfuric acid. Definitely not good for a girl's skin.

The atmosphere is 98% nitrogen with only trace readings of oxygen, so no one was itching to plant a settlement there.

Not a whole lot is known about Azreel other than what some egghead figured out from a few topo scans of the surface. The planet's corrosive atmosphere makes exploration of the surface expensive. Since there are a lot of valuable resources in more accessible parts of the system, no one has bothered to try.

Banshee

You're sitting on it. Look around. I'll get into more detail about Banshee once I finish the whirlwind tour of the solar system.

The Belt

The Belt is not actually a planet, it's an asteroid belt. However, scientists believe it was once a planet that was torn apart by the gravitational forces of Banshee and Chanoukara. Some of the asteroids of the belt contain metamorphic and igneous rock—types normally only found in the crust of a planet.



141

There was a scientist by the name of Knuddsen who claimed to have found artifacts of a destroyed alien civilization in the asteroid belt. This caused all sorts of excitement. I guess Professor Knuddsen should have waited until he got back from Banshee to make his announcement, though.

His ship was attacked and destroyed before it could leave the Belt. Since that time, artifacts have turned up that people claim are from the asteroids, but they have all been proven hoaxes—not that that has stopped people with more money than sense from shelling out large sums for them.

The Belt is inhabited by thousands of miners. The asteroids are rich with gold, iron, nickel, and most importantly to the miners, ghost rock. Some of the miners live in facilities bored into asteroids, others live in prefab stations orbiting the sun just outside the edge of the belt. Large freighters make regular runs between Banshee and the Belt, carrying food and supplies to the asteroids and returning with ore. The freighters usually travel in groups, because the Belt is also home to the Reavers.

The Reavers

Reapers, Reavers, bad guys seem to have a thing for names beginning with "R," don't they? The Reavers are a group of pirates who operate out of bases hidden deep inside the Belt. Calling them all Reavers makes them sound a lot more organized than they really are. In truth, many of the Reaver ships operate

Welcome to Banshee

independently or in small groups. There are many subgroups within the Reavers like Madsen's Marauders and the Belt Raiders. Most groups consist only of two or three ships; only as large as a single captain can keep together through force of will or threats of violence. The only time more than two or three Reaver ships are encountered together is when they know in advance that a juicy target—like a fully loaded ghost rock freighter from Goliath's Belt—is in the area. Even then, the Reavers are likely to fight each other over the loot if they capture the freighter.

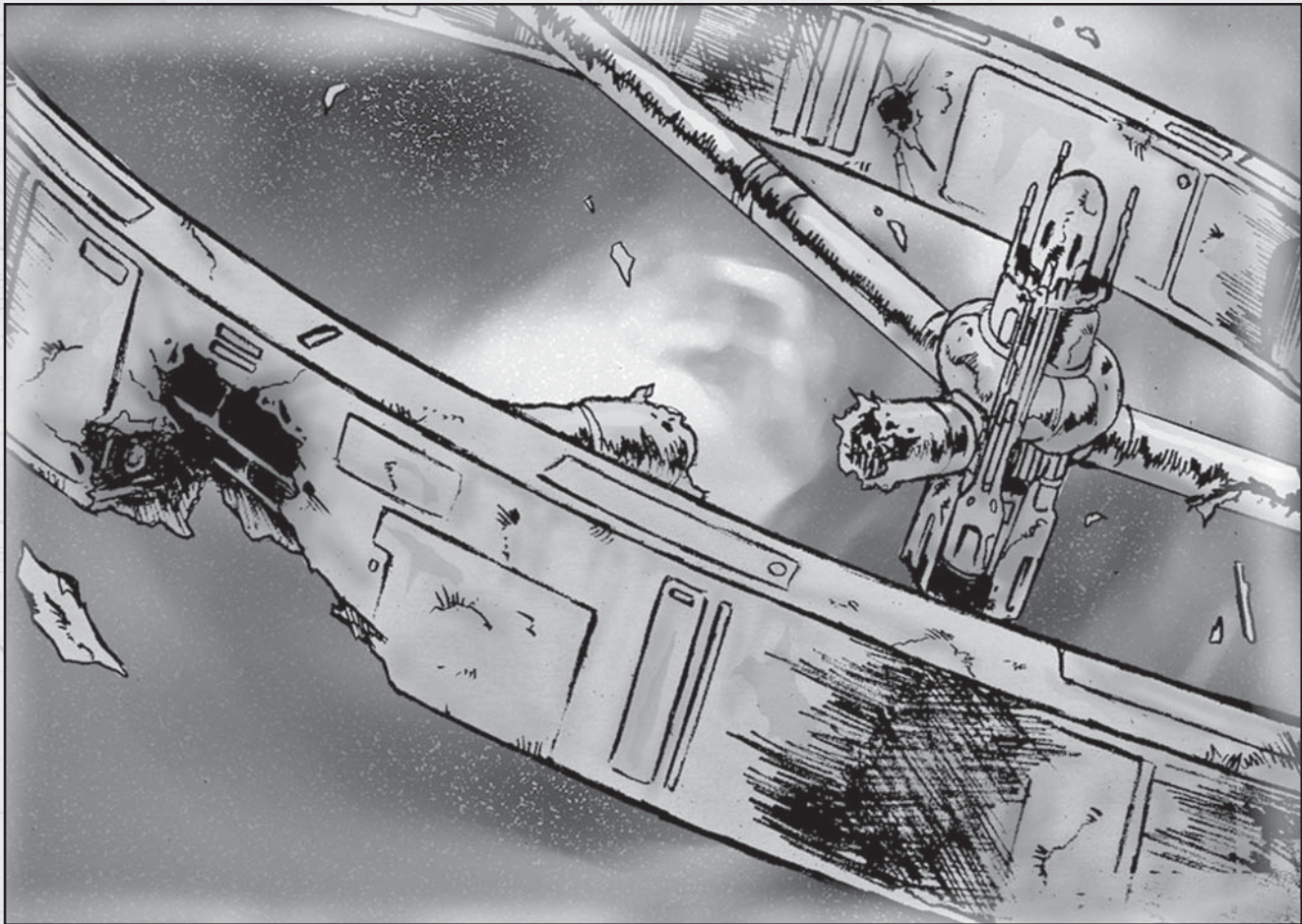
Occasionally, ambitious Reavers travel to Banshee and attack the ships and stations in orbit over the planet. My first assignment as a Ranger was on a small station that was hit by a Reaver attack. The station was destroyed. I managed to escort some spacers to an escape pod. They panicked and prevented me from

going back to find my mother, who also lived on the station. She died. If there weren't so much that needed doing down here, I'd grab a ship and go find the bastards who hit that station. Maybe some day.

I don't know why the pirates attack Banshee. All of the stations over the planet are well defended. It seems like there are a lot easier targets out by the Belt.

Goliath's Belt

Goliath's Belt is the largest, and the most battered, space station near the Belt. The engineers responsible for designing the place must have spilled coffee on their calculators, because they built the station too close to the outside edge of the asteroid field. As Chanoukara orbits the sun, its strong gravity creates ripples in the asteroids that cause collisions in the belt. Occasionally an asteroid



Goliath's Belt. What's left of it, anyway.

or two tumbles outside its usual orbit. Two sizable asteroids and numerous smaller fragments have whacked Goliath's Belt so far. Portions of the station are uninhabitable and other sections experience frequent equipment malfunctions.

Despite this, miners still continue to use the station. The reason is simple. The portion of the Belt closest to Goliath's Belt is lousy with ghost rock. I'm sure there will be miners there until the ghost rock is mined out or until Goliath's Belt is pulverized—even then, I'd bet there will be miners living in the wreckage.

There have been a few plans to try to tow Goliath's Belt away from the asteroids, but at this point the station's structure has been so badly damaged it is likely to break apart from the stress if it is moved. Since it can't be towed, the station's engineers continue to patch the place up as best they can. The station is ringed with powerful rocket and laser batteries that are always on watch for incoming asteroids and meteors.

EXFOR

The Belt is also one of EXFOR's favorite stomping grounds. Warfield is obviously trying to rebuild his forces and he can't do that without resources. In exchange for a cut of the miner's haul, UN ships patrol the asteroids and guard freighter convoys against the Reavers. There are a number of miners too greedy or bullheaded to pay the UN protection money, so they have to take their chances with the pirates. Some say they also have to contend with harassment from EXFOR. Some miners claim that more than one independent miner's ship has been destroyed because it was "mistakenly" identified as a Reaver ship.

There's not a lot that can be done about the situation. As a UN-chartered organization, the Rangers are legally bound to follow the orders of the UN commander in the system, namely Warfield. If we find evidence of wrongdoing by UN forces all we can do is present it to the general and request he investigate. Of course, we're not bound to follow an immoral order, so if Warfield ever gets too big for his britches, there may come a time when the Rangers are forced to break with EXFOR. I hope it doesn't come to that, but you never know.

Chanoukara

Chanoukara is the anouk word for "chanouk rider." Chanoukara is visible in Banshee's night sky three months out of the year. According to anouk legend, Chanoukara is a mystical warrior mounted on a chanouk who patrols the heavens and guards the clans from evil. Many anouk shamans claim that the night the *Unity* first appeared in orbit over Banshee, Chanoukara was eclipsed by Banshee's moon.

Chanoukara is a brown dwarf. That's a gas giant that's a few pounds shy of becoming an honest-to-goodness star, but it's heavy enough that it radiates light and heat. When it's visible in the sky, it's bright enough to be mistaken for a small moon. It actually even gives off enough light to cast dim shadows at night.

Chanoukara has nine moons. Most of them are just small balls of rock, but one of them is of particular interest.

Base Prime

The largest of Chanoukara's moons has been renamed Base Prime. It's EXFOR's largest base of operations outside of the fleet itself. Base Prime has a thin, but breathable, atmosphere. Humans can breathe on the surface with the help of a small filter and supplemental oxygen tanks. The moon is tidally locked with Chanoukara, meaning that, like the Earth's moon, only one side of the moon ever faces the planet below it. This side of the moon receives enough light and heat from Chanoukara that temperatures normally hover between 60° and 70°. The inhabited side of the moon has constant light. Its days are measured in 10-hour increments—Chanoukara's period of rotation.

I don't know a lot about the UN's facility there. Any ships that stray too close are chased away by EXFOR patrols. Those that refuse to comply are destroyed.

Johnson's Folly

Johnson's Folly is another gas giant, but it is nowhere near as massive as Chanoukara. Like Saturn it has a system of rings



147

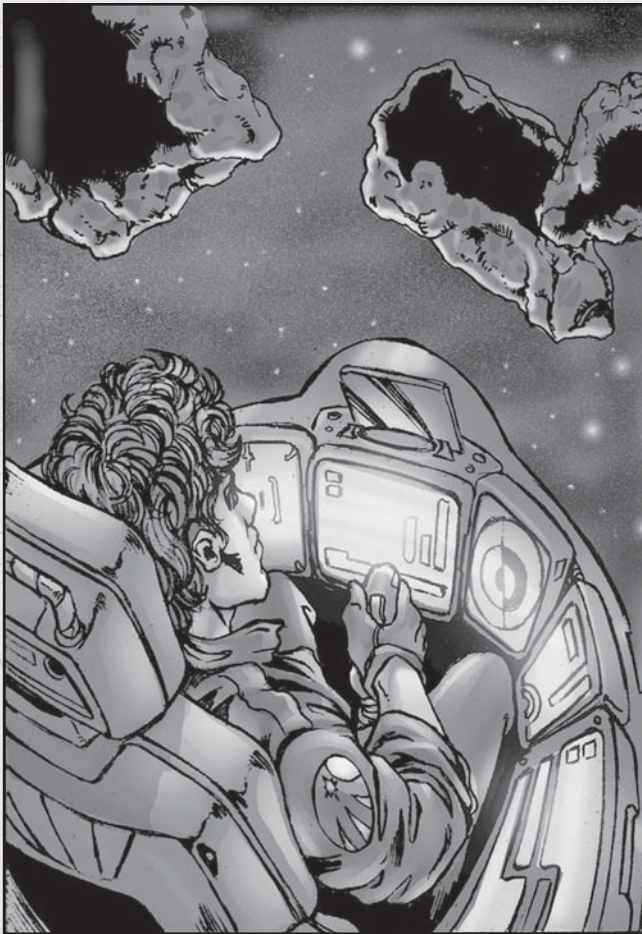


164

around it, as well as 10 moons. The planet is named for Jervis Johnson, the first captain to lead a scientific expedition there. The stories vary as to what exactly happened to his expedition. Some versions say he responded to a distress call, others say he was investigating an alien ship; still others say he simply went crazy. The only thing that is known for sure is that for some reason he maneuvered his ship too close to the planet's rings and got bashed by a stray rock.

I've heard some spacers say you can still hear the beeping of the ship's distress beacon in the rings if you know where to aim your antenna, but the signal's gotten progressively weaker over the years.

Or maybe all that's just a ghost story to frighten people away from a big ghost rock strike.



Navigating the stars. Just watch out for the potholes. (That's asteroids for you newbies.)

Charon

Charon is a dark, cold planet situated at the far fringes of the system. Its similarities to Pluto in the Earth system caused it to be named after Pluto's moon, which in turn was named after the mythological ferryman who transported souls across the river Styx. Only one expedition has ever visited the place. If the HI eggheads who went found anything interesting out there, they aren't talking about it. A few probes have been sent out that way, but all the data they have sent back shows Charon to be a cold, lifeless ball of rock and ice.

Travel

There are two ways to get around the Faraway system. You either own your own ship or you hire one. As you probably know, since the Tunnel shut down, ships are worth their weight in ghost rock.

Most Rangers travel by Stallion. We've got a small fleet of them. They're VTOL (Vertical Take-Off and Landing) craft capable of both atmospheric and space flight. A Hoss doesn't have the life-support or reaction-mass capacity for long trips, so they're normally used for travel on Banshee and shuttle trips up to the orbital stations. Stripped down, a Stallion can make it the Belt, but you'll need to refuel if you want to come home. If we need to send someone farther than that on business, we book him on a freighter.

Independent Operators

With the exception of the EXFOR ships and the odd space yacht owned by a billionaire, all of the ships in the Faraway system were owned by companies back on Earth. When the Tunnel collapsed, and contact with Earth was lost, the crews of most of these ships simply went into business for themselves. They make a living transporting supplies, ore, and people around the system. The less ethical ones slapped some guns on their hulls and joined the Reapers out in the Belt. A lot of these crews prefer that the Tunnel stays closed. As long as it does, they're their own bosses and all the profits go into their accounts. If contact with Earth is ever reestablished, they're going

to have to make the choice between turning the ships back over to their owners or becoming outlaws.

A few Hellstromme Industries ships went AWOL when the Tunnel closed, but most of them remained loyal to the HI leadership on Tunnel Station. The Hellstromme ships that became freelancers are living on borrowed time and are rarely seen near Banshee. The HI execs decided these traitors needed to be made examples of. There is a large bounty out on each of these ships and each of their crewmembers. HI vessels have orders to shoot the disloyal ships on sight. A good number of these craft have been destroyed or captured, but the ones that are still out there are very dangerous. To have survived this long with both the UN and Hellstromme fleets gunning for them, the crews have to be very good, very ruthless, or both.

New Ships

If you're really loaded, you can buy a new ship. There are two places that build new ships: Tunnel Station and Space Hulls Limited (SHL).

With few exceptions, the ships built at Tunnel Station are built for the exclusive use of Hellstromme Industries. People with pull or obscenely large bank accounts have been known to get a ship built here, but it's very rare. Despite the huge markup HI charges on its ships, having a ship built at the Tunnel has one advantage: speed. The Tunnel shipyard uses HI's new nano-technology methods to break down ships towed in as salvage into raw materials. These materials are then rearranged using the same process to construct a finished ship. Even large freighters can be completed in less than a month this way.

If you're on more of a budget, SHL is the place to buy. Since Faraway is such a dangerous place, payment must be made in full when the ship order is placed—SHL doesn't finance a ship that could be destroyed or disappear days after its completion and it doesn't want to get stuck with a special order ship it can't sell. You also have to list your next of kin or other beneficiary on the application. That's because you might literally die of old age before your ship is completed. SHL's shipyard for large hull ships is currently

backlogged for the next 20 years. The wait for smaller ships is less—only two to three years. To SHL's credit, they do make an honest attempt to deliver a ship to its rightful owner or his beneficiary once it is completed.

If you're in a rush, SHL's Unclaimed Ships Yard is the place to look. This is where all ships that could not be delivered due to a missing owner or beneficiary are sold. Faraway is a dangerous enough place that there are more of these than you'd think. Fortunately for SHL, the demand for ships is so high that these ships usually sell pretty quickly. With the exception of extremely specialized ships, the company can charge as much for them as they charged the original buyer—more than doubling the profit. Purchasing a ship this way usually means you have to shell out a few extra credits to get it configured to your tastes—unless you happen to like shag carpet and leopard-print upholstery.

Bring a Book

Since no one has developed a faster-than-light drive yet, all travel in the system is done at sub-light speeds. That means it's going to take a while to get where you're going, so bring along some reading material.

System Travel Times

Banshee to:	Travel Time
Sun	38hrs
Cinder	32 to 42 hours (30 + 2d6)
Ash	26 to 46 hours (26 + 2d10)
The Belt	40 to 66 hours (40 + 2d8)
Chanoukara	58 hours to 78 hours (58 + 2d10)
Johnson's Folly	86 hours to 102 hours (86 + 2d8)
Charon	195 hours to 200 hours (194 + 1d6)

Travel times are from closest approach to farthest approach. Once a travel time to a particular destination has been determined, it won't change significantly until a few months have passed and the planet's relative positions have shifted.

Luckily, Hellstromme, being Mr. Whiz-Bang Scientist, created a form of artificial gravity. Besides making things in space a lot more comfortable, it also allows sub-light ships to travel a lot faster because the artificial gravity system can be used to offset the ship's thrust. This lets ships accelerate at thrust rates that would normally squash a person flat. All ships have an emergency override system that automatically cuts thrust if the AG system fails. Every once in a while, though, the engines don't shut down as fast as they should and people are crushed or flung against bulkheads just like in those old cheesy sci-fi shows.

Banshee

You can tell that colonists from Earth wrote most of the science books, because everything in them refers to Banshee in terms of Earth. I was born and raised here, so comparisons to Earth don't mean a lot to me. If you can get Ross talking after a few beers down at Mo's, though, he'll go on and on about how beautiful some place called Texas is.

Vital Statistics

Banshee has a circumference of approximately 23,500 miles—slightly smaller than Earth's. The planet apparently has a higher concentration of heavy metals in its crust, however, giving it a higher density than Earth. The net result is that Banshee's gravity is about .9 G. Banshee's days are 23 hours and 20 minutes long.

Banshee has an axial tilt of 20°, giving it seasonal variations much like Earth's. However, the greater heat of Banshee's sun means the planet has a climate that is on the average about 10° warmer than that of Earth's. This limits snow and extreme cold weather to the poles. Banshee also has a much longer year than Earth. It takes almost two Earth years (700 days) for the planet to make its trip around the sun.

A lot of colonists from Earth, and those who live in space stations—where the seasons are pretty much irrelevant—still use the Earth calendar to track time, but most natives use

the adapted calendar. The adapted calendar has 25 months of exactly 4 weeks each. The names of the months are the same as the Earth calendar; they just have a number tacked on them. The first month of the year is January-1; the 13th month is January-2. The 25th month is called Appia, an anouk word for "extra" or "surplus."

About 80% of Banshee's surface is covered in water. The planet's landmass is divided between two large continents and a few large island chains. Being really original thinkers, the colonists refer to the continents as One and Two. The original survey maps brought back by the *Unity* labeled them Darius and Vanessa, but those names never really caught on. Only brown-nosing HI execs refer to them by those names.

Only One has established human colonies. Two has been mapped from space, but only a few expeditions have explored the second continent on the ground. There are anouks on Two, but not much is known about them. They have avoided contact with the few humans to land over there—probably not a bad idea considering how things have turned out on One. There are—or maybe were, we haven't heard from all of them since the World Storm—a few scientific outposts on Two. There are also a scattered number of small outlaw settlements on Two. We've tried to raid these settlements a few times, but the scum who live in them usually see us coming a long way off and head for the hills before we get there.

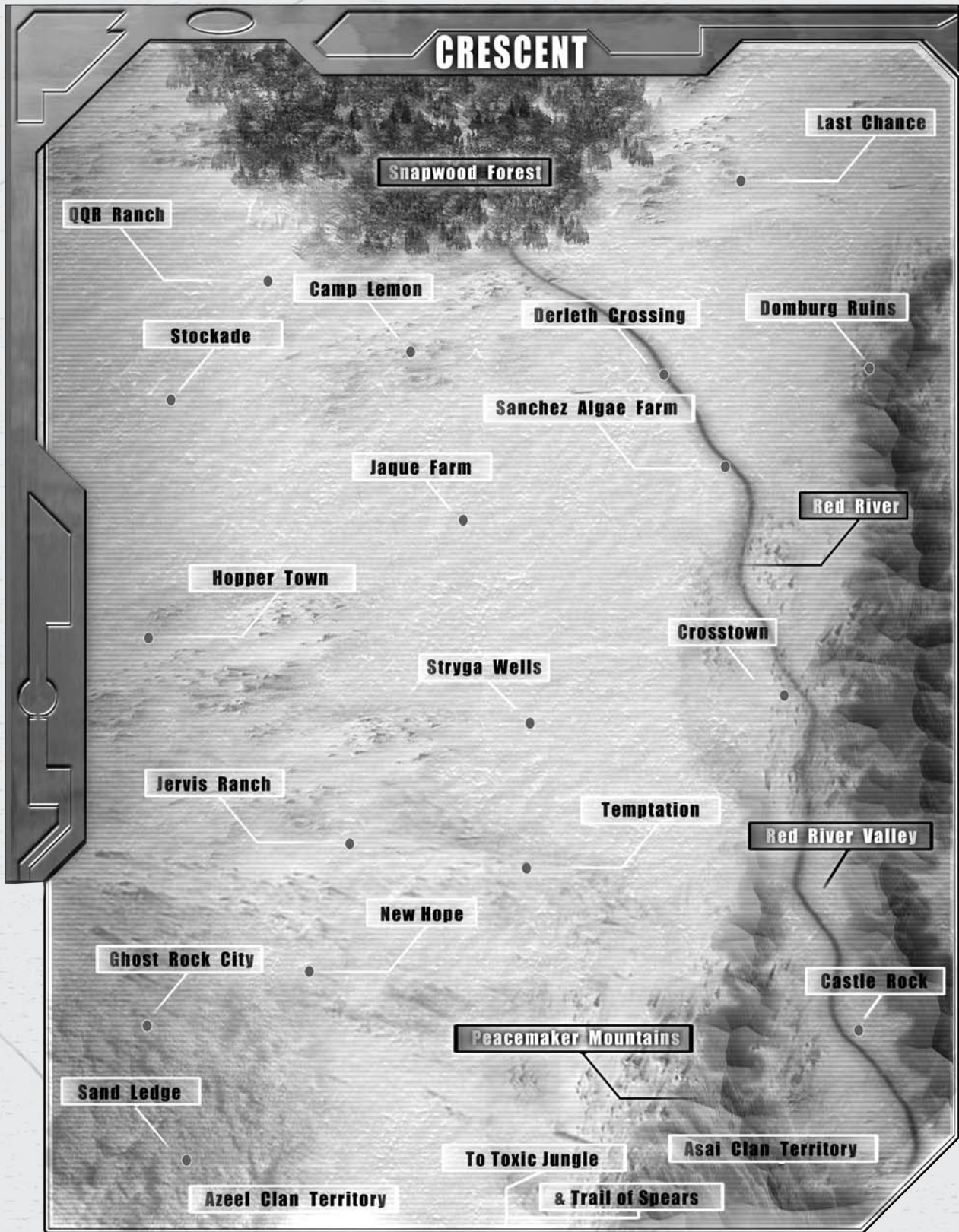
One: Climate • Terrain

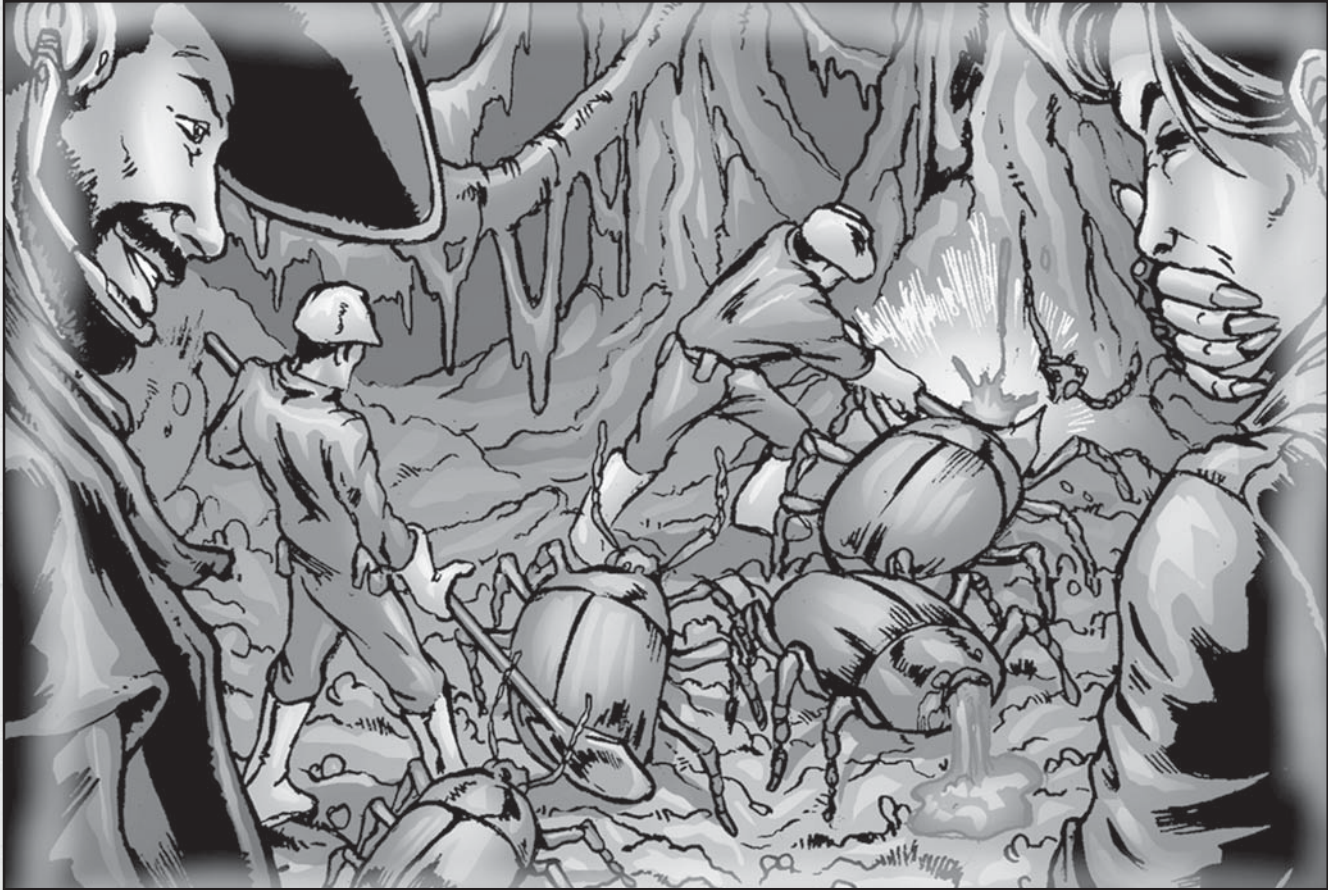
Both continents have similar climates, but Two is more heavily forested than One. It's unlikely you'll have to visit Two anytime soon, so I'll just get you up to speed on One.

The Toxic Jungle

The equatorial region of the planet is belted with a thick band of dense tropical forest referred to as the Toxic Jungle. The weather there is extremely hot and damp and only the hardiest plants and animals can survive under such harsh conditions. Temperatures at the equator can often top 150° during the day with 100% humidity. It's nearly impossible for humans to operate there without some sort of

CRESCENT





A bug farm. Don't knock it 'til you try it.

protective suit. The intense sunlight causes nearly instantaneous sunburns and prolonged exposure to uncovered skin is almost a guaranteed case of skin cancer.

The jungle gets its name from the fact that nearly all of the flora and fauna in the region are toxic to both humans and anouks. Just to give you an example, those bone-dissolving batrats I mentioned earlier are from here. I've also seen vids of cauldron plants in action. These nasty bits of vegetation have thick leaves at their bases that form a bowl to catch rainwater. Longer shoots with nearly transparent leaves grow up above this. When some unsuspecting animal tries to take a drink from the bowl, the transparent leaves curve into a shape that magnifies the sunlight and flash boils the water. The plant then chows down on some nice stew.

Despite the extreme conditions in the jungle, there are anouks living there. They live in small, scattered tribes. The jungle anouks are

extremely aggressive and don't seem to have developed the same level of civilization as their northern cousins. The few human expeditions that ventured into the jungle and returned to tell about it brought back pictures of ruins in the jungle that suggest these anouks were more advanced at some point in their history.

Bug Farms

Crazy as it sounds, there are human settlements in the Toxic Jungle. Let me rephrase that. There are human settlements surrounded by the Toxic Jungle. All of these towns have used powerful defoliants to kill off all the vegetation in a wide radius around them. High walls topped with guns and razorwire protect them from the creatures there.

Why are they down there? Moola, of course. Before the Tunnel conked out, companies back on Earth paid top dollar for specimens from the jungle. Like the rain forests of South

America, the plants and animals of the Toxic Jungle exhibit natural compounds with medicinal value. Researchers worked in the jungle towns and sent the most promising subjects back to Earth for further study. Not all of the research carried on down there was benign. The HI facilities in particular were more interested in compounds suited for use as bio-weapons.

Although some of the eggheads are still down there peering through their microscopes, the real importance of these towns now is as a source of food. The jungle towns that survived the World Storm all raise a species of beetle that is a great source of protein and vitamins. In the wild, these bugs are about the size of a large dog and have a venomous bite. The domestic version has been bred for size and genetically altered to increase both weight and nutritional value—they're about the size of a small car. The anouks call them "kooratchas."

When a kooratcha reaches maturity, it is herded into a milking stall. Inside the stall, large probes pierce the bug's shell and suck out all of its innards. These are ground up and stored in large tanks, then some other ingredients are thrown in to improve the consistency and taste. The end result is a packaged tube of "roach meat." Roach meat can be sliced up into patties, formed into steaks, or just spread on toast. It doesn't sound very appetizing, but it's actually pretty good.

The Trail of Spears

No matter how tasty a roach burger may be, most pilots aren't going to risk their ships for one. There are a lot of big bad flying critters living in the jungle and more than one type of tree that actually fires its seeds at intruders. That means everything moving in and out of the Toxic Jungle has to be transported on the ground. Blazing a trail through the jungle is no easy feat. All caravans entering the jungle follow the Trail of Spears. Back before the World Storm decimated the UN forces, they literally blasted the trail out of the jungle using incendiary bombs and large-scale spraying of chemical defoliants. Then engineering tanks equipped with bulldozer blades cleared a path through the debris and a laid a path of interlocking plasti-steel road sections down.

The trail gets its name from the trenches excavated 100 yards on either side of the road and seeded with spear plant saplings. Spear plants are bushes that grow hundreds of needle-sharp branches, some as long as four or five feet. The idea was to create an "impenetrable" wall of spears to keep wildlife away and prevent the jungle from growing back over the road. Easier said than done; many of the plants in the Toxic Jungle can grow tens of feet in a single day when they want to (I told you some are sentient). Once the trail was completed, it formed the only overland connection between the human colonies in the Fertile Crescent and the colonies clustered along One's southern coast. Each settlement along the trail was responsible for maintaining a section of it: clearing new growth, keeping the roadbed in order, and replenishing the spear plants along the edges.

Traveling the trail was hazardous before the World Storm. Despite the spear plants, animals, anouks, and dangerous plants still managed to find their way onto the trail and cause havoc. These days, I'd call traveling the trail suicidal, but people do. Some of the settlements along the trail were destroyed in the storm, which means each of the remaining ones is responsible for maintaining even longer sections—parts of the trail are simply not maintained at all. The storm also caused breaches in the spear plant wall. Each settlement sends crews out on a daily basis to beat back the jungle. Since incendiary bombs and chemical defoliants are in short supply now, most of these crews are equipped with flamers fueled with flammable sap harvested from local trees.

We usually get four or five caravans from the Toxic Jungle into Temptation each year. They're an impressive sight: massive cargo crawlers studded with flamer and Gatling gun barrels and usually encrusted with sap, blood, and who knows what else. The folks who survive these journeys are some real bad-asses. I wouldn't mess with 'em.

Oh, and if you like seafood, I suggest you start saving up now. Anything imported from Seaside or any of the other coastal colonies through the jungle is expensive.



A picture of the Bunker. Don't ask how we got it. Problem is the rookie who took the shot transmitted the pic but didn't get to the coordinates before he "disappeared."



154

The Bunker

It's rumored that the Reapers have some sort of command bunker hidden in the northern edge of the Toxic Jungle. If they do, they've concealed it well. We've flown recon flights along the edge of the jungle and purchased satellite scans of the area and haven't seen a thing. Of course, the jungle canopy is so thick in spots that even the most sophisticated scanners have trouble penetrating it.

The Great Wastes and the New Sahara

North of the Toxic Jungle a band of desert terrain circles the planet. On One, this desert is broken up into two regions, the Great Wastes and the New Sahara. The two regions vary greatly in terms of terrain.

The Great Wastes extend from about 50 miles inland from the west coast of One to just short of the Peacemaker Mountains. The Wastes are a jumbled mix of parched, sandy soil, boulder fields, and towering, sculpted rock formations. During the summer, Banshee's powerful winds tear through the canyons, sandblasting the rocks and creating natural arches and spires of volcanic rocks. During the winter, sudden storms blowing in off the Tempest Ocean create flash floods that tear across the desert floor carving deep ravines and gullies.

A good portion of the Great Wastes is below sea level. Due to the high salt content of the area's soil, some scientists think that at some point in Banshee's recent past (geologically speaking) the Great Wastes may have been filled with salt water. They speculate that a meteor impact or perhaps a massive undersea

quake caused a tidal wave that reached far enough inland to reach the Wastes and form a brackish inland sea that took centuries to evaporate. The effect of this is that you need to be careful what you drink when traveling through the area. Some of the oases that dot the Wastes are filled with salt water—not something you want to drink if you're already thirsty. The good news is some of the deeper saltwater pools actually have fish in them if you're hungry. In general, you should filter any water you drink in the Wastes, but if that's not possible, look for a symbol on nearby rocks that looks sort of like a cupped hand. That's a pictoglyph used by the anouks who live there to mark fresh water. The largest anouk clan in the Great Wastes is the Wahkreek—so you can thank them for the road sign.

In addition to flash floods, you have to be on guard for rock showers while in the Great Wastes. The rugged terrain usually breaks up the formation of tornadoes this far south, but occasionally a large twister formed on the plains keeps its form and wanders into the canyons of the Wastes. If it moves over a boulder field, the tornado lifts literally tons of sand and rocks miles into the air. When the storm finally loses power, it drops all the debris it was carrying over an area miles across.

The New Sahara begins just east of the Peacemaker Mountains. Most of the moisture blowing in off the Tempest that makes it across the Wastes falls as rain on the western slopes of the mountains. Very little makes it over the Peacemakers. As a result, the New Sahara is exactly what it sounds like: a bone-dry desert filled with enormous dunes. Oases in the New Sahara are few and far between and only occur where underlying rock formations thrust up out of the sand. Nearly all of these oases are in caves inside these formations; the sun and hot, dry air of the desert evaporate any exposed water in just a matter of minutes. That makes getting water tricky because many of the animals that make a home in this inhospitable climate often spend their days resting inside these caves.

Navigating the New Sahara without a GPS system or at least a compass is nearly impossible. The dunes shift constantly under Banshee's winds and there are no trails. The shifting dunes often completely cover the rock

outcroppings that mark the locations of oases. It's often necessary to dig down through 20 or 30 feet of loose sand to reach the entrance to the cave.

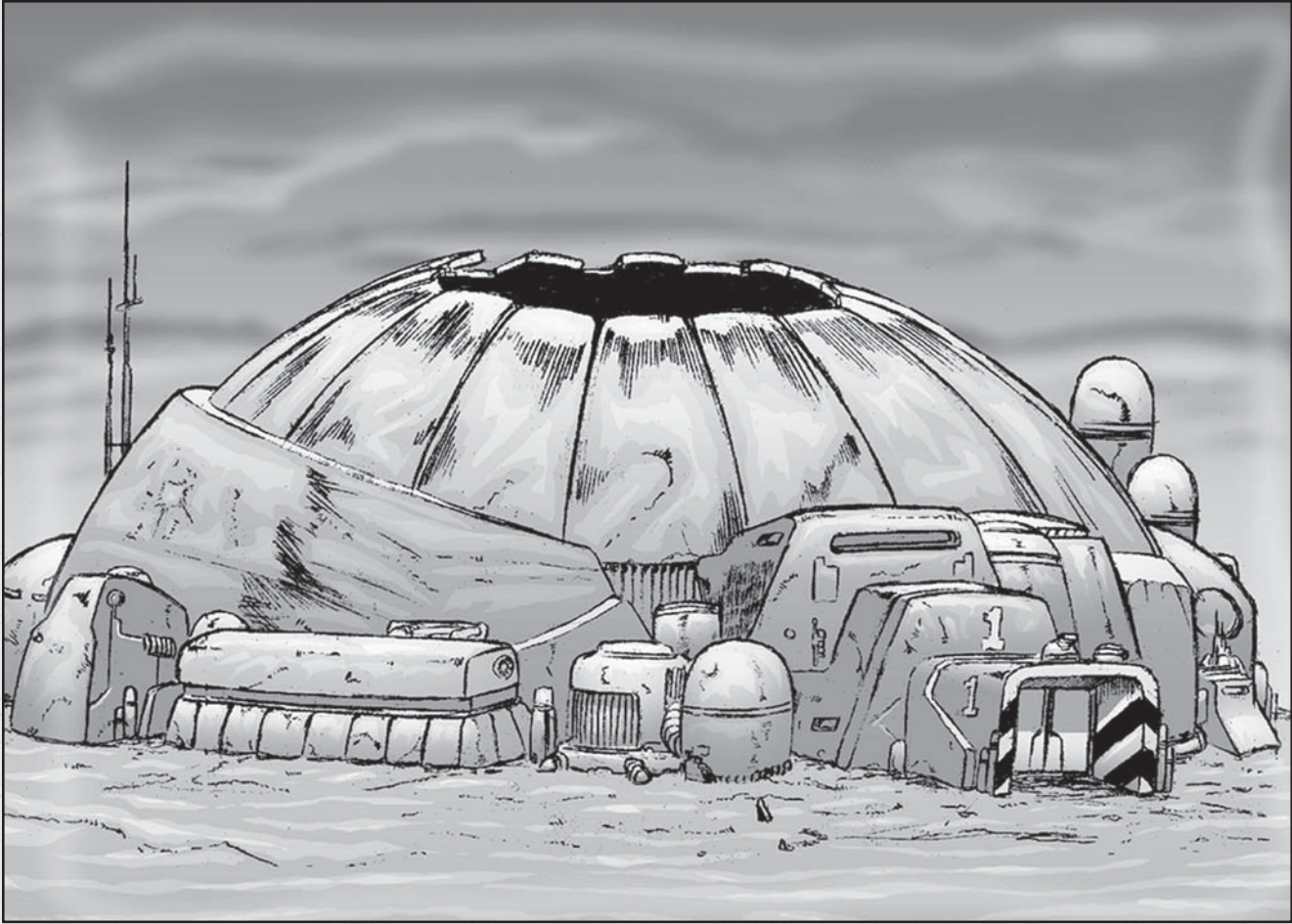
Why anyone would want to live there is beyond me, but there are anouk clans that live in the New Sahara. Like the Bedouins of Earth, they live a nomadic life, traveling from oasis to oasis. Their culture is centered around the raising and training of baroukas, enormous lizards adapted to the arid environment. They use the baroukas as mounts, beasts of burden, food sources, and construction material. Their clothes, weapons, and shelters are all made from barouka hide and bones. The largest clan in the New Sahara is the Sahreel.

Besides wild baroukas and other animals, sandstorms are the main danger of the New Sahara. The planet's powerful winds can whip up some real doozies. Being blinded or suffocating in one of these storms is the least of your worries. The winds can easily exceed 200 miles per hour. At those speeds, the tons of sand carried by the storm can literally strip the flesh from your bones. If you don't get under cover when you see one of these storms on the horizon, all that's going to be left of you is some toothpick-sized bone slivers.

Desert Settlements

There aren't any known human settlements of any size in the New Sahara. Survival there is just too difficult and the shifting sands make establishing any sort of permanent shelter problematic. I've heard enough stories about mysterious hermits in that area, though, to believe that there is probably more than one deserter from the Legion making his home in the wastes. I guess they like the isolation, far from any human minds.

The Great Wastes is a different story. Many of the rock formations there have veins of ghost rock—and that means miners. Many of the human settlements there were overrun by anouks or destroyed in the World Storm, but a few of the larger ones remain. New Hope was one of these until its conquest by the Reapers and subsequent destruction by Tekkeng. It was located on a salt flat at the edge of the Wastes. There are still a few smaller settlements in the area. Besides ghost rock, they also mine and trade the salt.



Domburg. One of the many settlements folks are still hanging on to with tooth and nail.

The Peacemakers

The Peacemaker Mountains run North-South from the southern tip of One to just north of the desert regions. Many people think the mountains are named after the old Colt pistol of the same name, but that's actually not the case. They were actually named the Peacemakers by the anouks; I think the anouk phrase is something like "ara 'ak krahto."

A long time ago, two great clans lived on the western side of the mountains. The two clans lived in a constant state of war for over a century. The continuous battles steadily depleted their numbers and smaller northern clans began to encroach into their territory. The leader of one of the clans finally decided the time had come to put an end to the war for once and all. He ordered his warriors to attack the other clan's settlements and kill the

women and children as well as the warriors (he must be somehow related to Warfield). The other clan was completely unprepared for this and fled east to take refuge in the mountains. The chief ordered his warriors to pursue them and wipe them out to the last anouk.

I'm a little fuzzy about what happened next. Martool told me this story. She didn't know the English words to describe it and my anouk is at about the second grade level. Apparently the spirit of the mountain itself manifested and wiped out the attacking warriors in horrific ways to punish their genocide. Ever since then, anouk warriors have followed a strict code of honor in which only armed enemies may be attacked and non-combatants are strictly off-limits—although the Azeel clan seems to have forsaken this path. Kind of helps you understand why most anouks wouldn't pee on a human if he were on fire, doesn't it?

The Warmakers

That's what they should have named those mountains. The Peacemakers are loaded with rich veins of ghost rock and are the site of some of the first mines constructed on Banshee. They are also the site of some of the first human-anouk battles.

Literally hundreds of small shantytowns sprang up in the western foothills when the Rock Rush started. The anouks who lived there weren't too pleased. Neither were the anouks who lived on the plains below them. Heavy transports were constantly grinding through their crops and scattering their barka herds. This area was part of the land ceded by the anouks under the first treaty.

Crosstown, the place where the first full-scale war kicked off, was a large settlement on the plains just west of the Peacemakers. It sat on the east bank of the Red River. The town's main claim to fame was its bridge. It was the only bridge over the Red River capable of supporting heavy mining equipment and ore crawlers. The bridge saved miners a trip of dozens of miles downriver to Derleth Crossing. The place became the jumping off point for prospectors heading up into the mountains. It was also a sort of R&R town for the miners already working claims. Every weekend, hundreds of dirty, lonely miners descended on the town looking to spend some of their money and have a good time. In its heyday, Crosstown had a permanent complement of four Rangers and a jail capable of holding over 100 hundred drunken miners.

Despite all the fighting and the ravages of the World Storm, Crosstown is still open for business—albeit on a much reduced scale. The bridge is still standing, but most people only venture out on it now as part of a drunken bet. Parts of the roadway have collapsed, and when the wind picks up, the thing pops and groans like an arthritic grandfather. Ghost rock caravans leaving the town now use Derleth Crossing rather than risk taking a swim.

Many of the anouks that once lived in this area have started to return. This has caused a lot of friction with the remaining miners because they dislike being evicted at a point from their claims. Ross and I are keeping a close watch on this area to make sure things don't get out of hand.

Tornado Alley

North of the desert region on One is a temperate zone. Most of the terrain in this area is flat plains and gently rolling hills covered with tall grass and occasional copses of snap trees. Even though this portion of the continent has the most hospitable climate, it is the most sparsely inhabited by both anouks and humans. The reason for that is simple: the wind.

Strong westerly winds blow in off the Tempest Ocean. With few terrain features to slow them down, these winds howl across the continent like the planet's namesake. The winds are channeled by the Wind Tunnel Mountains to the north and the result is awe-inspiring tornadoes that rear up over the plains. These aren't like the little twisters Ross saw back in Texas, these are enormous funnels miles across at the base that rip across the landscape hurling trees, boulders, and tons of earth miles into the sky. Anything caught in the direct path of one of these storms is destroyed. Everything else within 20 or 30 miles had better be anchored down tight or it's going to be bowled over by the gale force winds at the storms' edges. Every year the lower reaches of the Red River have to be remapped because a storm has ripped the river a new path.

Most of the native life has adapted to these storms. Many plants and even some animals depend on these winds to reproduce and spread their seed. Snap trees are one of the obvious adaptations. The trunks of these trees contain some sort of elastic material that actually allows the tree to fall over flat against the ground when the winds pick up. Once the storm passes, the trees snap back up straight—hence the name.

All of the anouks—and the humans who are crazy enough to venture into this area—live below ground. The anouks burrow shelters into tannis outcroppings and actually seal the entrances when a storm appears. If they didn't, the low pressure at the center of one of the massive tornadoes would suck them out of their homes like a giant vacuum cleaner. Human settlements in this area are built below the surface and all of the structures are anchored firmly to the underlying bedrock.



Lumberjacks have lots of weird flora to contend with in Banshee's thick forests.

Snapjacks

Most of the humans who live in this area are snapjacks. Which is to say, they log snap trees. Snap trees are a valuable commodity. The sap and resin of the snap tree are used to make fabric and gaskets. The pulp of the snap tree is made into extremely durable paper. Snap tree wood is used in construction projects where a certain degree of structural flexibility is desired.

Since snap trees tend to grow in small copses rather than large forests, snapjack camps are extremely mobile. They usually consist of a number of heavy cargo crawlers outfitted with living quarters and digging attachments. When a camp moves to a new location, the crawlers burrow into the ground and anchor themselves to the underlying rock. The snapjacks live in the crawlers.

Snap trees are harvested with portable laser-cutters—usually connected to a mobile generator on one of the crawlers. The chains of conventional saws gum up too quickly when cutting through the flexible wood to be of much use.

Doc Dazy sees his fair share of snapjacks in his infirmary. Occasionally a snap tree snaps over while being cut and flattens one. There is also a small animal called a chiraka that nests in snap trees. They look like reptilian monkeys and have needle-sharp teeth. They aren't dangerous individually, but a large troop can overwhelm a person. Their bites also cause deep puncture wounds that often become infected.

The Fertile Crescent

I can see that all this talk of wide-open spaces and *lots* of fresh air is pretty terrifying

to you as a spacer. Well, you don't need to worry about those storms where we are. We get an occasional twister through here, but nothing that's going to uproot the entire city. Most of the human settlements, including Temptation, were built in what's known as the Fertile Crescent—although it's not as fertile as it once was, thanks to the World Storm. The Red River serves as our Tigris and Euphrates.

The Fertile Crescent is an area in the southern portion of One's temperate zone, just north of the Great Wastes and west of the Peacemakers. Warm air flowing up from the equator moves along the western slopes of the mountains and creates an area of pressure that steers the worst of the northern wind storms away from us. This area was the center of anouk civilization on One until the transports from Earth plopped thousands of colonists down right in the middle of them.

The soil in this area is great for growing crops and is watered by the Red River and its tributaries. The rolling plains covered with grass can support large herds of grazing animals. That's exactly what the anouks were using them for when the first colonists arrived. Now, the constant skirmishes between human and anouk make growing any sort of crop or maintaining a large herd difficult unless you've got the firepower to keep intruders off your land.

The World Storm has also impacted this area. Even though the winds have died down and those who lived have dug themselves out of the mess it caused, it seems to have permanently altered the wind patterns on Banshee. This area now gets a lot more of the dry air rolling off the Great Wastes and less of the wet, northern air. The ground has become much drier and the northern edge of the Wastes' desert has been moving steadily north. Temptation used to have some nice, grassy parks, but all the grass has withered and died. The aquifer below the city has dropped and we can't spare the water for non-essential tasks like watering the lawn. We haven't reached a crisis level yet, but if the water continues to drop, we may have to build a pipeline to pump water in from the Red River.

Temptation has become more dependent on outside sources of food. A lot of the local farmers and ranchers have given up and

moved on. More and more of the food in the city comes from algae farms on the Red River.

Most of the ranchers and farmers in this area have moved away or found other lines of work. If anouk and Reaper raids don't destroy your crops or herds, the new weather patterns will. Despite these hardships, though, there are still a number of stubborn families that refuse to give up their spreads. You need to be careful if you ever visit one of these places; these colonists have a permanent siege mentality and they tend to shoot first and not ask any questions. Most of these spreads resemble armed camps. Everyone wears a gun and the buildings are all built like fortresses. Stone construction is pretty much the rule because it stands up to the wind better and raiders can't burn it. Although tannis is fairly common in this area, tannis buildings are rare. The colonists quickly discovered that the anouks can open doors into a tannis building at will.

The Red River and Castle Rock

The Red River starts high up in the Peacemaker Mountains and flows northwest right through the heart of the Fertile Crescent. The river's upper reaches flow through the edge of the Great Wastes and cut a deep channel known as the Red River Canyon. Much of the terrain surrounding the valley is fairly arid and desert-like, but the deep gorge cut by the river traps a lot of its moisture and a number of small forests flourish on the valley floor. The canyon eventually widens at its northern end and opens out into the Red River Valley.

The river passes to the northeast of Temptation and heads generally north into Tornado Alley. About 300 miles south of the Wind Tunnel Mountains, the river takes a sharp turn to the west. From there it flows to the Tempest Ocean.

The river runs over 30 feet deep in most areas, but there are a few small fords here and there. About 30 miles from Temptation there is a place called Derleth Crossing. It's an area of flat plains where the river widens out to over 200 yards across and is only knee deep. Most of the trade caravans heading to Temptation cross at this point.



Ranger Dave Ross out around Temptation in the Crescent. I took this one as he was doing his good ol' boy routine with the ladies. Give it up, Dave. She was half your age and twice as smart.

South of the crossing, the river runs very deep and slow. A number of the algae farmers that supply Temptation have farms along the banks here. They cordon off large stretches of water with osmosis fences and pump nutrients into the water to stimulate algae growth. The fences allow fresh water to enter the algae holding areas but prevent the algae and fertilizer from flowing out. From the air, an algae farm looks like a stretch of red and green sewage. Closer up, on the ground, it looks—and smells—even worse. I don't know how they process that stuff to make it edible. You can always pick an algae farmer out of a crowd. Everyone around him is looking around to see who broke wind.

With the exception of the occasional squatter or ghost rock miner, human habitations along the upper reaches of the river are rare due to the anouk threat in this area. The natives and the prospectors definitely don't get along out here away from us law dogs.

The Wind Tunnel Mountains

To the north of Tornado Alley are the Wind Tunnel Mountains. They get their name from the way they funnel the westerly winds off the ocean down onto the plains. They run west to east across the northern portion of the

continent. The Wind Tunnels have some of the most bizarre rock formations I have ever seen. The northern slopes of the mountains look like your average run-of-the-mill mountains, but the southern slopes could never be mistaken for any other mountain range. For starters, all of the rock faces on the southern slopes have been sandblasted smooth by the wind. I mean baby's butt smooth. The southern slopes are impossible to climb without driving spikes into the rocks; there are simply no handholds to be found. They are also highly reflective. During the day, it's necessary to wear tinted goggles while near the mountains to avoid being blinded by the constant glare.

Then there are Banshee's Lungs. This is an area where veins of soft rock were surrounded by harder stone. Over the centuries, the wind has blasted out the softer rock and created long twisting tunnels through the southern foothills of the mountain range. When the wind blows just right, these tunnels act like the pipes of an organ. Some tunnels hit shrill notes and others deep ones. I've only heard it once in my life and I don't care to hear it again. It sounds like a chorus of screaming women accompanied by a bunch of groaning men.

Although there is ghost rock in the Wind Tunnels, there are few miners there. It's simply too costly and time-consuming—not to mention dangerous—to make the trip across Tornado Alley to sell the stuff. There were more miners up that way before the UN pullout. EXFOR used to maintain small outposts up there to keep an eye on the northern anouk clans. In exchange for a cut of the profits, UN shuttles would carry the mined ghost rock to processing stations in orbit.

From what I've heard, human-anouk relations in the north are surprisingly good—probably because there are so few humans. The few miners keep to themselves and occasionally trade with the anouks for food and other supplies.

The Cold

Once you get north of the Wind Tunnels, the climate gets chillier. Most of this area is covered with dense forests of evergreen trees. These trees don't look like your standard Christmas tree from Earth. They look more like a palm tree with an Afro. They have long,

gnarled trunks topped with big balls of spiky green leaves. Snow is common here during the winter and the northernmost areas are studded with large glaciers. The anouks refer to this area as the "frik 'hta" or "the Cold."

There are scattered anouk tribes living in this region. Most of them make their homes in cave networks carved into the glaciers. The northern anouks don't seem to mind these chilly accommodations. They appear to have developed some sort of ability to ignore all but the worst cold. I've seen pictures of northern anouks walking around in snowstorms in bare feet and wearing nothing more than a light fur coat. The chanouks of these clans seem to share this ability.

The Far South

One extends less than 500 miles south of the equator. About 300 miles south of the equator, the Toxic Jungle begins to thin out and gives way to more temperate climates. There are a number of human settlements down this way. Most of them are clustered along the southern coast. The largest is Seaside, a town of about 20,000 people.

As you might guess, the main industry in this area is fishing. Seaside maintains a fishing fleet of over 100 ships. The anouks are not big fishermen—the fact that they tend to sink like a stone in water being one of the big reasons for that—so the seas are teeming with fish of all sorts, along with a wide assortment of other aquatic creatures. It seems like every month I hear a story about some sort of new animal being caught down there. It's not surprising though, considering that scientists estimate only about 30% of Banshee's land animals have been catalogued—they've barely made a dent in identifying all of the ocean's denizens.

The southern settlements trade their seafood with Temptation and other northern towns. Most of this trade travels along the Trail of Spears, but priority shipments like medicine are normally shipped by shuttle.

The Spire

The Gorge River is a fast flowing river that has cut a deep channel in the soft rocks of the

eastern continent. It has no less than eight major waterfalls on its upper stream. It flows southeast out of the Wind Tunnel Mountains until it meets the Atax River flowing northeast from the Peacemakers. The two rivers combine to form the Greater Gorge River, a fast, deep waterway that flows almost due east.

The rivers separate again miles from their junction at a place called the Spire. The Spire is an enormous tannis formation that rises nearly 300 feet above the water and splits the river into two separate streams. The place was obviously once inhabited by anouks; balconies, windows, pictoglyphs, and other signs of habitation can be seen on the sides of the rock. The anouks who live in that area today avoid the place and claim it is haunted. Martool simply refuses to speak about it.

From the Spire, the Greater Gorge splits into the Lower Gorge and the Lower Atax. The Lower Gorge flows northeast to the High Chop Sea. The Lower Atax flows southeast, skirting the northern edges of the New Sahara, before reaching the sea.

The Tempest Ocean

The Tempest Ocean is Banshee's "western" ocean. Western in that it's west of One. The Tempest Ocean gets its name from the enormous storms that rage across it. Any given day, there is usually at least one cyclone-like storm lashing the Tempest. Most of these storms form just off the east coast of Two and have usually spent themselves by the time they reach One's west coast. Even the smallest of these storms is usually two to three times the size of the largest hurricane or typhoon ever seen on earth. That means even a "dying" storm can still wreak a lot of havoc. Large stretches of the west coast are often flooded by the storm surges of these weather systems. The storms occur year-round, but tend to be the most violent in the later summer and early fall.

The High Chop Sea

The High Chop Sea lies off the east coast of One. It gets its name from the turbulent waters just east of Tornado Alley. The high gusting winds from this region exert enough pressure on the water to actually push it away from the continent and cause a drop in the sea



Welcome to Banshee

level along the coast. The ocean, of course, constantly tries to flow back in. The underwater topography of the area combined with this constant sloshing back and forth creates a belt of choppy water about 50 miles wide just east of the coast. There are no rolling waves here, just quickly forming ridges of water that crest into the air and break apart as waves traveling in opposite directions slam into each other. The High Chop Sea experiences strong storms during the fall and early winter, but nothing of the magnitude of those seen in the Tempest.

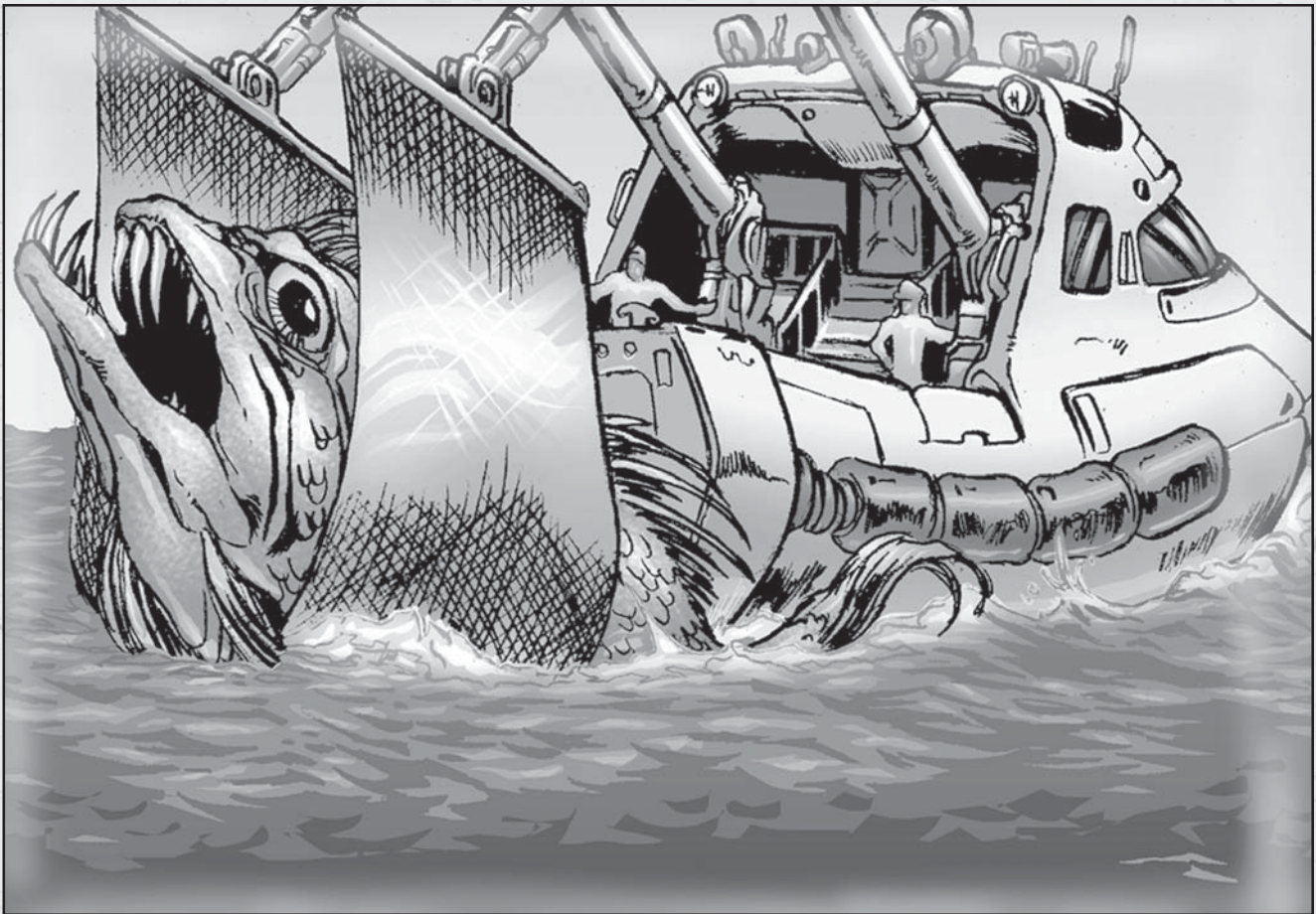
Two: Climate • Terrain

There's not a lot for me to say about Two because not a whole lot is known. Other than a handful of scientific expeditions to the continent and some satellite maps, Two is largely unexplored. Unlike One, most of Two

lies south of the equator. The entire continent above the equator is rocky, sandy desert. South of the equator is a band of thick jungle about 500 miles thick. South of this, the continent is a rugged landscape of volcanic mountain ranges and deep valleys. The valleys and the mountain slopes are all covered with a thick forest that extends from coast to coast. The jagged topography and heavy forest cover breaks up the wind flowing across Two and prevents massive cyclones like the ones that form in Tornado Alley.

The Black Valley

Many of the volcanoes on Two are still active. The lava and hot ash from their eruptions often spark massive forest fires that can be seen from orbit with the naked eye. One particularly large fire sparked during the World Storm destroyed over 5 million square acres of forest before it finally burned out.



A trawler brings in a big one one on a calm day on the High Chop.

Orbital photos show an enormous area of blackened and charred trees. There are still plumes of smoke rising from the area. Scientists from the Lab say they are from ghost rock deposits touched off by the fire. Most of the destruction occurred in a valley between two mountain ranges, so a lot of people have started referring to this area as the Black Valley or the Valley of Death.

The Windward and Leeward Islands

Both of Banshee's Oceans are studded with hundreds of small volcanic islands. Most of these protrude only a few feet above the water's surface and are completely barren of life other than an occasional patch of moss.

There are two major island chains on Banshee: the Windward Islands and the Leeward Islands. Both chains are volcanic and lie in the southern Tempest Ocean off the southern coast of One. Not much is known about them other than that they have a semi-tropical climate and are inhabited by anouks. A handful of scientists have visited them by shuttle, but as hazardous as travel is on the Tempest, few ships venture this far out to sea.

Thule

Thule is a very large island in the northern waters of the High Chop Sea. It was named for the mythical island on Earth thought to have been the lost continent of Atlantis. Thule is a rugged place dominated by a line of volcanic peaks running along its center. Much of the terrain is rocky and bare, but the low-lying coasts are studded with forests of evergreen trees like those found north of the Wind Tunnels.

The northern end of the island extends into the polar region. This portion of the island is covered with thick glaciers and the mountains are snow-covered year round. During the World Storm, severe earthquakes and volcanic eruptions rocked Thule. They triggered avalanches and the collapse of one of the tallest peaks on the northern end of the island. The eastern slope of Mt. Stone slid into the sea, revealing an enormous tannis formation hidden within the volcano.

The northern end of Thule is inhabited by anouks. These clans have the same ability as those living in the Cold to ignore low temperatures. Unlike the clans living north of the Wind Tunnels, these anouks are unflinchingly aggressive. All human expeditions to the island have been immediately attacked by large groups of atax-wielding warriors.

The Poles

Banshee has small permanent icecaps at each pole. As far as we can tell from seismic surveys, there are no landmasses under the ice. During the summer, July through January-1 in the Northern Hemisphere, the icecaps calve large floes and icebergs. These blocks of ice combined with the high wave action in both oceans make navigating the northern waters extremely hazardous—not that anyone but the craziest captains ever sail that far north.

The waters at both poles are home to leviathan fish. These are enormous fish about 50% bigger than a sperm whale from Earth. They feed on strange, tuber-like plants that grow from the bottoms of the icecaps. Leviathans are normally pretty docile, but they have attacked some scientific ships that got too close—sent one of them to the bottom.

Ghost Rock

As you've probably gathered from this little talk, there are still a lot of people out there digging up ghost rock. Since the Tunnel is closed, why's it still valuable? That's easy. For starters, there's a lot less of it coming out of the ground than before. A lot of mining settlements were wiped out in the war and the World Storm decimated even more. The few that remain are producing a lot less than they used to; lack of spare parts means that a lot of high-tech mining equipment is slowly rusting into so much junk. A lot of small mines do things the old-fashioned way—the miners work with picks and shovels.

There is considerable domestic demand for the stuff. Tunnel Station has an insatiable desire for the stuff; most of it goes to the Lab, the HI R&D division. Supposedly, the new

nano-tech science they've developed requires it. I think a lot of it is also being used to try and get the Tunnel back on-line or maybe develop an interstellar drive and get back to Earth.

SHL also buys up quite a bit of it. Most space hulls are built from ghost steel forged in zero G. Most of the rest goes to the few manufacturing plants still operating in orbit and settlements that have irradiated ghost rock reactors as their main power source.

Blackliners



164

Unfortunately, there is also one other source of demand: blackliners. These idiots actually dissolve powdered ghost rock in water and shoot up with it.

Supposedly, this gives them an incredible sense of euphoria and power. A lot of them make ghost rock "cocktails"; they mix the ghost rock powder with narcotics, PCPs, and just about anything else they can get their hands on. Blackliners get their name from the effect the ghost rock has on their appearance. The ghost rock actually adheres to the insides of their veins, turning them a dark black. This makes them easy to spot—the black lines snaking across their skins are a dead give away.

The Rangers don't spend a lot of time chasing down drug dealers. Ross figures as long as you don't hurt or endanger others, if you want to kill yourself, have at it. Blackline dealers and users are one of the few exceptions. People hopped up on blackline are extremely aggressive and prone to psychotic episodes. They'll also do absolutely anything to get their next fix.

If you run into a blackliner on a rampage, the best advice I can give you is shoot to kill. When they're high, they don't feel pain and they're as strong as ten anouks. Trying to subdue one will most likely get you sent to the hospital or the cemetery. You're not doing them any favors by capturing them, either—95% of all blackliners don't survive the withdrawal process.

One last warning. Some of the most hardcore users have been known to exhibit powers similar to those possessed by sykers.

Blacklining is common practice among the human members of the Reapers. Nicolai does

nothing to discourage this because it gives him a legion of nearly unstoppable berserkers to throw at his enemies. It also gives him some added control over the most unruly portions of his army because he controls the supply of ghost rock. If anyone gets out of hand, Nicolai cuts him off. The offender can either toe the line or suffer a very painful, and probably fatal, withdrawal.

The Players

Okay, now that you know the general layout of the place, let's talk about the people who live here.

The Colonial Rangers



The Rangers are Banshee's primary law enforcement agency. By UN mandate, we have jurisdiction over all humans on the planet and in orbit. Our job is to keep the peace and enforce the law. We're also responsible for keeping human settlements within the bounds of the treaty lands, but since the UN pullout, that's been nearly impossible. We try to intervene whenever there's conflict between humans and anouks, but we make it clear to those living outside the treaty boundaries that they can't expect any protection unless they agree to move back inside. Even with limiting our scope to settlements within the boundaries, our low manpower and lack of resources makes keeping the peace a lot like trying to sop up the Red River with a towel, but we do the best we can. We try to station at least one Ranger in every major settlement and station.

Since contact with Earth was lost, we're pretty much on our own when it comes to finances and equipment. Much of our ammunition and equipment was scavenged from abandoned EXFOR supply dumps. Most of our pay comes from fines levied for minor infractions and the occasional donation by the settlements we protect. Lasseter would like to set up a regular tax on these settlements, but we don't have the power to impose an enforceable one. I don't think it would be a good idea even if we could. There are a lot of people out there who resent the Rangers for

Welcome to Banshee

limiting where they can settle and that feeling is only going to increase if we force people to start paying taxes to us. Life on Banshee is hard enough; I don't think we should make it any harder. Besides, I didn't sign up to get rich.

HQ

Since the destruction of the main headquarters in Unity Landing, the Ranger HQ here in Temptation has served as our hub of operations. It's centrally located to most of the northern settlements and had the highest concentration of Rangers immediately after the World Storm ended. Ross coordinates the posting of all Rangers from here. We also have a secondary headquarters in Seaside commanded by Lieutenant Jacobs. He handles most of the local problems in the southern settlements.

Most new Rangers spend time working in Temptation until they have a feel for the job. Once you've got some experience under your belt, you'll probably be posted to one of the outlying settlements. You'll be responsible for not only policing the town you're assigned to, but also much of the surrounding countryside. New Rangers should be prepared to spend a lot of time in the saddle. More often than not, you'll be working alone. Just like the Texas Rangers Ross is always going on about, we live by the creed, "One riot, one Ranger."

Being a good Ranger means more than being tough as nails and a good shot, though. You need to get to know the people you are protecting and earn their trust. It may not seem like it since you normally see only the worst side of humanity, but there are a lot of decent people out there. If you don't get them on your side, your control will only extend as far as your fists and bullets can reach.

Hosses

Since we have a lot of ground to cover, vehicles are an essential part of our work. The Rangers have a small fleet of Stallion shuttlecraft—fully armed, of course. If you hear Ross talking about grabbing a Hoss, that's what he's talking about. We also have an assortment of speeder bikes, motorcycles, and other ground transports. Ranges have to treat these with care. It's not like we can run down to the dealership and buy another one. That

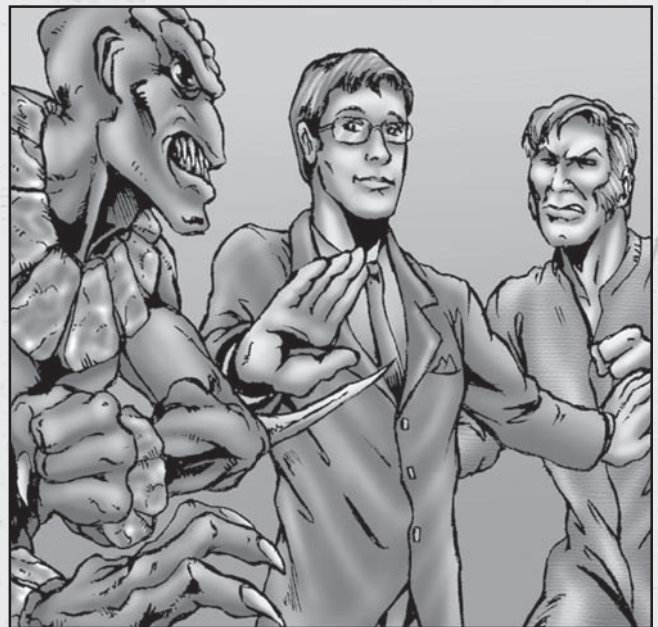
said, Ross says not to let concern for preserving equipment prevent us from doing our job or put us in unnecessary danger. Experienced and dedicated Rangers are even harder to come by than vehicles.

Once a Ranger has finished training, she's issued a Dagoon, some ammunition, and, if we can scare up one that isn't full of holes, a bulletproof vest.

Lasseter

There is one Ranger in Faraway who outranks Ross. That's Major JJ. Lasseter. He has an office on Providence Station and is rarely seen planetside. Ross doesn't have much use for him. When he's in a charitable mood, he refers to Lasseter as "that desk jockey." Most of the time, his names for him aren't as repeatable. Maybe I hadn't oughtta talk about that here? Hmm. Too late, and I don't really know how to delete what's already been recorded. So I'll just tell you the facts and you can judge.

Immediately after the destruction of Unity Landing, Lasseter took direct control of Ranger operations on Banshee. According to Ross, he had the Rangers running around on all sorts of high-profile PR missions while important things got neglected. After a Ranger was killed



JJ Lasseter keeps the peace his own way. That man can make a harsh word feel like a .44 caliber slug.

trying to find the Reapers that stole the mayor of New Hope's prize stallion (horse, not shuttle), Ross went up to the station and had a "talk" with Lasseter. I don't know what was said, but I do know that Lasseter had to have his office renovated afterwards. Since that time, Lasseter has left all operational decisions to Ross. He now handles all the "schmoozing" duties: meeting with mayors, soliciting donations, and smoothing over ruffled feathers caused by Ross' bull-in-the-China-shop approach to law enforcement.

Lasseter's operational control was before I became a Ranger, so I can't really comment on that, but I think Ross is a little hard on the guy. Lasseter is as committed as the rest of us to the mission and he does what he can to help us succeed. There are a lot of Rangers who would be working on empty stomachs if not for the fundraising and finagling he does.

Other Lawmen

Rangers aren't the only lawmen on the planet. Most of the larger settlements have an organized militia who help in police duties and some even have an elected sheriff. Most of the orbital stations have their own police force and many corporate facilities have a private security force. Hell, Hellstromme Industries has



The beautiful but somewhat "mischievous" Vanessa Hellstromme.

its own private army and fleet. The first thing to remember is that we Rangers outrank all of them. The second thing to remember is that we try not to constantly remind them of that. Most of them get kind of touchy on the subject. We only pull rank when it's really necessary and when we can back up our authority.

Most of the local lawmen and militia are honest and they can be the best allies you can find. You should always try to cultivate a good working relationship with them. They live among the people you are protecting and know the place better than you do. Corporate forces are a little tougher. They often have their own agenda and are usually loyal to the person signing their paychecks rather than the people they are protecting. You should treat them with professional respect and try not to step on anyone's toes unless you have proof that some sort of lawbreaking is going on. Even then, you should probably just tell us instead of getting into it with them. If Ross or I feel that the situation warrants it, we'll go in and bust some heads.

Hellstromme Industries



Playing nice with corporate security is a warning that goes double when you are dealing with Hellstromme Industries. Like I mentioned earlier, the suits on Tunnel Station have their own plans for the Faraway system and they're not necessarily concerned about the greater good. We're actually lucky that most of them are back-stabbing, untrustworthy weasels because they spend as much time fighting each other for influence and promotions as they do hatching plans here on Banshee.

A prime example is the black guns I mentioned earlier. HI developed these weapons and sent shipments of them to Banshee for field-testing. Why? We don't know and they won't say. All we do know is that they were willing to kill to keep their involvement with them a secret—even if meant the attempted murder of two Colonial Rangers, namely Ross and myself.

Unfortunately, there's not a whole lot we can do about it except to keep our eyes open and try to thwart individual plans as they come to

light. Without the entire EXFOR fleet at our back, there's no way we can go up to Tunnel Station and start slapping cuffs on people. That's not to say we've never arrested individual execs for breaking the law, but it's only because we were allowed to. The few small fish we've fried were simply pawns in the greater game and they had outlived their usefulness.

Having said all that, though, you have to remember that not all HI employees are guilty by association. Hellstromme Industries owns a lot of businesses in the system and the vast majority of their workers are just regular working stiffs trying put food on the table.

HI has also done a lot of good on Banshee. They helped rebuild after the World Storm, fed refugees who had lost their homes, and even dispatched some of their marines to help restore order. My suspicious, cynical side sees these actions as just PR ploys, but the average colonist is genuinely grateful for the assistance. If you start making a lot of public trouble for HI, especially in a settlement where the company is one of the primary employers, you're going to meet a lot of resistance from the very people you're trying to help.



140

Vanessa Hellstromme

The head honcho at HI is Vanessa Hellstromme. She's related to Dr. Hellstromme in some way and named after his late wife, but no one is sure exactly how. The most common stories are that he adopted her or that the doctor cloned her from some of his own brain cells. Regardless of how she got the Hellstromme name, she is the one pulling the strings at HI and all the puppets dance to her tune. I've never met her, but I've heard she's extremely pretty and can be very warm and charming in person. I've also been told that underneath her warm exterior is a heart that would freeze a northern anouk. Rangers Ringo and Miller ran into her once while serving a warrant at the Tunnel and all they talked about for the next two weeks was what a "hottie" she was. Men!

Vanessa also has a "Doctor" in front of her name. She leaves the mundane revenue



The beautiful but somewhat "mischievous" Vanessa Hellstromme.

generating operations to the various execs responsible for them and concentrates most of her energy working in the Lab. Like father like daughter? Clone?

The Lab

The Lab is HI's research and development division. It's offices and laboratories take up over half the available space in Tunnel Station. It also has a number of research facilities scattered all over the system, including the Belt, the Toxic Jungle, and on Two. What exactly they are researching is anyone's guess. All of these facilities are heavily guarded by HI Marines and high-tech security systems. People who become too curious about their activities tend to vanish.

I suspect a lot of the Lab's time is spent trying to reestablish contact with Earth, but that's only a hopeful guess. The Lab has turned out quite a few pieces of useful technology that have made life easier here on Banshee like improved osmosis fences, more efficient ship engines, and tight-beam com units that can penetrate the worst of Banshee's storms. By far the most revolutionary, and potentially useful, tech they have turned out, though, is nano-tech.



144

Nano-Tech

The nano technology the Lab developed is something straight out of a vid. And not the kind my daddy named me after. More the giant robot, weird science kind. The big brains at the Lab have created microscopic robots that can break matter down and then reassemble it in a new configuration. These nano-bots can't create something out of thin air, but as long as they have a source of raw material to work from, there is very little they can't build. The HI shipyard orbiting next to the Tunnel uses the technology to break salvaged hulks down into their component parts and then reassemble them into working ships. When combined with more conventional methods, this allows the shipyard to turn out a ship in a matter of weeks rather than the months normally required.

This technology has the potential to change life on Banshee. There are millions of tons of damaged equipment lying out there underneath the rubble left behind by the World Storm. Widespread use of nano-tech could mean an end to the constant scavenging colonists have to do to keep what little operational equipment is left working. Unfortunately, the process used to create the nano-bots is extremely sensitive and can only be performed in zero-G. The slightest disturbance in the environment while manufacturing is underway results in a defective batch that has to be scrapped. A certain percentage of the bots are also consumed whenever they are used to build something. The Lab simply can't create enough of them to meet its own demand, much less export them all over the system. At least, that's what they tell everyone.

Mutes

Of course, once news of this technology became public, everyone wanted it. For PR reasons, HI didn't want to be perceived as hoarding such powerful technology, so the company has made it available to the colonists on a limited basis. Every year, some of the best and brightest scientists and engineers in the system travel to Tunnel Station and compete to be issued a license to use the tech. They have

to go through all manner of tests that measure their knowledge, mental stability, and aptitude for handling the nano-bots. Those who score among the top 1% of the candidates are issued a license and undergo cybernetic implantation to receive the equipment needed to control the nano-bots.

These people are known as transmuters for the way in which they can transmute one object into another—most colonists just call them mutes for short. They are always in high demand wherever they go. Most of them have high-paying jobs with various corporations and are rarely seen in public. However, there are a few altruistic souls who aren't interested solely in money. They wander the planet using their newfound powers to perform repairs and build things that make the lives of the average colonist easier. Some work for free; others charge for their services. Most of them travel with a bodyguard or three because there are quite a few criminals that would like to have access to their abilities. A fairly well known mute by the name of Jonas Winter disappeared from Seaside about six months ago. The rumor mill says the Reapers have him. I hope that's not true.

Mutes are pretty easy to spot. All of them have had one eye replaced with a bulky cybernetic one that could never be mistaken for a real eye. This eye is filled with all sorts of specialized sensors that analyze the composition of the materials the mute is working with. Most mutes also wear gloves. Their hands have small sensors implanted in them just below the skin that are used to control the nano-bots. These can sometimes be seen as small silvery flecks. The nano-bots themselves are stored in a small sac implanted near the mute's heart. When needed, they enter the bloodstream and travel to the mute's hands where they emerge through the pores in his skin.

The HI Fleet

As I mentioned earlier, HI has a fairly large fleet. The company has a large assortment of freighters, transports, scientific vessels, and even a few warships. According to the UN charter for the colony, only EXFOR is authorized to operate warships in the system. HI got around that by building ships with the

reinforced hulls typical of combat ships and sending them to Faraway with only a few defensive weapons. When the Tunnel collapsed, these ships spent some time in the HI shipyard and came out armed to the teeth. Although technically the UN fleet could impound these ships, Warfield isn't about to pick a fight with Hellstromme Industries. Even HI's non-warships are armed well for "civilian" vessels, and all but the smallest shuttles and transports carry a contingent of HI Marines for added security from pirates.

HI Marines are some of the best-trained and equipped soldiers in the system. They all wear high-tech body armor and carry the latest weapons produced by the Lab. Elite units on priority missions are normally outfitted with powered armor. You don't want to butt heads with these guys unless absolutely necessary.



The Reapers

The Reapers are probably the biggest menace threatening the human colonies at this time. They lost a lot of men and equipment in their battle against the Legion, but they are still very dangerous. Estimates of their numbers vary, but our best guess is that Nicolai has about 1500 humans and anouks under his control. That may not sound like a lot when compared against the total human population on Banshee, but it's considerably more warriors than any individual settlement can put in the field. Whenever Nicolai masses his troops for an attack, he is usually assured of numerical superiority.

Luckily, he doesn't do that very often. The Reapers normally conduct small hit-and-run raids against small settlements, outlying facilities, and trade convoys. These raids keep us hopping and are a serious threat to the survival of many of the smaller towns. A lot of the smaller mining towns are very dependent on outside sources of food; if a few shipments in a row don't make it through, the entire settlement could starve.

Why doesn't Nicolai mass his troops? Well, for one, the last time he did, he got spanked pretty hard. I don't think he wants to risk defeat in detail again any time soon. Secondly, while he might be able to defeat any one

settlement, he doesn't have anywhere near the manpower he needs to conquer all of them. Each time he conquers a town, he either has to leave troops behind to garrison it or surrender control of it when he moves on. He could simply level the place—he's done that to a few small settlements—but I don't think he's keen on becoming the ruler of a dead colony. For now he's content to play a waiting game. Every victory he scores brings him new recruits. He knows if he can make life miserable enough for the colonists, eventually some of the settlements will join him voluntarily and give him the resources he needs for a true conquest. If it hadn't been for the Legion attack, Temptation may have fallen in just that way—the city council was ready to open the doors to Nicolai when he appeared outside the walls.

The quality of Reaper troops varies widely. A good portion of them are simply undisciplined scum hopped up on blackline and armed with anything from a knife to an assault rifle. These are Nicolai's cannon fodder. He also has a good number of mercenaries and ex-soldiers with varying amounts of experience. They normally serve as his leaders and elite troops. They also serve as the crews of any vehicles the Reapers get hold of. They're normally armed with the best equipment Nicolai can dig up. The



This is Nicolai doing his best Hamlet with Kreech's skull. Some say it has magical powers. I've seen stranger things out here.

mounted warriors of the Azeel clan are the Reapers' shock troops.

Nicolai also has a personal bodyguard loyal only to himself known as the Vanguard. Ross and I took out a few of them not long ago and discovered that what we thought were troopers in body armor are actually HI automatons. I don't know exactly how he got his grubby mitts on those, but they're some tough sons of bitches.



The UN

UN forces have completely withdrawn from Banshee. They are all now either aboard the fleet or at the EXFOR facility at Base Prime.



Captain Norton. I've heard the guy reads lots of science fiction and roleplaying books. He once told me he even finds out how to fight stuff from those crazy books. Geek.

The Fleet

The organization of the fleet is centered around the *UNS Foster*. The *Foster* is an enormous carrier that serves as Warfield's flagship. It carries a full wing of aerospace fighters, a transport wing of Green Dragon dropships, and a battalion of Fleet Marines. I've never been on the *Foster*, but Ross has. He nearly got thrown in the brig when he started a fight in the Last Stand Saloon, a bar onboard the ship. Apparently some of the Fleet weenies made some disparaging remarks about the Rangers. The *Foster* never travels alone; three or four escort vessels always accompany it. Since the pullout, the *Foster* hasn't traveled much. It's spent most of its time in orbit over Base Prime.

The other ships in the fleet are considerably smaller than the *Foster*. After all, EXFOR was sent to Banshee to fight anouks on the ground, not another space fleet. Many of the ships are nothing more than armed transports, but there are also a number of orbital bombardment ships and a small squadron of destroyer-class vessels that do patrol work and serve as escorts for the *Foster*. Miners returning from the Belt say some of the UN ships have been fitted with additional weaponry and a few of the transports have been modified into light carriers that can carry a squadron of fighters.

Fleet ships that aren't at Base Prime are normally found near the Belt. They escort freighters, hunt Reavers, and collect taxes from the miners.

Captain Norton

One of the most thoroughly unpleasant members of the Fleet is an individual named Captain John Norton. I had the misfortune of meeting him while I was still stationed in orbit. A few sailors had deserted from their transport ship while it was docked at my station. I found them hiding out in a maintenance passage, arrested them, and held them until EXFOR sent someone to claim them.

Norton showed up about a month later with a squad of Fleet Marines to take the deserters into custody. He's tall, thin, and always has a look on his face like he just found a dog turd in his soup. He's definitely one of those do-

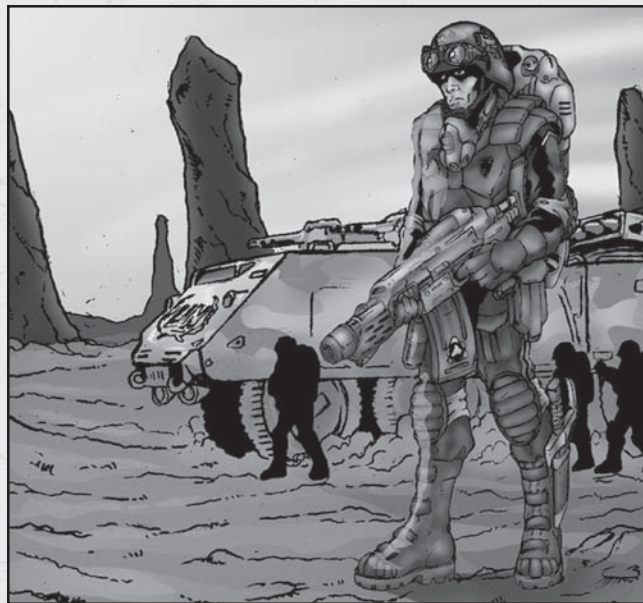
everything-by-the-book types. The prisoners were terrified of him. I tried to step in when some of the marines got rough with the prisoners and Norton instantly got in my face. He gave me this steely look and said, "They are my prisoners now, Miss. Unless you'd like to join them at a court martial, I suggest you stand down." I don't know what made me angrier, the fact that he threatened me on my own station or that he called me "Miss."

I had only been on the job for a few months at that time, so I backed down. I wish now that I hadn't. Norton marched them back to his ship and undocked immediately. About twenty minutes later, I got a call from the station command center informing me that Norton's shuttle had vented gas and that the station's radar was tracking three small objects jettisoned from the ship. I got to know the deserters during the month they were in my jail and they seemed like decent types. They may have broken the rules, but they sure as hell didn't deserve to be blown out an airlock. I went out in a Hoss, towed their bodies in, and paid to have them cremated.

Fleet Troops

The Fleet has the largest ground army of any of the major players in Faraway. It's composed of a combination of Fleet Marines and the UN forces that were successfully evacuated from Banshee following the World Storm. The Fleet Marines are by far the more dangerous of the two groups. They receive the best equipment and are generally more motivated than the UN survivors.

The UN troops are a mixed lot. There are some from the United States, the Confederacy, Germany, France and nearly any other major country you'd care to name. All of them are veterans of the anouk war on Banshee—that means they're good or very lucky. The problem that Warfield faces is that due to the fighting back on Earth, none of these soldiers are willing to work with troops of another nationality—they just don't trust each other. On top of that, many of them have had enough; they just want to go home. The last thing they want to do is return to Banshee and fight more anouks. Until Warfield can find a way to motivate these troops in a way that won't cause a mutiny, he's forced to use them in



A typical UN Private.

small groups of a single nationality on low-priority missions.

I don't want my story about Norton to make you think all Fleet troops are cold-hearted bastards. I've actually met some nice ones. About a month or two after my run-in with Norton, another UN shuttle docked at my station. The commander of the shuttle's security force, Sergeant Hendricks, heard about what I did for the deserters and he and his men bought me a few drinks. Hendricks was a gruff old veteran, but he seemed like a good man. His pilot, a big goofball known by his callsign, "Jolly-Ho," was fun to drink with—even if he did have an annoying habit of constantly referring to his friends as "my peeps." The man has no idea of his nationality either. One time he says he's Chinese, then Malaysian, then Phillipino, then from the US. But he talks like he's from "the hood," as he likes to say.

Wolverines

The *crème de la crème* of the Fleet Marines serve in the Wolverines. This is a small unit of powered armor troopers given the most hazardous missions. All of these soldiers are veterans of the fighting on Banshee and many of them saw action on Earth before shipping out to Faraway. All of them are trained in special operations and guerilla tactics. The last qualification for membership in this unit is fanatical loyalty to the UN and Warfield.

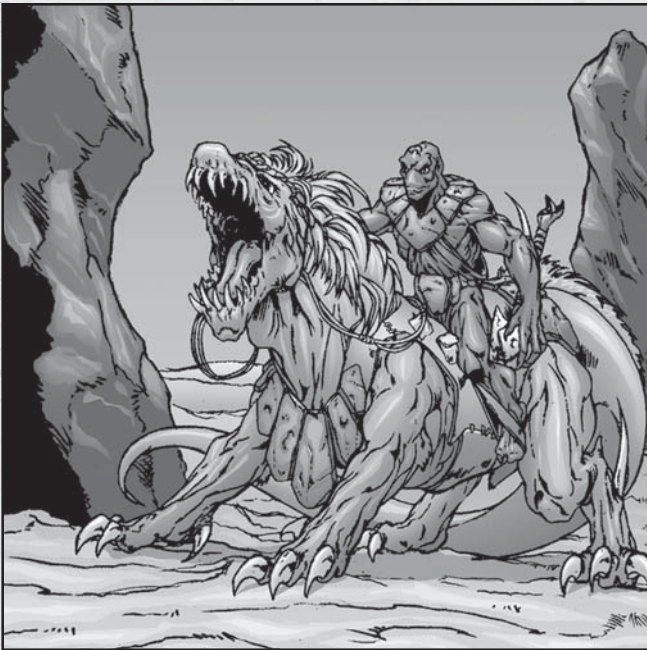
Strange Bedfellows

You've probably gotten the impression from all my rambling that EXFOR is our enemy. At the moment, we're actually uneasy allies. Our missions are the same: protect the human colony on Banshee. The friction comes from our different views on how to accomplish that. The Rangers are trying to form a Banshee on which humans and anouks can live in relative harmony. Warfield seems dedicated to the proposition that the only good anouk is a dead one. The future he envisions for Banshee is one in which the anouks have been eradicated or at the very least rounded up and moved somewhere where they won't cause trouble.

Ross has told me a lot about the history of America's Old West (daddy was a big fan of old Westerns too—why couldn't he have named me after one of those vids?). Seems to me this whole business with the anouks has been done before. It's a shame we don't seem to be able to learn the lessons.

The Anouks

I guess I should talk some about the people who are causing this friction: the anouks.



An anouk on a chanouk. Yeah, it's like a big ol' Dr. Suess world down here.

The anouks are physically imposing. A male anouk normally stands between seven and eight feet tall; females usually range between six and seven feet in height. Both sexes are much stronger than an average human. Anouks in the temperate zone have dark purple skin; a fact that gave rise to many colonists referring to them as "grapes." Just like humans, though, anouks have a variety of skin colors. The anouks that live in the Toxic Jungle often have skin that's a bright crimson in color, often banded with purple stripes. This natural coloration helps them blend in with the brightly colored foliage in the jungle, and is really quite beautiful. Many of the northern anouks have skin that ranges in color from mauve to gray. Anouk facial features are vaguely reptilian, but the race is warm-blooded, gives birth to live young, and like humans, nurse 'em til they're ready to eat solid foods.

Most anouks wear little clothing. Warriors usually wear little more than a breastplate and loincloth. Yeah, it's a little embarrassing to deal with 'em sometimes. Especially for a shy gal like myself; name not withstanding.

The warriors sometimes hang small trophies of past battles from their belts and the harnesses of their armor; the Azeel clan has taken to hanging shrunken human heads from their belts.

In some clans, females go topless; in others they wear some sort of covering over their breasts. Anouk shamans normally wear ceremonial robes made of barka skin to denote their status. Don't get any ideas though—anouk women think humans are ugly as grave worms, and the odd coupling that happens anyway doesn't take.

Anouk culture varies across Banshee, but most clans are nomadic. A few of the larger clans in the Fertile Crescent area actually had fixed settlements that served as the seat of power for the clans. Some of the family groups within these clans continued to live as nomads but owed their allegiance to the elders living in the cities. Some groups settled down as farmers.

Anouk clans are basically extended family groups. Each clan has a chief who commands the clan during times of war, but when at peace, the clan is ruled by a council of elders. It's common practice for anouk warriors to raid

other clans for loot and sometimes even wives. When clans aren't at war, these raids are usually bloodless; they're more a contest of which warriors can outwit the others than actual battles. Among the more settled clans, it's common for the elders to arrange marriages between clans.

Anouk warriors are all skilled riders. The most common mount is a chanouk. Chanouks are enormous animals that probably weigh twice as much as a horse. They have sharp claws and teeth and a shaggy mane. Chanouks are trained to fight and to protect their riders. In battle, chanouks rear up to block any weapons thrown or fired at their riders.

Tannis

Anouks have a natural affinity for working with tannis. This ability varies between individuals; those with the strongest affinity often become shamans. Most anouks can shape tannis with their bare hands as if it were clay, though slowly. Those with more power can make openings in bare tannis walls and tunnel through rock as if it were dirt. Some shamans, like Martool, can actually travel through the rock in a process that looks like they are "teleporting."

Most anouk weapons are made entirely from tannis or at least tipped with tannis. In battle, warriors can charge the stone with energy. When it contacts the enemy, this energy is discharged into the target, making anouk weapons much more lethal than they look. An atax charged by an experienced warrior can cleave through powered armor like butter.

Asai Clan

The clan you are most likely to come into contact with around Temptation is the Asai Clan. These are Martool's people. While they call themselves the Asai, they are actually made up of four different clans: the Asai, the Arka, the Krooht, and the Tark. The Asai Clan is the predominant clan in the group. The other three are smaller clans that were decimated by fighting with the humans and the World Storm. They arrived in the Red River Valley as refugees and were taken in by Martool and her people. The main Asai settlement is in Castle Rock, but there are



An anouk warrior standing amid sacred tannis.

other camps scattered throughout Red River Canyon and the surrounding hills.

Thanks to Martool's influence, the Asai are the most peaceful of the anouk clans. That doesn't mean there are never clashes between them and humans, though. There are many in her clan who don't agree with her views on living with humans. Even those who are dedicated to peace are not going to let themselves be taken advantage of. If a human trespasses on their land he's going to be escorted off. If he resists, he may not be drawing air when he's returned to the nearest human settlement. There's still a lot of friction, but we do our best to keep it to a minimum.

Azeel Clan

The Azeel Clan is a firm ally of the Reapers. According to Martool, this clan has always been more warlike than most of its neighbors. Anouk history claims that members of this clan are descendants of the war chief that caused that ruckus in the Peacemakers I told you about earlier. The Azeel's current war chief is a massive anouk named Farkra.

The Azeel are brutally efficient in combat. They use a combination of traditional anouk weapons and whatever high-tech goodies they can scrounge up. They have absolutely no compunctions about killing women and

children. Nicolai uses the Azeel primarily as scouts and raiders, but when he goes up against a settlement he often uses them as terror troops. Once the town's wall has been breached, he lets the Azeel loose to rampage through the streets and slaughter the inhabitants.

The Skinnies

There's not a whole lot I can add to what I've already said about the skinnies; mainly because we still don't know much about them. They look like withered old anouks, but I get the impression from Martool they're not anouks, or at least are no longer anouks. Or maybe they just won't claim them as their own.

A number of them were "destroyed" by the Legion during the war. That's great, but since we don't know how many of them there were to begin with, we have no idea how many are still out there. After learning from Martool that a skinny can't be killed, only disabled, I have to wonder if some of those destroyed during the war might come back.

Can they reproduce? What exactly do they want? We simply don't know. All we can do is stay vigilant and deal with them as they pop up.



158

The Fallen

The Fallen is another subject to chalk up in the Big Mystery column. When we fought Quantrill for the last time, Hallow identified one of the people we fought as Avernus, a member of

the Fallen. After the shooting stopped, I asked Hallow about it and he couldn't tell me much.

Back during the war with the anouks, the Legion was organized into squads. Most squads specialized in a particular field of psychic powers. The Black Lightning squad, for instance, specialized in biokinetics, while the Fire Walkers were pros at pyrokinetics. Quantrill put together an elite squad known as the Killer Angels. It was composed of some of the best sykers from a number of different squads. By combining sykers with different talents, the squad was able to deal with

almost any eventuality that came up on a mission. Quantrill used them for the most dangerous and most important missions. He also used them as his own personal security force whenever he was on the battlefield—sort of his own Praetorian Guard.

Not long before the Red River Campaign started, miners began disappearing from one of the mines out in the Belt. The Fleet Marines sent in to investigate broadcast a few cryptic radio messages and then were never heard from again. Their bodies were never found. Some Voodoo Gurus (a squad that specialized in mystic phenomenon) were sent to check the place out and they fell down unconscious, bleeding from their eyes and ears, before they even entered the mines. The Killer Angels were called in to investigate.

The Angels went down into the mines and were out of contact with the surface for two full days. Only thirteen of the twenty who entered the mines emerged. When they did, they claimed the problem had been taken care of. They refused to discuss what happened down there. Over the next few weeks, they began to behave erratically—one of them flew into a rage over an imagined slight and brain-blasted a Fleet officer into a coma before he was restrained. Before this, Quantrill had trusted them with his life, now just being around them made him uneasy. The Red River Campaign had just begun and every syker on the planet was needed, so rather than having them locked up, the general had the unit disbanded and each syker sent back to his original squad. Since they had fallen from Quantrill's good graces, the Killer Angels were referred to as the Fallen Angels, or just, the Fallen.

During the fighting around Castle Rock, the Fallen went AWOL. They blasted their way through their comrades and simply disappeared. Avernus was the first of the thirteen to resurface. We can only assume that there are another twelve still out there somewhere. What they're up to, and what their malfunction is, is anyone's guess.

Temptation

Let's talk about your first posting here in Temptation. You should know a little more about the place before you start your duties.

Government

At the moment, the Rangers are pretty much the government in Temptation. There is a town council, but it has a number of vacancies at the moment. Some of the members are in our jail and some are dead. A spineless individual by the name of Lester Atkinson is its current head. He is the president of the First Temptation Bank. He was pretty much Quantrill's rubber stamp while the Legion was in town and most of the citizens have lost their faith in the council. Right now the population is looking to the Rangers for leadership, but there are a number of people campaigning for the vacant council seats. I'm hoping they set a date for an election soon, because the last thing we need is to get all tangled up in local politics.

You should be on the lookout for Donald Fairchild. He's hard to miss. He's a big bear of a man, usually impeccably dressed—no small feat here in Temptation—and well armed. He's a bit of a hothead and used to getting his way. He likes to throw his weight around just to see people scurry to do his bidding. Fairchild owns a number of mines outside the town and he represents most of the local miners on the town council. Donald's an abrasive loudmouth, but you should avoid crossing him because he has a long memory.

Economy

Temptation is home to about 20,000 people. Many of them are the families of miners who work in mines outside the city. The next largest portion of the population is merchants and their families. They make a living buying and trading wholesale with the trade caravans that pass through and then reselling the merchandise to the rest of the town.

There is also some industry here in Temptation. The west end of town has two lumber mills that process snap tree logs. Near the mills is a factory that makes paper and fabric from the pulp and resin. There are also a

few machine shops that buy salvage from the caravans and use it to remanufacture parts. They're the main source of spare parts for a lot of our equipment.

Flaming Mo's

One place you will get to know well is *Flaming Mo's*. Mo's place is one of the more popular saloons in town. It's also the place where most of the Rangers go to get a drink when they're off-duty. We've got our own table there. It wasn't always that way, but Mo got tired of fights breaking out over our favorite table and just reserved it for us. In return, we make sure that any fights that do break out there get quashed fast. The place gets its name from a flaming mixed drink that's Mo's specialty. Some people love 'em, but it took me a week to get back any sense of taste in my mouth after I had one.

Caravan Depot

Just outside the town's northeast wall is the Depot. It's the stopping place for most of the trade caravans that come to Temptation. The Depot has an open-air market, stables for animals, warehouses, and a few garages that offer vehicle storage and repairs. Most of the time the Rangers get called down there it's because of a reported theft or a dispute with one of the caravan masters over the service fees charged by the Town Council for use of the facilities. The Depot is a bustling place during the summer, but it's usually quiet during the winter when the number of visiting caravans falls off.

St. Calixtus

Back before the anouk war, a rich Catholic miner donated money to the local congregation. They used it to build an impressive cathedral carved entirely out of tannis. The acoustics in the place were superb. On Sunday mornings, the sound of mass being celebrated could be heard over a large part of the city—something that didn't go over well with miners sleeping off a hangover from a wild Saturday night.

St. Calixtus is closed to the public now. The congregation grew smaller during the war and much of the cathedral fell into ruins. It had the only burial ground inside the city wall. When

Welcome to Banshee

we had our zombie outbreak, a lot of the dead here got up and caused trouble before we could seal the place off. Luckily, a high wall surrounds the cathedral. All of the dead that didn't rise have been relocated to the cemetery a mile south of town.

That ground-octopus thing I mentioned earlier also showed up here. Just before the Reapers showed up, I also had a run-in with some sort of creature that wandered in from the Wastes. In the process of killing it, I sort of brought much of the cathedral down around me.

We keep the gate padlocked at all times and check the lock whenever we patrol the east end of town. We also keep our eyes open for any activity inside the grounds because the place seems to be a magnet for whackos. Some of the more daring teenagers also like to jump the wall and use the place to drink or makeout.

First Temptation Ecumenical Church

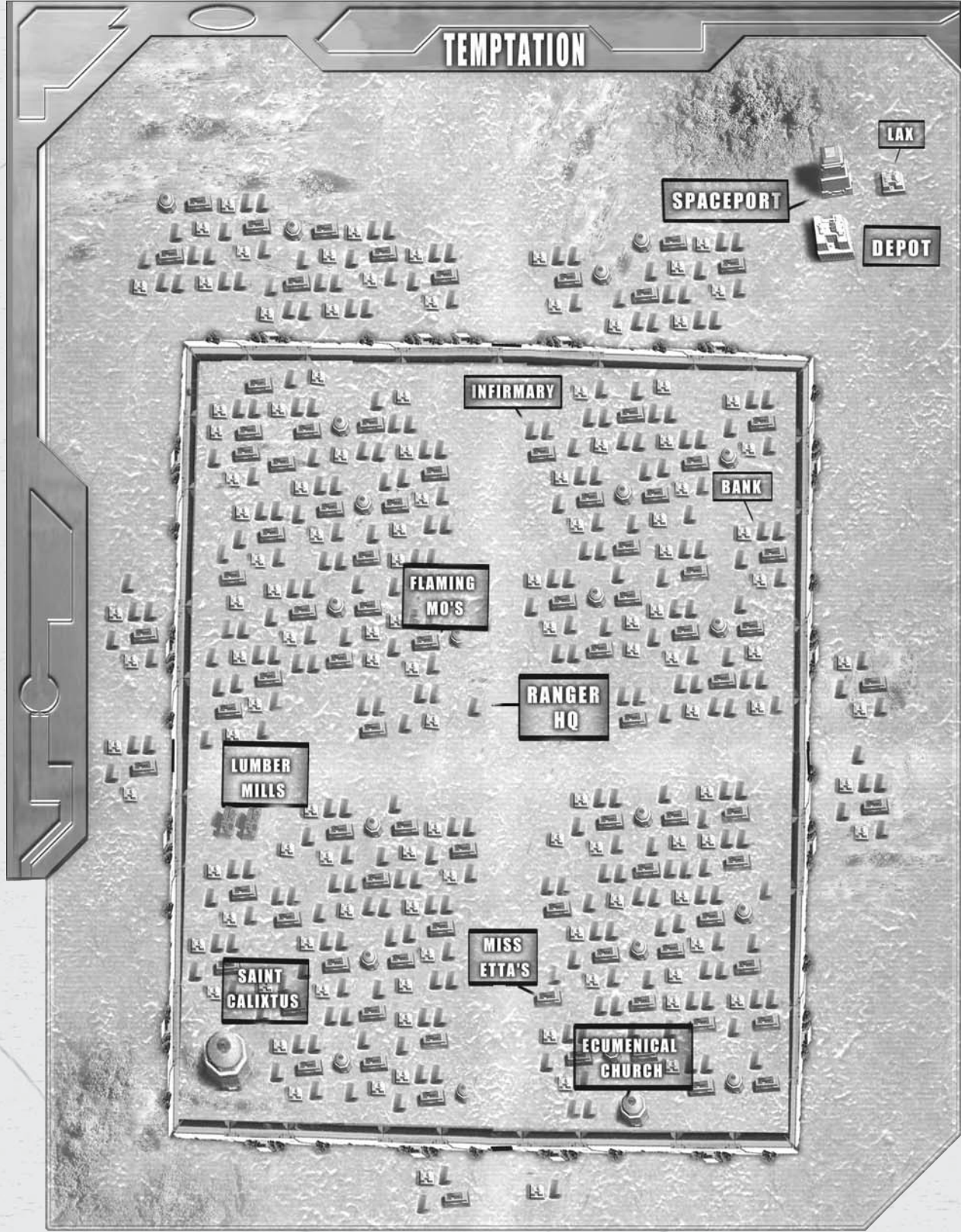
The First Temptation Ecumenical Church is only a few blocks from St. Calixtus. It looks like a typical frontier church from the Old West. The building is shared by a number of congregations. Since all the weirdness that has happened in town, I hear attendance is way up. The local Protestant minister, Reverend Bob Sharpley, lives in a small house out behind the church.

We had a bit of an incident here during the undead crisis. A bunch of zombies from St. Calixtus broke in during a service. Some of them seemed to be reliving past memories and were singing hymns and passing the collection plate, but others decided to chow down on the congregation. Ross and I had to break up the service.



Flaming Mo's. That's Mo. In his hand is a Flaming Mo. Got that?

TEMPTATION



The Night Watch

Temptation has a militia of about 200 men. Roughly a third of these are full-time soldiers; the rest can be called to service in the event of an emergency. The full-timers are divided into three squads of about 20 men each. They stand three watches each day. The most experienced and well-equipped militiamen are called the Night Watch. They guard the walls from eight at night until eight in the morning. That's the time most likely for a Reaper raid or for some scavs or blackliners to try and get over the wall into the city.

The training and experience of the militia varies tremendously. Most of the "reservists" are little more than miners and shopkeepers with guns. In return for being on call, the reserve militiamen are paid 100 credits a month. Most of the reservists supply their own weapons. The full-time militia range in experience from those with some formal military training to veterans of the anouk war—some of them are ex-soldiers who came to Banshee to retire. All of the Night Watch has had active military experience and most of them are combat veterans. The full-timers are issued body armor and most of them carry HI Hellrazor assault rifles. The Night Watch is issued one set of night-vision binoculars per patrol.

Captain Artemis Holt commands the militia. He's a no-nonsense sort of guy and not much fun at parties, but he looks out for his men and they love him for it.

The Spaceport

The official name of Temptation's spaceport is the "Gordon Libre Memorial Spaceport," but most people simply refer to it as "the spaceport" or just "the port." Probably just as well. I asked around and nobody has any idea who Gordon Libre was.

The spaceport sits about 1000 yards outside the northeast wall past the Depot. We still get an occasional orbital shuttle into the port, but most of the traffic these days is aircraft and shuttles flying between the various settlements on the surface. Anyone bringing a craft into the port had better be able to land it without much help; the World Storm destroyed most of the port's automated guidance system

and we haven't been able to get the parts needed to patch it up. All that's working in the control tower is a basic radar system and a transponder for aircraft to home in on when navigating cross-country.

Be careful if you get called out to the spaceport. Most of the ship crews out there have done something at some time that they don't want anyone to know about. Their trigger fingers tend to get itchy when they see the law headed their way.

LAX

The LAX is a bar at the edge of the spaceport. It's the primary hangout for pilots and crews passing through Temptation. It's also a good place to find out about what's going on around the planet—the pilots see more of Banshee in a week than most people see in a year. You have to be careful whom you approach and how you do it, though; most of the bars patrons aren't too keen on talking to inquisitive lawmen.

Lithia

There's one last person in Temptation I should warn you about. That's Lithia. I don't know if that's her first name, last name, or only name. Frankly, I don't care. She's the Hellstromme Industries rep in town. She was also involved in arranging an ambush that nearly got Ross and I killed. The only reason that she's not rotting in our jail right now is because she's our only source of black guns. With all the strange things going on lately, they are simply a resource the Rangers can't do without.

Lithia is a high-toned bitch with delusions of grandeur. She must have stepped on someone's toes back at the Lab, because being sent planet-side is obviously a punishment for her—she's hating every minute of it. As a result, she tries to make everyone around as miserable as she is.

It appears that Lithia's main assignment at the moment is reestablishing HI influence in Temptation. She has been trying to organize the local miners into a collective that trades exclusively with Tunnel Station and she has convinced a few of the local shopkeepers to join the "HI Trader's Association." She also plopped down a large stack of credits to buy

Bill Nakayama's lumber mill. I'm glad to report there has been some backlash against her influence peddling. Fairchild doesn't want to see his power with the miners eroded, so he is fighting her tooth and nail. Many of the



165

shopkeepers who didn't join the association have organized a boycott of those who did—it's having limited success. The Rangers just need to keep an eye on things and make sure no one crosses the line and turns things violent.

Other Settlements

Last, but not least I should fill you in on some of the other important settlements around Temptation.

New Hope

I mentioned earlier that Tekkeng wiped out New Hope. There were actually more survivors than originally thought. Those who lived fled into the Great Wastes. They have returned to the town to bury their dead and rebuild their lives. New Hope is on one of the main trade routes and was one of the main stopping points for convoys headed deeper into the Wastes. I'm sure the town will be thriving again soon—I know I'm missing the salt they provided for my algae chips.

A newly elected mayor named Jonathan Ngomo is running the town. He has formally petitioned us to send a new Ranger to the town. Ross wanted to wait and let them stew for a bit because of the way they surrendered to the Reapers and kicked their last Ranger out. I pointed out to him that they had already paid a high price for that decision and that they had at least given Olivares time to leave instead of turning him over to Nicolai. A new Ranger will be posted there soon. It just better not be me.

Ghost Rock City

Ghost Rock City is a mining town in the northern portion of the Great Wastes. It too, was taken by the Reapers during their last conquest spree. Unlike New Hope, the miners there fought back. They paid a high price for it.

The surviving miners were literally decimated; Nicolai had every tenth man shot. Nicolai also went through a number of mine foremen before he found one who could meet the production levels he required. Those who failed got a bullet in the back of the head.

The town was "liberated" by the Legion. After a brief occupation by the undead—during which a number of miners were served up as an entrée—the settlement once again came under control of its citizens. An independent mining company, Howling Mines, runs the town. The miners are unionized and their concerns are represented to the company's board of directors by a union rep. Lithia made a trip down there a few weeks ago and offered to buy up the entire place. HM's president, Rupert Wallace, told her to get lost. From what I hear, the miners were nearly unanimous in their support for his decision.

Ghost Rock City is also awaiting the appointment of a new Ranger. The town's last one was killed after Nicolai's troops stormed the place. I heard Nicolai had him tied to the front of his tank and paraded around until he died. I never had the opportunity to meet him before his death. I believe his name was Randall Peterson.

Seaside

Seaside is a large fishing community on the southern coast of One. It's the second largest town on Banshee, with a population of around 20,000. As I mentioned earlier it has a large fishing fleet of over 100 vessels. Seaside's mayor, Yosaburo Kenichi, is a mute who worked for years on the town's docks repairing ships. Unlike a lot of politicians, he's not afraid to get his hands dirty. He still makes regular visits to the docks to patch up damaged fishing vessels. The people there love him. He's likely to be mayor there for the rest of his life.

Seaside has a permanent contingent of five Rangers. Lieutenant Ron Jacobs commands them. He oversees the Rangers' southern HQ and coordinates the posting of Rangers to the coastal towns on the southern portion of the continent.

Providence Station (The Wheel o' Sin)

Many colonists on the surface of Banshee save their credits in the hopes of one day

making a trip to Providence Station—otherwise known as the Wheel o' Sin. Providence Station is a giant pleasure palace floating above the planet. You name it, the station has it. There is gambling, drinking, shows of all sorts, and carefully maintained gardens and zoos that showcase all sorts of flora and fauna from Earth. The station has an extreme sports deck where you can rock climb, don wings and fly around in zero-G, and participate in simulated combat. This deck also hosts gladiatorial fights on a regular basis. If you have the money, nearly any sort of mind-altering chemical can be had here and you can hire a host or hostess (or multiple ones, if that's what you're into) for "companionship."

Ironically, Providence Station was built by Herman Lockton—a millionaire from Earth who had more religion than sense. He sank his entire fortune into the station's construction. His goal was to build the hub of a missionary effort to save the souls of the anouks and give converts a place they could live without persecution from their heathen brethren. Unfortunately for Lockton, the anouks were happy with the religion they had and he made very few converts. When the mission failed to show results, outside contributions dried up and the bank foreclosed on the station. It was auctioned off to Stars & Bars, a Confederate theme-park company that saw an opportunity to make money off of the colony's growing population.

Now that the Tunnel is closed, all of the profits are going into the pockets of the station's management. With as much money as the station hauls in—especially through its casinos—the management changes on a regular basis. The current "company president" is Megan O'Malley. She has lasted longer than most of her predecessors. She rules with a well-manicured fist backed up by lots of hired guns.

Providence Station is a dangerous posting for a Ranger. Most of what goes on there is legal, even if it is unsavory. Unfortunately, the management is not reluctant to provide illegal entertainments if the price is right. Blackline can be bought on the station and innocent civilians have fallen victim to clients with bizarre or extreme fetishes. The management

is usually very reluctant to help Rangers solve these crimes—go figure.

The Rangers normally stay out of any attempts to "restructure" the station's management. The thug's there have an unwritten rule, "Not in front of the customers." They know that if they turn the place into a shooting gallery, their cash cow will go dry. Any battles between rival factions usually happen in "Employees Only" sections of the station. Occasionally a civilian catches a stray round and that's when we step in. Most of the time in these cases, the station management hands the perp over right away, unless it is someone high up in the organization.

Hey, Be Careful Out There

Before I turn you over to Ringo and Miller for weapons and vehicle training, I want to warn you one last time to be alert and careful out there. I used to laugh at my landlady when she said she could feel trouble on the wind, but I don't anymore. Too many strange things have happened around here in the last few months.

Call me superstitious if you'd like, but I think trouble is brewing out there again. Bigger trouble than we've seen so far if that's possible. Last night I woke up in a cold sweat and looked out the window. What I saw gave me a chill. The moon was eclipsing Chanoukara. Right at the moment of full eclipse, a meteor shower flashed across the sky. I don't know why, but that sight filled me with an unspeakable dread. According to some of the stations that tracked the shower, a few of the meteorites impacted on Two and started a forest fire.

I can see you're looking dubious again. You can call me crazy or a nervous mother hen; I don't care as long you promise to be careful. You do? Great, then get rolling. We've got a lot of work to do.

Welcome to Banshee







Chapter Two: Lost Colonists

It's time for you to make your mark on Banshee. This chapter has all the information you need to create a human character to play in the exciting new *Lost Colony* setting.

If you'd like to plan an anouk, go ahead and get acclimated to Banshee here in this chapter, then skip on over to Chapter Three for the big purple goods.

Before we get into the nuts and bolts of making your alter ego, we should say something about the rules of the game. There are two ways to play *Lost Colony*. You can use Pinnacle's classic *Deadlands* system or Wizards of the Coast's *D20* system. If you plan to use the *Deadlands* system, you need a copy of *Deadlands: Hell on Earth* to play. The basic game rules are not repeated here. Likewise, if you prefer to use the *D20* system, you need to pick up a copy of *Hell on Earth D20*.

Character Types

Although the rules of *Lost Colony* are based on *Hell on Earth*, the differences in the setting mean that not all *HOE* characters are suitable for use in a *Lost Colony* adventure. Specifically, Doomsayers, Junkers, Templars, and Toxic Shamans do not exist in *Lost Colony*. (That's not to say they can't end up there. Check out the section about the "Hell Hole" in *The Unity* adventure, if you haven't already.) It's also possible for heroes from the Weird West to come to Banshee, but these character types are not available for play as starting characters in *Lost Colony*. Marshal, if you're running a campaign that hops settings, you should become familiar with the rules that detail how arcane

backgrounds from the other *Deadlands* worlds function in *Lost Colony*.

Sykers and cyborgs are possible character types in *Lost Colony*, but your Marshal is going to require you to create a reason for why your hero either didn't ship out for home or is not currently serving with UN Expeditionary Force. EXFOR characters are possible, but they have *obligations* to that organization. You should check with your Marshal before making a hero on active service with EXFOR because these obligations make fitting your hero into a campaign difficult—unless, of course, your Marshal is running an all-EXFOR campaign.

It's also possible to play a scrapper—a bionic man (or woman). These character types were introduced in *Iron Oasis*. There is only one restriction placed on these heroes. Since there are no junkers in Faraway, your hero can't buy junker-built technology. All cyber implants must be of the pre-war variety.

Okay, let's get down to brass tacks.

The Deadlands System

The *Deadlands* system from *Hell on Earth* can be used pretty much as is for *Lost Colony*. Of course, a new setting always means some new Aptitudes, Edges, and Hindrances along with a few new rules and some tweaks to old ones.

New Rules

The *HOE* rules cover most situations your hero is likely to encounter. However, with the exception of *The Unity* adventure, space travel wasn't all that common. That means your posse rarely got to experience the stomach-churning fun of zero-G.

Zero-G

Zero-G occurs whenever your hero is in space and not under the influence of an artificial gravity system. Many spacers in Faraway have never been in zero-G—they have spent their entire lives pinned to the floor by artificial gravity. The most likely scenarios for your hero to encounter zero-G are if the artificial gravity on her vessel fails (of course, that *never* happens) or when she needs to perform some sort of extra-vehicular activity.

Learning to move in zero-G takes some practice, because the slightest movement can send your hero tumbling. The first time a brainer experiences zero-G all rolls made to maneuver or use physical Aptitudes suffer a -8 penalty. Once a hero has accumulated an hour or so of zero-G experience, this penalty drops to -4. Unless the hero spends Bounty Points to acquire the *Zero-G Acclimatization Edge* (see below), this is the lowest the penalty gets regardless of how much time your brainer spends floating around in space.

If your hero is equipped with magnetic boots or some other form of equipment that allows him to move in a normal fashion he moves with his regular Pace. The only other forms of locomotion in zero-G are using some sort of rocket pack (see Chapter Four for rules), pulling oneself along an object, or launching himself into space.

A hero can pull himself along any object that offers handholds at a Pace equal to half his *Strength* die. Alternatively, he can launch himself into space with a Pace up to his *Strength* die. He continues to move in a straight line at this Pace each round until he stops himself by grabbing onto something or colliding with an obstacle.

If the hero is trying to launch himself at a specific target, he must make a Nimbleness roll. The TN for the roll is Fair (5) for most nearby targets. If the brainer is attempting a long distance jump, say leaping from one airlock to the airlock on another ship 500 yards away, the Marshal may raise the TN to fit the circumstances. A hero that launches himself at an opponent may be *dodged* by his target.

Melee Weapons in Zero-G

Using weapons in zero-G can have comical results. Melee weapons especially require care in their use. To use a melee weapon that relies on impact speed to cause damage, the wielder must be firmly braced against something, have a firm grip on the target, or be held in place by magnetic-soled boots or the like. If this isn't the case, the attack does only half damage and the user tumbles away from the target at a Pace equal to the weapon's base damage die. For instance, a sword attack (damage die of d8) would cause the wielder to float away from her target with a Pace of 8. The wielder continues to move at this Pace until she manages to grab onto something or comes to rest against a wall or other obstacle. Likewise, if the target of a successful attack isn't braced, he floats away at a similar speed.

Ranged Weapons in Zero-G

Ranged weapons can also cause problems in zero-G. Energy weapons like lasers have no recoil and can be used without any special precautions. Slug-throwers and other weapons with recoil require the firer to be braced in some way. If the shooter is not braced, he floats away in a direction opposite the direction of the shot at a Pace equal to half the weapon's damage die.

The effect of firing multiple bullets is cumulative. For instance, firing a three-round burst from an assault rifle (damage d8) causes the shooter to fly backwards at a Pace of 12 ($(8/2) \times 3$). Likewise, each round that strikes an unbraced target causes it to move in the direction of the shot at a similar speed.

Explosions in Zero-G

Unbraced heroes caught in an explosion are hurled away from it at a Pace equal to twice the explosive's effective damage die. An important thing to remember about explosives is that shock waves can't travel through a vacuum. This means if there is no atmosphere present, most explosive devices do little or no damage. Under these conditions, if an explosive weapon relies entirely on its blast effect to cause damage, it does full damage to any target it is in contact with and half

damage to any targets within 2 yards through heat and propelled gases. It does no damage beyond that distance. An explosive weapon that causes damage through fragmentation effects has its Burst Radius halved but does normal damage within that range.

Clever heroes can use these rules to their advantage. For instance, if a hero is floating along with a Pace of 12, firing a burst from her assault rifle in the direction she is traveling drops her Pace to 0 and stops her. Firing the weapon behind her accelerates her Pace to 24.

When dealing with movement in zero-G, don't let the rules bog down play by attempting to do complicated vector addition. The Marshal should just make her best guess as to how fast a character is moving and get on with the action.

Explosive Decompression

An added hazard of working in the vacuum of space is the risk of explosive decompression. This occurs when a hero's body is suddenly exposed to a vacuum. It can be caused by a large breach in a space suit or when a character is pushed out of an airlock without one.

When this happens the internal pressure within the character's body tries to equalize itself with the vacuum outside the body. The effect is that the air rushes out of the person's lungs, his eyes bulge out, and he experiences internal hemorrhaging as overstressed blood vessels burst.

This causes 6d8 damage to the character's guts on the first round of exposure. Each round after that, the hero takes an additional 2d8 damage to the guts from massive bleeding and loss of body heat. He also suffers 1d8 Wind each round as he slowly suffocates.

Suit Breaches



Old Edges & Hindrances

A few of the Edges and Hindrances from *Hell on Earth* work a little differently in *Lost Colony*.

Arcane Background

Just to pound it into your head again *arcane background: Doomsayer, Junker, Librarian, Templar, and Toxic Shaman* are not available to new *Lost Colony* characters. *Arcane background: syker* is available, but you should work up a story for your Marshal on why your hero didn't ship out on the *Unity*. Heroes with this Edge normally have Hindrances like *outlaw, obligation, etc.*

Keep reading to see the one of the new *arcane backgrounds* available in *Lost Colony*.

Belongin's

Belongin's works just like it does in *HOE*, but the value of the item(s) purchased with it are in credits rather than trade goods. This is one of the few Edges that can be purchased higher than level 5. Each level purchased allows your hero to start off with 1000 credits of starting equipment.

Law Dog

Purchasing *Law Dog* at level 1 means your hero is some sort of local lawman, like a town sheriff or militia officer. He only has law enforcement powers within the settlement for which he works. If you want to play a Colonial Ranger, you need to purchase *Law Dog* at level 3. This gives your hero the power to enforce the law throughout the Faraway system.

Veteran o' the Wasted West

This Edge isn't available to *Lost Colony* characters. However, check out the *Veteran o' the Way-Out West* Edge below.

Hankerin'

Hankerin' works just as described in *HOE*, but now it's possible to get as

Whenever a cutting or impaling weapon (including bullets and lasers) causes a Heavy wound or greater, the suit has been breached. Once a suit has been breached, it loses 15 minutes of its oxygen supply each round until the hole has been patched. If the suit runs out of oxygen before it is patched, your hero suffers explosive decompression as described above. Applying a patch (assuming your hero has one) takes 2 actions; one to get the patch out and another to slap it on.

much as 5 points for taking this Hindrance. Characters hooked on blacklining get 5 points because withdrawal normally means death. If your hero is stupid enough to mess with this stuff, tell your Marshal to look in Chapter Five to find out the effects.

Loce

Besides all the normal stuff people are afraid of, there are two phobias common to many colonists in Faraway.

Astrophobia is not unusual for those who live on the planet's surface. The idea of being out in space, surrounded by millions of miles of nothing simply terrifies them. Those who suffer from this malady suffer a penalty to all Aptitude and Trait rolls made while in space. The value of this Hindrance is equal to the level of penalty imposed (up to -5, max).

Conversely, many spacers suffer from agoraphobia: the fear of open spaces. This may seem contradictory because they live in the ultimate open space, but you have to consider that most of them spend their entire existence inside in a station or vehicle where the nearest wall is only a few feet away.

When a spacer with this phobia is exposed to the wide-open spaces of Banshee's surface, he suffers a penalty to all Aptitude and Trait rolls equal to the points gained from this Hindrance.

Old Aptitudes

Some of the Aptitudes from *Hell on Earth* work a little differently on Banshee or need a little clarification.

Area Knowledge

New concentrations for this Aptitude include any of the major settlements like Temptation, New Hope and the like or specific regions like the Red River Valley, Trail of Spears, and such.

Flyin'

Flyin' was introduced in the *Iron Oasis* sourcebook for budding Sky Pirates. For you lameoids that haven't picked up this fine book, the Aptitude description is repeated here:

This Nimbleness-based Aptitude covers everything your brainer needs to

get airborne and then get his aircraft back on the ground in one piece. The concentrations for this skill are broad categories, so Marshals should feel free to impose a --2 (or greater) penalty whenever a pilot attempts to fly an aircraft with which he's unfamiliar—there's a big difference between flying an ultralight powered by a two-stroke lawnmower engine and a multi-engine 747 jumbo jet.

The concentrations available in *HOE* are fixed-wing, lighter-than-air, rotary wing, sky divin', and VTOL. *Lost Colony* adds three more: aerospace craft, deep-space craft, and EVA pack. Aerospace craft covers all vessels that are capable of flight in both space and the planet's atmosphere. It includes knowledge of basic space maneuvering and how to make a reentry without turning the vehicle into a flaming meteorite.

Deep-space craft covers the piloting of all large vessels capable of interplanetary journeys. In most cases, these ships are not capable of safely entering a planet's atmosphere. EVA pack covers the use of personal maneuvering thrusters in a zero-G environment.

One last note, the VTOL concentration works just fine for flying Stallions and similar craft on Banshee. If your hero wants to leave the planet, she had better learn the aerospace concentration.

Ridin'

Most *ridin'* in *HOE* was done on horseback. The new species of animals on Banshee mean that budding space cowboys have their choice of mounts. That means it's now necessary to choose a concentration when you take this skill. The available concentrations are horse (for traditionalists), chanouk, barouka, and kooratcha (yep, some of the Toxic Jungle anouks use 'em as mounts). Heroes who have the *ridin'* Aptitude but lack a concentration for

the mount they are using can still use the skill, just with a ---4 penalty.

Survival

This Aptitude hasn't changed, there are just some new concentrations for it. They are: the Cold, Tornado Alley, Fertile Crescent, Great Wastes, New Sahara, Toxic Jungle, and Space.

New Edges

Let's talk about new Edges to soup up your hero.

Arcane Background: Mute 3

Your hero made it through Hellstromme Industries' rigorous selection process. He was given a license to use the Lab's new nano-bot "technology" and all the necessary implants. "Wait a second," you're saying, "why's technology in quotes?" Well, in case the *arcane background* portion of this Edge's name didn't tip you off, HI's newest tech isn't science; it's magic. For more details, check out **Mutes** on page 64.

Banshee Born 0/5

Your colonist was born and raised on Banshee. This Edge has two levels to it. The first level costs nothing. It simply means your hero calls Banshee home. You get a +2 to all *persuasion* rolls made to influence other *Banshee born* colonists. On the downside, colonists from Earth sometimes discriminate against you. Most positions of power in Faraway are held by Earth colonists, simply because they were on the planet first. Although it varies by individual, most Earth colonists are less sympathetic to the idea of living peacefully with the anouks, while those born on Banshee look more favorably on the natives. Many Earth colonists consider Banshee-native colonists backwards provincials who have "gone native." *Banshee born* heroes are more likely to become Guardians. What's that? Bwaahaahaa! Ask your Marshal.

The second level of this Edge costs 5 points. Heroes with this level of *Banshee born* were touched by the planet's influence while still in the womb. Like anouks, they have a mystical connection to tannis rock. With practice, the hero can learn to charge tannis weapons with energy like an anouk warrior. See page 88 for details. All of the effects described above for the 0-point level also apply. Heroes who spend 5 points on this Edge are very likely to become Guardians.

Born Spacer 3

This Edge doesn't necessarily mean your hero was born in space, but it is more common among those who were.

Those who have this Edge (or acquire it later on in life) have an innate grasp of how to get around in zero-G. She suffers no penalties when operating in a zero-G environment. This ability also extends to her piloting skills. A *born spacer* gets a +2 bonus to all *flyin'* rolls made to maneuver vehicles in space.

Extra Strain 3

This Edge is for Mutes only. Each purchase of the Edge gives your hero an additional 5 Strain points.

Gone Native 2

A hero that has *gone native* has had extensive friendly contact with the anouks. He is familiar with all facets of their culture and he can purchase *language: anouk* at half price (round up) during character creation. He also receives a +2 bonus to all rolls made to interact favorably with anouks (although this may not completely offset penalties faced when dealing with anouks hostile to humans).

A hero who has "gone native" is a welcome visitor to one anouk clan (chosen at the time this Edge is bought).

On the downside, human colonists who are hostile to anouks react unfavorably to a "grape-lovin'" hero. All rolls made to interact with such people suffer a -4 penalty.

Lost Colonists 61

Your hero has managed to purchase a small spaceship. It can be a small freighter, shuttle, or unarmed Stallion.

There's only one small problem. You didn't get the money to buy it from a bank; it came from some unsavory characters who like to break bones and cut off fingers. Your hero has 2d10 monthly payments left to make before his debt is paid off. Each payment is equal to 10% of the ship's value. Failure to meet the payment means a visit from the loan shark's "debt collectors." On the first visit, they simply attack the hero until he has suffered a Serious wound in 1d4 locations. On their second visit, the hero receives a similar beating and the thugs do a little cosmetic surgery: the hero loses a finger or two or perhaps has his face carved. If a third visit is necessary, the hero is going to the boneyard and the thugs reclaim their property.

If the hero knows he is going to be unable to make a payment and makes arrangements ahead of time, he can avoid a visit from the goon squad by performing a service for his benefactor in lieu of that month's payment. This is usually something highly dangerous and illegal.

Marshal, you should create a criminal organization to which the hero owes this money. It should be big enough that even should the posse get together and attack the particular "loan officer" the hero deals with, someone else in the organization assumes the loan. The organization should also do its best to punish the heroes for such an action. Should the posse still succeed in nullifying this debt, the hero must immediately buy off this Edge. He may not spend Bounty points on anything else until this has been done.

Veteran o' the Way-Out West 0



168

Your hero has fought the Reavers in the Belt, dodged twisters in Tornado Alley, and clashed with anouks in the Toxic Jungle. In short, your hero has seen it all. You can tell by his 1000-meter stare and the slight

tremble in his hand as he lifts a shot of whiskey to his lips.

This Edge replaces the *Veteran o' the Wasted West* Edge from *Hell on Earth*. It grants your hero an extra 15 points to buy Aptitudes, Hindrances, and Edges during character creation. These points can also be used to increase your brainer's Attribute scores at the usual costs.

All those extra points don't come free, however. Banshee has left its mark on your hero. Your Marshal has all the details on the price your hero must pay.

Zero-G Acclimatization 2

Your brainer has spent a lot of time floating around in space and he's gotten the hang of this whole weightlessness thing. While his buddies are bobbing around helplessly like Thanksgiving Day parade balloons, he can get from one end of a space station to the other.

This Edge reduces the penalty for operating in zero-G to -2.



New Hindrances

What's a new setting without new ways to complicate your hero's life?

Stone Deaf 3

No hearing aid or implant can fix this condition, because it has nothing to do with your hero's ears. This Hindrance inflicts a spiritual deafness on your character.

For whatever reason, your hero's soul is unable to sense the life force that throbs deep within Banshee's crust. This has a number of consequences. First, the TNs of casting any beneficial effects upon the hero that depend on Banshee's power are raised by +4. This includes all anouk shaman favors and Guardian powers.

Secondly, your brainer may *never* become a Guardian.

Last, but not least, any anouk shaman who succeeds at a Fair (5) *Cognition* roll recognizes your hero's condition. Anouks who are aware of your character's deafness cannot help but react to it. Friendly anouks view your brainer with pity and try to avoid contact with him because his condition causes them discomfort. Hostile anouks view your hero with disgust and may attempt to destroy him if possible.

Heroes who are *stone deaf* may not purchase *Banshee born* at the 5-point level.

New Aptitudes

There are a couple of new skills your hero might find handy on his adventures.

Astrogration

Astrogration is a *Smarts*-based Aptitude. It covers all aspects of navigating in space. As enormous as the Faraway system is, it is actually very hard to get lost. Most space stations, mining outposts, and planetary

bases have beacons that a ship's navigational systems can home in on. Those that don't usually aren't interested in visitors.

The TN for *astrogration* rolls varies depending on the target (see the **Astrogration Table** on page 20 for base travel times from Banshee to other locations). The numbers on this table assume the hero has a functional navigational computer. If this is not the case, increase the TN's of all rolls by +4.

When navigating to known locations, a failed roll simply means that the travel time is increased by 1d10 x 5%. (See *Travel Times*, below.) Going bust means the vessel has encountered some sort of hazard (determined by the Marshal). Each raise achieved on an *astrogration* roll reduces the travel time by 5% (max reduction of 25%).

If your spacer is trying to reach a location without a navigational aid (like a hidden pirate base, for instance), a failed roll means the place was not found. Your hero can try again, however. The travel time needed for each subsequent attempt is equal to 5% times the number of points by which the preceding roll was failed.

Astrogration Table

TN	Target
5	Planet, Banshee orbital station
7	Deep space station, facility in Belt
9	Unmarked location

Language: Anouk

All of the anouks on One share a common language. This skill allows your hero to communicate with them and read their language. Different tribes speak varying dialects by region: Fertile Crescent, Great Wastes, New Sahara, Toxic Jungle, and the Cold. You must choose a focus for your hero when this Aptitude is purchased. Rolls made to read or speak a dialect your hero is not familiar with suffer a -4 penalty.

The language spoken by the anouks on Two is sufficiently different from the language used on One that it must be purchased as a separate skill.

Language: anouk is a *Knowledge*-based Aptitude.

Transmute

Transmute is a *Smarts*-based Aptitude, and is available only to heroes with the *arcane background: Mute* Edge. See below for how this skill is used.

Mutes

Mutes are practitioners of bleeding-edge arcane technology. The irony of the situation is they don't know that. As far as the scientists and engineers who use the nano-bots are concerned, Hellstromme Industries' latest innovation is simply a fantastic, but mundane, new technology.



145

So, how does this new magic work? Well, that information is classified "Marshal Only." This section tells you all you need to know to make a mute character and use his powers and describes

some of the more common side effects of this new arcane science. Your Marshal has the scoop on all the potential ramifications of HI's latest contribution to "science."

Making a Mute

The first step in creating a mute character is purchasing the *arcane background: Mute* Edge. One of the most important characteristics Hellstromme Industries looks for in potential mutes is a natural affinity for magic. Without this ability all the implants in the world won't allow your hero to construct something new out of something old. The *arcane background* Edge insures your hero has what it takes.

In this case, the Edge also gets your hero some spiffy new cybernetic equipment. Specifically, your hero is implanted with an HG siphon, a nano-bot sac, a nano-bot diffuser, a data port, and a spectral imager.

The HG siphon (HG stands for Hunting Grounds) is the bit of tech that allows your brainer to tap into the magical energies of the Hunting

Lost Colonists 63

Grounds. This little goodie is implanted at the back of the skull just above the spine.

The nano-bot sac is installed in your hero's torso. It serves as a reservoir for all the little micro-sized creepy-crawlies that do most of the work.

The nano-bot diffuser runs from the sac down your techno-wizard's arms to his hands. The nano-bots travel along this to reach the outside world through the palms of your hero's hands. The data port is installed in one of your hero's arms. It allows you to upload new schematics to the nano-bots.

Last, but not least, the spectral imager replaces one of your character's eyes. This high-tech artificial eyeball has a wide array of sensors in it that can analyze an object and determine its exact molecular composition. It can also "see" the nano-bots and guide them in their construction efforts. The HG siphon powers all of this nifty stuff, so no batteries are required.

Strain

Even with a technological assist, channeling energy from the Hunting Grounds takes its toll on a mute's body and mind. This means there is only so much building he can do before he has to stop and rest. This is represented in the game by Strain. A mute has a number of Strain points equal to his *Vigor* die type. A mute with a *Vigor* of 3d12, for instance, has 12 Strain points.

Each item it is possible for a mute to build has a Strain rating. Building the item uses up this number of Strain points.

Once a mute has used up all of his Strain, he can no longer use his powers until he has regained some. Strain points are recovered at the rate of 1 Strain per hour of rest.

Schematic Packages

The last thing you need to do make your character ready for some matter-mixing is to select a starting schematic package. The nano-bots aren't

engineers; they can't build something unless they have specific instructions how to do so. A schematic package is a data slug that contains detailed drawings of specific pieces of equipment and the instructions needed for the nano-bots to assemble them.

A newly created mute character starts play with one schematic package. Exactly what the package includes depends on the type selected. Take a look at the Packages section below for details on individual packages. A package is uploaded into a mute's systems by plugging the slug into his data port. A mute may only have one package loaded at a time. Uploading a new package takes an hour.

New characters may purchase additional packages with the Belongin's Edge. Once character creation is completed, new packages may only be acquired by purchasing them from another mute or Hellstromme Industries or by creating a new package (see below for details on how this is done).

Components

The nano-bots need a supply of raw materials to work from. Although they can rearrange the molecules in an object into a new configuration, they can't transform one element into another. This means the raw materials present must contain all the necessary ingredients to create the new object.

To simplify things, components are broken down into four broad categories:

Chemical: Chemical components are things like water, acid, formaldehyde, nitroglycerin, and the like. They are normally needed to treat another component or are combined to create another compound like gunpowder. Some of these things, like salt, can be found easily. Others require a little more effort. A mute with the *science: geology* Aptitude can find many of these components in nature. The Marshal sets the TN for the *geology* roll.

Electronic: These components include all the little bits that put the high in tech. Circuit boards, microchips, resistors, and capacitors are all prime examples of electronic components.

Mechanical: These components are all the little fiddly bits that make things, move, whirl and twirl, and roll. This category includes things like springs, cogs, cams, hydraulic pistons and the like.

Structural: Structural components are the pieces that give an object strength and form the frame that other components are attached to. This includes girders, chassis, and beams.

It's not necessary for your hero to keep a detailed list of all the odds and ends he's picked up on his adventures, he can simply list them by category. For example, instead of listing one circuit board, two capacitors, one vial of acid, two I-beams, and a piston assembly, you can note on your hero's sheet that he has 3 electronic, 1 chemical, 2 structural, and 1 mechanical component. The components your brainer has may not always be an exact match to the object he's building, but for our purposes, they're close enough.

Packages

A new mute is provided one schematic package free of charge by Hellstromme Industries after the implantation process is completed. Additional packages can be purchased from other mutes or directly from HI.

Aircraft

Price: \$6000

This package contains plans for two aircraft of the player's choice. This covers regular atmospheric craft—see *Iron Oasis* for a large assortment.

Electronics

Price: \$5000

This package contains schematics for five electronic devices of the player's choice.

This includes items like night-vision goggles, rad detectors, computers, laser sights, and toasters.

Ground Vehicle

Price: \$6000

This package contains plans for three ground vehicles of the player's choice. Due to their added complexity military ground vehicles count as two choices.

Heavy Weapons

Price: \$7500

This package contains plans for three heavy weapons of the player's choice. This includes items like rocket launchers, heavy machineguns, and vehicular weapons.

Medical

Price: \$6000

This package works a little differently than most. It contains schematics for one life form of the player's choice. The most common selection is human, but some choose anouks.

The medical package allows the mute to repair damage to the selected life form. The mute must have a supply of flesh of the same species as the organism being repaired. If this condition is met, the mute may make a *transmute* roll to heal a wounded location on the target. The TN for this roll is Fair (5) plus 1 for each level of wounds at the targeted location. Each healing attempt costs Strain equal to the patient's wound level and takes 1 minute per wound level healed. If a living subject is the tissue donor, he suffers wounds equal to those healed.

With sufficient raw material, it is possible for this package to build an entire organism. However, a body built from scratch in this way lacks the spark of life and is nothing more than a lifeless cadaver. Some mutes refuse to use the medical package because they are suspicious of how the data was acquired to build the schematics (see the Creating a Package section for details on why they may feel this way).

Package Expert

Price: \$10,000

This package isn't used to build things. It is used to create other schematic packages. This package contains software that analyzes the data created by nano-bots as they

Lost Colonists 65

deconstruct an object. The raw data is converted into schematic drawings and construction instructions for the nano-bots. Once the process is finished, they can be recorded onto a blank data slug. See the **Creating Packages** section below for more details.

Personal Weapon

Price: \$5000

This package contains plans for up to five personal weapons of the player's choice. This includes items like pistols, knives, rifles, and the like.



Watercraft

Price: \$5000

This package contains schematics for up to 3 small watercraft (20' or less in length) or up to 2 large watercraft (greater than 20' in length).

Spacecraft

Price: \$15,000

This package contains schematics for two small spacecraft (orbital shuttle or smaller) or one large spacecraft (freighter-sized or larger)

You Break It, You Bought It

Your mute's extraordinary abilities are due in large part to the hardware HI stuck in him. When people do mean things to your hero, like shoot him, this valuable equipment may get broken. Never fear, though, the one bit of information that is hardwired into all nano-bots is how to fix the equipment they need to function.

Whenever your hero takes wounds to the head, torso, or arms, there is a chance the HI equipment may be damaged. Roll 1d10 versus the number of wounds suffered in the location. If the roll is less than or equal to the number of wounds, the equipment in that location has been damaged. The mute may not use his powers until it is repaired.

These repairs are taken care of automatically by the nano-bots. It takes 1d6 hours for the bots to patch things up. During this time, the mute may have cravings to eat strange items such as a small length of wire, a sliver of circuit board, or a snip of plastic—this is the bots way of telling your hero what they need to make repairs. The repair work can't be finished until your mute swallows the necessary items. Exactly what the bots ask for is up to your Marshal (have fun with this, Marshal!).

Transmute!

The actual process of creating an object with the nano-bots is quite simple. It has two steps:

- 1) Gather Components
- 2) Transmute!

1) Gather Components

Each item listed in Chapter Four has a Component Rating that details what components are needed to construct it and how much Strain is used in the construction process. Your hero must have all of these components on hand before the transmutation process can begin. Your mute can buy the components, he can scrounge for them, or he can strip them from existing objects. We'll have a little more to say about that last option in just a bit. Once all the components are in place, he can proceed to the next step.

If your hero is attempting to build an item that is not listed in Chapter Four, it is up to your Marshal to decide what components are needed using the ratings for similar items as a guide.

2) Transmute!

The mute must be able to see the components with his spectral imager and he must be within 5 feet of the edge of the component pile with his hands uncovered during the entire construction process.

Once he is ready to begin, he calls forth the nano-bots. The microscopic robots stream out of the mute's palms and swarm over the component pile. Through the spectral imager, the nano-bot swarm appears as an electric blue glow.

Once the component pile is thoroughly covered with bots, they mold the components into the shapes and sizes needed for the desired item. Then they begin to meld them into a working whole. The device slowly takes shape before the mute's eyes. When they are finished, the bots reenter the mute's body through his pores and return to their storage sac.

In game terms, the mute must make a *transmute* roll. The TN for this roll is Fair (5) plus the Strain cost of the item being constructed. A successful roll results in the creation of a working item. A failed roll indicates something went wrong during the construction process. The item does not work and all of the components used in building it are destroyed.

The entire process takes 15 minutes per Strain point required. There is no way to rush this process.

Craftsmanship

A *transmute* roll that exceeds the required TN may mean the nano-bots have created an exceptional version of the item in question. Each raise on the *transmute* roll means one aspect of the created item is superior in some way to a typical model. This translates to either a +1 bonus or a 10% bonus in one of the item's stats. For example, a gun may gain a +1 bonus to hit or damage or be 10% lighter than usual. A vehicle might be 10% faster or have 10% more Durability. The Marshal has the final say on how raises affect an item.

Any particular aspect of an item can only be improved once in this way, regardless of how many raises the mute achieved on the roll. For example, if a mute got two raises while building a pistol, it could receive a +1 bonus to hit and be 10% lighter, but it can't receive a +2 bonus to hit.

Partial Builds & Repairs

It's also possible for a mute to use her powers to repair existing items or to build only a portion of an item.

For example, after a running gun battle over the plains, the posse's crawler has lost half its Durability. The mute in the group has a ground vehicle package that has schematics for that model crawler. Rather than build a new crawler from scratch, she can use the nano-bots to repair the existing one. This requires a number of components and Strain equal to the percentage of the damage repaired. In this case, since the crawler has lost 50% of its total Durability, repairing it costs half the components (rounded to the nearest whole component) Strain, and time of building a new one.

Later on, the same mute finds a pistol with a broken firing pin assembly. She has a personal weapons package that includes that model pistol. Her Marshal rules that for 1 Strain and a single mechanical component she can create a new firing pin.

Feedback

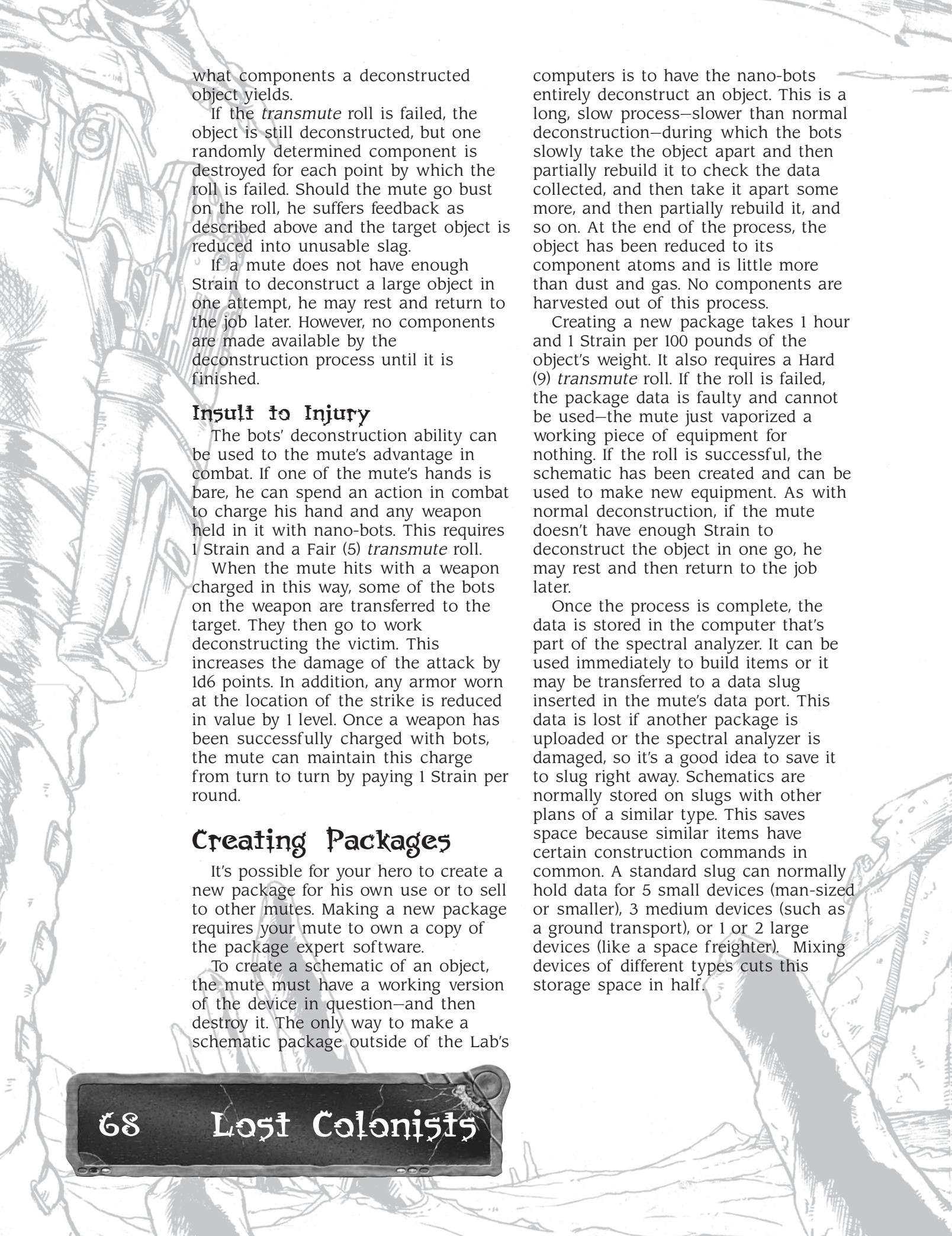
There is one hazard that mutes must be careful of while constructing items: feedback. The hero channels energy from the Hunting Grounds during the entire construction process. The nano-bots use a portion of this energy to send information back to the processor in the mute's spectral analyzer. Under certain conditions, this two-way flow of energy can set up a deadly feedback loop that causes the energy to build up in the mute's body.

This occurs whenever the mute goes bust on a *transmute* roll. The mute suffers 1d6 damage to the guts for each point of Strain used in the construction attempt.

Deconstruction

The nano-bots are just as good at tearing things apart as they are at building them. This is one of the primary ways in which mutes gather components. Objects deconstructed by the bots are broken down into their component parts, which can then be used to build other items.

To do this, the mute must be within 5 feet of the object to be deconstructed with bare hands. The process requires a Hard (9) *transmute* roll and burns 1 Strain and 1 minute per 100 pounds of weight of the target object. If the *transmute* roll is successful, the object is broken down into its component parts. For equipment listed in Chapter Four, this means the object is broken down into the parts listed in its Component Rating. For unlisted objects, it's up to the Marshal to determine



what components a deconstructed object yields.

If the *transmute* roll is failed, the object is still deconstructed, but one randomly determined component is destroyed for each point by which the roll is failed. Should the mute go bust on the roll, he suffers feedback as described above and the target object is reduced into unusable slag.

If a mute does not have enough Strain to deconstruct a large object in one attempt, he may rest and return to the job later. However, no components are made available by the deconstruction process until it is finished.

Insult to Injury

The bots' deconstruction ability can be used to the mute's advantage in combat. If one of the mute's hands is bare, he can spend an action in combat to charge his hand and any weapon held in it with nano-bots. This requires 1 Strain and a Fair (5) *transmute* roll.

When the mute hits with a weapon charged in this way, some of the bots on the weapon are transferred to the target. They then go to work deconstructing the victim. This increases the damage of the attack by 1d6 points. In addition, any armor worn at the location of the strike is reduced in value by 1 level. Once a weapon has been successfully charged with bots, the mute can maintain this charge from turn to turn by paying 1 Strain per round.

Creating Packages

It's possible for your hero to create a new package for his own use or to sell to other mutes. Making a new package requires your mute to own a copy of the package expert software.

To create a schematic of an object, the mute must have a working version of the device in question—and then destroy it. The only way to make a schematic package outside of the Lab's

computers is to have the nano-bots entirely deconstruct an object. This is a long, slow process—slower than normal deconstruction—during which the bots slowly take the object apart and then partially rebuild it to check the data collected, and then take it apart some more, and then partially rebuild it, and so on. At the end of the process, the object has been reduced to its component atoms and is little more than dust and gas. No components are harvested out of this process.

Creating a new package takes 1 hour and 1 Strain per 100 pounds of the object's weight. It also requires a Hard (9) *transmute* roll. If the roll is failed, the package data is faulty and cannot be used—the mute just vaporized a working piece of equipment for nothing. If the roll is successful, the schematic has been created and can be used to make new equipment. As with normal deconstruction, if the mute doesn't have enough Strain to deconstruct the object in one go, he may rest and then return to the job later.

Once the process is complete, the data is stored in the computer that's part of the spectral analyzer. It can be used immediately to build items or it may be transferred to a data slug inserted in the mute's data port. This data is lost if another package is uploaded or the spectral analyzer is damaged, so it's a good idea to save it to slug right away. Schematics are normally stored on slugs with other plans of a similar type. This saves space because similar items have certain construction commands in common. A standard slug can normally hold data for 5 small devices (man-sized or smaller), 3 medium devices (such as a ground transport), or 1 or 2 large devices (like a space freighter). Mixing devices of different types cuts this storage space in half.

Colonial Ranger

Deftness 3d10

Shootin': Pistol, Rifle 3

Nimbleness 3d6

Climb 2

Fightin': Brawlin 2

Sneak 2

Strength 3d6

Quickness 2d10

Quick Draw 2

Vigor 2d6

Cognition 4d8

Scrutinize 2

Search 2

Knowledge 3d6

Area

Knowledge:

Home County

2

Language: Anouk

1

Language: English

2

Mien 2d12

Bluff 2

Overawe 2

Smarts 2d8

Ridicule 2

Streetwise 2

Spirit 4d6

Guts 2

Wind 12

Pace 6

Edges:

Banshee Born 0

Law Dog 3

Hindrances:

Heroic -5

Law o' the West -3

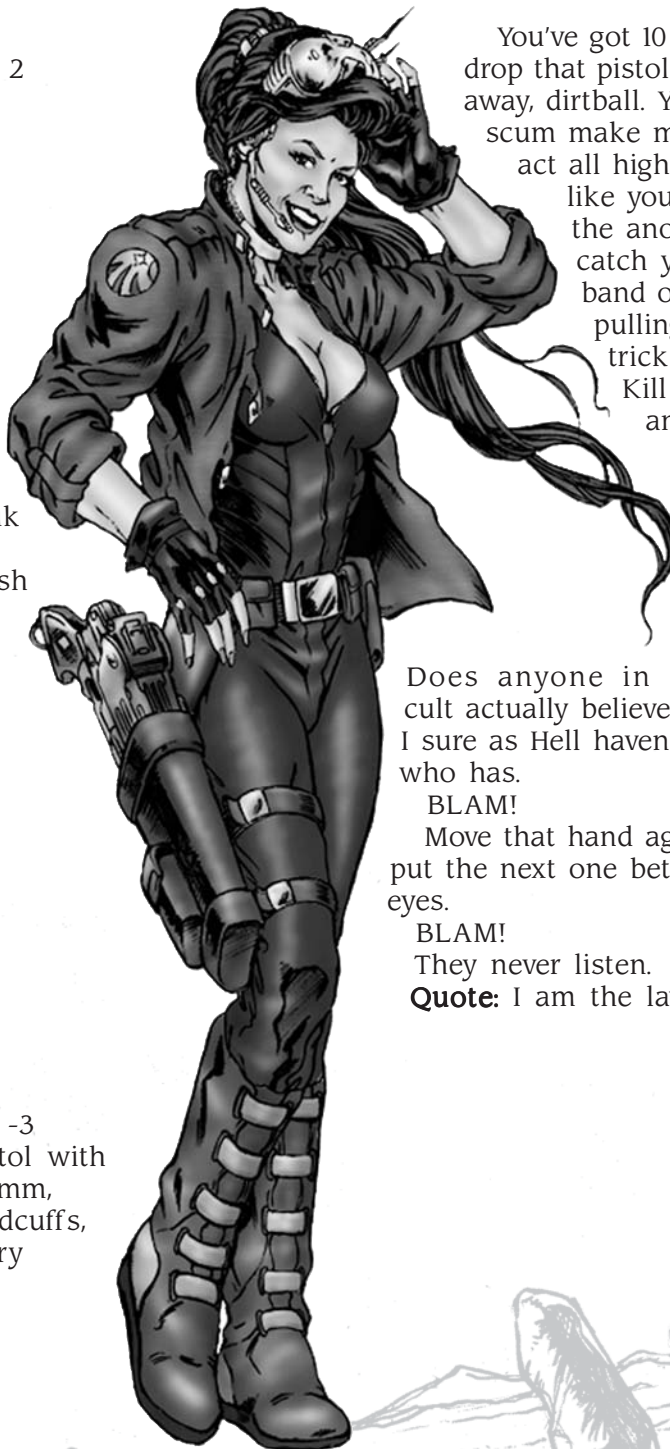
Gear: Dragoon pistol with

100 rounds of 10mm,

Kevlar vest, handcuffs,

billy club, infantry

helmet.



Personality

You've got 10 seconds to drop that pistol and step away, dirtball. You Reaper scum make me sick. You

act all high and mighty like your protecting the anouks, then I

catch yet another

band of you out here

pulling the oldest

trick in the book.

Kill off some

anouks, make it

look like the

local

settlers did

it, the sit

back and

watch the

firefight.

Does anyone in

your little

cult actually believe in the cause?

I sure as Hell haven't met one

who has.

BLAM!

Move that hand again and I'll

put the next one between your

eyes.

BLAM!

They never listen.

Quote: I am the law!

Ex-Marine

Deftness 3d12

Shootin': pistol, rifle 5
Speed Load 2

Nimbleness 3d10

Climb 2
Dodge 2
Drivin': Tracked Vehicle 2
Fightin': Brawlin' 3
Sneak 2

Strength 2d10

Quickness 3d8

Vigor 4d6

Cognition 3d8

Search 2

Knowledge 2d6

Area Knowledge: Base
Prime 2
Demolition 1
Language: English 2

Mien 3d6

Overawe 2

Smarts 2d6

Survival: Fertile
Crescent 2

Spirit 3d6

Guts 2

Wind 12

Pace 10

Edges:

Belongin's 2
Eagle Eyes 1
Sense of Direction 1

Hindrances:

Enemy: EXFOR -4
Heavy Sleeper -1
Loyal -3
Outlaw: deserter
-2

Gear: Infantry
battlesuit,
infantry helmet,
large knife, M-10 with
100 rounds of 7.62mm, 2
frag grenades, 2 smoke
grenades, and \$325 cash.

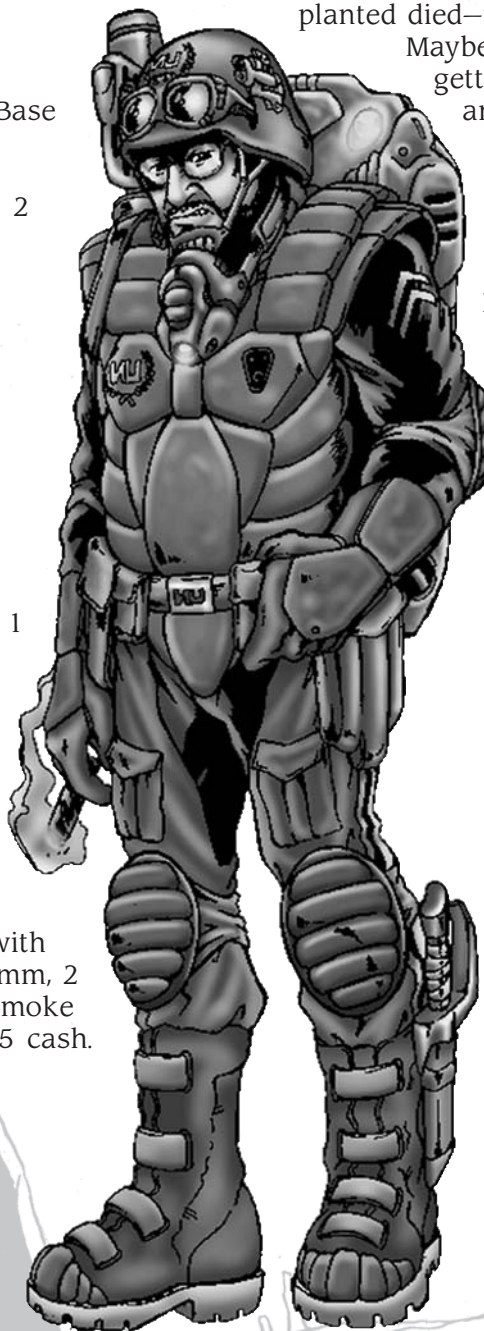
Personality

I just got tired of it all, the killing, the blood, the screaming. So one day when I was ahead on point, I just kind of slipped away. I'm sure they're looking for me, but Banshee is a big place.

So, what do I do for a living now? I'm a gun for hire. Pretty ironic, huh? I tried my hand at being a farmer but my thumb is pure black; everything I planted died—if it even came up at all.

Maybe it's the planet's way of getting back at me for all the anouks I've killed. Tried mining, too, but being stuck in that tiny hole made me claustrophobic. Nope, killing's my only real skill; the only thing I'm good at.

Quote: We're burnin' daylight here, people. Let's move out!



Mute

Deftness 2d6

Shootin': pistol 3

Nimbleness 3d8

Climb 1

Fightin': Brawlin' 3

Sneak 3

Strength 3d6

Quickness 3d6

Vigor 2d6

Cognition 3d8

Scrutinize 3

Search 3

Knowledge 3d10

Area Knowledge: Pruitt Station 2

Language: English 2

Science: engineering 3

Mien 2d6

Smarts 2d12

Scroungin' 3

Tinkerin' 3

Transmutin' 3

Spirit 2d10

Guts 3

Wind 16

Pace 8

Strain: 17

Edges:

Arcane

Background:

Mute 3

Extra Strain 3

Hindrances:

Hankerin':

alcohol -1

Heroic -5

Gear: Mute

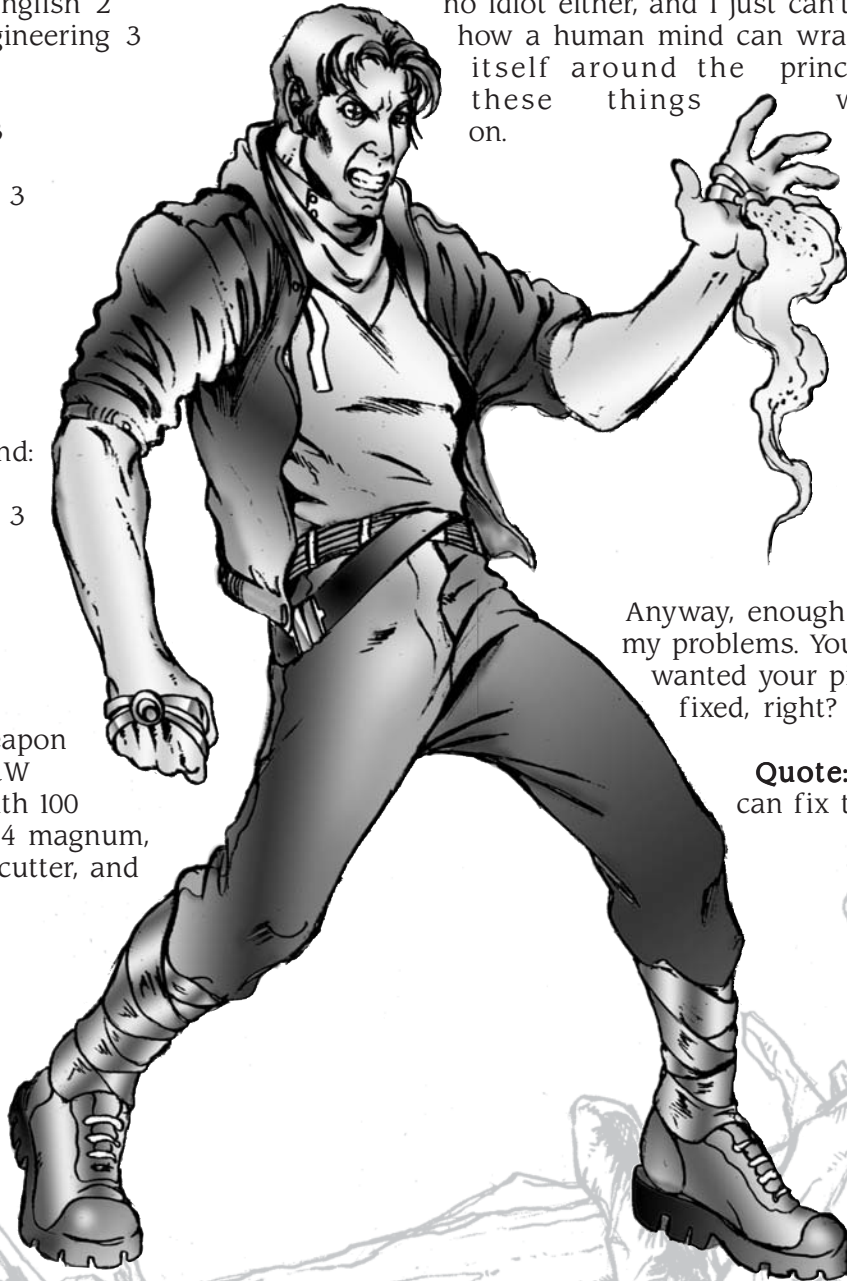
implants,
personal weapon

package, S&W
Model 85 with 100

rounds of .44 magnum,
small laser cutter, and
\$25 cash.

Personality

How do the bots work? Maaagic! Well, not really. I wish I could tell you. The basic principles they operate on are pretty simple, but if you dig down into the details things don't quite add up. I've been puzzling over these things for months now. It's driving me to drink. I'm damn near convinced that the genius who came up with these things is from another world. I'm not the smartest person in Faraway, but I'm no idiot either, and I just can't see how a human mind can wrap itself around the principles these things work on.



Anyway, enough of my problems. You wanted your pistol fixed, right?

Quote: I can fix that.

Pilot

Deftness 2d10

Shootin': Pistol 3

Nimbleness 3d12

Climb 1

Fightin': Brawlin' 3

Flyin': Aerospace 5

Sneak 2

Strength 2d6

Quickness 4d8

Quick Draw

Vigor 2d6

Cognition 3d6

Scrutinize 2

Search 2

Knowledge 2d6

Area Knowledge:

Temptation 2

Language: English

2

Mien 2d6

Smarts 1d10

Astrogation 2

Streetwise 2

Tinkerin' 3

Spirit 3d8

Guts 2

Wind 14

Pace 12

Edges:

Born Spacer 3

Ship 5

Hindrances:

Big Britches -3

Greedy -2

Outlaw -1

Stubborn -2

Superstitious -2

Gear: M-80 with 50

rounds of .50, large

knife, 1 frag grenade,

\$225 in cash, and the

Hesperus (shuttle).

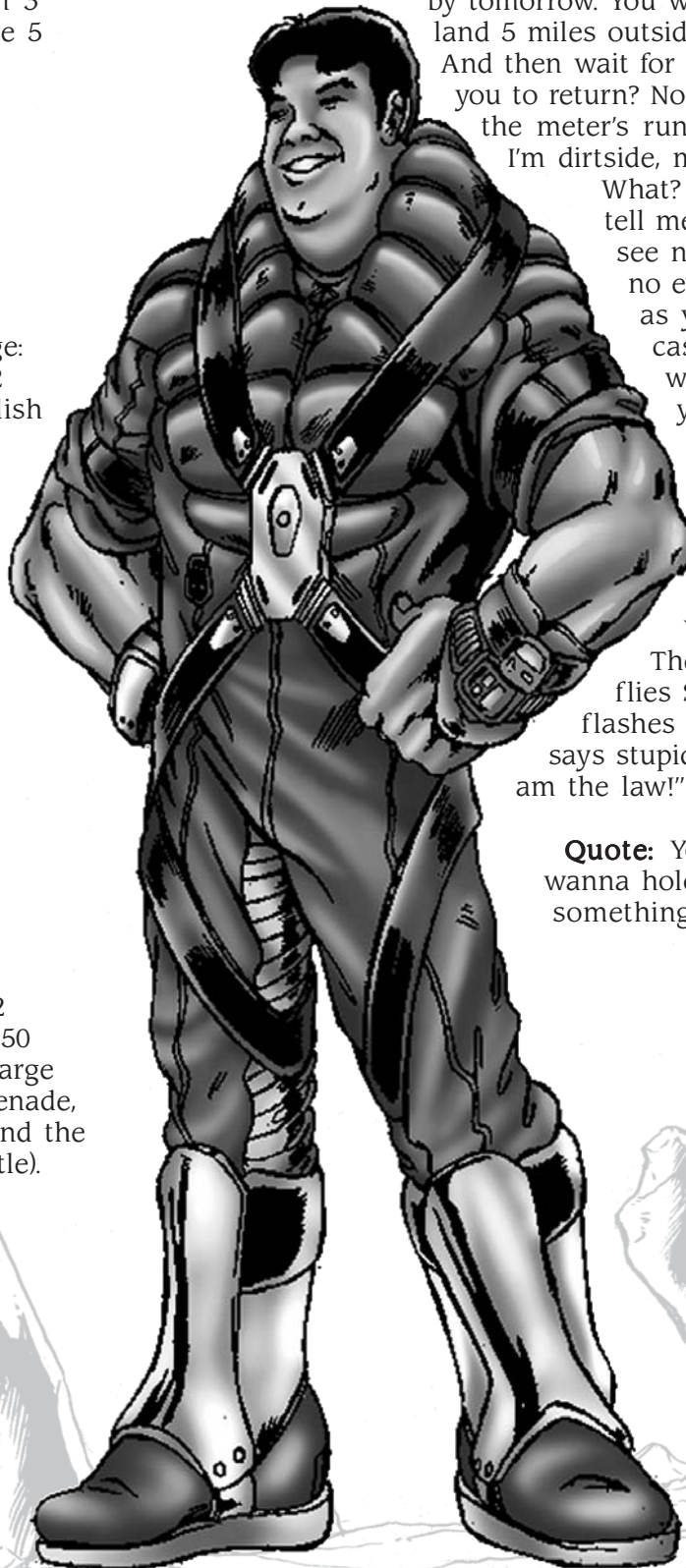
Personality

Yeah, I can get you to Seaside by tomorrow. You want me to land 5 miles outside the city? And then wait for 12 hours for you to return? No problem, but the meter's running while I'm dirtside, muchacho.

What? Hey, don't tell me any more. I see no evil, hear no evil. As long as you've got the cash, I'll be waiting for you—I got bills to pay. Just let me know if we're expecting company.

You know. The kind that flies Stallions, flashes badges, and says stupid stuff like "I am the law!"

Quote: You might wanna hold onto something!



D20 System

Things work a little differently for those of you who prefer to do your dice rolling with d20s. There's no need to repeat all the information presented above, so only the differences between the two systems are listed below. Let's take a look.

New Rules

The void of space is the same regardless of the game system used. That means d20 characters must contend with the same conditions.

Zero-G

Characters in zero-G suffer penalties to all checks made for physical skills and attacks. These penalties are the same as described above for *Deadlands* characters.

Heroes have the same movement options as described earlier. Characters pulling themselves along move at a rate equal to their Strength rounded to the nearest 5-feet. A hero with a Strength of 17, for instance, has a Move of 15 feet. Characters who launch themselves into space move at a rate equal to twice their Strength (also rounded to the nearest multiple of 5 feet). Jumping toward a specific target requires a Dexterity check with a DC of 10.

Using weapons in zero-G can push a character around. See above for when this applies. Using a melee weapon causes a hero to float in a direction opposite the attack with a Move equal to the weapon's damage die times 3 and rounded to the nearest 5-foot increment.

Ranged weapons cause a similar effect, but only give the character a backwards velocity equal to 1.5 times the weapon's damage die. An explosion pushes a hero with a Move equal to 3 times the weapon's damage die. Explosive damage is reduced in the same way as described for the *Deadlands* system.

Explosive Decompression

Characters who explosively decompress take 5d6 damage on the first round of exposure to a vacuum. Each round thereafter, the character takes 2d6 real damage and 1d6 subdual damage.

Suit Breaches

Suit breaches occur whenever a Slashing or Impaling attack causes more than 10 points of damage. The suit loses 15 minutes of its oxygen supply each round until it is patched. If the suit runs out of air, your hero suffers explosive decompression as described above. Applying a patch (assuming your hero has one) is a full-round action.

Human Racial Traits

Before we get into all the new ways for you to trick out your hero, here's a quick recap of human racial traits in the D20 system:

Medium-size: Humans have no special bonuses or penalties due to their size.

Base Speed: 30

Feats: All human characters gain an extra feat at first level, as they are quick to master tasks and varied in their talents. This feat is in addition to the normal feat granted to all first level characters.

Skill Points: Humans get four extra skill points at 1st level and one extra skill point at each additional level.

Automatic Language: Humans start with six ranks in their native language.

Favored Class: Any. When determining whether a multiclass human suffers an XP penalty, his highest-level class does not count.

Character Classes

As we mentioned earlier, not all of the *Hell on Earth* character types are suitable for the *Lost Colony* setting. For D20 players, this means certain character classes are unavailable in *Lost Colony*. A couple of the existing classes also function slightly differently in Faraway. These changes are noted below. It's not all bad news, though. There are some new classes available that are unique to the *Lost Colony* setting. These can be found later in this chapter.

There is one other change in character creation in *Lost Colony*. Since the war with the anouks never involved the use of nuclear weapons, there is no need to check for mutation when creating a new character.

Allowed Classes: Ravenite, Scavenger, Syker, Tale-Teller, Waste Warrior.

Prohibited Classes: Doomsayer, Junker, Templar.

Ravenite

Although they aren't common, some Ravenites did emigrate to Faraway before the war on Earth. Most of them saw an opportunity to make some money from the war raging on Banshee. The Ravenites "Fine Piece Of" class ability still grants them free equipment during character creation but there are restrictions on what may be selected. The hero may choose three pieces of personal equipment from Chapter Four like weapons, armor, and medicine. Spaceships and large vehicles are beyond the scope of this ability.

Syker

Sykers are few and far between on Banshee. Most of them are deserters from the Legion or a native talent who received some training from a deserter. The vast majority of them has had their fill of death and mayhem and is willing to live and let live. However, unlike the sykers who shipped out on

the *Unity*, none of them have sworn an oath not to attack another syker. This means the Syker Vow class ability does not apply to sykers in the Faraway system. They suffer no penalties when attacking another syker.

New Skills

There are a few new skills not covered in the *HOE D20* book.

Astrogation (Int; Trained Only)

This skill allows your character to navigate a craft through space.

Check: The DC for astrogation checks depends on the location the character is trying to reach. See the d20 Astrogation Table below for details. If the hero does not have access to a functioning navigational computer, increase the DCs of all checks by +6. When navigating to known locations, a failed roll simply means the travel time is increased by $1d10 \times 5\%$. (See Travel Times on page 20.) Going bust means the vessel has encountered some sort of hazard (determined by the Marshal). For every 5 points by which the hero's total exceeds the DC, the travel time is reduced by 5% (max reduction of 25%).

If your spacer is trying to reach a location without a navigational aid (like a known but hidden pirate base, for instance), a failed roll means the place was not found. Your hero can try again, however. The travel time needed for each subsequent attempt is equal to 2% times the number of points by which the preceding roll was failed.

Retry: Only in the case of rolls failed when trying to reach an unmarked location.

D20 Astrogation

DC	Target
10	Planet, Banshee orbital station
18	Deep space station, facility in Belt
18	Unmarked location

Flyin' (Dex)

This skill covers the operation of aircraft and spacecraft. It replaces the use of the *drivin'* skill for these vehicle types.

Check: Checks against this skill are made when maneuvering the craft in combat or when attempting a risky maneuver that has a chance of failure. See the vehicle combat rules in *Hell on Earth d20* for more details.

Retry: None.

Language: Anouk (Int; Trained Only)

This works in the same way as the language skill in *Hell on Earth D20*. You must select a dialect for your hero from the following list: Fertile Crescent, Great Wastes, New Sahara, Toxic Jungle, and the Cold.

When speaking to an anouk who speaks a different dialect, your hero's skill is effectively 2 ranks lower.

Transmute (Int; Trained Only; Mutes Only)

Mutes work their magic with this skill. See the Mute character class description for more details.

New Feats

Life on Banshee is sufficiently different from that on war-torn Earth to warrant some new feats.

Aircraft Proficiency (General)

Your hero is trained to fly a particular type of aircraft. Each time this feat is selected, your character gains proficiency with one type of aircraft selected from the following list: aerospace craft, deep-space craft, EVA pack, fixed-wing, lighter-than-air, rotary wing, sky divin', VTOL.

Prerequisite: At least 1 rank in the Flyin' skill.

Benefit: Flyin' checks made in aircraft with which your hero is proficient suffer no penalty.

Lost Colonists 75

Normal: A hero who uses an aircraft in which he is not proficient suffers a -4 penalty to all Flyin' checks.

Banshee Born (General)

Your hero is a native of Banshee.

Prerequisite: Your hero must be a native of Banshee. This feat must be taken during character creation.

Benefit: You get a +2 to all Diplomacy, Gather Information, Innuendo, and Sense Motive rolls made in reference to other *Banshee born* colonists. On the downside, colonists from Earth sometimes discriminate against you. Most positions of power in Faraway are held by Earth colonists, simply because they were on the planet first. Although it varies with individual, most Earth colonists are less sympathetic to the idea of living peaceably with the anouks, while those born on Banshee look more favorably on the natives. Many Earth colonists consider Banshee-native colonists backwards provincials who have "gone native." *Banshee born* heroes are more likely to become Guardians.



Born Spacer (General)

Your character feels right at home in zero-G environments.

Prerequisite: Zero-G Acclimatization

Benefit: The circumstance penalty to skill checks made in zero-G is reduced to 0 for your hero. He also gains a +2 proficiency bonus to all Flyin' checks made to maneuver craft in outer space.

Normal: Character's without this feat suffer a -4 to all physical skill checks made in zero-G.

Energy Weapon Proficiency (General)

Your hero is trained in the use of energy-based weaponry like lasers and particle beam guns.

Prerequisite: None

Benefit: Attack rolls made when using energy weapons suffer no penalty.

Normal: Characters without this feat suffer a -4 non-proficiency penalty to all attacks made with energy weapons.

Extra Strain (Special)

Your hero has refined the use of his power to a finer point than most others. He now has more Strain.

Prerequisite: Arcane Background

Benefit: Each time this feat is taken, the hero gains five additional Strain.

Normal: Without this feat, a character receives only the normal Strain allowed.

Special: Your hero can gain this feat more than once.

Gone Native (General)

Your hero is familiar with anouk culture and is an honorary member of one anouk clan.

Prerequisite: Charisma 10+

Benefit: A hero who has *gone native* has had extensive friendly contact with the anouks. He is familiar with all facets of their culture and he

can purchase *language: anouk* at half price (round up) during character creation. He also receives a +2 bonus to all checks made to interact favorably with anouks (although this may not completely offset penalties faced when dealing with anouks hostile to humans). A hero who has "gone native" is a welcome visitor to one anouk clan (chosen at the time this feat is taken).

On the downside, human colonists who are hostile to anouks react unfavorably to a "grape-lovin'" hero. All checks made to interact with such people suffer a -4 penalty.

Improved Banshee Born (General)

Prerequisite: Banshee Born

Benefit: Heroes with Improved Banshee Born were touched by the planet's influence while still in the womb. Like anouks, they have a mystical connection to tannis rock. With practice, the hero can learn to charge tannis weapons with energy like an anouk warrior. See page 98 for details.

Special: Heroes with this feat are very likely to become Guardians.

Veteran o' the Way-Out West (General)

Your hero has seen things that might get him tossed in an asylum if he spoke of them. More importantly, he saw these things and survived. That means he is one tough hombre.

Prerequisite: None

Benefit: Your hero gains an additional 5 skill points and a bonus feat of your choice.

Special: The supernatural forces your hero encountered have left their mark on him. Your Marshal has a handy-dandy table tucked away in his chapter that allows him to determine what price your hero must pay for these "free" points.

Zero-G Acclimatization (General)

Your character has spent significant time in zero-G environments and has learned to get around pretty well.

Prerequisite: Zero-G Acclimatization
Benefit: The circumstance penalty to skill checks made in zero-G is reduced to -2 for your hero.

Normal: Characters without this feat suffer a -4 to all physical skill checks made in zero-G.

New Character Classes

As promised, we have some new character classes for you to choose from. They are: Colonial Ranger (Ran), Mute (Mut), and Spacer (Spa).

Colonial Ranger

The Colonial Rangers are the law on Banshee and for most of the Faraway system. The only place their long arm doesn't extend is to areas under the direct control of EXFOR. The dedicated men and women of the Rangers are the glue that holds the survivors of the World Storm together and prevents the human colonies on Banshee from descending into anarchy.

Characteristics: Two words best describe the Colonial Rangers: independent and stubborn. Although they are part of a team, the Rangers' small numbers mean they often must work alone. Only someone who is self-sufficient and quick thinking survives long against the sort of trouble brewing on Banshee. When wits don't work, a Ranger has to be too ornery to lie down and die—even with a gut full of lead—because no one else is going to do his job for him.

Alignment: Colonial Rangers can be of any good or neutral alignment.

Background: Rangers come from all walks of life. Some were lawmen back on Earth. Some were local lawmen and militia who wanted to serve beyond their little piece of Banshee. A few are ex-soldiers invalidated out of the armed forces by a "crippling" injury that they won't let slow them down. Many are just good, honest colonists who saw a job that needed to be done and stepped up and took the bull by the horns.

Game Rule Information

Abilities: Because they often work alone, Rangers benefit from having high abilities in every area. However, the two abilities that get the biggest workout are Charisma and Dexterity. A high Charisma allows the Ranger to more easily gather information and face down angry mobs. When charm fails, a good Dexterity keeps the Ranger's shots on target and makes him less likely to have his name end up on a memorial plaque back at HQ.

Hit Die: d8

Class Skills

The Colonial Ranger's class skills (and the key ability for each) are Bluff (Cha), Climb (Str), Craft (Int), Demolitions (Int), Drivin' (Dex), Flyin' (Dex), Gather Information (Cha), Holdout (Dex), Intimidate (Cha), Knowledge (local) (Int), Ride (Dex), Ridicule (Int), Scroungin' (Int), Search (Int), Sense Motive (Wis), Speed Load (Dex), Spot (Wis), Survival (Wis), Use Rope (Dex), and Wilderness Lore (Wis).

Skill Points at 1st

Level: (3 + Int modifier) x 4

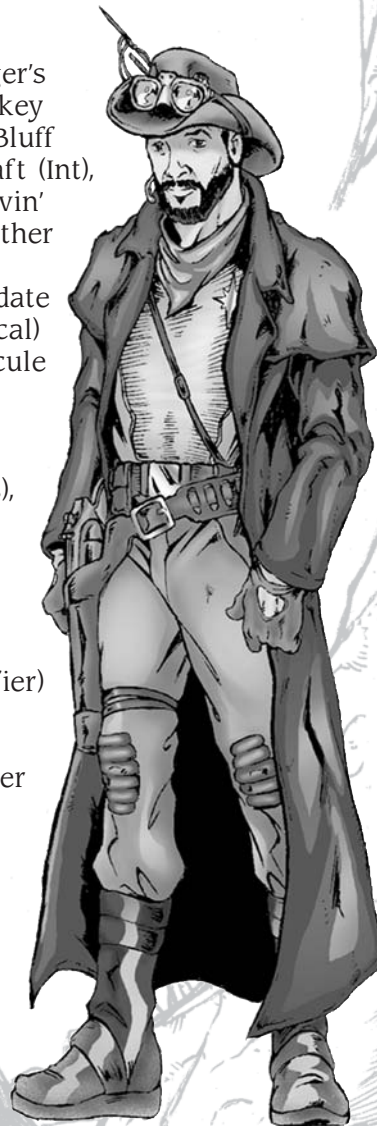
Skill Points per

Level: 3 + Int modifier

Class Features

Weapon and Armor

Proficiency: All Rangers are proficient with simple weapons, firearms, and light armor.



Bonus Feats: Beginning at 2nd level, the Colonial Ranger gains bonus feats (in addition to those normally granted to all characters). The Ranger gains one bonus feat at 2nd level and an additional one every four levels thereafter (6th, 10th, 14th, etc.). These bonus feats must be selected from the following list: Ambidexterity, Automatics, Dodge, Exotic Weapon Proficiency*, Improved Critical*, Grim Servant o' Death, Improved Initiative, Level Headed, Mounted Archery, Point Blank Shot (Fannin', Far Shot, Precise Shot), Quick Draw, The Stare, Tracking, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Focus.*

Some of the listed bonus feats available to a Colonial Ranger require one or more prerequisite feats; these are listed in parentheses after the required feat.

Feats marked with an asterisk (*) can be selected more than once, but, if the feat applies to a weapon, a different weapon must be chosen each time. The Colonial Ranger must meet all requirements for a feat, such as ability score or base attack bonus levels.

Lawman: Rangers have the power to enforce the law throughout the Faraway system. The only places in which Rangers have no legal authority are in an EXFOR installation or on an EXFOR ship.

Armory: A new member of the Rangers is issued a badge, three uniforms, a Dragoon pistol, 50 rounds of 10mm ammo, and a Kevlar vest. At the Marshal's discretion, she may be issued additional equipment on a mission-by-mission basis.

The Ranger may request the use of a particular piece of equipment. Whether or not this request is granted is up to the Marshal. In general, if the equipment is available and it will aid in the Ranger's current mission, the request is granted. However, Rangers who routinely lose or destroy equipment may have their requests denied. If a particular piece of equipment would short-circuit an adventure or otherwise unbalance play, the Marshal is free to say the Rangers don't have any equipment of that type or the item in question is in use by another Ranger.

Colonial Ranger

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+1	+2	Lawman, Armory, Salary, Duty Bonus Feat
2	+2	+2	+2	+3	
3	+3	+2	+2	+3	
4	+4	+2	+2	+4	I am the Law! (1)
5	+5	+3	+3	+4	Raise (1200)
6	+6/+1	+3	+3	+5	Bonus Feat
7	+7/+2	+4	+4	+5	
8	+8/+3	+4	+4	+6	I am the Law! (2)
9	+9/+4	+4	+4	+6	
10	+10/+5	+5	+5	+7	Bonus Feat, Raise (1400)
11	+11/+6/+1	+5	+5	+7	
12	+12/+7/+2	+6	+6	+8	I am the Law! (3)
13	+13/+8/+3	+6	+6	+8	
14	+14/+9/+4	+6	+6	+9	Bonus Feat
15	+15/+10/+5	+7	+7	+9	Raise (1600)
16	+16/+11/+6/+1	+7	+7	+10	I am the Law! (4)
17	+17/+12/+7/+2	+8	+8	+10	
18	+18/+13/+8/+3	+8	+8	+11	Bonus Feat
19	+19/+14/+9/+4	+8	+8	+11	
20	+20/+15/+10/+5	+9	+9	+12	I am the Law! (5), Raise (2000)

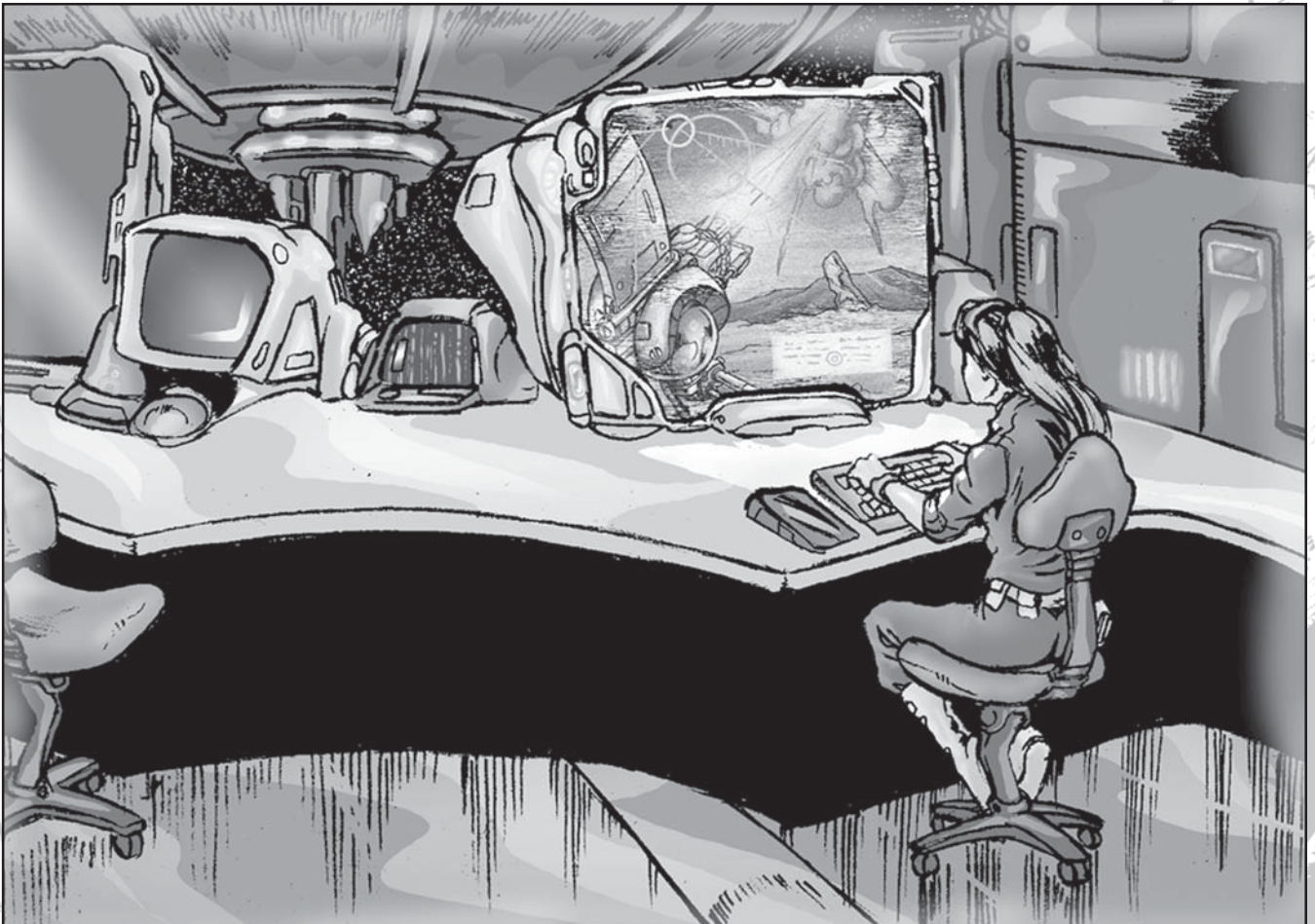
Salary: As a public servant, a Ranger is paid a starting wage of 1000 credits a month. The Ranger is expected to pay for his own food, clothing, and housing. He is reimbursed for any ammunition costs or medical expenses incurred in the line of duty. He may be reimbursed for equipment purchased for use on duty, but the item then becomes the property of the Colonial Rangers and may be re-issued to another officer.

Duty: A Ranger is a member of the Colonial Rangers and has a duty to that organization. Under normal conditions a Ranger posted to a town works an 8 to 10 hour shift, but he is on call 24 hours a day. When in the field, the Ranger is essentially on duty 24/7. Failure to perform his required duties or violation of the law he has sworn to uphold may result in suspension without pay or termination. A Ranger who is fired may no longer advance in the Colonial Ranger class. He retains his attack and save bonuses, but loses all special abilities of this class.

I am the Law! The Rangers' reputation as tough-as-nails peace officers gives the character an edge when dealing with others. Starting at 4th level, the Ranger receives a +1 bonus to all Bluff, Gather Information, Intimidate, and Ridicule skill checks. This bonus increases by an additional +1 at 8th, 12th, 16th, and 20th level. The bonus only applies when the subject of the check knows the hero is a Ranger.

Raise: The Ranger receives periodic raises to his salary as his skills increase. The first raise is received at 5th level. Other raises are received every 5 levels thereafter. The amount of the Ranger's new monthly salary is shown in the Colonial Ranger Table.

Weapon Specialization: A Colonial Ranger may select the weapon



specialization feat upon reaching 4th level or higher. A Colonial Ranger must choose a specific type of firearm for this feat (Dragoon, Hellrazor, etc.) not just a class of firearm (pistol, shotgun, etc.). She may not use the weapon specialization for any other type of weapon.

Mute

Mutes are the techno-mages of the Way-Out West. The destruction wrought by the World Storm and the collapse of the Tunnel has taken its toll on the high-tech equipment the human colonists depend on for survival. The nearest source of spare parts for many pieces of equipment is 130,000 light years away. This means that in many cases, the mute's nano-bots are the only option for repairs. The mute's powers are in high demand; whether he uses his powers altruistically to help others or for his own personal gain is up to him.

Characteristics: The one thing all mutes have in common is a love of technology. They like to know how things work and they enjoy tinkering with machinery. Most mutes are gearheads who amass large collections of technological toys. A mute's philosophy can be summed up in this way: Why use a pocket knife to open a can of beans when with a little tinkering you can calibrate a laser scalpel to the thickness of the can's lid and thereby avoid any sharp edges you might cut yourself on.

Alignment: Mutes can be of any alignment.

Background: All mutes have some sort of technical background. Some were engineers while others were research scientists before undergoing the implantation process. Many mutes were sent to the Lab by the companies they worked for. Most of these types returned to their old jobs (but at a much higher salary). A smaller number of mutes came to the Lab of their own accord. Many of these individuals now

Mute

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+1	Transmutation, Shorted
2	+1	+0	+0	+2	
3	+1	+1	+1	+2	
4	+2	+1	+1	+2	Hardened (1)
5	+2	+1	+1	+3	Bot Attack (1d4)
6	+3	+2	+2	+3	
7	+3	+2	+2	+4	
8	+4	+2	+2	+4	
9	+4	+3	+3	+4	Gateway, Hardened (2)
10	+5	+3	+3	+5	Bot Attack (1d6)
11	+5	+3	+3	+5	Hardened
12	+6/+1	+4	+4	+6	
13	+6/+1	+4	+4	+6	
14	+7/+2	+4	+4	+6	Hardened (3)
15	+7/+2	+5	+5	+7	Bot Attack (1d8)
16	+8/+3	+5	+5	+7	
17	+8/+3	+5	+5	+8	
18	+9/+4	+6	+6	+8	
19	+9/+4	+6	+6	+8	Hardened (4)
20	+10/+5	+6	+6	+9	Bot Attack (1d10)

wander the Faraway system looking to lend a hand where they can.

Game Rule Information

Abilities: The key ability for a mute is Intelligence. A high Intelligence makes Transmute checks easier. It also helps the hero with Scroungin' checks when components for his devices are in short supply.

Hit Die: d6

Class Skills

The Mute's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Drivin' (Dex), Disable Device (Int), Knowledge (local) (Int), Profession (Engineer or Scientist) (Wis), Scroungin' (Int), Sense Motive (Wis), Tinkerin', and Transmute (Int).

Skill Points at 1st Level: (4 + Int modifier) x 4

Skill Points per Level: 4 + Int modifier

Class Features

Weapon and Armor Proficiency: Mutes are proficient with all simple weapons.

Transmutation: The mute has the ability to create new devices out of simple components. This works the same way as described for *Deadlands* characters. The only difference is the DCs for the Transmute checks. The DC to create an item is 10 plus the required Strain. Every 5 points by which the Transmute total exceeds the DC favorably alters one of the device's stats by +1 or 10% as described under **Craftsmanship**. The DC to deconstruct an item is 15. The DC to create a new package is 20. The Strain costs for these activities are the same. Mutes have Strain equal to 8 plus their Intelligence Modifiers.

Shorted: Whenever a mute is hit by a single attack that does 20 or more points of damage, he must make a Fortitude save (DC15). Failing this save means one of his implants has been damaged. He may not use his powers again until the particular implant is repaired.

Feedback: A mute suffers deadly feedback whenever he rolls a natural 1 on his Transmute check. This causes

Lost Colonists 81

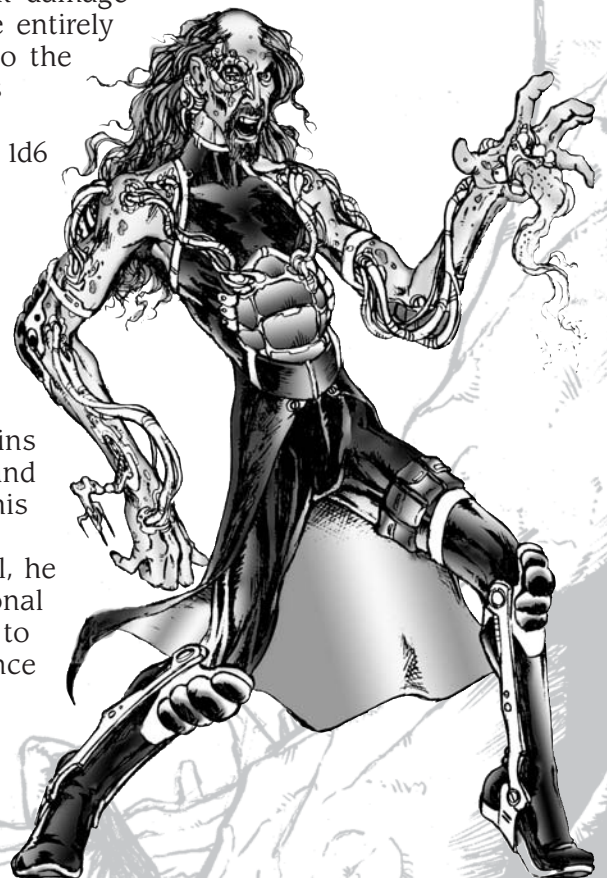
1d6 damage per Strain used in the attempt and the attempt automatically fails.

Bot Attack: Beginning at 5th level, the mute has gained sufficient control over his bots that he may use them to augment his melee attacks. As a standard action, he may charge his hands or a handheld melee weapon with nano-bots. This requires a successful Transmute check (DC10) and 1 Strain. Once charged, the weapon does additional damage on a successful hit. This additional damage starts at 1d4 and increases by a die type every 5 levels.

Hardened: Experience allows the mute to become less susceptible to damage from feedback. At 4th level, the damage taken from feedback is decreased by one die. Every 5 levels after that (9th, 14th, 19th), feedback damage is decreased by an additional die. Feedback damage can never be entirely eliminated, so the mute always suffers a minimum of 1d6 damage.

Gateway: The flow of energy from the mystical Hunting Grounds increases as the mute gains experience and mastery of his arcane art.

At 9th level, he gains additional Strain equal to his Intelligence modifier.



Spacer

Spacers are the professional pilots and crewmen who ply the spacelanes between the Belt and Banshee. They are also the Reavers who prey on the traders and the smugglers who drop out of orbit to make clandestine rendezvous on cloudy nights. What they all have in common is their love of adventure and their willingness to travel the black void of space in a fragile metal shell.

Characteristics: Spacers are a rough-and-tumble crowd. Even with all the high-tech equipment packed in modern spaceships, space travel is still inherently risky. The void is not forgiving of mistakes and even the most careful captain can run afoul of a stray meteor or piece of debris. Because they face the threat of sudden death every time they leave dock, spacers like to live life while they can. They party hard and engage in all manner of risky pastimes to relax.

Many spacers look down on the inhabitants of Banshee (both in the literal and figurative sense). They feel the "ground-pounders" are to blame for their current predicament. If they hadn't gotten the anouks all riled up there wouldn't have been a war on Banshee. If there were no anouk war, maybe the amount of ghost rock mined on Banshee would have been enough to ease tensions back on Earth and prevent the war that closed the Tunnel.

Alignment: Spacers can be of any alignment.

Background: Spacers come from all sorts of backgrounds. Many were born in space and have spent their whole lives there. Finding a job on a spaceship was simply second nature to them. Others were born planet-side and looked to the stars to find a better way of life.

Game Rule Information

Abilities: The spacer's primary ability is Intelligence. Many of the problems that spring up during space travel are technical in nature; only a

Spacer

Level	Attack	Base Bonus	Save	Fort Save	Ref	Will	Special
1		+0		+0	+2	+1	Aircraft Proficiency, Ship
2		+1		+0	+3	+2	Zero-G Acclimatization
3		+2		+1	+3	+2	
4		+3		+1	+4	+2	
5		+3		+1	+4	+3	
6		+4		+2	+5	+3	
7		+5		+2	+5	+4	
8		+6/+1		+2	+6	+4	
9		+6/+1		+3	+6	+4	
10		+7/+2		+3	+7	+5	
11		+8/+3		+3	+7	+5	
12		+9/+4		+4	+8	+6	
13		+9/+4		+4	+8	+6	
14		+10/+5		+4	+9	+6	
15		+11/+6/+1		+5	+9	+7	
16		+12/+7/+2		+5	+10	+7	
17		+12/+7/+2		+5	+10	+8	
18		+13/+8/+3		+6	+11	+8	
19		+14/+9/+4		+6	+11	+8	
20		+15/+10/+5		+6	+12	+9	

Lost Colonists §3

cool head and agile mind can prevent a minor problem from quickly escalating into disaster. Dexterity is also an important attribute for a spacer. Whether the hero is at the controls of a ship or taking an extravehicular walk outside, quick reflexes and good eye-hand coordination are a must.

Hit Die: d8

Class Skills

The Spacer's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Flyin' (Dex), Gather Information, Knowledge (local) (Int), Scroungin' (Int), Search (Int), Spot (Wis), Survival (Wis), Tinkerin' (Int), and Tumble (Dex).

Skill Points at 1st Level: (3 + Int modifier) x 4

Skill Points per Level: 3 + Int modifier

Class Features

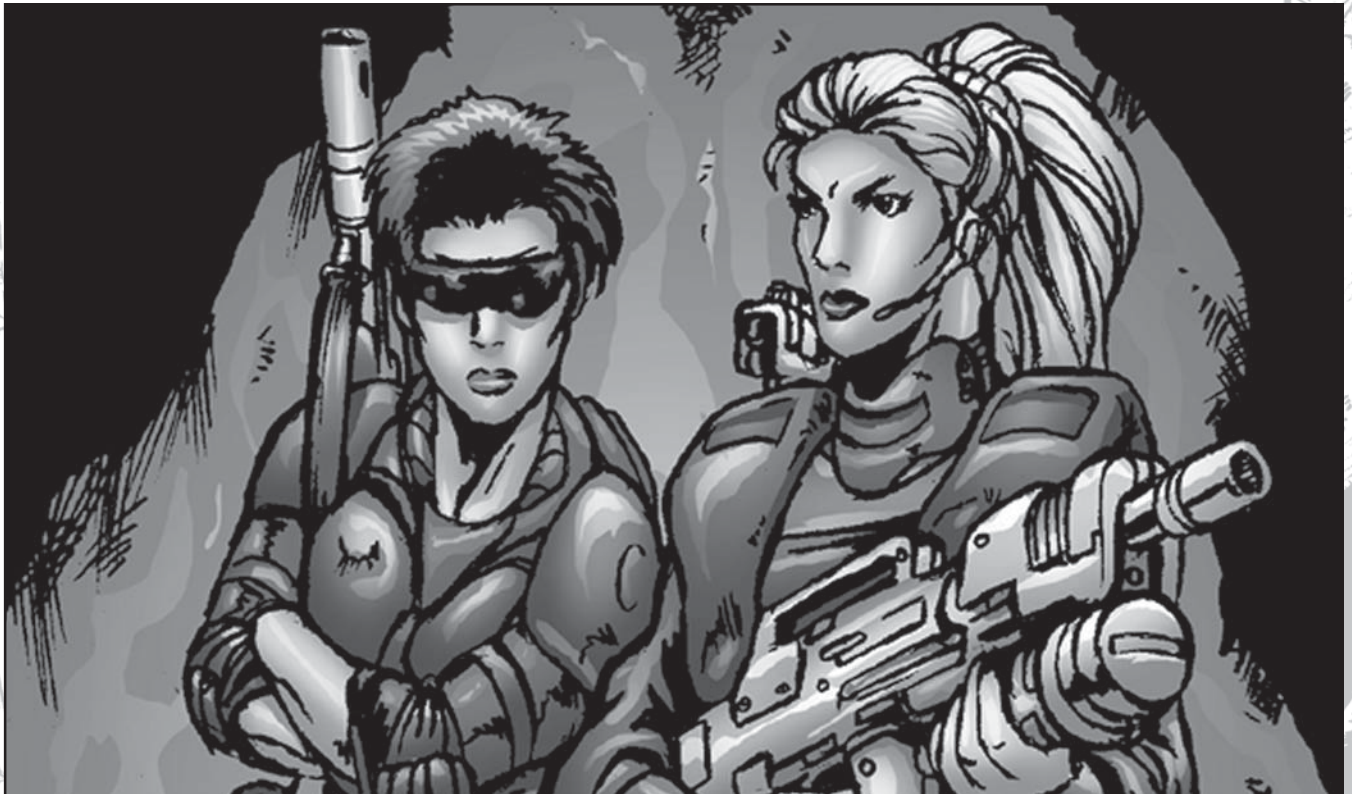
Weapon and Armor Proficiency: Spacers are proficient with simple weapons, energy weapons, and light armor.

Aircraft Proficiency: A new spacer character starts play with proficiency in either aerospace ships or deep-space ships (player's choice). Remember that a

hero must have at least one rank in Flyin' to qualify for this feat.

Ship: Nearly all spacers dream of someday owning their own ship. Beginning at first level, this is a possibility for a spacer hero. To purchase a ship, the spacer must sacrifice feats. Each time a spacer is eligible to gain a new feat—including at 1st level—he may forgo taking a feat and instead bank it in this ability. Once the spacer has accumulated enough feats, he can “cash” them in for a ship. This represents a long term investment finally maturing, being named as the beneficiary for an unclaimed ship, or something of a similar nature. Spending two feats on this ability gets the spacer a Stallion; three feats buys him a shuttle, and four feats purchases a freighter. Four feats is the most that can be spent on this ability.

Zero-G Acclimatization: At 2nd level, the spacer gains the Zero-G Acclimatization feat.







Chapter 3: Restless Natives

Tired of schlepping around tons of gear and counting every bullet? Is charging into battle on the back of a massive beast more your style? Then read on. This chapter has all the information you need to create an aggressive anouk warrior or sly anouk shaman. Stick with us and your hero will be out hurling ataxes in no time at all.

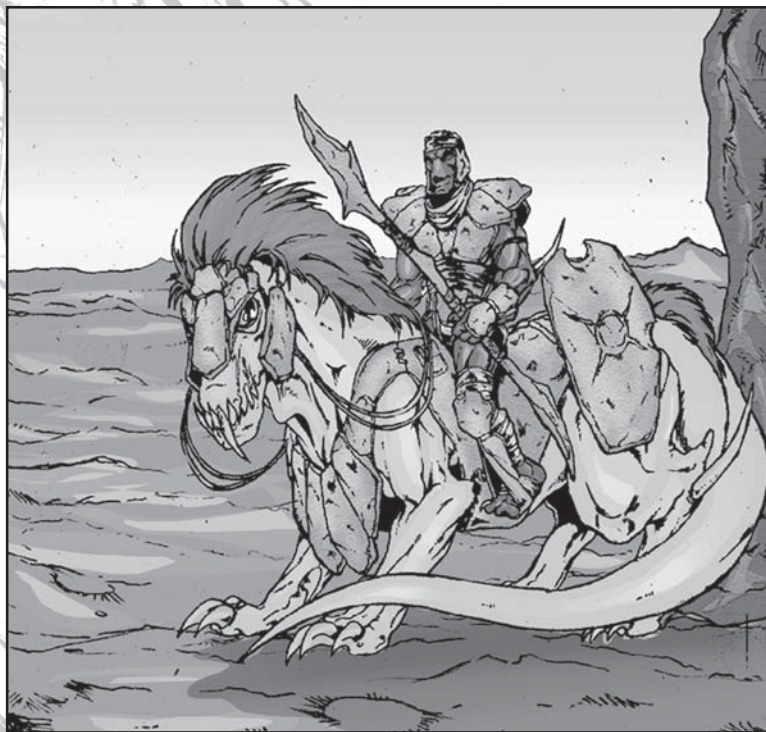
Be careful before you start though. Playing an anouk character is a challenge. The majority of humans on Banshee are uneasy around anouks at best and downright hostile at worst. If your posse is composed primarily of humans, your hero can look forward to dirty looks, name-calling, and maybe even an occasional attack. Of course, the roles are reversed if your Marshal runs a group that is mostly anouks.

Deadlands System

In addition to being new to the *Lost Colony* setting, anouks are also something new to the *Deadlands* game system—an entirely new race for player characters. Until now all heroes were human, or at least started as humans in the case of Harrowed and cyborg characters.

Race: Anouk 5

The first step in making an anouk hero is to take the *race: anouk* Edge. A hero with this Edge is a full-blooded anouk. This means the character's *Strength* die type is raised by two steps



and he begins play with a base Size of 7.

All anouks are members of a clan. Most clans are led by a shaman and a council of elders during times of peace. During times of war, a war chief—usually the most powerful warrior—makes decisions for the clan. Most anouk shamans are female, although male shamans are not unheard of. Likewise, most anouk warriors are male. Female warriors are possible, but they are the exception to the rule.

The basic form of this Edge creates an anouk hero native to the Fertile Crescent. Some of the other anouk clans have developed special abilities suited to their environments (see below). Other clan-specific abilities will be covered in detail in upcoming *Epitaph* articles. You must choose a clan for your hero when he is created. This can be one of the major clans mentioned in Chapter One or a minor clan of your creation.

More Anouk Edges

Anouk characters have a number of Edges that are available only to members of their race.

Arcane Background: Anouk Shaman 3

Your hero is able to tap into the life force that permeates Banshee and use it to create magical effects. This Edge includes the *tannis sense* Edge at its lowest level. See the **Anouk Shamans** section for details on your hero's powers.

Banshee's Warmth 2

Banshee's warmth is a special ability developed by the northern clans that live in the Cold and on Thule.

To purchase this Edge, the anouk must have *tannis sense* at the 1-point level or better. *Banshee's warmth* permanently reduces the number of Strain the anouk has by 2 points. In exchange, the anouk is able to stay warm in light clothing down to temperatures of -10° Fahrenheit. In heavy furs or skins, the anouk is toasty down to -50° Fahrenheit. The anouk has no conscious control over this ability, so he cannot "shut it off" when in warmer climes and regain his lost Strain.

Barouka Hide 2

Barouka hide is an Edge common among anouks who live in the Great Wastes or New Sahara. An anouk with this Edge has an extra layer of skin that helps the hero retain moisture in arid environments. The hero requires only half the water normally needed each day.

If the hero also has *tannis sense* at level 1 or higher he can use Strain to reduce his consumption even further. Each day that the anouk spends 1 Strain on this ability, he requires no water. Strain used in this way cannot be regained until the anouk has drunk enough water to replace that for which Strain was substituted.

Civilized 2

This Edge is the anouk equivalent of *gone native*. The anouk has had

extensive dealings with human colonists. He is familiar with human culture and is a welcomed visitor to one human settlement of 5000 people or less. He may purchase human languages at half cost during character creation. He also receives a +2 bonus to all rolls made to interact with humans (but, as with *gone native*, this bonus may not completely offset penalties incurred when dealing with hostile humans). When selecting equipment, your hero may substitute a human weapon for either his melee or ranged weapon. If he selects a human ranged weapon, he also gets 20 rounds of ammunition for it. See the **Starting Equipment** section below.

On the downside, anouks who are hostile to humans distrust the hero. All rolls made to interact with these anouks suffer a -4 penalty.

Mount 2

Your hero is a gifted rider. His feats while in the saddle have earned him a place of honor within his clan and entitled him to the use of a war-trained mount from the clan's herds. For anouks native to the Fertile Crescent, Tornado Alley, and the Great Wastes this means a trained chanouk. Anouks native to the New Sahara ride baroukas. War mounts come complete with all the necessary harnesses and armor. If the hero's mount is slain in battle, he may replace it with another from his clan's herd (as long as one is available, this is up to the Marshal). See the **War Mounts** section below for what your hero's mount is capable of.

Tannis Sense 1/3/5

When your hero touches a piece of tannis stone, he feels a gentle throbbing—the pulse of the planet. Your anouk is sensitive to the life force that flows through Banshee and can tap into it under certain circumstances. Your hero has Strain equal to his *Spirit* die.

Spending 1 point on this Edge gives your hero a sensitivity to tannis rock. It feels warm to the touch. With a Fair (5) *Spirit* roll, she can tell where a particular piece of tannis rock came from. When working with tannis, each point of Strain spent softens up to 1

pound of the rock into a clay-like material for one hour. During this time, the anouk can mold the rock into any desired shape. The anouk can also use Strain to charge tannis weapons with spiritual energy. See the **Charging Weapons** section below for details. Anouk warriors cannot take the Extra Strain Edge, but anouk shamans can.

The 3-point level of this Edge includes all of the abilities described above plus some additional ones. When handling an object created from tannis, an Onerous (7) *Spirit* roll gains the anouk a sense of the owner's personality. Each raise on this roll reveals more information about the object and its owner such as the owner's clan, the owner's name, or great feats performed with the object. An anouk with this level of sensitivity can also create openings in tannis formations by spending one Strain and succeeding at a Fair (5) *Spirit* roll. The maximum size of this opening is a number of cubic feet equal to the anouk's *Spirit* die.

The 5-point level of this Edge includes all of the abilities for the preceding two levels. Anouks with this level of sensitivity also gain a sort of danger sense when near large formations of tannis. They are so attuned to the life force emanating from the rock that they are able to detect any disturbances in it like the malevolent thoughts of someone who is about to attack them. Whenever an anouk with this level of *tannis sense* is about to enter a potentially dangerous situation like an ambush, the Marshal should allow the hero to make a Hard (9) *Spirit* roll. A successful roll alerts the character of the danger. It doesn't reveal the exact nature or location of the danger, it just lets the hero know that something isn't right.

Ghost rock interferes with all of the abilities listed above. Whenever the anouk is in a Deadlands or in the presence of a large amount of ghost

rock, the Strain costs of all these abilities are doubled and the danger sense simply fails to work.

Anouk Hindrance

Just as anouks have some unique Edges, they also have a unique Hindrance.

Outcast -3

Your anouk has been cast out from his clan. In a culture like the anouks' that focuses heavily on clan and family ties, this is considered an extremely severe punishment reserved for only the worst offenders: betrayers of the clan, murderers, and the like.

Outcasts are branded on the forehead and escorted to the edge of the clan's land. It is considered the duty of all clan members to kill an outcast on sight if he is ever found again in the clan's territory again. Other clans are not bound to attack the outcast, but most view those cast out of another tribe with suspicion.

Outcasts are normally shunned by all anouks. The only exception to this is the Azeel clan. They openly welcome outcasts to their ranks. In many clans, *stone deaf* anouks are cast out upon reaching adulthood. Their condition is seen as a curse that can bring bad luck to the clan.

The branding ritual used by anouk shamans to sever an outcast's ties to a clan is a mystic one that has a spiritual effect. It interferes with the outcast's connection to the planet. This prevents an outcast from having *tannis sense* at higher than the 1-point level and from using any shaman powers.

Although rare, it is possible for an outcast to redeem himself through some great deed that benefits his clan. In this case, the ritual is reversed and all restrictions are lifted from the hero (he must also buy off this Hindrance).

Anouk Warriors

The anouk warrior is the protector of his clan. During times of peace, he is responsible for guarding the clan's herds and ensuring there is sufficient food available for everyone. When war comes, he fights to the death to protect the rest of the members of his clan.

Starting Equipment

Unlike human soldiers and mercenaries who can choose from the thousands of lethal weapons poured out by Earth's military-industrial complex, an anouk warrior's selection is a bit more limited. For this reason, anouk heroes don't purchase starting equipment in the same way as human characters.

An anouk warrior's basic kit consists of one breastplate, one melee weapon, and one ranged weapon. The warrior has two choices when it comes to hand-to-hand fighting: the *chakatl*, a tannis-bladed weapon that looks something like a cross between a sword and a battleaxe, or the *chakira*, a long-shafted spear with a tannis tip and tannis inlaid along the shaft.

For ranged combat an anouk also has two choices: the *chakax*, a shorter version of the *chakira* with a barka leather throwing strap, or the *atax*, a discus-type weapon that sports four razor-sharp tannis blades. The anouk starts play with 1d4 of these ranged weapons. As mentioned earlier, a *civilized* anouk can substitute a human weapon for either his melee or ranged weapon choice (not both).

Stats for the breastplate and the weapons mentioned above can be found in Chapter Four.

Charging Weapons

Anouks with *tannis sense* (which is most of them) can charge weapons made of tannis with spiritual energy to increase their damage potential.

An anouk can charge his weapon as a free action by spending 1 Strain per round. This increases the damage of the weapon by +4.

For instance, a warrior charging an *atax* (base damage of STR+2d6) increases its damage to STR+2d6+4.

Anouk breastplates also incorporate tannis into their design. This allows a warrior to charge his armor with energy as well and gain protection against charged weapons.

Spending a point of Strain increases their Armor Value by 1 per round.

War Mounts

The beasts used by anouks as mounts in combat are trained to protect their riders. In game terms, this means that once per combat round, the mount may rear up and try to interpose itself between its rider and an incoming attack. The mount may only do this against attacks from the front and it must be aware that an attack is being made. If these conditions are met, make a *Nimbleness* roll for the mount. If the *Nimbleness* total equals or exceeds the attacker's total, the attack was successfully blocked; it hits the mount instead of the rider.

In addition to this one free block each round, the rider may also command his mount to block an attack. This is a standard active defense and requires the rider to sacrifice his highest action card. If the rider has no actions cards remaining he cannot attempt this defense. When the rider initiates this defense, compare the warrior's *ridin'* total to the attacker's total. If the *ridin'* total matches or exceeds the attack total, the attack is blocked and hits the mount instead.

Both baroukas and chanouks have powerful jaws and sharp claws. They may attack on each of their rider's action cards, but they may use each of their natural weapons only once per round. For example, if a warrior had three actions cards, his chanouk could bite once and claw twice, but it could not bite twice.

These maneuvers may only be attempted on a mount trained for combat. When riding a beast that is trained only for riding, only the rider or the mount may attack on each of the rider's action cards. The mount may not try to block attacks aimed at the rider.

Both animals are also fairly good climbers. They can climb any surface that has a rough face or is soft enough for the beast to sink its claws into. The animals move at half their normal Pace

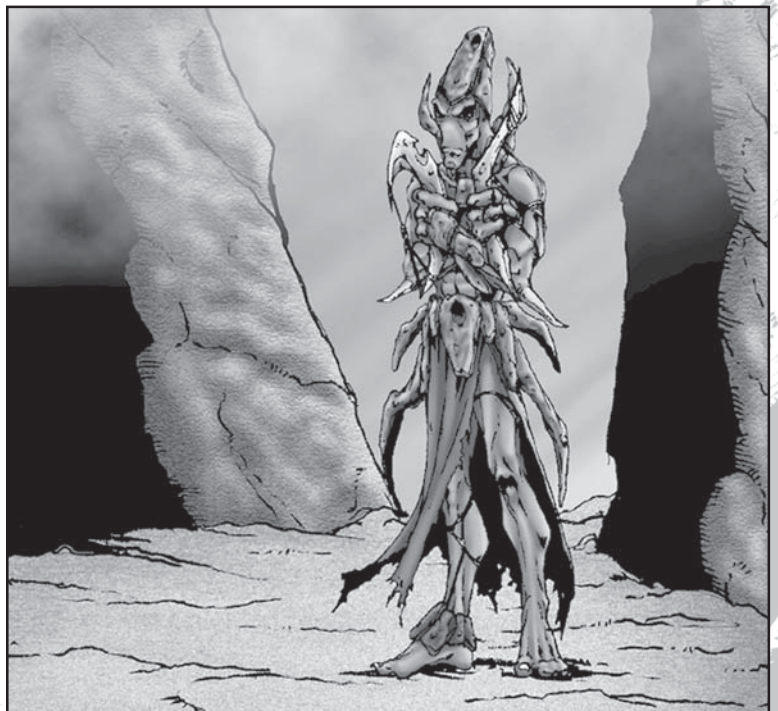
Anouks

89

when moving up an incline greater than 45°. Climbing surfaces with a slope of greater than 60° require the rider to make a Fair (5) *ridin'* roll to stay in the saddle. The mount must also make a Fair (5) *climbin'* roll. Failure indicates the beast was unable to make progress for that round. Going bust causes the mount and rider to tumble to the bottom of the surface being climbed. They take falling damage as usual.

Anouk Shamans

Anouk shamans are the clan's healers, mystics, and historians. They are responsible for healing the sick and injured, providing their wisdom to the council, settling disputes, and maintaining a history of the clan's deeds. They have a personal connection to the planet on which they live. Because of this, most shamans feel a responsibility to protect Banshee from those who would harm her—in most cases, humans.



Energy Tap

Anouk shamans have a new Aptitude of their very own. *Energy tap* is a *Cognition*-based skill. It is used by the shamans to invoke their favors. Whenever a shaman wishes to invoke a favor, he must make an *energy tap* roll versus the favor's TN. Success means the favor was invoked. Failure indicates the favor was not invoked and no Strain was spent.

Strain

Anouk shamans have a number of Strain points equal to their *Spirit* die type. As mentioned earlier, anouk shamans can purchase the *extra Strain* Edge. Each time a shaman invokes a favor, he expends the amount of Strain listed in the favor description. If the shaman does not have enough Strain to pay for a favor, he may not invoke it.

Favors

Your new shaman begins play with a number of favors equal to his *energy tap* level. Later increases in this Aptitude do not gain your hero new favors, just more dice to roll. Gaining a new favor requires a day of solitary meditation near a large tannis formation and the expenditure of 5 Bounty Points.

Backlash

Although the power for the shaman's favors comes from a benevolent source, there is still some risk involved in invoking them. Sometimes the shaman fumbles the energy while channeling it. This occurs whenever a shaman goes bust on an *energy tap* roll. In this case, the favor is not invoked, but the Strain is still spent. The shaman takes 1d6 damage per Strain point spent on the favor.

Starting Equipment

Anouk shamans normally wear ceremonial robes that mark their status within the clan. They begin play with

these robes and an ornate staff inlaid with tannis. This staff may be charged with energy like other tannis weapons. Shamans may take the *mount* Edge to begin play with a war-trained mount.

Anouk Favors

Your hero may choose any of the favors listed below. All favors have five important statistics:

TN is the Target Number the shaman must get on his *energy tap* roll to successfully invoke the favor. If the *energy tap* roll equals or exceeds this number, the favor is successful.

Strain is the amount of Strain the shaman must have available to power the favor. This Strain is lost if the favor is successfully cast. If your hero does not have the required Strain for a favor, he may not invoke it, regardless of how high he rolls on his *energy tap* total.

Speed is how long it takes to invoke the favor. If *Speed* is a number, this is the number of combat actions required. Non-combat favors can take longer, sometimes minutes or hours.

Duration is how long the favor lasts. If it says "one round," the favor lasts from the time it is cast until the end of the round (after all actions are finished). If it says "Concentration" your hero can keep the favor going as long as she does only simple actions. It might also list something like "1/round." This means your shaman can keep the favor active for the specified amount of Strain each round. This Strain must be spent at the beginning of the round (while *Quickness* totals are being rolled) to stay in effect. Some favors may also give a choice, such as "Concentration or 1/round." This means your hero can choose either method on any given round.

Range lists the maximum distance the shaman can be from the target, point of impact, and so on.

Banshee's Curse

TN: 9

Strain: 3/5/7

Speed: 1 hour

Duration: Until ended by the shaman.

Range: Special

Banshee's Curse is a powerful favor that calls down the wrath of the planet upon the shaman's enemy. When invoked, it afflicts the target with a horrible malady. This sickness takes the form of the *ailin'* Hindrance. The level of this Hindrance inflicted on the target depends on the amount of Strain spent. Three Strain inflicts the 1-point level of *ailin'*; 5 points inflicts the 3-point level, and 7 points inflicts the 5-point level of the Hindrance.

The curse lasts until lifted by the shaman who invoked it or that shaman dies. There's one catch. As long as *Banshee's curse* is in effect, the shaman responsible for it may not regain the Strain used to invoke the favor.

The shaman must be able to see the target of this favor to invoke it unless she possesses an item that belonged to the victim. In this case, the shaman must only be within 1 mile times her *energy tap* level.

Banshee's Pain

TN: 5

Strain: Varies

Speed: 1

Duration: Concentration or 1/round

Range: 10 yards/energy tap level

This favor taps into the agony ghost rock has caused the planet and channels it into the target, wracking him with incredible pain. This causes the target to suffer a penalty to all actions equal to the amount of Strain spent on the favor. The maximum amount that can be spent on this favor is 5 Strain.

Effortless Step

TN: 7

Strain: 1

Speed: 1

Duration: 1 hour

Range: Touch

Effortless step allows the target of the spell to draw energy from the ground whenever his feet touch it. This allows the recipient of the favor to move at her full running Pace for its duration without suffering any fatigue (Wind damage). Shamans often use this favor on small raiding parties to allow them to cover ground quickly. The favor can be cast on a person or her mount.

Heal

TN: 5 + Wound level

Strain: 1/Wound level healed

Speed: 1

Duration: Permanent

Range: Touch

This favor can be used to heal wounds in a single body location. The TN to do this is 5 plus the wound level in the targeted location. For example, the TN to heal a Heavy wound is 7 (5 + 2 wound levels). The Strain for this healing would be 2 (1 Strain x 2 wound levels).

Invigorate

TN: 5

Strain: 1

Speed: 2

Duration: 1 minute

Range: Touch

Invigorate fills the target with life energy. It restores all Wind lost and raises the target's Strength and Vigor



dice by one step each. The restored Wind is permanent. The increased Attributes last for only 1 minute.

Planet's Sanctuary

TN: 5 + 1 per additional person

Strain: 2 + 2 per additional person

Speed: 2

Duration: Concentration or 1 /round

Range: Touch

Planet's sanctuary calls upon Banshee to hide the shaman and her allies from their enemies. When invoked, the shaman, and anyone touching her or someone in contact with her, is camouflaged to blend in with the terrain. Anyone trying to spot the shaman or her allies must beat the *energy tap* total made to invoke the favor with a *Cognition* roll. Once the illusion is pierced, the favor ends. This favor does not stifle noise or mask smells, so it may still be possible for the shaman's enemy to detect her in some other way.

Rockaway

TN: 9

Strain: 1/20 yards traveled

Speed: 1

Duration: Instant

Range: Touch

Rockaway allows the shaman and anyone in contact with her to "teleport" through tannis rock. The shaman invokes the favor and then touches the tannis. She may then travel instantaneously to any chamber or open area that can be reached by traveling through the unbroken line of tannis stone.

Skin of Stone

TN: 5

Strain: 2

Speed: 1

Duration: 5 rounds

Range: 5 yards/energy tap level

Skin of stone makes the recipient's skin as hard as tannis. This gives the target of the favor an Armor Value of 1

in all locations for the duration of the favor.

Tornakikdo

TN: 7

Strain: 3

Speed: 2

Duration: Concentration or 1/round

Range: 10 yards/energy tap level

This favor uses Banshee's turbulent atmosphere to create a small funnel cloud. The cloud covers an area 6 yards in diameter and may be created anywhere within the favor's range. By spending an action, the shaman can move the cloud with a Pace equal to her *Spirit* die. Anyone who comes into contact with the cloud must make an Incredible (11) *Strength* roll or be hurled 2d8 feet in a random direction. Anyone hurled by the tornado must make a Hard (9) *Vigor* roll or become stunned.

White Lightning

TN: 7

Strain: 1

Speed: 1

Duration: Instant

Range: 20 yards/energy tap level

No, this favor doesn't turn water into moonshine. It allows the shaman to fire bolts of electrical energy out of her fingertips. The bolts have a Range Increment of 20 yards and do damage equal to the shaman's *Spirit*. The *energy tap* roll used to invoke the favor is also used to target the bolt.

Wind of Guidance

TN: 5

Strain: 1

Speed: 1

Duration: 1 minute or next ranged attack

Range: 10 yards/energy tap level

Wind of guidance uses the planet's atmosphere to guide a thrown weapon to its target. The recipient of this favor gains a +4 bonus to the first ranged attack he makes with a thrown weapon within the favor's duration.

Anouk Shaman

Deftness 3d6

Throwin: balanced 2

Nimbleness 2d6

Climb 2

Fightin': Ka'nil 3

Sneak 2

Strength 2d6

Quickness 2d6

Vigor 3d6

Cognition 3d12

Energy Tap 5

Scrutinize 2

Search 2

Knowledge 3d8

Academia: occult 3

Area Knowledge: Red River Valley
2

Language: Anouk 2

Mien 3d10

Overawe 3

Persuasion 3

Smarts 2d8

Survival: Fertile Crescent 3

Spirit 2d10

Guts 3

Wind 16

Pace 6

Strain: 12

Favors: Banshee's Pain,

Heal, Planet's Sanctuary,

Skin of Stone, White

Lightning

Edges:

Arcane Background: anouk
shaman 3

Race: Anouk 5

Tannis Sense 3

Hindrances:

Cautious -3

Obligation: clan -5

Superstitious -2

Gear: ka'nil, ceremonial robes

Personality

No, I have no great love for the humans, but there are bigger evils in this world that must be dealt with.

Evils
all—

that may consume us
anouk and human

alike—if we do not

learn to work

together in peace.

I have meditated

on this matter a

long time and the

Planet granted me

visions; visions of

horrible creatures

swarming over

our homes,

killing and

destroying for the

sheer pleasure of

it. These visions are

of one possible

future. It may yet

not come to pass if

we can find a way

bury the chakatl

with the humans.

Many of the

warriors in the

tribe are angered

by my words.

They call me

old, soft, a

coward—and

worse. I

understand their

anger at the

humans, but unless

I can find a way to

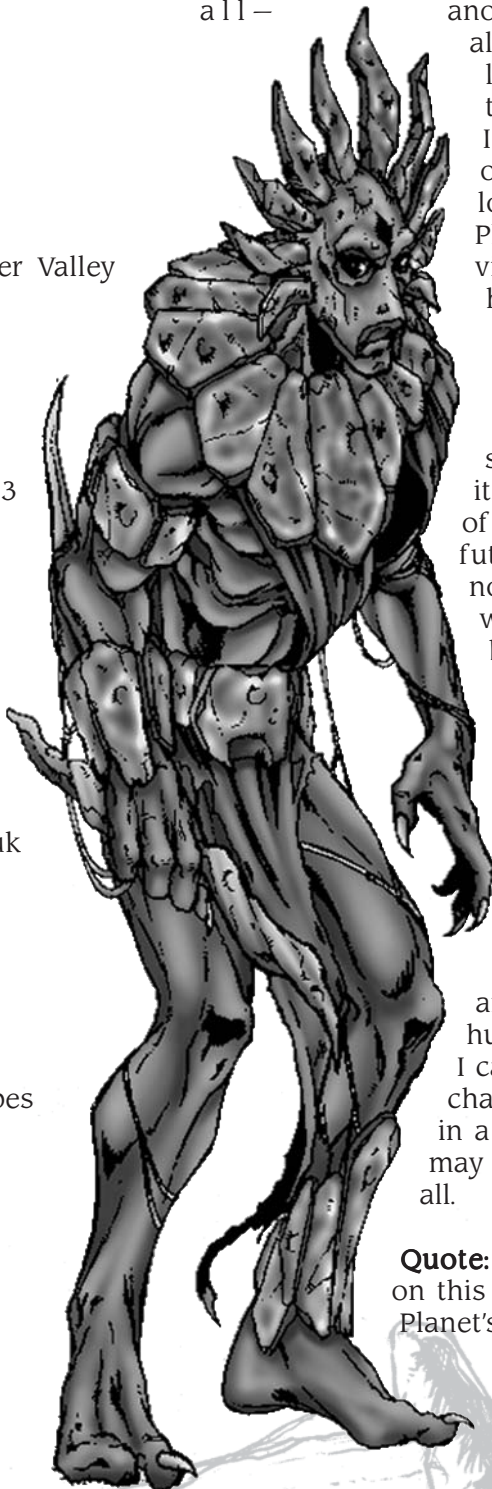
channel their anger

in a new direction, it

may spell doom for us

all.

Quote: I must meditate on this and discover the Planet's will.



Anouk Warrior

Deftness 2d8

Throwin': Balanced 3

Nimbleness 4d12

Climb 3

Fightin': chakatl 5

Sneak 2

Strength 3d12+2

Quickness 3d8

Vigor 3d10

Cognition 3d6

Search 2

Trackin' 2

Knowledge 2d6

Area Knowledge: Red

River Valley 2

Language: Anouk 2

Mien 2d6

Smarts 2d6

Survival: Fertile Crescent

3

Spirit 3d6

Guts 2

Wind 16

Pace 12

Size 8

Edges:

Race: Anouk

5

Mount 2

Tannis Sense

1

Hindrances:

Big Britches -3

Heroic -5

Superstitious -2

Gear: Chakatal, 1d4 ataxes,

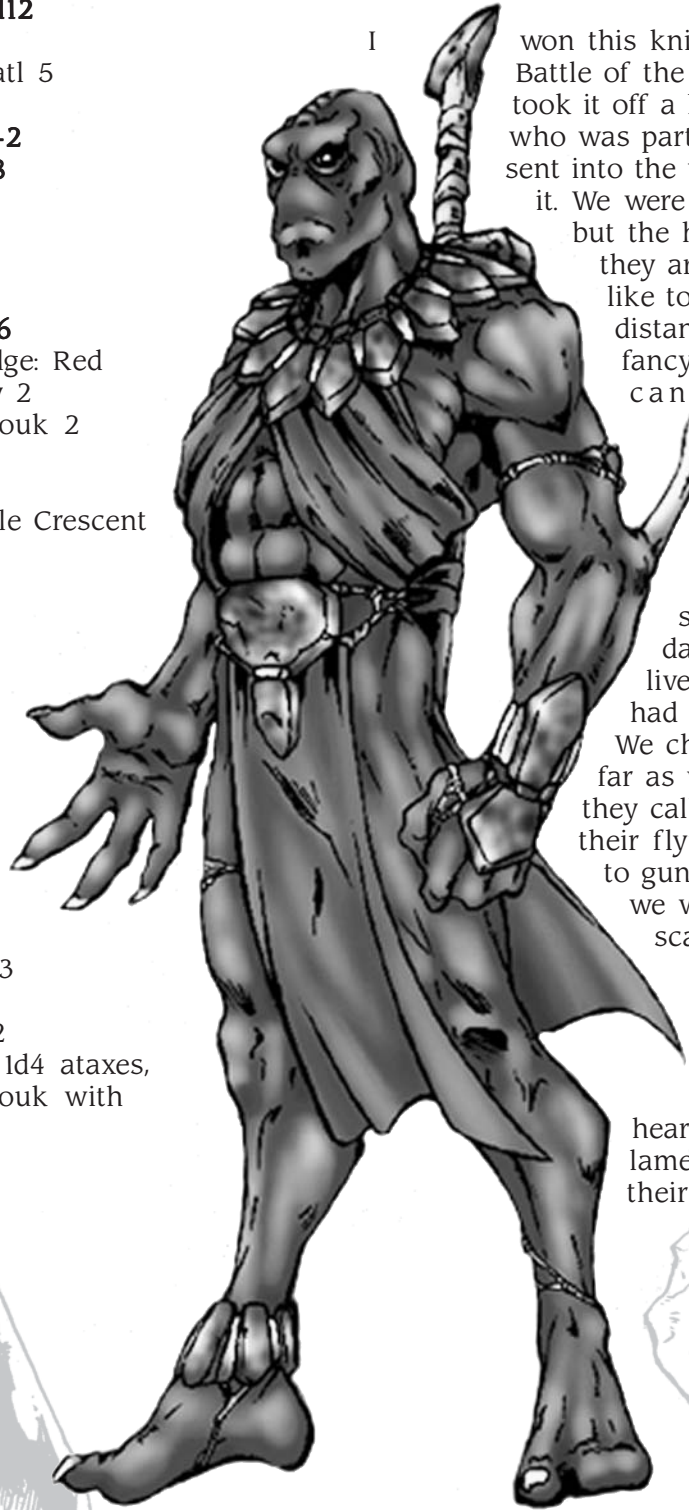
aknouk, chanouk with

chaknik.

Personality

I won this knife during the Battle of the 4 Barkas. I took it off a human soldier who was part of the group sent into the village to torch it. We were outnumbered, but the human soldiers, they are soft. They like to fight from a distance with their fancy guns. If you can get up close like we did, you can cut them down easily with a well-charged chakatl. We slew many that day. The few who lived ran like they had seen a dar'seth. We chased them as far as we could, but they called in some of their flying machines to gun us down and we were forced to scatter.

Quote: We must drive the humans before us and hear the lamentation of their women!



D20 System

Anouks

25

Adding anouks to the game in the d20 system requires a new race and a pair of new classes. The new classes are anouk shaman (Ash) and anouk warrior (Awr). The anouks also have a handful of new feats that are available only to their race.

Anouk Racial Traits

- +3 Strength, +1 Constitution
- Medium-size: As medium-sized creatures, anouks have no special bonuses or penalties due to their size.
- Anouk base speed is 30.
- Anouks have very dense bones and musculature. This makes them sink like a stone in water, which they generally avoid. Anouks suffer a -4 racial penalty to all Swim checks.

Anouk Skill

The anouk shamans have a new skill.

Energy Tap (Wisdom; Trained Only; Anouk Shaman Only)

Anouk shamans use this skill to tap into the life force that permeates the planet. See the anouk shaman class description below for details on how the skill is used.

Anouk Feats

Anouks have a few feats that are particular to their race.

Barouka Hide (General)

Prerequisite: Character must be an anouk

Benefit: Characters with Barouka Hide require only half the normal amount of water to survive. If the hero also has the Tannis Sense feat, he can spend Strain to completely negate the need for water. Each point of Strain spent negates the need for water for an entire day. This Strain cannot be

regained until the character has drunk enough water to make up for the missed days.

Banshee's Warmth (General)

Prerequisite: Character must be an anouk; Tannis Sense

Benefit: *Banshee's warmth* is a special ability developed by the northern clans that live in the Cold and on Thule. *Banshee's warmth* permanently reduces the number of Strain the anouk has by 2 points. In exchange, the anouk is able to stay warm in light clothing down to temperatures of -10° Fahrenheit. In heavy furs or skins, the anouk is toasty down to -50° Fahrenheit. The anouk has no conscious control over this ability, so he cannot "shut it off" when in warmer climes and regain his lost Strain.

Civilized (General)

Prerequisite: Character must be an anouk.

The anouk has had extensive dealings with human colonists. He is familiar with human culture and is a welcomed visitor to one human settlement of 5000 people or less or to a small group of humans in a larger settlement. He may purchase human languages at half cost during character creation. He also receives a +2 bonus to all Bluff and Diplomacy checks made to interact with humans (this bonus may not completely offset penalties incurred when dealing with hostile humans).

When selecting equipment, your hero may substitute a human weapon for either his melee or ranged weapon. If he selects a human ranged weapon, he also gets 20 rounds of ammunition for it. See the **Starting Equipment** section below.

On the downside, anouks who are hostile to humans distrust the hero. All rolls made to interact with these anouks suffer a -4 penalty.



Improved Tannis Sense

Prerequisite: Character must be an anouk, Tannis Sense

When handling an object created from tannis, a successful Wisdom check (DC10) gains the anouk a sense of the owner's personality. For every 5 points by which the Wisdom total exceeds the DC, the roll reveals more information about the object and its owner, such as the owner's clan, the owner's name, or great feats performed with it. An anouk with this level of sensitivity can also create openings in tannis formations by spending one Strain and succeeding at a (DC10) Wisdom check. The maximum size of

this opening is a number of cubic feet equal to the anouk's Wisdom.

Special: Ghost rock interferes with the abilities listed above. Whenever the anouk is in a Deadlands or in the presence of a large amount of ghost rock, the Strain costs of this ability is doubled.

Superior Tannis Sense (General)

Prerequisite: Character must be an anouk, Improved Tannis Sense

Anouks with this level of sensitivity gain a danger sense when near large formations of tannis. They are so attuned to the life force emanating from the rock that they are able to detect any disturbances in it, like the malevolent thoughts of someone who is about to attack them.

Whenever an anouk with this level of *tannis sense* is about to enter a potentially dangerous situation like an ambush, the Marshal should allow the hero to make a DC 15 Will save. A

successful roll alerts the character of the danger. It doesn't reveal the exact nature or location of the danger, it just lets the hero know something isn't right.

Special: Ghost rock interferes with all of the abilities listed above. Whenever the anouk is in a Deadlands or in the presence of a large amount of ghost rock, the danger sense fails to work.

Tannis Sense (General)

Prerequisite: Character must be an anouk.

When your hero touches a piece of tannis stone, he feels a gentle throbbing—the pulse of the planet. Your anouk is sensitive to the life force that flows through Banshee and can tap into it under certain circumstances. Your hero has Strain equal to 8 plus his Wisdom bonus. Your hero has a sensitivity to tannis rock. It feels warm to the touch. With a successful Wisdom check (DC10), she can tell where a particular piece of tannis rock came from.

When working with tannis, each point of Strain spent softens up to 1 pound of the rock into a clay-like material for one hour. During this time, the anouk can mold the rock into any desired shape. The anouk can also use Strain to charge tannis weapons with spiritual energy. Anouk warriors cannot take the Extra Strain feat, but anouk shamans can.

Special: Ghost rock interferes with all of the abilities listed above. Whenever the anouk is in a Deadlands or in the presence of a large amount of ghost rock, the Strain cost of this ability is doubled.

Anouk Classes

The anouks have two new player character classes. NPC anouks who are neither shamans nor warriors should use the Commoner NPC class.

Anouk Shaman

Anouk shamans are the conduits through which Banshee cares for its children—or at least that's how they see

it. Shamans channel the life force that exists throughout the planet to create useful spell effects.

Characteristics: Anouk shamans have an extreme reverence for nature. Many anouk shamans believe Banshee is actually a living entity and all the life forms that exist on the planet are merely manifestations of different aspects of Banshee's character. Most anouk shamans are unsure exactly how humans fit into this scheme. Some teach that humans are a disease or cancer infesting Banshee and must be removed. Others are more tolerant.

Alignment: Anouk shamans can be of any good or neutral alignment.

Background: The senior shaman of a clan trains new anouk shamans. The acute sensitivity shamans possess to Banshee's pulse is often a hereditary ability. This means that in many clans, one or two families provide most of the shamans. This ability is also more common in females than males, so most anouk shamans are female.

Game Rule Information

Abilities: Wisdom is the anouk shaman's primary ability. A high Wisdom aids in making Energy Tap checks. It also determines the amount of Strain the shaman has and aids in making Wisdom checks associated with Tannis Sense.

Hit Die: d8

Class Skills

The class skills of the anouk shaman (and the primary ability for each) are Animal Empathy (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Energy Tap (Wis, exclusive skill), Heal (Wis), Knowledge (religion) (Int), Knowledge (anouk history), (Int), Ridin' (Dex), Sense Motive (Wis), Spot (Wis), Wilderness Lore (Wis).

Skill Points at 1st Level: (4 + Int modifier) x4

Skill Points per Level: 4 + Int modifier

Class Features

Weapon and Armor Proficiency: Anouk shamans are proficient with all simple weapons and light armor.

Equipment: Anouk shamans begin play with ceremonial robes befitting their station and a tannis-inlaid staff.

Mount: Starting at 1st level, the shaman is eligible to receive a war-trained chanouk or barouka (as appropriate to her clan). She is presented with this animal as soon she takes the Mounted Combat feat.

The beasts used by anouks as mounts in combat are trained to protect their riders. In game terms, this means that once per combat round, the mount may rear up and try to interpose itself between its rider and an incoming attack. The mount may only do this against attacks from the front and it must be aware that an attack is being made. If these conditions are met, make a Dexterity check (DC10) for the mount. If the check is made, the attack was successfully blocked; it hits the mount instead of the rider.

Both baroukas and chanouks have powerful jaws and sharp claws. They may attack on the same initiative as their riders with each of their natural weapons. For chanouks, this is a bite and two claw attacks. Baroukas may attack with a bite and two claws or perform a tail bash.

These maneuvers may only be attempted on a mount trained for combat. When riding a beast that is trained only for riding, only the rider or the mount may attack on the rider's initiative. The mount may not try to block attacks aimed at the rider.

Both animals are also fairly good climbers. They can climb any surface that has a rough face or is soft enough for the beast to sink its claws into. The animals move at half their normal Speed when moving up an incline greater than 45°. Climbing surfaces with a slope of greater than 60° requires the rider to make a DC 10 Strength check to stay in the saddle. The mount must also make a DC10 Climb check. Failure indicates that the beast was unable to make progress for

Anouk Shaman

Level	Attack	Base Bonus	Save	Fort Save	Ref Save	Will Save	Special
1		+0		+2	+0	+2	Tannis sense, Equipment, Mount, Energy
2	Weapon	+1		+3	+0	+3	
3		+2		+3	+1	+3	
4		+3		+4	+1	+4	
5		+3		+4	+1	+4	
6		+4		+5	+2	+5	
7		+5		+5	+2	+5	
8		+6/+1		+6	+2	+6	Improved Tannis Sense
9		+6/+1		+6	+3	+6	
10		+7/+2		+7	+3	+7	
11		+8/+3		+7	+3	+7	
12		+9/+4		+8	+4	+8	
13		+9/+4		+8	+4	+8	
14		+10/+5		+9	+4	+9	
15		+11/+6/+1		+9	+5	+9	Superior Tannis Sense
16		+12/+7/+2		+10	+5	+10	
17		+12/+7/+2		+10	+5	+10	
18		+13/+8/+3		+11	+6	+11	
19		+14/+9/+4		+11	+6	+11	
20		+15/+10/+5		+12	+6	+12	

that round. Going bust causes the mount and rider to tumble to the bottom of the surface being climbed. They take falling damage as determined by the Marshal.

Favors: Anouk shamans tap into Banshee's life force to invoke favors. These are cast in the same way as described for sykers and doomsayers in *Hell on Earth d20*. See below for the anouk shaman spell lists.

Strain: An anouk shaman has Strain equal to his Wisdom plus his Wisdom modifier (this Strain is in place of that granted by the Tannis Sense feat, not in addition to it). Anouk shamans may take the Extra Strain feat.

Backlash & Spectacular Success: Anouk shamans sometimes have trouble containing the potent energy they handle. Whenever an anouk shaman rolls a natural 1 on an Energy Tap check, she suffers 2d6 damage from backlash. When an anouk shaman rolls a natural 20 on an Energy Tap check, this is a spectacular success. She casts the spell as if she were 1d6 levels higher.

Energy Weapon: Anouk warriors with Tannis Sense feat may use their Strain to charge weapons made from tannis with spiritual energy.

Charging a weapon is a free action. Every round the warrior spends a point of Strain, his weapon does +4 damage.

Anouk breastplates also incorporate tannis into their design. This allows a warrior to charge his armor with energy as well and gain protection against charged weapons.

The warrior may spend one point of Strain per round to increase his AC by +4. This also gives him 5 points of Damage Resistance.

Anouk Shaman Spells

Anouk shamans may learn and cast spells equal to half their level or lower, rounded up. A third or fourth level shaman, for example, may cast up to second level spells.

The Energy Tap skill is used in the same way as described in *Hell on Earth d20* for other spellcasters. The shaman must roll against a DC of 15 plus twice the spell's level to successfully cast it.

Anouks

99

Anouk shamans start with four 0 or 1st-level spells. On gaining each additional level as an anouk shaman, they may choose a number of additional spells equal to their Wisdom modifier. New spells may be chosen from any currently available level. These spells must be chosen immediately—a character cannot “save up” choices for later levels.

Anouk Shaman Spell List

0-Level: Create Water, Cure Minor Wounds, Detect Magic, Detect Poison, Guidance, Light, Mending, Purify Food and Drink, Resistance, Virtue

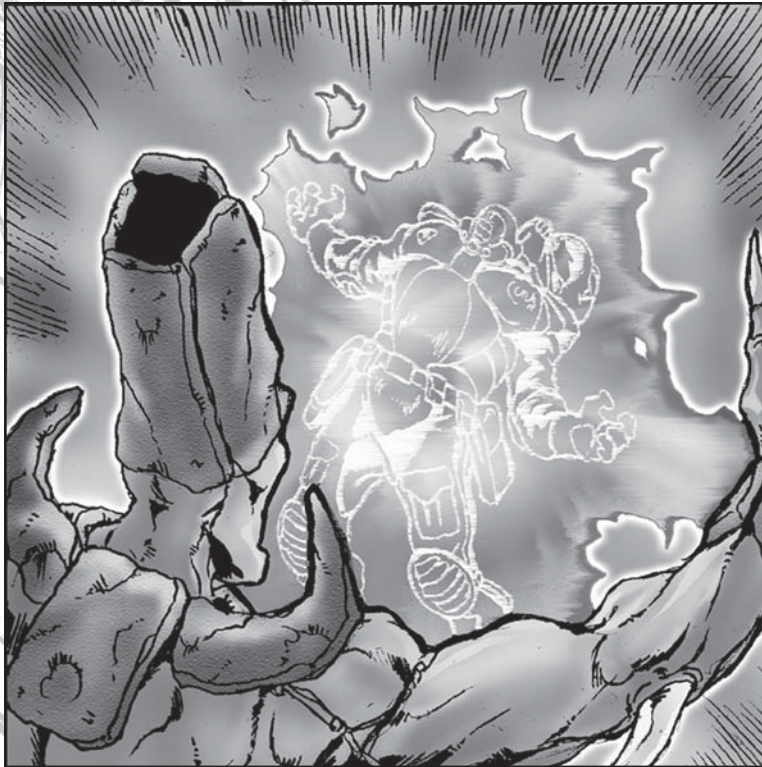
1st Level: Bane, Banshee's Pain, Command, Cure Light Wounds, Detect Evil/Good, Detect Undead, Divine Favor, Doom, Endure Elements, Entropic Shield, Invisibility to Undead, Magic Stone (works only on tannis stones), Magic Weapon (works only on tannis weapons), Obscuring Mist, Protection from Evil, Remove Fear, Sanctuary, Shield of Faith

2nd Level: Aid, Animal Messenger, Augury, Bull's Strength, Calm Emotions, Consecrate, Cure Moderate Wounds, Delay Poison, Effortless Step, Endurance, Enthrall, Find Traps, Gentle Repose, Hold Person, Lesser Restoration, Make Whole, Remove Paralysis, Resist Elements, Shatter, Shield Other, Silence, Sound Burst, Speak with Animals.

3rd Level: Bestow Curse, Blindness/Deafness, Continual Flame, Create Food and Water, Cure Serious Wounds, Daylight, Dispel Magic, Glyph of Warding, Lightning Bolt, Magic Vestment, Meld into Stone (tannis only), Obscure Object, Prayer, Protection From Elements, Remove Blindness/Deafness, Remove Curse, Remove Disease, Searing Light, Speak with Dead, Speak with Plants, Stone Shape (tannis only), Water Walk, Wind Wall.

4th Level: Control Water, Cure Critical Wounds, Divination, Divine Power, Freedom of Movement, Greater Magic

New Spells



Weapon, Ice Storm, Neutralize Poison, Restoration, Rockaway, Sending, Spell Immunity, Tongues.

5th Level: Break Enchantment, Commune, Cone of Cold, Dispel Evil, Flame Strike, Greater Command, Hallow, Healing Circle, Insect Plague, Mark of Justice, Righteous Might, Spell Resistance, Transmute Mud to Rock, Transmute Rock to Mud, True Seeing, Wall of Stone.

6th Level: Animate Objects, Blade Barrier, Chain Lightning, Find the Path, Forbiddance, Greater Dispelling, Greater Glyph of Warding, Heal, Skin of Stone, Word of Recall (designated place must be part of tannis formation).

7th Level: Control Weather, Greater Restoration, Holy Word, Regenerate, Repulsion

8th Level: Antimagic Field, Earthquake, Firestorm, Holy Aura, Mass Heal, Sunburst, Symbol.

9th Level: Implosion, Foresight, Storm of Vengeance.

Banshee's Pain

Type: Evocation
Level: Ash 1
Components: V
Casting Time: 1 action
Range: 15 feet/level
Target: Single Creature
Duration: Concentration or 1/round
Saving Throw: Will negates
Spell Resistance: Yes

This favor taps into the agony ghost rock has caused the planet and channels it into the target, wracking him with incredible pain. This causes the target to suffer a -4 circumstance penalty to all actions.

Effortless Step

Type: Conjunction
Level: Ash 2
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 hour
Saving Throw: None
Spell Resistance: Yes

Effortless step allows the target of the spell to draw energy from the ground whenever his feet touch it. This allows the recipient of the favor to move at his full running Move for its duration without suffering any fatigue. Shamans often use this favor on small raiding parties to allow them to cover ground quickly. The favor can be cast on a person or her mount.

Rockaway

Type: Conjunction
Level: Ash 4
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Personal
Duration: Instant
Saving Throw: None
Spell Resistance: Yes

Rockaway allows the shaman and anyone in contact with her to "teleport" through tannis rock. The shaman invokes the favor and then touches the tannis. She may then travel

instantaneously to any chamber or open area that can be reached by traveling through an unbroken line of tannis stone.

Skin of Stone

Type: Abjuration

Level: Ash 6

Components: V, S, M

Casting Time: 1 action

Range: 15 feet/level

Target: Creature touched

Duration: 5 rounds

Saving Throw: None

Spell Resistance: Yes

Skin of stone makes the recipient's skin as hard as tannis. This gives the target damage reduction of 10/+5 for the favor's duration.

Material Component: A handful of powdered tannis stone.

Tornado

Type: Evocation

Level: Ash 4

Components: V, S

Casting Time: 1 action

Range: 30 feet/level

Target: Area

Duration: Concentration or 1/round

Saving Throw: Reflex negates

Spell Resistance: No

This favor uses Banshee's turbulent atmosphere to create a small funnel cloud. The cloud covers an area 15 feet in diameter and may be created anywhere within the favor's range. By spending an action, the shaman can move the cloud with a Move equal to her spirit die. Anyone who comes into contact with the cloud must make a Reflex save (DC15) roll or be hurled 2d8 feet in a random direction. Anyone hurled by the tornado must make a Fortitude save (DC12) or become stunned.

Anouk Warrior

Anouk warriors are the providers and protectors of their clans.

Characteristics: The anouk warrior culture has a long and fabled history. Anouk warriors try to live up to the traditions and deeds of their ancestors.

Alignment: Anouk warriors can be of any alignment, but those of good or neutral alignments are most common

outside the Azeel clan. Female warriors are rare, but not unheard of. They are most common in families that have a long tradition of famous warriors but no male children. In this case, the eldest female usually takes up the warrior's path to maintain the honor of her ancestors.

Background: Anouk warriors are trained in the ways of war starting as a child. By the time they have reached adulthood (8 Banshee years—a little over 16 Earth years—in most clans), the warriors have mastered a number of weapons and ride chanouks and baroukas like they were born in the saddle.

Game Rule Information

Abilities: Strength, Dexterity, and Constitution are important for anouk warriors. Strength is important for landing attacks on target and inflicting damage upon the warrior's enemies. A high Dexterity grants the warrior a better armor class and aids with ranged attacks. As a close up, in-your-face fighter type, a high Constitution is important for the extra hit points it grants.

Hit Die: d10

Class Skills

The class skills of the anouk warrior (and the primary ability for each) are Climb (Str), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Int), Move Silently (Dex), Ridin' (Dex), Search (Int), Spot (Wis), and Wilderness Lore (Wis).

Skill Points at 1st Level: (3 + Int Modifier) x 4

Skill Points per Level: 3 + Int Modifier

Class Features

Weapon and Armor Proficiency:

Anouk warriors are proficient with all simple weapons, one martial melee weapon, and one exotic ranged weapon. Civilized anouks may substitute



Firearms Proficiency for their normal ranged weapon proficiency.

Equipment: Anouk warriors begin play with a breastplate, one anouk melee weapon, and 1d4 anouk ranged weapons. Warriors with the Civilized feat may substitute a single human ranged weapon and 20 rounds of ammunition for it for their anouk ranged weapon.

Mount: Starting at 1st level, the warrior is eligible to receive a war-trained chanouk or barouka (as appropriate to her clan). He is presented with this animal as soon he takes the Mounted Combat feat.

See the Mount description for the anouk shaman class for the details on

the benefits a war-trained mount confers.

Bonus Feats: The anouk warrior receives a bonus feat at 1st level. He receives another at 2nd level and every two levels thereafter. These feats must be drawn from the following list: Ambidexterity, Blind-fight, Combat Reflexes, Dodge (Mobility, Spring Attack), Exotic Weapon Proficiency, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical*, Improved Initiative, Improved Unarmed Strike (Deflect Arrows, Stunning Fist), Mounted Combat (Mounted Archery, Trample, Ride-By Attack, Spirited Charge), Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Power Attack (Cleave, Improved Bull Rush, Sunder, Great Cleave), Quick Draw, Tannis Sense (Improved Tannis Sense, Superior Tannis Sense), Two-Weapon Fighting

(Improved Two-Weapon Fighting), Weapon Focus*, Weapon Specialization.

Some of the bonus feats available to an anouk warrior cannot be acquired until the warrior has gained one or more prerequisite feats; these feats are listed parenthetically after the prerequisite feat. A warrior can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time. A warrior must still meet all prerequisites for a feat, including ability score and base attack bonus minimums.

Important: These feats are in addition to the feat that a character of any class gets every three levels. The anouk warrior is not limited to the list given here when choosing those feats.

Weapon Specialization: On achieving 4th level or higher, as a feat the warrior may take Weapon Specialization. Weapon Specialization adds a +2 damage bonus with a chosen weapon. The anouk warrior must have Weapon Focus with that weapon to take Weapon Specialization. If the weapon is a ranged weapon, the

damage bonus only applies if the target is within 30 feet, because only at this range can the warrior strike precisely enough to hit more effectively. The anouk warrior may take this feat as a bonus feat or a regular one.

Energy Weapon: Anouk warriors with Tannis Sense feat may use their Strain to charge weapons made from tannis with spiritual energy.

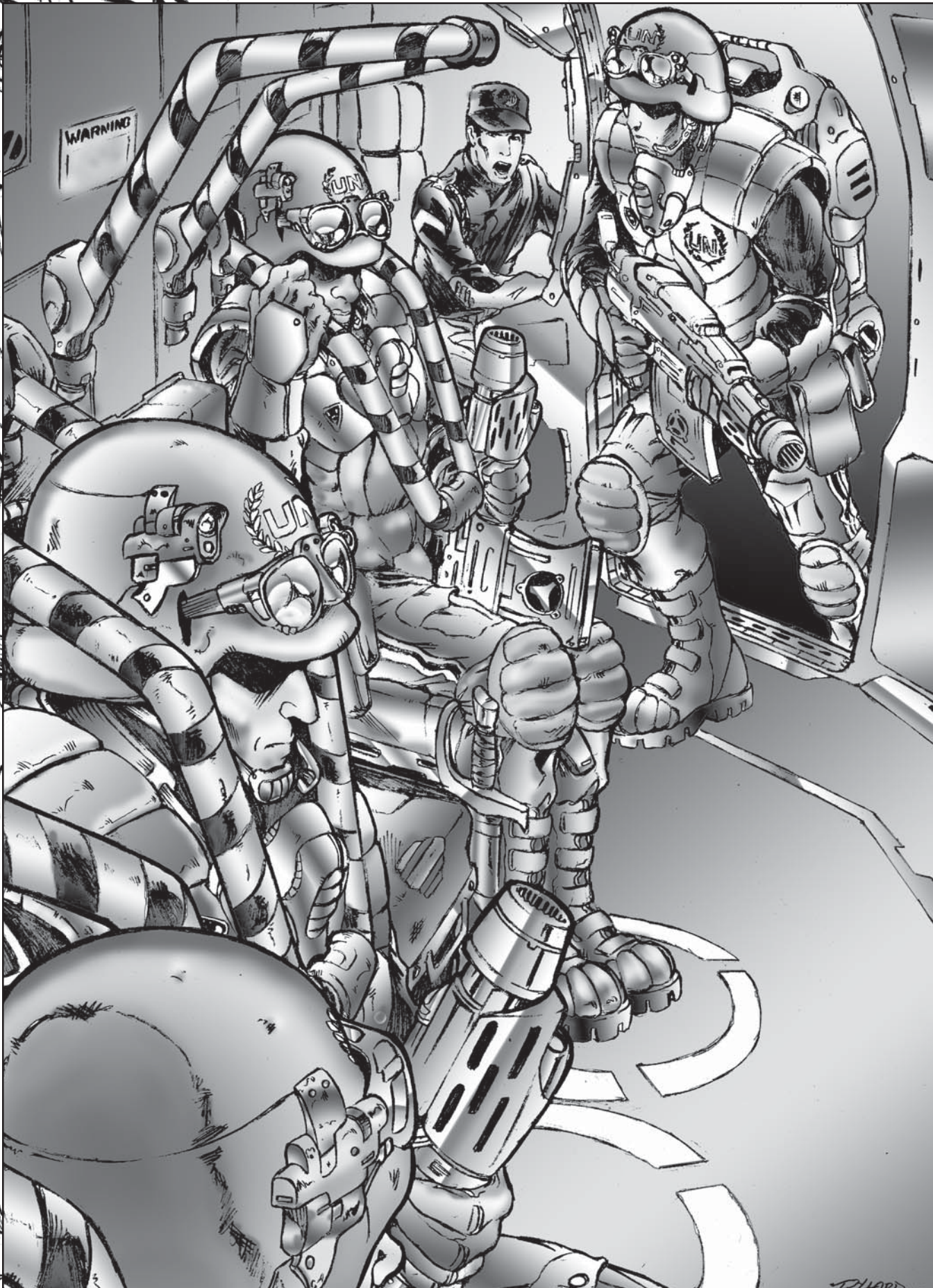
Charging a weapon is a free action. Every round the warrior spends a point of Strain, his weapon does +4 damage.

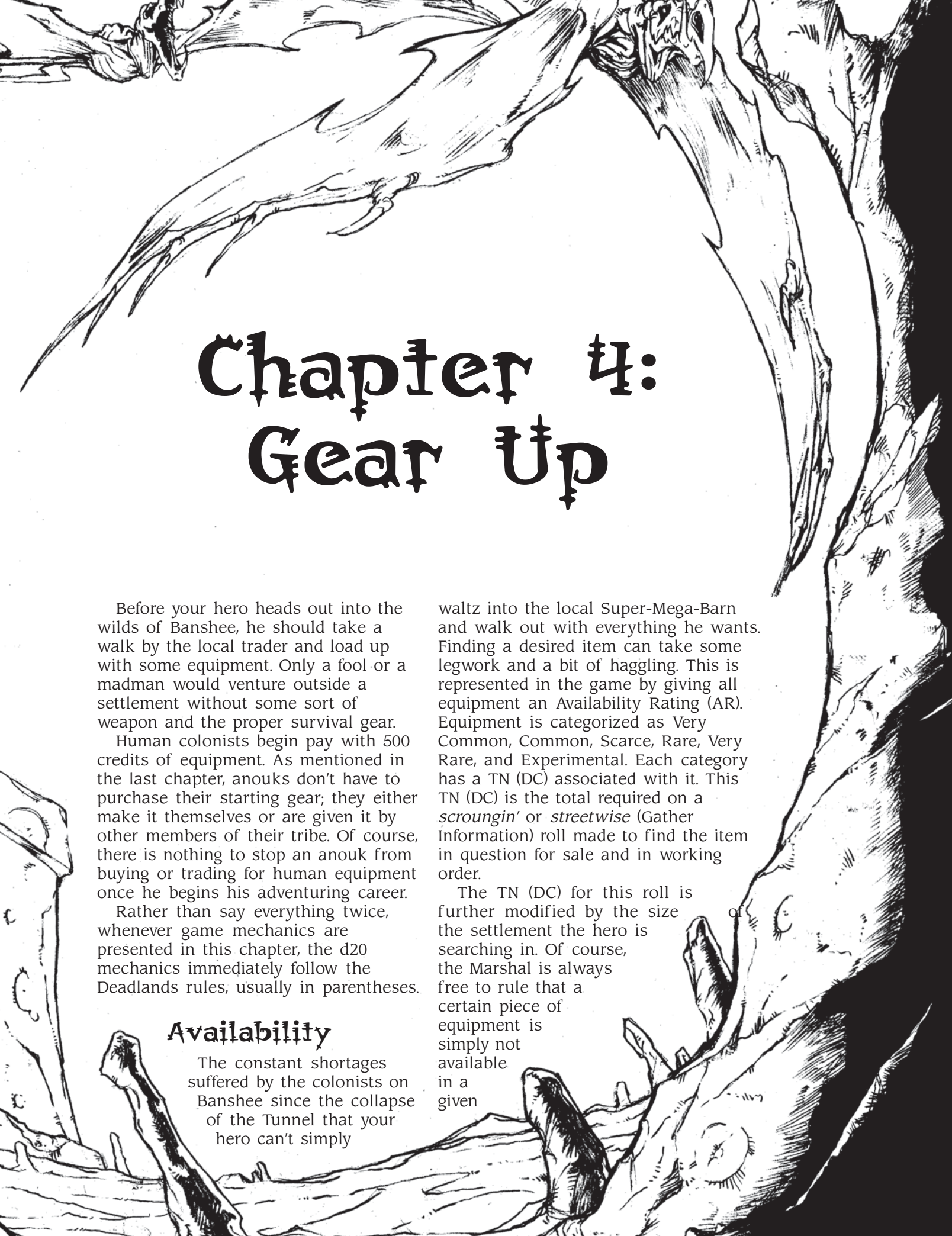
Anouk breastplates also incorporate tannis into their design. This allows a warrior to charge his armor with energy as well and gain protection against charged weapons.

The warrior may spend one point of Strain per round to increase his AC by +4. This also gives him 5 points of Damage Resistance.

Anouk Warrior

Level	Attack	Base Bonus	Save	Fort Save	Ref	Will	Special
1		+1		+2	+0	+0	Bonus feat, Equipment, Mount, Energy
2	Weapon	+2		+3	+0	+0	Bonus feat
3		+3		+3	+1	+1	
4		+4		+4	+1	+1	Bonus feat
5		+5		+4	+1	+1	
6		+6/+1		+5	+2	+2	Bonus feat
7		+7/+2		+5	+2	+2	
8		+8/+3		+6	+2	+2	Bonus feat
9		+9/+4		+6	+3	+3	
10		+10/+5		+7	+3	+3	Bonus feat
11		+11/+6/+1		+7	+3	+3	
12		+12/+7/+2		+8	+4	+4	Bonus feat
13		+13/+8/+3		+8	+4	+4	
14		+14/+9/+4		+9	+4	+4	Bonus feat
15		+15/+10/+5		+9	+5	+5	
16		+16/+11/+6/+1		+10	+5	+5	Bonus feat
17		+17/+12/+7/+2		+10	+5	+5	
18		+18/+13/+8/+3		+11	+6	+6	Bonus feat
19		+19/+14/+9/+4		+11	+6	+6	
20		+20/+15/+10/+5		+12	+6	+6	Bonus feat





Chapter 4: Gear Up

Before your hero heads out into the wilds of Banshee, he should take a walk by the local trader and load up with some equipment. Only a fool or a madman would venture outside a settlement without some sort of weapon and the proper survival gear.

Human colonists begin pay with 500 credits of equipment. As mentioned in the last chapter, anouks don't have to purchase their starting gear; they either make it themselves or are given it by other members of their tribe. Of course, there is nothing to stop an anouk from buying or trading for human equipment once he begins his adventuring career.

Rather than say everything twice, whenever game mechanics are presented in this chapter, the d20 mechanics immediately follow the Deadlands rules, usually in parentheses.

Availability

The constant shortages suffered by the colonists on Banshee since the collapse of the Tunnel that your hero can't simply

waltz into the local Super-Mega-Barn and walk out with everything he wants. Finding a desired item can take some legwork and a bit of haggling. This is represented in the game by giving all equipment an Availability Rating (AR). Equipment is categorized as Very Common, Common, Scarce, Rare, Very Rare, and Experimental. Each category has a TN (DC) associated with it. This TN (DC) is the total required on a *scroungin'* or *streetwise* (Gather Information) roll made to find the item in question for sale and in working order.

The TN (DC) for this roll is further modified by the size of the settlement the hero is searching in. Of course, the Marshal is always free to rule that a certain piece of equipment is simply not available in a given

location. Also, whenever the modified TN (DC) needed to search for an item exceeds 15 (29), the hero needs to search elsewhere (although the Marshal is free to make exceptions to this). Take a gander at the tables below for the details.

Don't worry about availability when you are purchasing your starting equipment; you can buy anything you can afford.

In addition to all the equipment listed in this chapter, all of the mundane equipment described in *Hell on Earth* and *Hell on Earth d20*, as well as other *HOE* supplements, is also available on Banshee. Warfield brought everything and the kitchen sink along with him, so nearly any sort of military hardware imaginable can be found somewhere in the Faraway system.—there just isn't much of it available, and those who have it and don't need it want top cred for it.

There isn't room in this book to describe all of the equipment out there, but we've provided stats and prices for the most common gear found in other books. If you need a more detailed description of some of the items listed at the end of the chapter look in *Wasted West* for weapons and general equipment, *Road Warriors* for ground vehicles, *Iron Oasis* for aircraft, *Shattered Coast* for watercraft, and *Waste Warriors* for yet more weapons and military vehicles.

Equipment Availability

Category	TN	DC
Very Common	5	5
Common	7	10
Scarce	9	15
Rare	11	20
Very Rare	13	25
Experimental	15	30

Settlement Size Modifiers

Population	TN Mod	DC Mod
Less than 500	+6	+12
500-1000	+4	+8
1001-2000	+2	+4
2000+	+0	+0
Temptation, Seaside	-2	-4

Components

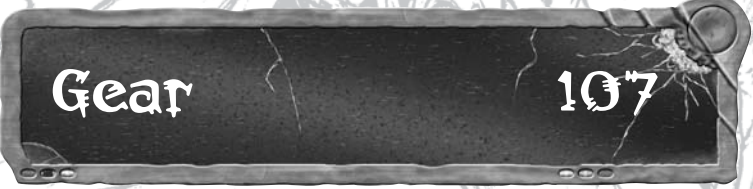
Each piece of equipment in this chapter also has a Component Rating and Strain cost. As discussed in Chapter Two, the Component Rating spells out the types and numbers of components needed by a mute to create an item of that type. The Strain cost is the amount of Strain the mute must expend to create it.

If you look at some of the Strain costs below, you'll see that the Strain costs for many of the larger items are high. That's intentional. The small portable units implanted in a mute are intended to create small objects and perform minor repairs—they're not really designed for building a spaceship from the ground up. The transmutation units used in the HI shipyard are much larger and draw their power from the spiritual energy put out by irradiated ghost rock reactors. That's not to say that your mute can't build a large piece of equipment, he's just not going to be able to do it in a single sitting.

When constructing an item not listed here, your Marshal should use the Component Ratings here as a guideline. When figuring Strain, each structural component costs 1 Strain and each mechanical, electronic, and chemical component costs 0.5. Round up.

General Tech

Before we get into specific pieces of gear, we should take a moment to discuss the level of technology on Banshee. In general, technology in the Faraway system is roughly equivalent to that back on Earth before the war began. Some of the most high tech



developments from Earth never made it to Banshee, although some of the experimental weapons developed during the war were sent to Faraway for extended field-testing.

Life on Banshee is a strange mix of high tech and stone age. A ghost rock prospector might have a cutting edge assault rifle and the latest GPS system, but use a crude windmill to pump water from the well outside his snap wood and plastisteel shack. As Debbi mentioned in Chapter One, the chronic shortages caused by the Tunnel's collapse mean that many pieces of high tech equipment are sitting unused. The technologically advanced earth borers used at many mines are now just rusty jungle gyms for the miners' children.

Power

Electrical power generation is one of the areas in which technology runs the spectrum. Most space stations and ships use a combination of fusion or nuclear reactors and high-efficiency solar cells to generate power.

The larger human settlements like Temptation normally have a small fusion or nuclear reactor for power. Some smaller settlements (or large settlements that can't get parts for their reactor) use old-fashioned steam boilers fired with ghost rock. Many small villages harness the power of Banshee's sun and wind, using a combination of solar panels and windmills.

The planet's strong winds make wind power a much more reliable source of power than on Earth. Some algae farmers use waterwheels hooked to small generators to power their homestead and osmosis fences. Seaside uses turbines powered by wave action to generate power.

Small fusion plants power some of the vehicles used by EXFOR. These power plants produce more energy than needed to operate the vehicle. They are equipped with numerous external power ports troopers can use to energize their weapons and recharge things like power armor. More than one small settlement has hauled a disabled hover tank in off one of Banshee's many battlefields and hooked it up to their power grid. Most of these vehicles

Gear

107

are no longer useful as weapons, but their well-shielded power plants produce more energy than most settlements can use.

Communication

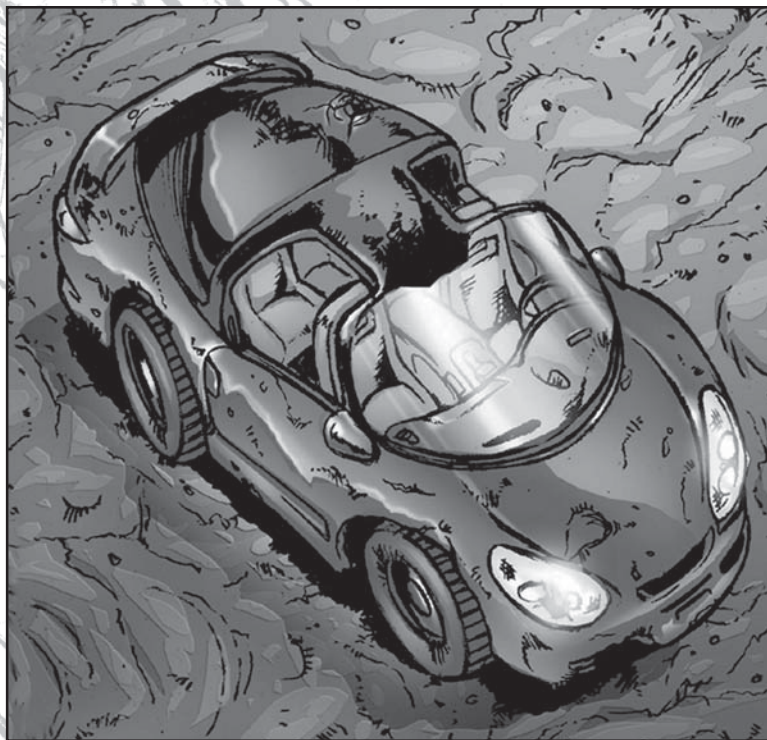
Although some of the larger settlements on Banshee have internal telephone systems, there is no reliable means of long-distance communication between settlements. There was once a series of microwave and radio relay towers set up between the colonies, but these were one of the first things the anouks attacked during the war. Most of them are now little more than rusty, broken skeletons.

Radio communications on Banshee are unreliable due to the atmospheric conditions created by the sun's strong solar wind and frequent sunspots. One day you might be able to pick up a transmitter on the other side of the planet and the next you won't be able to raise your buddy only a few miles away.

In practice, reliable radio communications is limited to 10 miles or less on Banshee's surface unless transmitting from an elevated position. Most settlements with citizens living outside the town depend on "radio chains" to get important information out. The town transmits a message to colonists closest to the settlement and they are responsible for resending the message to colonists who live further out. These colonists are then expected to retransmit the message to even more distant colonists, and so on. Radio communications to stations and satellites in orbit can only be accomplished using tight-beam transmitters aimed directly at the intended receiver.

Transportation

Although there are established trails between the various human settlements, there are no paved roads. That means all vehicles traveling



between towns must be capable of moving cross-country. Pickup trucks and sport utility vehicles from Earth are the prized possessions of many farmers and ranchers on Banshee.

Most of these vehicles run on electrical power or have engines converted to run on alcohol brewed up in the farmer's own still. Rangers, prospectors, and other colonists who travel alone often rely on motorcycles, hoverbikes, and four-wheeled ATVs to get around.

Most caravans use a combination of these four-wheel drive vehicles, cargo crawlers, and wagons pulled by animals. Cargo crawlers are the semi-trucks of Banshee. They are enormous tracked vehicles that can haul large amounts of cargo over nearly any terrain traversable by vehicle.

Some traders prefer animal-powered wagons to more high tech options. They find it's easier to keep the animals fed and watered than it is to get spare parts for a more modern vehicle. Many of these merchants started with a modern vehicle and used it until it

would move no more. Then they removed the engines, rigged up harnesses, and bought some animals to pull the empty hulks. Draft animals on Banshee range from mules, horses, and camels imported from Earth to chanouks, baroukas, and kooratchas.

Anouk Tech

Anouk technology hasn't progressed much beyond the Stone Age. The magic of the anouk shamans and the tannis-related abilities of most other anouks gave them little impetus to develop more advanced technology.

However, just because the anouks have developed little technology of their own doesn't necessarily mean that they are averse to using human technology. The level to which anouks have come to use human items varies from clan to clan. In general, the clans closest to human settlements have incorporated more technology into their lives than those farther away. In fact, the Asai and other clans in the Fertile Crescent traded land to the humans for tech items.

Anouks are most interested in human weapons and laborsaving devices. Most anouks prefer their tannis weapons over human weapons in close range encounters, but many warriors carry rifles and other firearms as trophies of their victories and for use in long range battles.

Other than weapons, the most likely bits of human tech to find in an anouk encampment are things like portable windmill generators, water pumps, binoculars, camp stoves, and the like.

Since the collapse of the Tunnel, there has been a bit of a backlash against human technology among the anouks. They have witnessed the deterioration of the colonists' equipment and many shamans have begun teaching that the humans' magic has failed them. Some clans have completely rid themselves of human items altogether, but most still hold onto any weapons and other valuable they possess.

Anouk Equipment

Gear

109

One thing you might notice in the gear tables at the end of this chapter is that there are no Component Ratings or Strain costs listed for anouk gear. That's because, for some reason that muters have been unable to fathom, their nano-bots are completely unable to work with tannis stone. Bots that touch the stuff just stop working. The prices listed for these items are what a human colonist can expect to pay in goods to an anouk who is willing to trade.

Aknouk

The aknouk is the traditional breastplate of the anouk warrior. It is normally carved from the sternum of a chanouk or barouka. Different clans have different designs. Some make one-piece breastplates, while others carve the massive bone into segments to allow some articulation at the waist.

Articulated breastplates are normally held together with a combination of snap wood fiber and animal sinew. Intricate patterns of tannis stone are laid into the breastplate's surface to allow the warrior to charge it with spiritual energy.

The Aknouk is considered light armor in the d20 system.

Atax

The atax is a discus-like chunk of tannis with four razor-sharp blades jutting from its sides at right angles. These blades have an aerodynamic shape to them that increases the weapon's range and causes it to fly in an elliptical path. When properly thrown, an atax returns to its user.

Anouk warriors normally aim to hit their targets with a glancing blow that cuts them with the blades but doesn't slow the atax down enough to prevent it from returning. Combat being somewhat unpredictable, this doesn't always happen. To represent this in the game, whenever a warrior gets a raise on his attack roll (has an attack roll that exceeds his opponent's AC by 5 or

more) with an atax, it returns to him. Otherwise, it sticks in the target or doesn't have enough speed to make it back to the thrower.

Catching an atax without cutting yourself takes some skill. Whenever one returns to its user, he must make a Fair (5) *Deftness* roll (Dexterity Check DC (7)). Failure means the warrior suffers half damage from his own weapon. Going bust (rolling a natural 1) means the warrior takes full damage.

The atax is considered an exotic weapon in the d20 system.

Chakatl

The chakatl is melee weapon with a blade made entirely of tannis. The blade is about three inches wide near the handle and slowly widens as it nears the tip. The end of the blade flares out into a broad chopping head that somewhat resembles the head of a battleaxe. The entire edge of the blade is sharpened and can be used for cutting.

The head normally has some spiky projections arranged around its edge at irregular intervals, sometimes with curved barbs on the end. Warriors use these to snag an opponent's equipment and pull him from his mount or off his feet. To do this, the hero must declare he is attempting to snag before he makes his attack. If he gets a raise on his attack roll (his attack total exceeds his opponent's AC by 5 or more), he has snagged his opponent. Roll a contest of Strength. If the attacker wins, he has successfully pulled his enemy from his mount and/or knocked him to the ground. If the defender wins, he has managed to pull himself free from the attacker's weapon. Either way, the attack still causes its normal damage.

Chakax

The chakax is a short throwing spear—roughly 5' in length—with a narrow, spindle-shaped tannis head. As with most anouk weapons, tannis is



laid into the shaft of the weapon to allow the warrior to charge it.

Before going into battle, the warrior winds a four-foot long strip of barka leather around the chakax in grooves cut into the shaft for this purpose.

When the weapon is thrown, the warrior holds onto the end of the strap as he releases the spear. This unwinds the strap and causes the chakax to spin. The spin stabilizes the spear in flight and gives it a longer effective range. The chakax can be thrown without the strap, but this halves its listed Range Increment. Winding a throwing strap around a chakax in combat takes three Actions (it's a Full Round action in d20).

Chakira

The chakira resembles the chakax but is twice the length. It can be used as a staff or spear while on foot and it can be used as a lance while mounted. Whenever a mounted attacker is able to move at least half of his mount's running Pace in a straight line toward

his target (makes a mounted charge attack) the weapon does double damage.

Chaknik

The chaknik is the traditional armor anouks use to protect their mounts. Shaped from tannis, the chaknik covers the mount's head, chest, and ribcage. It provides AV 2 to the noggin and upper guts locations (+5 AC). As with the aknouk, the warrior may spend Strain to charge his mount's armor as long as he is in contact with the animal.

Ka'nil

The ka'nil is the traditional staff carried by anouk shamans. It is normally around 8' in length and inlaid with intricate patterns of tannis.

Anouk Mounts

Anouk mounts aren't "equipment" per se, but we thought it would be better to put their stats here because it means you player types don't have any excuse to go pawing through the creature feature we provided for your hard-working Marshal at the back of the book.

Deadlands Profile: Barouka

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

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

Mental: C:3d8, K:1d4, M:3d8, Sm:2d4, Sp:2d8

Guts 3d8, overawe 4d8, search 4d8

Wind: 40

Pace: 20

Size: 12

Terror: 5

Special Abilities:

Armor: The baroukas leathery hide gives them light armor of -4.

Cold-blooded: Baroukas are cold-blooded reptiles. Under cold conditions (50° or less), a barouka suffers a -4 penalty to all rolls due to its sluggish metabolism.

Damage: Bite STR+1d4 (API), Claws STR+1d4

Tail Sweep: Instead of attacking with its mouth and front claws, the barouka can sweep with its tail. The sweep attacks anyone in a

3-yard long, 60° arc to one side of the creature. All those in the area of effect must make an Onerous (7) Dodge roll to avoid the strike. Those hit by it take STR+1d4 damage and must win a contest of Strength (just roll once for the animal) or be knocked off their feet.

Description: A barouka is a large, four-legged lizard. It has razor-sharp claws and a double row of needle-like teeth in its gaping maw. It has a long, whip-like tail studded with bony growths it can use to bludgeon attackers approaching from behind.

D20 Profile: BaroukaAajej

Large Animal

Hit Dice: 4d8+12 (30 hit points)

Initiative: +1 (+1 Dex)

Speed: 50 ft.

AC: 14 (+1 Dex, +4 natural, -1 size)

Attacks: +8 Bite, +8 Claws

Damage: Bite 1d8+5, 1d6+5

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

Special Attacks: Tail Sweep

Special Qualities: Damage reduction 10/0

Saves: Fort +7, Ref +2, Will +0

Abilities: Str 20, Dex 13, Con 17, Int 1, Wis 4, Cha 2

Skills: Climb +8, Spot +4

Feats: –

Climate/Terrain: Desert

Organization: Herd (5-20)

Challenge Rating: 2

Treasure: None

Alignment: Neutral

Advancement: None

See above for description.

Combat

Untrained baroukas like to charge into the middle of their enemies and alternate claw and bite attacks with tail sweeps.

Tail Sweep: In lieu of a bite and claw attack, the barouka may lash enemies within 10' of its rear with a tail sweep. All affected characters must make a DC (13) Reflex save. Those who fail take 1d6+5 damage and are knocked off their feet.

Deadlands Profile: Chanouk

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

Gear

111

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

Mental: C:3d8, K:1d4, M:3d8, Sm:2d4, Sp:2d8

Guts 3d8, **overawe** 4d8, **search** 4d8

Wind: 40

Pace: 20

Size: 12

Terror: 5

Special Abilities:

Armor: The chanouks tough hide gives them light armor of -4.

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

Description: Like anouks, 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.

D20 Profile: Chanouk

Large Animal

Hit Dice: 4d8+12 (30 hit points)

Initiative: +1 (+1 Dex)

Speed: 50 ft.

AC: 14 (+1 Dex, +4 natural, -1 size)

Attacks: +8 Bite, +8 Claws

Damage: Bite 1d8+5, 1d6+5

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

Special Attacks: Improved Grab

Special Qualities: Damage reduction 10/0

Saves: Fort +7, Ref +2, Will +0

Abilities: Str 20, Dex 13, Con 17, Int 1, Wis 4, Cha 2

Skills: Climb +8, Spot +4

Feats: –

Climate/Terrain: Desert, Plains

Organization: Herd (8-32)

Challenge Rating: 2

Treasure: None

Alignment: Neutral

Advancement: None

See above for description.

Combat

Untrained chanouks prefer to hunt in pairs. One of the animals pins the

target to the ground, while the other bites the target and pulls.

Improved Grab: A chanouk can use this ability with either its bite or claw attack. If two chanouks grapple an opponent, they inflict 2d8+10 damage each round until the victim breaks free.

Colonist Equipment

Humans are tool-using animals. It's a good thing, too, because without their high-tech toys, most humans wouldn't last more than a few days on Banshee.

As mentioned earlier, all equipment found in *Hell on Earth* products not directly related to any of the prohibited *arcane backgrounds* is generally available in *Lost Colony*. As always, though, the Marshal has the final say on what is and isn't available. Non-boobytrapped versions of the HI weapons used by the Combine in *HOE* are available in *Lost Colony*.

Melee Weapons

In addition to the usual assortment of knives and such found in *HOE*, there are a handful of weapons unique to *Lost Colony*.

Double Sledge (R)

The double sledge is a melee weapon designed for use in low and zero-G environments by an enterprising miner out in the Belt. It looks like a short cylinder roughly 3' in length. There are two handles on opposite sides of the cylinder. The weapon is normally held under one arm and grasped tightly by the handles.

When the activation button is pressed, heavy weights are driven out of each end by powerful hydraulic pistons. Since these weights are equal in mass, their motion balances each other and prevents the user from being pushed in one direction. A missed

strike means the user remains in place. Only if the weapon makes contact does he float away from his target and then at only half the normal Pace (Move). Fighters who have become skilled with this weapon try to maneuver between two of their enemies and strike each with one of the weapon's heads.

Attempting a double attack like this imposes a -4 penalty on each attack roll. If both heads hit however, the sledge user remains stationary and both of his enemies are pushed away.

Another tactic used with this weapon is to put your back against a wall or other heavy object and wait for an enemy to move within range. When the weapon is activated the rear head hits the wall and drives the sledge forward toward the enemy. Attacking in this manner imposes a -2 penalty, but if the attack hits, it causes 50% more damage (round down).

The double sledge is powered by a medium battery. Each attack drains one charge. It is considered an exotic weapon in the d20 system.

Laser Cutter (S)

The laser cutter was developed for use by snapjacks to harvest snap trees. After a few anouk attacks, they found it was equally useful for hacking off the occasional limb.

The laser cutter comes in two sizes small and large. The small ones are used to trim branches and cut saplings. It can be wielded with one hand. The large cutter requires two hands and has a 4' blade; more than wide enough to cut down any snap tree (or charging anouk).

A laser cutter is similar in shape to a cheese cutter. A long curved arm extends from the handle. Instead of a piece of wire extending between the handle and the end of the arm, a laser generator in the handle fires a laser at a mirror in the tip of the arm. The shape of the mirror is controlled by a chip that uses it to bounce the laser back at the handle where another mirror bounces it back to the tip, and so on. This sets up a standing field of roughly twenty laser beams and greatly magnifies the tool's cutting power.

A laser cutter can be powered from a medium battery or plugged into a

power source through a retractable cable that extends from the base of the handle. When running off a battery, the cutter burns 1 charge each round the weapon is activated and 5 charges each time it inflicts damage to a target.

Volt Knife (S)

No one is sure who developed the first of these knives, but it was obviously a colonist who was jealous of the anouks' ability to charge their weapons up.

The volt knife has a series of capacitors in its handle that charge the knife with electricity. Whenever the knife hits, this electricity is discharged into the target. This does an additional 2d6 Wind (Id4 Subdual) damage on top of the knife's regular damage. The target must make a *Vigor* check (Fortitude save) using the Wind (Subdual) damage inflicted as the TN (DC) or become stunned.

The volt knife runs on a small battery and expends 1 charge on each successful attack

Pistols

Most colonists who live outside of a major settlement own a sidearm of some sort as a minimum form of protection. Most of these are common pistols like those found in *HOE* or *Wasted West*.

Dragoon (R)

The Dragoon is a pistol designed especially for the Colonial Rangers. It is a heavy, semi-automatic pistol that fires 10mm ammunition. It is designed to feed any sort of ammunition manufactured in that caliber from standard slugs to hollowpoints to explosive rounds. It also has a small grenade launcher slung under the barrel that can hold up to three mini-grenades.

MkIV Fleet Officer's Pistol (S)

The MkIV is the standard sidearm for Fleet officers. Most non-coms and EXFOR military police units also carry it. It is a high-capacity, 9mm semi-automatic pistol. It has an integral laser

sight (+2 to hit) and a mounting slide on the front receiver for a flashlight attachment.

Rifles

Most colonists on Banshee also own a longarm of some sort, usually a civilian hunting rifle. However, many militias are equipped with either Northern Alliance or Southern Alliance assault rifles. Since the UN withdrawal, many of these weapons have found their way into civilian hands.





Henry .475 Magnum (S)

Designed for hunting big game back on Earth, colonists found that the Henry .475 worked equally well for dropping anouks and their enormous mounts. The Henry .475 is a bolt-action rifle with a 6 shot internal magazine.

HI Hellrazor (S)

The Hellrazor is HI's latest entry in the assault rifle field. It was under consideration by the US Army as a replacement for its current assault rifle before the Last War erupted.

The Hellrazor is a bull-pup configured rifle (that means the chamber has been moved back into the stock to shorten the overall weapon length). It is often referred to as a "pulse rifle" because of its unique firing mechanism.

The Hellrazor fires caseless 10mm ammunition. The ammo is not only caseless, it's powderless (meaning there's no tell-tale puff of smoke to give away one's position). The Hellrazor

fires its ammo using a gas propellant that is stored in a long reservoir that runs beneath the barrel. Each time the weapon is fired, a small amount—or pulse—of this highly explosive propellant is fed into the chamber behind the bullet and ignited electrically.

The advantage of this system is that 50 rounds of ammunition can be packed into a single magazine and because no casings have to be ejected, there is little chance of dirt or other debris entering the chamber and causing a jam. The pressurized reservoir holds enough propellant to fire 500 rounds before needing to be replaced. A small battery located in the butt of the weapon provides power for the electronic ignition system and the optional laser sight attachment. The battery normally lasts for about a month of use in combat conditions.

The weapon's barrel is ported to channel some of the exhaust upwards. This cuts the recoil modifier for firing multiple bursts in half. It also has a mounting stud for a bipod. When fired from a braced position with the bipod extended, the weapon has no recoil modifier for multiple bursts. The weapon can be fired on full auto or as a semi-automatic weapon.

The Hellrazor is the standard weapon of HI Marines. The Colonial Rangers also have a few dozen of them in their inventory. HI manufactures small amounts of them each year for civilian use. Quite a few seem to fall into Reaper hands as well.

Submachine Guns

Submachine guns take some training to use effectively and are used primarily by private security forces and militias. That doesn't stop religious civilians from trying to use them, though—they just spray and pray.

M-Gun

During the chaos following the Tunnel collapse, the renewed anouk attacks caused an enormous demand for firearms. The merchants who had them saw an opportunity to make some credits and raised their prices to ridiculous levels. Colonists who had

weapons hoarded them. A machinist by the name of Samuel Morris stepped in to help out those who couldn't afford to buy from the price-gouging traders. He developed a simple 10mm submachine gun that could be quickly manufactured from stamped metal parts. He began turning these out by the cartload in his machine shop and made a small fortune selling them at reasonable prices. The weapons became known simply as Morris guns or M-guns for short. Morris continues to manufacture them today.

M-guns have an ugly, unfinished look to them, but they get the job done. They are reliable as long as they are well maintained. Morris was unable to get the high-grade stainless steel normally used in gun manufacturing, so M-guns have a tendency to rust or corrode if not cleaned regularly. *Deadlands* players should roll a d20 each time they fire an M-gun. If a 1 is rolled, the weapon is fouled and won't fire again until cleaned. This number is increased by +1 for each day that passes since the gun was fired and not cleaned afterward.

D20 players should simply use their attack die for determining if the gun seizes up.

Fortunately, the gun's simple construction allows it to be quickly fieldstripped in combat. A quick cleaning can be done in 4 Actions (2 full-round actions). This gets the weapon firing, but does not reduce its chance of jamming again—only a thorough cleaning can do that.

Shotguns

Yup, you guessed it. Lots of colonists own shotguns. They are one of the easiest weapons for an unskilled shooter to use.

Birelli Autoloader (R)

The Birelli autoloader is a semi-automatic shotgun used by the EXFOR security forces. Quite a few of them have found their way into civilian hands. The Birelli is a bull-pup configured shotgun with a 10-round internal magazine.

Machineguns

The most common machineguns in use by both EXFOR and Banshee militias are those of USA or CSA manufacture.

F-35 LMG

The F-35 Light Machine Gun is an Argentinean design used by many of the South American troops that came to Banshee as part of EXFOR. It has an integral bipod and feeds from a detachable 100-round drum magazine. It fires 5.45 mm ammunition.

Heavy Weapons

Some of the larger fauna on Banshee require more than a rifle to put them down. Heavy weapons were also the weapons of choice for non-sykyer troops confronted with a skinny.


AT-10 (R)

The AT-10 is a reloadable rocket launcher. It can fire an array of 125mm rockets of both the unguided and guided varieties. The weapon has an integral laser sight for guidance and range-finding purposes. It also has a flip-up infrared sight that eliminates all penalties when firing at night (provided the target has a heat signature hotter than its environment). When using guided rockets, the laser sight grants a +4 bonus to hit.

Black Widow PDW (VR)

Officially designated the M-26 Heavy Machinegun, Point-Defense, Self-Propelled, this weapon is called the Black Widow by most troops because of its resemblance to a large mechanical spider and the fact that it creates lots of widows.

The Black Widow is a mobile weapons platform that mounts a Gatling-style 5.56mm machinegun on a 6-legged chassis capable of traversing most terrain. The platform's legs have



sharp spikes on their tips that allow the weapon to anchor itself on loose terrain and to climb many surfaces.

The Black Widow can be controlled remotely, set on active standby, or released onto the battlefield under the control of its limited artificial intelligence. When controlled remotely, the operator uses a handset with a vidscreen that allows him to see a 180° arc around the platform. He can fire the weapon manually using a small joystick (and his own *shootin'* skill (Attack bonus)), or allow the weapon to fire itself at targets designated by the operator. The Black Widow has a *shootin'* skill of 5d8 (Attack bonus of +6).

When in active standby, the weapon anchors itself and engages any targets that approach within a set range that do not have friendly IFF transponders. When operating under AI control, the weapon actively seeks out targets within its programmed area of operations.

The Black Widow has *search* and *spot* Aptitudes of 5d8. It has an AV of 4 and a Durability of 30/6 (AC 14, Hardness 10, Hit points 50). It also has two rail mounts on the sides of its chassis that can hold a pair of SAM-5 missiles.

SAM-5 (VR)

The SAM-5 is a man-portable, shoulder-launched, surface-to-air missile. It can engage targets at altitudes of up to 10,000 feet. A number of these weapons fell into the hands of the Reapers following the UN withdrawal. They use these to create terror by lurking outside of settlements and shooting down the occasional aircraft.

To use the weapon, the operator must spend 1 action (1 standard action) to lock on to the target. This requires an Onerous (7) *sensor* (DC 12) roll using either the operator's *sensor operations* Aptitude of the weapon's 4d10 (+8) sensor rating. Once lock-on is achieved,

the weapon may be fired on any subsequent action. The missile automatically hits the target on the following round unless the pilot of the target craft can win a contest of *flyin'* Aptitudes against the missile's 5d10 (+9) *flyin'* skill.

Survival Gear

Colonists venturing out into Banshee's often hostile climate should go well equipped.

Armored Spacesuit

Armored spacesuits are worn by most UN marines in combat and by many miners and spacers working in areas where a tear is likely, like inside a jagged asteroid or when repairing hull damage. The space suit has a trauma plate in the chest area and automatic sphincter valves at each joint. The rest of the suit is reinforced with Kevlar and other ballistic fibers. The suit gives the user AV 3 to the upper and lower guts and vitals, AV 2 to the head, and light armor -4 to the limbs (AC +6). The suit is bulkier than a standard suit and imposes a -4 penalty to all *Dexterity* and *Nimbleness* rolls (Max Dex bonus of +1, -6 Armor check penalty).

Between the inner and outer skin of the suit is a foamy liquid that hardens when exposed to vacuum. This automatically seals most small breaches in the suit. Whenever the suit is breached, roll 1d20 at the beginning of each round. If the roll is greater than the amount of damage that caused the hole, the suit seals automatically. The suit also comes with a patch kit containing 5 large patches for dealing with large leaks.

If a suit breach to a limb is not repaired within two rounds of its appearance, the sphincter valve above the breach closes and severs the limb. There is an override switch the user can hit that prevents this and buys another two rounds to seal the hole, but if the wearer goes unconscious, the sphincter activates immediately.

The suit has an 8-hour internal oxygen supply and attachment points on the back for two additional tanks. The suit's heating, cooling, circulation,

and radio systems are powered by a large battery and drain one charge per hour.

Cold Weather Gear

This is a suit of cold weather gear including parka, snow pants, boots, and mittens. The mittens can be opened to expose the inner glove when fine manipulation is required. The entire set is made of high-tech polymers that sends moisture away from the skin and keeps the wearer dry. This gear can keep an active person warm in temperatures as low as -100° Fahrenheit.

Digital Binocs

These binoculars use the latest digital imaging techniques to give magnification as high as 50X under any lighting conditions. They are powered by a small battery that lasts for roughly 100 hours of use.

EVA Pack

This is a small rocket pack with maneuvering thrusters that can be attached to most space suits. It allows the user to maneuver freely in a zero-G. Maneuvering with the pack requires *flyin'* skill checks in place of most *Nimbleness* rolls (*Dexterity* checks). The pack provides up to 12 thrust (15 thrust) per round. This is the amount by which the user can change his Pace (Move) each round as a simple action. The pack contains enough fuel to generate a total of 360 thrust. A refill costs 100 credits.

Inertial GPS

The inertial GPS is a small handheld unit. It contains the coordinates of all GPS satellites in orbit over Banshee. It also has an inertial sensor that allows it to compute its location from any given starting point. This is important because standard GPS systems don't work on Banshee due to atmospheric interference. The inertial GPS uses its location information to send a tight-beam update request to the nearest satellite in its database.

Satellite Phone

The satellite phone is one of the few reliable means of long distance

communication on Banshee. It can only be used in conjunction with an inertial GPS system or from a location with known coordinates.

Like the GPS system, the phone contains a database of communication satellite coordinates. It uses these in conjunction with its programmed location to contact the nearest satellite with a tight-beam broadcast. The catch is that the caller must also know the exact coordinates of the satellite phone or radio he is attempting to contact. Without this information, the satellite is unable to process the call.

The satellite phone runs on a small battery. The battery lasts for roughly a month of normal use.

Spacesuit

This is the standard model spacesuit worn by spacers. It provides oxygen and life support for 8 hours. It comes with a patch kit containing 5 patches. It has a hookup for one spare oxygen tank. The suit's systems are powered by a large battery and burn 1 charge per hour.



Spare O₂ Tank

Spare oxygen tanks contain 8 hours of air and can be used with either spacesuit or the tox suit. They weigh 10 pounds each.

Tox Suit

The tox suit is a hazardous environment suit designed for use in the Toxic Jungle. It is a sturdy contamination suit reinforced with Kevlar to prevent ripping and tearing. The elbows and knees have reinforced, armored pads. The suit comes complete with an internal oxygen supply and cooling system.

All of this makes for a very heavy suit; it weighs over 100 pounds. Fortunately the designers included a powered endo-skeleton to help out. It responds to the user's movements and bears most of the suit's weight. The suit uses a large battery as a power supply that lasts for 8 hours of continuous use.

The suit's O₂ supply lasts for 8 hours. There is a hookup for one spare tank on the suit's back. The suit also includes filters that allow the user to breathe external air in areas the user knows aren't contaminated (many of the Toxic Jungle's pollens are poisonous). A HUD in the suit's helmet displays the level of airborne contaminants outside the suit.

Ground Vehicles

Most of the ground vehicles in use on Banshee are similar to those used on Earth.

4-Wheel ATV

Many prospectors use 4-wheeled bikes to maneuver over Banshee's rugged terrain. They come in both electric and alcohol-powered models. The electric model has a small solar array that can be deployed while parked. It recharges 1 mile of the

vehicle's range for every 3 minutes of exposure to direct sunlight.

Cargo Crawler

Cargo crawlers are something of a cross between a tractor-trailer and a train. They haul most of the heavy freight between settlements. Cargo crawlers are heavy tracked vehicles consisting of a cab and varying number of cargo cars. The cab has all the driving controls needed to maneuver the entire crawler, the master computer, and living quarters for the crew.

Cargo cars are simply big open boxes with tracks. They have their own power supply, drive motors, and rudimentary controls (-4 to all *drivin'* checks) that allow them to be driven short distances—usually for coupling and uncoupling operations.

The cab is normally hooked to between one and five cargo cars. While coupled, the master computer in the cab synchronizes the motion of the tracks on all the cars for maximum traction over uneven terrain. Sometimes a second cab is attached at the rear of the crawler. In theory, the maximum number of cars in a crawler is 10, but most drivers usually never hook up more than 4 or 5, because anything larger is difficult to maneuver through many of the narrow passes the trade caravans travel.

Many merchants convert one of their cargo cars into additional living space for guards. These converted cars are often equipped with turreted weapons.

Cabs come in two versions: fusion and electric. Fusion cabs have basically an unlimited range and provide power for the entire crawler. Electric cabs have a large storage battery like the cargo cars and must be recharged periodically. Electric cabs and all cargo cars have rooftop solar panels that can be deployed during the day to recharge the batteries while underway. Each cargo car can carry roughly 50 tons of cargo.

Gorgon APC

The Gorgon is EXFOR's primary armored personnel carrier. It is a rugged 6x6 wheeled vehicle with a hybrid alcohol-electric power plant. It can carry an entire squad of fully

equipped UN Marines. The Gorgon has three turrets. The rear turret is filled with 4 SAM-5s. The two forward turrets can accept a number of different weapons. The most common configuration for the turrets is four .50 cal machineguns or 1 automatic grenade launcher.

Spacecraft

We don't have room to cover all of the types of spacecraft available in Faraway, but these are some of the most common. Look for more in upcoming editions of the *Epitaph*.

Freighter

Most freighters have a standard configuration. Crew quarters, the bridge, the kitchen, and the infirmary are all located in the forward module. Behind this area is a big open framework and structural members that stretch to the ship's aft compartment. Inside the beams that make up the ship's back are access tunnels that allow crew members to travel from one end of the craft to the other. Like a container ship back on Earth, the ship's cargo is loaded onto the ship in individual containers that lock into place inside the hollow framework of the ship's midsection. The aft section of the vessel contains the ship's main drive and often living quarters for the engineering crew.

The modular construction of the ship allows it to be easily reconfigured for a variety of duties. Specialized modules containing exotic payloads, extra living quarters, science labs, weapon platforms, and the like can all be "snapped" into place along the ship's spine. The rear walls of the forward and aft sections have airlocks that can attach to these modules and allow access—effectively making the module part of the ship's interior.

Green Dragon

The Green Dragon is EXFOR's primary assault transport. It has a crew of two and a large cargo bay capable of carrying an entire platoon of UN Marines or a Gorgon APC with its squad inside. The fusion-powered craft

is armed with a pair of laser cannons. It also has hard-points under its wings that can mount up to 8 SAM-5s, 8 assault rocket pods, or 4 air-droppable cargo canisters.

Shuttle

There are many makes and models of orbital shuttles in Faraway, but a typical one has a crew of 2, seating for 10 passengers, and a cargo bay capable of holding 50 tons of cargo. If the cargo bay is converted for passenger use, the ship can seat another 40 passengers.

Stallion

The Stallion is a small VTOL craft powered by a micro-fusion power plant. When in the planet's atmosphere, it uses powerful fans blowing through gimbaled ducts for propulsion. In space, the fusion plant is used to ionize the fuel stored in the ship's reaction mass tanks. The charged particles are then propelled through the ship's ducts using magnetic accelerators.

The Stallion was designed for EXFOR as an aerospace scout ship. When the Rangers were formed, many of the fleet's older Stallions were turned over to them for use in patrolling Banshee. Most Ranger Stallions are armed with a pair of turreted 20mm cannons at the front and rear of the aircraft.

The Stallion has a crew of 2 and can carry 10 Rangers or 5 tons of cargo in its rear cargo bay.

Deadlands: Shootin' Irons

Weapon	Ammo	Shots	RoF	Range	Damage	Cost	Avail	Comp/Strain
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Thrown Weapons

Atax	—	1	1	20	STR+1d6	\$100	C	NA
Chakira	—	1	1	10/20	STR+1d6	\$75	C	NA
Small Knife	—	—	1	5	STR+1d4	\$10	C	1S/1
Large Knife	—	—	1	5	STR+1d6	\$20	C	S/1

Pistols

Dragoon	10mm	10	2	10	3d6	\$300	S	1S, 2M, 1E/3
GL	20mm	3	1	10	By grenade			
IW-91	.45 gyrojet	6	2	20/5	4d6/3d6	\$300	R	1S, 2M/2
M1911	.45	7	2	10	3d6	\$100	S	1S, 2M/2
M-80 (SA Officer's)	.50	6	2	10	4d6	\$100	S	1S, 2M/2
M-92 (NA Officers)	9mm	15	2	10	3d6	\$100	S	1S, 2M/2
MKIV FOP	9mm	15	2	10	3d6	\$100	S	1S, 2M/2
Marlin .22 Target	.22	15	2	10	2d4	\$75	C	1S, 2M/2
Mauser '70	4mm AP	25	2 or 6	10	3d6, AP2	\$500	R	1S, 2M, 1E/3
	4mm Frang				3d6+6			
Mexican Eagle	9mm	13	2	10	3d6	\$100	R	1S, 2M/2
Pistol	10mm	9	2	10	3d6	\$100	S	1S, 2M/2
S&W .38 Snub	.38	6	2	5	2d6	\$50	C	1S, 2M/2
S&W Model 85	.44 Mag	7	2	10	4d6	\$175	S	1S, 2M/2
S&W Model 683	.44 Mag	6	2	10	4d6	\$150	S	1S, 2M/2
P-38	9mm	13	2	10	3d6	\$90	C	1S, 2M/2

Rifles

Weapon	Ammo	Shots	ROF	Range	Damage	Cost	Avail?	Comp/Strain
Adv. Com. Rifle	5.56mm	30	9	10/20	3d8	\$1000	VR	2S, 4M, 2E/5
	20mm	5	1	10	3d10, Burst 3			
AK-47	7.62mm	30	6	10/20	4d8	\$300	R	2S, 2M/3
Fusil-20	5.45mm	30	6	10/20	3d8	\$200	R	2S, 2M/2
G-22	4mm AP	50	9	20	3d8, AP2	\$1000	VR	2S, 3M, 2E/5
	4mm Frangible				3d8+6			
Henry .475	.475 Mag	6	1	50	4d10	\$150	C	2S, 2M/3
HI Damnation	10mm caseless	30	6	10/20	4d8	\$300	S	2S, 3M, 1E/4
HI Hellrazor	10mm caseless	50	9	10/20	4d8	\$600	S	2S, 4M, 2E/5
Hunting Rifle	.30-06	9	1	20	4d8	\$150	C	2S, 2M/3
IW-40	.50 gyrojet	20	6	50	5d10	\$450	VR	2S, 2M/3
Lever-action	.30	15	1	20	4d8	\$100	C	2S, 2M/3
M-10 (SA Assault)	7.62mm	20	6	10/20	4d8	\$200	C	2S, 2M/3
M-21 (NA Assault)	5.56mm	30	9	10/20	3d8	\$200	C	2S, 2M/3
M-21A2	5.56mm	30	9	20	3d8	\$300	S	2S, 2M/3
M-4	7.62mm	20	6	10	4d8	\$300	S	2S, 2M/3
M-42	.50	10	1	40	5d10	\$800	R	2S, 3M, 3E/5
M-50	.50	10	1	40	5d10	\$600	R	2S, 2M/3
SK-70	7.62mm	30	6	10/20	4d8	\$300	R	2S, 2M/3
SK Sporter	7.62mm	10	2	20	4d8	\$150	C	2S, 2M/3

Shotguns

Auto-shotgun	12-gauge	20	3	5/10	1-6d6	\$150	R	2S, 2M/3
Birelli Autoloader	12-gauge	10	2	10	1-6d6	\$200	S	2S, 2M/3
DB Scattergun	12-gauge	2	2	5	1-6d6	\$150	C	1S, 1M/2
Double barrel	12-gauge	2	2	10	1-6d6	\$150	C	2S, 1M/3
Pump	12-gauge	8	1	10	1-6d6	\$150	C	2S, 2M/3
Saigi Mk3	12-gauge shot	6+12	6	10	1-6d6	\$750	R	2S, 2M/3
	12-gauge slug				6d6			

Submachine Guns

Flechette gun	Plastic Block	40	12	10	3d8	\$500	S	2S, 2M, 2E/4
Police Hellfire	10mm	20	6	5/10	3d6	\$150	S	2S, 2M/3
M-gun	10mm	30	9	5/10	3d6	\$75	C	2S, 2M/3
NA Commando	5.56mm	30	12	5/10	3d6	\$150	S	2S, 2M/3
SA Commando	.50	20	6	5/10	4d6	\$150	S	2S, 2M/3

Machineguns

F-35	5.45mm	100	9	20	3d8	\$1000	R	3S, 3M/5
HI SAW	12mm Caseless	60	9	10/20	4d10	\$1250	R	3S, 3M, 2E/6
M-120	7.62mm	300	15	20	4d8	\$1500	R	4S, 4M/6
M2HB	.50	100	3	40	5d10	\$1000	R	4S, 3M/6
M-200 MPSW	20mm	50	6	20	4d12 ¹	\$2000	R	4S, 3M/5
M-249A4	(NA SAW) 5.56	60	12	20	3d8	\$1000	S	3S, 3M/5
M-260 (SA SAW)	7.62mm	30	9	20	5d8	\$1000	S	3S, 3M/5
RPK-74	7.62mm	30,50,100	9	20	4d8	\$1000	R	3S, 3M/5

Grenade Launchers

Armco GL	40mm	12	1	50	By grenade	\$2000	R	3S, 3M/5
M-720	20mm	6	1	20	By grenade	\$2000	S	2S, 3M/4
M-230	40mm	1	1	25	By grenade	\$1250	S	1S, 2M/3

Heavy Weapons

AT-10	125mm rocket	1	1	By rocket	By rocket	\$2000	S	3S, 2M, 4E/6
Black Widow	20mm	200	12	20	3d8	\$8000	VR	6S, 6M, 6E/12
SAM-5	140mm missile	1	1	NA	4d12	\$1000	VR	4S, 4M, 4E/8

¹Round does 4d12 to target it impacts. It explodes doing 3d8 damage with a Burst Radius of 3 to surrounding targets.

Vehicle Weapons

10mm AA Laser	NA	Unlimited	3	100	3d12(AP2)	\$12000	VR	4S, 6M, 10E/12
20mm Cannon	20mm	50	6	20	4d12 ¹	\$2000	R	4S, 3M/5
40mm Laser Cannon	NA	Unlimited	1	500	5d12(AP4)	\$6000	VR	6S, 4M, 12E/14
125mm Cannon	FSDSDP HKDUAP	1	1	250	6d20(AP8) 8d20(API2)	NA	NA	8S, 6M, 4E/13
155mm Cannon	155mmHE	1	1	500	8d20, Burst 10	NA	NA	10S, 6M, 5E/16
M-38	Plasma	Unlimited	1	30	1-5d20 ²	NA	VR	8S, 8M, 10E/17
M-240 GL	40mm	30	3	40	By grenade	3000	S	5S, 5M, 2E/9

¹Round does 4d12 to target it impacts. It explodes doing 3d8 damage with a Burst Radius of 3 to surrounding targets.

²Base damage is 1d20 (AP2). Each action spent charging the weapon increases the damage by 2d20. Max charge is 5d20.

Deadlands: Grenades & Rockets

Grenade	Hand/20mm/40mm	Damage	Burst	Cost	Avail	Comp/Strain
Fragmentation	Y/Y/Y	4d12/4d12/4d12	10/10/5	\$100	S	1S, 1M, 2C/3
Smoke	Y/Y/Y	None ¹	10/10/5	\$25	C	1S, 1M, 2C/3
Improved Smoke	Y/Y/Y	None ²	10/10/5	\$50	S	1S, 1M, 3C/3
Tear Gas	Y/Y/Y	Special ³	10/10/5	\$100	C	1S, 1M, 2C/3
Inferno	N/Y/Y	NA/6d10/4d10 ⁴	NA/5/5	\$150	R	1S, 1M, 4C/3
Flechette	N/Y/Y	NA/8d8/6d8 ⁵	NA/10/5	\$100	R	1S, 1M, 2C/3
Flash Bang	Y/Y/Y	Special ⁶	5/5/3	\$100	S	1S, 1M, 2C/3
HEDP	N/Y/N	4d12, AP2 or 4d8 ⁷	NA/5/NA	\$175	S	1S, 1M, 2C/3
AT Rocket	NA	6d20, AP5	5	\$1000	R	2S, 2M, 2E, 4C/6
HE Rocket	NA	6d12	10	\$500	S	2S, 2M, 2E, 4C/6

¹Imposes -4 vision modifier to all shooting into and out of the smoke. Lasts 12 rounds

²As regular smoke, but also blocks IR imaging.

³All in cloud must make Hard (9) Vigor roll at the beginning of each round to avoid gagging. Those who fail suffer -4 penalty to all actions for the next 12 rounds. Effects continue even if target leaves the gas cloud. Gas lasts 12 rounds.

⁴Fires flame outward in a 30' cone from mouth of launcher. Anyone caught in cone takes damage. Each burst radius crossed drops damage by -1 die.

⁵Giant shotgun round: +2 bonus to hit, each burst radius crossed drops damage by -1 die.

⁶All in burst radius must make Incredible (11) Vigor roll or become stunned. Each burst radius crossed drops TN of Vigor roll by -2.

⁷Target hit by grenade takes 4d12, AP2 damage. Targets in burst radius take 4d8.

Deadlands: Hand Weapons

Weapon	DB	Damage	Cost	Availability	Component/Strain
Billy club	+1	STR+1d6	\$25	Common	IS/1
Brass knuckles	—	STR+1d4	\$20	Common	IS/1
Chakatl	+2	STR+2d8	\$150	Common	NA
Double Sledge	+1	STR+3d6	\$100	Rare	3S, 3M, 1E/5
Small knife	+1	STR+1d4	\$10	Very Common	IS/1
Large knife	+1	STR+1d6	\$25	Very Common	IS/1
Ka'nil	+2	STR+2d6	\$50	Scarce	NA
Laser cutter, small	+1	STR+2d8 (API)	\$200	Scarce	2S, 2M, 4E/5
Laser cutter, large	+2	STR+2d12(AP2P)	\$500	Scarce	3S, 3M, 4E/7
Machete	+1	STR+2d6	\$75	Very Common	2S/2
Sword	+2	STR+2d8	\$100	Scarce	3S/3
Bayonet	+1	STR+2d6	\$75	Common	IS/1
Mini-chainsaw	+1	STR+2d8	\$200	Scarce	3S, 4M, 2E/6
Volt knife	+1	STR+1d6 (+shock)	\$150	Scarce	IS, 2E/2

Deadlands: Armor & Clothing

Armor	Value	Cost	Covers	Comp/Strain	Notes
Aknouk	2	\$150	Guts	NA	May be charged.
Armoured Spacesuit	*	\$1500	All	4S, 5M, 4E, 2C/10	AV3 to guts, AV2 noggin, -4 limbs
Chaknik	2	\$200	NA	Upper guts, noggin	May be charged.
Cold Weather Suit	-3	\$200	All	3S, 3C/5	Adds +6 to all <i>survival</i> rolls to resist cold.
Infantry Battlesuit	*	\$1100	Guts, arms, legs	4S, 2M, 1E/6	AV2 Guts, -4 arms and legs
Infantry Helmet	2	\$500	Noggin	2S, 1C/3	
Kevlar Vest	2	\$750	Guts	2S, 2C/3	
Spacesuit	-4	\$400	All	3S, 3M, 2C/6	
Tox Suit	-3	\$300	All	3S, 3M, 2C/6	

Other Gear

Item	Cost	Components/Strain
Barouka	\$300	NA
Chanouk	\$300	NA
Digital Binocs	\$250	IS, 2M, 4E/4
EVA Pack	\$500	2S, 5M, 5E/7
Inertial GPS	\$250	IS, 1M, 4E/4
Satellite Phone	\$300	IS, 1M, 4E/4
Spare O ₂ Tank	\$50	2S, 1M/3

Ammunition

Cost/25 Bullets	Comp/Strain ¹	Ammo
\$10	IS, 1C/2	.22, .38
\$20	IS, 2C/2	9mm, 10mm, .45, .30, .30-06, 5.56mm, 7.62mm, 4mm caseless, 10mm caseless
\$25	2S, 2C/3	.50 pistol, .357 Magnum, .44 Magnum, .475 Magnum, 12-gauge shot
\$40	3S, 3C/5	.50 gyrojet
\$100	4S, 4C/6	20mm, 30mm
\$10,000	8S, 8C/12	125mm
\$15,000	8S, 12C/14	155mm

Hollowpoint ammunition adds 50% to cost and +1 damage per die.

Frangible rounds costs 100% more and add +2 damage per die.

¹Component and Strain cost is per 25 bullets or rounds.

Deadlands: Ground Vehicles

Gear

123

Two new stats have been added to the usual vehicle description: Components and Range. Range is the range of an electric version of the vehicle with a full charge. Weapons on military vehicles are list in the following manner: Weapon/Mount Type/Location/Arc

4-Wheel ATV

Cost: 1500, **Passengers:** 2, **Engine:** Alcohol or electric, **Gas Tank:** 4 gallons, **MPG:** 50, **Range:** 180 miles, **Suspension:** Off-road, **Wheels:** 4, **Top Speed:** 70 mph, **Pace:** 175, **Acceleration:** 5 mph, **Durability:** 15/3, **Armor:** 1, **Handling:** +2, **Size:** +1, **Components/Strain:** 8S, 8M, 3E/14

Cargo Crawler, Cab, Fusion

Cost: 35,000, **Passengers:** 2+4, **Engine:** Fusion, **Gas Tank:** NA, **MPG:** NA, **Range:** Unlimited, **Suspension:** Tracked, **Wheels:** NA, **Top Speed:** 50 mph, **Pace:** 150, **Acceleration:** 5 mph, **Durability:** 60/12, **Armor:** 2, **Handling:** -1, **Size:** +4, **Components/Strain:** 30S, 20M, 30E/55

Cargo Crawler, Cab, Electric

Cost: 10,000, **Passengers:** 2+4, **Engine:** Electric, **Gas Tank:** NA, **MPG:** NA, **Range:** 500 miles, **Suspension:** Tracked, **Wheels:** NA, **Top Speed:** 50 mph, **Pace:** 150, **Acceleration:** 5 mph, **Durability:** 60/12, **Armor:** 2, **Handling:** -1, **Size:** +4, **Components/Strain:** 30S, 16M, 24E/50

Cargo Crawler, Cargo

Cost: 5,000, **Passengers:** 40, **Engine:** Electric, **Gas Tank:** NA, **MPG:** NA, **Range:** 100 miles, **Suspension:** Tracked, **Wheels:** NA, **Top Speed:** 30 mph (50 when attached to cab), **Pace:** 75, **Acceleration:** 5 mph, **Durability:** 60/12, **Armor:** 2, **Handling:** -4, **Size:** +6, **Components/Strain:** 30S, 14M, 16E/45

Dirt Bike

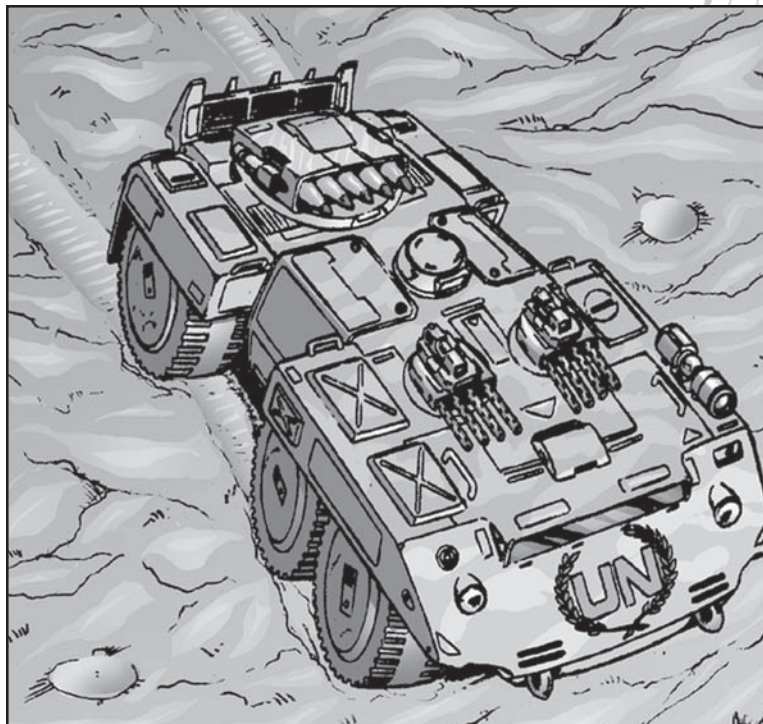
Cost: 1000, **Passengers:** 2, **Engine:** Alcohol or electric, **Gas Tank:** 3 gallons, **MPG:** 80, **Range:** 200 miles, **Suspension:** Off-road, **Wheels:** 2, **Top Speed:** 100 mph, **Pace:** 250, **Acceleration:** 10 mph, **Durability:** 10/2, **Armor:** 1, **Handling:** +2, **Size:** +1, **Components/Strain:** 5S, 6M, 3E/11

Economy Car

Cost: 2000, **Passengers:** 4, **Engine:** Alcohol or electric, **Gas Tank:** 10 gallons, **MPG:** 40, **Range:** 300 miles, **Suspension:** Standard, **Wheels:** 4, **Top Speed:** 90 mph, **Pace:** 225, **Acceleration:** 5 mph, **Durability:** 20/4, **Armor:** 1, **Handling:** +0, **Size:** +2, **Components/Strain:** 10S, 10M, 10E/20

Gorgon APC

Cost: 25,000, **Passengers:** 2+10, **Engine:** Alcohol/electric, **Gas Tank:** 100 gallons, **MPG:** 5, **Range:** 400 miles, **Suspension:** Off-road, **Wheels:** 6, **Top**



The Gorgon APC

Speed: 70 mph, **Pace:** 175,
Acceleration: 5 mph, **Durability:** 60/
12, **Armor:** Bottom 5, front 8, rear 5, left
6, right 6, **Handling:** +0, **Size:** +4,
Weapons: Quad SAM-5/Turret/Rear/
360°, Quad M2HB/Turret/Front Right/
360°, Quad M2HB/Turret/Front Left/
360°, **Components/Strain:** 46S, 24M,
22E/69

HMMWV

Cost: 10,000, **Passengers:** 8,
Engine: Alcohol or electric, **Gas Tank:**
30 gallons, **MPG:** 20, **Range:** 500 miles,
Suspension: Off-road, **Wheels:** 4, **Top
Speed:** 90 mph, **Pace:** 225,
Acceleration: 10 mph, **Durability:** 45/
9, **Armor:** 2, **Handling:** -1, **Size:** +3,
Components/Strain: 24S, 12M, 10E/35

Hover Bike

Cost: 4000, **Passengers:** 2, **Engine:**
Alcohol or electric, **Gas Tank:** 12
gallons, **MPG:** 30, **Range:** 200 miles,
Suspension: Hover, **Wheels:** 0, **Top
Speed:** 140 mph, **Pace:** 350,
Acceleration: 20 mph, **Durability:** 10/
2, **Armor:** 1, **Handling:** +3, **Size:** +1,
Components/Strain: 6S, 12M, 14E/19

Jeep

Cost: 4000, **Passengers:** 4, **Engine:**
Alcohol or electric, **Gas Tank:** 25
gallons, **MPG:** 20, **Range:** 400 miles,
Suspension: Off-road, **Wheels:** 4, **Top
Speed:** 90 mph, **Pace:** 225,
Acceleration: 10 mph, **Durability:** 30/
6, **Armor:** 1, **Handling:** +0, **Size:** +2,
Components/Strain: 16S, 12M, 8E/26

Luxury Car

Cost: 5000, **Passengers:** 6, **Engine:**
Alcohol or electric, **Gas Tank:** 20
gallons, **MPG:** 25, **Range:** 400 miles,
Suspension: Standard, **Wheels:** 4, **Top
Speed:** 120 mph, **Pace:** 300,
Acceleration: 10 mph, **Durability:** 40/
8, **Armor:** 1, **Handling:** +0, **Size:** +3,
Components/Strain: 20S, 12M, 8E/30

M-112 Self-Propelled Gun

Cost: 1,500,000, **Passengers:** 3,
Engine: Fusion, **Gas Tank:** NA, **MPG:**
NA, **Range:** Unlimited, **Suspension:**
Hover, **Wheels:** NA, **Top Speed:** 90
mph, **Pace:** 225, **Acceleration:** 10 mph,
Durability: 80/16, **Armor:** Bottom 6,
front 8, rear 8, left 8, right 8, **Handling:**
-1, **Size:** +5, **Weapons:** 155mm cannon/
Fixed/Turret/360°, 10mm laser/Ring/
Turret/360°, 10mm laser/Articulated/
Bow/Front 90°, **Components/Strain:**
52S, 24M, 20E/74

M-12 Stuart

Cost: 750,000, **Passengers:** 3+8,
Engine: Fusion, **Gas Tank:** NA, **MPG:**
NA, **Range:** Unlimited, **Suspension:**
Hover, **Wheels:** NA, **Top Speed:** 60
mph, **Pace:** 150, **Acceleration:** 15 mph,
Durability: 60/12, **Armor:** Bottom 5,
front 8, rear 5, left 6, right 6, **Handling:**
-2, **Size:** +4, **Weapons:** M-38/Fixed/
Turret/360°, M2HB/Ring/Turret/360°,
M240GL/Fixed/Turret/360°,
Components/Strain: 44S, 30M, 28E/
69

M-26 Powell Hovortank

Cost: 1,000,000, **Passengers:** 3,
Engine: Fusion, **Gas Tank:** NA, **MPG:**
NA, **Range:** Unlimited, **Suspension:**
Hover, **Wheels:** NA, **Top Speed:** 80
mph, **Pace:** 200, **Acceleration:** 5 mph,
Durability: 100/20, **Armor:** Bottom 8,
front 16, rear 12, left 12, right 12,
Handling: -2, **Size:** +4, **Weapons:**
125mm cannon/Fixed/Turret/360°,
10mm laser/Ring/Turret/360°, 10mm
laser/Articulated/Bow/Front 90°, 10mm
laser/Fixed/Turret/360°,
Components/Strain: 70S, 34M, 30E/
102

Pickup, Mid-sized

Cost: 3000, **Passengers:** 3+8,
Engine: Alcohol or electric, **Gas Tank:**
20 gallons, **MPG:** 30, **Range:** 500 miles,
Suspension: Off-road, **Wheels:** 4, **Top
Speed:** 90 mph, **Pace:** 225,
Acceleration: 10 mph, **Durability:** 40/
8, **Armor:** 1, **Handling:** +0, **Size:** +3,
Components/Strain: 20S, 12M, 8E/30

Pickup, Large

Cost: 7000, **Passengers:** 3+10,
Engine: Alcohol or electric, **Gas Tank:**
30 gallons, **MPG:** 25, **Range:** 600 miles,
Suspension: Off-road, **Wheels:** 4, **Top**

Speed: 90 mph, **Pace:** 225,
Acceleration: 10 mph, **Durability:**
45/9, **Armor:** 1, **Handling:** -1, **Size:** +3,
Components/Strain: 23S, 12M, 8E/33

Sports Utility Vehicle

Cost: 5000, **Passengers:** 5, **Engine:**
Alcohol or electric, **Gas Tank:** 30
gallons, **MPG:** 30, **Range:** 500 miles,
Suspension: Off-road, **Wheels:** 4, **Top
Speed:** 90 mph, **Pace:** 225,
Acceleration: 10 mph, **Durability:** 35/
7, **Armor:** 1, **Handling:** +0, **Size:** +3,
Components/Strain: 18S, 12M, 8E/28

T-12 Lee Hovertank

Cost: 1,100,000, **Passengers:** 3,
Engine: Fusion, **Gas Tank:** NA, **MPG:**
NA, **Range:** Unlimited, **Suspension:**
Hover, **Wheels:** NA, **Top Speed:** 50
mph, **Pace:** 125, **Acceleration:** 5 mph,
Durability: 120/24, **Armor:** Bottom 8,
front 15, rear 10, left 12, right 12,
Handling: -3, **Size:** +5, **Weapons:**
140mm cannon/Fixed/Turret/360°,
M2HB/Fixed/Turret/360°, M2HB/Ring/
Turret/360°, M2HB/Articulated/Bow/
Front 90°, **Components/Strain:** 70S,
34M, 30E/102

Van

Cost: 5000, **Passengers:** 8, **Engine:**
Alcohol or electric, **Gas Tank:** 20
gallons, **MPG:** 25, **Range:** 400 miles,
Suspension: Standard, **Wheels:** 4, **Top
Speed:** 90 mph, **Pace:** 225,
Acceleration: 10 mph, **Durability:** 45/
9, **Armor:** 1, **Handling:** -2, **Size:** +3,
Components/Strain: 23S, 12M, 8E/33

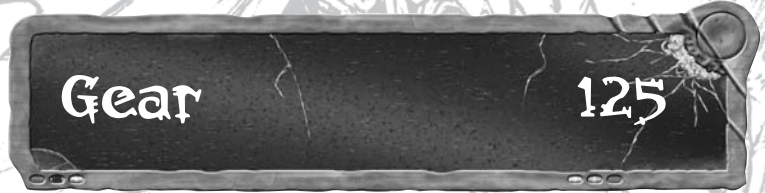
Deadlands: Spacecraft

Freighter, Small

Cost: 750,000, **Passengers:** 10,
Engine: Fusion, **Range:** Unlimited,
Acceleration: 10G, **Durability:** 200/
40, **Armor:** 4, **Handling:** -2, **Size:** +8,
Weapons: None, **Components/
Strain:** 120S, 40M, 40E/160

Green Dragon

Cost: 1,250,000, **Passengers:** 2+40,
Engine: Fusion, **Range:** Unlimited,



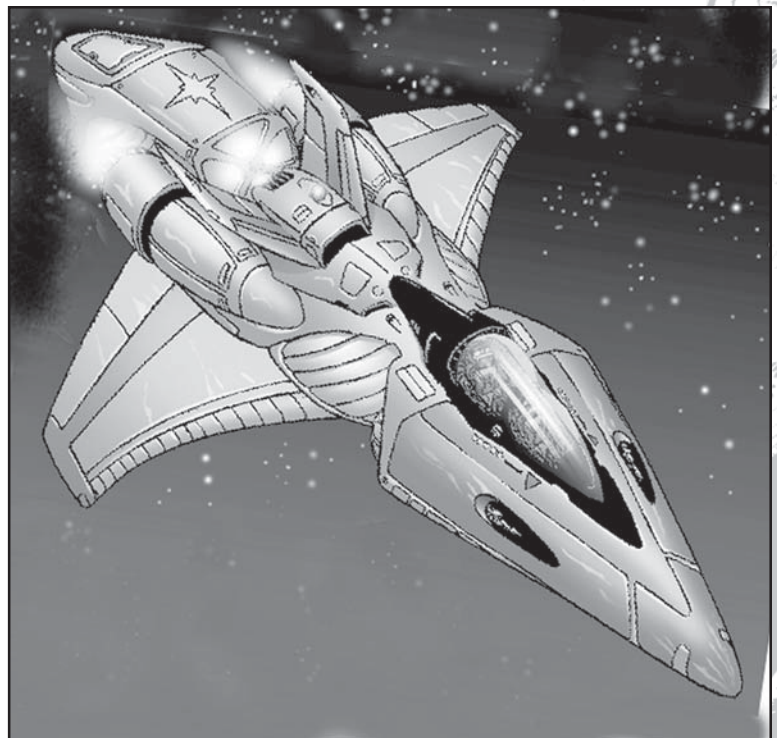
Acceleration: 6G, **Durability:** 100/20,
Armor: 4, **Handling:** -1, **Size:** +6,
Weapons: Twin 40mm laser cannons/
Fixed/Bow/Front 45°, **Components/
Strain:** 60S, 30M, 36E/93

Shuttle

Cost: 100,000, **Passengers:** 2+20,
Engine: Fusion, **Range:** Unlimited,
Acceleration: 10G, **Durability:** 100/20,
Armor: 2, **Handling:** +0, **Size:** +6,
Weapons: None, **Components/
Strain:** 54S, 30M, 20E/79

Stallion

Cost: 500,000, **Passengers:** 2+10,
Engine: Fusion, **Range:** Unlimited,
Acceleration: 10G, **Durability:** 50/10,
Armor: 2, **Handling:** +1, **Size:** +5,
Weapons: Twin 20mm cannons/
Fixed/Front Turret/360°, Twin 20mm
cannons/Articulated/Rear/Rear 90°,
Components/Strain: 30S, 24M, 26E/
55



The Colonial Ranger's Stallion—for atmosphere and space.

D20: Shootin' Irons

Weapon	Ammo	Shots	Range	Damage	Critical	Cost	Avail	Comp/Strain
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Thrown Weapons

Atax	—	1	40 ft.	1d6	19-20/x2	\$100	C	NA
Chakira	—	1	20 ft./40 ft.	1d6	20/x2	\$75	C	NA
Small Knife	—	—	15 ft.	1d4	20/x2	\$10	C	1S/1
Large Knife	—	—	10 ft.	1d6	20/x2	\$20	C	1S/1

Pistols

Dragoon	10mm	10	30 ft.	2d6+3	19-20/x2	\$300	S	1S, 2M, 1E/3
GL	20mm	3	30 ft.	By gren.	By gren.			
IW-91	.45 gyrojet	6	60/15	2d8/2d6 ³	19-20/x3	\$300	R	1S, 2M/2
MI911	.45	7	30 ft.	2d6+3	19-20/x3	\$100	S	1S, 2M/2
M-80 (SA Officer's)	.50	6	30 ft.	2d8	19-20/x2	\$100	S	1S, 2M/2
M-92 (NA Officers)	9mm	15	30 ft.	2d6+2	19-20/x2	\$100	S	1S, 2M/2
MKIV FOP	9mm	15	30 ft.	2d6+2	19-20/x2	\$100	S	1S, 2M/2
Marlin .22 Target	.22	15	30 ft.	2d4	19-20/x2	\$75	C	1S, 2M/2
Mauser '70	4mm AP	25	30 ft.	2d6	19-20/x2	\$500	R	1S, 2M, 1E/3
	4mm Frang			2d6+1	19-20/x3			
Mexican Eagle	9mm	13	30 ft.	2d6+2	19-20/x2	\$100	R	1S, 2M/2 Police
Pistol	10mm	9	30 ft.	2d6+3	19-20/x2	\$100	S	1S, 2M/2
S&W .38 Snub	.38	6	15 ft.	2d4+2	19-20/x2	\$50	C	1S, 2M/2
S&W Model 85	.44 Mag	7	30 ft.	2d6+3	19-20/x3	\$175	S	1S, 2M/2
S&W Model 683	.44 Mag	6	30 ft.	2d6+3	19-20/x3	\$150	S	1S, 2M/2
P-38	9mm	13	30 ft.	2d6+2	19-20/x2	\$90	C	1S, 2M/2

Rifles

Adv. Combat Rifle	5.56mm	30	90 ft.	2d10	19-20/x2	\$1000	VR	2S, 4M, 2E/5
	20mm	5	30 ft.	3d12 (BR 10)	19-20/x2			
AK-47	7.62mm	30	90 ft.	2d12	19-20/x2	\$300	R	2S, 2M/3
Fusil-20	5.45mm	30	80 ft.	2d8+2	19-20/x2	\$200	R	2S, 2M/2
G-22	4mm AP	50	60 ft.	2d8	19-20/x2	\$1000	VR	2S, 3M, 2E/5
	4mm Frangible			2d8+2	19-20/x3			
Henry .475	.475 Mag	6	150 ft.	2d12+2	19-20/x3	\$150	C	2S, 2M/3
HI Damnation	10mm caseless	30	90 ft.	2d12	19-20/x2	\$300	S	2S, 3M, 1E/4
HI Hellrazor	10mm caseless	50	90 ft.	2d12	19-20/x2	\$600	S	2S, 4M, 2E/5
Hunting Rifle	.30-06	9	90 ft.	2d10	19-20/x2	\$150	C	2S, 2M/3
IW-40	.50 gyrojet	20	150 ft.	2d12+4	19-20/x3	\$450	VR	2S, 2M/3
Lever-action	.30	15	80 ft.	2d10	19-20/x2	\$100	C	2S, 2M/3
M-10 (SA Assault)	7.62mm	20	80 ft.	2d12	19-20/x3	\$200	C	2S, 2M/3
M-21 (NA Assault)	5.56mm	30	90 ft.	2d10	19-20/x2	\$200	C	2S, 2M/3
M-21A2	5.56mm	30	90 ft.	2d10	19-20/x2	\$300	S	2S, 2M/3
M-4	7.62mm	20	60 ft.	2d12	19-20/x3	\$300	S	2S, 2M/3
M-42	.50	10	120 ft.	3d12	19-20/x3	\$800	R	2S, 3M, 3E/5
M-50	.50	10	120 ft.	3d10	19-20/x2	\$600	R	2S, 2M/3
SK-70	7.62mm	30	80 ft.	2d12	19-20/x2	\$300	R	2S, 2M/3
SK Sporter	7.62mm	10	80 ft.	2d12	19-20/x2	\$150	C	2S, 2M/3

Shotguns

Weapon	Ammo	Shots	Range	Damage	Critical	Cost	Avail	Comp/Strain
Auto-shotgun	12-gauge	20	30 ft.	1-4d6	19-20/x2	\$150	R	2S, 2M/3
Birelli Autoloader	12-gauge	10	30 ft.	1-4d6	19-20/x2	\$200	S	2S, 2M/3
DB Scattergun	12-gauge	2	10 ft.	1-4d6	19-20/x2	\$150	C	1S, 1M/2
Double barrel	12-gauge	2	30 ft.	1-4d6	19-20/x2	\$150	C	2S, 1M/3
Pump	12-gauge	8	30 ft.	1-4d6	19-20/x2	\$150	C	2S, 2M/3
Saigi Mk3	12-gauge shot	6+12	30 ft.	1-4d6	19-20/x2	\$750	R	2S, 2M/3
	12-gauge slug			4d6	19-20/x3			

Gear

127

Submachine Guns

Flechette gun	Plastic Block	40	30 ft.	2d8	19-20/x3	\$500	S	2S, 2M, 2E/4
Police Hellfire	10mm	20	30 ft.	2d6+2	19-20/x2	\$150	S	2S, 2M/3
M-gun	10mm	30	30 ft.	2d6	19-20/x2	\$75	C	2S, 2M/3
NA Commando	5.56mm	30	30 ft.	2d8	19-20/x2	\$150	S	2S, 2M/3
SA Commando	.50	20	30 ft.	4d6	19-20/x2	\$150	S	2S, 2M/3
Machineguns								
F-35	5.45mm	100	90 ft.	2d8+2	19-20/x2	\$1000	R	3S, 3M/5
HI SAW	12mm Caseless	60	90 ft.	2d12+2	19-20/x2	\$1250	R	3S, 3M, 2E/6
M-120	7.62mm	300	90 ft.	2d12	19-20/x2	\$1500	R	4S, 4M/6
M2HB	.50	100	120 ft.	3d12	19-20/x3	\$1000	R	4S, 3M/6
M-200 MPSW	20mm	50	60 ft.	3d12 ¹	19-20/x3	\$2000	R	4S, 3M/5
M-249A4	(NA SAW) 5.56	60	90 ft.	2d10	19-20/x2	\$1000	S	3S, 3M/5
M-260 (SA SAW)	7.62mm	30	90 ft.	2d12	19-20/x3	\$1000	S	3S, 3M/5
RPK-74	7.62mm	30,50,100	80 ft.	2d12	19-20/x2	\$1000	R	3S, 3M/5

Grenade Launchers

Weapon	Ammo	Shots	Range	Damage	Critical	Cost	Avail	Comp/Strain
Armco GL	40mm	12	150 ft.	By gren.	By gren.	\$2000	R	3S, 3M/5
M-720	20mm	6	60 ft.	By gren.	By gren.	\$2000	S	2S, 3M/4
M-230	40mm	1	75 ft.	By gren.	By gren.	\$1250	S	1S, 2M/3

Heavy Weapons

Weapon	Ammo	Shots	Range	Damage	Critical	Cost	Avail	Comp/Strain
AT-10	125mm rocket	1	Rocket	Rocket	—	\$2000	S	3S, 2M, 4E/6
Black Widow	20mm	200	60 ft.	3d12	19-20/x3	\$8000	VR	6S, 6M, 6E/12
SAM-5	140mm missile	1	NA	4d12	19-20/x2	\$1000	VR	4S, 4M, 4E/8

¹Round does 4d12 to target it impacts. It explodes doing 3d8 damage with a Burst Radius of 3 to surrounding targets.

Vehicle Weapons

Weapon	Ammo	Shots	Range	Damage	Critical	Cost	Avail	Comp/Strain
10mm AA Laser	NA	U	500 ft.	2d12	19-20/x3	\$12000	VR	4S, 6M, 10E/12
20mm Cannon	20mm	50	20	3d12 ¹	19-20/x3	\$2000	R	4S, 3M/5
40mm Laser Cannon	NA	U	1500 ft.	4d12	19-20/x3	\$6000	VR	6S, 4M, 12E/14
125mm Cannon	FSDSDP	U	750 ft.	6d20 ⁴	19-20/x2	NA	NA	8S, 6M, 4E/13
	HKDUAP			8d20 ⁵	19-20/x2			
155mm Cannon	155mmHE	U	1500 ft.	8d20 (BR 30)	NA	NA		10S, 6M, 5E/16
M-38	Plasma	U	90 ft.	1-3d20 ²	19-20/x3	NA	VR	8S, 8M, 10E/17
M-240 GL	40mm	30	120 ft.	By grenade	By grenade	3000	S	5S, 5M, 2E/9

¹Round does 3d12 to target it impacts. It explodes doing 2d8 damage with a Burst Radius of 5 ft. to surrounding targets

²Base damage is 1d20. Each standard action spent charging the weapon increases the damage by 1d20. Max charge is 3d20. The plasma negates 10 points of Hardness.

³First number is when using .50 gyrojet rounds. Second number is when using standard .50 pistol ammo.

⁴Negates 20 points of Hardness

⁵Negates 10 points of Hardness

D20 Grenades

Grenade	Hand/20mm/40mm	Damage	Burst	Cost	Avail	Comp/Strain
Fragmentation	Y/Y/Y	4d12/4d12/4d12	20/20/15	\$100	S	1S, 1M, 2C/3
Smoke	Y/Y/Y	None ¹	20/20/15	\$25	C	1S, 1M, 2C/3
Improved Smoke	Y/Y/Y	None ²	20/20/15	\$50	S	1S, 1M, 3C/3
Tear Gas	Y/Y/Y	Special ³	20/20/15	\$100	C	1S, 1M, 2C/3
Inferno	N/Y/Y	NA/4d10/2d10 ⁴	NA/15/15	\$150	R	1S, 1M, 4C/3
Flechette	N/Y/Y	NA/4d8/3d8 ⁵	NA/20/15	\$100	R	1S, 1M, 2C/3
Flash Bang	Y/Y/Y	Special ⁶	15/15/10	\$100	S	1S, 1M, 2C/3
HEDP	N/Y/N	4d12 or 4d8 ⁷	NA/10/NA	\$175	S	1S, 1M, 2C/3
AT Rocket	NA	6d20 ⁸		\$1000	R	2S, 2M, 2E, 4C/6
HE Rocket	NA	5d20	20	\$500	S	2S, 2M, 2E, 4C/6

¹Imposes -4 vision modifier to all shooting into and out of the smoke. Lasts 12 rounds

²As regular smoke, but also blocks IR imaging.

³All in cloud must make a Fortitude save (DC15) roll at the beginning of each round to avoid gagging. Those who fail suffer -4 circumstance penalty to all actions for the next 12 rounds. Effects continue even if target leaves the gas cloud. Gas lasts 12 rounds.

⁴Fires flame outward in a 30° cone from mouth of launcher. Anyone caught in cone takes damage. Each burst radius crossed drops damage by -1 die.

⁵Giant shotgun round: +2 bonus to hit, each burst radius crossed drops damage by -1 die.

⁶All in burst radius must make Fortitude save (DC20) or become stunned. Each burst radius crossed drops DC of Fortitude save roll by -4.

⁷Target hit by grenade takes 4d12, AP2 damage. Targets in burst radius take 4d8. Grenade negates 10 points of Hardness against target impacted.

⁸Negates 20 points of Hardness

D20: Hand Weapons

Weapon	Damage	Critical	Cost	Avail	Comp/Strain
Brass knuckles	1d4	20/x2	\$20	C	1S/1
Chakatl	1d8	19-20/x2	\$150	C	NA
Double Sledge	2d6	20/x3	\$100	R	3S, 3M, 1E/5
Small knife	1d4	20/x2	\$10	C	1S/1
Large knife	1d4	20/x3	\$25	C	1S/1
Ka'nil	1d6	20/x2	\$50	S	NA
Laser cutter, small	1d8	19-20/x2	\$200	S	2S, 2M, 4E/5
Laser cutter, large	1d10	19-20/x3	\$500	S	3S, 3M, 4E/7
Machete	1d6	20/x2	\$75	C	2S/2
Sword	1d8	19-20/x2	\$100	S	3S/3
Bayonet	1d4+2	20/x2	\$75	C	1S/1
Mini-chainsaw	2d6	19-20/x2	\$200	S	3S, 4M, 2E/6
Volt knife	1d4 (+1d4Subdual)	20/x2	\$150	S	1S, 2E/2

D20: Armor

Armor	Cost	AC	Mod	Max Dex	Armor Check	Speed	Weight	Comp/Strain
Aknouk	\$150	+5	+3	-4	20 ft.	25 lbs.	NA	
Armoured Spacesuit	\$1500	+6	+1	-6	20 ft.	100 lbs.	4S, 5M, 4E, 2C/10	
Chaknik	\$200	+6	+3	-4	40 ft.	50 lbs.	NA	
Cold Weather Suit	\$200	+1	+8	0	30 ft.	15 lbs.	3S, 3C/5	
Infantry Battlesuit	\$1100	+6	+5	-3	20 ft.	35 lbs.	4S, 2M, 1E/6	
Infantry Helmet	\$500	+2	-	0	-	5 lbs.	2S, 1C/3	
Kevlar Vest	\$750	+4	+4	-2	30 ft.	15 lbs.	2S, 2C/3	
Spacesuit	\$400	+3	+5	-1	20 ft.	50 lbs.	3S, 3M, 2C/6	
Tox Suit	\$300	+2	+6	-2	20 ft.	100 lbs.	3S, 3M, 2C/6	

¹May be charged.

²Adds +6 to all rolls to resist cold.

D20: Vehicles

Two new stats have been added to the usual vehicle description: Components and Range. Range is the range of an electric version of the vehicle with a full charge. Weapons on military vehicles are list in the following manner: Weapon/Mount Type/Location/Arc

4-Wheel ATV

Cost: 1500, **Passengers:** 2, **Engine:** Alcohol or electric, **Gas Tank:** 4 gallons, **MPG:** 50, **Range:** 180 miles, **Suspension:** Off-road, **Wheels:** 4, **AC:** 10, **Hit Points:** 50, **Hardness:** 12, **Speed:** 150 **Components/Strain:** 8S, 8M, 3E/14

Cargo Crawler, Cab, Fusion

Cost: 35,000, **Passengers:** 2+4, **Engine:** Fusion, **Gas Tank:** NA, **MPG:** NA, **Range:** Unlimited, **Suspension:** Tracked, **Wheels:** NA, **AC:** 14, **Hit Points:** 150, **Hardness:** 12, **Speed:** 115, **Components/Strain:** 30S, 20M, 30E/55

Cargo Crawler, Cab, Electric

Cost: 10,000, **Passengers:** 2+4, **Engine:** Electric, **Gas Tank:** NA, **MPG:** NA, **Range:** 500 miles, **Suspension:** Tracked, **Wheels:** NA, **AC:** 14, **Hit Points:** 150, **Hardness:** 12, **Speed:** 115, **Components/Strain:** 30S, 16M, 24E/50

Cargo Crawler, Cargo

Cost: 5,000, **Passengers:** 40, **Engine:** Electric, **Gas Tank:** NA, **MPG:** NA, **Range:** 100 miles, **Suspension:** Tracked, **Wheels:** NA, **AC:** 14, **Hit Points:** 150, **Hardness:** 12, **Speed:** 40, **Components/Strain:** 30S, 14M, 16E/45

Dirt Bike

Cost: 1000, **Passengers:** 2, **Engine:** Alcohol or electric, **Gas Tank:** 3 gallons, **MPG:** 80, **Range:** 200 miles, **Suspension:** Off-road, **Wheels:** 2, **AC:** 10, **Hit Points:** 40, **Hardness:** 10, **Speed:** 190, **Components/Strain:** 5S, 6M, 3E/11

Gear

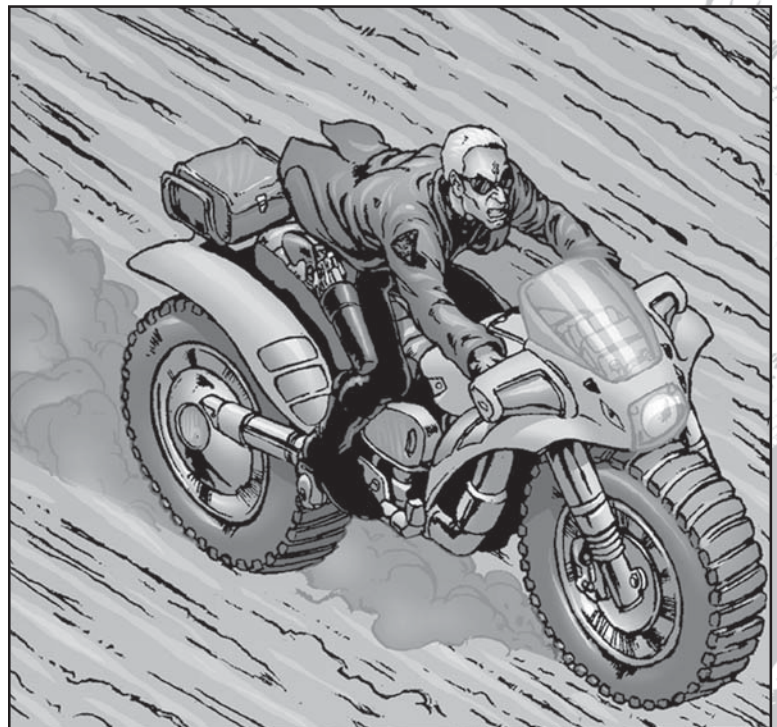
129

Economy Car

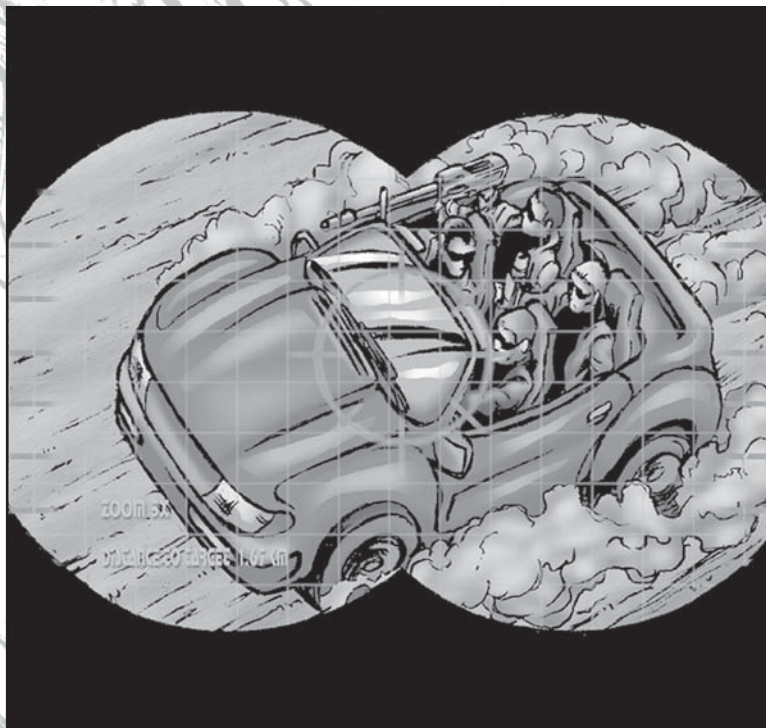
Cost: 2000, **Passengers:** 4, **Engine:** Alcohol or electric, **Gas Tank:** 10 gallons, **MPG:** 40, **Range:** 300 miles, **Suspension:** Standard, **Wheels:** 4, **AC:** 14, **Hit Points:** 60, **Hardness:** 12, **Speed:** 170, **Components/Strain:** 10S, 10M, 10E/20

Gorgon APC

Cost: 25,000, **Passengers:** 2+10, **Engine:** Alcohol/electric, **Gas Tank:** 100 gallons, **MPG:** 5, **Range:** 400 miles, **Suspension:** Off-road, **Wheels:** 6, **AC:** 20, **Hit Points:** 100, **Hardness:** 20 **Front, 15 Sides, 10 Top & Rear, Speed:** 130, **Weapons:** Quad SAM-5/Turret/Rear/360°, Quad M2HB/Turret/Front Right/360°, Quad M2HB/Turret/Front Left/360°, **Components/Strain:** 46S, 24M, 22E/69



A scavenged dirt bike.



A typical economy car, turned into a gun platform by Repaers.

HMMWV

Cost: 10,000, **Passengers:** 8, **Engine:** Alcohol or electric, **Gas Tank:** 30 gallons, **MPG:** 20, **Range:** 500 miles, **Suspension:** Off-road, **Wheels:** 4, **AC:** 14, **Hit Points:** 90, **Hardness:** 12, **Speed:** 170, **Components/Strain:** 24S, 12M, 10E/35

Hover Bike

Cost: 4000, **Passengers:** 2, **Engine:** Alcohol or electric, **Gas Tank:** 12 gallons, **MPG:** 30, **Range:** 200 miles, **Suspension:** Hover, **Wheels:** 0, **AC:** 12, **Hit Points:** 70, **Hardness:** 12, **Speed:** 270, **Components/Strain:** 6S, 12M, 14E/19

Jeep

Cost: 4000, **Passengers:** 4, **Engine:** Alcohol or electric, **Gas Tank:** 25 gallons, **MPG:** 20, **Range:** 400 miles, **Suspension:** Off-road, **Wheels:** 4, **AC:** 12, **Hit Points:** 60, **Hardness:** 12, **Speed:** 170, **Components/Strain:** 16S, 12M, 8E/26

Luxury Car

Cost: 5000, **Passengers:** 6, **Engine:** Alcohol or electric, **Gas Tank:** 20 gallons, **MPG:** 25, **Range:** 400 miles, **Suspension:** Standard, **Wheels:** 4, **AC:** 14, **Hit Points:** 90, **Hardness:** 12, **Speed:** 225, **Components/Strain:** 20S, 12M, 8E/30

M-112 Self-Propelled Gun

Cost: 1,500,000, **Passengers:** 3, **Engine:** Fusion, **Gas Tank:** NA, **MPG:** NA, **Range:** Unlimited, **Suspension:** Hover, **Wheels:** NA, **AC:** 20, **Hit Points:** 150, **Hardness:** 20, **Speed:** 170, **Weapons:** 155mm cannon/Fixed/Turret/360°, 10mm laser/Ring/Turret/360°, 10mm laser/Articulated/Bow/Front 90°, **Components/Strain:** 52S, 24M, 20E/74

M-12 Stuart

Cost: 750,000, **Passengers:** 3+8, **Engine:** Fusion, **Gas Tank:** NA, **MPG:** NA, **Range:** Unlimited, **Suspension:** Hover, **Wheels:** NA, **AC:** 22, **Hit Points:** 150, **Hardness:** 25 Front, 20 Sides, 15 Top, Bottom, Rear, **Speed:** 115, **Weapons:** M-38/Fixed/Turret/360°, M2HB/Ring/Turret/360°, M240GL/Fixed/Turret/360°, **Components/Strain:** 44S, 30M, 28E/69

M-26 Powell Hovertank

Cost: 1,000,000, **Passengers:** 3, **Engine:** Fusion, **Gas Tank:** NA, **MPG:** NA, **Range:** Unlimited, **Suspension:** Hover, **Wheels:** NA, **AC:** 12, **Hit Points:** 150, **Hardness:** 25 Front, 20 Sides, 15 Top, Bottom, Rear, **Speed:** 150, **Weapons:** 125mm cannon/Fixed/Turret/360°, 10mm laser/Ring/Turret/360°, 10mm laser/Articulated/Bow/Front 90°, 10mm laser/Fixed/Turret/360°, **Components/Strain:** 70S, 34M, 30E/102

Pickup, Mid-sized

Cost: 3000, **Passengers:** 3+8, **Engine:** Alcohol or electric, **Gas Tank:** 20 gallons, **MPG:** 30, **Range:** 500 miles, **Suspension:** Off-road, **Wheels:** 4, **AC:** 16, **Hit Points:** 75, **Hardness:** 12, **Speed:** 170, **Components/Strain:** 20S, 12M, 8E/30

Pickup, Large

Cost: 7000, **Passengers:** 3+10,
Engine: Alcohol or electric, **Gas Tank:**
30 gallons, **MPG:** 25, **Range:** 600 miles,
Suspension: Off-road, **Wheels:** 4, **AC:**
16, **Hit Points:** 90, **Hardness:** 12,
Speed: 170, **Components/Strain:** 23S,
12M, 8E/33

Sports Utility Vehicle

Cost: 5000, **Passengers:** 5, **Engine:**
Alcohol or electric, **Gas Tank:** 30
gallons, **MPG:** 30, **Range:** 500 miles,
Suspension: Off-road, **Wheels:** 4, **AC:**
14, **Hit Points:** 60, **Hardness:** 12,
Speed: 170, **Components/Strain:** 18S,
12M, 8E/28

T-12 Lee Hovertank

Cost: 1,100,000, **Passengers:** 3,
Engine: Fusion, **Gas Tank:** NA, **MPG:**
NA, **Range:** Unlimited, **Suspension:**
Hover, **Wheels:** NA, **AC:** 22, **Hit**
Points: 150, **Hardness:** 25 Front, 20
Sides, 15 Top, Bottom, and Rear, **Speed:**
95, **Weapons:** 140mm cannon/Fixed/
Turret/360°, M2HB/Fixed/Turret/360°,
M2HB/Ring/Turret/360°, M2HB/
Articulated/Bow/Front 90°,
Components/Strain: 70S, 34M, 30E/
102

Van

Cost: 5000, **Passengers:** 8, **Engine:**
Alcohol or electric, **Gas Tank:** 20
gallons, **MPG:** 25, **Range:** 400 miles,
Suspension: Standard, **Wheels:** 4, **AC:**
16, **Hit Points:** 80, **Hardness:** 12,
Speed: 170, **Components/Strain:** 23S,
12M, 8E/33

D20: Spacecraft

The Speed rating for ships that have one is the craft's cruising speed in the atmosphere.

Freighter, Small

Cost: 750,000, **Passengers:** 10,
Engine: Fusion, **Range:** Unlimited,
Acceleration: 10G, **AC:** 12, **Hit Points:**
250, **Hardness:** 12, **Weapons:** None,
Components/Strain: 120S, 40M, 40E/
160

Gear

131

Green Dragon

Cost: 1,250,000, **Passengers:** 2+40,
Engine: Fusion, **Range:** Unlimited,
Acceleration: 6G, **AC:** 16, **Hit Points:**
150, **Hardness:** 20, **Speed:** 900,
Weapons: Twin 40mm laser cannons/
Fixed/Bow/Front 45°, **Components/**
Strain: 60S, 30M, 36E/93

Shuttle

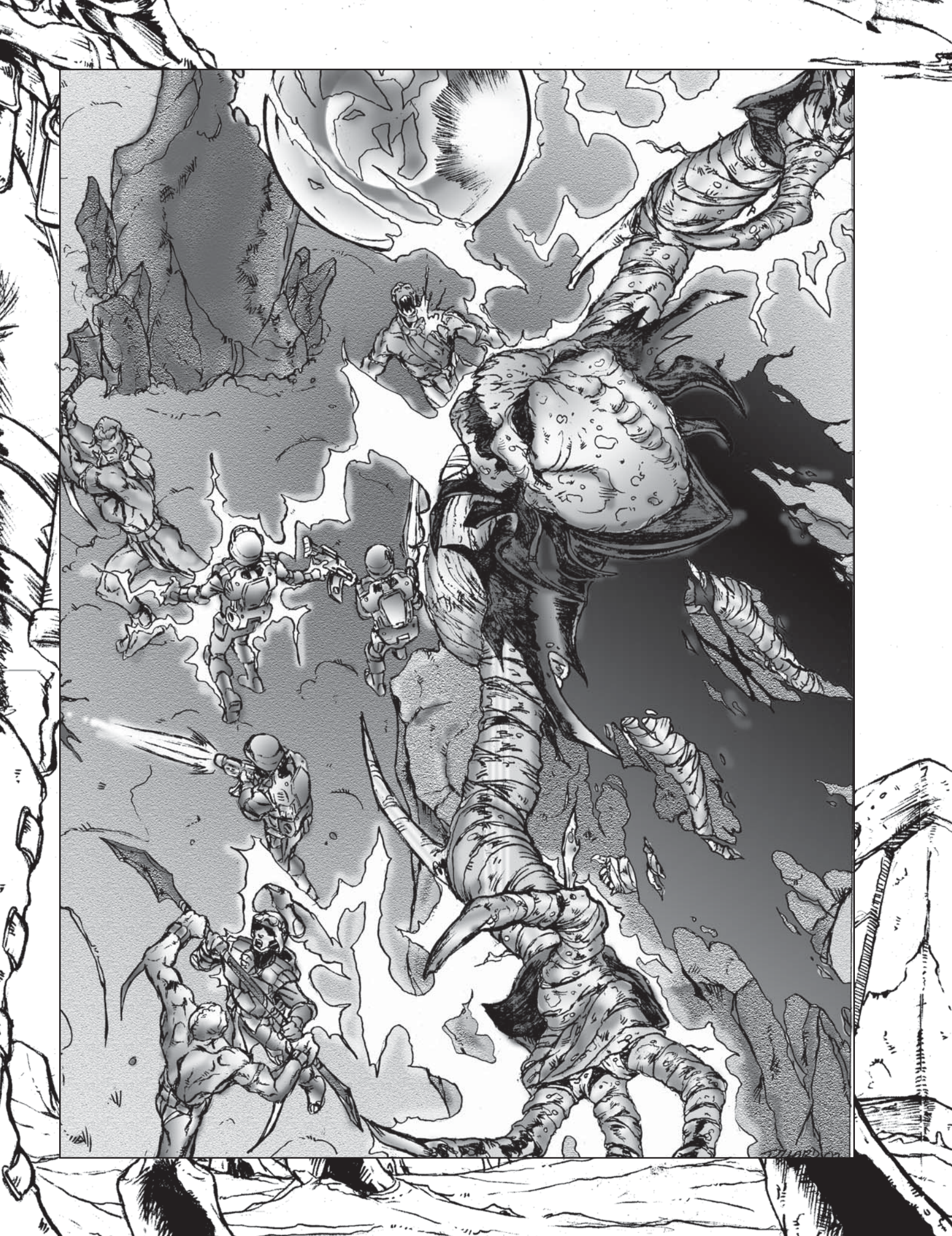
Cost: 100,000, **Passengers:** 2+20,
Engine: Fusion, **Range:** Unlimited,
Acceleration: 10G, **AC:** 14, **Hit Points:**
150, **Hardness:** 12, **Speed:** 1400,
Weapons: None, **Components/**
Strain: 54S, 30M, 20E/79

Stallion

Cost: 500,000, **Passengers:** 2+10,
Engine: Fusion, **Range:** Unlimited,
Acceleration: 10G, **AC:** 14, **Hit Points:**
150, **Hardness:** 12, **Speed:** 950,
Weapons: Twin 20mm cannons/
Fixed/Front Turret/360°, Twin 20mm
cannons/Articulated/Rear/Rear 90°,
Components/Strain: 30S, 24M, 26E/
55



UN Exfor's much-feared Green Dragon.





Chapter 5: Banshee Dawn

Okay, those of you who've followed this story through *Deadlands* and *Hell on Earth* know what time it is. This is the part of the book where we warn all of you player types that if you keep reading past this point you'll go blind and grow hair on your palms. Oh, wait, that's... Never mind. But in all seriousness, there are things in this chapter players shouldn't know before they start adventuring in Faraway. If you want to spoil the surprise, by all means keep reading—we can't stop you. But don't be mad at us if you come across some things you really wish you hadn't read—and wish you could tear out of your Marshal's copy of this book.

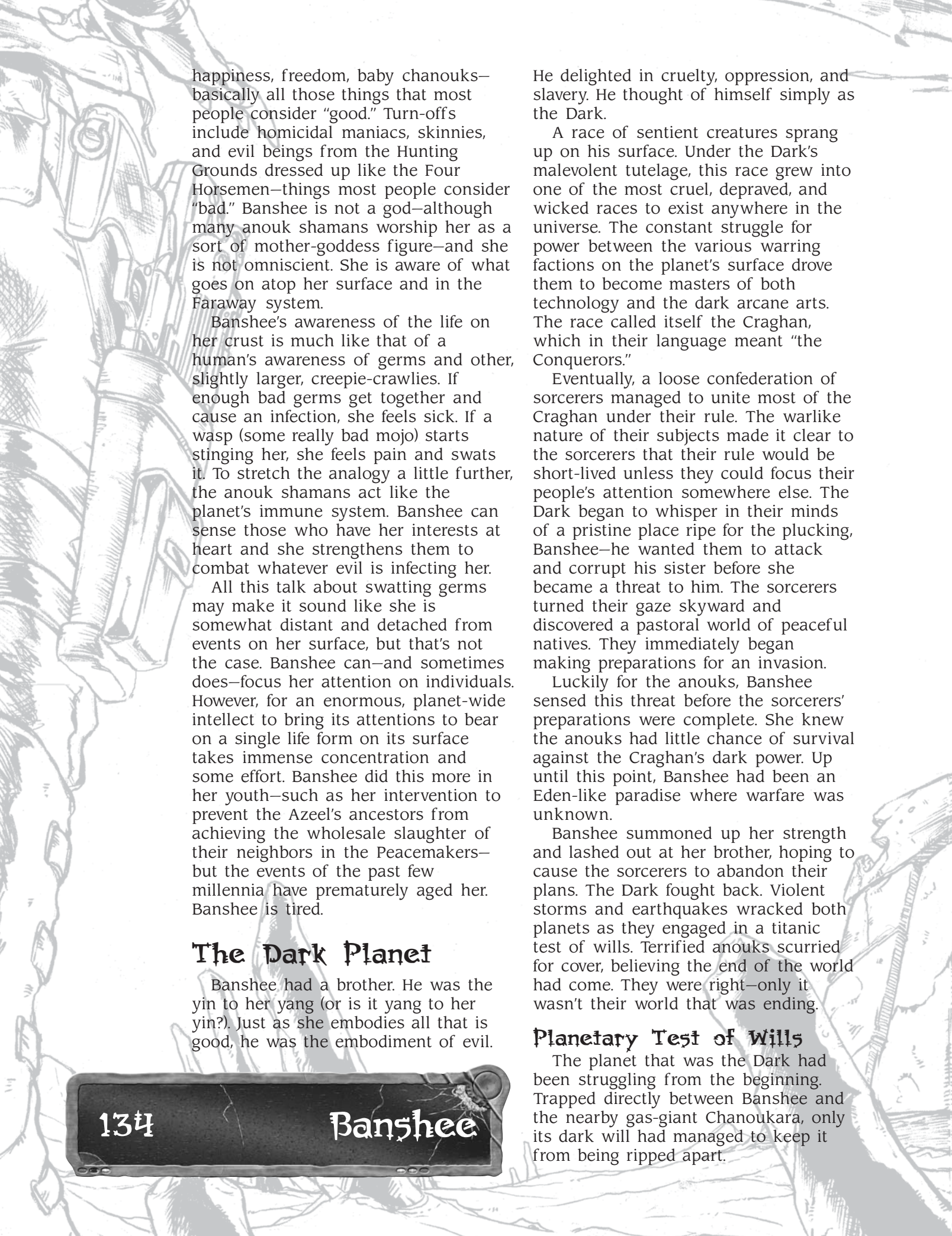
Don't say we didn't warn you.

It's Alive!

This probably won't come as too much of a surprise to those who've been paying attention to all the talk about the life force that powers anouk magic: Banshee is alive. The

planet itself is a sentient being. Its consciousness resides in the tannis rock that can be found nearly everywhere. Banshee has a soul that is bound to the planet. The piezo-electric currents that flow through the rock serve much like the firing of the synapses in the brain. Just as the brain allows a human soul to interact with the physical world, the current flowing through the tannis allows Banshee's spiritual side to do likewise. It is Banshee's spiritual power that anouks are harnessing when they perform magic or charge their weapons in battle.

So, what is Banshee, the planet, like? Well, her (yup, for lack of a better term, Banshee is female—one of the reasons most of the anouk shamans are also female) turn-ons include life,



happiness, freedom, baby chanouks— basically all those things that most people consider “good.” Turn-offs include homicidal maniacs, skinnies, and evil beings from the Hunting Grounds dressed up like the Four Horsemen—things most people consider “bad.” Banshee is not a god—although many anouk shamans worship her as a sort of mother-goddess figure—and she is not omniscient. She is aware of what goes on atop her surface and in the Faraway system.

Banshee’s awareness of the life on her crust is much like that of a human’s awareness of germs and other, slightly larger, creepie-crawlies. If enough bad germs get together and cause an infection, she feels sick. If a wasp (some really bad mojo) starts stinging her, she feels pain and swats it. To stretch the analogy a little further, the anouk shamans act like the planet’s immune system. Banshee can sense those who have her interests at heart and she strengthens them to combat whatever evil is infecting her.

All this talk about swatting germs may make it sound like she is somewhat distant and detached from events on her surface, but that’s not the case. Banshee can—and sometimes does—focus her attention on individuals. However, for an enormous, planet-wide intellect to bring its attentions to bear on a single life form on its surface takes immense concentration and some effort. Banshee did this more in her youth—such as her intervention to prevent the Azeel’s ancestors from achieving the wholesale slaughter of their neighbors in the Peacemakers—but the events of the past few millennia have prematurely aged her. Banshee is tired.

The Dark Planet

Banshee had a brother. He was the yin to her yang (or is it yang to her yin?). Just as she embodies all that is good, he was the embodiment of evil.

He delighted in cruelty, oppression, and slavery. He thought of himself simply as the Dark.

A race of sentient creatures sprang up on his surface. Under the Dark’s malevolent tutelage, this race grew into one of the most cruel, depraved, and wicked races to exist anywhere in the universe. The constant struggle for power between the various warring factions on the planet’s surface drove them to become masters of both technology and the dark arcane arts. The race called itself the Craghan, which in their language meant “the Conquerors.”

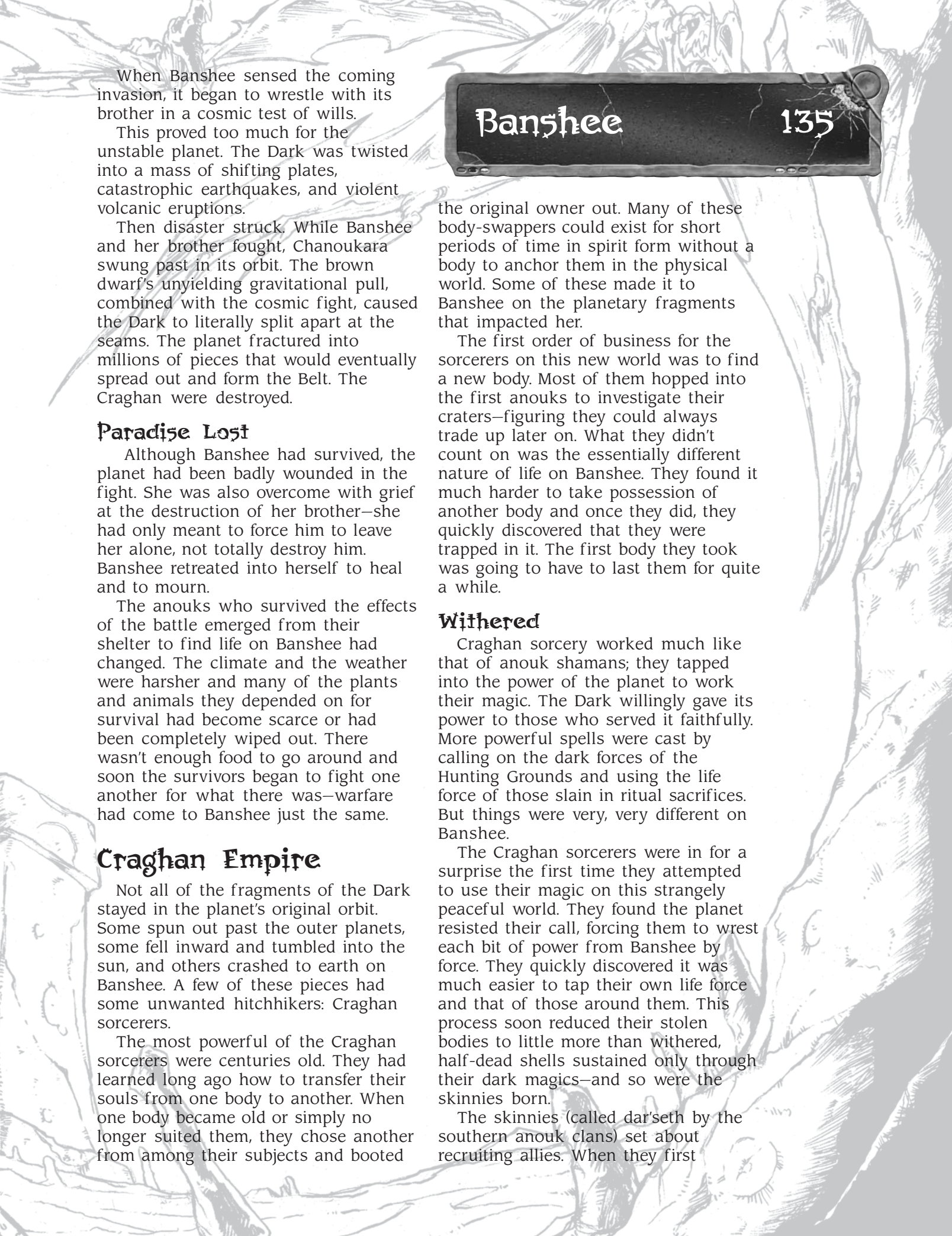
Eventually, a loose confederation of sorcerers managed to unite most of the Craghan under their rule. The warlike nature of their subjects made it clear to the sorcerers that their rule would be short-lived unless they could focus their people’s attention somewhere else. The Dark began to whisper in their minds of a pristine place ripe for the plucking, Banshee—he wanted them to attack and corrupt his sister before she became a threat to him. The sorcerers turned their gaze skyward and discovered a pastoral world of peaceful natives. They immediately began making preparations for an invasion.

Luckily for the anouks, Banshee sensed this threat before the sorcerers’ preparations were complete. She knew the anouks had little chance of survival against the Craghan’s dark power. Up until this point, Banshee had been an Eden-like paradise where warfare was unknown.

Banshee summoned up her strength and lashed out at her brother, hoping to cause the sorcerers to abandon their plans. The Dark fought back. Violent storms and earthquakes wracked both planets as they engaged in a titanic test of wills. Terrified anouks scurried for cover, believing the end of the world had come. They were right—only it wasn’t their world that was ending.

Planetary Test of Wills

The planet that was the Dark had been struggling from the beginning. Trapped directly between Banshee and the nearby gas-giant Chanoukara, only its dark will had managed to keep it from being ripped apart.



When Banshee sensed the coming invasion, it began to wrestle with its brother in a cosmic test of wills.

This proved too much for the unstable planet. The Dark was twisted into a mass of shifting plates, catastrophic earthquakes, and violent volcanic eruptions.

Then disaster struck. While Banshee and her brother fought, Chanoukara swung past in its orbit. The brown dwarf's unyielding gravitational pull, combined with the cosmic fight, caused the Dark to literally split apart at the seams. The planet fractured into millions of pieces that would eventually spread out and form the Belt. The Craghan were destroyed.

Paradise Lost

Although Banshee had survived, the planet had been badly wounded in the fight. She was also overcome with grief at the destruction of her brother—she had only meant to force him to leave her alone, not totally destroy him. Banshee retreated into herself to heal and to mourn.

The anouks who survived the effects of the battle emerged from their shelter to find life on Banshee had changed. The climate and the weather were harsher and many of the plants and animals they depended on for survival had become scarce or had been completely wiped out. There wasn't enough food to go around and soon the survivors began to fight one another for what there was—warfare had come to Banshee just the same.

Craghan Empire

Not all of the fragments of the Dark stayed in the planet's original orbit. Some spun out past the outer planets, some fell inward and tumbled into the sun, and others crashed to earth on Banshee. A few of these pieces had some unwanted hitchhikers: Craghan sorcerers.

The most powerful of the Craghan sorcerers were centuries old. They had learned long ago how to transfer their souls from one body to another. When one body became old or simply no longer suited them, they chose another from among their subjects and booted

the original owner out. Many of these body-swappers could exist for short periods of time in spirit form without a body to anchor them in the physical world. Some of these made it to Banshee on the planetary fragments that impacted her.

The first order of business for the sorcerers on this new world was to find a new body. Most of them hopped into the first anouks to investigate their craters—figuring they could always trade up later on. What they didn't count on was the essentially different nature of life on Banshee. They found it much harder to take possession of another body and once they did, they quickly discovered that they were trapped in it. The first body they took was going to have to last them for quite a while.

Withered

Craghan sorcery worked much like that of anouk shamans; they tapped into the power of the planet to work their magic. The Dark willingly gave its power to those who served it faithfully. More powerful spells were cast by calling on the dark forces of the Hunting Grounds and using the life force of those slain in ritual sacrifices. But things were very, very different on Banshee.

The Craghan sorcerers were in for a surprise the first time they attempted to use their magic on this strangely peaceful world. They found the planet resisted their call, forcing them to wrest each bit of power from Banshee by force. They quickly discovered it was much easier to tap their own life force and that of those around them. This process soon reduced their stolen bodies to little more than withered, half-dead shells sustained only through their dark magics—and so were the skinnies born.

The skinnies (called dar'seth by the southern anouk clans) set about recruiting allies. When they first

HELLSTROME INDUSTRIES, LTD.

SGT. J. STRYKER

FARAWAY TACTICAL FOOTAGE
RENAISSANCE SECTOR 937-01105
BATTLE OF REAGAN'S BLUFF
NATIVES "PACIFIED" WITH HELP OF RIVAL TRIBE.
CASUALTIES WITHIN TOLERANT LEVELS.

17:35:47

approached the anouks, the sorcerers used their tremendous powers to aid them in their survival. Once they had made some clans dependent on them, they used their powers of mental domination to slowly corrupt them and build a loyal power base. After this was accomplished, they embarked on a campaign of conquest that brought all of the anouks on both continents under their control. They established a new Craghan empire on the backs of their anouk slaves.

The anouks tried to resist, but weakened by famine and inter-clan warfare, they had little chance against the skinnies and their new acolytes. Anouk shamans had been weakened by Banshee's withdrawal into herself. Their magic was no match for that of the skinnies and the dark priests they had trained.

The skinnies divided the planet up between themselves. Each one established a capital city in the center

of his territory. These were enormous gleaming cities of pure tannis, carved and shaped through the efforts of thousands of anouk slaves. The skinnies delighted in suffering for its own sake and were cruel taskmasters—perhaps as vengeance for the planet these “savages” and Banshee had destroyed. They often “warred” against each other for sport, hurling armies of anouk slaves at each other and basking in the pain and suffering that resulted. They used the enormous release of life energy caused by these battles to rejuvenate their stolen bodies.

Tell Old Pharaoh, Let My People Go!

The skinnies ruled for centuries, squashing any dissent with absolute cruelty. Eventually though, the anouks' pain penetrated Banshee's own and she emerged from the shell into which she had retreated. She visited visions upon those anouks who still had the will to resist and raised up a new generation of shamans with the power to fight the skinnies.

Among them was a particularly powerful shaman named Azrael. She

136

Banshee

led the first revolts against the skinnies and was the leader of the free anouk armies that formed.

The war against the skinnies raged for decades. At the end, the skinnies' armies and priests were vanquished and the withered abominations themselves were bound with powerful rituals that imprisoned them deep within Banshee's tannis. The victorious anouks then hid within massive caverns opened by the planet while Banshee summoned up powerful storms and earthquakes that buried the skinny cities and erased any trace of their existence. Banshee had still not recovered from the wounds she suffered during the fight with her brother, so once this was accomplished, she sank down into a long slumber to heal.

Brave New World

When the anouks emerged from hiding, they discovered a Banshee that is much like the one the human colonists found. They set about rebuilding their culture and returning to something like a normal life. They built great cities along the equator in the area that is now the Toxic Jungle and their numbers grew.

Unfortunately, the anouks' suffering had not quite ended. Although the skinnies had been imprisoned, some of the dark priests they had trained had managed to escape and survive the cleansing storms summoned up by Banshee. They schemed to return to power and eventually were able to raise armies to march against the anouk cities. Azreel, now very old, once again led the anouks in battle against them.

The priests were eventually defeated, but not before causing more long years of suffering and pain and leaving most of the anouk cities in ruins. The climactic battles pitted Azreel and her shamans against the priests in magical duels to the death. The warped nature of the priest's power cursed the land in which the anouks had settled—out of this land grew the Toxic Jungle. Eventually however, all of the priests were hunted down and put to death.

Azreel, tired of the years of slaughter, spared the lives of their followers and exiled them to Two. The

remaining anouks, their numbers much less than before, remained on One. They moved northward, away from their ruined cities, and took up the semi-nomadic lifestyle they continue in to this day. The only city that remains from this high point in anouk culture is Castle Rock.

Starmen

The anouk way of life remained relatively unchanged for millennia. The clans occasionally warred against each other over land or food, but for the most part the anouks led a peaceful existence. The powers of the anouk shamans waned as the need for them lessened and Banshee slipped ever deeper into a restful, healing sleep.

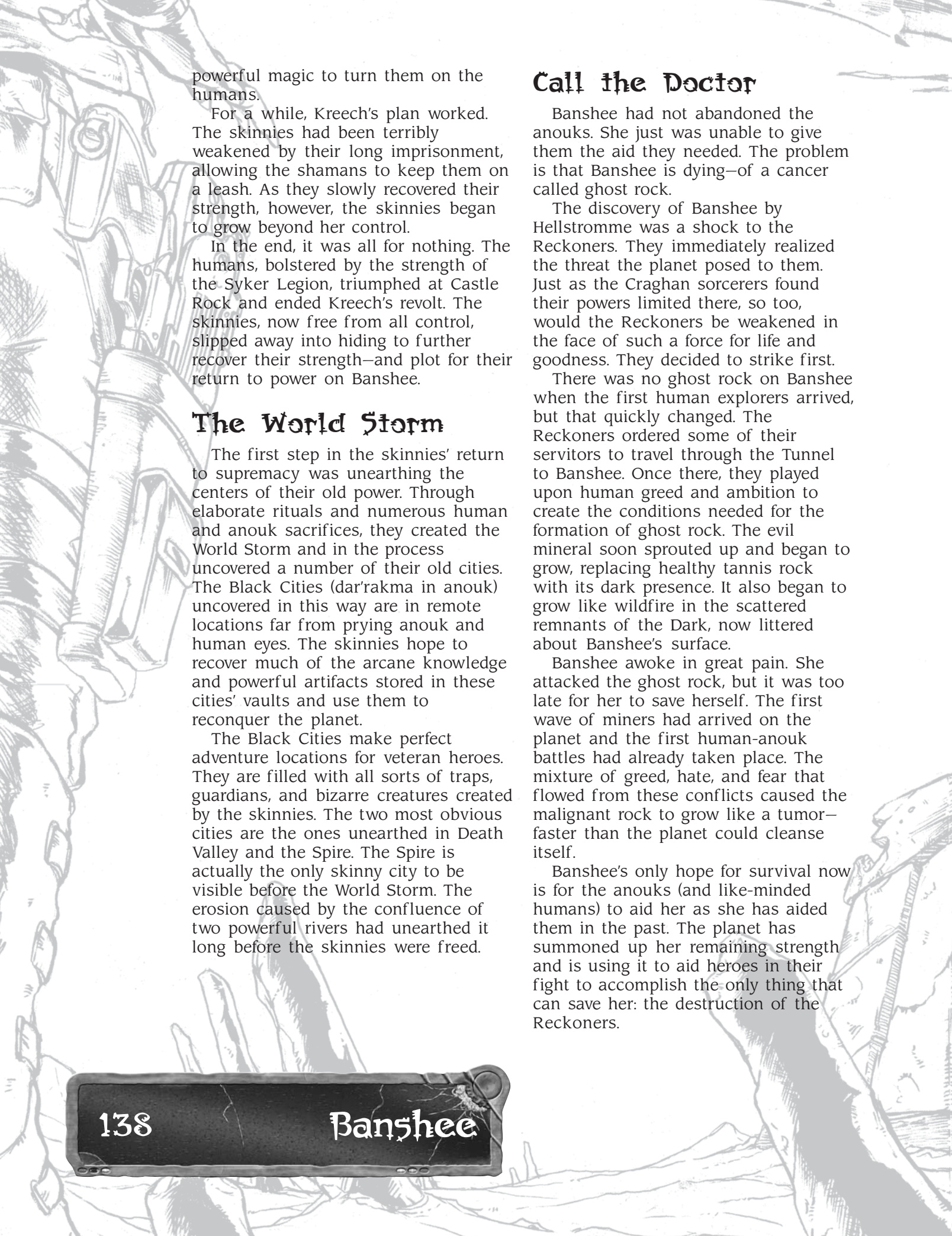
All of that changed with the arrival of the first humans. The events that followed are all covered in detail in Chapter One, so there's no need to go into them again here. The only mystery we need to look at here is the return of the skinnies.

Kreech

During the first colonial war, the humans had the anouks on the ropes. A powerful shaman named Kreech called on Banshee to save them, but there was no response. Feeling abandoned, she came up with a desperate plan.

During her many days of wandering and fighting humans, she had discovered several of prisons hidden deep within Banshee's crust. Inside these cocoons of pure tannis were dormant skinnies, exiled there so long ago.

Kreech knew the danger of the creatures, but she was desperate. She also felt her powers and those of her closest followers would be enough to control these ancient creatures for a short time. She reversed the rituals that imprisoned them, then used her own



powerful magic to turn them on the humans.

For a while, Kreech's plan worked. The skinnies had been terribly weakened by their long imprisonment, allowing the shamans to keep them on a leash. As they slowly recovered their strength, however, the skinnies began to grow beyond her control.

In the end, it was all for nothing. The humans, bolstered by the strength of the Syker Legion, triumphed at Castle Rock and ended Kreech's revolt. The skinnies, now free from all control, slipped away into hiding to further recover their strength—and plot for their return to power on Banshee.

The World Storm

The first step in the skinnies' return to supremacy was unearthing the centers of their old power. Through elaborate rituals and numerous human and anouk sacrifices, they created the World Storm and in the process uncovered a number of their old cities. The Black Cities (dar'rakma in anouk) uncovered in this way are in remote locations far from prying anouk and human eyes. The skinnies hope to recover much of the arcane knowledge and powerful artifacts stored in these cities' vaults and use them to reconquer the planet.

The Black Cities make perfect adventure locations for veteran heroes. They are filled with all sorts of traps, guardians, and bizarre creatures created by the skinnies. The two most obvious cities are the ones unearthed in Death Valley and the Spire. The Spire is actually the only skinny city to be visible before the World Storm. The erosion caused by the confluence of two powerful rivers had unearthed it long before the skinnies were freed.

Call the Doctor

Banshee had not abandoned the anouks. She just was unable to give them the aid they needed. The problem is that Banshee is dying—of a cancer called ghost rock.

The discovery of Banshee by Hellstromme was a shock to the Reckoners. They immediately realized the threat the planet posed to them. Just as the Craghan sorcerers found their powers limited there, so too, would the Reckoners be weakened in the face of such a force for life and goodness. They decided to strike first.

There was no ghost rock on Banshee when the first human explorers arrived, but that quickly changed. The Reckoners ordered some of their servitors to travel through the Tunnel to Banshee. Once there, they played upon human greed and ambition to create the conditions needed for the formation of ghost rock. The evil mineral soon sprouted up and began to grow, replacing healthy tannis rock with its dark presence. It also began to grow like wildfire in the scattered remnants of the Dark, now littered about Banshee's surface.

Banshee awoke in great pain. She attacked the ghost rock, but it was too late for her to save herself. The first wave of miners had arrived on the planet and the first human-anouk battles had already taken place. The mixture of greed, hate, and fear that flowed from these conflicts caused the malignant rock to grow like a tumor—faster than the planet could cleanse itself.

Banshee's only hope for survival now is for the anouks (and like-minded humans) to aid her as she has aided them in the past. The planet has summoned up her remaining strength and is using it to aid heroes in their fight to accomplish the only thing that can save her: the destruction of the Reckoners.

There Will Come a Reckoning

Banshee

139

As those of you who have read or played *The Unity* adventure know, the Reckoners recently returned to the Wasted West to stop Raven from ruining their triumph by extinguishing all life on the planet. They defeated Raven, but in their moment of victory, they were imprisoned by Doctor Hellstromme. He entrusted the caged baddies to a group of heroes who restored the old *Unity* spaceship to working order and used it to transport the Reckoners to Banshee.

The meteor storm that Debbi mentioned at the end of Chapter One was actually the *Unity* breaking apart in Banshee's upper atmosphere. The Reckoners' prison plunged to the ground on Two. Shortly thereafter, the Four Horsemen broke free of their cage and set foot on the planet.

As the Reckoners feared, Banshee's aura has greatly weakened them—although they are hardly pushovers. They can actually be defeated on Banshee once and for all though. That is the goal toward which Banshee is

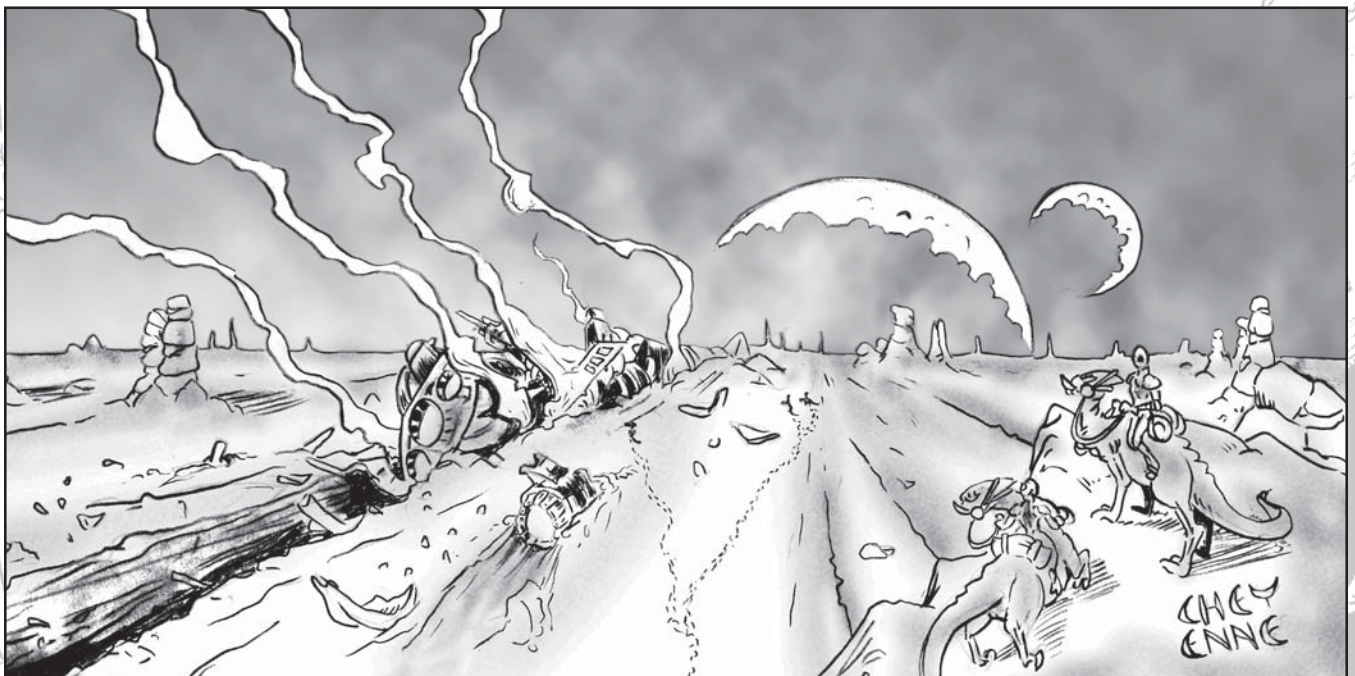
working. Once the Reckoners have been defeated, the ghost rock with which they have poisoned her should be rendered harmless.

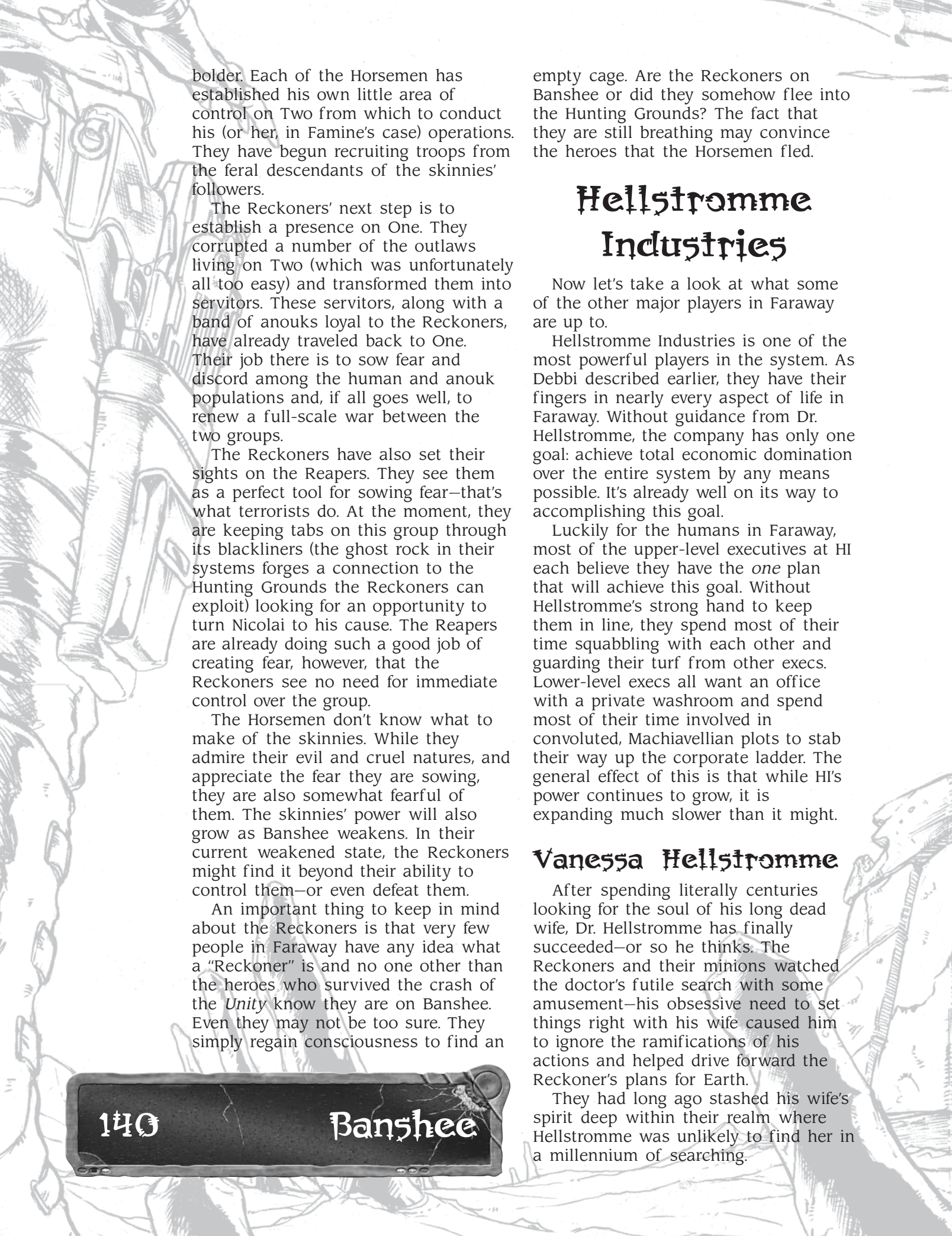
A Cunning Plan

Of course, the Reckoners are not about to go gently into that good night. Their only hope is to do to Banshee what they had nearly accomplished on Earth: to turn it into a living nightmare of fear and pain, a Deadland.

The more fear they can sow on Banshee, the faster the ghost rock they planted grows and the weaker the planet becomes. If they succeed, there is little that can stop them. The boundaries between their realm in the Hunting Grounds and the physical world will begin to blur and they will be able to travel between the two at will. Once this happens, the entire physical universe is at their mercy (of which, they have none).

The Reckoners are moving cautiously for now, but as their power grows, and Banshee weakens, they will become





bolder. Each of the Horsemen has established his own little area of control on Two from which to conduct his (or her, in Famine's case) operations. They have begun recruiting troops from the feral descendants of the skinnies' followers.

The Reckoners' next step is to establish a presence on One. They corrupted a number of the outlaws living on Two (which was unfortunately all too easy) and transformed them into servitors. These servitors, along with a band of anouks loyal to the Reckoners, have already traveled back to One. Their job there is to sow fear and discord among the human and anouk populations and, if all goes well, to renew a full-scale war between the two groups.

The Reckoners have also set their sights on the Reapers. They see them as a perfect tool for sowing fear—that's what terrorists do. At the moment, they are keeping tabs on this group through its blackliners (the ghost rock in their systems forges a connection to the Hunting Grounds the Reckoners can exploit) looking for an opportunity to turn Nicolai to his cause. The Reapers are already doing such a good job of creating fear, however, that the Reckoners see no need for immediate control over the group.

The Horsemen don't know what to make of the skinnies. While they admire their evil and cruel natures, and appreciate the fear they are sowing, they are also somewhat fearful of them. The skinnies' power will also grow as Banshee weakens. In their current weakened state, the Reckoners might find it beyond their ability to control them—or even defeat them.

An important thing to keep in mind about the Reckoners is that very few people in Faraway have any idea what a "Reckoner" is and no one other than the heroes who survived the crash of the *Unity* know they are on Banshee. Even they may not be too sure. They simply regain consciousness to find an

empty cage. Are the Reckoners on Banshee or did they somehow flee into the Hunting Grounds? The fact that they are still breathing may convince the heroes that the Horsemen fled.

Hellstromme Industries

Now let's take a look at what some of the other major players in Faraway are up to.

Hellstromme Industries is one of the most powerful players in the system. As Debbi described earlier, they have their fingers in nearly every aspect of life in Faraway. Without guidance from Dr. Hellstromme, the company has only one goal: achieve total economic domination over the entire system by any means possible. It's already well on its way to accomplishing this goal.

Luckily for the humans in Faraway, most of the upper-level executives at HI each believe they have the *one* plan that will achieve this goal. Without Hellstromme's strong hand to keep them in line, they spend most of their time squabbling with each other and guarding their turf from other execs. Lower-level execs all want an office with a private washroom and spend most of their time involved in convoluted, Machiavellian plots to stab their way up the corporate ladder. The general effect of this is that while HI's power continues to grow, it is expanding much slower than it might.

Vanessa Hellstromme

After spending literally centuries looking for the soul of his long dead wife, Dr. Hellstromme has finally succeeded—or so he thinks. The Reckoners and their minions watched the doctor's futile search with some amusement—his obsessive need to set things right with his wife caused him to ignore the ramifications of his actions and helped drive forward the Reckoner's plans for Earth.

They had long ago stashed his wife's spirit deep within their realm where Hellstromme was unlikely to find her in a millennium of searching.

After Hellstromme's search took a dangerous turn—the discovery of Banshee—the Reckoners decided it might be time for him to “succeed” before he caused further damage.

The Reckoners dredged Vanessa's soul forth from Hell, but merged it with one of their most powerful and crafty demons. As Dr. Hellstromme raced from Lost Colony back to Earth through the Hellish Hunting Grounds, they allowed him to “find” his long-lost wife.

Hellstromme took Vanessa from that dark place and put her soul into a body he had long ago cloned from her DNA.

But the new Hellstromme had a conscience, and he couldn't forego his mission. He left Vanessa in control of his company, called her his “daughter” to allay suspicions somewhat, and returned to Earth to defeat the Reckoners.

Once her husband left on his self-imposed mission, the demon inside, Bazelus, took control. “She” took control of the Lab and personally directed its research projects. The HI suits weren't too happy about this, but since they had no idea where Hellstromme was or when he might return, they had no choice but to go along with her. They knew that anyone who had vexed the master's wife would be looking for a new job—if he were lucky enough to be drawing breath.

In the end, Vanessa worked out a deal that suited most of the execs just fine; she left the moneymaking and politics to them and concentrated solely on research. She only involved herself directly in the running of the company when a decision might affect the Lab in some way.

In a remarkably short amount of time, Vanessa's projects showed results. She combined the considerable arcane knowledge she possessed by virtue of being a demon from the pits of Hell with the scientific knowledge she had absorbed in the HI libraries. To this she added a helping of arcane technology recovered from the ruins of a Craghan city in the Belt. HI Marines boarded Professor Knuddsen's ship (who first discovered the site), removed the artifacts he had discovered, destroyed the ship's communication's room, and left. Shortly thereafter, the professor's

ship suffered an unfortunate reactor accident. The end result of all Vanessa's hard work and thievery was HI's new nano-technology.

Spiritual Chop-Bots

To anyone examining them under an electron microscope, the nano-bots look like small, 6-legged robots with an assortment of grasping and cutting appendages. That is what most people believe them to be. However, anyone looking at the bots on a spiritual level can see there is more than meets the eye. Inside each of the bots is a small malevolent spirit that is its driving force.

Those of you familiar with the way junker magic works knows that inside every man-made object is a tech spirit. Tech spirits are very malleable beings. Every spark plug made has its own little spirit inside it. However, once the plug is put inside a car engine, it fuses with the other component spirits to form a larger spirit: a car spirit.

What the nano-bots do is disassemble an object at the spiritual level and then stitch the smaller tech spirits back together in a Frankenstein manner to create the object desired. The Strain felt by mutes is not a power drain caused by the bots—they have their own connection to the Hunting Grounds that allows them to power themselves—it's the resistance of the tech spirits in an object to being sliced up like a side of beef—a sort of spiritual scream.

Spies & Saboteurs

So, why did Vanessa create these little nasties? Is she really interested in bettering the lot of the average colonist? Not hardly. The nano-bots are her way of gaining control over the Faraway system. She has a spiritual connection to each of the billions of nano-bots. Whenever an object is created using nano-technology, a number of bots remain behind inside the object. By concentrating, Vanessa

can make contact with any of these bots and use them as a scrying device.

She knows the location of any nano-bots she contacts and can see and here the events going on around them. When she chooses, she can even instruct the nano-bots to cause the device they are in to malfunction. This feature of nano-technology is the reason why the HI shipyard is willing to build ships for those with money and power—all the better to keep tabs on them.

So does that mean she knows everything your posse is up to? No. At least not until they start throwing rocks in her pond. There are literally thousands of nano-tech built devices in the system. There is no way she can possibly keep track of them all and she has no interest in doing so. She is only interested in the devices that might give her important information about or influence over those who stand in her way. Vanessa also can't control or monitor more than one device at a time. This makes her far from omniscient or omnipotent.

The reason she doesn't simply give the tech away to make sure it is everywhere is because many people see the nano-bots as too good to be true. If a company with HI's reputation simply started giving them away, these skeptics would *know* they are too good to be true and take a much closer look at them. By disseminating them through what looks to be a calculated PR ploy, she hopes to avoid suspicion until it is too late for anyone to do much about it. In the future, she hopes to build a few nano-tech factories on Banshee's surface and begin selling products manufactured with the little beasties, but the time is not yet right.

Only a handful of people know the nano-bots have a magical nature: a few high-level suits and the scientists directly involved in the recruiting and implantation process. None of them are aware of Vanessa's control over the bots. She has had a number of

handheld units made that can cause nano-bot built devices to fail. These are often issued to HI Marines and ships on important missions. She explains them by saying that each bot has a fail-safe mechanism built into it that prevents it from functioning when it receives the proper code.

Vanessa's Plan

The manitou sharing Vanessa's body is a servant of the Reckoners, but also a very powerful demon in its own right. Now that the Reckoners have arrived in Faraway in a weakened state, Bazelus is biding its time to see what happens. If it appears the Reckoners are going to gain the upper hand, it will use its power to aid them. However, if it seems as if they may be defeated, it will help in their demise. In so doing, it hopes to be able to count spiritual coup on the Reckoners and absorb much of their power. If it succeeds in doing this, "Vanessa" could become as dangerous an enemy as the Reckoners ever have been.

Deadlands Profile: Vanessa Hellstromme

Corporeal: D:4d8, N:3d10, S:3d12+2, Q:3d8, V:2d12

Climbin' 2d10, fightin': brawlin' 6d10, shootin': pistol 4d8, sneak 4d8

Mental: C:4d10, K:4d10, M:3d10, Sm:4d12+2, Sp:3d12+2

Academia: occult 7d10, bluff 5d12+2, language: English 4d10, leadership 4d10, overawe 5d10, persuasion 5d10, ridicule 4d12+2, science: chemistry, cybernetics 6d10, scrutinize 5d10, search 5d10, tinkerin' 6d10

Edges: Purty, the voice: grating, soothing, & threatening

Hindrances: Vengeful

Wind: NA

Pace: 10

Size: 6 (12 if she transforms to demon form)

Terror: 13 (if she reveals her true form)

Special Abilities:

Damage: Claws STR+1d6, Fangs STR+1d4 (normally concealed)

Charm: Outside of combat, Vanessa can attempt to charm a hero by winning a contest of *Spirit*. If she wins, the hero will do nearly

anything to please her. This effect lasts for one hour plus one hour for each raise she achieves on the roll. If the hero is asked to do anything that would harm either himself or a friend, he may roll another *Spirit* contest to shake of her control. If the hero being charmed is attracted to women, don't forget to add her *purty* bonus to her *Spirit* total.

Immunity (Normal Weapons):

Vanessa takes no damage from normal weapons. Damage causing spells work normally against her.

Telekinesis: Vanessa has some telekinetic ability. She can use it to choke her opponents at a distance (max range 100 yards) or slam them backwards with a force equal to her *Strength*.

Transformation: Vanessa can spend 1 action to transform into her true demonic form or back into human form.

Weakness: Any weapons that personally belonged to Dr. Hellstromme do normal damage to Vanessa.

Gear: High heels, stylish dress, gold pen, personal organizer.

Description: Vanessa is a stunning, raven-haired beauty with piercing green eyes. She normally adopts a sweet, innocent personality, but those who have crossed her have seen her fiery temper (and more than one has mysteriously choked to death). The demon within her finds it amusing that she can often use her looks to get her way without having to resort to any sort of magic.

D20 Profile: Vanessa Hellstromme

Huge Outsider (disguised as a medium human)

Hit Dice: 10d8+50 (95 hit points)

Initiative: +1 (+1 Dex)

Speed: 30 ft.

AC: 14 (+1 Dex, +4 natural)

Attacks: +17 Claws

Damage: Claws 1d6+7

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

Special Attacks: Charm, Telekinesis

Special Qualities: Damage reduction 10/+1 (special)

Saves: Fort +13, Ref +8, Will +10

Abilities: Str 24, Dex 12, Con 20, Int 18, Wis 14, Cha 16

Skills: Climb +17, bluff +13, diplomacy +13, intimidate +15, ridicule +13, knowledge (arcane) +16, knowledge (science) +16, move silently +13, search +14, sense motive +14, spot +12

Feats: Alertness, Firearms Proficiency, Simple Weapon Proficiency

Challenge Rating: 10

Treasure: None

Alignment: Lawful evil
See above for description.

Combat

Charm: Vanessa can cast the Charm Person spell at will.

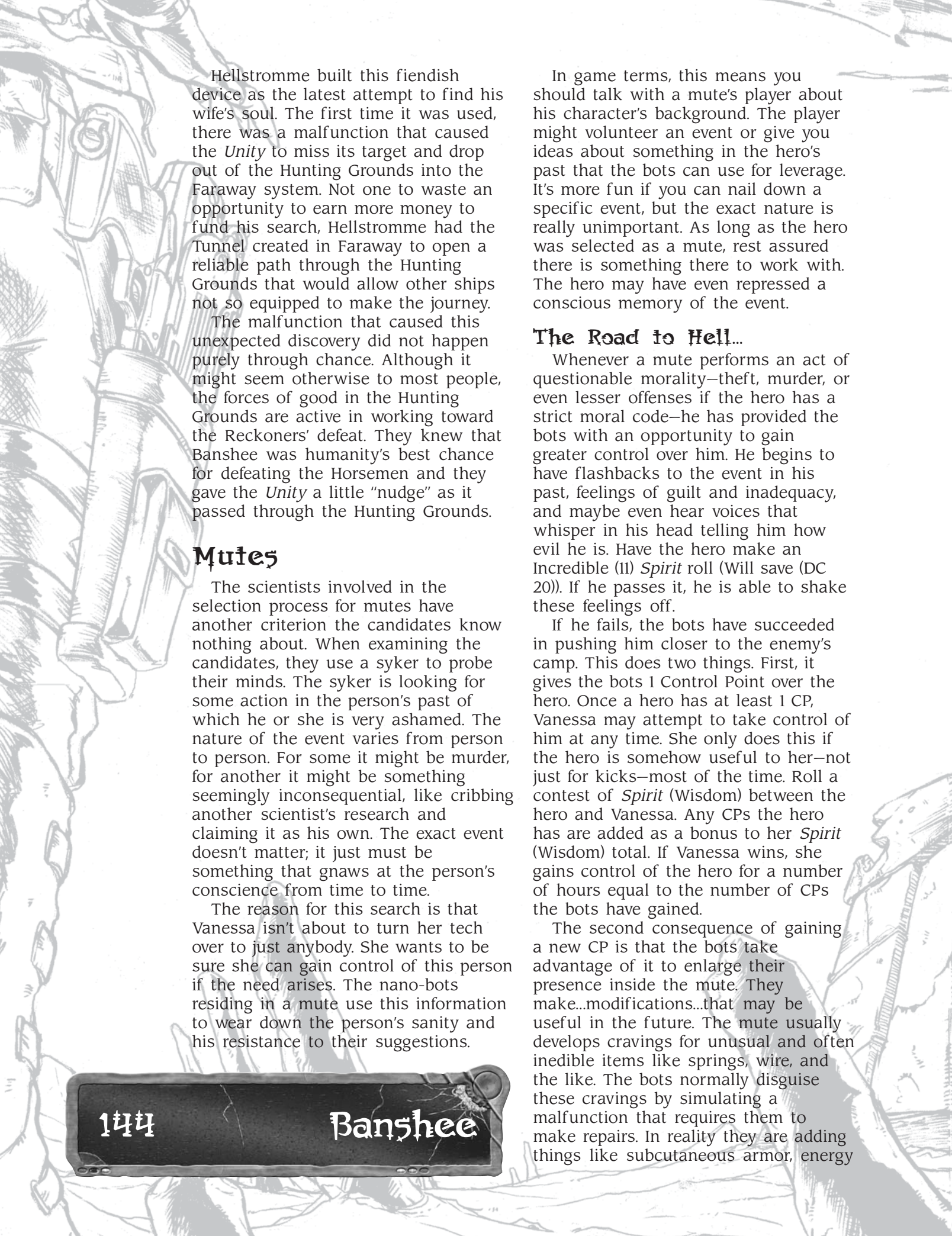
Telekinesis: As a standard action Vanessa can choke opponents at a range of 300 ft. This causes 1d6+7 subdual damage per action. She can also use this to slam opponents backward. Roll a contest of Strength. If Vanessa wins, she knocks her opponent back 5 ft., plus an additional 5 ft. for every 5 points by which her total exceeds her opponent's.

Transformation: As a standard action, Vanessa can transform into her true demon form or back into human form. In demon form, her Face/Reach is 10ft. by 10 ft./10 ft.

Vulnerability: Any weapons that belonged personally to Dr. Hellstromme ignore her Damage Reduction.

The Tunnel

Most people believe Hellstromme created the Tunnel and Banshee was discovered after probes were sent through it. In truth, Hellstromme built the *Unity* before the Tunnel. It has a special drive that allows it to pass through the Hunting Grounds and reemerge at another spot in the physical world. If you've read *The Unity* adventure, you know that the drive requires a human sacrifice to power it.



Hellstromme built this fiendish device as the latest attempt to find his wife's soul. The first time it was used, there was a malfunction that caused the *Unity* to miss its target and drop out of the Hunting Grounds into the Faraway system. Not one to waste an opportunity to earn more money to fund his search, Hellstromme had the Tunnel created in Faraway to open a reliable path through the Hunting Grounds that would allow other ships not so equipped to make the journey.

The malfunction that caused this unexpected discovery did not happen purely through chance. Although it might seem otherwise to most people, the forces of good in the Hunting Grounds are active in working toward the Reckoners' defeat. They knew that Banshee was humanity's best chance for defeating the Horsemen and they gave the *Unity* a little "nudge" as it passed through the Hunting Grounds.

Mutes

The scientists involved in the selection process for mutes have another criterion the candidates know nothing about. When examining the candidates, they use a syker to probe their minds. The syker is looking for some action in the person's past of which he or she is very ashamed. The nature of the event varies from person to person. For some it might be murder, for another it might be something seemingly inconsequential, like cribbing another scientist's research and claiming it as his own. The exact event doesn't matter; it just must be something that gnaws at the person's conscience from time to time.

The reason for this search is that Vanessa isn't about to turn her tech over to just anybody. She wants to be sure she can gain control of this person if the need arises. The nano-bots residing in a mute use this information to wear down the person's sanity and his resistance to their suggestions.

In game terms, this means you should talk with a mute's player about his character's background. The player might volunteer an event or give you ideas about something in the hero's past that the bots can use for leverage. It's more fun if you can nail down a specific event, but the exact nature is really unimportant. As long as the hero was selected as a mute, rest assured there is something there to work with. The hero may have even repressed a conscious memory of the event.

The Road to Hell...

Whenever a mute performs an act of questionable morality— theft, murder, or even lesser offenses if the hero has a strict moral code—he has provided the bots with an opportunity to gain greater control over him. He begins to have flashbacks to the event in his past, feelings of guilt and inadequacy, and maybe even hear voices that whisper in his head telling him how evil he is. Have the hero make an Incredible (II) *Spirit* roll (Will save (DC 20)). If he passes it, he is able to shake these feelings off.

If he fails, the bots have succeeded in pushing him closer to the enemy's camp. This does two things. First, it gives the bots 1 Control Point over the hero. Once a hero has at least 1 CP, Vanessa may attempt to take control of him at any time. She only does this if the hero is somehow useful to her—not just for kicks—most of the time. Roll a contest of *Spirit* (Wisdom) between the hero and Vanessa. Any CPs the hero has are added as a bonus to her *Spirit* (Wisdom) total. If Vanessa wins, she gains control of the hero for a number of hours equal to the number of CPs the bots have gained.

The second consequence of gaining a new CP is that the bots take advantage of it to enlarge their presence inside the mute. They make...modifications...that may be useful in the future. The mute usually develops cravings for unusual and often inedible items like springs, wire, and the like. The bots normally disguise these cravings by simulating a malfunction that requires them to make repairs. In reality they are adding things like subcutaneous armor, energy

weapons, night vision, and the like. They don't bother to inform the mute of his new abilities. The only way the mute can discover them is by accident or by the bots activating one of them in a dangerous situation in which the mute may be killed.

Each time the bots alter the mute in some way, you may make up what they add, roll on the table below, or simply choose an item from the table. These are not the only possibilities; feel free to come up with your own. Sometimes the modifications are completely undetectable by the naked eye and sometimes they are grotesquely obvious. It's up to you, but you should try to choose whatever causes the most horror within your posse.

Once the mute and his friends realize what the bots are up to, the other heroes may become jealous. What they don't know is that there is a catch to these newfound powers. Once the hero accumulates a number of CPs equal to his *Spirit* (Wisdom-5), he has passed completely under Vanessa's control. He becomes a living cyborg and a new shock trooper in her growing army. The hero becomes an NPC under the Marshal's control at this point.

As the Marshal, you need to hint to the player what's going on as the process continues—otherwise you'll just be snatching your player's character sheet away one day. Surprise! You don't really want that.

The Cure That Kills

So is there a cure for these problems? Sort of, but it just might be worse than the ailment.

Any time a mute blacklines, roll a d6. On a 5 or 6, the tannis in the wicked stuff renders a single Mute Modification inert. It's "deleted" and no longer counts toward that day the hero becomes one of your coolest new villains.

Tannis

The reason that nano-bots are unable to replicate anouk artifacts is because they are unable to work tannis. The stone holds a portion of Banshee's life force and is utterly repellent to the spirits that inhabit the bots. Actually touching tannis stone

Mute Modifications

- | 1d12 | Modification |
|------|---|
| 1 | Subcutaneous Armor: The mute gains light armor -4 at all locations (+2 to AC). This bonus is cumulative with any other armor the hero wears. |
| 2 | Energy Weapon: The mute's cybernetic eye is modified to fire beams of spiritual energy. Each shot burns 1 Strain, has a Range Increment of 10 (30 ft.), and does 2d8 damage. The spiritual energy ignores all non-magical armor. |
| 3 | Night Vision: As long as there is any light at all, the hero can see normally. This negates all penalties for lighting. |
| 4 | Enhanced Quickness: The hero's <i>Nimbleness</i> is increased by 1 step (+1 to Dexterity) for each point of Strain spent. This effect lasts for 1 minute per Strain spent. |
| 5 | Enhanced Strength: The hero's <i>Strength</i> is increased by 1 step (+1 to Strength) for each point of Strain spent. This effect lasts for 1 minute per Strain spent. |
| 6 | Energy Tap: The bots upgrade the mute's link to the Hunting Grounds. His Strain is increased by +5. |
| 7 | Life Sensor: The mute is able to detect living creatures by their spiritual aura. This grants a +4 bonus to all <i>Cognition</i> rolls (Spot and Search checks) made to find hidden creatures or people within 50 yards (150 ft.). |
| 8 | Targeting Link: A targeting computer is added to the mute's cybernetic eye. This grants a +4 bonus to all <i>Shootin'</i> rolls (+2 bonus to attacks). |
| 9 | Claws: The mute grows a pair of retractable claws. These do STR+2d6 (1d6) damage in combat and have a DB of +1. |
| 10 | Extra Storage: The mute may now upload and store two schematic packages at the same time. |
| 11 | Bot Beam: The mute can fire a stream of nano-bots from his hands. This has the same effect as using a charged weapon, but may be performed as a ranged attack with a Range Increment of 10 (30 ft.). |
| 12 | Enhanced Intelligence: The bots add some processing power to the mute's brain. This raises the hero's <i>Smarts</i> die by one step (+1 bonus to Intelligence). |

renders the bots inert (although it doesn't disable devices created by them).

Deadlands Profile: HI

Marine

Corporeal: D:3d8, N:3d8, S:4d8, Q:3d8, V:2d10

Climbin' 4d8, dodge 4d8, fightin': brawlin', knife 5d8, shootin': pistol, SMG, rifle 6d8, sneak 4d8, survival: space, Fertile Crescent 3d8, throwin': balanced 3d8

Mental: C:3d8, K:2d6, M:3d8, Sm:3d8, Sp:2d8

Area knowledge: Tunnel Station 3d8, demolition 4d6, guts 3d8, language: English 2d6, leadership 3d8, overawe 4d8, search 4d8, survival: space, Fertile Crescent 4d8

Edges: Brawny, level-headed

Hindrances: Big britches

Wind: 18

Pace: 8

Size: 7

Gear: Infantry battlesuit, infantry helmet, scrambled radio, Hi Hellrazor with 6 full magazines, 2 fragmentation grenades, two smoke grenades, two flashbang grenades, large knife.

Description: HI Marines have a reputation for toughness that is well deserved. Most of the marines had military experience before they were recruited by HI. Fifty percent of new HI recruits don't make it through the company's basic training (which happens to have a 25% fatality rate).

D20 Profile: HI Marine

HI Marine: CR4, Medium-size Human, Class: Wwr 4, hp 35, Init +2, Spd 30 ft., AC 20 (+2 Dex, +8 Armor), Atk HI Hellrazor +7, AL LN, SV Fort +4, Ref +6, Will +1, Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 11

Skills and Feats: Climb +7, Intimidate +4, Spot +6, Survival +4, Automatic

Weapons proficiency, Firearms proficiency, Point Blank Shot, Simple Weapons proficiency, Weapon Focus (Hellrazor), Weapon Specialization (Hellrazor)

Special Qualities: Light Speed +2

Possessions: Infantry battlesuit, infantry helmet, scrambled radio, Hi Hellrazor with 6 full magazines, 2 fragmentation grenades, two smoke grenades, two flashbang grenades, large knife.

EXFOR

Debbi's assessment of EXFOR is pretty much right on the money. The UN forces have pulled back to regroup around Chanoukara. EXFOR frigates actively patrol the edges of the Belt and escort freighter convoys from the Belt to Banshee and back. In exchange for these services, the Fleet charges the miners and ship captains a fee in ghost rock. Warfield uses this ghost rock to purchase parts for his ships when possible. He has also hired the services of two mutes with extensive knowledge of ship design.

The general has considered purchasing ships from the HI shipyard, but so far his suspicion of HI's motives has overcome his desire for more firepower. He assumes any ships HI built for him would be bugged and perhaps booby-trapped. He's right, but not in the way he thinks.

The rumors about miners who refuse to pay Warfield's fee meeting with accidents are true. In Warfield's mind, the importance of ensuring the survival of the human colonies in Faraway far outweighs the rights of a few greedy miners. He can only protect the colony if he has sufficient resources to do so. He hopes their example will cause the other miners to stay in line.

The Fleet

The EXFOR Fleet is composed of its flagship, the *UNS Foster*, eight destroyer escorts, a squadron of frigates, two converted freighters that serve as light carriers, and an assortment of transports, orbital bombardment gunships, and support vessels. Warfield

spends most of his time aboard the *Foster*.

Warfield has had a number of freighters impounded for use by EXFOR. These ships have had weapons modules permanently attached to them. They are used for escort and patrol work around the Belt so Warfield doesn't have to risk damage to his state-of-the-art warships on such routine duties.

Most of the Fleet's activity is centered around the Belt and Base Prime. However, Warfield regularly dispatches sykers and other agents to Banshee to gather intelligence. Fleet shuttles also occasionally slip down to Banshee to recover equipment from abandoned supply depots on the planet's surface. These expeditions are always accompanied by a contingent of Fleet Marines.

Base Prime

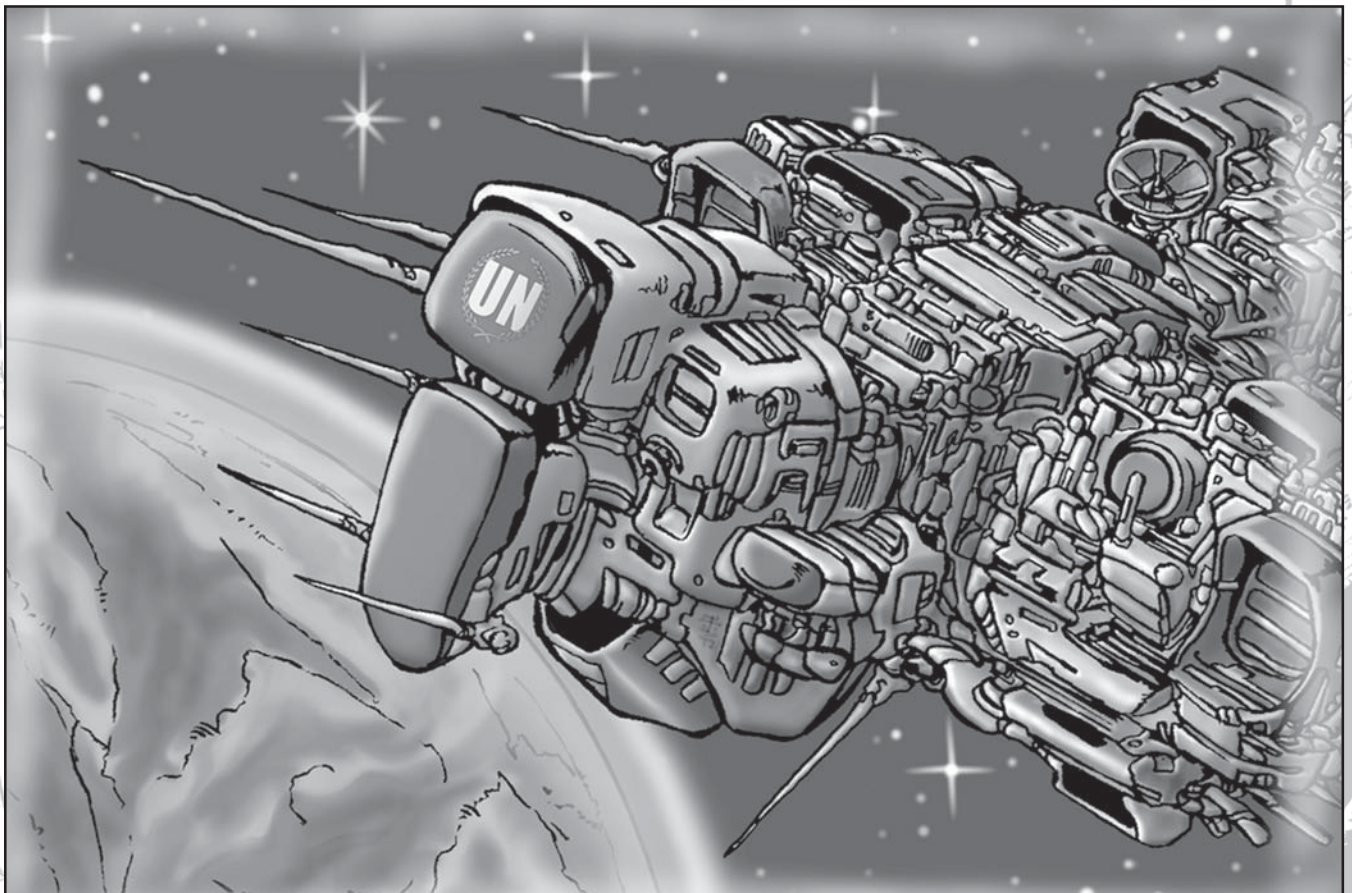
The base Warfield established on Chanoukara's moon is more than just housing for the troops of the fleet. He has also built a few small factories

Banshee

147

capable of producing light vehicles and weapons. He hopes to expand their capacity as more ghost rock comes in from the Belt. With the Syker Legion returned to Earth, Warfield knows he'll need a well-stocked arsenal to have any chance of subjugating the anouks and dealing with the remaining skinnies. He won't move against Banshee in force until he has a toy chest full of lethal goodies.

The factories are manned by the UN troops Warfield feels are too unreliable to use in combat. Each shift of workers is deliberately made up of a mix of nationalities. Warfield hopes that by forcing them to work with each other outside of combat, he can wear down their distrust of each other and create enough of an identity as "EXFOR soldiers" that he can someday send them into combat together.



The New Legion

A few sykers on detached duty from the Legion remained with the fleet after the *Unity* left. Warfield regards them as one of the aces up his sleeve. He uses them for intelligence gathering missions on Banshee. He has also instructed them to set up a new Syker Academy at Base Prime. Each time the sykers are on Banshee, they look for potential recruits and bring them back to Base Prime—willingly or otherwise. They generally look for young children with raw psychic talent, usually below the age of 6 or 7. Any older and they may be untrainable or too resistant to the indoctrination needed to make them loyal to the New Syker Legion Warfield is trying to assemble.

Warfield also has some of his scientists working on a program to clone new sykers from the DNA of the few he has. The scientists have been able to successfully clone babies that show signs of psychic talent, but their attempts at finding some way of accelerating their growth have failed—all of the test clones on which these methods have been tried have either died (usually from brain tumors) or mutated into warped monstrosities.

Warfield doesn't want to have to wait five or six years for his first batch of clones to begin their training, so he has instructed the scientists to keep at it.

No-Fly Zone

The area within 100,000 miles of Base Prime is considered restricted space by EXFOR. Any civilian ships approaching closer than this without authorization are given one warning. If they do not immediately change course, they are destroyed.

Warfield

Although many people believe otherwise, Warfield doesn't see himself as an evil man, just stubborn to a fault. His orders were to end anouk

resistance on Banshee, and by golly, that's exactly what he aims to do.

He is displeased by the Rangers' attempts at reconciliation with the anouks. He has the authority to order them to do otherwise, but he has not exercised this option. He is afraid it might spark a rebellion within the Rangers' ranks and create more chaos on the planet's surface. The last thing he wants to have to do is fight a hostile human population as well as the anouks. For now he is content to let the Rangers' peaceful attitude lull the anouks into a false sense of security.

Deadlands Profile: OK Warfield

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

Climbin' 2d6, dodge 4d6, drivin': car, tracked vehicle 4d6, fightin': brawlin' 4d6, flyin': spaceship 4d6, quick draw 3d8, shootin': pistol, rifle 5d8, sneak 2d6

Mental: C:3d10, K:3d10, M:4d12, Sm:3d8, Sp:2d10

Artillery 4d10, bluff 4d12, guts 5d10, language: English 4d10, language: French 3d10, leadership 6d12, overawe 6d12, professional: military 5d10, science: physics 4d10, scrutinize 5d10, search 4d10, survival: space 4d8

Edges: Nerves o' Steel, Renown 5, the "stare", the "voice": threatening

Hindrances: Bloodthirsty, stubborn, vengeful

Wind: 16

Face: 6

Size: 6

Gear: MKIV FOP with 2 full magazines, concealable bulletproof vest (AV 2), wrist communicator.

Description: Warfield is an imposing man. He stands 6' 4" tall and has lean, no-nonsense features. He wears his hair in a short, white buzzcut.

D20 Profile: OK Warfield

Warfield: CR 13, Medium-size Human, Class: Wwr 10/Spa 3, hp 87, Init +1, Spd 30 ft., AC 15 (+1 Dex, +4 Armor), Atk MKIV FOP +13/+8/+3, AL LN, SV Fort +6, Ref +8, Will +5, Str 12, Dex 13, Con 12, Int 14, Wis 14, Cha 14

Skills and Feats: Climb +8, Diplomacy +10, Drivin' +9, Flyin' +10, Intimidate

+10, Search +9, Sense Motive +8, Spot +10, Survival +9, Aircraft proficiency (spaceship, aerospace), Alertness, Artillery Weapon proficiency, Automatic Weapons Proficiency, Firearms proficiency, Level Headed, Point Blank Shot, Rapid Shot, Renown, Simple Weapons proficiency, the Stare, the Voice, Weapon Focus (MkIV FOP), Weapon Specialization (MKIV FOP), Zero-G Acclimatization
Special Qualities: Deadeye, Light Speed +4

Possessions: MKIV FOP with 2 full magazines, concealable bulletproof vest, wrist communicator.

Captain Norton

Captain John Norton is as unpleasant as Debbi made him sound. He is a true sociopath. He doesn't enjoy killing, but he never loses any sleep over it either. His reputation for ruthless efficiency brought him to Warfield's attention early in his career. Warfield uses Norton as his personal troubleshooter—a title Norton often takes literally. If the heroes make trouble for EXFOR they may end up on Norton's "to do" list.

Deadlands Profile: Captain Norton

Corporeal: D:3d12, N:3d8, S:4d6, Q:3d10, V:3d8

Climbin' 3d8, dodge 4d8, drivin': car, tracked vehicle 4d8, fightin': brawlin', knife 5d8, flyin': aerospace 4d8, quick draw 5d10, shootin': pistol, rifle 5d12, sneak 4d8

Mental: C:3d10, K:4d8, M:3d10, Sm:3d8, Sp:2d10

Bluff 4d10, guts 4d10, language: English 3d10, leadership 3d10, overawe 5d10, professional: military 4d8, ridicule 6d10, scrutinize 4d10, search 5d10, survival: space 3d8

Edges: Level-headed, renown 1, the "stare", the "voice": grating, threatening

Hindrances: Bloodthirsty, vengeful

Wind: 18

Pace: 8

Size: 6

Gear: MKIV FOP with 2 full magazines (1 general purpose ammo, 1 AP 2), concealable bulletproof vest (AV 2),

wrist communicator, riding crop, spit-shined boots (with concealed knife).

Description: Norton's slim build gives him an unimposing appearance, but anyone who has looked into his cold, hazel eyes knows better. Norton's reputation and razor tongue have been known to reduce seasoned veterans into quivering masses.

D20 Profile: Captain Norton

Norton: CR 10, Medium-size Human, Class: Wwr 8/Spa 2, hp 72, Init +4, Spd 30 ft., AC 18 (+4 Dex, +4 Armor), Atk MKIV FOP +13/+8/+3, AL LE, SV Fort +4, Ref +7, Will +3, Str 12, Dex 18, Con 12, Int 12, Wis 12, Cha 12

Skills and Feats: Climb +6, Flyin' +9, Gunplay +9, Intimidate +6, Quick Draw +9, Speed Load +9, Search +6, Spot +6, Survival +6, Aircraft proficiency (spaceship, aerospace), Automatic Weapons Proficiency, Firearms proficiency, Improved Initiative, Improved Critical, Level Headed, Simple Weapons proficiency, the Stare, the Voice, Weapon Focus (MkIV FOP), Weapon Specialization (MKIV FOP), Zero-G Acclimatization
Special Qualities: Deadeye, Light Speed +4

Possessions: MKIV FOP with 2 full magazines, concealable bulletproof vest, wrist communicator.

Wolverines

The Wolverines are EXFOR's elite strike force, made up of the most experienced and ruthless soldiers in the Fleet. They are equipped with state-of-the-art CSA Wolverine power armor (from which they take their name).

Wolverine Armor

The armor worn by the Wolverines lets them shoot-and-loot with impunity against most forces they encounter. It has an





AV of 7 and reduces the wearer's *Deftness* by 1 step (+10 AC, Max Dex of +3, Armor Check Penalty -2). It also increases the user's *Strength* by +4 steps (+4 bonus to Strength) and increases his Pace by +4 (+10 ft to Move). The suit provides full environmental protection and has an internal oxygen supply that lasts 8 hours, allowing it to be used in a vacuum. The armor also has low-light vision with a 200-yard range, an internal radio, hookups for an external O₂ tank, and mounting brackets for an EVA pack.

The suit's internal power supply lasts for 8 hours. When on extended missions, the Wolverines usually bring along a "can": a self-propelled fusion generator about the size of small refrigerator. Up to four soldiers can recharge from the can at one time. Recharging takes only 5 minutes.

Deadlands Profile: Wolverine

Corporeal: D:2d8, N:3d8, S:3d10, Q:3d8,
V:2d10

Climbin' 4d8, dodge 4d8, drivin':
battlesuit, hover vehicle, tracked
vehicle 5d8, fightin': brawlin' 5d8,
flyin': aerospace 3d8, shootin': energy
weapon, pistol, rifle, SMG 6d8, sneak
5d8

Mental: C:3d8, K:3d6, M:2d8, Sm:3d8,
Sp:2d8

Artillery 4d8, guts 5d8, language:
English 2d6, leadership 3d8, overawe
3d8, professional: military 3d6,
scrutinize 3d8, search 4d8, survival:
space, Fertile Crescent, Great Wastes
4d8

Edges: Tough as nails 2

Hindrances: None

Wind: 22

Pace: 8 (12 in armor)

Size: 6

Gear: Wolverine battlesuit, Advanced
Combat Rifle with 4 full magazines
of 5.56mm and 4 magazines of
20mm, 4 fragmentation grenades

Description: The Wolverines openly
call HI Marines wimps (and worse).
The fact that the Hellstromme troops
don't call them on it speaks for itself.

D20 Profile: Wolverine

Wolverine: CR 6, Medium-size Human,
Class: Wwr 6, hp 50, Init +2, Spd 30 ft.
(40ft.), AC 22 (+2 Dex, +10 Armor), Atk
ACR +9/+4, AL LN, SV Fort +5, Ref
+7, Will +2, Str 14 (18), Dex 14, Con 14,
Int 11, Wis 10, Cha 10

Skills and Feats: Climb +6 (+8), Speed
Load +6, Search +4, Spot +4, Survival
+4, Automatic Weapons Proficiency,
Firearms proficiency, Simple Weapons
proficiency, Weapon Focus (ACR),
Weapon Specialization (ACR)

Special Qualities: Deadeye, Light Speed
+4

Possessions: Wolverine battlesuit,
Advanced Combat Rifle with 4 full
magazines of 5.56mm and 4
magazines of 20mm, 4 fragmentation
grenades.

Deadlands Profile: UN Marine

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

Climbin' 3d6, dodge 4d6, drivin':
wheeled vehicle, tracked vehicle 4d6,
fightin': brawlin' 3d6, shootin': pistol,
rifle 4d8, sneak 3d6

Mental: C:2d8, K:3d6, M:2d8, Sm:3d6, Sp:3d6

Guts 3d6, language: English 2d6, leadership 2d8, overawe 2d8, professional: military 2d6, scrutinize 3d8, search 3d8, survival: space, Fertile Crescent, Great Wastes 3d6

Edges: None

Hindrances: None

Wind: 14

Pace: 6

Size: 6

Gear: Infantry battlesuit, infantry helmet, M-21 with 4 full magazines, 2 fragmentation grenades

Description: UN Marines are EXFOR's main fighting force.

D20 Profile: UN Marine

UN Marine: CR2, Medium-size Human, Class: Wwr 2, hp 17, Init +1, Spd 30 ft., AC 19 (+1 Dex, +8 Armor), Atk M-21 +4, AL LN, SV Fort +3, Ref +4, Will +0, Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 10

Skills and Feats: Climb +4, Spot +4, Survival +3, Automatic Weapons proficiency, Firearms proficiency, Simple Weapons proficiency, Weapon Focus (M-21), Weapon Specialization (M-21)

Special Qualities: Light Speed +2

Possessions: Infantry battlesuit, infantry helmet, M-21 with 4 full magazines, 2 fragmentation grenades

The Rangers

There is not much to add to what Debbi said about the Rangers other than they are the humans' best shot at both surviving the Reckoners and eventually achieving a peaceful coexistence with the anouks. Not all Rangers are saints, but as long as people like Ross and Dallas lead them, they are one of the few forces for pure good in the Faraway system.

Dave Ross

Dave Ross was born in Texas. He worked as a small town sheriff until he lost his wife in a tragic accident. After that he couldn't stand to be constantly reminded of her and shipped out to Faraway as a colonist. When the

Banshee

151

Rangers were formed, he signed up immediately, secretly thinking he would probably be killed in the line of duty. To his surprise, his obsession with his work healed his broken heart and gave him a reason to keep on living. His not-so-secret feelings for Debbi has given him another.

Ross grew up listening to his grandfather's tales of his days with the Texas Rangers. He thought some of his grandpa's tales of strange creatures were just ghost stories made up to frighten him, but after his recent experiences, he knows better. He still carries the old Colt Dragoon his grandfather left him.

Deadlands Profile: Dave Ross

Corporeal: D:4d10, N:2d8, S:3d8, Q:3d10, V:3d12

Climbin' 4d8, dodge 5d8, drivin': car, tracked vehicle 4d8, fightin': brawlin', knife 5d8, flyin': VTOL 4d8, quick draw 5d10, ridin': horse 5d8, shootin': pistol, rifle, shotgun 5d10, sneak 5d8

Mental: C:3d10, K:3d8, M:4d12, Sm:3d8, Sp:2d10

Bluff 4d12, guts 5d10, language: English 2d8, leadership 6d12, overawe 6d12, scrutinize 5d10, search 4d10, survival: Fertile Crescent, Great Wastes 5d8

Edges: Law Dog 3, Renown 3, the "stare", the "voice": threatening

Hindrances: Big britches, stubborn

Wind: 22

Pace: 8

Size: 6

Gear: Dragoon with 3 full magazines, Colt Dragoon with 30 rounds, large knife, duster, bulletproof vest, and cowboy boots.

Description: Ross is a tall, lean man with ruggedly handsome features.

D20 Profile: Dave Ross

Dave Ross: CR15, Medium-size Human, Class: Ran 15, hp 117, Init +3, Spd 30 ft., AC 17 (+3 Dex, +4 Armor), Atk

Dragoon +19/+14/+9/+4, AL NG, SV Fort +9, Ref +10, Will +10, Str 14, Dex 16, Con 14, Int 12, Wis 12, Cha 14
Skills and Feats: Climb +11, Drivin' +12, Flyin' +12, Gather Information +12, Intimidate +13, Knowledge (Temptation) +11, Ridin' +13, Search +10, Speed Load +13, Spot +11, Survival +11, Wilderness Lore +10; Aircraft proficiency (VTOL), Automatic Weapons proficiency, Firearms proficiency, Improved Critical, Point Blank Shot, Rapid Shot, Simple Weapons proficiency, the "Stare," the "Voice," Weapon Focus (Dragoon), Weapon Focus (Colt Dragoon), Weapon Specialization (Dragoon), Weapon Specialization (Colt Dragoon)
Special Qualities: I am the Law! (3)
Possessions: Dragoon with 3 full magazines, Colt Dragoon with 30 rounds, large knife, duster, bulletproof vest, and cowboy boots.

Debbi Dallas

Dallas was born on Banshee and thinks of it as home. Her father was a soldier and her mother was a scholar. Her father died shortly after the first anouk war. Her mother died more recently after a Reaver attack on the space station where Debbi worked as a Ranger.

Debbi left one important fact out of her biography in Chapter One. General Quantrill killed her shortly after the battle at Castle Rock. She remained that way for a few months, but then returned to the land of the living as a Guardian—one of those raised by Banshee to aid her in her time of need. She was the first human to be selected in this way by the planet. See page 168 for more information about these protectors of the planet.

Deadlands Profile: Debbi Dallas

Corporeal: D:2d8, N:3d6, S:3d6, Q:3d10, V:3d8

Climbin' 4d6, dodge 4d6, drivin': hover bike 5d6, fightin': brawlin' 4d6, flyin': VTOL 4d6, quick draw 4d10, ridin': chanouk 4d6, shootin': pistol, rifle 5d8, sneak 5d6

Mental: C:3d10, K:3d8, M:4d12, Sm:3d8, Sp:2d12

Bluff 4d8, guts 5d12, language: English 3d8, language: anouk 1d8, leadership 4d12, overawe 4d12, persuasion 4d12, scrutinize 5d10, search 4d10, survival: Fertile Crescent, Great Wastes

Edges: Brave, Law Dog 3, tannis sense 5, the "voice": soothing

Hindrances: Curious

Wind: 20

Face: 6

Size: 6

Special Abilities:

Guardian: Debbi is a guardian and possesses all the standard powers thereof.

Banshee's Scream 2

Gear: Dragoon with 4 full magazines, folding knife, bulletproof vest, chanouk named "Little Joe"

Description: Debbi is a perky red-head full of energy and life. She spends most of her time coordinating Ranger activities around Temptation and patrolling the area on her chanouk.

D20 Profile: Debbi Dallas

Debbi Dallas: CR10, Medium-size Human, Class: Ran 8/Grd 2, hp 87, Init +3, Spd 30 ft., AC 17 (+3 Dex, +4 Armor), Atk Dragoon +11/+6/+1, AL CG, SV Fort +10, Ref +11, Will +7, Str 12, Dex 16, Con 14, Int 12, Wis 14, Cha 16

Skills and Feats: Climb +5, Drivin' +9, Flyin' +7, Gather Information +6, Intimidate +6, Knowledge (Temptation) +5, Ridin' +9, Search +5, Speed Load +7, Spot +8, Survival +6, Wilderness Lore +6; Aircraft proficiency (VTOL), Automatic Weapons proficiency, Firearms proficiency, Mounted Combat, Point Blank Shot, Rapid Shot, Simple Weapons proficiency, the "Voice," Weapon Focus (Dragoon), Weapon Specialization (Dragoon)

Special Qualities: I am the Law! (2), Banshee's Scream 2

Possessions: Dragoon with 4 full magazines, folding knife, bulletproof vest, chanouk named "Little Joe"

The Reapers

After their disastrous defeat outside of Temptation, the Reapers have retreated to their hidden sanctuaries to regroup and plan. The blow to the Reapers' morale has caused Nicolai to lose some of his prestige and cost him a considerable number of troops; many of the scum in his army decided they would fare better operating on their own as simple bandits. Nicolai spends much of his time hidden away inside the Toxic Jungle in the Bunker, brooding and planning his revenge. In the meantime, the Reapers are content to stage occasional raids and terrorist attacks.

Coltrane

Jesse Coltrane started out as a small-time bandit, albeit one with some charisma and talent. As the Reapers grew from a small band of thugs into an even larger band of thugs, it attracted the attention of a member of the Fallen named Avernus (you can find more about them on page 158).

Avernus saw the Reapers as a potentially useful tool against the human colonists. He approached Coltrane and made the usual offer given to homicidal megalomaniacs—power beyond imagining. Coltrane, of course, agreed to the deal. In exchange for using the Reapers as a weapon against the humans, Avernus schooled Coltrane in the dark arts.

Coltrane's lessons began to warp him physically and mentally. He passed it off as an illness at first, but as the transformation continued, he realized he risked losing the loyalty of his thugs if they began to consider him a monster. He quietly ensured Nicolai's accession to leadership of the group in exchange for Nicolai acknowledging that Coltrane still called the shots. Then he disappeared. Most of the Reapers—those who actually cared—thought Coltrane had simply gone into the desert to die.

Coltrane continued to grow in power and controlled the Reapers from behind the scenes for some time. Unfortunately for him, Coltrane's newfound powers

Banshee

153

made him even more overconfident than he normally was. This caused him to challenge Avernus' authority and led to his unlamented demise.

Nicolai

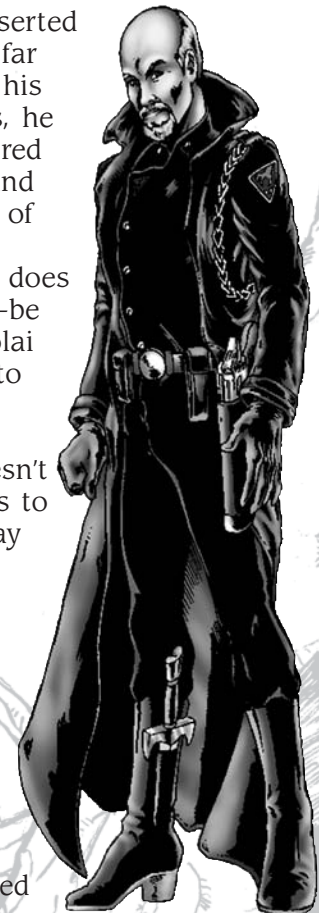
Nicolai is a dangerous man. Not just because he is ruthless, but because he also believes a lot of the socialist claptrap that comes out of his mouth. Of course, like most socialist leaders, his philosophy applies to the "masses," not him personally. He is the man with "the vision" that will make the socialist utopia possible for the "people"—as long as they continue to follow his mandates. He is a homicidal messiah.

Despite the setback suffered at Temptation, Nicolai still dreams of establishing a Banshee Free State with himself as its leader. He has sworn vengeance against both the Rangers and those who deserted his cause. While he has so far been unable to make good his threats against the Rangers, he has had a number of captured deserters executed slowly and painfully for the edification of his troops.

While a return to raiding does not sit well with the would-be conqueror of Banshee, Nicolai is a good enough tactician to know he must rebuild his army and wait for the right time to strike. What he doesn't know is that when it comes to conquering Banshee, he may have to wait in line.

The Bunker

The Reapers do, in fact, have a hidden bunker in the northern edge of the Toxic Jungle. It is located just south of the eastern edge of the Great Wastes. Most of the bunker is located



below ground. The excavation was done in stages so as not to disturb much of the foliage that covered the area. Well-camouflaged machinegun nests and heavy gun positions stick up out of the ground at strategic locations. These aboveground sections were constructed of a special compound that is invisible to radar—the Reapers stole the material from EXFOR supply depots after bribing a few corrupt quartermasters. These stealth bunkers, combined with the heavy Toxic Jungle foliage that screens the area and the fact that the living quarters and reactor are buried deep enough to hide their heat signatures, makes the place nearly invisible to most sensors. Nicolai uses the Bunker as his main command post.

The location of the Bunker is a closely-guarded secret. Only Nicolai, his most trusted lieutenants, and a small cadre of experienced mercenaries know the location. If things ever go horribly wrong, Nicolai intends to make a last stand here and then blow the Bunker's reactor if the place is overrun.

Deadlands Profile: Nicolai

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

Climbin' 2d8, dodge 4d8, drivin': car, tracked vehicle 4d8, fightin': brawlin', knife 4d8, shootin': pistol, rifle 4d6, sneak 6d8

Mental: C:3d10, K:3d12, M:3d10, Sm:4d10, Sp:2d10

Academia: political history 5d12, bluff 4d10, guts 3d10, language: English 4d12, leadership 5d10, overawe 6d12, persuasion 5d10, ridicule 5d10, scrutinize 5d10, search 3d10, survival: Great Wastes, Toxic Jungle 3d10

Edges: Light sleeper, luck o' the Irish, the "voice": threatening

Hindrances: Outlaw -5, mean as a rattler, stubborn, yearnin': Conquer Banshee

Wind: 18

Pace: 8

Size: 6

Gear: HI Hellrazor and 3 full magazines, P-38 and two full magazines, bulletproof vest, Gorgon APC with crew.

Description: Nicolai is a tall man and thin to the point of looking emaciated. He has a thin ring of graying hair around his balding head that often flies wildly in the breeze. He has deep-set eyes that burn with a fiery intensity that borders on madness.

D20 Profile: Nicolai

Nicolai: CR10, Medium-size Human, Class: Wwr 10, hp 70, Init +1, Spd 30 ft., AC 15 (+1 Dex, +4 Armor), Atk Hellrazor +11/+6/+1, AL LE, SV Fort +6, Ref +8, Will +5, Str 10, Dex 12, Con 12, Int 16, Wis 14, Cha 18

Skills and Feats: Climb +8, Diplomacy +12, Drivin' +9, Intimidate +13, Move Silently +5, Search +7, Spot +10, Survival +10, Alertness, Automatic Weapons proficiency, Firearms proficiency, Point Blank Shot, Rapid Shot, Simple Weapons proficiency, Weapon Focus (M-21), Weapon Specialization (M-21)

Special Qualities: Light Speed +4

Possessions: HI Hellrazor and 3 full magazines, P-38 and two full magazines, bulletproof vest, Gorgon APC with crew.

Deadlands Profile: Typical 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: M-10 or M-21 with 2 full magazines, large knife, 1

fragmentation grenade.

Description: Reapers look like your typical frontier scum. They normally dress in dirty tattered clothing and have hygiene habits to match.

D20 Profile: Typical Reaper

Reaper: CR1, Medium-size Human, Class: Wwr 1, hp 10, 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: M-10 or M-21 with 2 full magazines, large knife, 1 fragmentation grenade.

The Skinnies

You know where they came from, so what are they up to? The past rulers of Banshee are looking to rule the planet again. Most of them have kept a low profile since the World Storm. They have been too busy visiting their old haunts and studying ancient manuscripts. The skinnies are still in a weakened state from their long imprisonment deep within Banshee's heart. Much of their knowledge of the dark arcane arts has been forgotten—erased from their minds by the long exposure to Banshee's aura of goodness and life. All they can remember is that they were once more powerful than they are now.

The skinnies have returned to the Black Cities to hunt for their lost secrets. These places are now hazardous to their former owners. The gaps in their memories means they no longer remember the proper passwords and counterspells to deactivate many of the guardians and wards they left behind. Supernatural creatures they once kept as pets or guardians roam the deserted halls and are a threat to them in their weakened state.

Although the skinnies have the potential to become a very powerful

Banshee

155

faction in the struggle for control of Banshee, they are not a united faction. Many of them still remember old rivalries and petty jealousies from centuries past, even if they can't remember the password into their own vaults. Some of the skinnies blame other ones for their defeat at the hands of the anouks so many years ago. As the skinnies slowly recover their lost powers, fighting between them is very likely.

What's in a Name?

Before they so rudely had their homeworld blasted out from under them, the skinnies used telepathy almost exclusively as a means of communication. Once they arrived on Banshee, they discovered that in addition to being unable to leave the anouk bodies they stole, they were completely unable to master the art of speech again. Most could only force some sort of strangled cry out of their purloined flesh. Each skinny had a different cry and this is how both anouks and humans identified them.

Most skinnies use this noise as an all purpose expression that takes on different meanings depending on the tone and inflection. When they need to communicate in a more meaningful manner (rare), they send a telepathic message. Skinnies view all non-skinnies as servants, so they also sometimes just take control of a person's mind and force him to speak their words.

Using Skinny Powers

Although magical in origin, the skinnies' powers most closely resemble those of sykers. When creating a skinny to throw against your posse (only do this with an experienced posse, newbies don't stand a chance), it should know between 10 and 20 spells. These should be selected from any of the syker powers listed in the *Hell on*

Earth or *Brainburners* books or from those described below. We don't have room here to convert all of the syker powers found in *Brainburners* to the d20 system, but you can do a quick conversion simply by adding the *Deadlands* casting TN to 15 to find the power's DC (it's not like the skinny is likely to fail the roll anyway).

As far as Strain goes, there's no need to track it for skinnies; they simply pull what they need from their surroundings. The first source they tap into is living creatures around them. That means whenever a skinny uses a power, all sentient living creatures within 50 yards (150 ft.) of them suffer 1 Wind damage (1 point of subdual damage). It doesn't matter what the actual Strain cost of the power is, the skinny sucks a little energy from everyone like a giant vacuum. If there is no one within 50 yards (150 ft.), the abomination must wrestle the energy free from Banshee. This doesn't affect the Strain cost of the power, but it does add a +6 modifier to the TN (DC) of the power.

Skinnies use the *blastin'* Aptitude to invoke their powers. Although they have effectively unlimited Strain for casting, controlling large amounts of power is difficult. For every 5 points of Strain pumped into a power, raise the TN (DC) of the casting attempt by +2.

Listed below are a few of the skinnies' trademark powers that don't appear among published syker powers. The stats that appear in parentheses are for the d20 system.

Animated Dead

(Type): Necromancy

(Level): 3

TN: 7

Strain: 2/per body animated

Speed: 2

Duration: Permanent

Range: 100 yards/*blastin'* level

Although many of the skinnies' powers resemble the mental abilities of sykers, this power is good, old-

fashioned, dark magic. The skinny summons up a small horde of manitous and sets them loose on a graveyard. The result is a bunch of walkin' dead. Every 2 points of Strain spent on this power animates one human or anouk-sized corpse. Once animated, a walkin' dead remains so until someone puts it down with a bullet in its brain.

Green Lightning

(Type): Evocation

(Level): 4

TN: 7

Strain: 5/round

Speed: 1

Duration: Concentration

Range: Special

Green lightning is one of the powers UN troops learned to dread during the anouk war. A skinny can use it in two ways. It can be used to fire out a single massive bolt of green energy. This bolt has a Range Increment of 50 (150 ft.) and does 4d20/AP4 damage (4d12 damage). Use the skinny's *blastin'* total to determine if the bolt hits.

The second use of this power causes numerous bolts of energy to radiate out from the skinny and pound a circular area around it. This use affects an area 10 yards in radius (30 ft.). All targets within this area are struck for 4d10 damage (4d8 damage, Reflex save (DC14) halves damage).

Mass Mind

(Type): Abjuration

(Level): 5

TN: Opposed *blastin'* vs. *Spirit*

Strain: 1 Strain/target

Speed: 2

Duration: Concentration

Range: 30 yards (90 ft.)/*blastin'* level

This power gave Warfield nightmares and was one of the reasons the sykers were summoned to Banshee. *Mass Mind* allows the skinny to enter the minds of multiple people simultaneously and establish rudimentary control over them.

When making the opposed *Spirit* roll, roll once for the skinny and make a single roll for large groups of NPCs based on their average *Spirit*. Allow heroes to make their own rolls. Everyone who loses the contest to the skinny falls under its control. The

control granted by this power is very simple. The skinny can give commands like "sit still" or "fight each other," but it cannot give different orders to different targets—the skinny can't get the targets to do a number from *The Sound of Music*, for instance. It also can't force the targets to kill themselves.

For d20 users, each target gets a Will save (DC15) against this power. A successful save negates the power for that character.

Deadlands Profile: Typical Skinny

Corporeal: D:3d8, N:2d8, S:3d12, Q:3d10, V:3d10

Climbin' 1d8, dodge 3d8, fightin': brawlin' 4d8, sneak 5d8

Mental: C:3d10, K:3d12+2, M:4d12, Sm:3d12+2, Sp:4d12+2

Academia: occult 5d12+2, blastin' 6d12+2, guts 5d12+2, overawe 6d12, scrutinize 5d10, search 4d10

Edges: The "stare"

Hindrances: Big britches

Wind: NA

Pace: 8

Size: 8

Special Abilities:

Damage: Bony claws STR+1d4

Armor: Av 1

Resistance

(All): Skinnies take only half damage from all attacks.

Skinny

Powers: Arson, brain blast, fleshknit, green lightning, mass mind, mind rider, mind wipe, skin walker, slow burn, tattletale

Strain: Effectively unlimited.



Unkillable: A skinny that is put down is not dead. Its spirit still exists, although the loss of its body causes it to be stunned and unable to act for 24 hours. During this time an anouk shaman with 5 levels or more in *academia:occult* can imprison it. If not imprisoned, the skinny's body slowly regenerates. The amount of time this takes depends on how badly the body in which it is trapped was damaged. If the skinny was merely put down with weapons, it takes about a week. If the body was burned, and the ashes scattered to the winds, it could take months. The only way to permanently destroy a skinny is to find its soul amulet and destroy this.

Some skinnies' amulets are hidden deep with the Dark Cities they once ruled. Other skinnies' amulets remained on the Dark and are hidden somewhere in the Belt.

Gear: None.

Description:

Skinnies look like very old, very withered anouks.

D20 Profile: Typical Skinny

Large Aberration

Hit Dice: 8d8+24 (60 hit points)

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

Speed: 30 ft.

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

Attacks: +11/+6/+1 Claws

Damage: Claws 1d6+5

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

Special Attacks: Skinny powers

Special Qualities: Damage reduction 20/+2

Saves: Fort +5, Ref +4, Will +7

Abilities: Str 20, Dex 13, Con 17, Int 18, Wis 18, Cha 12

Skills: Blastin' +16*, intimidate +7, ridicule +7, knowledge (arcane) +11, move silently +7, search +10, sense motive +10, spot +10

Feats: Alertness, Improved Critical, Improved Initiative, Power Attack, Cleave, the "Stare"

Challenge Rating: 10

Treasure: None

Alignment: Lawful evil
See above for description.

Combat

Racial Bonus: Skinnies receive a +5 racial bonus to their Blastin' skill.

Strain: Skinnies have unlimited Strain

Skinny powers: The skinny knows the following powers: Arson, brain blast, fleshknit, green lightning, mass mind, mind rider, mind scan, mind wipe, skin walker, slow burn, tattletale.

Unkillable: A skinny that is put down is not dead. Its spirit still exists, although the loss of its body causes it to be stunned and unable to act for 24 hours. During this time an anouk shaman with 10 or more ranks in Knowledge (arcane) can imprison it. If not imprisoned, the skinny's body slowly regenerates. The amount of time this takes depends on how badly the body in which it is trapped was damaged. If the skinny was merely put down with weapons, it takes about a

week. If the body was burned, and the ashes scattered to the winds, it could take months. The only way to permanently destroy a skinny is to find its soul amulet and destroy this. Some skinnies' amulets are hidden deep with the Dark Cities they once ruled. Other skinnies' amulets remained on the Dark and are hidden somewhere in the Belt.

The Fallen

The miners in the Belt accidentally unearthed a Craghan ritual chamber. Trapped within it were thirteen Craghan priests. They were in the process of opening a portal through the Hunting Grounds to Banshee when the planet was destroyed. Their bodies died almost instantly, but they were able to linger on in spirit form for centuries, sustained by the small amount of supernatural power that trickled into the chamber through the partially opened portal.

When the miners appeared, the priests immediately tried to possess them. Unfamiliar with humans, the priests used too much power and accidentally fried the brains of their would-be hosts. They waited patiently, hoping more humans would come to investigate. When the Killer Angels arrived, they proceeded more cautiously. They carefully worked their way past the sykers' mental defenses and insinuated themselves into the soldiers' minds. Once safely inside, they studied the syker's minds and slowly established control over them over a period of days. Once they had time to learn what they could of the situation on Banshee, they deserted during the battle around Castle Rock.

The Fallen went looking for their former masters, the sorcerers who were now skinnies. To their surprise, they found that their powers matched those of the skinnies—their long imprisonment had not caused their arcane knowledge to atrophy. For now, the Fallen have allied themselves with the skinnies. However, they are not sure if they wish to return to their positions as servants. They see an opportunity to assume power on Banshee as potential equals to their former overlords.

Some of the Fallen remain on Banshee, ostensibly aiding the skinnies, while others have journeyed back to the Belt to look for other survivors of the catastrophe that befell the Dark. A number of the Reaver ships in the Belt are actually commanded by members of the Fallen. The crews of these ships have been warped by their dark magic and are utterly loyal to their "captains." They hope to gather a small force of other priests to give them the numbers they need to overwhelm the skinnies and either eliminate them or force them to grant them equal status as rulers of Banshee.

Unlike the skinnies, who set up shop in anouk bodies, the Fallen have not suffered the same withering effects. The brains of the sykers allow them to easily tap into the Hunting Grounds and maintain their bodies in good order. That's not to say the stolen flesh has not changed. Most of the Fallen exhibit small changes that reflect the nature of the warped spirits that reside within them. Some have visible blackened veins that might cause some to mistake them for blackliners. Others have sprouted things like small horns, fangs, or cloven hooves.

Fallen Powers

The Fallen have the same array of powers as the skinnies (see above). However, since they draw their power directly from Hunting Grounds, they do not cause Wind (Subdual) damage like the skinnies when they use their powers.

Deadlands Profile: Typical Fallen

Corporeal: D:3d8, N:2d8, S:3d12, Q:3d10, V:3d10

Climbin' 1d8, dodge 3d8, fightin': brawlin' 4d8, shootin': pistol, rifle 4d8, sneak 5d8

Mental: C:3d10, K:3d12, M:4d10, Sm:3d12+2, Sp:4d12+2

Academia: occult 5d12, blastin' 5d12, guts 4d12+2, overawe 5d10, scrutinize 5d10, search 4d10

Edges: The "stare"

Hindrances: Big britches

Wind: NA

Pace: 8

Banshee

159

Size: 6

Special Abilities:

Armor: AV 1

Fallen Powers: Arson, brain blast, fleshknit, green lightning, mass mind, mind rider, mind scan, mind wipe, psychic link, skin walker, slow burn, tattletale, the paralyzer.

Strain: Effectively unlimited.

Gear: S&W Model 85 with 2 full magazines, bulletproof vest

Description: The Fallen look like bald human sykers, although many have little telltale signs of their true natures like prominent black veins, horns, fangs, and the like.

D20 Profile: Typical Fallen

Medium Aberration

Hit Dice: 4d8+12 (30 hit points)

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

Speed: 30 ft.

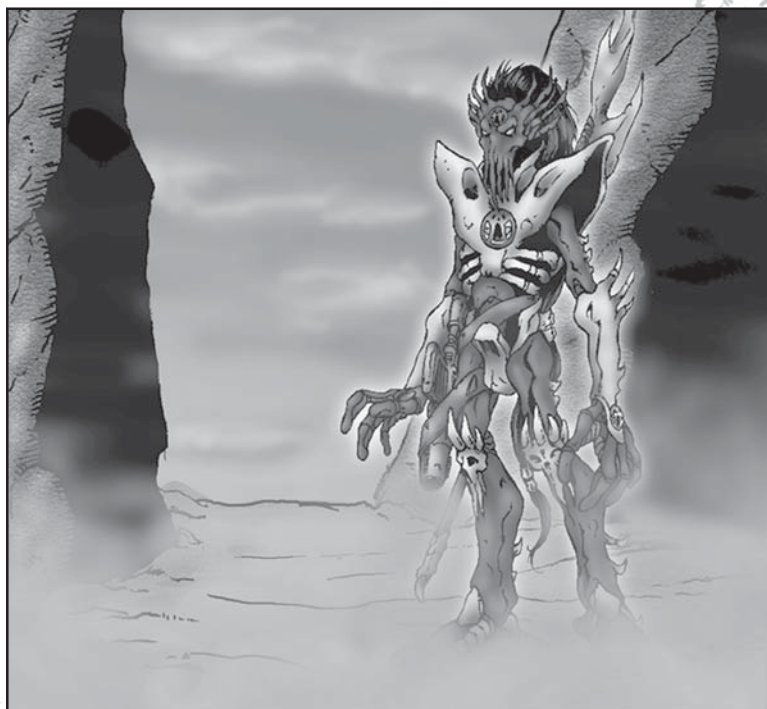
AC: 16 (+2 Dex, +4 natural)

Attacks: +4 Pistol

Damage: as pistol

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

Special Attacks: Fallen powers



Special Qualities: Damage reduction 20/+2

Saves: Fort +5, Ref +4, Will +7

Abilities: Str 20, Dex 13, Con 17, Int 18, Wis 18, Cha 12

Skills: Blastin' +16*, intimidate +7, knowledge (arcane) +10, move silently +6, search +9, sense motive +9, spot +9

Feats: Alertness, Cleave, Firearms Proficiency, Improved Initiative, Power Attack

Challenge Rating: 6

Treasure: None

Alignment: Lawful evil
See above for description.

Combat

Strain: Fallen have unlimited Strain

Skinny powers: The Fallen knows the following powers: Arson, brain blast, fleshknit, green lightning, mass mind, mind rider, mind scan, mind wipe, psychic link, skin walker, slow burn, tattletale, the paralyzer.

The Anouks

As with the Rangers, there is not much to add to Debbi's description of the anouks around Temptation.

The Toxic Jungle

The anouks of the Toxic Jungle are much more savage than those in more temperate areas. This is due in part to the fact that they must be simply to survive in such a hostile environment. It is also caused by the same dark energy that gave birth to the jungle itself. The dark residue of the battles fought here long ago still lingers. This supernatural poison interacts badly with the anouks' normal nature, driving many of them to the edge of insanity and causing all of them to have a casual disregard for the value of life. Anouks in this area are uniformly hostile to humans—and to each other.

Two

The anouks on Two are the descendants of those who willingly collaborated with the skinnies centuries ago. A few of these clans have been able to put their pasts behind them and are much like the anouk tribes on One. These clans live their lives in hiding. The other clans still harbor a grudge against Azreel and the "self-righteous" shamans who exiled them. These clans are extremely fierce and warlike, and even hunt the more peaceful clans for sport. They are likely to serve as willing allies for both the skinnies and the Reckoners in the future.

Deadlands Profile: Anouk Warrior

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

Climbin' 4d8, dodge 4d8, fightin': brawlin', chakatl 5d8, ridin': chanouk 5d8, shootin': rifle 3d6, sneak 5d8, throwin': balanced 4d8

Mental: C:2d8, K:3d6, M:2d8, Sm:3d6, Sp:3d8

Bluff 2d8, guts 3d8, language: Anouk 2d6, leadership 3d8, overawe 4d8, ridicule 3d6, scrutinize 2d8, search 4d8, trackin' 4d8, survival: (native area) 4d8

Edges: Tannis sense 1, race: anouk

Hindrances: None

Wind: 16

Pace: 8

Size: 8

Special Abilities:

Strain: 8

Weapon charging: The anouk warrior can charge his weapons and armor as described in Chapter 3.

Gear: Aknouk (AV2), chakatl, 3 ataxes, chanouk with chaknik.

Description: Anouk warriors are members of a proud warrior culture.

D20 Profile: Anouk Warrior

Anouk Warrior: CR2, Medium-size Anouk, Class: Awr 2, hp 18, Init +1, Spd 30 ft., AC 16 (+1 Dex, +5 Armor), Atk Chakatl +5, atax +3, AL CN, SV

Fort +4, Ref +1, Will +0, Str 14, Dex 12, Con 12, Int 10, Wis 10, Cha 10
Skills and Feats: Climb +5, Hide +4, Search +3, Spot +3, Survival +3; Exotic Weapon Proficiency (atax), Martial Weapon Proficiency (chakatl), Power Attack, Tannis Sense, Simple Weapon Proficiency, Weapon Focus (chakatl)
Special Qualities: Energy weapon, Strain: 8
Possessions: Chakatl, 3 ataxes, chanouk with chaknik, aknouk

Deadlands Profile: Anouk Shaman

Corporeal: D:3d6, N:3d6, S:3d10, Q:2d8, V:3d6
Climbin' 3d6, dodge 2d6, fightin': brawlin', ka'nil 3d6, ridin': chanouk 3d6, sneak 2d6, throwin': balanced 2d6
Mental: C:2d8, K:3d8, M:2d8, Sm:3d8, Sp:3d10
Academia: occult 2d8, academia: anouk history 4d8, guts 3d10, energy tap 4d8, language: Anouk 2d8, leadership 3d8, overawe 4d8, scrutinize 4d8, search 3d8, trackin' 2d8, survival: (native area) 3d8
Edges: Arcane background: anouk shaman, tannis sense 3, race: anouk
Hindrances: None
Wind: 16
Pace: 6
Size: 8
Special Abilities:
Strain: 10
Favors: Banshee's pain, heal, guiding wind
Weapon charging: The anouk shaman can charge her weapons and armor as described in Chapter 3.
Gear: Ceremonial robes, ka'nil
Description: Anouk shamans are the healers and sages of their clans.

D20 Profile: Anouk Shaman

Anouk Shaman: CR2, Medium-size Anouk, Class: Ash 2, hp 14, Init +1, Spd 30 ft., AC 11 (+1 Dex), Atk Ka'nil +2, AL N, SV Fort +4, Ref +1, Will +4, Str 12, Dex 12, Con 12, Int 10, Wis 14, Cha 10
Skills and Feats: Concentration +5, Energy Tap +6, Heal +6, Spot +6, Wilderness Lore +6; Extra Strain,

Banshee

161

Tannis Sense, Simple Weapon Proficiency

Special Qualities:

Energy weapon
Strain: 21
Favors: Banshee's pain, cure light wounds, entropic shield, light
Possessions: Ceremonial robes, ka'nil

Deadlands Profile: Martool

Corporeal: D:3d6, N:3d6, S:3d8, Q:2d8, V:3d10
Climbin' 3d6, dodge 4d6, fightin': brawlin', ka'nil 5d6, ridin': chanouk 5d6, sneak 2d6, throwin': balanced 2d6
Mental: C:2d10, K:3d12, M:4d12, Sm:3d12, Sp:3d12+2
Academia: occult 6d12, academia: anouk history 6d12, energy tap 6d10, guts 5d12+2, language: Anouk 4d12, leadership 5d12, overawe 5d12, scrutinize 5d10, search 5d10, trackin' 2d10, survival: (Fertile Crescent) 3d8
Edges: Arcane background: anouk shaman, extra strain x2, tannis sense 3, race: anouk
Hindrances: Ailin' 1, oath: protect her clan
Wind: 24
Pace: 6
Size: 8
Special Abilities:

Strain: 24

Favors: Banshee's curse, Banshee's pain, effortless step, heal, invigorate, planet's sanctuary, rockaway, skin of stone, tornado, white lightning

Weapon charging: Martool can charge her weapons and armor as described in Chapter 3.

Gear: Ceremonial robes, ka'nil

Description: Martool is an old female anouk, but she seems to have more energy than many anouks half her age. The battle at Castle Rock took its toll on her body and she leans heavily on her ka'nil when she walks.

D20 Profile: Martool

Martool: CR20, Medium-size Anouk, Class: Ash 20, hp 14, Init +1, Spd 30 ft., AC 11 (+1 Dex), Atk Ka'nil +16/+11/+6/+1, AL N, SV Fort +13, Ref +7, Will +17, Str 12, Dex 12, Con 12, Int 14, Wis 20, Cha 14

Skills and Feats: Animal Empathy +12, Concentration +12, Craft (stoneworking) +12, Diplomacy +12, Energy Tap +15, Heal +15, Knowledge (religion) +12, Knowledge (anouk history) +12, Ridin' +11, Sense Motive +15, Search +8, Spot +15, Wilderness Lore +15; Extra Strain x2, Improved Tannis Sense, Superior Tannis Sense, Tannis Sense, Simple Weapon Proficiency, Weapon focus (ka'nil)

Special Qualities:

Energy weapon

Strain: 31

Favors: 0-All; 1st-All; 2nd-All; 3rd-All; 4th-Cure Critical Wounds, Divination, Freedom of Movement, Greater Magic Weapon, Ice Storm, Neutralize Poison, Restoration, Rockaway, Sending; 5th-Dispel Evil, Hallow, Transmute Mud to Rock, Transmute Rock to Mud, Wall of Stone; 6th-All; 7th-All; 8th-Holy Aura, Mass Heal, Sunburst, Symbol; 9th-Foresight

Possessions: Ceremonial robes, ka'nil

Other Secrets

We've now covered all the big behind the scenes stories. Let's take a look at some of the smaller secrets that may complicate your heroes' lives.

Artificial Gravity

The artificial gravity developed by Dr. Hellstromme isn't really gravity in the true sense of the word. It's more of a spiritual vacuum. The "gravity" generators installed in ships actually pull on the souls of the occupants to hold them in place. As long as the person is living, where his soul goes, so

does his body. Inanimate objects are held in place by a pull on the tech spirits that reside within them.

This has a few interesting consequences. The first is that dead (soulless) bodies float (or are pushed around if the ship is underway) as if they were in zero-G. The second is that the souls of people who die in the presence of the artificial gravity are unable to leave the ship. This leads to many ships acquiring a number of ghosts. The operating manual for the gravity generators recommend that captains should "periodically shut the system down to allow the flux fields to stabilize"—HI mumbo-jumbo for how to despoor your ship.

The last effect is sometimes fatal. When a ship is accelerating at high Gs, the artificial gravity places a strain on the link between a person's soul and his body. This can manifest itself as fatigue and in some cases a lessened ability to use magical abilities (inability to recover Strain, higher TNs, etc.). In extreme cases, it can actually snap the bond, killing the person. There are no hard and fast rules for this, it depends on the situation and how well maintained the artificial gravity system is. We don't want your heroes to risk death every time they travel in space; we just present it here as an interesting complication you can throw at your posse.

The average person doesn't know any of this. Floating bodies have been explained away as "space bloating," a strange phenomenon that only occurs in space. Not everyone buys this story, but they don't have any better explanations.

Crosstown

Although humans are responsible for numerous atrocities against the anouks, they weren't responsible for the slaughter outside Crosstown. These crimes were actually committed by warriors of the Azeel clan. They were hungry for war against the humans and staged the massacre in order to provoke one—they obviously succeeded.

Johnson's Folly

Johnson didn't maneuver his ship into the planet's rings willingly. He was trying to escape a creature from the Dark that was pursuing his ship. He thought he might be able to lose it in the rings, but his luck ran out and a meteor hulled the ship. The creature moved on after snacking on some of the crew, but the ship remains. The ship's reactor is still functioning, as is the artificial gravity. This has turned the *Bosphorus* into a ship filled with ghosts. The bodies also attracted a number of manitous that turned them into walkin' dead (the fact that the bodies don't float is a dead (sorry) giveaway that there are manitous lurking inside).

The Spire

As mentioned earlier, the Spire is one of the skinnies Black Cities. Because it was exposed before the World Storm, all sorts of legends have sprung up about it among the anouk clans that live nearby. They view the place as cursed ground and have an overwhelming dread of the area. Like all of the dar'seth, the Spire is a dangerous place to visit. It is filled with all sorts of magical and physical traps and more than a handful of supernatural creatures. It has recently become even more dangerous with the return of its former ruler, a skinny known as Karg. He wanders the halls and chambers of the city looking for lost knowledge.

Deadlands Profile: Karg

Corporeal: D:3d8, N:2d8, S:3d12, Q:3d10, V:3d10

Climbin' 1d8, dodge 3d8, fightin': brawlin' 4d8, sneak 5d8

Mental: C:3d10, K:3d12+2, M:4d12, Sm:3d12+2, Sp:4d12+2

Academia: occult 5d12+2, blastin' 6d12+2, guts 5d12+2, overawe 6d12, scrutinize 5d10, search 4d10

Edges: The "stare"

Hindrances: Big britches

Wind: NA

Pace: 8

Size: 8

Special Abilities:

Banshee

163

Damage: Bony claws STR+1d4

Armor: Av 1

Resistance (All): Skinnies take only half damage from all attacks.

Skinny Powers: Aztec surprise, bone ripping, brain blast, fleshknit, green lightning, mass mind, mind rider, mind scan, mind wipe, skin walker, slow burn, tattletale, telekinesis, telekinetic storm

Strain: Effectively unlimited.

Unkillable: A skinny that is put down is not dead. Its spirit still exists, although the loss of its body causes it to be stunned and unable to act for 24 hours. During this time an anouk shaman with 5 levels or more in *academia:occult* can imprison it. If not imprisoned, the skinny's body slowly regenerates. The amount of time this takes depends on how badly the body in which it is trapped was damaged. If the skinny was merely put down with weapons, it takes about a week. If the body was burned, and the ashes scattered to the winds, it could take months. The only way to permanently destroy a skinny is to find its soul amulet and destroy this. Karg's amulet is located deep within the Spire.

Gear: None.

Description: The old saying "They all look alike to me" is very true when it comes to skinnies. Karg's only distinguishing features are a scar that runs diagonally across his face (an old wound of the warrior he possessed) and a heavy gold medallion he wears around his neck.

D20 Profile: Karg

Large Aberration

Hit Dice: 8d8+24 (60 hit points)

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

Speed: 30 ft.

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

Attacks: +11/+6/+1 Claws

Damage: Claws 1d6+5

Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Skinny powers
Special Qualities: Damage reduction 20/+2

Saves: Fort +5, Ref +4, Will +7

Abilities: Str 20, Dex 13, Con 17, Int 18, Wis 18, Cha 12

Skills: Blastin' +16*, intimidate +7, ridicule +7, knowledge (arcane) +11, move silently +7, search +10, sense motive +10, spot +10

Feats: Alertness, Improved Critical, Improved Initiative, Power Attack, Cleave, the "Stare"

Challenge Rating: 10

Treasure: None

Alignment: Lawful evil
See above for description.

Combat

Racial Bonus: Skinnies receive a +5 racial bonus to their Blastin' skill.

Strain: Skinnies have unlimited Strain.

Skinny powers: Karg knows the following powers: Aztec surprise, bone ripping, brain blast, fleshknit, green lightning, mass mind, mind rider, mind scan, mind wipe, skin walker, slow burn, tattletale, telekinesis, and telekinetic storm.

Unkillable: A skinny that is put down is not dead. Its spirit still exists, although the loss of its body causes it to be stunned and unable to act for 24 hours. During this time an anouk shaman with 10 or more ranks in Knowledge (arcane) can imprison it. If not imprisoned, the skinny's body slowly regenerates. The amount of time this takes depends on how badly the body in which it is trapped was damaged. If the skinny was merely put down with weapons, it takes about a week. If the body was burned, and the ashes scattered to the winds, it could take months. The only way to permanently destroy a skinny is to find its soul amulet and destroy this. Karg's amulet is located deep within the Spire.

Blacklining

Sooner or later, your heroes will encounter a blackliner. Hopefully, they are smart enough not to mess with the stuff themselves.

Blacklining has the following effects:

The user's *Strength* and *Vigor* are increased by +2 steps (+2 to Strength and Constitution) and his *Smarts* and *Cognition* are lowered by 1 step each (-1 to Intelligence and Wisdom).

During the first 10 minutes after shooting up, the blackliner has a tendency to hallucinate. He can also see auras around individuals with supernatural abilities and objects or people that are under the effects of a magical ability or spell. The user feels no pain and is immune to the effects of pain modifiers and pain-inducing spells. The effects of a single dose of blackline last for 4 hours.

The effects of taking multiple doses are cumulative, but the user risks overdosing. For each dose taken before the first dose wears off, the blackliner must make a Hard (9) *Vigor* (Fortitude save (DC 12)) roll to avoid an overdose. The TN (DC) of this roll is increased by +4 for each additional dose. Failing the roll means the character takes 2d8 damage to the guts (2d6 damage) for each dose taken after the first.

Each time a character blacklines, he must make a Fair (5) *Vigor* roll (Fortitude save (DC15) to avoid addiction. Each additional dose taken (regardless of the time elapsed between them) raises the TN (DC) of this roll by +2. Once addicted, the character must take a hit of blackline at least once every 12 hours or suffer withdrawal. Once withdrawal begins, the blackliner suffers damage every 4 hours. The damage starts at 1d6 after the first four hours and increases by a die each time, i.e. damage is 2d6 after 8 hours, 3d6 after 12 hours, and so on. (*Deadlands* characters suffer this damage to the guts location.)

The damage continues until the character dies or he shakes off the effects of the drug. Each time the character takes damage, he must also make a TN 11 *Vigor* roll (Fortitude save DC 20). A successful roll means he has safely withdrawn from the drug and

damage stops. A former addict who again takes the drug immediately becomes addicted again; there is no need to check for addiction.

Characters with untapped magical ability sometimes manifest syker powers while under the effects of the drug. When this happens is up to the Marshal. Treat the character as if he had a *blastin'* Aptitude equal to his *Spirit* (Blastin' skill equal to twice his Int modifier) and Strain equal to half his *Vigor* die (Strain equal to twice his Con modifier with a minimum of 2). The power the character manifests should fit his personality. A hero with a fiery temper might gain the *pyro* power, while a brainy know-it-all might manifest *brain blast*.

Deadlands Profile: Blackliner

Corporeal: D:3d6, N:2d6, S:3d10, Q:2d6, V:3d10

Climbin' 3d6, dodge 2d6, drivin': car, tracked vehicle 2d6, fightin': brawlin', knife 3d6, shootin': pistol, rifle 4d6, sneak 2d6

Mental: C:3d4, K:2d6, M:2d6, Sm:2d4, Sp:1d6

Guts 2d6, language: English 2d6, search 3d4

Edges: None

Hindrances: Outlaw -3

Wind: 12

Pace: 6

Size: 6

Special Abilities:

Feelin' no Pain: The blackliner can ignore all wound penalties.

Gear: M-10 or M-21 with 2 full magazines, large knife, 1 fragmentation grenade.

Description: Blackliners take even less care in their hygiene. They are normally dressed in dirty, stained clothing with an aroma to match.

D20 Profile: Blackliner

Blackliner: CR1, Medium-size Human, Class: Wwr 1, hp 11, Init +0, Spd 30 ft., AC 10, Atk M-10 or M-21 +2, AL CE, SV Fort +3, Ref +2, Will -1, Str 12, Dex 11, Con 13, Int 9, Wis 9, 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: M-10 or M-21 with 2 full magazines, large knife, 1 fragmentation grenade.

Lithia

Lithia was in charge of HI's black gun project. When events spun things out of her control, she was exiled to Temptation as punishment. She is accustomed to living in complete comfort with scores of toadies to carry out her wishes, so every minute spent in Temptation makes her feel as if she is being stuck with hot poker.

Despite this, Lithia is trying to make the best of the cards dealt her. She is working hard to expand HI's influence in this important colonial town in the hopes that success will gain her passage back to her climate-controlled office on Tunnel Station. Failing that, she is also feverishly trying to dig up dirt on other HI execs in order to blackmail her way back into their good graces.

Lithia is a thoroughly unpleasant individual who makes the iceberg that hit the Titanic look warm. She is completely intolerant of failure in her subordinates; she has gone through five assistants since her arrival in Temptation. The home office has made it plain to her, however, that should anything befall her newest assistant, she will just have to make do on her own. This has done nothing to improve her sunny disposition.

Deadlands Profile: Lithia

Corporeal: D:2d6, N:3d8, S:3d4, Q:3d8, V:3d6

Climbin' 1d6, drivin': car 3d8, fightin': brawlin' 2d8, flyin': aerospace 3d8, shootin': pistol 3d8, sneak 4d6

Mental: C:3d10, K:3d10, M:4d10, Sm:3d10, Sp:2d8

Bluff 6d10, guts 4d8, language: English 4d10, language: French 4d10, overawe 5d10, professional: business 5d10, ridicule 4d10, scrutinize 5d10, search 4d10

Edges: the "stare", the "voice": threatening

Hindrances: vengeful

Wind: 14

Pace: 6

Size: 6

Gear: P-38 with 2 full magazines, wrist communicator.

Description: Lithia might be attractive if her hair weren't always pulled back in a severe bun and her face didn't always have a pained, pinched look like someone was sticking her with pins. Even though she is stationed in a frontier town, she always dresses in the latest fashions and has perfectly manicured nails.

D20 Profile: Lithia

Reaper: CR8, Medium-size Human, Class: Spa 4/Scv 4 I, hp 40, Init +6, Spd 30 ft., AC 16 (+2 Dex, +4 armor), Atk P-38 +9/+4, AL CN, SV Fort +6, Ref +10, Will +8, Str 10, Dex 14, Con 12, Int 16, Wis 12, Cha 14

Skills and Feats: Appraise +10, Diplomacy +6, Flyin' +9, Gather Information +12, Intimidate +8, Knowledge (Tunnel Station) +9, Move Silently +9, Search +9, Spot +8; Aircraft Proficiency (aerospace), Alertness, Firearms proficiency, Improved Initiative, Iron Will, Simple Weapons proficiency, Skill Focus (Gather Info), Weapon Focus (P-38), Zero-G Acclimatization

Special Qualities: Contacts (2)

Possessions: P-38 with 2 full magazines, wrist communicator.

Black Guns

The Rangers have a small supply of black guns they may issue to Ranger heroes if the mission calls for them. The posse might also encounter them in the hands of HI Marines on special missions.

The black guns have the following effects:

The needles launched by them have a Range Increment of 20 (60 ft.) A black gun holds 100 needles. The hyperkinetic needles can penetrate armor up to AV2 (AC+4) but are blocked by anything more substantial.

Against humans without magical abilities, anouks, and non-magical creatures, the needles cause 1d4-2 Wind damage (1d2 Subdual damage).

Against sykers and mutes, the needles cause 1d4-2 Wind damage (1d2 Subdual damage). The needles also temporarily interrupt the workings of their powers, preventing them from using them for 1d6 rounds. The hero must also make an Onerous (7) *Vigor* roll (Fortitude save (DC12)) or become stunned. In humans, the needles can have a lingering effect. The hero must make a Hard (9) *Spirit* roll (Will save (DC15)) the first time wounded and each day that passes without the needle(s) being removed. Failing the roll means physical side effects. Sykers develop fast-growing, inoperable brain tumors that cause 2d6 damage to the noggin each day until healed magically. Mutes begin to reject their implants. This causes 2d6 damage to the noggin, guts, and arms, each day (1d6 damage each day). Once the hero reaches a Critical Wound in a location (takes damage equal to his Constitution), the implants at that spot have been rejected and must be removed and re-implanted. The only way to prevent complete rejection is to take a massive dose of Immunitrol, a rare drug that costs \$1000 a dose.

Against undead, skinnies, and other supernatural baddies, the needles temporarily block the use of their powers and stun them for 1d4 rounds.

Veteran o' The Way Out West

If a hero is a *veteran o' the way-out west*, you need to check the table on the next page for the price of all those "free" points. Draw a card (roll 1d20) and consult the table below. Remember that the hero does not gain any points from Hindrances picked up from this table.

Arcane Backgrounds

Banshee

167

It is possible for heroes from other *Deadlands* settings to find themselves on Banshee. Check out *The Unity* adventure for details. Heroes with *arcane backgrounds* may find that their powers work differently in the Faraway system.

Blessed

The powers of the *blessed* come from a divine source. They work just fine on Banshee.

Doomsayer

It is harder for Doomsayers to tap into the power of the Glow on Banshee. The TN (DC) for all favors is increased by +4 and Doomsayers recover Strain at half the normal rate. These penalties are ignored as long as the Doomsayer is within 10 yards (30 ft.) of an active nuclear or fusion reactor.

Harrowed

Harrowed work just fine on Banshee. Living characters who die there become Guardians, however (see page 168). Banshee is actively looking to protect itself, and these chosen few are her warriors.

Characters who die in a Deadland *can* come back as Harrowed. All of the Skinny cities should be considered Deadlands. Large concentrations of ghost rock may also provide enough negative energy to give 'life' to a Harrowed at the Marshal's discretion.

Huckster

With the arrival of the Reckoners, there are plenty of manitous hard at work on Banshee. Hucksters find their abilities work just fine in Faraway.

Junker

There are far less free-floating tech spirits to be found on Banshee. However, thanks to the World Storm, there are enough for junkers to work their mojo. The TNs (DCs) of all junker powers are increased by +4.

Shaman

Nature spirits love to bask in Banshee's aura. All rituals performed on Banshee generate 1 extra Appeasement point (the DC of all favors is reduced by 2).

Templar

The powers of the Templars flow from their unshakeable faith and the powers of good. Their abilities work as normal on Banshee.

Toxic Shaman

Toxic spirits view Banshee's aura with horror and flee the area as quickly as possible. Toxic shamans are unable to invoke favors in most areas of Banshee. The only exception to this is when within 1 mile of a large ghost rock deposit or when inside a Deadland. In these cases, the shaman's favors work normally.



Veteran o' the Way Out West

Deuce (1): Jinxed

Something you encountered cursed you. Your luck is fine, but all your companions suffer minor mishaps as if they had minor *bad luck* Hindrance (all companions suffer a -1 penalty to all rolls).

Three (2-3): Hunted

You didn't finish the job. A group of Reapers, criminals, or maybe even a skinny are looking for you.

Four (4-5): Deaf as a Post

Banshee wants nothing to do with your hero. He is *stone deaf*.

Five (6-7): Addicted

At some point in your hero's past he took (or was forced to take) blackline. He managed to kick the beast—once. Taking blackline in the future causes a -4 penalty to any roll made to avoid addiction or damage from the drug.

Six (8-9): Haunted Dreams

Insomniacs get more sleep than you do. You have *night terrors*. (In D20, your hero must make a Will save (DC15) each time he sleeps. Failure means your hero awakes with 1d8 subdual damage. This damage can only be restored by a good night's sleep).

Seven (10-11): Maimed

One of your limbs is maimed or entirely missing. Roll 1d6. On a 1 or 2, you are *lame: limp* (-5 ft. to Move), on a 3 or 4, you're *lame: crippled* (Move is halved, round to nearest 5 ft.), on a 5 or 6, you've lost your non-weapon hand and are *one-armed bandit*.

Eight (12): Disfigured

An abomination you encountered tried to rearrange your face. You're *ugly as sin* (-3 to Charisma).

Nine (13): Insane

Something you saw gave you a major phobia (see the Scart Table in the *Hell on Earth (d20)* book).

Ten (14): Paranoid

You've seen things you weren't meant to know. You're afraid of the dark, afraid to sleep alone, afraid to wander out of camp to relieve yourself, etc.

Jack (15): Infected

The last creature you tussled with left a mark that won't go away. You have some sort of strange wound that gives you the *ailin': chronic* Hindrance. (Your hero must make a DC15 Fortitude save each play session. Failing the save inflicts 1d12 subdual damage that lasts for the entire session.)

Queen (16): Bollixed

You've got a bad case of gremlins. Anytime you try to use a technological device with moving or electronic parts, including a gun, grenade, whatever, roll 1d20. On a 19 (2), the device fails to work. On 20 (1), it self-destructs somehow. Computers fry their CPUs, guns backfire, etc.

King (17): Forsaken

Long ago, you did something horrid to survive your encounter with the supernatural. Ever since, the spirit world won't aid you on a bet. No beneficial supernatural effect works on your character. Bad magic fires you normally.

Ace (18): Cursed

Your very soul was cursed by one of the insidious creatures you left in your terror-filled past. You draw only one Fate Chip (no Fate Chip) at the beginning of each play session.

Red Joker (19): Eternal Hero

Fate chose your miserable soul to combat the forces of darkness across the centuries. You have lived other lives and sometimes have flashbacks to them; occasionally they're helpful. Whenever you are out of Fate Chips and about to die, making an Incredible (11) *Spirit* (Will save (DC20)) roll allows you to somehow survive the situation. This is often not without tragic consequences, however. Perhaps a dear friend or loved one takes the bullet for you instead. Fate can be a cruel mistress.

Black Joker (20): Damned

Your hero crossed something that damned his mortal soul. At the beginning of each game, the Marshal must secretly draw a card. If it's your old friend, the Black Joker, your character is going to die by the end of the current adventure. A good Marshal can make sure you go out in style though.

Guardians

Guardians are special warriors in the fight to save Banshee from the depredations of the Reckoners and the skinnies. The planet doesn't discriminate between humans and anouks when selecting her champions; the main qualification to become a guardian is that the hero has the planet's best interests at heart—oh yeah, and he has to be dead. Heroes who die fighting the good fight may be revived by Banshee to continue the struggle.

In D20, the class abbreviation for this class is Grd.

Becoming a Guardian

The first thing a hero must do to become a guardian is die. After that, it's up to Banshee to work her mojo and bring the hero back to the land of the living. She doesn't bring just anyone back, though. For starters, the hero must be "good." The d20's alignment system makes that status pretty easy to determine for characters in that system. How do you determine this for *Deadlands* heroes? Well, for starters, the hero can't be hostile to anouks or out to exploit the planet simply for material gain. That doesn't mean the hero can't dislike, or even hate, individual anouks as long as these feelings are justified. It also doesn't mean he can't be a miner—as long as it's done in an ecologically friendly manner. The hero also can't be a homicidal maniac. Take a look at the hero's Edges and Hindrances. A character who has *intolerance: anouks*, *mean as a rattler*, and *vengeful* is probably going to be taking a long dirt nap. A hero who is *brave* and *loyal*, however, might have a shot at coming back. In the end, Marshal, the decision for who is eligible for this honor is up to you, but it should have some basis both on the character's attributes and the way in which the player runs the hero.

Not all of the good guys come back from beyond, though, so even if a hero passes this first test, there's still an element of luck involved—Banshee can't keep track of everyone.

Banshee

169

You know the drill. Shuffle a deck of cards and have the player draw one card for each point of Grit her hero has. Human heroes with the 1-point *Banshee born* Edge may draw 1 extra card. Anouks and humans with the 5-point *Banshee born* Edge may draw 2 extra cards. If any of the cards drawn are a Joker, the hero is on her way back from the grave. For you d20 types, roll 1d20 for each of the character's levels. If one of those dice come up a 20, congratulations! You're now a guardian.



Guardian Goodies

What does it mean to be a guardian? For starters, it means your hero is back among the living. He is not Harrowed or undead; he's a living, breathing, person. He also gets some nifty powers as a consolation prize for getting snuffed. Along with these powers comes a responsibility to use them to fight the darkness that threatens to engulf the planet. For some it may mean going out and slaying the evil creatures roaming the countryside; for others it may simply mean helping those in need. It all depends on the individual hero's talents and abilities. Debbi, for instance, spreads hope and comfort simply by doing her job—keeping the peace. Banshee is not going to send the hero a "to do" list—although powerful heroes may, in fact, receive visions from the planet when something important needs doing.

All guardians have a few powers in common. For d20 heroes, these are described in the description of the Guardian prestige class. *Deadlands* heroes all get the following:

Toughness: It's now harder to injure the hero. Her effective Size is increased by +2. This doesn't mean she becomes a giant or gets fat; it just takes more damage to inflict a serious wound on her. This is similar to the *blessed's spiritual giant* gift.

Healing: The hero heals much faster. She may make a natural healing roll every day instead of every 5 days.

Resistant: The hero is resistant to poisons and toxins. She gains a +4 bonus to all *Vigor* rolls made to resist poisons.

Tannis Sense: The hero gains the 5-point level of the *tannis sense* Edge.

Guardian Power: A new guardian starts out with 1 level in a guardian power of the player's choice (see below).

Guardian Prestige Class

Guardians are Banshee's champions in the fight against the evil cancer growing in and on the planet. The first level the hero gains after returning from the grave is in the guardian class. After this, the character may choose to advance in the guardian class or any other class with each subsequent level gain.

Requirements

To qualify to become a guardian, a character must satisfy the following criteria:

Alignment: Any good.

Other: The character must have died.

Guardian

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+1	+2	Superior Tannis Sense, Power level
2	+2	+2	+2	+3	Power level, Accelerated Healing
3	+3	+2	+2	+3	Power level, Poison Resistance
4	+4	+2	+2	+4	Power level, Damage Resistance 3/+1
5	+5	+3	+3	+4	Power level
6	+6/+1	+3	+3	+5	Power level
7	+7/+2	+4	+4	+5	Power level
8	+8/+3	+4	+4	+6	Power level, Damage Resistance 6/+1
9	+9/+4	+4	+4	+6	Power level
10	+10/+5	+5	+5	+7	Power level

Game Rule Info

Abilities: Wisdom is the guardian's primary ability. It aids in resisting many of the supernatural powers the guardian is bound to face and it also is used in activating many of the guardian's special powers.

Alignment: Any good.

Hit Die: d12

Class Skills

The guardian's class skills (and the key ability for each) are Animal Empathy (Cha), Climb (Str), Concentration (Con), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Wilderness Lore (Wis).

Skill points each additional level: 4 + Int modifier.

Class Features

All of the following are class features of the guardian:

Weapon and Armor Proficiencies: All guardians are proficient with simple weapons, martial weapons, and light armor.

Superior Tannis Sense: At 1st level, the guardian receives the Superior Tannis Sense feat and any prerequisite feats necessary.

Power Level: At 1st level, the guardian receives one level in a guardian power of the player's choice. The character receives an additional power level (in the same or a different power) each time he advances a level as a guardian.

Accelerated Healing: Starting at 2nd level, the guardian's natural healing rate is increased. The guardian heals 2 points per character level per day.

Poison Resistance: At 3rd level, the guardian receives a +4 bonus to all Fortitude saves made against poison.

Damage Reduction: At 4th level, the guardian gains Damage Reduction of 3/+1. This increases to 6/+1 at 8th level.

Banshee

171

Guardian Powers

All guardians start with 1 level in a single guardian power. *Deadlands* heroes may increase their level in a power by paying Bounty Points. The cost to raise a power 1 level is equal to twice the level to which the power is being raised. Buying level 2 in a power costs 4 points, for example. New powers can be bought at level 1 for 10 Bounty points. Guardians in the d20 system gain new power levels as they advance in the guardian class (see above).

In addition to the description of the power's effects, each power has two common attributes: Speed and Duration. Speed is the amount of time needed to activate the power. Duration is how long the power's effects last.

Banshee's Scream

Speed: 1 (1 action)

Duration: Instant

Much like tannis rock resonates to certain sounds, *Banshee's scream* allows the hero to focus a concentrated beam of sound at an opponent. This beam has a Range Increment of 10 (30 ft.). Use the hero's *Spirit* (Ranged attack bonus) to target the beam. The sonic blast does 2d4 damage at level 1. Each level above this increases the damage die by one type, e.g. at level 2 it does 2d6 damage and at level 5 it does 2d12.

Blood Song

Speed: 1 minute/wound level (1 minute/d6 damage healed)

Duration: Permanent

Blood song allows the hero to listen to the rhythms of his body or those of others and adjust them to promote rapid healing. The hero must make a *Spirit* roll to start the healing. The TN for this roll is 5, +2 for each wound level the guardian is attempting to heal. If the roll succeeds, the wounds are completely healed at the end of the power's use.

In the d20 system, this power also causes healing. The guardian must make a successful Wisdom check to initiate the healing. The DC for this roll is 8, +2 for every 1d6 damage the hero attempts to heal.

The only catch is that this ability can only be used once per day per victim. More frequent use actually causes damage to the target equal to the amount being healed because it overstresses the body's systems.

Earth Song

Speed: 1 minute (1 minute)

Duration:

Earth song grants the guardian the ability to touch the ground and reach out with his senses to locate a particular person or creature. The hero must spend a minute in concentration with his hands against the ground and then make an Onerous (7) *Spirit* roll (Wisdom Check (DC 12)). If the roll succeeds, and the desired target is within the power's range, the guardian learns the distance and direction to the target. Only one attempt an hour can be made to locate a particular target.

The base range for this power is 1 mile. Higher levels increase the range as shown below.

Earth Song

Level	Range
1	1 mile
2	5 miles
3	10 miles
4	50 miles
5	100 miles

Enhanced Trait (Attribute)

Speed: NA

Duration: Permanent

This power enhances the guardian's overall performance. When the power is first taken, you must select one Trait (Attribute) that the power applies to.

Each level in *enhanced Trait* increases the die type of the selected Trait by one step (+1 to the selected Attribute). Each step a Trait is raised above d12 adds a +2 bonus.

Rock Claws

Speed: 1 (1 action)

Duration: Until retracted

When *rock claws* is activated, it causes the guardian's fingertips to harden into sharp tannis claws. These can be used in combat with the hero's *fightin': brawlin'* skill (normal melee attack bonus). The amount of damage the claws inflict is based on the power's level (see below).

Rock Claws

Level	Damage
1	STR+1d4 (1d4)
2	STR+1d6 (1d6)
3	STR+1d8 (1d8)
4	STR+2d6 (1d10)
5	STR+2d8 (1d12)

Rock Skin

Speed: 1 (1 action)

Duration: 1 round +1 round/level

Rock skin causes the guardian's skin to become hard like tannis rock. This grants the hero an AV of 1 per level in this power (+1 AC per level). The downside is that the hero's hardened epidermis slows him down a bit. He suffers a -1 penalty to all initiative rolls per level in this power while it is active.

Tannis Shards

Speed: 1 (1 action)

Duration: Instant

Tannis shards allows the guardian to hurl razor sharp shards of tannis at her enemy. The Range Increment and damage caused by these shards depends on the level of this power (see below). Use the hero's *throwin': balanced* Aptitude for the attack (normal ranged attack bonus).

Tannis Shards

Level	Range	Damage
1	10 yards (30 ft.)	4d4 (2d4)
2	20 yards (60 ft.)	4d6 (2d6)
3	30 yards (90 ft.)	4d8 (2d8)
4	40 yards (120 ft.)	4d10 (2d10)
5	50 yards (150 ft.)	4d12 (2d12)

Tannis Song

Speed: 1 (1 action)

Duration: Instant

When a guardian uses *tannis song*, he emits a high-pitched tone similar to that emitted by tannis when it is struck. This sound radiates out from the hero. Anyone within the area of effect must make a *Vigor* roll (Fortitude save) or become stunned. The TN (DC) for this check depends on the level the guardian has in this power.

Tannis Song

Level	TN	DC
1	5	10
2	7	12
3	9	14
4	11	16
5	13	18

Wind Song

Speed: Varies

Duration: Concentration

Wind song allows the guardian to use Banshee's winds to carry a message to a selected person. The guardian must succeed at an Onerous (7) *Spirit* roll (Wisdom check (DC12)) to locate the target of the message. Failure means the hero must wait another hour before he can try again. If the roll is successful, the hero may simply speak in a normal tone and the message is carried on the wind to its target. This ability does not carry a reply back to the hero. The range at which this power can be used depends on its level (see below).

Banshee

173

Wind Song

Level	Range
1	1 mile
2	5 miles
3	10 miles
4	50 miles
5	100 miles





Creature Feature

There isn't room in this book to give an exhaustive list of all the flora and fauna of entire planet. Instead, we've compiled a short list of representative creatures your heroes might run into to give you some inspiration when you create your own. Look for more of Banshee's creepie-crawlies in upcoming *Epitaphs*.

174

Banshee

Batrat

Batrats are thoroughly nasty critters that hail from the Toxic Jungle (although the inhabitants of Temptation discovered they sometimes venture farther north).

A batrats resembles a large bat with a thick, central body that trails a long, hairless tail. They have yellow eyes that shine in the dark, giving them extraordinary lowlight vision. Unlike Earth bats, batrats don't have fangs. Instead, their circular mouths are ringed with a double row of razor sharp teeth designed to both anchor them to their prey and rip a chunk of flesh out simultaneously. Once the creature manages to bite its prey firmly, it inserts its needle-like tongue into the open wound and injects the victim with an enzyme that attacks calcium-based structures in the body—namely, bones. A bite to the spine, ribcage, or skull is normally fatal, as the body collapses and crushes vital organs.

Batrats normally attack in swarms of 11-20 creatures.

Deadlands Profile: Batrat

Corporeal: D:2d6, N:3d10, S:2d4, Q:3d10, V:2d6

Climbin' 3d10, dodge 4d10, fightin' 4d10, sneak 3d10

Mental: C:2d6, K:1d4, M:2d4, Sm:1d4, Sp:2d6

Search 3d6

Wind: 12

Pace: 20

Size: 2

Terror: 7

Special Abilities:

Damage: Bite STR+1d4

Enzyme: If the batrat's bite causes a wound, it has managed to inject its enzyme into the hero. At the beginning of each subsequent round, the hero must make an Incredible (11) *Vigor* roll. Failing the roll means the hero takes another wound at the affected location. This continues until the location is Maimed or the victim manages to succeed at 3 consecutive *Vigor* rolls (this represents the enzyme losing its potency). A Maiming wound to the guts or noggin means the hero's body has

collapsed and killed him. A Maimed limb has had the bones within it dissolved. The wound levels can be healed, but the limb itself is useless—not even healing magic can restore the lost bone. The only thing that can restore the limb is a cyber implant of some sort or a spell that actually regenerates the bone.

Nightvision: The batrats can see normally in the dark, but any light brighter than a candle blinds them.

Weakness (Bright light): Bright light actually damages the creatures. Light such as a flashlight or lantern causes 2d6 damage. Full sunlight or a large spotlight causes 4d6 damage.

Description: See above.

D20 Profile: Batrat/Aajej

Small Beast

Hit Dice: 1d10 (6 hit points)

Initiative: +1 (+1 Dex)

Speed: 50 ft.

AC: 14 (+3 Dex, +1 size)

Attacks: +1 Bite

Damage: Bite 1d4-2

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

Special Attacks: Enzyme

Special Qualities: None

Saves: Fort +2, Ref +5, Will +0

Abilities: Str 6, Dex 17, Con 10, Int 1, Wis 2, Cha 2

Skills: Spot +2

Feats: —

Climate/Terrain: Toxic Jungle

Organization: Swarm (11-20)

Challenge Rating: 2

Treasure: None

Alignment: Neutral

Advancement: None

See above for description.

Combat

Batrats normally attack a target as a group and then fly away and wait for the creature to die before returning to feed.

Enzyme: Anytime a batrat attack does full damage (2 points), it has injected its enzyme into the target. Roll 1d8 to determine the bite's location: 1-2 Arm, 3-4 Leg, 5-7 Torso, 8 Head. The hero must make a Fortitude save (DC20) at the beginning of each subsequent round. Failing the save

Banshee

175

means the hero suffers 1d4 Constitution damage. This continues until the character passes 3 consecutive saves or his Constitution reaches 0. If the character reaches 0 Con, a wound to the head or torso results in the hero's death. A wound to a limb permanently cripples that appendage.

Cat Beast

Cat beasts are feral creatures created through the dark magics of the Fallen known as Avernus. While operating out of the Lupinz Sanitarium, he warped the many stray cats kept as pets by the inmates into deadly guard creatures. When the sanitarium was destroyed, a few of these creatures escaped into the wilderness. They proved capable of reproducing and now pose a serious threat to travelers in the Red River Valley area.

Deadlands Profile: Cat Beast

Corporeal: D:2d6, N:3d10, S:3d12, Q:3d10, V:2d10

Climbin' 3d10, dodge 4d10, fightin' 4d10, sneak 3d10

Mental: C:2d6, K:1d4, M:2d4, Sm:1d4, Sp:2d6

Search 4d8

Wind: NA

Pace: 20

Size: 7

Terror: 7

Special Abilities:

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

Pounce: The cat beasts are capable of leaps of up to 10 yards when attacking. If the attack hits, roll a contest of *Strength*. If the cat beast wins, he has knocked his target to the ground and may make an immediate bite attack with a +4 bonus to hit.

Description: Cat beasts resemble an overgrown bobcat that has been crossed with a sabertooth tiger.

D20 Profile: Cat Beast

Medium Beast
Hit Dice: 2d10+4 (15 hit points)
Initiative: +1 (+1 Dex)
Speed: 40 ft.
AC: 14 (+2 Dex, +2 natural, +0 size)
Attacks: +6 Bite, +2 claws
Damage: Bite 1d6+4, Claws 1d4+4
Face/Reach: 5 ft. by 5 ft./ 5 ft.
Special Attacks: Pounce
Special Qualities: None
Saves: Fort +4, Ref +5, Will +0
Abilities: Str 18, Dex 15, Con 13, Int 4, Wis 2, Cha 2
Skills: Hide +8*, Search +3, Spot +3
Feats: –
Climate/Terrain: Plains, desert
Organization: Solitary or pair
Challenge Rating: 2
Treasure: None
Alignment: Neutral Evil
Advancement: None
See above for description.

Combat

Cat beasts prefer to pounce on a solitary victim from a place of concealment.

Racial Bonus: Cat beasts receive a +6 racial bonus to Hide checks.

Pounce: A cat beast can leap up to 30 ft. to attack. Treat this as a bull rush attack. If the cat beast wins the contest of Strength, the target is knocked off his feat and the creature may make an immediate bite attack. If the cat beast was not spotted before it attacks, the pounce does not provoke an attack of opportunity.

Chiraka

Chirakas are small, monkey-like creatures that have vaguely reptilian features. They normally nest in snap trees. Chirakas are not normally

aggressive unless they feel an intruder is threatening their nest or food. Most chiraka attacks are against snapjacks who are attempting to cut down a tree with an inhabited nest.

Chirakas normally attack in a group. As many as possible rush the target while others stand back and throw rocks at the intruder. Chirakas are normally encountered in troops of 6 to 15 creatures (5+1d10).

Deadlands Profile: Chiraka

Corporeal: D:2d8, N:3d12, S:2d6, Q:3d10, V:2d6
Climbin' 5d12, dodge 4d12, fightin' 4d12, throwin': balanced 4d8, sneak 3d12
Mental: C:2d6, K:1d4, M:2d4, Sm:1d4, Sp:2d6
Search 3d6
Wind: 12
Pace: 20
Size: 3
Terror: 3
Special Abilities:

Damage: Bite STR+1d4, rock STR+1d4

Infection: The chirakas' needle-like teeth cause deep puncture wounds that frequently become infected. Any hero wounded by a chiraka must make a Hard (9) *Vigor* roll to avoid infection. An infection causes a high fever that lasts for 1d6 days. During this time, the hero suffers a -4 penalty to all rolls.

Description: See above.

D20 Profile: ChirakaAajej

Small Animal
Hit Dice: 1d8 (6 hit points)
Initiative: +1 (+1 Dex)
Speed: 50 ft.
AC: 14 (+3 Dex, +1 size)
Attacks: +1 Bite, +4 thrown rock
Damage: Bite 1d6-2, rock 1d4-2
Face/Reach: 5 ft. by 5 ft./ 5 ft.
Special Attacks: Infection
Special Qualities: None
Saves: Fort +1, Ref +5, Will +0
Abilities: Str 7, Dex 17, Con 10, Int 1, Wis 2, Cha 2
Skills: Climb +10, Hide +4, Spot +4
Feats: –
Climate/Terrain: Tornado Alley
Organization: Troop (6-15)
Challenge Rating: 1/2
Treasure: None

Alignment: Neutral
Advancement: None
See above for description.

Combat

Racial Bonus: Chirakas gain a +8 racial bonus to Climb checks.

Infection: Any hero bitten by a chiraka must make a Fortitude save (DC15) to avoid infection. An infected hero has a high fever for 1d6 days that inflicts a -4 penalty to all attacks and skill checks.

Diggers

While many outlaws have moved to Two and others have joined up with the Reapers or fled the planet altogether and begun a life as a space pirate, small bands of social outcasts have sought refuge in Banshee's inhospitable deserts. They get by trading with and raiding the local anouks, but their real targets of choice are human trade caravans that sometimes pass through their territory on their way to remote human outposts.

Diggers get their name from their method of attack. Once their scouts report a target moving their way, they burrow beneath the sands and wait patiently for it to move within range. Some groups have waited quietly in ambush for days in order to hit a juicy caravan.

Diggers live in tunnel complexes burrowed into the sand and reinforced with odd bits of scrap metal.

Deadlands Profile: Digger

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

Climbin' 1d6, dodge 2d6, fightin' brawlin', knife, spear 4d6, shootin' pistol, rifle 3d6, sneak 5d6

Mental: C:3d4, K:2d6, M:2d6, Sm:2d6, Sp:1d6

Guts 2d6, language: English 2d6, search 3d4, trackin' 4d6

Edges: None

Hindrances: Outlaw -3

Wind: 14

Pace: 6

Size: 6

Special Abilities:

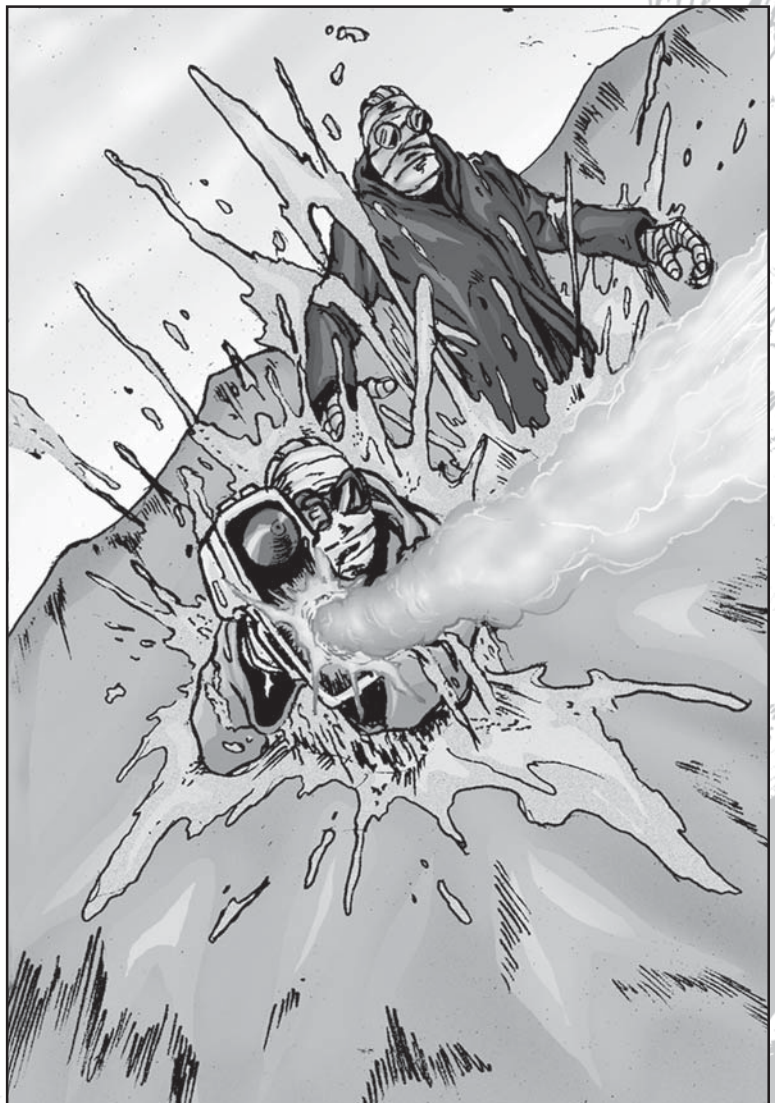
Burrowin': Diggers have mastered the art of desert camouflage. They

Banshee

177

have developed ways of burrowing down into the sand and pulling it in after them that leave little trace of their hidey-holes on the surface. When hiding beneath the sand, they gain a +4 bonus to their *sneak* (Hide) rolls. When fighting above their home, they can use tunnels to move at their normal Pace (Move) beneath the sand.

Gear: Cheap M-10 or M-21 (-2 to hit) with 1 full magazine, large knife, makeshift spears and clubs, sun goggles, large canteen with drinking tube. Most groups usually have one



heavy weapon like an AT-10 or M2HB to take down vehicles. This is the gang's prized possession and they fight hard to prevent its capture.

Description: Diggers are usually dressed in light cloth wraps that protect them from the sun and often resemble dirty bandages.

D20 Profile: Digger

Huge Beast

Hit Dice: 2d6 (12 hit points)

Initiative: +0

Speed: 30 ft.

AC: 10 (+1 armor)

Attacks: Weapon +1 Ranged or +2 melee

Damage: By weapon

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

Special Attacks: None

Special Qualities: Contacts (1), Burrowin'

Saves: Fort +4, Ref +3 Will +2

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

Skills: Appraise +4, Hide +5, Move Silently +5, Spot +2, Survival (desert) +4

Feats: Automatic Weapons proficiency, Firearms proficiency, Simple Weapons proficiency, Weapon Focus (M-10 or M-21)

Climate/Terrain: The Great Wastes/ New Sahara

Organization: Gang (3-8)

Challenge Rating: 2

Treasure: None

Alignment: Chaotic Evil

Advancement: As Scavenger class

Combat

Possessions: Cheap M-10 or M-21 (-2 to hit) with 1 full magazine, large knife, makeshift spears and clubs, sun goggles, large canteen with drinking tube. Most groups usually have one heavy weapon like an AT-10 or M2HB to take down vehicles. This is the gang's prized possession and they fight hard to prevent its capture.

Kooratcha

Kooratchas are the enormous insects bred for their "meat" by settlements in the Toxic Jungle. The anouks that live in the jungle sometimes raid these settlements and steal the creatures for use as mounts. They breed the ones they capture and a fair number have escaped and reproduced in the wilderness. Most kooratchas in human captivity have had their mandibles clipped and their scent sacs removed shortly after hatching.

In the wild, kooratchas are normally encountered in swarms of 11-20 creatures.

Deadlands Profile:

Kooratcha

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

Dodge 4d8, fightin' 4d8

Mental: C:3d8, K:1d4, M:3d8, Sm:2d4, Sp:2d8

Search 4d8

Wind: NA

Pace: 20

Size: 12

Terror: 5

Special Abilities:

Armor: The kooratcha's hard shell gives it an AV of 2.

Damage: Mandibles STR+1d8 (AP1)

Stench: When excited, a kooratcha emits a foul-smelling gas that fills an area 10 yards in radius around the creature. Anyone inside this area without protective breathing gear must make a Hard (9) *Vigor* roll to avoid becoming stunned as they stand there and retch uncontrollably. The hero may try to become unstunned on each of his actions by succeeding at another *Vigor* roll with the same TN. Once recovered, the hero doesn't have to check again during the same combat.

Description: A kooratcha looks like an enormous, wingless beetle.

D20 Profile: Kooratcha

Large Vermin

Hit Dice: 4d8+8 (26 hit points)

Initiative: +1 (+1 Dex)

Speed: 50 ft.

AC: 15 (+0 Dex, +6 natural, -1 size)
Attacks: +7 Bite
Damage: Bite 1d8+4
Face/Reach: 10 ft. by 5 ft./10 ft.
Special Attacks: Stench
Special Qualities: Darkvision 60 ft.
Saves: Fort +7, Ref +0, Will +1
Abilities: Str 18, Dex 9, Con 15, Int -,
Wis 4, Cha 2
Skills: Hide +4, Spot +4
Feats: -
Climate/Terrain: Toxic Jungle
Organization: Swarm (11-20)
Challenge Rating: 2
Treasure: None
Alignment: Neutral
Advancement: None
See above for description.

Combat

Kooratchas prefer to flee rather than fight and often only make a few bite attacks and then run off leaving their opponents in a foul cloud.

Stench: A kooratcha emits a foul-smelling gas in combat. This fills an area 30 ft. in radius. Anyone within this cloud must make a Fortitude save (DC15) or be stunned for 1d4 rounds.

Vermin: Vermin have no Intelligence scores and are immune to all mind-influencing effects.

Qui'tok

A qui'tok is a vicious creature often kept as pets and guard "dogs" by skinnies. A fair number of them lay dormant inside the buried Black Cities. Now that the Cities have been unearthed, they have awakened and roam the halls and chambers of the former masters. A decent number have also ventured outside the cities to dine on unsuspecting colonists and anouks.

A qui'tok is a coiled mass of muscle waiting for something to set it off. It is about the size of a small bull. Its back is covered with sharp quills about 1' long that ripple in rhythmic patterns when it is happy and quiver when the beast is agitated (which doesn't take much). The creature has a bony skull and a large mouth filled with teeth the size of large daggers.

Banshee

179

Deadlands Profile: Qui'tok

Corporeal: D:2d6, N:3d8, S:3d12, Q:3d8,
V:2d10
Climbin' 2d8, dodge 3d8, fightin' 4d10,
shootin': quill 3d6, sneak 4d8
Mental: C:2d6, K:1d4, M:2d4, Sm:3d6,
Sp:2d6
Search 4d8, trackin' 4d6
Wind: NA
Pace: 20
Size: 8
Terror: 9

Special Abilities:

Damage: Bite STR+1d6 (API), Quills 1-6d6

Armor: The qui'tok's tough hide gives it -4 light armor.

Quill Attack: The qui'tok can fire its quills at its prey. The quills have a Range Increment of 5. The creature normally fires a blast of many quills. Resolve this like a shotgun attack. The quill pattern gives the creature a +2 bonus to hit. The damage caused by the quills is 6d6 within the first increment and drops by a die for each Range Increment past the first.

Description: See above.

D20 Profile: Qui'tok

Large Beast
Hit Dice: 4d10+12 (37 hit points)
Initiative: +2 (+2 Dex)
Speed: 40 ft.
AC: 15 (+2 Dex, +4 natural, -1 size)
Attacks: +7 Bite, +7 quills
Damage: Bite 1d6+4, quills 1-4d6
Face/Reach: 5 ft. by 5 ft./ 5 ft.
Special Attacks: Quill Blast
Special Qualities: None
Saves: Fort +4, Ref +4, Will +0
Abilities: Str 18, Dex 13, Con 16, Int 4,
Wis 2, Cha 2
Skills: Hide +4, Spot +4
Feats: -
Climate/Terrain: Dark City and
environs
Organization: Pack (2-8)



Challenge Rating: 3
Treasure: None
Alignment: Chaotic Evil
Advancement: None
 See above for description.

Combat

Qui'tok prefer to chase their prey and wear it down before they close in for the kill.

Quill Blast: The qui'tok can fire a burst of quills from its back. The quills have a Range Increment of 15 ft. They do 4d6 damage within the first increment. Damage drops by 1d6 for each increment passed after the first.

Razor Wings

Razor wings are a flying predator that calls both the Toxic Jungle and the Great Wastes home. Razor wings get their name from the sharp bony ridges that extend along the leading edges of their wings. They use these in diving attacks to slice their prey to ribbons.

All groups of razor wings have one that is acknowledged as the leader.

This creature picks the group's target each round. Like a squadron of attacking fighter planes, the entire group forms up in a line behind the leader and swoops down to attack the designated prey, one after the other, and then climbs back up out of reach. This is repeated until all the creatures' opponents have been put down.

Deadlands Profile: Razor Wing

Corporeal: D:2d4, N:4d10, S:3d8, Q:2d8, V:2d8
 Climbin' 3d10, dodge 4d10, fightin' 4d10, sneak 3d10
Mental: C:2d6, K:1d4, M:2d4, Sm:1d4, Sp:2d6
 Search 3d6
Wind: NA
Pace: 40 (6 on the ground)
Size: 5
Terror: 7

Special Abilities:

Damage: Wing slice STR+2d8 (API), beak STR+1d6

Anti-coagulant: The edges of the creature's wings are coated with an anti-coagulant that prevents clotting. All wounds inflicted by a razor wing's wings cause 1 additional point of Wind damage from bleeding each round.

Motion Sensitive: Razor wings normally attack until their prey have stopped moving. It's possible to fool them by falling down after an attack and lying motionless. Pulling this off requires an Onerous (7) *Spirit* roll. Of course, if they're fooled, then they move in on the ground to feed.

Description: See above.

D20 Profile: Razor Wing

Medium Beast
Hit Dice: 2d10 (16 hit points)
Initiative: +3 (+3 Dex)
Speed: 50 ft.
AC: 16 (+3 Dex, +3 natural, +0 size)
Attacks: +4 Wing slice, +2 beak
Damage: Wing slice 1d8, beak 1d3
Face/Reach: 5 ft. by 5 ft./ 5 ft.
Special Attacks: Anti-coagulant
Special Qualities: None
Saves: Fort +2, Ref +5, Will +0

Abilities: Str 10, Dex 17, Con 12, Int 2,
Wis 2, Cha 2

Skills: Spot +4

Feats: –

Climate/Terrain: Toxic Jungle, Great
Wastes

Organization: Flight (2-7)

Challenge Rating: 2

Treasure: None

Alignment: Neutral

Advancement: None

See above for description.

Combat

Anti-coagulant: Each time a hero is struck by a wing slice he begins bleeding. Each successful attack causes the character to take 1 point of Subdual damage each round until a successful Heal check (DC15) is made.

Motion Sensitive: Razor wings can be tricked into not attacking from the air by lying motionless. This requires the hero to succeed at a DC12 Will save.

Rex

Another fearsome predator native to the Toxic Jungle, the rex resembles its namesake from Earth's past. Like many animals on Banshee, the rex's reptilian appearance disguises a warm-blooded metabolism. What this faster metabolism means for the other inhabitants of the jungle is that the rex is always hungry. Rexes never sleep. They are constantly on the prowl for new prey day and night

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.

Banshee

181

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 to the creature with a cutting weapon, an explosive, or a shotgun.

D20 Profile: Rex

Huge Beast

Hit Dice: 18d10+72 (171 hit points)

Initiative: +1 (+1 Dex)

Speed: 40 ft.

AC: 14 (+1 Dex, -2 size, +5 natural)

Attacks: Bite +20 melee

Damage: Bite 5d8+13

Face/Reach: 10 ft. by 10 ft./ 15 ft.

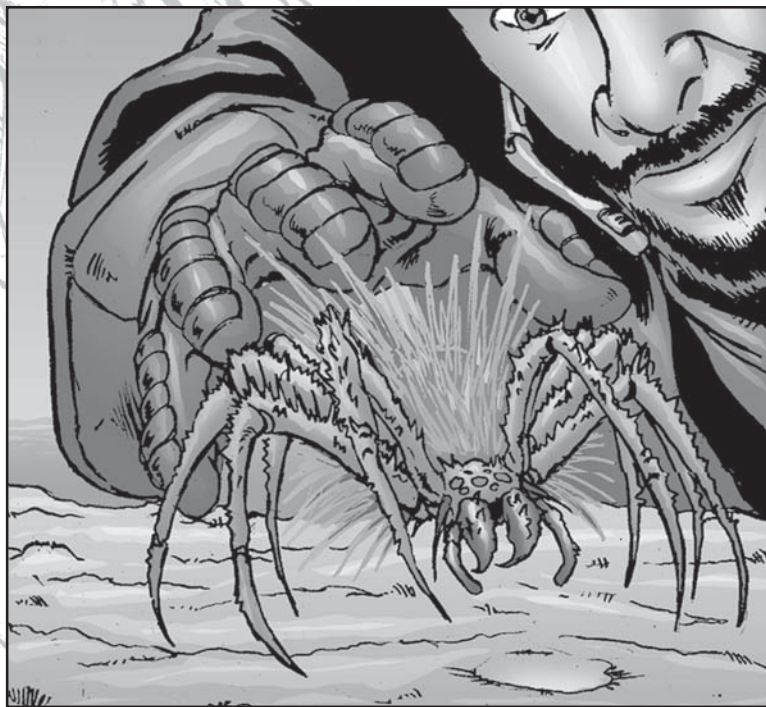
Special Attacks: Improved Grab,
swallow whole

Special Qualities: Scent

Saves: Fort +15, Ref +12, Will +8

Abilities: Str 28, Dex 12, Con 19, Int 2,
Wis 15, Cha 10





Skills: Listen +11, Spot +11
Feats: –
Climate/Terrain: Toxic Jungle
Organization: Solitary or Pair
Challenge Rating: 8
Treasure: None
Alignment: Neutral
Advancement: 19-36 HD (Gargantuan)
 37-54 HD (Colossal)
 See above for description.

Combat

Improved Grab (Ex): To use this ability, the rex must hit a Medium-size or smaller opponent with its bite attack. If it gets a hold, it can try to swallow the foe.

Swallow Whole (Ex): A Rex can try to swallow a Medium-size or smaller opponent by making a successful grapple check. The swallowed creature takes 2d8+8 points of crushing damage per round plus 8 points of acid damage from the rex's gizzard.

Sticky Bugs

Sticky bugs are small but lethal packages. They are insects about the size of a softball. Their backs are covered with thousands of needle-thin quills. Sticky bugs don't go looking for trouble. They just sit quietly in the grass waiting for some unobservant fool to step on them. Their quills are capable of piercing even heavy boots. Once the quills have entered a victim, thousands of tiny barbs shoot out, anchoring the quill in the target and making the bug nearly impossible to remove (that way it doesn't have to crawl far when its victim keels over).

Each quill is connected to a central sac that is filled with a powerful poison that liquefies flesh. Smashing the bug or yanking on it merely causes it to pump out even more poison.

The bugs tend to congregate in groups of 4 to 16. This often causes someone who has stepped on one to step on another as he hops around in pain.

The anouks who live in the Toxic Jungle use sticky bugs as weapons. They (very carefully) tie two bugs together with the quills pointing out. Then they drop them in a launcher that somewhat resembles a lacrosse stick and fling them at their enemies.

Deadlands Profile: Sticky Bug

Corporeal: D:2d4, N:2d6, S:1d4, Q:2d6,
V:2d6

Climbin' 1d6, sneak 4d6

Mental: C:2d4, K:1d4, M:2d4, Sm:1d4,
Sp:2d4

Search 3d4

Wind: NA

Pace: 6

Size: 1

Terror: 5

Special Abilities:

Damage: Quills Victim's STR+1d4
(AP2)

Camouflage: The bug's quills blend in with the grasses native to the Toxic Jungle. Spotting a bug before stepping on it requires an Incredible (11) *Cognition* roll or Onerous (7) *survival: Toxic Jungle* roll.

Poison: If the bug causes at least a wound, it begins to pump its deadly toxin into the victim's system. This causes 2d4 damage (bypassing armor) to the affected location each round. If the damage is to a limb, once it is Maimed, the poison begins doing damage to the hero's Guts. The only way to stop this damage is to kill or remove the bug. Killing the bug causes its poison sac to spasm and squirt an extra large dose of poison that causes 4d6 damage. Yanking on the bug causes it to release extra poison; this causes 2d6 damage immediately. Pulling on the bug also risks getting snagged on the thing's quills.

Successfully grabbing one requires an Incredible (11) *Deftness* roll. Failing means that the offending hand is now stuck to the bug and also takes damage each round. Once the bug has been grabbed, a successful Fair (5) *Strength* roll yanks it free.

Description: See above.

D20 Profile: Sticky Bug

Tiny Vermin

Hit Dice: 1/2 d8 (4 hit points)

Initiative: +1 (+1 Dex)

Speed: 50 ft.

AC: 14 (+2 size, +2 natural)

Attacks: +1 Quill

Damage: Quill 1d2+Victim's Str bonus

Face/Reach: 1 ft. by 1 ft./ 1 ft.

Special Attacks: Poison

Special Qualities: None

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

Abilities: Str 2, Dex 10, Con 10, Int —, Wis 2, Cha 2

Skills: Hide +10

Feats: —

Climate/Terrain: Toxic Jungle

Organization: Cluster (4-16)

Challenge Rating: 1/2

Treasure: None

Alignment: Neutral

Advancement: None

See above for description.

Combat

Camouflage: The bug's quills blend in with the grasses native to the Toxic Jungle. Spotting a bug before stepping

on it requires a Spot check (DC20) or a Survival: Toxic Jungle check (DC 12).

Poison: If the bug causes 2 or more points of damage, it begins to pump its deadly toxin into the victim's system. This causes 1 point of Constitution damage each round. The only way to stop this damage is to kill or remove the bug. Killing the bug causes its poison sac to spasm and squirt an extra large dose of poison that causes 1d4 points of Con damage. Yanking on the bug causes it to release extra poison; this causes 1d2 Con damage immediately. Pulling on the bug also risks getting snagged on the thing's quills.

Successfully getting hold of one requires a Reflex save (DC2). Failing means that the offending hand is now stuck to the bug and its owner now takes damage each round as well (or double damage if it belongs to the original victim). Once the bug has been grabbed, a successful Strength check (DC10) yanks it free.

Teeth

Teeth are small balls of fur with bad attitudes. A teeth (yes, that's also the singular, one look inside their jaws will tell you why) is about the size of a basketball. They are covered in thick fur. Teeth are perfectly round. They move by rolling; a set of internal muscles moves a heavy bone inside them that causes them to overbalance and roll forward. Another set of powerful muscles controls their jaws, which extend from one side of their bodies to the other.

Teeth are normally encountered in herds of 5 to 20. They attack by swarming over their prey, sinking their teeth in, and refusing to let go until it drops.

Despite their vicious nature, teeth are extensively hunted. Handbags made



from teeth (just scoop out the guts) are popular with many colonial women and many prospectors wear hats made from teeth (the Banshee equivalent of the coonskin cap).

Deadlands Profile: Teeth

Corporeal: D:2d6, N:3d8, S:3d10, Q:3d8, V:2d8

Dodge 4d8, fightin' 4d8

Mental: C:2d6, K:1d4, M:2d4, Sm:1d4, Sp:2d6

Search 3d6

Wind: 12

Pace: 20

Size: 2

Terror: 7

Special Abilities:

Damage: Bite STR+2d6

Jaw Lock: Once a teeth has inflicted a wound, the bones of its jaw lock in place and it refuses to let go until either it or its prey is dead. The teeth's teeth actually have individual muscles that work them back and forth inside the wound, causing its *Strength* in damage each round. Pulling a teeth free requires winning a contest of

Strength—the teeth gets a +4 bonus due to its locking bone structure. Any damage inflicted on the teeth causes half damage to its victim.

Description: See above.

D20 Profile: Teeth

Small Beast

Hit Dice: 2d10 (11 hit points)

Initiative: +1 (+1 Dex)

Speed: 50 ft.

AC: 14 (+3 Dex, +1 size)

Attacks: +1 Bite

Damage: Bite 1d6-2

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

Special Attacks: Jaw Lock

Special Qualities: None

Saves: Fort +2, Ref +5, Will +0

Abilities: Str 6, Dex 17, Con 10, Int 1, Wis 2, Cha 2

Skills: Search +4, Spot +4

Feats: —

Climate/Terrain: Plains

Organization: Herd (5-20)

Challenge Rating: 1

Treasure: None

Alignment: Neutral

Advancement: None

See above for description.

Combat

Jaw Lock: Once a teeth has inflicted at least 1 point of damage, the bones of its jaw lock in place and it refuses to let go until either it or its prey is dead. The teeth's teeth actually have individual muscles that work them back and forth inside the wound, causing 1d6 damage each round. Pulling a teeth free requires winning a contest of *Strength*—the teeth gets a +6 racial bonus due to its locking bone structure. Any damage inflicted on the teeth causes half damage to its victim.

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Index

- Anouks 6, 7, 9, 11, 14, 16, 22, 28, 35, 44, 46, 85, 88, 160
Asai Clan 45
Ash 17
Azeel Clan 45
Azreel 17, 137
Banshee 22, 133, 138
Banshee's Lungs 32
Baroukas 27
Base Prime 19, 42, 147
Batrat 174
Black Guns 166
Black Valley 34
Blackliners 36
Blacklining 164
Bug Farms 24
Captain Norton 42
Castle Rock 7, 11, 16, 31, 47, 137
Cat Beast 176
Chanoukara 19, 134
Charon 20
Chiraka 176
Chiraka 30
Cinder 16
Colonial Ranger (Character Class) 77
Colonial Rangers 36
Coltrane 8, 153
Craghan 135, 141, 158
Crosstown 8, 29, 163
Dark 134, 158
Derleth Crossing 29, 32
Diggers 177
Donald Fairchild 47
Edges & Hindrances 58
EXFOR 9 10 16 19 32 36 39 42 146 154
Faraway 5
Fertile Crescent 31
First Temptation Ecumenical Church 48
Flaming Mo's 47
Fort Antilla 11
Fort Reagan 11
Ghost rock 6, 29, 35, 138
Ghost Rock City 16, 51
Goliath's Belt 18
Great Wastes 31
Guardians 169
Hauptmann 5
Hellstromme 22
Hellstromme Industries 5, 38, 140
High Chop Sea 33, 34, 35
Johnson's Folly 19, 163
Killer Angels 46
Knuddsen 17
Kooratcha 178
Kreech 11, 137
Lasseter, JJ 15, 37
LAX 50
Legion 10, 11, 12, 16, 41, 51, 138
Lithia 50, 166
Martool 14, 28, 162
Moonbase Tranquility 11
Mute (Character Class) 80
Mutes 40, 63, 144
Nano-Tech 40
New Hope 51
New Legion 148
New Sahara 27
Nicolai 16, 41, 51, 153
Night Watch 50
One 22, 137
Overkill 16
Peacemaker Mountains 27, 28, 31
Professor Knuddsen 141
Providence Station 52
Quantrill 10, 46, 47
Qui'tok 179
Ranger 7, 15
Rangers 9, 36, 151
Razor Wings 181
Reapers 8, 14, 16, 20, 41, 153
Reavers 17, 19
Red River 11, 29, 31, 46
Rex 182
Ross, Captain David 10, 15, 16, 151
Seaside 51
skinnies 10-11, 14, 46, 135, 138, 155, 164
Snapjacks 30
Space Hulls Limited 21
St. Calixtus 48
Stallion 20
Sticky Bugs 183
Stockade 7
Sykers 56
Tannis 45, 138, 145
Teeth 184
Tempest Ocean 33
Temptation 15, 16, 25, 33, 41, 47
The Belt 17
The Bunker 26, 153
The Cold 33
The Fallen 46, 158
The Faraway War 7
The Great Wastes 26
The Lab 39
The Spire 33, 138, 163
Thule 35
Tornado Alley 29, 31
Toxic Jungle 15, 22, 25, 33, 137, 160
Trail of Spears 25, 33
Treaties 6
Tunnel 5, 6, 12, 14, 15, 21, 35, 143
Tunnel Station 21, 40
Two 22, 160
United Nations 7, 10
Unity 12, 139, 143
Unity Landing 15
Vanessa Hellstromme 39, 140
Veteran o' The Way Out West 167
Warfield 9, 10, 11, 19, 44, 147, 148
Warmakers 29
Wind Tunnel Mountains 31, 32
Wolverines 43, 149
World Storm 14 16 25 29 31 35 40 43 138
Zero-G 56, 73

DEADLANDS EPITAPH #4:
INCLUDING A BRAND NEW ADVENTURE FOR
DEADLANDS: LOST COLONY!



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