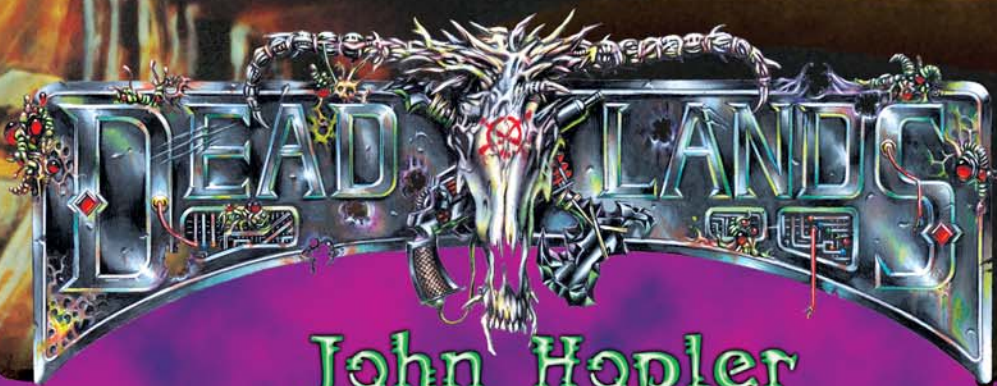
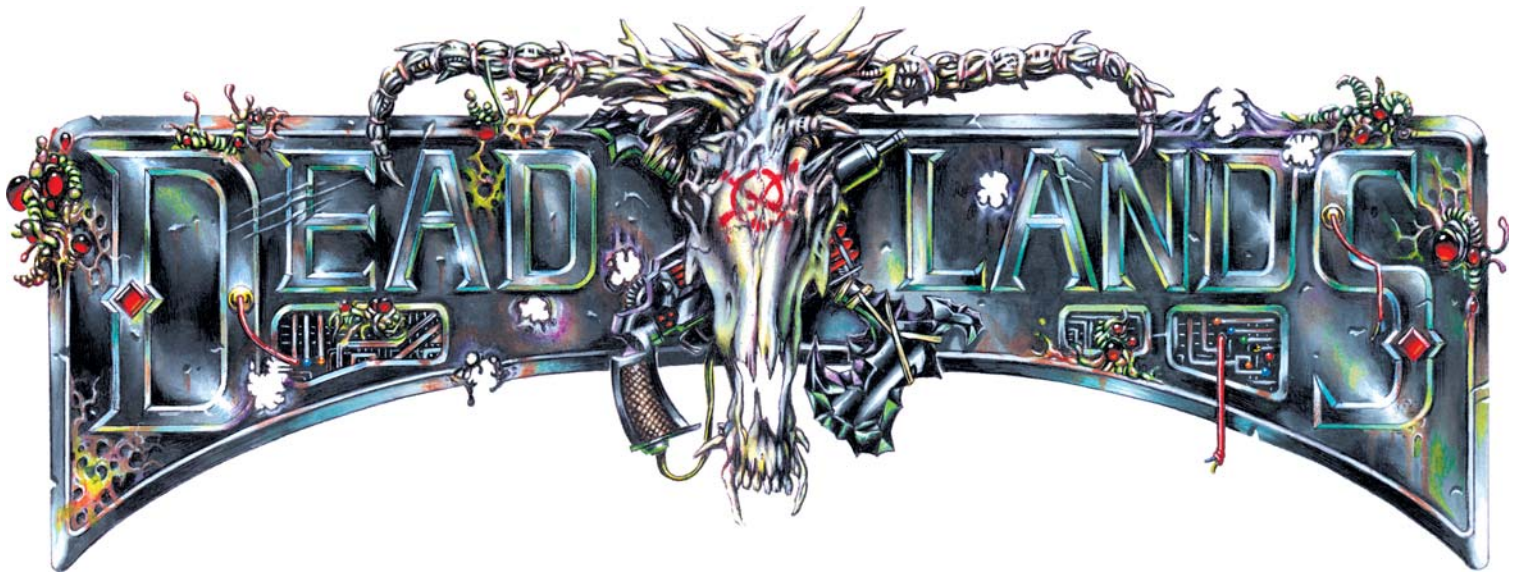


# The Lost Colony Companion



John Hopter



# Lost Colony Companion

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**Dedication:** Our fans.  
What a long strange trip we've had.

Ready for another?



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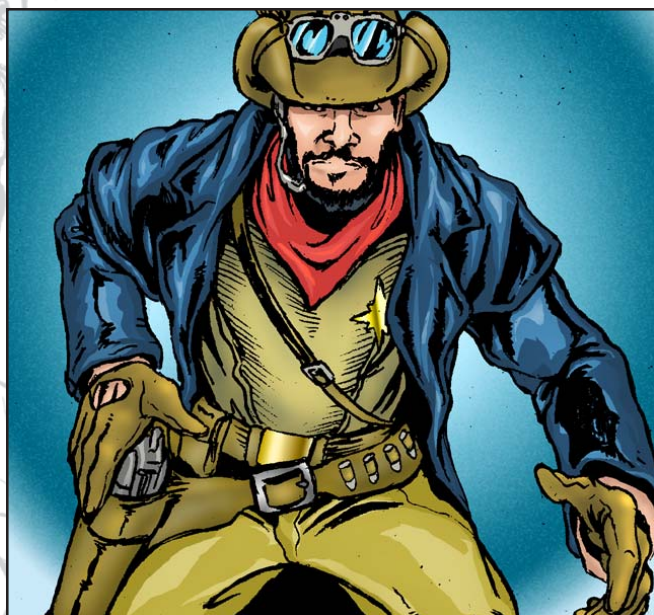
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## The End is Nigh!

The time has finally come. After seven years, dozens of books, and three different worlds, the time has finally come for the big showdown of good versus evil. The Reckoners will either triumph and turn both Banshee and Earth into living Hells or they will end up with toe tags—and your posse has a front row seat for the battle royale!

The Reckoners are not going to go down without a fight. The fate that awaits humanity and the anouks can in a large part be determined by the actions of your heroes. Unless the heroes leave their seats and tag in, the Reckoners are going to win. They already have a headstart. Banshee is sick with ghost rock infection and she is weakening. Without powerful allies she is not going to recover. The good news is that the Reckoners are trapped in the Lost Colony system. The battle is a steel cage match and only one side will be standing at the end.

Well, that's not entirely true. There is a wild card third side waiting in the wings. The heroes might defeat the Reckoners only to take a chair upside the head as Vanessa Hellstrom (aka Bazelus) steps into the ring. As we mentioned in *Lost Colony*, the demon co-habiting with Vanessa's soul is looking to take the championship belt. Bazelus is nominally a servant of the Big Four, but if they falter, he intends to throw his hat in the ring. Along the way, he might prove a valuable ally to the heroes, or an implacable enemy—but more on the nefarious plans of the best looking demon this side of the Hunting Grounds later.



## Using this Book

The *Lost Colony* book detailed the world of Banshee and the Faraway system—who's who and what they're up to. The *Lost Colony Companion* picks up where that book left off. In it you'll find out the latest plans of all the bad guys (and some of the good guys), how they're progressing, and what your players can do stop them. It also has the complete low down on how to put an end to the Reckoners once and for all.

This book contains the final chapter of the story arc that has spanned *Deadlands*, *Hell on Earth*, and now, *Lost Colony*. Exactly how it plays out is up to you as the Marshal. In here you'll learn what's going on and how the heroes can affect it. Think of it as a macro-adventure. There are no descriptions like "If the heroes succeed at a Fair (5) *Cognition* check, they discover the missing document crammed in the back of the drawer." Instead, all the major players and events leading up to the final showdown are described. You can drop these into your existing *Lost Colony* campaign at a pace that fits the story you have been telling. Even though the end is near, not every adventure needs to be (nor should they be) directly tied into the main story line—after all, if you stave off Armageddon every week, it becomes anticlimactic.

The final fight is going to be a tough one and it is not suitable for starting characters—the enemies are many and their powers are formidable. If your posse is starting out fresh in *Lost Colony* (as opposed to arriving as veterans from *Deadlands* or *Hell on Earth*), you should give them some time to get their feet wet and some experience under their belt. Of course, if you just want to dive right into the main story, you could allow your players to spend some bonus bounty points on their heroes—the exact amount depends on the danger level you expect them to encounter at first. Expect some heroes to go to their final reward before the end of the trail is reached.

We've had fun bringing this story to you and we hope you've had fun along the way. It's been quite a rollercoaster ride and the station is in sight. However, just because the train is slowing down doesn't mean it has to stop. The defeat of the Reckoners isn't going to turn the Earth or Banshee into a paradise overnight. There is still a load of evil still out there that needs its butt kicked. Cleaning up afterward may be just as big a challenge as taking out the Big Bad.

Good luck to you and your players, Marshal. They're going to need it.

# BANSHEE

ONE

Thule

The Cold

Wind Mountains

Thesi

Tornado Alley

Temptation

The Great Wastes

Tempest Sea

Toxic Jungle

New Sahara

Trail of Spears

Peacemaker Mountains

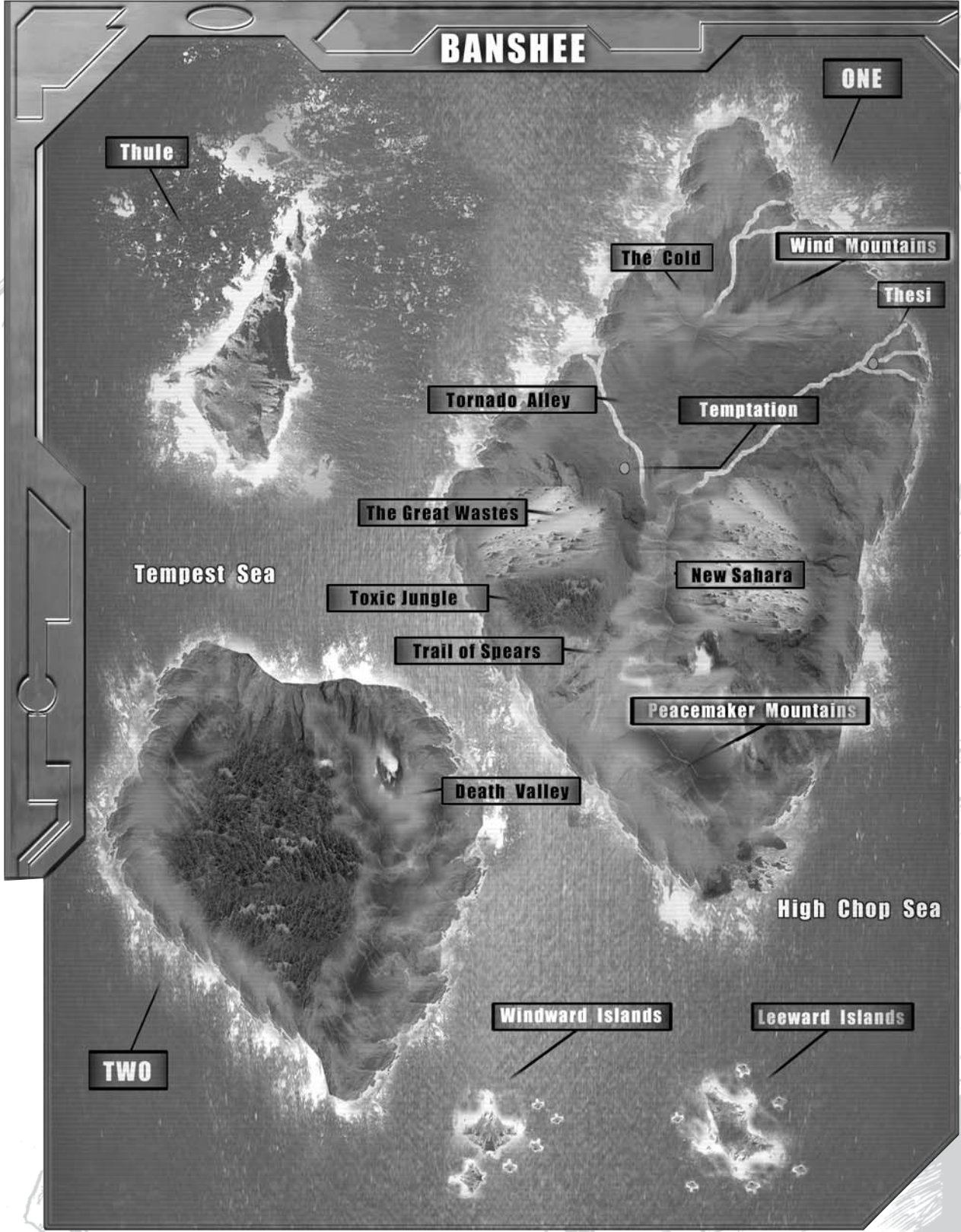
Death Valley

High Chop Sea

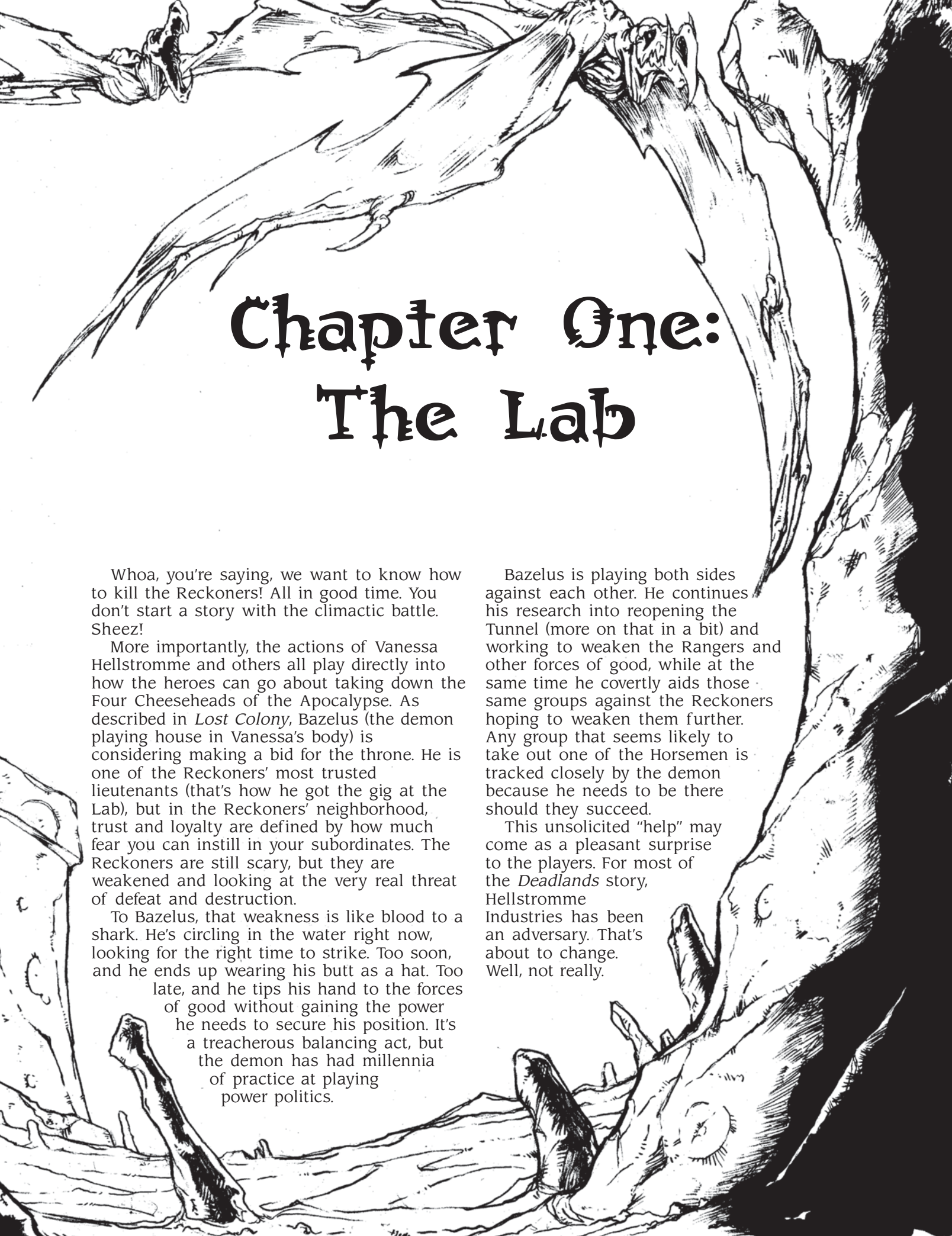
Windward Islands

Leeward Islands

TWO







# Chapter One: The Lab

Whoa, you're saying, we want to know how to kill the Reckoners! All in good time. You don't start a story with the climactic battle. Sheez!

More importantly, the actions of Vanessa Hellstromme and others all play directly into how the heroes can go about taking down the Four Cheeseheads of the Apocalypse. As described in *Lost Colony*, Bazelus (the demon playing house in Vanessa's body) is considering making a bid for the throne. He is one of the Reckoners' most trusted lieutenants (that's how he got the gig at the Lab), but in the Reckoners' neighborhood, trust and loyalty are defined by how much fear you can instill in your subordinates. The Reckoners are still scary, but they are weakened and looking at the very real threat of defeat and destruction.

To Bazelus, that weakness is like blood to a shark. He's circling in the water right now, looking for the right time to strike. Too soon, and he ends up wearing his butt as a hat. Too late, and he tips his hand to the forces of good without gaining the power he needs to secure his position. It's a treacherous balancing act, but the demon has had millennia of practice at playing power politics.

Bazelus is playing both sides against each other. He continues his research into reopening the Tunnel (more on that in a bit) and working to weaken the Rangers and other forces of good, while at the same time he covertly aids those same groups against the Reckoners hoping to weaken them further. Any group that seems likely to take out one of the Horsemen is tracked closely by the demon because he needs to be there should they succeed.

This unsolicited "help" may come as a pleasant surprise to the players. For most of the *Deadlands* story, Hellstromme Industries has been an adversary. That's about to change. Well, not really.

# Bazelus Unleashed

Although the Reckoners thought binding Bazelus to Vanessa's spirit was a pretty good joke on Dr. Hellstromme, they did it for much more important reasons than just getting a good chuckle.

After the Reckoners manifested on Earth, they were only a few short steps away from opening the physical world to the Hunting Grounds and the terrors of their domain—the Deadlands. Once they accomplished this, they would be able to pass back and forth between the two worlds at will. The removal of the barriers between the physical world and the Hunting Grounds would remove their vulnerability from having manifested in the flesh; there would have been little that could have stopped them from expanding their reign

## Good vs. Evil

Free will has been a recurrent theme throughout the *Deadlands* story. We made a conscious decision at the beginning that none of the bad guys in the story would ever be forced to become evil. That's why all servitors have something in their past that led to their present state. It was their choices and deeds that made them a servitor. This state was not forced on them by the Reckoners; they brought it upon themselves.

That's not to say that good people did not do evil things. Hellstromme brought about a nuclear war that nearly destroyed the human race. Throckmorton tried to enslave or destroy what was left. However, we gave both of these characters a chance for redemption. Hellstromme realized what he had done and did his very best to rectify the situation. Without his actions, the heroes would have very little chance of defeating the Reckoners. In Throckmorton's case, it wasn't the general that actually performed these acts, it was the Denver AI that had overwhelmed his mind. Even so, we made sure to give Throckmorton one last chance to overcome the evil inhabiting his body—and he came through when it mattered.

What does this mean for Vanessa? Well, keep reading.

of terror to other planets and even other dimensions. Humanity and the other races would be little more than slaves or dinner for the Reckoners' minions.

## The Unity

Dr. Hellstromme's desperate search for the long lost soul of his dead wife threw a major spanner in the works. Numerous trips into the Hunting Grounds had all ended in failure. The construction of the *Unity* was to be the doctor's grandest attempt yet to rescue his departed wife from Hell. The ship was not designed as a space exploration vehicle; it was intended to reach the circle of Hell reserved for suicides.

Fortunately for humanity, the forces of good in the Hunting Grounds were not willing to sit idly by and allow the Reckoners to triumph. While they could fight the Reckoners and their legions of manitous directly in the spiritual world, their hands were tied when the battle jumped into the physical. This was not because these powers could not affect things in the physical world, but because their ethics would not allow it. Humanity (as well as the anouks and all other sentient races that inhabit the material world) was gifted with free will.

It was Mankind's choice to embrace either good or evil. The spiritual forces of good could only affect things in the physical world as much as they were given influence there by those who chose to ally themselves with the righteous, such as the Blessed, Templars, and the like. They did what they could, but the battle for Earth was up to human heroes to fight.

However, once the *Unity* entered the Hunting Grounds, it was in the spirits' realm and they could take some direct action. Hellstromme could not be forced to embrace the good (although he did later, once he realized his unwitting part in the destruction wrought by the Reckoners), so the spirits did the next best thing. They gave the *Unity* a powerful shove that sent it tumbling way off course.

## Banshee

The ship's new course sent it to Banshee—the one place in the material world where there existed a powerful enough aura of good to significantly weaken the Reckoners. The Reckoners knew of Banshee, but believed that the chances of humanity discovering it before it was overwhelmed were so remote as to be nonexistent. When the *Unity* dropped into normal space in the Faraway system, the



Horsemen roared in rage—and then they trembled in fear. Mankind now had the weapon needed to defeat them. All that remained to be seen was if there was the will to use it.

At this point, the events leading to the war that would summon the Reckoners to Earth were too far advanced for even beings as powerful as the Horsemen to stop. All they could do was make sure that Hellstromme was too preoccupied to discover Banshee's secret—or dead.

### Keep Your Friends Close...

Hellstromme didn't realize what he had stumbled onto. He was too preoccupied with trying to figure out what had gone wrong with his latest rescue attempt. However, the Reckoners knew that if anyone was to figure out Banshee's true potential, it would be Hellstromme. They decided that it was time for the good doctor to finally be reunited with his darling Vanessa. They hoped this reunion would be in the afterlife, but just in case, they came up with a backup plan.

The Reckoners retrieved Vanessa's soul from its hiding place deep within their realm and bound it to Bazelus with powerful arcane rituals. When

Hellstromme made yet another attempt to rescue Vanessa, the Reckoners threw legions of manitous at the *Unity*, hoping to destroy it and trap Hellstromme in the Deadlands.

Fortunately for the doctor, he had an unseen escort of benevolent spirits. A massive spiritual battle raged around the ship. Some of the Reckoners' hordes managed to break through, but they were not strong enough to overcome the *Unity's* powerful defenses.

Hellstromme managed to battle through to Vanessa and escape back to Faraway

## The Tunnel

Now that Hellstromme had Vanessa's soul, he couldn't bear the thought of losing her again. He needed someplace he could keep her safe. The doctor was wise enough to have seen the growing crisis on Earth and didn't wish to risk his wife in a war. He decided that the Faraway system would make a good home for her. Hellstromme used the *Unity* to do a cursory survey of the system and then set sail for Earth with preliminary plans for the Tunnel already on the drawing board.

Hellstromme was busy when he returned. He had the Tunnel to build and a new body for Vanessa to clone. While these projects were underway, he kept Vanessa's soul safely stashed away on the *Unity*. When the Tunnel was completed, he traveled back to Faraway and performed the rituals needed to reincarnate Vanessa on the newly-opened Tunnel Station.





Hellstromme was so overjoyed to be reunited with his wife after centuries of searching that at first he failed to notice that her behavior was a little "off." The few things he did notice, he put down to the effects of Vanessa's horrible experiences while trapped in the Hunting Grounds.

Eventually though, Hellstromme began to suspect something was wrong with Vanessa. He became cautious of what he discussed around her and had his security forces keep a surreptitious eye on her. Regardless of the threat she might pose to him, however, he knew Vanessa's soul was inside the body he created; he would not risk losing her again.

Before Hellstromme could penetrate the mystery surrounding his wife, the war on Earth began and he realized that he had been an unwitting dupe in bringing the Reckoners into the world. Just like the Grinch, he experienced a change of heart and vowed to set things right. After a tearful farewell with Vanessa (during which he told her that he was going to search for survivors on Earth), the doctor set out on his quest.

## Bazelus' Job

When Bazelus' was bound to Vanessa's soul, he was told his job was to watch Hellstromme and eliminate him if he seemed about to figure out Banshee's secret. There was little he could do before her soul was placed in a new body. Afterward, Hellstromme's caution made it difficult to determine how much he knew. Once Bazelus' realized that Hellstromme suspected something was wrong with his wife, the demon considered killing him. At that point, however, it was too late. Hellstromme made it a point to always have a few heavily armed guards with him (equipped with arcane weapons) whenever he was in Vanessa's presence. Killing Hellstromme would be hard enough (despite his desire to be a true husband to Vanessa, Hellstromme was still trapped within his robotic body; reincarnating a soul into an empty body was one thing, full brain transplants were still beyond the doctor's skill), but the guards made it a suicide attempt. The demon decided to bide his time and wait for a moment of weakness.

He waited too long. Hellstromme left to fight the evil he had unleashed on Earth. Vanessa learned of the trip only as the doctor

was boarding his ship—surrounded by a contingent of HI Marines. Bazelus' did not want to risk destruction—or worse, being returned to the Hunting Grounds in failure to await the Reckoners' wrath—so he did the next best thing. He turned on the waterworks and begged Hellstromme to take him along. The doctor had always been resistant to Bazelus' charm ability—the answer was a firm “No.”

The demon knew his masters would not be pleased by this turn of events, but they were on Earth and he was in Faraway, so he had some time to find a way to redeem himself. After Hellstromme's departure, Vanessa went on a self-improvement spree. She earned a doctorate in arcane science at Tunnel Station's in-house university in record time and learned the inner workings of Hellstromme Industries. She also used her considerable charms to dig up dirt on key personnel on the station. She used this information to build a network of spies on the station. Her extensive files of blackmail material only added to the considerable clout she already possessed by having the Hellstromme name.

Bazelus' millennia of experience with the arcane allowed him to make breakthroughs in the Lab that astounded the other HI scientists. His greatest triumph was the development of the nano-tech technology. This achievement gained Vanessa a small following of eggheads that speak her name with a hushed awe.

### An Offer They Can't Refuse

All this preparation paid off when the Reckoners were hauled to Banshee on the *Unity's* last voyage. The Horsemen were furious that Hellstromme had escaped their assassin. However, there wasn't much they could do about it. On the Hunting Grounds, they could have immediately summoned Bazelus' into their presence. Trapped on Banshee in physical form, all they could do was shake their hands at the sky and curse his incompetence.

Bazelus sensed the presence of his masters as soon as the *Unity* dropped out of the Hunting Grounds. He took immediate action and dispatched HI personnel loyal to Vanessa to the planet's surface to contact the Reckoners. They carried an offer from Bazelus. In exchange for forgiveness for allowing Hellstromme to escape (expressed in a binding ritual that would prevent the Reckoners from punishing him), the demon would use all of his influence at the Lab to help them in their corruption of Banshee. He would also personally head up the Lab's

research into reopening the Tunnel and establishing contact with Earth. Faced with permanent destruction for the first time in their long existences, the Reckoners were not in a position to negotiate. They accepted the offer. Unfortunately for the HI personnel sent as messengers, the appeasement ritual Bazelus proposed required a living sacrifice. None of the messengers returned.

### Round-Trip Ticket

As much as the Reckoners want help in destroying Banshee, the real deal-sweetener for them was the Tunnel research. The Horsemen are trapped on Banshee and the planet's aura is slowly sapping their strength. They have a number of plans for boosting their power, but unless they succeed in corrupting the planet, they will eventually be weakened to the point that they become mortal and can be killed (albeit with some significant effort.) If they can return to Earth, they will recover their strength. If this happens, it is unlikely Hellstromme (or anyone else, for that matter) will be able to capture all four of them again and the Earth will fall.

Unlike the heroes, who can use the Hell Hole (see *The Unity* adventure) or the Path of Stone to travel back and forth, things are a bit tougher for the Reckoners. They are immensely powerful supernatural beings. The more powerful an entity, the more energy is required to open a portal large enough to allow it passage to or from the Hunting Grounds. That's why a practitioner of the black arts can summon a minor demon with a few goats or a cow, but it requires human sacrifice to summon up a real baddie. Sending the Horsemen through the Hell Hole is like trying to push an elephant through a straw. Remember, it took over two centuries of terror-forming, a thermonuclear war in which hundreds of millions died, and the wave of fear created by the ghost rock bombs to bring the Reckoners to Earth.

In their newly weakened state, it won't require quite that much to send them back, but most of the population of Banshee—both human and anouk—will die if they attempt it. The only thing stopping them is that Tunnel Station's portal generators are needed to open a hole of the needed size. The generators were badly damaged when the Tunnel collapsed. HI techs have been trying to make repairs, but the only person who completely understands the technology involved is Dr.

Hellstromme—and he's on Earth trying to rally the survivors of the war between the Reckoners and Raven. Bazelus is slowly piecing the technology together, but he needs more time.

An attempt by the Reckoners to return to Earth is one possible ending to their story. Even should they succeed, the heroes have one last chance to destroy them. See Chapter Three for details.

## Missing Persons

The four messengers Bazelus sent to the Reckoners are clues that can lead the heroes to the Horsemen. Their disappearances have been noticed and a little investigation turns up mysterious circumstances around them. The investigation may also reveal that Vanessa Hellstromme is more than she seems. All of the missing persons were HI employees and the HI Security investigations into their cases have all turned up nothing (funny, that).

Exactly how or when the heroes become involved in these cases is up to you, Marshal. Since these people lead to the Reckoners' new bases of operations, it's recommended that the posse not learn of them until shortly before they are prepared to face down the Big Bads. A premature trip could result in a dead posse.

### Darren Crider

Crider was the first mate on the *Saucy Paulene*, an HI trawler operating out of Costa del Viento. The *Paulene* was found adrift on the Tempest Ocean. Two of her crew of six were missing. The other four were found below decks. Each had been shot at close range. The ship's launch was missing.

Crider's real name is Wayne Darden. He is wanted in Temptation for murder. A few years before, he lost a drunken bar brawl at the LAX. He was tossed out on the street. Rather than go home and sleep it off, he went home and came back with a gun. When his opponent stumbled out of the bar at closing time, Crider shot him in the back. He fled the scene, but not before being seen by numerous witnesses. He left Temptation and made his way south, eventually finding a job on the *Paulene*.

Vanessa learned his secret and used it to blackmail him into going to visit War on Thule. Crider waited for an opening and killed

the entire crew as most of them were sitting down to eat. He set course for Thule, but ran into a severe storm that knocked out the ship's engines. He then took the ship's launch to finish his journey. The conclusion of the HI investigation was that the murders were an act of piracy.

The two missing fishermen are Crider and his shipmate Bob Huslak. Huslak had the misfortune of being on deck with Crider when his killing spree began. His body fell overboard during the storm. Inquiries into Huslak turn up nothing unusual.

The heroes won't learn much about Crider by talking to the fishermen. They are a tight-lipped bunch when it comes to their own. The only thing the posse comes away with from speaking with them is that Crider was a bit of a loner and he tended to get into brawls.

The posse can learn a little more if they visit the apartment he shared with his girlfriend Shannon Sweeney. A search through his belongings reveals nothing; he destroyed all trace of his former identity when he came to Costa Del Viento. However, if the heroes think to take fingerprints and have access to the Rangers' computer net, they get an immediate match and a list of Crider's various assault charges and the warrant for his arrest for murder.

Shannon is heartbroken over Crider's disappearance. She tells anyone who listens to her about the strange phone call he received two nights before his ship left port. He took the call on a hand-held vid-phone and locked himself in the bathroom after seeing who the caller was. The caller sounded female, so Shannon snuck a look at the screen before he left the room. The person at the other end was an attractive woman with dark hair. She was wearing a lab coat with a Hellstromme Industries logo on it.

No, it wasn't Vanessa. She doesn't get her hands dirty with the small stuff. The caller was Merinda Price, a lab tech on Tunnel Station. A *Knowledge: computers* check against a TN of 11 (DC 20) allows a character to hack into the com satellite servicing this part of Banshee and find a log of the call. The log shows the origin as Tunnel Station and gives the number of a phone inside the Lab's research area. If there is a Ranger in the posse, she can simply requisition the phone logs and avoid the hacking.

There is no way to directly link Merinda with the phone at the Lab, but if the heroes are able to investigate the people with regular access to the phone (they need a Ranger in the group to get them on Tunnel Station in an official capacity), they discover that one of the lab techs (Merinda) was recently killed in a

lab explosion. Investigating her background uncovers the fact that she was once a prostitute in Seaside. She managed to turn her life around, get some education, and land a job with HI. None of her coworkers knew of her past. There is no direct evidence linking her to Vanessa, but the fact that she had a secret past is just one more bit of evidence establishing the pattern of blackmail that is occurring.

Finding Crider's final destination isn't difficult. The launch he stole was intended for use as a lifeboat and was equipped with a distress beacon. Its signal is too weak to carry across the ocean to One, but it can be detected from space, either by satellite or spaceship. The boat is located on the eastern shore of Thule, only about 20 miles from War's mountain fortress.

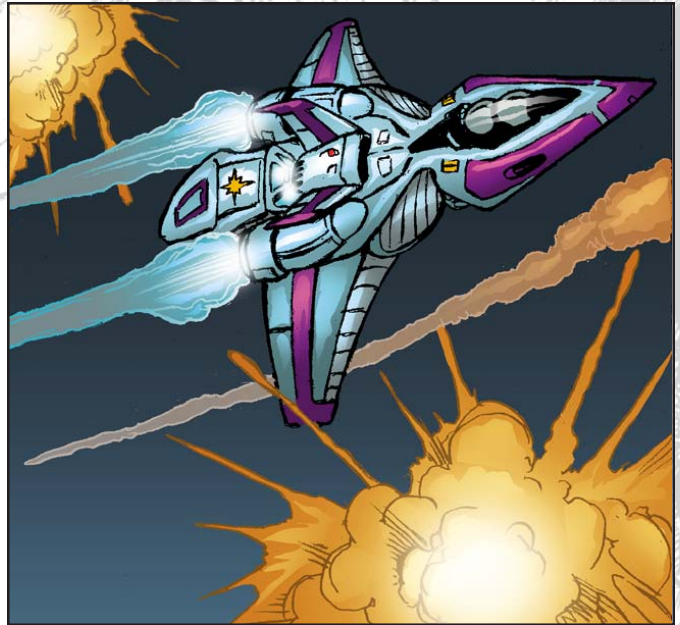
## Bill Fithian

Bill Fithian was an HI shuttle pilot. One day he reported control problems and crash-landed on Two. A rescue ship sent to the site of the crash found the ship landed safely and the copilot shot through the head. The contents of the ship, a valuable load of electronic components, were missing. The official HI investigation concluded that Fithian made a deal with one of the outlaw bands on Two and turned the cargo over to them. A search of the area found neither him nor the outlaws.

An investigation of Fithian's background turns up the following: He was once an independent pilot with his own ship. A few years ago, he sold his ship to "Bones" Huang, a shady figure in the criminal world of Temptation. He was in the hospital at the time with two broken legs. As soon as he recovered, he left Temptation and took a job with HI.

Fithian still owed Huang 200,000 credits when he skipped town—and Bones wants either his money or his pound of flesh. He knows that Fithian is working for HI, but he has been unable to get to him because Fithian normally flew only space routes. The few goons he has sent to have a talk with Bill never made it past HI security. Vanessa told Fithian that unless he flew her message to Death, she would instruct the security troops to look the other way the next time one of Huang's enforcers showed up.

Fithian valued his own hide, so he killed his copilot, faked an emergency, and set down on Two. He was met by a band of outlaws and anouks that have allied themselves with Death. They off-loaded the cargo and escorted Fithian to their master.



The electronic components have begun showing up on the black market on One. An investigation into them eventually leads the posse to a group of outlaws tied to those on Two. Any captured criminals are literally scared to Death—they won't talk no matter what they are threatened with. All of them have a death's head branded on their left arms. If the heroes are able to grab one of the outlaws' ships, they find the coordinates of a well-concealed base on the outer rim of Death Valley—only 10 miles from Death's seat of power.

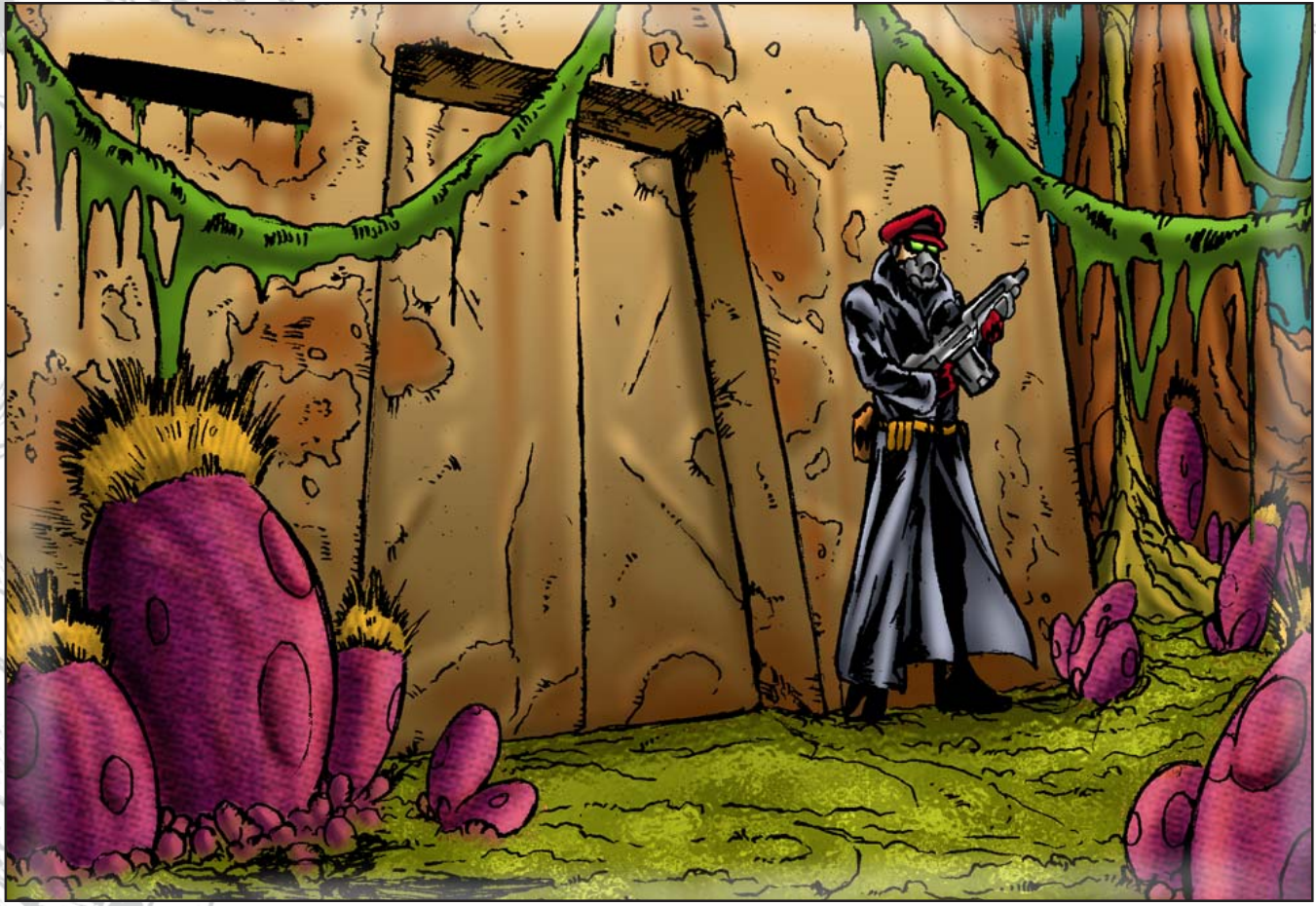
## Thannah Radford

Thannah Radford was a research scientist with HI. She was part of the staff at a small research station on Two's western coast. The group there was studying the tribal dynamics of anouks who had little contact with humans.

One day she failed to come back from her visit to a local clan she had managed to befriend. Her HI Marine escorts were found slaughtered not far from the anouk village. Radford's body was not found. More HI Marines raided the village and took prisoners, but were unable to locate the missing scientist. The captured anouks denied having anything to do with her disappearance. They claimed that another clan was responsible.

The HI investigators concluded that the local clan, the Lanaks, was responsible for the attack. The anouks' village was razed and the research station was shut down.

In reality, Radford was taken by members of the Moknar clan—Famine's servants. She was transported to Famine's base of operations on



the northern coast of Two. Little did she know that she wouldn't be returning to continue her research.

There isn't any evidence to be found at the site of the research station. All usable equipment was removed. All that remains are a few prefab shelters that have been vandalized by vengeful anouks. If the heroes can manage to keep the Lanaks from attacking them long enough to ask questions, they learn that a clan from the far north was behind the attacks. If the posse can gain the anouks' trust, one of them offers to guide the group to the territory of the Moknars—and Famine's lair.

If the heroes track down any of Radford's fellow researchers (they have all been reassigned to other facilities), they learn that Radford was very depressed a few days before her disappearance and even broke down in tears a few times. What was her deep dark secret? She plagiarized a good portion of her doctoral thesis. While not as bad as murder, exposure of her secret would have ruined her career.

## Jordan Rivers

Rivers was a scientist at Palm Beach, an HI research station on the Trail of Spears. One morning he simply climbed into an armored ATV and drove off into the Toxic Jungle. A search turned up the abandoned vehicle 100 miles west of the station. His body was never recovered. It was assumed that he was killed by anouks.

The official HI investigation concluded that he was the victim of jungle fever. Jungle fever is similar to cabin fever. The stress of operating in such a dangerous environment for long periods of times causes people's minds to snap and they behave unpredictably. A common effect of jungle fever is for a person to simply lose the will to live and wander off into the jungle.

If the posse can gain access to the Palm Beach facility, poking around turns up some interesting facts. All of his coworkers agree that Rivers was a pleasant, stable person who showed none of the warning signs of jungle fever like unexplained moodiness or lapses of concentration.

The facility is understaffed and nothing has been done with Rivers' room. All of the clues there can be found in his computer. A quick

examination of it reveals that much of the data on it is encrypted with a program that is not standard HI -issue. Cracking the program requires a hero to succeed at a check with an appropriate *science* or *knowledge* skill against a TN of 13 (DC 25). The hero gets only one chance. Failing the check causes the data to erase itself.

Decrypting the data reveals two things. One, Rivers had a preference for little boys. His computer is chock-full of child pornography. Two, he received a video e-mail the night before he left. The message instructs him to go to a set of coordinates in the jungle and wait for a guide. The coordinates match the location of the abandoned ATV. There is also a threat to expose Rivers' secret if he fails to follow instructions.

The strange thing about the message is that the video portion is blacked out. There is no way to see the sender. An analysis of the voice component shows that it was run through a voice filter. The address on the message belongs to an anonymous remailer. A check with an appropriate computer skill against an Incredible (II) TN (DC 20) reveals that the message originated from Tunnel Station. HI security prevents the heroes from narrowing the field down to a particular account.

Rivers was met by a group of anouks loyal to Pestilence and escorted to the Horseman's stronghold near the center of the Blight (see page 75). There were no signs of a struggle at the scene or in the ATV.

If the posse checks out the site where the vehicle was discovered, they find no new physical evidence (although they may be attacked by Tokar anouks loyal to Pestilence). However, heroes with magical abilities must make an Onerous (7) *Spirit* check (Wisdom check DC 12). Those who succeed feel a gentle spiritual tug pulling them to the west. If the group travels in this direction, the heroes encounter more anouks and the foliage takes on a pale, sickly look. Following this path eventually leads to Pestilence's stronghold at the center of the Blight.

## Dropping In

The missing messengers are not the only way the posse can find its way to the Reckoners. However, they are something that can be easily dropped into an ongoing campaign. The heroes can find out about one or more of the disappearances as barroom gossip, by being contacted by a distraught loved one or suspicious, or by being assigned to a missing person case by a Ranger character's superiors.

## Nano-Tech

The nano-tech developed by Bazelus has paid off in a number of ways. Firstly, it has brought in loads of money. The HI suits who are jealous of Vanessa's influence on Tunnel Station respect the power of the credit. They are willing to calm their egos as long as the goose keeps laying golden eggs. This has given Vanessa even more leeway in cementing her power base at HI.

Secondly, it has allowed HI to rapidly expand its fleet and better equip its troops. Hellstromme Industries may soon rival the Fleet as the most powerful combat organization in the system. This new found power has gained Vanessa many followers among both the leaders and rank-and-file of the HI security troops.

Thirdly, and most importantly for Bazelus, it has allowed him to expand his influence outside the areas controlled by HI. Thousands of nano-tech devices have been distributed throughout the system. Through them, Bazelus is able to keep tabs on important figures and use them to further his plans.

## The Fleet

Bazelus has worked hard at infiltrating his microscopic goodies into the Fleet. This has been difficult because Warfield has done as much as he possibly can to make Base Prime self-sufficient. However, there are some things that simply can't be manufactured there. Warfield has made arrangements with a select few orbital manufacturers to provide electronic components. He refuses to buy anything from HI even though they are the largest manufacturer in the system. This stubbornness is not because he suspects anything about the nano-tech, but because HI is rapidly coming to rival his power and he doesn't want the Fleet to become dependent on them for supplies. He also fears sabotage on any components he buys from HI (if he only knew!).

Despite Warfield's caution, Bazelus has managed to slip some nano-tech into the Fleet's supplies. HI intelligence operatives have dug up dirt on some of the employees at these smaller companies (in case you haven't noticed he's big on blackmail). Bazelus has used this information to force the employees to slip a batch of nano-tech components in

with the standard supplies shipped to the Fleet. As a result, many of the Fleet's ships now have nano-tech circuitry installed in them. This has allowed Bazelus to eavesdrop on some of Warfield's plans.

The demon has a section of his Lab researchers working on a computer virus that he can transmit via his mental link to the nano-bots. This virus allows him to take temporary control of any Fleet vessel with nano-tech circuitry installed. This ability becomes very valuable once Warfield gives the go ahead for Operation Typhoon (see page 33).

## Orbit Forge

Another of Bazelus nano-tech conquests is Norma Jean McClintock ("NJ" to her friends). She is the President and CEO of Orbit Forge Industries. Bazelus gave her a gift of a nano-tech manufactured space yacht. He used his connection with the ship to spy on her. It didn't take long for him to discover that she was embezzling large sums of money from her company.

The reason this is significant is because Orbit Forge holds the primary manufacturing contract for the Colonial Rangers. The majority of the weapons, ammo, and small vehicles purchased by the Rangers come from Orbit Forge's orbital factory. In exchange for keeping NJ's secret, Bazelus had her install some new HI equipment on her robotic assembly lines. This equipment injects some nano-bots into every item manufactured in the facility.

For this project, Bazelus whipped up a special batch of his creepie-crawlies. He shredded up some lesser manitous and threw them in the stew pot. The result is that these bots can sense fear. They are programmed to malfunction at random intervals, with the chance of malfunctioning being greater whenever the bot senses fear. In practical terms, this means that the items are more likely to malfunction in combat (especially against supernatural baddies) and whenever exposed to a Deadland (like the Reckoner's strongholds for instance).

This bit of sabotage gives Bazelus a number of advantages. First, he can spy on the Rangers. Second, it lowers the Rangers' effectiveness against supernatural threats (his masters in particular). Third, it lowers the colonists' confidence in the Rangers. A number of Rangers and colonists have already

died due to untimely equipment malfunctions. The colonists, of course, blame these failures on the Rangers' incompetence, not their equipment.

JJ. Lasseter has had a number of meetings with NJ about these malfunctions and has even threatened to take the Rangers' business elsewhere. They both know that this is an empty threat because there aren't any other manufacturers large enough to keep the Rangers supplied. Lasseter's threat is also weakened by the fact that all tests on the malfunctioning equipment have shown no physical defects.

The timing of the malfunctions has not gone unnoticed by Ross and Debbi. However, they are convinced that the problem is being caused by some sort of skinny power or anouk magic.

## The Reapers

Bazelus is also helping to reequip the Reapers—with nano-tech, of course. He wants to keep an eye on them and also to help them get back on their feet. If the Reckoners should try to get back through the Tunnel, they are going to need another sacrifice of epic proportions—the colonial settlements and anouk villages will be awash in blood. A revitalized Reapers could be instrumental in bringing this about.

The equipment provided by HI is getting to the Reapers via staged ambushes. Shipments of weapons and ammo are sent out in lightly guarded convoys and Nicolai is tipped off to their routes. To maintain plausible deniability, the guards on these convoys don't know that they're being set up as patsies or even what they're transporting.

Nicolai is suspicious of HI's motives, but the equipment is much needed and the easy victories over the convoys have been good for morale—and reestablishing Nicolai's reputation as a "tactical genius." The operatives that maintain contact with Reapers' leader explain that he should view the items as "tribute." In exchange for the equipment, HI expects the Reapers to leave their more valuable facilities alone.

One of the effects of this trade between HI and the Reapers is that Bazelus now knows the location of the Bunker. (Nicolai had the equipment thoroughly checked for homing devices before he let it anywhere near the place, but detecting the nano-bots was beyond his capabilities.) Vanessa may share this information with the posse should she become their patron and it suits her purposes (quite a coup for any Ranger characters in the posse).



Vanessa the posse's patron? Yup. Bazelus is keeping a cautious eye on all groups of do-gooders in the Faraway system. If he spots a group that looks as if it has what it takes to defeat the Reckoners, he intends to throw his support behind them and go for that brass ring. Whether this happens or not is up to you, Marshal.

Vanessa cannot openly aid the heroes—at least at first. News of any open connection between HI and heroes working against the Reckoners would eventually get back to them and nullify the pact they made with Bazelus. Initially, aid comes in the form of anonymous tips that help in thwarting the Reckoner's plans. Later, mysterious individuals may let the heroes know that they have a powerful benefactor looking out for them. They can provide the heroes with information about the Reckoners' weaknesses and specialized equipment. Vanessa may also use select HI personnel to run interference for the group.

Once the heroes have proved themselves—by taking out one or two of the Reckoners—Bazelus may reveal the identity of their patron. To allay their suspicions, Vanessa tells them of Dr. Hellstromme's change of heart and that she is devoted to helping her husband clean up the mess he made. She also swears the posse to secrecy, explaining that she has many enemies within HI that do not share her goals.

If Bazelus feels that he has earned the heroes' trust, he may indeed use them against his enemies within HI and elsewhere. If he does use the posse as unwitting enforcers, he does so sparingly because he doesn't want them to learn his true nature. Defeating the Reckoners takes priority over all else. Storywise, however, this is a great way to give posses that have been completely duped by Vanessa a clue that all is not as it seems.

## Counting Coup

Once Bazelus has decided to back a group of heroes, he keeps close tabs on what they are up to. If he has revealed himself to them (as Vanessa), he asks them to keep him informed of their plans so he can better coordinate his actions with theirs. The demon's true reason for wanting to know the posse's whereabouts is simple: Bazelus needs to be present when a Reckoner dies in order to count coup on them.

Bazelus not only has to be present, he needs to be close by—within 300 feet—and in his true demon form. He must be within this distance at the exact moment that the Horseman buys the farm. Missing the death of a Reckoner worries Bazelus, so he keeps a shuttle on 24-hour alert at Tunnel Station. At maximum acceleration, this ship can place him anywhere on Banshee in under two hours. If he knows that the heroes are about to confront one of the Reckoners, he travels to the area well in advance so he can be ready.

Bazelus tries to remain hidden from the posse as much as the circumstances allow. The death of a Reckoner causes a blinding light show as its power pours out to be reabsorbed by the Hunting Grounds. The heroes will probably be busy ducking for cover or tending fallen comrades when this happens, but you should allow them to catch a glimpse of Bazelus bathing in the energies. He flees the scene as soon as he has what he needs (this takes about 3 rounds).

Seeing the demon at the death of one Reckoner could be written off as happenstance—perhaps it was simply one of the Reckoner's many minions. If they catch sight of him a second time, it should be a clue that something is up. It's up to you whether the group sees anything that might allow the heroes to make the connection to HI and Vanessa. They might spot his shuttle coming or going or be unable to contact Vanessa immediately after they see him.



## Benefit Plan

So, what does Bazelus get out of all this? Each time he absorbs some of the Reckoner's essence, he gains new powers. Some of these manifest immediately, others develop over time. Listed below are the powers Bazelus gains immediately after counting coup on each of the Reckoners. He may develop other powers over time at your discretion, but these should be more than enough to challenge the heroes should they confront him. As you can see from the list, it's better if the heroes confront Bazelus sooner rather than later.

### Death

Death is perhaps the most powerful of the Reckoners, for all living things must encounter him eventually.

**Increased Spirit:** Bazelus' *Spirit* die increases by two steps (+4 Wisdom).

**Increased Strength:** Bazelus' *Strength* die increases by two steps (+4 Strength).

**Increased Vigor:** Bazelus' *Vigor* die increases by two steps (+4 Constitution)

**Dominated Harrowed:** If he kills it, any human or anouk slain by his hand rises as a Harrowed at the next midnight hour. The manitou has full dominion over the body and obeys Bazelus' orders.

**Mortal Gaze:** Bazelus can activate this ability at will. Anyone meeting his gaze while it is active must make a Hard (9) *Vigor* roll (Fortitude save DC 15) or die. Trying to fight Bazelus while avoiding his gaze imposes a -4 modifier to all attacks.

**Raise Walkin' Dead:** As an action, Bazelus can raise any human or anouk corpse within 50' feet as a walkin' dead.

### Famine

Famine is the most subtle of the Reckoners.

**Increased Smarts:** Bazelus' *Smarts* die increases by two steps (+4 Intelligence).

**Increased Spirit:** Bazelus' *Smarts* die increases by two steps (+4 Wisdom).

**Increased Quickness:** Bazelus' *Smarts* die increases by two steps (+4 Dexterity).

**Blight:** Bazelus can activate this power at will. When active, all plants within a 20 ft. radius of the demon immediately wilt and die. This increases Bazelus' Terror score by +2 to all who witness the effect.

**Withering Touch:** Bazelus can activate this power whenever he scores a hit in hand-to-hand combat (treat as a touch attack in D20). The victim must make Hard (9) *Vigor* check (Fortitude save DC 18) or have his *Vigor* permanently reduced by one die type (-2 Con). If the character's *Vigor* die type is reduced below a d4 (Con equals 0), he is slain. His body is reanimated as a faminite in 1d6 rounds.

### Pestilence

Pestilence is the most sneaky of the Reckoners.

**Increased Cognition:** Bazelus' *Cognition* die increases by two steps (+2 Intelligence).

**Increased Dexterity:** Bazelus' *Dexterity* die increases by two steps (+4 Dexterity).

**Increased Knowledge:** Bazelus' *Knowledge* die increases by two steps (+2 Intelligence).

**Diseased Breath:** As an action Bazelus can emit a cloud of fetid breath that covers an area 4 yards in radius (10 ft.). Anyone inside this cloud must make a Hard (9) *Vigor* roll (Fortitude save DC 15) or become stunned.

**Rotting Touch:** Bazelus can activate this power at will. Anyone touched by the demon (in combat or otherwise) must make a Hard (9) *Vigor* roll (Fortitude save DC 15) or begin to rot. This causes 3d6 (2d6) damage to the guts at the start of each round. The victim may make a new *Vigor* roll (Fort save) each round at the same difficulty level. If the check succeeds, the damage stops. The victim must also make a Hard (9) *Vigor* roll (Fort save DC 15) or have his *Mien* die type reduced by a step (-2 Charisma)

### War

War is the least subtle of the Reckoners.

**Increased Strength:** Bazelus' *Strength* die increases by two steps (+4 Strength).

**Increased Nimbleness:** Bazelus' *Nimbleness* die increases by two steps (+2 Dexterity).

**Increased Size:** Bazelus' Size in demon form is increased by +4

**Armor:** The demon gains an AV of 4 (DR 4)

**Weaponmaster:** Bazelus becomes a master of weaponry. He instantly understands how to use any weapon he encounters and how to employ it to its best effect. This grants the demon a +4 bonus to both hit and damage with all weapons. In the d20 system, Bazelus never suffers from non-proficiency penalties.

# The Monkey and the Wrench

So, it looks like Bazelus has all his bases covered. Right? Wrong. The demon definitely has the deck stacked in his favor, but he is not without opposition. One of his enemies (although he doesn't know it yet) is Lithia.

Lithia was exiled to Banshee's surface after her screwups on the black gun project—and she has hated every minute of it. She is determined to win back her position on Tunnel Station and get revenge on the suits responsible for her banishment. She may very well do it. Bazelus may be fond of blackmail, but Lithia has refined it to a science.

## The Black Guns

Lithia may have been in charge of the black gun project, but that doesn't mean that she knew all there was to know about them. She was responsible for their development, production, and seeing that they made their way to Banshee for field testing, but she had no idea what they were for. Her best guess was that they were simply a new weapon to give the HI Marines an edge against supernatural threats. All of her attempts to discover the weapons' true purpose ran into stone walls.

The black guns were the product of a small research cell in the Lab led by Vanessa Hellstromme. They were created as a possible weapon against the Reckoners. For obvious reasons, Vanessa needed to keep this quiet. All the members of the research team were sworn to secrecy under pain of death—and Vanessa made it clear that it would not be a quick death. As a deal sweetener, the scientists were promised large bonuses and faster promotion.

Lithia was selected to control the production and distribution plan due to her past successes at covert ops that couldn't have any HI fingerprints. It wasn't necessary for her to know the guns' true purpose. When the operation became FUBAR and the Rangers got involved, Vanessa realized that she couldn't simply cut her losses and discontinue the program because too many outsiders now had knowledge of it. Lithia's attempt to kill the Rangers who knew of the guns was unauthorized.

Bazelus wanted to kill Lithia for her failure, but he knew that she was too well-connected among the top HI execs. Her death would cause political problems in Vanessa's drive to

consolidate her power on Tunnel Station and might spark a Ranger investigation into the matter. Lithia's exile was the best compromise.

## Hell Hath No Fury...

Lithia is not someone to slight and leave alive—put a bullet in her or leave her the hell alone. She has begun calling in her markers in an attempt to find out more about the black gun program and find a way back into space.

So far she has managed to identify some of the scientists involved in the project. She has also determined that those she has identified have had substantial bonuses deposited into their bank accounts and were promoted over scientists with much more seniority. Lithia knows that such things aren't done on routine weapons development projects. She is now trying to get some leverage on the scientists involved so she can find out what the guns' true function is.

The other nuggets of information she unearthed were that the program was instituted at Vanessa's request and that Vanessa personally gave the order for her exile. Lithia began trying to find out everything she could about the mysterious Vanessa. Security surrounding the *Unity's* trip into the Hunting Grounds was tight, but enough people were involved that Lithia eventually discovered the truth. Once she did, she began to consider how she could use this



knowledge to her advantage. She wants to hurt Vanessa in some way without leaving any fingerprints.

Lithia's investigation into Vanessa eventually turned up the fact that Vanessa is being watched by an unknown group at the Lab. Lithia's contacts in HI Security confirm that there is no official investigation concerning Vanessa. She wants to know who is watching Vanessa, why they're watching her, and what they know.

Despite her extensive files of blackmail material, being cut out of the daily rat race on the Station has lessened Lithia's influence. She realizes that to get the information she needs she must get some outside help.

### Strange Bedfellows

Enter the posse. Lithia's desperate need to return to Tunnel Station forces her to seek help from the heroes. She appeals to them by telling them that something is going on at the Lab—something eevil—and she needs their help in stopping it (irony is lost on Lithia). She promises them money, equipment, jobs, whatever she thinks might appeal to them. If that doesn't work, she gets nasty and tries threats—even blackmail if any of the heroes have skeletons in their closets.

If the group agrees to help, Lithia can provide the heroes with fake IDs and uniforms that allow them access to all but the most highly secured areas of Tunnel Station. Their job is to find out who is watching Vanessa and why. Along the way they should try to find out anything they can about Vanessa herself.

The timing of Lithia's offer is up to you, but shortly before or after the posse finds out who their secret patron is will probably have the biggest impact. Picture the group's reaction when shortly after Lithia tells them that Vanessa is up to no good, they find out that she is the secret benefactor who has been helping them against the Reckoners.

If the heroes trust Vanessa and spill the beans about Lithia, she asks them to continue on Lithia's mission, find out who is watching her, and then report back for further orders. As long as Vanessa holds the posse's trust she doesn't take any action against Lithia so as to allay any suspicions the heroes might have. If the heroes succeed at this mission, however, they will have more than suspicions about Vanessa's motives.

## Watching Eyes

The eyes watching Vanessa belong to Atlee King. King is the head of security for Hellstromme Industries. Not the head of security for Tunnel Station—that honor belongs to Nahesh Narayan—but the head of security for Hellstromme's entire empire. He's been with Hellstromme for a long time—a very long time. He started with HI as little more than a hired gun way back in 1882. He has saved Dr. Hellstromme's life on more than one occasion. He took a bullet for the doctor in 1890 that claimed his life. Fortunately that didn't end his service; he returned as a Harrowed.

King is fanatically loyal to Hellstromme. Hellstromme repaid this loyalty by constructing a device that allows King to keep his manitou safely locked away in the back of his mind. This device actually served as a prototype for the spirit fetters used in modern cyborgs.

The trust Hellstromme has for King is demonstrated by the mission he gave him just before leaving for Earth. He asked King to keep Vanessa under surveillance while he was away. He also gave King orders to kill her if, in King's estimation, she became a threat to the safety of the colony on Banshee. King has accompanied Hellstromme on nearly every expedition into the Hunting Grounds to rescue Vanessa—he knows how much Vanessa means to Hellstromme and the great responsibility he bears.

King has created a handpicked team of five agents to help him watch over her. So far they have been able to keep tabs on her without arousing any suspicion. Vanessa's sudden change from sweet, meek wife to power-hungry, super-scientist bitch after Hellstromme's departure has not gone unnoticed.

King and his team have unlimited access to all areas and computer networks on the Station—with the exception of the private network Vanessa had installed in her quarters. They have been monitoring Vanessa's activities and King's opinion of them is not favorable. He is perilously close to pulling the trigger on her. However, he has delayed taking action. He is not sure why and that bugs the crap out of him.

To quiet his uneasiness, he has ordered his team to thoroughly check out anyone she has contact with. This could potentially lead to a situation where the posse is under surveillance by four different groups: Vanessa's people, King's team, Lithia's dirt hunters, and Narayan's operatives. Narayan doesn't like

having a bigger fish in his pond and he has his men keeping an eye on what King is up to. Narayan is careful not to do or say anything to compromise King's mission—even though he's not really sure what it is. He knows that King would literally rip his throat out if he interfered.

## Secret Meetings

King may contact the heroes if they end up working with Vanessa, especially if they seem to doubt Vanessa's motives. King knows about the four messengers Vanessa sent to the Reckoners—but he also knows she has been aiding the heroes in destroying them. He's not sure what she's up to and he wants to know. Hellstromme briefed King fully on the Reckoners before he left to fetch them. King knows the goal is to destroy them. This makes him reluctant to interfere with Vanessa as long as she's getting the job done.

King volunteers very little information in any talks with the heroes. He refuses to confirm or deny Vanessa's involvement with the missing messengers. The last thing he wants is for some local yahoos to jump to conclusions and off the boss' wife. He does tell the heroes that he was tasked with looking after the missus while Dr. Hellstromme is away—and she's been acting a might strange lately. He hopes that maybe the posse can shed some light on Vanessa's odd behavior.

There is only one thing that will cause King to tell the group anything they wish to know about Vanessa. The heroes must tell him about the frantic phone call they get from Vanessa—the real one. See Redemption on the following page for more details. Once the posse has earned King's trust, he tells them of his mission, his suspicions concerning Vanessa, and whatever information about the Reckoners that you feel the heroes need to know. If the heroes are attempting something that may help Vanessa, King may even send some of his men along as extra muscle.

## The King is Dead! Long li...Oh, Never Mind

King and his men are a group of hard-case bad asses. When and if the posse confronts Bazelus and tries to free Vanessa, you don't want their efforts to be overshadowed by King. This means that at some point, King has to go.

Once one or two of the Reckoners have been vanquished, they get a clue that Bazelus is not the ally they believed. The remaining

Horsemen round up some of their most powerful servitors and send them to Tunnel Station to pay Bazelus a visit. King and his men intercede to protect Vanessa. They manage to foil the attack, but King, most of his men, and a large contingent of HI Marines are killed in the process. The posse receives a message from King asking them to continue his mission. A courier brings them King's security card and fake HI IDs. The card grants the heroes access to all areas of Tunnel Station.

## Atlee King

Atlee King is not a nice man. Although he may become the posse's ally, they should never make the mistake of thinking of him as "good." With the exception of his fanatical loyalty to Hellstromme, he fits the classic definition of sociopath (remember, he's been with Hellstromme almost from the beginning and he's done a lot of unpleasant things for the doctor). He is the ultimate pragmatist and anyone he sees as a threat to himself or his mission is soon singing with the heavenly chorus.

### Deadlands Profile: Atlee King

**Corporeal:** D:4d12+2 N:3d10, S:3d12+2, Q:3d12+2, V:2d10

Climbin' 4d10, dodge 5d10, drivin' 5d10, fightin': brawlin', knife 8d10, horse ridin' 6d10, lock pickin' 6d10, quickdraw 5d12+2, shootin': pistol 8d12+2, rifle 4d8, sneak 7d10, speedload 6d12+2

**Mental:** C:4d10, K:4d10, M:3d12, Sm:3d10, Sp:3d12+2

Academia: occult 7d10, bluff 5d10, language: English 4d10, leadership 6d12, overawe 6d12, persuasion 5d12, ridicule 6d10, scrutinize 7d10, search 5d10, streetwise 6d10, trackin' 6d10

**Edges:** Level-headed, sand 5, the stare, the voice: threatening

**Hindrances:** Cautious, vengeful

**Wind:** 22

**Pace:** 10

**Size:** 6

**Terror:** NA

**Special Abilities:**

**Harrowed:** Dominion 14

**Cat's Eyes** 5

**Stitchin'** 5

**Supernatural Trait:** Deftness 1, Strength 1, Quickness 1



**Gear:** Security card, laptop, electronic lockpicks, any weapon or armor needed for mission drawn from HI armory.

**Description:** King is tall (about 6' 2") with a thin, lanky figure. He has cold, gray-green eyes and what seems to be a permanent scowl on his face. When not on a mission he prefers to wear old-style cowboy clothes.

### D20 Profile: Atlee King

**Atlee King:** CR 20: Medium-size Human; Class: Gns 15/Wwr 5; hp 167; Init +9; Spd 10 yds; AC 15 (+5 Dex); Atk Ranged +26/+21/+16/+11 (+1 Dex, +1 Weapon Focus); AL LN; SV Fort +13 Ref +18 Will +8; Str 20, Dex 20, Con 16, Int 14, Wis 16, Cha 14.

**Skills and Feats:** Climb +10, Driving +12, Gather Information +6, Gunplay +10, Hide +11, Intimidate +9, Listen +10, Move Silently +10, Ride +10, Ridicule +8, Search +10, Sense Motive +10, Speed Load +10, Spot +10, Survival +8; Automatic Weapons Proficiency, Dead-eye, Fannin', Far Shot, Firearms Proficiency, Improved Initiative, Level-Headed, Light Armor Proficiency, Marksman, Point Blank Shot, Rapid Shot, Sand, Simple Weapons Proficiency, Toughness, Two-Weapon Fighting, Weapon Focus: Colt Peacemaker, Weapon Specialization: Colt Peacemaker, Wheeled Vehicle Proficiency.

**Special Qualities:**

Cat Eyes  
Deadeye

Harrowed: Dominion 8  
Lightning Speed +8  
Stitchin'  
Supernatural Trait: Deftness 1, Strength 1, Quickness 1  
Possessions: See above.

### Deadlands Profile: King's Men

**Corporeal:** D:4d12, N:3d8, S:3d10, Q:3d8, V:2d10  
Climbin' 5d8, drivin' 6d8, fightin': brawlin', knife 6d8, lock pickin' 5d12, pilotin': spaceship 4d8, quick draw 5d8, shootin': pistol, rifle, SMG 6d12, sneak 6d8, throwin' 5d12

**Mental:** C:4d8, K:3d8, M:3d8, Sm:3d10, Sp:4d8  
Academia: occult 4d8, bluff 4d10, language: English 4d10, leadership 4d8, overawe 5d8, persuasion 5d8, ridicule 4d10, scrutinize 5d8, search 5d8, streetwise 4d10, tinkerin' 3d10

**Edges:** Brawny, nerves o' steel, the stare

**Hindrances:** Big Britches

**Wind:** 18

**Pace:** 8

**Size:** 7

**Special Abilities:**

None

**Gear:** When working undercover, the agents normally carry a concealed pistol and other weapons such as a garrote and/or knife. They wear Civilian Executive Protection armor. On paramilitary missions, the men wear an Infantry Battlesuit equipped with a Land Warrior II system. They are armed with Advanced Combat Rifles. (See *Waste Warriors*)

### D20 Profile: King's Men

**King's Men:** CR 11: Medium-size Human; Class: Wwr 6/Spa 5; hp 93; Init +8; Spd 10 yds; AC 17(20) (+4 Dex, +3(+6) armor); Atk Ranged +26/+21/+16/+11 (+1 Dex, +1 Weapon Focus); AL LN; SV Fort +13 Ref +18 Will +8; Str 16, Dex 18, Con 16, Int 14, Wis 12, Cha 12.

**Skills and Feats:** Climb +7, Driving +8, Gather Information +5, Hide +9, Intimidate +5, Listen +5, Move Silently +8, Pilot: Spaceship +8, Search +6, Sense Motive +5, Spot +5; Aircraft Proficiency: Spacecraft, Automatic Weapons Proficiency, Dead-eye, Firearms Proficiency, Improved Initiative, Light Armor Proficiency, Point Blank Shot, Rapid Shot, Simple Weapons Proficiency, Weapon Focus: M-80, Weapon Specialization: M-80, Zero-G

**Special Qualities:**

Light Speed + 3

Possessions: See above. ACR (Damage: 2d10, Crit. 19 x2, Range Inc: 90 ft., Wt: 12 lbs., Damage Type: P)

As we mentioned earlier, Vanessa is trapped inside her new body with Bazelus. Not only she is trapped in there, she's aware of everything that the demon has been doing with it. She desperately wants to be rid of Bazelus and stop his plans.

There was little she could do at first. Her soul was weak from a couple of centuries of torment in the Reckoner's realm. She has been slowly marshalling her strength, waiting for an opening. After the first Reckoner is defeated she gets her chance.

It was the Reckoners' power that bound her to Bazelus. As each one is destroyed, these bonds are loosened somewhat; not enough to allow her to escape or stop Bazelus, but enough that she can exert her will with a tremendous effort. Absorbing the power of a Reckoner is also something of a rush for Bazelus. It leaves him slightly disoriented and off his game for a day or two.

The night after the posse defeats their first Reckoner, Vanessa awakes in the middle of the night in control of her own body. In desperation, she contacts the posse for help. They receive a frantic call from her. She says, "I have to stop it, any way I can. You must help me. I don't want to do it again (referring to her first suicide). Oh Lord, I don't want to go back to that place." If the heroes have access to a video terminal, they see that Vanessa is wearing a nightgown and is holding a knife against her wrist. A small line of blood is trickling down her arm. Before they can ask any questions, Vanessa's facial expression changes from anguish to anger and the connection ends.

If the heroes know Vanessa at this point and ask her about the call later, she apologizes and explains about her imprisonment on the Hunting Grounds. She says that she still has nightmares about the torments she suffered there. She normally takes a sedative before she goes to bed, but she forgot that night because she had been working late in the lab. Whether the players swallow this explanation is up to them.

## Freeing Vanessa

Simply destroying the Reckoners is not enough to free Vanessa. Bazelus' power grows as each one is destroyed and eventually Vanessa is powerless to exert any influence over him. Once the last Reckoner is dead, Bazelus has the power to sever his bonds with her and banish her soul back to the Deadlands.

The only way to save her from this fate is to reverse the ritual binding her to Bazelus. Doing this banishes the demon back to the Hunting Grounds (although he may try and return at a later date for revenge) and allows Vanessa's soul to truly bond with her new body.

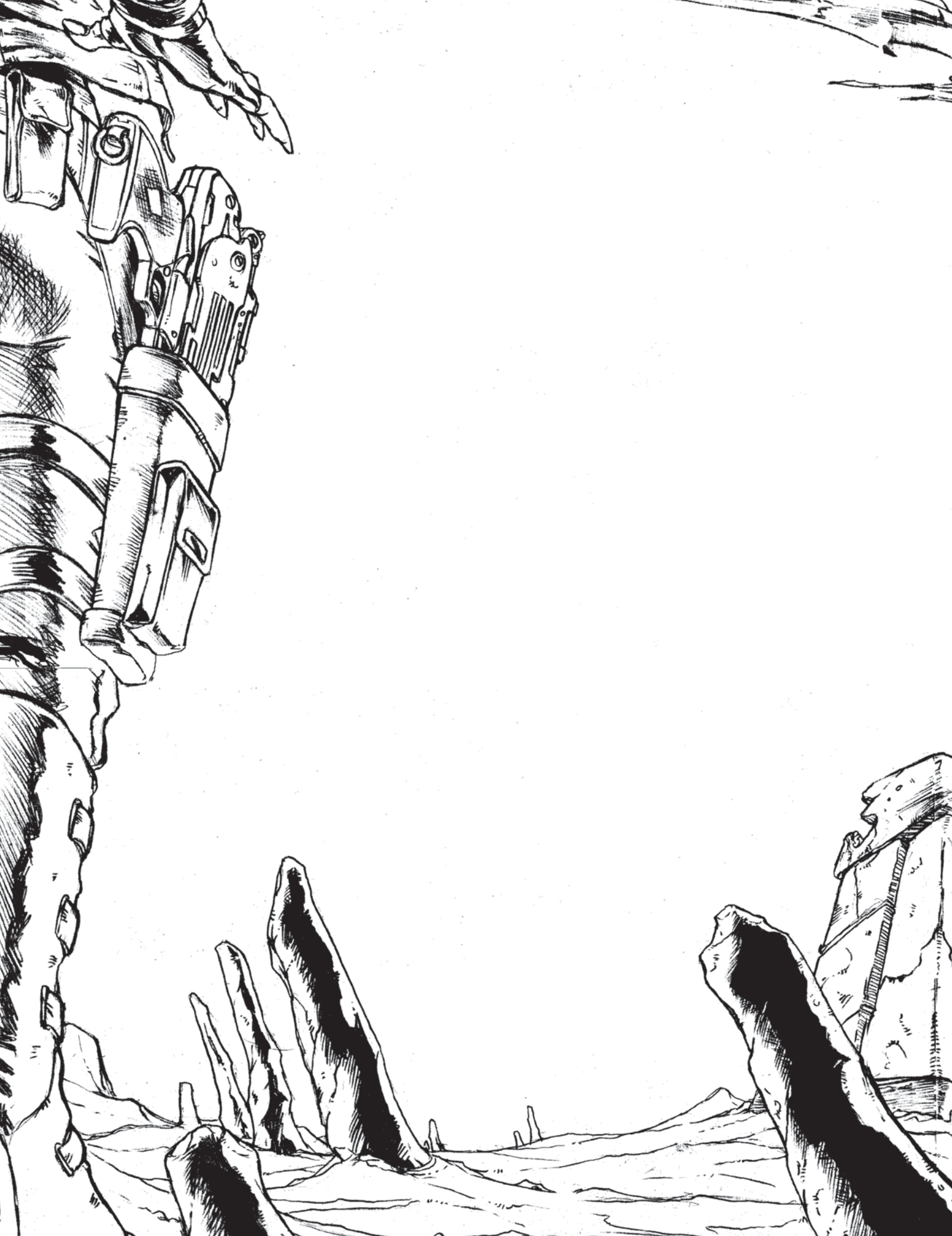
The heroes need two things in order to reverse the ritual: the blood of a Reckoner and one of the scrolls used in the original ritual. Both of these can be obtained at any of the Reckoners' lairs. Don't worry if the heroes don't take some Reckoner blood as a souvenir; they can always go back and get some. The unnatural nature of a Reckoner's corpse means that they don't rot quickly. Scavengers and even bacteria stay away.

There are a few ways the posse can discover what they need. If the heroes find a scroll while searching a Reckoner lair, a *academia: occult* (Knowledge: arcana) roll against a TN of 15 (DC 25) deciphers enough of the arcane script to reveal Vanessa's true nature and how to change it. Guardians in the posse may receive a vision from Banshee. If neither of these options work, King's investigation discovers the truth and he shares with the posse just before his death.

Reversing the ritual requires the heroes to be in Bazelus' presence. The hero performing the ritual must inscribe a protective circle with the blood (this takes two actions) and stand inside it. Bazelus cannot cross the circle, but he can shoot across it. He must then read the scroll. This takes 4 combat rounds. Once the hero begins reading, Bazelus cannot move farther than 100 feet from the reader. When the reading is complete Bazelus is cast out of Vanessa's body and forced back to the Hunting Grounds. Once Vanessa is freed, the posse gains a powerful ally. She uses her considerable power at HI to aid the heroes in their fight against the Reckoners.

## The Great Escape

All of the above presupposes that Bazelus turns on the Reckoners. If you decide that Bazelus is not confident enough in the heroes to do this, things play out differently. The demon remains a loyal ally of the Horsemen and gets the Tunnel generators back on-line. In this case, the story ends with the Reckoners making a desperate dash back through the Tunnel to Earth. This is what they are planning for. See Chapter Four for more details.







# Chapter Two: Best Laid Plans

Of course, Bazelus is not the only one with big plans for Banshee. There is a whole host of people (and other things) waiting in line to take control of the planet. This chapter looks at what all the other megalomaniacs in the Faraway system are up to. The Reckoners' plans are detailed in the next chapter.

The many plans detailed here are not set to any strict time line. Feel free to alter the plans and the order in which they occur to fit your campaign and the interests of your players. Some schemes may never happen due to preemptive actions by the heroes.

## Banshee

Banshee itself is not just sitting back and waiting to be conquered. The planet is ailing and becomes sicker as its enemies' plans advance. Despite this, Banshee does what she can to aid her defenders. True heroes that die in defense of the planet are raised as guardians. Heroes who die in direct battle against the Reckoners may draw three extra cards when checking to see if they return from the grave. Banshee may also aid the heroes with information in the

form of visions. These visions should be cryptic in nature and require the players to do some thinking to figure them out. These visions come to guardians and anouk shamans in the group. If the posse doesn't contain either of these character types, they may be contacted by a shaman who has received a vision.

Banshee isn't omniscient and generally only knows things that have some spiritual component. For instance, Banshee knows the location of the Reckoners at all times and senses the presence of Bazelus on Tunnel Station, but she has no clue about Warfield's plans for Operation Typhoon. Because



of the planet's spiritual connection with the anouks, she has a general idea of things that affect them. She knows which clans have been corrupted by the Reckoners and of any major events that affect anouk clans. She also has access to the knowledge of anouk shamans.

Exactly what Banshee knows and what she shares with the posse is up to you, Marshal. You should use the planet as a way of keeping the party progressing forward whenever they seem to have hit a dead end—or are just being obtuse. You shouldn't allow the players to become dependent on this aid, though. If they stop looking for clues and just wait for their next vision, make sure it doesn't come. The posse members aren't the only heroes that Banshee is aiding and her attention is sometimes elsewhere. The planet is also in a lot of pain from the growing ghost rock infestation and sometimes withdraws into itself to marshal its power and gain the energy it needs to continue its struggle against the Reckoners.

## Extra Power

Banshee does what it can to aid the heroes when in combat against the Reckoners. Whenever the posse is actually in direct combat with a Reckoner, the planet empowers them with a surge of energy. Anouk shamans have unlimited Strain to draw on for their favors. Anouk warriors have their weapons and armor fully charged at no cost. Guardians have each of their Attribute die types increased by one step (+2 to all Abilities).

This spiritual connection to the planet doesn't come without a cost. Whenever the planet suffers serious harm—one of the Reckoners' major plans is completed, an anouk clan is wiped out, the last tree of a forest is cut down, etc.—the heroes feel it. Anouk shamans and warriors have their Strain halved for 24 hours. Guardians lose the use of their special powers for the same period (although their innate guardian powers like increased size remain in effect). When these things happen is up to you. The pain of the planet is a good way to give the players a sense of urgency and let them know that without their help, Banshee is going to die—sooner rather than later.

Warfield's rearmament plans are proceeding nicely. All of the Fleet's primary warships have been patched up and construction has begun on a number of light scout and corvette class ships to give the armada extended scouting ability. OK's plan to create some unit cohesion among the disparate UN troops by forcing them to work together in Base Prime's factories has also met with success. Although there is still some mistrust among the contingents from different countries, Warfield is confident that he can now take them into combat without having to worry that his troops are going to start shooting each other.

## UNS Behemoth

The pride and joy of Warfield's building program is the *UNS Behemoth*. This massive vessel is the only capital class ship being built in the EXFOR shipyards. The materials needed to build it are putting a strain on the Fleet's tenuous supply lines to the Belt and Banshee, but Warfield believes that the payoff once the ship is completed will be worth it.

The *Behemoth* isn't intended for ship-to-ship combat (although it does have enough weaponry to defend itself). Instead, it is a massive troop transport/orbital bombardment combo. It has enormous cargo holds that can transport most of the EXFOR ground troops and their equipment. The sides and bottom of the ship mount rows of gargantuan mass drivers capable of hurling massive blocks of depleted uranium at high speeds. These mass drivers also double as troop launchers. Instead of uranium slugs they can also fire unpowered reentry vehicles containing troops and equipment. Once completed, this ship will give the Fleet the ability to launch lightning strikes anywhere on Banshee.

Warfield isn't stupid (he's seen *Star Wars*). He's not about to put all of his eggs in one basket. The cargo holds of the *Behemoth* will be filled primarily with ammunition for the mass drivers and reentry vehicles. Troops will be shuttled over to the ship for deployment as needed. The *Behemoth* also will not travel anywhere without a heavy escort—usually including the *UNS Foster*.

The construction of the *Behemoth* is nearly complete, but much work remains to be done as far as constructing sufficient ammunition and reentry vehicles to make it ready for deployment. Warfield has run into a snag there that has him as mad as if his steward piddled in his oatmeal.

## Running Dry

The construction of the *Behemoth* has used up EXFOR's supplies of strategic metals like titanium, uranium, steel, and so on. All of these metals are readily available in the Belt, but none of the miners there want to extract them—there's too much money to be made in mining ghost rock. There are some operations mining these less valuable minerals, but almost all of them already have contracts to supply HI, Orbit Forge, and SHL.

Warfield has tried to encourage the mining of these materials by offering to pay well above market price. This has met with limited success, but EXFOR can't pay these prices for long. The Fleet is paying out more ghost rock for strategic metals than it is taking in with protection fees.

Miners are an independent bunch and they resent having to pay a tax to the Fleet. Some have stopped paying it and are willing to take their chances eluding both pirates and EXFOR patrols. Others have simply moved away from the rich veins near Goliath's Belt and set up shop in less patrolled areas of the Belt. Still others have staged a "tax revolt" and are now paying their protection money to the pirates in the Belt. The net result of this is that the Fleet's income has dropped sharply over the past year. The Fleet has also lost a number of its armed freighters to the increasingly well-equipped pirates.

Warfield plans to apply the same solution to this problem he uses for most others: martial law. See Operation David on the following page for all the nasty details of this plan.

## The Enemy Within

Although Warfield has been cautious about allowing HI components to be built into his ships, he has no idea about the true nature of nano-tech. However, the construction of the *Behemoth* without a properly equipped orbital shipyard would be impossible without it. The two mutes he recruited have been instrumental in building the massive vessel. A few small Fleet ships that were badly damaged fighting pirates, as well as a good number of impounded mining ships, have been cannibalized to provide building materials for the massive ship. Warfield is inadvertently giving control of one of his most powerful ships to Bazelus. This may be disastrous once Operation Typhoon starts.

## Operation David

Although mining occurs throughout the Belt, the vast majority of it takes place near Goliath's Belt. This is due to the rich ghost rock deposits in this portion of the asteroid field and the presence of the station itself. The station serves as a convenient place for miners to resupply and sell their ore without having to travel back to Banshee. Freighters regularly shuttle between the station and Banshee bringing supplies and leaving filled with ore.

Operation David is Warfield's answer to his resource/money crunch. He intends to declare all of the Belt under martial law. The key to enforcing this decree is the capture of Goliath's Belt. This operation will be the first time since EXFOR evacuated Banshee that the majority of the fleet has left Base Prime on a joint operation.

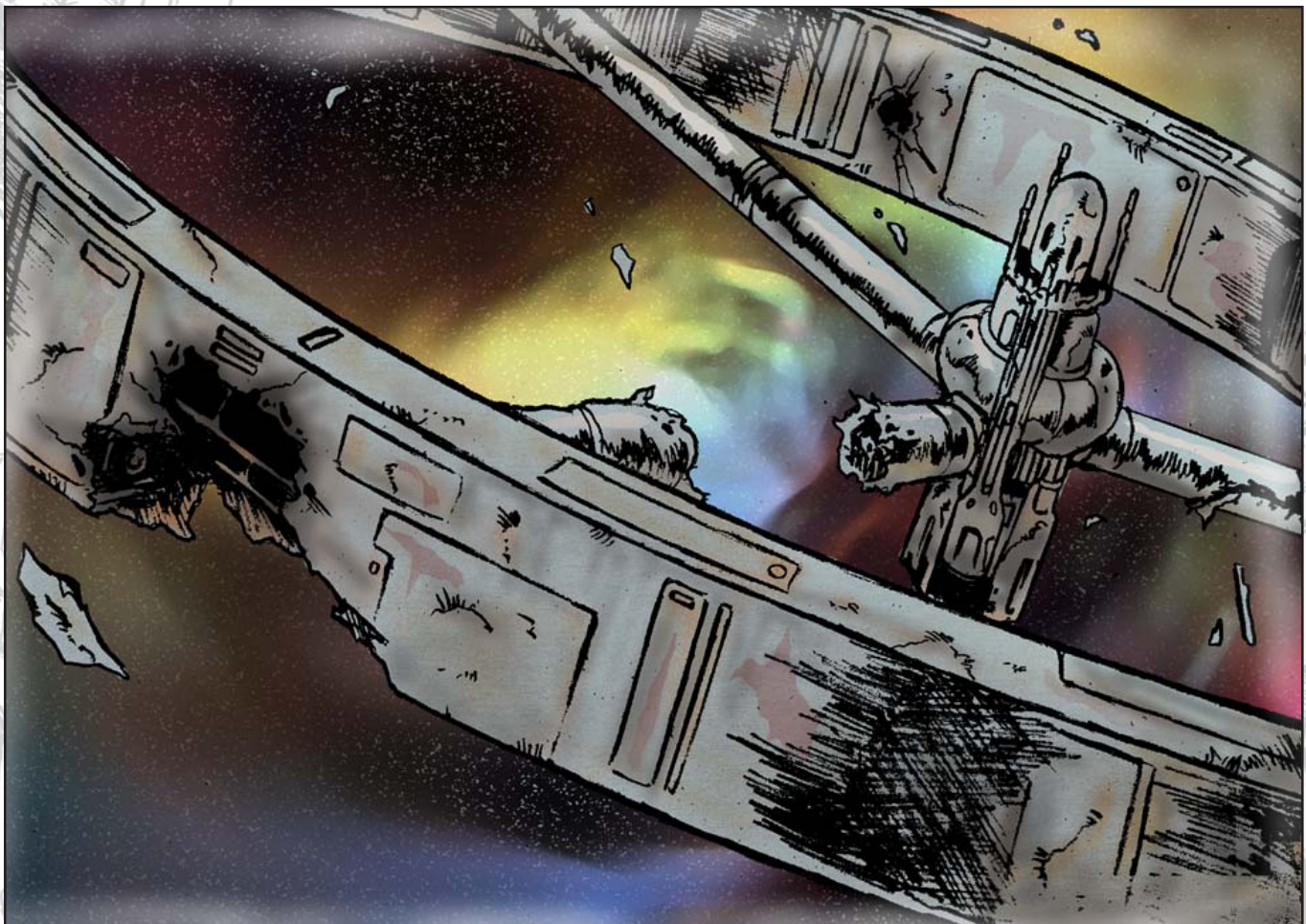
The plan calls for the fleet's patrol vessels to leave Base Prime as if starting routine patrols. Instead of following their regular patrol routes, they will instead form a large ring around Goliath's Belt and wait for the arrival of the main fleet. This group will be

made up of most of the Fleet's large combat vessels. Even though it is not yet fully operational (cue Imperial March), the *Behemoth* will be part of this formation. The main fleet is timing its arrival to coincide with that of one of the regular supply convoys that visit the station.

Once the main fleet arrives, the patrol ships tighten their ring around the station, herding all mining ships they encounter toward the station. Those that try to flee are fired upon until disabled. After the station has been taken, the patrol ships return to board and capture the crippled ships.

As the net closes, an electronic warfare ship in the main fleet blinds the station's sensors. An ultimatum is issued to the station. It must power down its weapons and prepare to be boarded or it will be destroyed. The station calls EXFOR's bluff and refuses to surrender.

Warfield has no intention of destroying the station—that's why the *Behemoth* is there. When the station refuses to surrender, the *Behemoth* uses its mass drivers to launch a rapid fire volley of assault pods. One in three of these pods contains a Wolverine in full assault armor. Most of the other pods are



merely decoys to overload the station's defenses. Some contain robotic assault guns to add to the Wolverines' firepower.

The Wolverine's pods latch onto the station and they cut their way inside. Anyone who resists (or looks like they might be thinking about it) is cut down. Once the Wolverines have secured a few airlocks Green Dragons filled with assault troops move in and unload. The troops move swiftly through the station and secure it, despite resistance from many of the miners and security personnel. Particularly stubborn sections of the station are breached and allowed to decompress.

After the station is secured, all the ships swept up by the patrol vessels are impounded. Small garrisons of UN troops are placed on each ship and the captured miners are forced to go into the Belt and mine the minerals needed to complete Warfield's preparations for Operation Typhoon. A large garrison remains behind on the station.

## Derailing David

At least that's how it's supposed to go. If the posse isn't there to throw a wrench in the works, the attack unfolds just as it has been described (unless you decide otherwise). If the heroes are on the station when the attack occurs, they might be able to throw Warfield a curve ball.

There are way too many Fleet ships present to have any chance of fighting back in space (unless one of the heroes happens to have a space armada in his back pocket). Likewise, the jamming from the Fleet makes it nearly impossible for the station's defenses to make much of a dent in the initial assault wave. In addition, small patrol vessels move in and selectively target any batteries that engage the assault pods. However, some success here can slow the attackers down.

## Don't Get Cocky!

There are two ways that the heroes can make a difference. First, they can man a laser battery and engage the attackers. The lasers are in turrets that each hold twin-mounted 40mm lasers (see the *Lost Colony* book for stats). Due to the jamming, the lasers must be targeted manually. This imposes a -4 penalty to hit. Targeting one of the small pods imposes an additional -2 penalty to hit. The Green Dragons are making a fast assault approach and executing random evasive maneuvers. This slaps a -4 penalty on any attacks against them.

Stats for the Green Dragons can be found in the *Lost Colony* book. The pods an AV of 6 and a Durability of 30/6 (AC 16, Hardness 5, Hit Points 25). Only one in three of the pods contains a Wolverine or assault gun (roll 1d6, on a 5 or 6 the selected pod contains some sort of troop).

If the heroes engage the pods, they have 10 combat rounds once the pods move inside visual targeting range to cause as much damage as possible. The pods touch down after that. Five minutes after the pods land, the Green Dragons begin to move in. If the heroes are still at their guns, they have 12 rounds to work over the transports.

Keep track of the number of troop-carrying pods and Green Dragons the heroes manage to destroy. Award 2 points for each pod destroyed and 10 points for each Green Dragon. These come into play during the next phase of the defense.

Once the heroes open fire they are engaged by counter-battery fire from the fleet. Each firing battery is engaged by 1d6 lasers each round. Treat these as 40mm lasers (Warfield forbids the use of heavier weapons due to the station's decrepitude). Each laser turret has an AV of 6 and a Durability of 100/20 (AC 16, Hardness 5, Hit Points 90). The Fleet gunners have an effective *shootin'* aptitude of 4d10 (AB +6). If a shot knocks out the turret, any excess damage is applied to the hero in the gunner's seat. It also opens the turret to space, so the hero had better be suited up.

## Two Minutes to Reach Minimum Safe Distance...

While the heroes are busy plugging away at the assault waves, or perhaps while they are desperately trying to reach their ship, a voice comes over the station's PA system and announces, "All hands, abandon station. Repeat. All hands, abandon station."

As the heroes head for the exit they may have random encounters with Wolverines or UN assault troops (UN Marines in armored spacesuits) at your discretion. At some point a station security officer spots them and says, "Come with me, we need your help." If the heroes want to know what they are being drafted for, the officer replies, "We're going to overload the core and keep the UNdies from getting the station." If the posse follows, the officer leads them toward the center of the station and its fusion reactor.

The posse arrives at the reactor to find some more security officers already there. They are busy pushing buttons and twisting dials to set the reactor to detonate in 10 minutes. A few are attaching explosives to the control panels to prevent the UN forces from quickly shutting the reactor down.

The reactor is located in the station's hub. There are three entrances to the reactor room, but one of these is not used anymore because the station arm connecting it to the outer ring was cut by an asteroid a few years back (see the picture on the preceding page). The security officer asks the heroes to guard the entrances while his team finishes sabotaging the reactor.

The posse needs to hold out in the reactor room for 20 combat rounds (approximately two minutes). This time is reduced by 1 round for every 5 points the heroes racked up in the shooting gallery portion of the defense; the casualties they caused slowed down the attack enough to buy them some extra time. Exactly what you throw at the group is up to you. It can be any combination of Wolverines, assault guns, and UN Marines. If things get really hairy, the security officers (give them the same stats as the UN Marines) can pause from their sabotage to help out. They are armed with M-10 rifles and a brace of frag grenades each. If you want to surprise the heroes, have some Wolverines take a space walk and come in the unused entrance.

Just to make things really interesting, the station's artificial gravity system goes off-line with 5 rounds left. The posse is left floating in zero-G.

As soon as the sabotage is complete the officer thanks the heroes for their help. Then he says, "Let's get the hell out of here. We've got 10 minutes before this place goes up."

All that's left now is for the heroes to fight their way out of the engine room and

make it to their ship. Along the way they may encounter more UN troops or encounter hazards like burning debris, jammed doors, etc. The artificial gravity may also cut on and off at inopportune moments. It all depends on how sadistic you are.

## Assault Guns

The assault guns are basically powered tripods with limited AIs that allow them to roam the battlefield and engage targets on their own. They have the following stats:

**Deadlands—Armor:** 3, **Durability:** 15/3, **Weapon:** M-260 with 200 rounds of ammo. **Shootin':** 4d8.

**D20—AC:** 14, **Hardness:** 3, **Hit Points:** 20, **Attack Bonus:** +4.

## Getting Out of Dodge

Once the heroes get clear of the station they find their ship floating in a small armada of mining ships, freighters, and prospecting vessels. A continuously looping message is being broadcast on the regular hailing frequency. "All civilian ships, hold position. Any vessel attempting to flee will be fired upon."

The reactor blows not long after the posse's ship leaves the station. The blast rips Goliath's Belt apart and hurls debris in all directions. The heroes' ship is peppered with small pieces, but doesn't suffer any significant damage. The EMP from the blast, combined with the clutter from the exploding station momentarily blind the UN ships' sensors. If the posse is going to escape, it's now or never. If this doesn't occur to the players, mention to them that they see the ships around them bugging out and heading for the asteroid belt. A few ships are hit by fire from the fleet, but most of them make it safely into the asteroids.

## Aftermath

If the heroes aren't there to rain on Warfield's parade, the attack on Goliath's Belt goes down as described earlier. Warfield's troops get a good haul; nearly one-third of the system's mining ships are snapped up in his net. Warfield uses Goliath's Belt as the center of operations for his shanghaied mining fleet. Even though the captured miners work slowly, there are enough of them that the Fleet's resource needs are met and the final work on the *Behemoth* and her escorts can be finished.

The loss of Goliath's Belt has a number of repercussions back on Banshee. Businesses that depended on ghost rock and other minerals from the Belt suffer shortages and



production slowdowns. There are widespread shortages of basic consumer goods across the planet.

## Independence Day

More importantly, the unprovoked attack sparks widespread resistance to the UN forces. Leaders of the major settlements on Banshee gather in Temptation. After some heated debate, they issue a statement condemning the attack and stating that UN forces no longer have any jurisdiction over Banshee. The leaders also begin drawing up documents to establish a new colonial government.

The Colonial Rangers sever all ties with EXFOR. Lasseter sends a message to Warfield informing him that the Rangers have placed themselves at the disposal of the new government and no longer consider themselves subject to UN military authority. Dave Ross and Debbi Dallas agree with this stance, but they worry the new fledgling government does not have the power to back up its brave stance.

Not everyone is happy about this declaration of independence. Some of these people object out of loyalty to the UN, but most simply fear what UN reprisals may cost the colony. The Rangers are busy breaking up fights between UN loyalists/appeasers and supporters of colonial independence. Unless they can keep a lid on the violence a very real chance of civil war exists.

## BODF

One of the new government's first acts is to call for the establishment of the Banshee Orbital Defense Force. A surprising number of colonists offer ships to aid in this endeavor. SHL offers to refit ships lacking weapons free of charge. Despite this enthusiasm, the BODF is still a rag-tag fleet that stands little chance in a stand-up battle against EXFOR.

A controversial move by the government is to offer a blanket amnesty to all pirates who agree to serve in the BODF. Only a few crews take this offer—pirates aren't interested in the spit and polish of military life. Many however, accept letters of marque from the Banshee government. Under the terms of these letters, the government agrees to pay the pirates a fair price for any captured ships and a 1000 credit bounty for every miner rescued from "UN slavery." These privateers prove to be a very big thorn in Warfield's side. Some of the resources earmarked for new construction must be diverted to patching up ships that have tangled with pirates.

## Doh!

Warfield expected the colonists to be unhappy about his action, but he did not expect such an extreme reaction. He does not let it concern him, however. He expected to have to break some skulls when the Fleet returned to Banshee. He knew that after a few years of relative independence the colonists would not be happy to see him return.

What does concern him is the privateers harassing his ships. In response to these attacks, he keeps the majority of his conscripted mining ships within a tightly patrolled area centered on Goliath Station. This prevents him from mining a few particularly rich mineral deposits, but it keeps his shipping losses to a minimum while he rebuilds his strength.

## Gumming Up the Works

If the heroes assisted in destroying Goliath's Belt, Warfield has bigger problems. Without a central collection point for the mining operations, Warfield's freighters have to make more frequent trips between Base Prime and the Belt. His patrol ships must also make the trip when they need to reprovision or freighters need to be sent to their positions. The net effect of this is that the UN forces are spread thin escorting freighters back and forth and patrolling the Belt. This makes them more vulnerable to privateer attacks. Warfield's shipping losses are much greater and the BODF is strengthened with an influx of captured ships—although it is still woefully understrength in comparison to the Fleet forces.

Some of the Goliath Belt security personnel escape the station's destruction and spread tales of the heroes' role. This results in some minor fame back on Banshee. The new government votes to award the heroes letters of commendation.

All this fuss also brings the group to Warfield's attention. He issues a 1000 credit per character bounty on the heroes—dead or alive. Any Rangers in the group are court-martialed in absentia and sentenced to death for treason. Warfield has bigger fish to fry at the moment, but if the posse continues to make itself a nuisance to UN Forces they may receive a visit from Captain Norton and his merry band of psychopaths.

## Legion of Steel

Warfield has also received some good news from his scientists working on rebuilding the Syker Legion. They have had a breakthrough in force-growing clones to maturity. By treating the growing clones with a powerful cocktail of cancer-fighting drugs they are able to prevent the brain tumors that plagued their earlier attempts. Although these new clones have fully-functioning brains, the rest of their bodies are not quite so functional. They have stunted torsos and their limbs are grotesquely malformed.

This hasn't stopped the scientists from declaring the program a "success." Their solution to the problem is simple. They lop off the malformed limbs and cram the torso and head inside an artificial body. The helmet portion of the body is made of a special ghost steel alloy that allows the sykers' powers to pass through.

Since the clones are force-grown in a vat, they emerge without any personality or skills. These are provided via a strict regimen of hypno-training. The end products are never going to be the life of the party, but they are fully functional sykers. As an added perk, they are also unquestioningly loyal to EXFOR and Warfield personally. Warfield intends to deploy them for the first time during Operation Typhoon.

Note that since all powers are force-learned, Steel Legionnaires do not have a specialty like normal sykers.

### Deadlands Profile: Steel Legionnaire

**Corporeal:** D:3d8, N:3d8, S:3d12+2, Q:3d8, V:2d8  
Climbin' 3d8, fightin': brawlin' 4d8, shootin':  
pistol, rifle, SMG 4d8, sneak 4d8

**Mental:** C:3d8, K:3d8, M:2d4, Sm:3d8, Sp:4d12  
Academia: occult 4d8, guts 3d12, language:  
English 4d8, scrutinize 4d8, search 4d8

**Edges:** Arcane background: syker, over-kill,  
steel trap mind 5

**Hindrances:** Loyal

**Strain:** 13

**Powers:** Arson, brain blast, brain slammer,  
mental armor, negator, paralyzer, predator,  
silence, slow burn

**Wind:** 18

**Pace:** 12

**Size:** 7

**Special Abilities:**

**Armored Body:** The Steel Legionnaires' bodies are a modified form of Wolverine armor. The body has an AV of 7, and a *Strength* of 3d12+2. It also has an integral radio that can be activated mentally as a free action. The body can operate 48 hours on a full charge. Once this charge runs out, the body shuts down. It can maintain basic life support functions for an additional 72 hours while in standby mode.

**Claws:** The Legionnaire's body is also equipped a pair of retractable ghost steel claws. These do STR+4 damage with an AP of 2.

**Gear:** M-10 assault rifle, 100 rounds of 7.62mm, 4 frag grenades.

### D20 Profile: Steel Legionnaire

**Steel Legionnaire:** CR 6: Medium-size Human; Class: Syk 5, hp 34; Init +2; Spd 10 yds; AC 19 (+2 Dex, +7 armor); Atk Claws +8, Ranged +5; AL N; SV Fort +4 Ref +4 Will +6; Str 20, Dex 14, Con 14, Int 14, Wis 12, Cha 10. Skills and Feats: Blastin' +9, Climb +12, Hide +9, Listen +8, Move Silently +8, Search +9, Spot +8; Automatic Weapons Proficiency, Firearms Proficiency, Point Blank Shot, Rapid Shot, Simple Weapons Proficiency  
**Special Qualities:**

**Armored Body:** A Legionnaire's armored body adds +7 to AC and gives the syker a Strength of 20.

**Claws:** The Legionnaire's retractable claws do 1d8 damage and negate 5 points of the target's hardness.

**Syker Powers:** Arson, brain blast, brain slammer, mental armor, negator, paralyzer, predator, silence, slow burn

**Possessions:** See above.

## Kid Power

Now that Warfield's scientists have given him a unit of full-blown combat sykers, he no longer has to wait for the kiddie sykers he snatched from Banshee to mature. Instead, he has decided to train them as infiltrator sykers and deploy them to the planet to gather information for him. After all, who's going to consider a 10-year-old a threat?

Warfield's junior sykers have all undergone intensive hypno-training to get their syker skills up to par and instill unwavering loyalty to the UN. They have also received basic training in spycraft, weapons, and disguise.



Unlike the Steel Legionnaire's who popped out of vat as a blank slate, Warfield's young sykers still retain some semblance of their former self. They have been effectively mind wiped, but certain events or situations may trigger flashbacks to their former lives. A skilled syker may also be able to penetrate the brainwashing used on them and restore them to normal. This is not something that can be done overnight. It could take weeks or even months of careful therapy to accomplish this.

Warfield intends to insert the young sykers in the major settlements on Banshee. Their mission is to work their way into the good graces of the settlements' leaders and learn as much as they can about the plans of the new colonial government. Each syker is equipped with a powerful tight-beam satellite telephone. Any information they gather is beamed to a com satellite in orbit and then retrieved by a freighter manned by UN intelligence.

### Deadlands Profile: Junior Syker

**Corporeal:** D:3d8, N:3d8, S:3d6, Q:3d8, V:2d8  
 Climbin' 3d8, fightin' brawlin', garrote 3d8,  
 shootin': pistol, rifle, SMG 3d8, sneak 5d8  
**Mental:** C:3d8, K:3d6, M:2d6, Sm:3d8, Sp:3d8  
 Academia: occult 3d6, guts 2d8, language:  
 English 3d6, scrutinize 3d8, search 3d8  
**Edges:** Arcane background: syker, steel trap  
 mind 5  
**Hindrances:** Kid, loyal  
**Strain:** 13  
**Powers:** Brain blast, chameleon, flesh knit,  
 manipulator, mind reader, silence,  
 skinwalker, sleepy-bye  
**Wind:** 16  
**Pace:** 8  
**Size:** 5  
**Special Abilities:**  
 None  
**Gear:** Satellite telephone, silenced M-92, 50  
 rounds subsonic 9mm ammo (-2 damage)

### D20 Profile: Junior Syker

**Steel Legionnaire:** CR 3: Medium-size  
 Human; Class: Syk 3, hp 16; Init +6 (+2 Dex,  
 +4 Improved Initiative; Spd 10 yds; AC 12 (+2  
 Dex); Atk Melee +2, Ranged +4; AL N; SV  
 Fort +2 Ref +3 Will +5; Str 10, Dex 14, Con 12,  
 Int 10, Wis 12, Cha 12.  
 Skills and Feats: Blasting +5, Climb +5, Hide +5,  
 Listen +5, Move Silently +5, Search +3, Spot  
 +4; Firearms Proficiency, Improved Initiative,  
 Point Blank Shot, Rapid Shot, Simple  
 Weapons Proficiency

#### Special Qualities:

Syker Powers: Brain blast, chameleon, flesh knit, manipulator, mind reader, silence, skinwalker, sleepy-bye

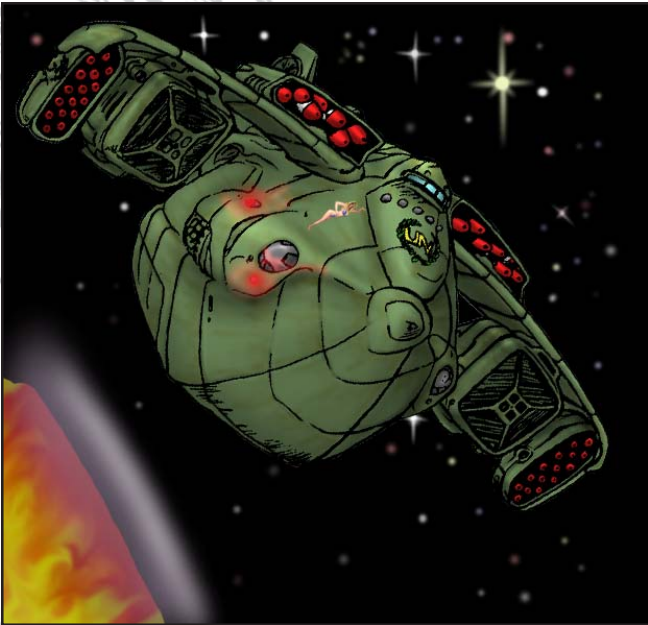
Possessions: See above.

## Operation Typhoon

Operation Typhoon is Warfield's plan to bring Banshee under complete UN control once and for all. He has to alter the plan some from its original incarnation after the completion of Operation David. He didn't count on the Banshee colonists actually coming together to form an organized resistance. He had planned only on having to undertake limited operations against scattered pockets of ineffective colonial resistance.

Despite the change in plans, Warfield is confident of victory. He has both numbers and quality on his side—and his own tactical and strategic brilliance, of course. OK looks forward to being the absolute ruler of the Faraway system.





Exactly when Warfield launches this operation is up to you. Of course, if the heroes helped destroy Goliath's Belt, the operation takes place later rather than sooner. The thing to consider about the timing of this operation is that there is a great potential for destruction once Typhoon is underway and the campaign world may be changed drastically. For this reason, it is better that this operation begin near the end of the posse's quest to destroy the Reckoners.

Let's look first at the way the operation is planned and the way it plays out without any outside interference. Then we'll take a look at the ways in which the posse and others can influence events.

## Phase 1: Space Superiority

The first step in conquering Banshee is controlling the space around it. The bulk of the fleet, including both the *Foster* and the *Behemoth*, moves to Banshee. A small contingent of patrol vessels is left behind to guard Goliath's Belt (if it still exists) and Base Prime.

The UN forces are met by the ships of the BODF. The light ships and converted freighters of the colonial forces are simply no match for the warships and highly trained crews of the Fleet. The BODF is soundly defeated and the surviving ships scatter. Some flee to Banshee's surface, others head for facilities in the Belt and elsewhere.

UN casualties are light. Some fighters and a few scouts are destroyed, but none of the Fleet's capital ships are seriously damaged. The *Foster* suffers moderate damage from a suicide attack but remains operational.

## Phase 2: Orbital Conquest

After defeating the colonial fleet, UN forces surround Banshee and establish a blockade. A few ships manage to slip past the EXFOR ships and get inside the blockade, but it is nearly impossible for any ships to get out. The UN ships can easily spot any ship launching from the planet's surface and vector units to intercept them.

The one exception to all of this is the HI fleet. Before launching Typhoon, Warfield negotiated a nonaggression pact with Vanessa. Under this agreement the HI fleet promises not to interfere with the UN operations around Banshee. In return, Warfield promised not to target HI ships or facilities and to allow HI ships free passage throughout the system.

The blockade has only a minimal effect on conditions on Banshee. There are some shortages, but after months of resource shortfalls caused by the reduction in production from the Belt many mines on the planet's surface have stepped up their production.

The next step in conquering the planet is securing the host of facilities in orbit around it. Some surrender voluntarily to the UN forces, but a number of the larger stations decide to fight. Warfield's intention is to rule the colony, not exterminate it, so taking these stations while avoiding large scale loss of life takes over a month. The SHL and Orbit Forge facilities in particular offer stubborn resistance.

## Phase 3: Demonstration

The Fleet now has complete control of both near and orbital space around Banshee. Warfield wants to take the planet with as little fighting between UN and colonial ground forces as possible. To accomplish this, he hopes to overawe the colonists with a demonstration of the *Behemoth's* power and get them to surrender without firing a shot.

While the *Behemoth* moves into firing position, electronic warfare ships in the fleet begin transmitting on the most common communications frequencies. Cameras on these ships track the monster transport and beam the images to the planet. The *Behemoth* targets an anouk settlement well north of Temptation and fires a salvo of uranium slugs

from its mass drivers. The cameras track the slugs on their way to the planet and record the devastation they cause—each one impacts with the energy of a small nuclear warhead. The anouk settlement is utterly destroyed. All that remains is a collection of smoking craters. The impact of the weapons and the plume of debris they eject into the atmosphere can be felt and seen in Temptation.

The pictures of the bombardment are followed by a simple ultimatum from Warfield: The Banshee colonists can either surrender or suffer a similar fate.

The colonial government meets to discuss this turn of events. There is widespread sentiment among the population that the colony should surrender. However, some persuasive speeches by Debbi Dallas and Lasseter (who escaped to the planet's surface to avoid capture in orbit) steady a lot of nerves. They point out that while Warfield may be a ruthless bastard, he gains nothing by bombarding the colony.

Despite this, a number of smaller settlements decide to withdraw from the government. They are concerned that while Warfield may not destroy Temptation or Seaside, he may use one of the less significant settlements to show he means business.

Warfield is disappointed by the colony's refusal to surrender, but he is not particularly surprised by it. He dispatches UN troops to secure and garrison all of the settlements that defected from the colonial government.

### Phase 4: Anouk Pacification

Before he can deal with the "rebels," as he refers to them, Warfield must first make sure that the central portion of the colony is safe from anouk incursions. Although he now has a new Legion, Warfield simply doesn't have enough sykers to deal with a large scale anouk attack backed by skinnies.

OK's solution to this is simple. He uses a combination of orbital reconnaissance, ground patrols, and intel from the captured settlements to pinpoint the location of every anouk clan on One south of the Cold. The *Behemoth* then goes to work and bombards every known or suspected location. Fleet Marines are dropped in to each target to make sure there are no survivors.

The target list includes Castle Rock and Martool's clan. Special iridium-capped slugs are used against this target to ensure that the projectiles penetrate deep into the tunnels and caverns below the Castle. By calling on Banshee's power, Martool is able to keep a

small portion of her clan alive in the deepest caverns. They dig their way out after the UN Marines leave the site and make their way to Temptation. The strain of protecting her people was too much for Martool and she dies in Debbi's arms. Her remaining warriors ally with the Rangers to fight the UN.

The only anouk clans on One that are spared bombardment are those living in the blighted area of the Toxic Jungle (see page 75). Warfield is concerned that a bombardment there might launch spores from the fungal infection there into the atmosphere and cause it to spread to other portions of the planet.

The prolonged UN bombardment flings so much debris into the atmosphere that for over a week after its conclusion high noon is no brighter than twilight. The average daytime temperature drops 5°. Torrential rainstorms lash the Fertile Crescent area, ruining crops and swelling the rivers. Entire crops of algae are swept from their holding pens and out to sea.

### Phase 5: Colonial Pacification

Once Warfield is confident he does not have to worry about interference from the anouks, he gives the order for the final push. Spearheaded by the Wolverines, UN troops land near the major settlements and attack. Despite a valiant defense and aid from Nicolai and the Reapers (that's right, more on this in a minute), the colonists are crushed. Small groups manage to escape into the wilderness and wage a guerilla war alongside anouk allies.

After Temptation and Seaside are captured, it's just a matter of mopping up. Fleet Marines supported by fighters and aerial reconnaissance hunt down and eliminate all remaining rebel groups and anouk clans on One. Dave Ross and Debbi Dallas are executed as traitors.

### Phase 6: Miller Time

Warfield heads down to the Last Stand Saloon and has a frothy, cold, adult beverage. Back when EXFOR was first dispatched to Faraway, Warfield advocated massive orbital bombardment as a way of dealing with the anouks. He was overruled by his superiors. The success of Operation Typhoon is more than victory—it's personal vindication.

# Calming the Storm

It looks like Warfield has his final victory completely mapped out. What could possibly go wrong? Well, quite a bit, actually. Let's take a look at how the heroes can rain on his victory parade.

## The HI Fleet

The HI suits agree to remain neutral during Warfield's attack on Banshee because there is simply no profit in going to war. While fighting the Fleet might earn HI points with the colonists, it also means the loss of expensive ships and the disruption of ore supplies from the Belt. HI is not that worried about its public image. After the war ends, the surviving colonists are going to need the company's products—and there is nowhere else they can get them.

However, there is one person who has the influence to commit the HI fleet to war: Vanessa. Doing so will mean that she has to call in a lot of her markers and ultimately weakens her power at HI, but she has the mojo to do it.

There are two ways this may come about. If Bazelus is still in residence in Vanessa's skull, he commits the fleet if the posse has made good progress against the Reckoners and looks likely to continue the trend. In real terms, this means the heroes have managed to kill at least two Reckoners and are not filling beds in the ICU.

The reason Bazelus takes this risk under these circumstances is simple. The chaos, death, and fear caused by the assault on Banshee directly strengthens the Reckoners. Preventing or mitigating the war on the planet's surface weakens them—and makes them that much easier to kill.

The other scenario in which the HI fleet gets involved is if the heroes have managed to rescue Vanessa and banish Bazelus. Vanessa doesn't come to this decision on her own. The idea of ordering people to their deaths horrifies her and the thought of using Bazelus' collection of blackmail material is repugnant. Only if the heroes can convince Vanessa that using the fleet would save many more lives than it would cost, and that doing so hinders the Reckoners' plans, does she agree to use her influence to mobilize the ships.

## Battle Royale

The HI fleet is powerful, but it is still no match for the UN armada. HI has a number of dedicated warships but none rival the firepower of the *Foster*. The remainder of the fleet is made up of heavily-armed freighters built to ward off pirate attacks.

Any space battle between the two factions results in defeat for HI. However, it is a Pyrrric victory for Warfield. Many of his scout and escort vessels are badly damaged or destroyed. His handful of capital ships, including the *Foster* and the *Behemoth* also suffer significant damage. The end result is that while the UN still controls the space surrounding Banshee, its control is no longer absolute. The Fleet's remaining escort vessels are stretched thin patrolling the Belt and escorting resupply convoys to the ships in orbit around the planet. More ships are lost to privateers and raids by HI ships. Skillful pilots are able to slip through the UN blockade and get important supplies to the colonists. All of this means that the tempo of Warfield's operations against targets on the surface of Banshee are slowed.

The HI ships that survive the battle retreat to Tunnel Station. Warfield is unwilling to attack the station directly for fear of further damaging the Tunnel—OK's only hope of reestablishing contact with Earth. The station is a thorn in his side. HI ships use it as a staging area for raids against UN convoys and fast shuttles from the station slip past the blockade to ferry HI Marines to the planet's surface.

HI Marines stationed on Banshee are given orders to aid the colonists in fighting against the UN forces. Casualties among the EXFOR troops skyrocket when faced with these well equipped and trained soldiers. If Bazelus is still around, he uses his ability to eavesdrop with nano-tech to learn the enemy's plans and set up murderous ambushes for UN troops.

In retaliation, Warfield orders the *Behemoth* to bombard remote HI facilities away from civilian targets. Lowered morale among UN troops and the use of the *Behemoth's* mass drivers against human targets causes some of Warfield's officers to rethink their allegiance. Some of these make contact with HI or the colonists and offer aid and information. These defectors can be instrumental in aiding the posse with any actions they take against the Fleet. Most of these officers draw the line at helping the heroes to kill their men, however. In a few isolated cases, entire UN units defect to the colonists' side while operating on the planet.

Another proverbial wrench the heroes can throw in the works is the International Gun project. This bit of resistance to the UN invaders is the brainchild of Rafael Santiago, a security officer with Orbit Forge.

Santiago is a retired U.S. Marine who came to Banshee looking for adventure. He took a job with Orbit Forge and was soon placed in charge of physical security for the company's mines on the planet's surface. Many of these mines are in remote locations and often raided by hostile anouks. Santiago is a veteran campaigner against the natives, but he holds them in high respect as warriors. When the *Behemoth* begins obliterating entire anouk villages from orbit, Santiago's dander gets up and he dredges up a bit of USMC history to put an end to it.

During the Boxer Rebellion in China, Western diplomats were trapped in Peking and besieged by rebel forces. French, Italian, British, and US troops fought side-by-side to protect them while waiting for a relief column to reach the city. While the troops were fortifying their positions, they unearthed an old cannon. The weapon was restored and pressed into service against

the besiegers. Due to the multinational composition of the defenders, they dubbed the cannon the "International Gun." This story gave Santiago an idea to strike back against the UN Fleet besieging Banshee.

## Mining Post #12

Mining Post #12 is located far to the north, just south of the Wind Tunnel Mountains. It is located over valuable deposits of irridium and vanadium. The unpredictable wind currents so close to the Wind Tunnels made shuttle operations in the area hazardous. After a number of shuttles were lost, Orbit Forge decided to build a mass driver at the site to hurl the ore into orbit where it could be safely retrieved by waiting freighters. The massive gun was bored into the southern foothills and operated safely for years until the miners were wiped out by an anouk raid. The deposits under the mine were nearly exhausted, so the decision was made not to reopen it. The mass driver was mothballed.



Santiago approaches the Rangers with the idea of using the mass driver as a weapon against the UN. The gun lobs its payloads south toward the equator. With a few modifications, it could be aimed directly at the orbit occupied by the *Behemoth*. The ore was normally launched inside aerodynamic containers that stabilized its flight and prevented the loss of ore due to atmospheric friction. If one of these containers was filled with loose ore and rigged to explode after it left Banshee's atmosphere, the effect would be that of an enormous shotgun shell. Santiago believes that by overloading the gun, it would be possible to fire a quick salvo of these containers, creating a debris cloud too large for the *Behemoth* to maneuver away from in time. The impact should destroy or cripple the ship.

Santiago's plan is approved and the posse is assigned (or hired) to assist him in getting the mass driver operational.

### Lurker Below

There are a few problems the heroes must overcome to accomplish this. The biggest one is tied to the fate of the miners at Post #12. They weren't killed by anouks, but by something much, much worse. The anouks were just the convenient fall guys because they were caught looting the place after the miners were already dead.

The miners dug a little too deep in their search for minerals and opened a passage into the buried ruins of a skinny outpost. The inhabitants of the fort are long dead, but one of the supernatural beasts used to keep the local anouks in line has survived. It was a bit peckish after its centuries long slumber and snacked on the miners. The beast spends most of its time deep inside the mine tunnels. It occasionally emerges to dine on the nearby anouk clans.

The heroes can learn of this beast, called the kraktol by the anouks, if they talk to one of the local clans. Santiago never accepted the anouk attack story—the mining outpost actually had good relations with the nearby clans—but since the mine was closed after the deaths, he didn't have time to fully investigate. He is more than willing to help the heroes make contact with the anouks. He knows a number of the local chieftains personally and can speak the northern anouk dialect fluently.

### Deadlands Profile: Kraktol

The kraktol is a large beast about the size of a rhinoceros. The front half of its body is a hulking mass of muscle supporting an enormous head studded with razor-sharp bony projections. Its body tapers down to a long, snakelike hindquarters supported by a pair of small legs that almost seem like an afterthought. The entire beast is jet black. In dark environments all that is usually visible of the creature is the dark, red, ember-like glow of its eyes.

**Corporeal:** D:3d8, N:3d8, S:3d12+4, Q:3d8, V:2d8  
Climbin' 3d8, fightin': brawlin' 4d8, sneak 4d8

**Mental:** C:2d10, K:2d4, M:2d4, Sm:2d6, Sp:3d8  
Search 4d10, trackin' 3d10

**Edges:** None

**Hindrances:** None

**Wind:** NA

**Pace:** 12

**Size:** 12

#### Special Abilities:

**Armor:** The kraktol's rocky hide gives it an AV of 1.

**Bite:** STR+2d6

**Body of Darkness:** The kraktol's body actually absorbs light. In dimly-lit environments, the kraktol gains a +6 bonus to all *sneak* rolls.

**Claws:** The kraktol's forelegs sport a set of nasty claws. They do STR+2d8 damage.

**Constriction:** The creature can attack with its long hindquarters. If it gets a raise on a *fightin': brawlin'* attack with its tail, the creature has grappled its target. This inflicts its STR in damage each round until the target breaks free by winning a contest of *Strength*.

**Head Swipe:** The kraktol can attack all targets within 2 yards of its forequarters with a single swipe of its head. Make a single *fightin': brawlin'* roll for the attack. The bony ridges on its head do STR+2d6 damage (AP 1).

**Description:** See above.

### D20 Profile: Kraktol

#### Huge Beast

**Hit Dice:** 10d10+50 (105 hp)

**Initiative:** +0

**Speed:** 40 ft.

**AC:** 13 (-2 size, +5 natural)

**Attacks:** 2 claws or head swipe +15/+10  
melee, bite +10/+5 melee

**Damage:** Claw 1d6+8, head swipe 1d6+8, bite 1d8+8

**Face/Reach:** 10 ft. by 20 ft./10 ft.

**Special Attacks:** Constrict, Improved Grab

**Special Qualities:** Damage reduction 5/—, darkvision 90 ft., low-light vision, scent  
**Saves:** Fort +12, Ref +8, Will +4  
**Abilities:** Str 26, Dex 12, Con 20, Int 6, Wis 14, Cha 10  
**Skills:** Climb +12, Hide +11\*, Move Silently +5, Search +2, Spot +6,  
**Feats:** None  
**Climate/Terrain:** Any Dark City or skinny ruin  
**Organization:** Solitary or pairs  
**Challenge Rating:** 8  
**Treasure:** None  
**Alignment:** Chaotic Evil  
**Advancement:** 9-16 HD (Huge)

### Combat

**Head Swipe:** As a single action, the Kraktol can attack all opponents within 5 ft. of its front facing. Make a single attack roll to resolve all attacks.

**Racial Bonus:** The Kraktol receives a +6 racial bonus to Hide in dimly lit conditions.

### Devil in the Details

There is still work to be done after the kraktol has been dealt with. Years of neglect and the extreme Banshee weather have taken their toll on the mass driver. It needs repair and some modifications in order to turn it into a weapon. This requires some components that cannot be found on site.

There are a number of ways the heroes can get these components. They can try to locate them on the black market. Buying the components from a black market source costs 30,000 credits (the colonial government will foot the bill). The components can also be obtained from Orbit Forge or HI, but this requires the heroes to slip past the blockade and reach the appropriate facility. If the posse contains a mute (or has access to the services of one), the components can be manufactured from the schematics Santiago possesses. Manufacturing the components costs 50S, 25M, 30E, and 70 Strain.

While the heroes are working on the mass driver, you may want to throw some added complications at them. Perhaps some of the local anouks are no longer quite so friendly (being unjustly accused of murder can do that). If the posse makes numerous trips back and forth to the site by vehicle, they may attract the attention of Fleet ships monitoring the planet from orbit. In this case, the heroes may have to deal with a UN patrol sent down to check out the sudden flurry of activity at the closed mine.

### Rafael Santiago

Santiago is a solidly built man in his early 50s. He keeps his graying hair cut short in a buzz cut over his weather-beaten face. He is plain-spoken and has little use for diplomatic niceties or pointless small talk. He is most comfortable in the company of people he considers "warriors." He has an uncanny ability to always find cold beer wherever he is.

### Deadlands Profile: Rafael Santiago

**Corporeal:** D:3d8, N:3d8, S:2d10, Q:4d6, V:2d8  
 Climbin' 3d8, fightin': brawlin', knife 4d8, quick draw 5d6, shootin': pistol, rifle, SMG 4d8, sneak 4d8, throwin' 4d8

**Mental:** C:2d10, K:3d8, M:2d10, Sm:3d8, Sp:3d8  
 Artillery 5d10, demolition 5d8, guts 4d8, knowledge: engineering 3d8, language: Anouk 3d8, language: English 4d8, language: Spanish 4d8, scroungin' 5d8, scrutinize 4d10, search 4d10, survival: jungle, mountains 5d8

**Edges:** Level-headed, the voice (threatening)

**Hindrances:** Loyal

**Wind:** 16

**Pace:** 8

**Size:** 6

**Special Abilities:**

None

**Gear:** M-21 assault rifle, 100 rounds of 5.56mm, 4 frag grenades, infantry battlesuit, infantry helmet, combat knife.

### D20 Profile: Rafael Santiago

**Rafael Santiago:** CR 6: Medium-size Human; Class: Wwr 6, hp 50; Init +6; Spd 10 yds; AC 22 (+2 Dex, +10 armor); Atk M-10 +9/+4, knife +9/+4; AL CG; SV Fort +5 Ref +7 Will +4; Str 16, Dex 14, Con 14, Int 12, Wis 12, Cha 14.

**Skills and Feats:** Climb +4, Hide +7, Intimidate +5, Knowledge: Engineering +2, Listen +3, Move Silently +7, Search +6, Spot +6; Automatic Weapons Proficiency, Dead-Eye, Firearms Proficiency, Improved Initiative, Point Blank Shot, Rapid Shot, Simple Weapons Proficiency, Weapon Focus: M-21, Weapon Specialization: M-21

**Special Qualities:**

Light Speed +3

**Possessions:** See above.

## Consequences

Provided the heroes are able to repair the mass driver and keep nosy neighbors away, the attack on the *Behemoth* goes as planned. A salvo of explosive-rigged cargo containers filled with loose ore rips from the mass driver just as the ship appears above the horizon. The *Behemoth* attempts to maneuver out of their path, but the unwieldy ship has no chance. The hypersonic projectiles tear into the ship and reduce it to a floating hulk. Portions of the Toxic Jungle are leveled as debris from the ship (including some of its mass driver slugs) rains down on the planet. There are few, if any, civilian casualties on the ground. The strain of being operated in rapid-fire mode causes the mass driver to tear itself apart.

It takes less than 20 minutes for Warfield to recover from the shock of the attack and respond. Smaller bombardment ships launch salvos at the mine. These ships are equipped with small projectiles intended for tactical battlefield use, so they have little effect on anyone inside the mine. The mine's surface structures are leveled, however. An hour after the attack, a shuttle carrying a platoon of UN Marines lands at the site on a search & destroy mission. What remains of the mass driver is rigged with explosives and detonated.

The long term consequences of the attack are varied. The loss of the *Behemoth* is a serious blow to UN morale and it sparks a fresh wave of desertions among the EXFOR personnel. It also deprives Warfield of his trump card. He can no longer threaten anyone with complete annihilation. As result of the defections, UN ground operations are slowed as colonial resistance stiffens.

Warfield eventually learns the identities of the characters involved in the attack through a loyalist mole in the colonial government. He ups the bounty on their heads to 10,000 credits each. He also instructs Captain Norton to mount a search for the heroes. The heroes from this point on will need to keep a low profile and a sharp eye out to avoid constant harassment by bounty hunters.

The Wolverines (the ones that weren't killed aboard the *Behemoth*) and UN Marines are kept busy for weeks checking other mines for mass drivers and other equipment (like shuttle boost lasers) that could be used against the Fleet. During this time, the UN ships move away from the planet to prevent

similar attacks. During this time it is much easier for blockade runners to slip in and out of Banshee. It also gives the colonists more warning of incoming UN raids due to the longer transit times for the assault shuttles. After the UN patrols give the all clear, the fleet moves back into orbit and resumes a tighter blockade.

## Sabotage

The heroes can also resort to old fashioned sabotage. This can be directed against both the Fleet and UN ground forces. If the heroes are in contact with disaffected UN personnel, obtaining UN uniforms and IDs should not be hard. With these, the posse can infiltrate UN ground installations and perhaps even gain access to some of the ships in orbit.

There is also another way for the heroes to get aboard a Fleet ship. Not long after Warfield's forces begin their blockade of the planet, OK inks a deal with HI to provide basic supplies for his fleet. This frees up some of his ships from patrol work and makes the fleet less vulnerable to privateer raids. If the heroes can make it to Tunnel Station and they have either King's ID or Vanessa's support, they can easily slip aboard one of the HI freighters supplying the Fleet and from there onto a Fleet ship.

## Guerillas

The heroes can also aid the colonial forces in their fight against the UN. In the early stages of the campaign, EXFOR troops target isolated settlements for attack. Warfield's strategy is to capture these smaller towns and slowly isolate Temptation and Seaside. He hopes shortages of food and supplies will eventually starve these centers of resistance into submission.

Warfield avoids attacking the major settlements directly because of their considerable defenses. He know his troops could take these places in an all-out assault, but they would probably level them in the process. OK wants to rule the planet after he conquers it. He knows this will be easier if the colony's infrastructure is still intact and massive civilian casualties haven't turned the entire population against him.

If the attack on the *Behemoth* succeeds, Warfield begins to reconsider this strategy. Losses due to battle and defections force him to begin planning a final showdown with the colonists while he still has sufficient troops to win the decisive battle.



# The Reapers

#1

Best Laid Plans

The Reapers' defeat on the plains outside Temptation very nearly broke the group as a coherent organization. It definitely left Nicolai's plans for a Banshee Free State in tatters. Many raiders, fed up with Nicolai's rhetoric and unfulfilled promises, have left the group to operate as independent bands. A handful of war parties of minor anouk clans allied with the Reapers simply went home. All that remains is the hard core faithful and the rabidly warlike Azeel clan—and Nicolai is not even sure how far he can trust them.

The battle outside Temptation also caused serious equipment problems for the group. Most of the Reapers' heavy vehicles were destroyed or captured and the fleeing troops abandoned many of the army's heavy weapons in their haste to escape. Nicolai has been slowly reequipping his battered raiders with the help of HI.

The Reapers' defeat was also a PR nightmare for Nicolai. It ended the group's reputation for near invincibility. Stories of the atrocities committed by the Reapers in the towns that welcomed them as saviors have circulated widely, increasing the determination of colonists to resist the raiders and ending Nicolai's bid for sainthood.

Nicolai has spent the year following his disastrous bid for power brooding in the Bunker and planning his return to glory. He has brutally purged the Reapers ranks of anyone he suspects of disloyalty. What remains is a lean, mean core of true believers bloodthirsty mercs.

The recent raids against HI convoys has raised morale and somewhat rehabilitated Nicolai's reputation among his troops. Despite the raised spirits and new equipment, Nicolai is treading carefully. New recruits are hard to come by and he knows he must husband his manpower until the time is right to strike.

## Problems in the Ranks

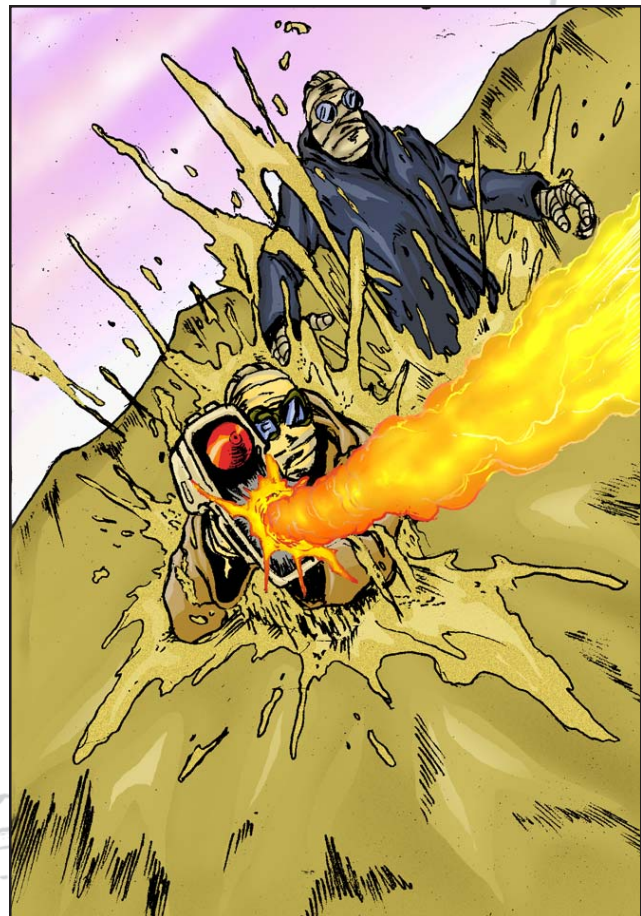
Manpower problems are at the root of one of Nicolai's biggest headaches. One his most trusted lieutenants, Jack Karns, has stopped responding to his orders. None of the messengers Nicolai has sent into Karn's territory have returned; he assumes they are dead.

Karns' defection is a shock to Nicolai. He shared Nicolai's vision of creating a socialist empire on Banshee and even went so far as to adopt the name "Zhukov"—one of Stalin's

best generals during the Great Patriotic War. Nicolai can't fathom what could have possibly turned Karns against him.

If Karns has truly turned against him, Nicolai can't let such disloyalty go unpunished. The problem is, Karns commands a significant number of Reapers. If they remain personally loyal to Karns, attacking him might result in serious casualties that Nicolai can ill afford at this time.

An added complication is that Karns was in charge of two major projects intended to increase the Reaper's power. Karns was a respected biochemist before his less-than-ethical experiments ran him afoul of the law. Nicolai put his skills to use creating drugs for the Reapers. His two most recent projects included synthesizing combat drugs for use by Reaper troops and creating highly-addictive recreational drugs for distribution among Banshee's colonists. Nicolai hoped to use these drugs to raise funds and create chaos on the streets of the major colonial settlements—and keep the Rangers too busy to hunt for him.



These drugs begin appearing in Temptation and Seaside shortly before Warfield launches Operation Typhoon. Their highly addictive nature causes their use to spread like wildfire. By the time the UN assault is underway, medical facilities needed to treat wounded colonial forces are swamped with a wave of overdose cases. Junkies unable to get a fix turn violent and cause widespread chaos. Despite fairly lax drug laws, the colonial government makes finding and destroying the source of these drugs a priority for the already overworked Rangers.

This situation provides Nicolai with a solution to his problem and a new strategy for gaining influence on Banshee (see **Citizen Nicolai** below). He leaks the location of a few of Karn's smaller hideouts to the Rangers. Once the Rangers have done some of Nicolai's dirty work and reduced the size of Karn's forces, he plans to swoop down on Karn's main stronghold and take him out. Nicolai hopes in this way to gain favor with the colonists and get his hands on any combat drugs that Karn may have developed.

## The Pig Skinner

Before Karn joined the Reapers, he was wanted for the murder of two Rangers. His wife was killed in the crossfire of a Ranger attempt to arrest him and he has nursed an undying hatred of the lawmen ever since. Karn's troops may call him by his *nome de guerre* to his face, but they secretly call him "Pig Skinner" due to his penchant for skinning alive any Rangers he captures. He wears a patchwork vest made from the skins of his victims.

So, why did Karn, Zhukov, the Pig Skinner, whatever you want to call him, break with Nicolai? He has a new master. Karn is now a servitor of Pestilence. Along with his new allegiance, Karn also has a new project: slip a killer virus into his drug recipe.

Once the fighting between the UN and colonial ground forces has begun, Karn plans to inject this virus into all new batches of "dilithium crystals"—his most popular drug, said to give a "warp speed" rush—he creates. Pestilence hopes to create a widespread epidemic that will not only ravage the colonists on Banshee but also spread into space and take its toll on the UN forces and the inhabitants of the captured orbital space stations.

## Blood Plague

The blood plague Pestilence provides to Karn is a nasty piece of work. The virus has an incubation period of 14 days. During the last seven days of this period, the victim is contagious. The disease can be transmitted through the air, so it is possible for someone to be infected merely by being in the presence of someone infected with it (who may show no symptoms). The first symptoms of the virus are uncontrollable vomiting and diarrhea. This is quickly followed by massive internal bleeding, and usually, death. Patients in the final stages of the disease are covered in large bruises, often bleed from the eyes and mouth, and the whites of the eyes are often blood red.

Characters exposed to a contagious victim must make an Onerous (7) *Vigor* roll (Fortitude save DC 12) to avoid infection. The TN for this roll increases to Incredible (11) (Fortitude save DC 20) if the character comes in contact with any of the victim's bodily fluids. Protective gear such as masks and surgical gloves grants a +4 bonus to these checks.

An infected character shows the first symptoms 14 days later. Once the first symptoms appear, the hero takes 3d6 damage to the guts each day (2d6 damage) and suffers a -2 modifier to all rolls due to a high fever and chills. The character may make a *Vigor* roll against a TN of 15 once per day to recover from the virus (Fortitude save DC 25). The hero must succeed at three consecutive checks to recover. Any character who fights off the virus is forever immune to it from that point on.

## Disease Control

If Karn succeeds with his plan, it causes widespread chaos and fear throughout Banshee and the UN fleet. All of the settlements and orbital stations enact strict quarantine measures that effectively stop all trade. Widespread food shortages result on the planet's surface and the weakened population becomes more susceptible to the disease. Thousands of colonists die. The effect is somewhat less among Fleet personnel due to access to modern sick bays on most of the EXFOR ships. Ground operations against the colony are slowed, however, while the plague is at its height to reduce the chances of contamination.

There are two ways the heroes can affect the plague. The first is to destroy Pestilence. Killing the Reckoner of Disease causes the virus to simply die out in a matter of days.

The second way is to take out Karns and grab the supplies of anti-virus he manufactured to inoculate his men.

Karns operation is based in the Great Wastes. He has a number of smaller outposts on the eastern edge of the Wastes from where the drugs are distributed to the colonial settlements (these are the locations Nicolai leaks to the Rangers). If you want your posse to deal with Karns, allow them to find some clues at these locations that point to the location of his main stronghold deep in the central portion of the Wastes. His main lair is located underground inside one of the naturally occurring wells.

Karns keeps his men in line by supplying them with all the drugs they could ever want (including some of the combat drugs he developed) and by threatening them with a fate worse than death—those who displease him are turned into mainliners (see below). Karns is normally protected by a force of 20 hyped-up Reapers and 5 mainliners. Should the posse defeat Karns, his remaining troops flee.

In Karns' stronghold the heroes find a supply of anti-virus sufficient to treat 100 people. If these samples are returned to Temptation, Doc Dazy can produce more and end the epidemic within a month. The posse also finds 2d20 doses of Hype, Karns' new combat drug. Taking a dose of the drug raises a character's *Strength*, *Quickness*, and *Vigor* by two die types (+4 bonus to Strength, Dexterity, and Constitution) for 12 hours. The down side is that the drug is highly addictive. Each time a character takes a dose, she must make a Hard (9) *Vigor* roll (Fortitude save DC 14) to avoid addiction. An addict without a supply of the drug suffers a drop of one die type in each of the stats affected by the drug (-2 penalty to affected attributes). The addiction passes after a full 72 hours without taking the drug.

### Deadlands Profile: Pig Skinner

**Corporeal:** D:3d8, N:3d8, S:3d12+2, Q:3d8, V:2d8  
Climbin' 3d8, drivin' 2d8, fightin': brawlin' 5d8,  
shootin': pistol 3d8, sneak 4d8

**Mental:** C:3d8, K:2d12, M:2d10, Sm:2d10, Sp:3d8  
Overawe 4d10, science: chemistry 6d12,  
scrutinize 4d8, search 4d8

**Edges:** None

**Hindrances:** None

**Wind:** NA

**Pace:** 12

**Size:** 7

**Terror:** II

**Special Abilities:**

**Claw:** The index finger of the Pig Skinner's right hand has elongated into a long, curved claw. He uses this in combat to

make shallow, slashing attacks that slice off small patches of skin. The claw oozes an anticoagulant that causes the wounds to bleed steadily. The claw itself does STR+1d6 (AP2) damage. Each wound inflicted by the claw causes an extra point of Wind damage each round due to extra bleeding.

**Coup:** A character that counts coup on the Pig Skinner is immune to the addictive effects of drugs.

**Immunity:** The Pig Skinner is immune to normal weapons. Magic and tannis weapons work normally against him.

**Sedative:** Anytime the Pig Skinner hits with a claw attack he may choose to inject the target with a sedative. This drug makes the victim feel light-headed and drowsy and inflicts a -2 penalty to all actions for the next hour.

**Weakness:** The Pig Skinner can be put down with magical weaponry, but he is not permanently destroyed unless his corpse is skinned by a Ranger and his hide and the vest that he wears is burned to ashes. If this is not done, the Pig Skinner revives 24 hours later.

**Gear:** Syringes, kevlar vest, S&W Model 85, 20 rounds of .44 Magnum ammo.

**Description:** The Pig Skinner's skin has been transformed into a patchwork of stitched skin of varying shades. Green pus oozes from between the stitches. A ragged vest of human skin covers his bare chest.



## D20 Profile: Pig Skinner

### Medium Monstrous Humanoid

**Hit Dice:** 6d8+12 (39 hp)

**Initiative:** +5 (+1 Dex, +4 Improved Initiative)

**Speed:** 30 ft.

**AC:** 16 (+1 Dex, +5 natural)

**Attacks:** Claw +12 melee or S&W model 85 +7 ranged

**Damage:** Claw 1d6+5

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

**Special Attacks:** Bleeding, Sedative

**Special Qualities:** Damage reduction 10/+1, Weakness

**Saves:** Fort +4, Ref +6, Will +7

**Abilities:** Str 20, Dex 12, Con 14, Int 18, Wis 14, Cha 14

**Skills:** Drivin' +7, Hide +8, Intimidate +8, Knowledge: Chemistry +10, Move Silently +8, Search +8, Spot +10

**Feats:** Cleave, Improved Initiative, Firearms Proficiency, Power Attack, Simple Weapons Proficiency, Weapon Focus: Claw

**Climate/Terrain:** NA

**Organization:** Unique

**Challenge Rating:** 8

**Treasure:** None

**Alignment:** Chaotic Evil

**Advancement:** None

## Combat

**Bleeding:** Each time a character is hit with a claw attack he begins bleeding. This causes the loss of 1 hit point per round per successful claw attack made on the character.

**Sedative:** A character hit by a successful claw attack must make a Fortitude save (DC 14) or suffer a -2 circumstance penalty to all actions for the next hour.

**Weakness:** See description above.

## Deadlands Profile: Hyped Reaper

**Corporeal:** D:3d6, N:2d6, S:3d10, Q:2d10, V:3d10  
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 3d6

**Edges:** None

**Hindrances:** None

**Wind:** 16

**Pace:** 6

**Size:** 6

**Gear:** M-10 or M-21 with 2 full magazines, large knife, 1 fragmentation grenade

## D20 Profile: Hyped Reaper

**Hyped Reaper:** CR 1: Medium-size Human;  
Class: Wwr 1, hp 12; Init +2; Spd 10 yds; AC 10; Atk M-10 or M-21 +2, knife +3; AL CE; SV Fort +2 Ref +4 Will +0; Str 14, Dex 15, Con 15, Int 10, Wis 10, Cha 10.

**Skills and Feats:** Climb +4, 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:** See above.

## Mainliners

Mainliners hunt in packs of 2d6 individuals. The most common tactic they use is a harrying pursuit that attempts to drive their victims into a blind alleyway where they can be overpowered by the creatures' enormous strength and superior numbers. Once restrained and beaten into submission, the prey is roughly injected with the narcotic soup the mainliner uses for blood. This triggers a massive heart attack and causes the victim's brain to release huge quantities of endorphins and other hormones.

While the victim overdoses, the mainliners gather around to siphon off the victim's blood with the hypodermics and shoot up. While feeding, the mainliner is vulnerable to attacks as it blisses out on endorphins and the victim's fleeting life force. After feeding, the mainliner is totally insensate for 1d6 minutes, after which the high wears off and the craving returns greater than before. The mainliners then begin the cycle of hunting and feeding all over again.

The heroes may encounter these creatures outside of the Pig Skinner's lair. One in six junkies who overdose on dilithium crystals rise as mainliners.

## Deadlands Profile: Mainliner

**Corporeal:** D:1d6, N:4d10, S:2d12+2, Q:5d6, V:3d4  
Fightin': wrasslin' 3d10, sneak 2d10

**Mental:** C:1d8, K:1d4, M:2d6, Sm:2d6, Sp:4d8  
Search 2d8, trackin' 2d8

**Pace:** 6

**Size:** 6

**Wind:** -

**Terror:** 7

## Special Abilities:

**Armor:** -2

**Damage:** Bludgeons (STR+1d6)

**Dulled Senses:** Severe damage to the nerve endings and a perpetual state of stupor make the creature less susceptible to pain, allowing it to ignore up to 3 wound levels. This has also robbed the creature of its ability to feel fear, shame, etc. and therefore it is immune to *ridicule*, *persuasion*, and *overawe* attempts. This effect also robs the mainliner of its sense of self preservation—it always fights to the death.

**Infection:** Anyone killed by a mainliner revives in 1d10 hours as a mainliner.

**Injection:** STR in damage plus injection of a chemical similar to heroin but four times as potent. This requires an Incredible (11) *Vigor* roll to avoid a massive heart attack (see Scart Table result 31-35). If the victim croaks, the mainliner must immediately make a Hard (9) *Smarts* roll. If it fails, it immediately succumbs to its cravings and indulges its narcotic sweet tooth, siphoning off the dying character's body fluids.

**Toxic Immunity:** the mainliner has total immunity to drugs, poisons, and similar effects due to the narcotic soup the creature calls blood.

**Weakness:** Should a quantity of B-complex vitamins, or similar narcotic antidote be introduced into the mainliner's bloodstream, the creature seizes up for 1d4 rounds, during which time it flies into a blind rage, attacking anything within reach. It gains one additional card per round during this period, after which its veins and arteries burst, putting the creature down for good.

**Description:** A mainliner appears as a gaunt human, crusted with scabs. Its fingers end in syringes that drip with a viscous liquid laced with drugs.

## D20 Profile: Mainliner

### Medium Monstrous Humanoid

**Hit Dice:** 2d8+2 (11 hp)

**Initiative:** +2 (+2 Dex)

**Speed:** 30 ft.

**AC:** 12 (+2 Dex)

**Attacks:** 2 Syringe-hands +3 melee

**Damage:** 1d8+5 and Injection

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

**Special Attacks:** Infection, Injection

**Special Qualities:** Immunity, Dulled Senses

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

**Abilities:** Str 20, Dex 14, Con 14, Int 10, Wis 10, Cha 10

**Skills:** Escape Artist +6, Search +6, Scroungin' +6

**Feats:** Rad-tolerant

**Climate/Terrain:** Any land

**Organization:** Solitary or group (2-12)

**Challenge Rating:** 4

**Treasure:** None

**Alignment:** Neutral Evil

**Advancement:** —

## Combat

**Infection:** Anyone killed by a mainliner revives in 1d10 hours as a mainliner.

**Injection:** With a successful syringe attack, the mainliner shoots a super-drug into the target. This chemical is similar to heroin but four times as potent. The target must make a Fortitude save (DC 22) to avoid a massive heart attack and death.

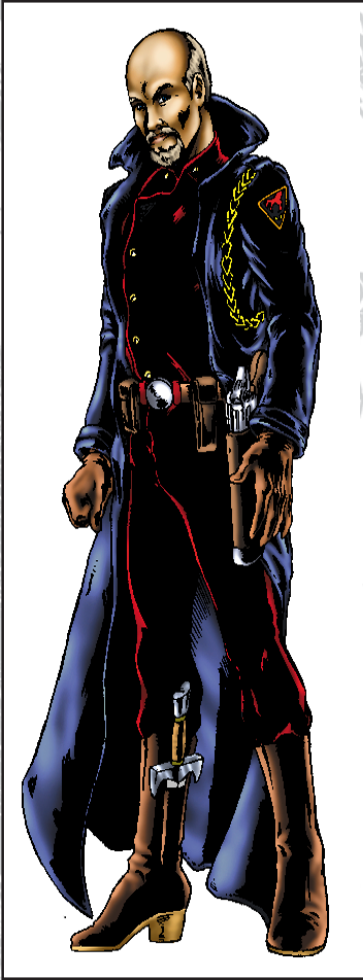
If the victim croaks, the mainliner must immediately make a Will save (DC 18) or succumb to its cravings and indulge its narcotic sweet tooth, siphoning off the dying victim's body fluids.

**Immunity:** The mainliner has total immunity to drugs, poisons, and similar effects due to the narcotic soup the creature calls blood.

**Dulled Senses:** Severe damage to the nerve endings and a perpetual state of stupor make mainliners less susceptible to pain, allowing it to ignore the effects of its hit points dropping to zero. Instead of becoming disabled, the mainliner can take normal actions (it still takes 1 point of damage for each action it takes) until it reaches -10 hit points, at which point the body fails and dies.

This dulling of the senses has also robbed the creature of its ability to feel fear, shame, etc. and therefore it is immune to *Ridicule* and *intimidate* attempts. They never suffer from any fear effects, whether by spell, intimidation, or supernatural sources. This effect also robs the mainliner of its sense of self preservation—it always fights to the death.

**Weakness:** Should a quantity of B-complex vitamin or similar narcotic antidote be introduced into the mainliner's bloodstream, the creature seizes up for 1d4 rounds, during which time it flies into a blind rage, attacking anything within reach. It gains one additional action per round during this period, after which its veins and arteries burst, putting the creature down for good.



## Citizen Nicolai

After the UN assault on Banshee begins, Nicolai hits upon a new strategy to gain influence on the planet. If outright military conquest is out of the question, perhaps he can come to power by working within the system and toppling it from the inside. He set himself up as the planet's savior once before, there's no reason not to try it again.

Nicolai's first step in doing this is to topple Karns and end the supply of drugs flooding the streets—and to make sure everyone knows that he was responsible for this benevolent act. If Nicolai beats the posse to Karns he sends a tape of Karns' defeat to the colonial

government along with a supply of the anti-virus—no strings attached. If you want to make your heroes lives complicated, you could have Nicolai and his Reapers arrive at the same time, turning the encounter with Karns into a three-way fight. As long as Nicolai is present for Karns' demise, he attempts to hog the credit for it. He explains any casualties among the heroes' group as a case of mistaken identity

Regardless of whether Nicolai is able to claim credit for stopping the supply of drugs, his next step is to offer the services of the Reapers against the "imperialist" UN forces. He argues that the government offered amnesty to the pirates in the Belt, in the name of fairness, shouldn't his band have the same chance to redeem themselves? The wording of his offer contains a veiled threat that should it be refused, the Reapers may stop harassing HI and step up raiding against the colonists again. Nicolai's offer comes before

any large scale defections among the EXFOR personnel when the colonists backs are truly up against the wall. After very heated debate, the government agrees to his offer by a narrow margin. Dave Ross resigns in protest, but the government refuses his resignation and he continues to serve with the Rangers.

Nicolai and his crew are granted pardons and Nicolai is given the rank of colonel in the Colonial Militia. He makes it very clear to his troops that they must behave themselves around the colonists and discourages drug use among them. He explains to his disgruntled raiders that the "decadence of the greedy capitalist colonials makes them weak" and that "their corrupt bourgeois government is a house of cards that can be brought down with one well-timed kick." Those who grumble too loudly are shot, so most of his troops get onboard with the plan.

Nicolai uses his new found respectability to hobnob with the colonial leaders—and quietly plan a coup. He uses his considerable skills of persuasion to recruit some of the colonial leaders to his side with promises of positions in his new government. While he does this, his Reapers serve with distinction in the militia and are instrumental in a number of colonial victories—enhancing Nicolai's reputation.

## Better Red Than Dead

When Nicolai feels the time is right, he arranges things so that his Reapers and troops loyal to his new allies make up the bulk of the troops in Temptation. He orders them to seize the government buildings and the town falls after a brief battle. Nicolai declares martial law and announces to the public that he uncovered an "astonishing plot by UN loyalists" to betray the colonial forces to Warfield. Most of these "UN loyalists," of course, are leaders who voted against extending amnesty to the Reapers. He pleads with the public not to resist this change of government because "a house divided against itself cannot stand." He promises that once the "UN aggressors" have been defeated, he will step aside and call for open elections. Until then he will do all in his power to root out the "UN lackeys" and repel the "imperialist invaders."

There is some resistance to Nicolai's seizure of power, but he gains an unlikely ally in the form of the former EXFOR troops who defected to the colonists' side. Should the colonists lose the war, all of these troops have no doubt Warfield will execute them as traitors. It is in their best interests that the colonists maintain a united front, so they

throw their lot in with Nicolai—for better or worse. Faced with the option of civil war and probable defeat by the UN or life under Nicolai, most of the smaller settlements choose the latter. The one exception is Seaside. This town withdraws from the colonial government and vows to fight on alone.

Nicolai plays the part of benevolent dictator for some time while he consolidates his power base. He even manages to pull off a few stunning victories against UN forces that win him some new followers. But while he plays the role of “Uncle Nick” publicly, things are changing behind the scenes. Commanders of doubtful loyalty are sacked and replaced with Reapers. Vocal opposition leaders are imprisoned on charges of treason or simply meet with unfortunate accidents. The Reapers are withdrawn from frontline service and kept in Temptation to serve as a combination Praetorian guard and secret police. In a few short months, Nicolai’s control is nearly complete.

Once Banshee’s self-proclaimed savior feels secure in his position, he makes a number of pronouncements. The most dramatic of these is the dissolution of the Rangers and the “nationalization” of the colony’s food supply. Dave and Debbi hear of this move ahead of time from some sympathetic citizens and leave Temptation one step ahead of a firing squad. They hook up with some friendly anouks and eventually make their way south to Seaside to fight Nicolai and the UN from there. The Rangers are replaced with the Banshee Security Force; headed, of course, by one of Nicolai’s faithful Reaper lieutenants. The new BSF serves as a secret police to enforce Nicolai’s dictates. Anyone expressing public dissatisfaction with Nicolai’s rule is quickly arrested and charged with treason or sabotage. The sentence for these offenses is invariably death.

All conventional farms, ranches, algae farms, and bug farms are placed under state control. Small militia patrols commanded by Reapers are sent to secure these assets. Any farmers or ranchers who resist are shot. Nicolai knows that once he controls the food supply, there is little anyone can do to resist him. Any settlement that gets out of hand can simply be starved into submission.

There are some small demonstrations against these actions, but they are brutally put down. Even many of Nicolai’s most enthusiastic supporters are dismayed by this turn of events, but they feel there is little they can do. For the moment, it seems as if Nicolai has finally achieved his goal—now all he has to do is defeat Warfield.

## The Counterrevolution

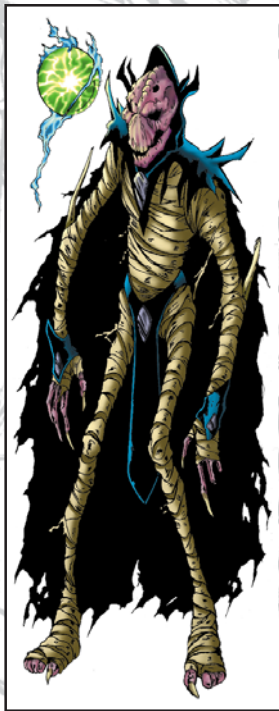
There are two basic ways to handle Nicolai’s bid for power. The first is to allow the posse to get wind of his plot before he can enact it. The heroes can either try to find evidence of the plot and present it to the government or they can take a more direct approach and simply take Nicolai out.

The first plan is risky because if Nicolai gets wind of the heroes’ actions, he does all he can to get rid of them, or at least discredit them. Nicolai has allies in the Colonial Assembly. He has them use their influence to have any Ranger or militia characters posted away from Temptation where their ability to investigate is limited. The heroes have to choose between following orders and getting Nicolai. If the posse does gather evidence, Nicolai is tried before the Assembly. If it looks as if the trial is going to go against him, Nicolai uses his Reapers to fight his way out of Temptation and retreats to the Bunker.

Taking Nicolai out also has its risks. If the heroes do it before he takes power, they had better have some evidence of his plot or his allies will have the group up on murder charges. Waiting until after Nicolai has shown his true colors means the heroes have the support and aid of the people, but the head Reaper is surrounded by serious firepower. Getting close enough to him for an assassination will be difficult.

If Nicolai is killed or captured, a brief civil war ensues. The Reapers and troops personally loyal to his allies in the assembly attempt to hold onto control in Temptation. The EXFOR troops side with the colonists and tip the scales in their favor. Once it becomes obvious that they can’t win, the Reapers and their allies retreat south and hide in the Bunker. Some of the Reaper units outside of Temptation practice a scorched earth policy and torch farms and ranches as they retreat.

The struggle for power temporarily weakens the colonists’ effort against the UN, but the EXFOR forces have suffered enough setbacks that they are unable to take advantage of their enemy’s momentary disarray. After their retreat, the Reapers cut a deal with Warfield (which he has no intention of honoring after the war). The group raids outlying settlements and farms, but their weakened condition means that these attacks have little effect on the colonial war effort. At some point the posse might lead an attack on the Bunker and finish the Reapers for good.



## The Skinnies

The skinnies are yet another faction looking to rule Banshee. Despite their incredible power, they are probably the farthest from accomplishing this goal. They have lived a long time, however, and one thing immortality grants is the ability to plan for the long term.

The skinnies consider the human and anouk forces in the Faraway system as minor obstacles to overcome. They're not so sure about the Reckoners, though. The skinnies immediately

sensed the Reckoners presence when they arrived on Banshee. They also immediately sensed the Horsemen's tremendous power—power that surpassed their own.

For the moment, the skinnies have put aside their petty squabbles and dedicated themselves to regaining their lost power. They have been feverishly exploring the Dark Cities in search of their lost arcane knowledge and artifacts. In a few cases, skinnies have actually worked together in the ruins.

The skinnies understand the nature of the struggle between the Reckoners and Banshee. As much as they would like to see Banshee's power destroyed, they know they stand little chance against the Reckoners unless the planet weakens them. For this reason, they do little that would harm the planet while they search for their lost treasures.

The most likely place for the heroes to encounter a skinny is in one of the Dark Cities. It's unlikely that the skinny will be alone. As it retrieves its lost knowledge, it gathers some of its previous pets and guardians to its side to aid in its search. Any skinny encountered is also likely to be more powerful than any the heroes have faced before.

The skinnies plan is to regain their strength and then work to weaken the Reckoners from a distance. Once the

Reckoners have been sufficiently weakened, the skinnies plan to band together and take each one down individually. Due to the skinnies' supernatural nature, they can absorb much more of the Reckoners' power than can a hero counting coup on them. If the skinnies take the Reckoners down, they will have more than sufficient power to seize control of the rest of the Faraway system.

### Deadlands Profile: Restored Skinny

**Corporeal:** D:3d8, N:3d8, S:3d12+4, Q:3d10, V:3d10

Climbin' 1d8, dodge 3d8, fightin': brawlin' 5d8, sneak 5d8

**Mental:** C:3d10, K:4d12+4, M:4d12, Sm:3d12+4, Sp:4d12+4

Academia: occult 6d12+4, blastin' 7d12+4, guts 6d12+4, overawe 7d12, scrutinize 6d10, search 6d10

**Edges:** The "stare"

**Hindrances:** Big britches

**Wind:** NA

**Pace:** 8

**Size:** 7

**Terror:** 11

**Special Abilities:**

**Damage:** Bony claws STR+1d4

**Armor:** AV 1

**Focus Staff:** One of the first things most skinnies attempt to recover is their focus staff. This is both a symbol of their former office and a tool to focus their power. This has a number of effects. The first is that it makes it easier for the skinny to draw power from its surroundings. When drawing power from other beings, all living creatures within 50 yards of the skinny now suffers 1d4 Wind each time a power is used. When drawing power from Banshee, the skinny now suffers only a +4 increase in the TN of the power being used. A second effect is that the skinny can channel power through the staff and fire it at its enemies. The sickly green beams fired from the staff have a Range Increment of 10 yards and do 4d10 damage (AP 2). The skinny uses his *blastin'* skill to fire the staff. The staff can also be used to protect the skinny. If the skinny succeeds at a Hard (9) *blastin'* roll, it is surrounded by a glowing green dome of energy. This dome has an AV of 1, plus 1 for each raise the skinny gets on its roll. This armor is cumulative with the skinny's natural armor. The dome also interferes with syker powers that pass through it. All



syker powers that must pass through the dome have their TNs increased by +4. This includes the skinny's own powers. Lastly, the skinny can use the staff to heal itself. If it succeeds at a Hard (9) *blastin'* roll, it regains one wound level for each success and raise. All of these uses draw Strain as if the skinny had used a power.

**Resistance (All):** Skinnies take only half damage from all attacks.

**Skinny Powers:** Arson, brain blast, brain slammer, fleshknit, green lightning, mass mind, mind rider, mind scan, mind wipe, predator, skin walker, slow burn, tattletale, telekinetic storm, telekinesis.

**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 within the Dark Cities they once ruled. Other skinnies' amulets remained on the Dark and are somewhere in the Belt.

**Gear:** Focus staff

## D20 Profile: Restored Skinny

### Large Aberration

**Hit Dice:** 10d8+40 (85 hp)

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

**Speed:** 30 ft.

**AC:** 16 (+2 Dex, +4 natural)

**Attacks:** Claws +13/+8/+3

**Damage:** Claw 1d6+6

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

**Special Attacks:** Focus staff, skinny powers

**Special Qualities:** Damage reduction 20/+2

**Saves:** Fort +5, Ref +4, Will +8

**Abilities:** Str 22 Dex 14, Con 18, Int 20, Wis 20, Cha 12

**Skills:** Blastin' +17\*, intimidate +7, ridicule +8, Knowledge (arcane) +12, Move Silently +7, Search +11, Sense Motive +11, Spot +11

**Feats:** Alertness, Improved Critical, Improved Initiative, Power Attack, Cleave, the "Stare"

**Climate/Terrain:** NA

**Organization:** Unique

**Challenge Rating:** 12

**Treasure:** None

**Alignment:** Lawful Evil

## Combat

**Racial Bonus:** Skinnies receive a +5 racial bonus to their Blastin' skill.

**Focus Staff:** One of the first things most skinnies attempt to recover is their focus staff. This is both a symbol of their former office and a tool to focus their power. This has a number of effects. The first is that it makes it easier for the skinny to draw power from its surroundings. When drawing power from other beings, all living creatures within 50 yards of the skinny now suffers 1d4 subdual damage each time a power is used. When drawing power from Banshee, the skinny now suffers only a +4 increase to the DC of the power being used. A second effect is that the skinny can channel power through the staff and fire it at its enemies. The sickly green beams fired from the staff have a Range Increment of 30 feet and do 3d8 damage. The skinny uses his Blastin' skill to fire the staff. The staff can also be used to protect the skinny. If the skinny succeeds at a Blastin' check (DC 20), it is surrounded by a glowing green dome of energy. This dome has increases the skinny's DR by 3 points. The dome also interferes with syker powers that pass through it. All syker powers that must pass through the dome have their DCs increased by +4. This includes the skinny's own powers. Lastly, the skinny can use the staff to heal itself. If it succeeds at a Blastin' check (DC 25), it regains 1d8 hit points, plus 2 for every 4 points by which the Blastin' total exceeds the DC. All of these uses draw Strain as if the skinny had used a power.

**Strain:** Skinnies have unlimited Strain.

**Skinny Powers:** The skinny knows the following powers: Arson, brain blast, brain slammer, fleshknit, green lightning, mass mind, mind rider, mind scan, mind wipe, predator, skin walker, slow burn, tattletale, telekinetic storm, telekinesis.

**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 within the Dark Cities they once ruled. Other skinnies' amulets remained on the Dark and are somewhere in the Belt.

## The Fallen

The Fallen are also aware of the Reckoners' coming. They see it as a great opportunity to be rid of their skinny masters. They have made contact with the Reckoners and are keeping them informed of their masters' actions. The Fallen's plan is simple. Use the Reckoners to destroy the skinnies, aid the colonists in weakening and destroying the Horsemen, and then take control of what's left. It's ambitious, but the Fallen have a few aces up their sleeves.

Their search of the Belt has not turned up any other survivors like themselves, but it has yielded something even more useful: the soul amulets of two of the skinnies on Banshee. The amulets belong to Karg and Raah.

The ritualistic vows the Fallen took when they became priests prevents them from using or destroying the amulets, but they don't prevent them from giving them to someone who can. The Fallen learn of the heroes' quest against the Reckoners and send emissaries offering aid. The messengers claim to represent the last survivors of a race enslaved by the skinnies on their home world. They say that the group was part of a resistance movement that stole the amulets centuries before. They offer the posse the two amulets in exchange for a promise that the heroes destroy them once they are no longer needed. They also explain the amulets' powers.

### Pet Skinny

A skinny cannot use its powers against the holder of the amulet, or against anyone within 50 yards to whom the holder extends his protection. It also cannot physically attack the holder or anyone under his protection.

This protection doesn't extend to any servants or pets of the skinny, so the heroes need to eliminate these or try to catch the skinny when it is alone.

The amulet gives the heroes limited control over the skinny. What the heroes do with this leverage is up to them, but having a skinny along for a confrontation against a Reckoner is some serious extra firepower. The posse could also use the skinny against the UN or Reapers.

To use the amulet, the holder must find the skinny and activate the amulet's power. The holder always has a vague sense of the distance and direction to the skinny. Once within 30 feet and line of sight of the skinny, the holder must activate the amulet and assert his power over the creature. On each of his actions, the holder can attempt a contest of *Spirit* (contest of Wisdom) with the skinny. The amulet grants the holder a +8 bonus (+4 bonus) to his total. Until the holder wins this contest, he gains none of the amulet's protective powers.

Once the holder has established control over the skinny he can communicate mentally with the skinny at any time and at any range. He can also give the skinny orders that it must obey. However, the skinny is only bound by the words of the orders. It interprets these commands as literally as possible if doing so will allow it to harm the amulet holder or retrieve its amulet. The skinny can also attempt to disobey these orders (although it can't bypass the amulet's protective effects) by winning a contest of *Spirit* (Wisdom). As before, the amulet grants a +8 bonus (+4) to these checks. If the amulet holder wins, the skinny cannot attempt to violate an order for 24 hours. If the skinny wins, it gains 1 minute of freedom for every raise (every 4 points) by which it beats the holder.

Destroying the amulet is fatal to the skinny. An amulet has an AV of 4 (Hardness 20) and requires 30 (20 hit points) points of damage to destroy. Once the amulet is destroyed, its protective effects are lost. The skinny takes 1 wound (2d8 damage) per round (these cannot be healed with its focus staff) until dead.

Karg can be found poking around its former domain at the Spire. Raah's old city is located in the Valley of Death on Two. It has been able to poke around in some of the outlying portions of its city, but it hasn't been able to reach the entrance to its palace near the center of the valley because Death has set up shop there. Raah won't be happy with any heroes that show up toting its amulet, but destroying Death and gaining access to its palace vaults is something it does willingly—while it plots the posse's slow, painful death, of course.

# United Colonists

51

Best Laid Plans

Enough with all the evil and chicanery already. Let's take a quick look at what the good guys are up to.

Things are pretty much business as usual until Warfield launches his campaign of conquest. After the fall (or destruction) of Goliath's Belt, the colonists band together to resist the UN aggression.

## United Colonial Assembly

The formation of the new colonial government resembles nothing more than a cat roundup, but thanks to J.J. Lasseter and a few other silver-tongued diplomats, the rowdy colonists are able to hammer out a deal that most of them can live with. The new government, called the United Colonial Assembly is a unicameral legislature. Every settlement on Banshee with a population of 10 or more is allowed to send a voting representative or designate a representative from another settlement to vote for them. Temptation and Seaside are granted 10 representatives each. This low population threshold means that some single-family ranches are eligible to send reps. Each of the orbital stations is also represented at the Assembly. Temptation is selected as the capital of the new government. It is also decided that the ruined St. Calixtus cathedral is to be restored to house the government offices. For the time being, the government operates out of some abandoned office buildings on the east side of town.

The Assembly votes on all new laws, taxes, and appointments. It also elects the President and the Colonial Council. The first President of Banshee is David Lucas, a well-known merchant from Temptation.

## Colonial Council

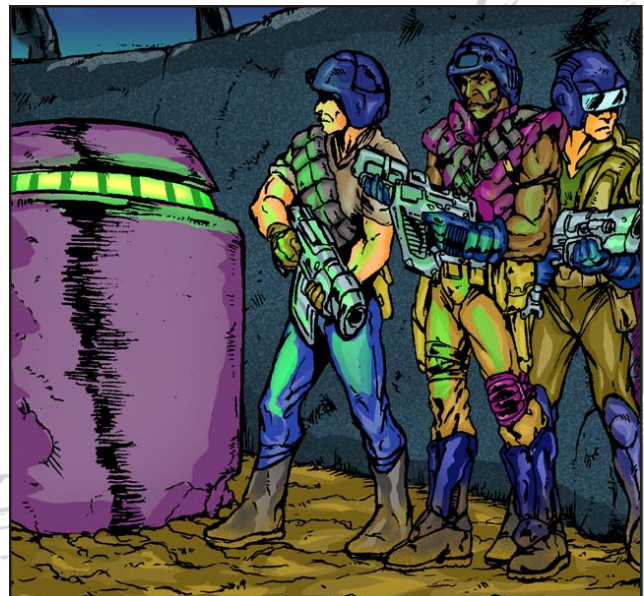
Not much would get done if everything was put to a vote before the Assembly. Debates there are long, drawn out affairs; everyone has an opinion on every issue and feels the need to be heard. The debates often continue long after the floor of the Assembly has been closed. The Rangers have to break up numerous fights between drunken legislators who continue discussing state business after hours at the local bars.

The day-to-day business of running the colony is left to the Colonial Council. The Council is made up of the President, representatives from Temptation and Seaside,

a legislator representing all of the smaller settlements, and a representative from the orbital stations. All of these representatives are elected from the main Assembly. The Rangers, the Banshee Free Militia, and the Banshee Orbital Defense Force all have non-voting representatives at the Council. The current council consists of David Lucas (President), Bret Swan (Temptation), Amanda Bricker (Seaside), Robert Kittenger (other settlements, General Byron Phipps (BFM), Captain Linda Taylor (BODF), and J.J. Lasseter (Rangers). Voting members of the Council are elected by the Assembly each year (with the exception of the President, who serves a four year term). Non-voting members are appointed by their respective organizations.

The Council handles all the daily business and makes most of the major military decisions. If there is severe disagreement over any proposed strategy or the Council deadlocks, any Council member can call for a vote on it in the Assembly. Most of the Council members work together well, so the need for Assembly votes is fairly rare.

When Nicolai makes his bid for power he gains the support of Bret Swan. Swan raised his own militia of about 50 members shortly after the attack on Goliath's Belt. He pays them personally from the fortune he made off his vast mining possessions; they are loyal to the man who signs their paychecks. He is miffed that he was passed over for the President position and enthusiastically supports Nicolai's plan for seizing power.





## Banshee Free Militia

All of the various colonial militias are organized under a unified command structure called the Banshee Free Militia. It is commanded by General Bart Holt (formerly the commander of the Temptation Night Watch). The BFM totals about 4000 troops. In some cases this includes nearly the entire able-bodied population of smaller settlements.

The unified command sounds good on paper, but the colonists have an independent streak that causes them to resent taking orders. In addition, many of the local militias understandably place protecting their homes at the top of their priority list. Holt has to be equal parts military commander and politician in order to get any sort of joint operation accomplished. The BFM also garners some resentment with certain groups because it requisitions a number of vehicles and shuttles. This was unavoidable though, because without the vehicles, the BFM does not have the mobility to respond to UN threats.

If and when mass defections begin among the EXFOR troops, the BFM nearly doubles in size. These new troops bring their own equipment, so there is no problem there, but the sudden influx of troops causes problems in finding food and housing for all of them. Their addition to the BFM more than doubles its efficiency, however. The EXFOR troops have no loyalty to any particular settlement, so they are more than willing to operate wherever they are needed. They also know that a colonial defeat probably means execution for treason, so they fight hard whenever up against UN troops. They give no quarter and ask none.

Heroes who have distinguished themselves in the colony's service may be offered commissions the BFM by the Assembly. Whether this happens is up to you and depends on what you wish the focus of your campaign to be.

## The Reckoners

Either through the heroes or some other source, the Council eventually learns of the Reckoner's presence on Banshee. Despite the threat posed by the Horsemen, the Council deems it a low priority. This is due to a combination of political pragmatism—convincing the Assembly that some mythical creatures pose a greater threat than Warfield and the UN is a losing proposition—and a true lack of understanding of threat the Reckoners pose.

Despite this, however, the Council does authorize the Rangers to look into the matter. They also authorize a budget of 10,000 credits per month for this purpose. If there is a Ranger in the posse, or the heroes have a good working relationship with the Rangers, this task force is probably the best way to hook the players into the fight against the Reckoners. It gives them pretty wide latitude to travel as needed, as well as access to Ranger vehicles and equipment and some manner of funding their quest. If one of the heroes is an experienced Ranger, she might even be placed in charge of the task force. In addition to any PC Rangers, four other Rangers are assigned to the force.

The head of Task Force Reckoner is responsible for giving the Council monthly briefings on the status of the project and accounting for any money spent. This person is also charged with keeping the activities of the task force secret. All of the Council members have political opponents who would likely pounce on this project as an unnecessary expense during wartime and bring it before the Assembly.

# The Rangers

The Colonial Rangers are one of the few constants on Banshee. They are still overworked, underpaid, and largely unappreciated. Those that remain, however, are dedicated to their work.

Lasseter works hard trying to fill the Ranger's ranks, but once the war with the UN begins, most of the able-bodied population who don't have important jobs are incorporated into the militia. The Rangers just have to soldier one with what they have.

In addition to manpower problems, the Rangers also have equipment difficulties. Much of their prewar equipment is prone to malfunctions due to Bazelus' influence. Once the war with the UN begins, there simply isn't any new equipment. The loss of the orbital stations means that the limited production facilities on Banshee's surface are committed entirely to manufacturing equipment for the militia. As a result, the Rangers are forced to beg, borrow, and steal (Ross prefers the term "unauthorized requisitioning") the equipment they need.

## Ross and Dallas

With Lasseter tied up with his Council duties and recruiting drives, Dave Ross and Debbi Dallas are busy working to keep the existing Rangers in the field as an effective force. This effort keeps them riding a desk most of the time—and they hate it.

Both of them have pet projects they may rope the heroes into. Ross' project is taking down the Reapers. Any time he has away from his office is spent trying to locate the Bunker. Whenever he learns of Reaper attack near Temptation, he tries his best to lead the Rangers who are sent out to track them down. Once Nicolai is offered amnesty, Ross spends all of his spare time keeping an eye on the Reaper leader. He may also detail other Rangers to track him. If you want the heroes to nip Nicolai's coup in the bud, Ross is the best source of information for the posse.

Debbi's project is creating a lasting peace between the colonists and the anouks. She works with Martool and her clan to foster trust between the two groups. Debbi has had some success, but a lot of the colonists have long memories and some of the local anouk clans simply aren't interested in peace. Debbi's biggest success so far has been recruiting a warband of anouks to serve in the BFM. These anouks have served with distinction and allow Debbi to hope that there may be a

chance for real peace once the war with the UN is over. Once Warfield begins bombing anouk villages from orbit, many now-homeless anouks come to Temptation to serve in this unit. A roughly equal number form small raiding bands and attack colonial settlements simply because they are inhabited by humans.

Both Ross and Dallas are concerned by the news about the Reckoner's arrival. Neither of them truly understand the import of this event, but given their past experiences with the supernatural, they realize that the Horsemen may mean really bad news for the colonists. Both of them keep up-to-date on the activities of Task Force Reckoner and try to help out when possible. They both want to get out in the field more, and if offered an opportunity to accompany the heroes on an attack on one of the Reckoners, they jump at the chance. Debbi especially can be useful in this regard since she's a guardian. The heroes should be cautious about asking their help, however, because if either of them are killed, people will start asking questions.







# Chapter Three: The Reckoners

Well, the time has finally come. That's right, we're going to stat the Reckoners—and you know what that means. If they have stats, you can kill them—or they can kill your heroes. The Reckoners are the Big Bads of the *Deadlands* story and they are certainly no pushovers. Unless your heroes are powerful, and more importantly, smart, there is a very good possibility they'll end up with toe tags and get their final physicals from Doc Dazy and his bone saw.

Of course, the Reckoners aren't going to just sit around in their strongholds with a big "Shoot here for 1 Billion XP" sign over their heads. They want to either destroy Banshee or get back to Earth. And, like the other bad guys we've looked at, they've got a Plan to achieve that. This chapter looks at what the Four Horsemen are up to, what the players can do to stop them, and, ultimately, how to defeat them for good.

Unlike the typical opponents your heroes have faced in the past, the Reckoner's stats aren't set in stone. Their arrival on Banshee has weakened them, and as long as their plans (and the plans of some of the humans who are inadvertently helping them) are thwarted, they continue to grow weaker.

The heroes can make their final battle against the ultimate evil in the *Deadlands* world much easier with a little groundwork laid ahead of time.

The stats listed for each of the Reckoners are their "full power" abilities. These are what the heroes run into if they simply beeline for the Horsemen's lairs without doing any prep work. As powerful as they are, the Reckoners are still much weaker here on Banshee than they were on Earth (remember that Famine shrugged off a nuclear blast, although her horse didn't fare so well). So how does the posse cut the Reckoners down to size? Turn the page and find out.

# Whittling 'Em Down

The Reckoners are being weakened by Banshee's aura, but as long as they can tap into their main source of power—fear—they can counter this effect. If they are able to generate enough fear, they may be able to completely reverse Banshee's power over them. The more fear the Horsemen generate, the faster Banshee's ghost rock infestation grows. At some point this cancer-like growth will reach a critical mass and grow beyond the planet's ability to recover from it.

Although fear is the primary fuel that powers the Reckoner's conquest machine, it's not their only source of power. To a lesser extent, each one draws power from malevolent events that fall within their respective realms. For example, Death benefits whenever someone is murdered, Famine gains a boost whenever a person starves, Pestilence perks up whenever a plague is dropping people, and War benefits whenever people start knocking each other off on an organized basis. Not every event has to result in a death, but these are normally the things that generate the most power for the Horsemen. The sadness, grief, despair, and other negative emotions that accompany these events all provide the Reckoners with tasty morsels of power. Since you've seen what's in store for the inhabitants of Banshee, you know that the Reckoners are about to eat well unless the heroes do something about it—and you haven't even seen what the Horsemen are planning themselves!

## Fear Watchers

The way for the heroes to gain victory is to derail these plans, or at least mitigate their effects. If the posse is able to force the Reckoners on a diet, the reduction in their fear calories results in a corresponding reduction in their power and a slowing of the growth of the ghost rock infestation. If the heroes throw enough monkey wrenches in the works it's possible for the posse to reduce the Reckoners from godlike beings that can crush them like bugs to merely immensely powerful creatures who will probably just maim and cripple them.

# Finale Points

The reduction of the Reckoners' power is tracked using Finale Points (FPs). For every major plot the posse is able to foil, they gain a number of FPs against one or more Reckoners. The exact amounts are summarized in the Finale Point Table on the next page. You may notice by examining the table that it's possible to earn more points against Death and War than against Famine and Pestilence. This is intentional because Death and War are more powerful than the other two.

As each of the events listed in the table occurs assign the listed points to either the posse or the affected Reckoners. If the heroes succeed at stopping the action, they gain the points. If the heroes fail, or don't interfere, the Reckoners gain the points.

The plots listed in the table are not the only ways to gain Finale Points. The posse can also gain them from adventures you design, Marshal. Basically, any actions the heroes take that lessen fear, right a wrong, or in some way strengthen Banshee have a negative effect on the Reckoners. It's up to you to decide how many points to award for each action and against which Reckoners they apply. In general, though, unless an adventure has a planet-wide impact like the ones listed in the Finale Point Table, they should only be worth 1 to 3 points at most.

For example, let's say that some unscrupulous miners are using toxic chemicals in their operation that are polluting the local water supply and poisoning the anouk tribe that depends on it. Stopping this would be worth 1 point a piece against both Pestilence and Famine. However, the ends don't always justify the means—the posse's actions can have consequences. If the heroes stop the miners by storming the mine and killing everyone in sight they may inadvertently give Death a point. Likewise, organizing the anouks to raid the mine may give a point to War. This not to say that the heroes can only win by getting everyone to hold hands and sing "Kumbaya," but if they are particularly bloodthirsty or reckless in dealing with a problem they should suffer the consequences.

## Using FPs

Once the heroes actually square off in battle against a Reckoner, total up all the points they have gained against the particular Horseman and then subtract any points the Reckoner has gained from this number. For



# Finale Points

## Mission/Plan

Mission/Plan	Death	Famine	Pestilence	War
Ending Orbit Forge equipment sabotage	+5	0	0	0
Cut HI weapon supply to Reapers	+5	0	0	+5
Free Vanessa from Bazelus	+5	+5	+5	+5
Derailing Operation David	0	0	0	+5
Derailing Operation Typhoon	+5	+5	+5	+5
Destroying the <i>Behemoth</i>	+5	+5	+5	+5
Defeating the Pig Skinner	0	0	+5	0
Preventing/removing Nicolai from power	0	+5	0	0
Preventing orbital strike on Temptation	+10	0	0	0
Destroying Famine's weather control	0	+10	0	0
Stopping the Omega Virus	0	0	+10	0
Preventing/defeating northern invasion	0	0	0	+10

every 5 full points that the posse has gained, that Reckoner is weakened in some way. Each 5 points can be spent to reduce the Reckoner's abilities in the ways listed below. If you know the heroes are going to be fighting a Reckoner in a given session, you should adjust its scores ahead of time so you don't bring the game to a screeching halt while you tinker with them. It's up to you to decide exactly how you wish to weaken the Big Bad because each posse has different strengths and weaknesses. You should adjust the Reckoner's abilities in a way that gives your posse the best chance of defeating it. We recommend, however, that you not negate the Reckoner's immunity to non-magical weaponry to prevent the heroes from waltzing and simply blowing its head off with a lot of firepower—kind of an anticlimactic end for a demi-god.

Every 5 Finale Points can be spent to do one of the following:

Reduce a Trait by one die type (-2 to one ability).

Negate one special ability.

Reduce the Reckoner's Armor value by 1 point (-1 to AC).

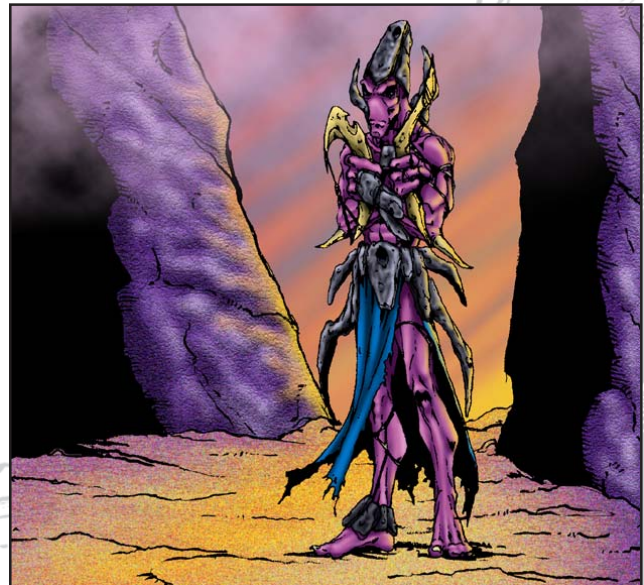
Reduce the Reckoner's Size by 1 point to a minimum size of 8. Each Size reduction also causes a corresponding reduction to the size of the Reckoner's horse. If you are using the d20 system, this causes both the Reckoner and his horse to lose 1 hit die.

Grant the heroes +2 to damage versus the Reckoner and his mount.

## Tannis Weapons

Another weapon in the heroes' arsenal against the Reckoners is the power of tannis. Tannis rock is imbued with the very life force of the planet. All weapons made from this material function as magical weapons against the Reckoners and ignore their immunity to non-magical weapons. You can allow the heroes to learn this the hard way—in combat with a Reckoner—or you might allow a guardian or shaman to learn it in a vision from Banshee.

Gun-toting heroes may wish to make tannis bullets. It's possible to do this, but they do not perform the same as normal bullets. To create them, the heroes need an anouk capable of working with tannis, some bullet molds, and a supply of shell casings and gunpowder.





## The Panoply of Arkat

There is one last thing the posse can do to give the heroes that extra edge against the Reckoners: recover the Panoply of Arkat. Arkat was a great anouk warrior who fought alongside Azreel in the rebellion against the skinnies. He was an enormous anouk, standing well over 10' tall, and possessed of enormous strength (even by anouk standards). He waded into battle with a ferocious recklessness driven by his intense hatred of the skinnies. On more than one occasion he charged into masses of skinny-controlled anouk troops and single-handedly changed the course of the battle. Legends credit him with personally "killing" no fewer than four skinnies and slaying scores of their high priests.

Tannis bullets perform differently than standard bullets. Tannis is much less dense than lead, so bullets made of the material are lighter than ordinary bullets. This has a number of effects.

For starters, this imposes a -2 penalty to all damage rolls (due to both the lighter weight and the fact that they don't deform on impact). Their lighter weight also means that they receive less of a benefit from the rifling of modern weapon barrels and lose their velocity faster. For this reason, the Range Increments of weapons using tannis bullets are halved. Tannis is also much harder than metals normally used in bullet-making. Each time a full magazine of tannis ammo is fired from a weapon, roll 1d10. On a roll of 1, the abrasive stone has worn down the weapon's rifling and imposes a -1 penalty to hit (ignore this for smoothbore weapons like shotguns). This penalty can accumulate up to a maximum of -4. Lastly, tannis bullets are ineffective against rigid armor like battlesuits and vests with trauma plates (the bullets simply shatter). Treat these as if their AV was 2 levels higher (+2 AC). Against non-rigid armors, however, the tannis bullets' lack of deformation grants a +2 AP bonus (-2 AC).

When used against a Reckoner or a Servitor, tannis bullets do normal damage. They also suffer no penalties against the supernatural armor worn by the Horsemen. If the grip of the weapon are inlaid with tannis, it is possible for anouks and guardians to charge all of the bullets in a single magazine as they would any other tannis weapon.

Just like his human counterpart, Sampson, Arkat was betrayed by a woman. He fell in love with a female anouk slave named Shala who was working with the skinnies. She gained his trust by passing him information given to her by her malnourished masters. The skinnies were more than willing to sacrifice a few small caravans to Arkat's raids in exchange for ridding themselves of this thorn in their side.

Once Arkat had fallen for Shala, she offered to sneak him into the Black City where she was enslaved. She claimed to have discovered a secret way into the personal chambers of the skinny that ruled the city. Arkat couldn't pass up the chance to take on a skinny one-on-one and he eagerly followed Shala deep into the bowels of the city—straight into an ambush. Arkat didn't go down easily, but he was eventually overwhelmed through sheer numbers.

After his capture, Arkat was publicly tortured to serve as an example to the other slaves of the futility of resisting the skinnies. During his suffering, Arkat called out to Banshee for aid. A lightning bolt came down out of a clear sky. It ended Arkat's suffering and fried the high priests tormenting him to cinders.

Following Arkat's death, the skinnies attempted to dispose of his equipment but found themselves unable to do so. No normal means of destruction worked and his weapons and armor had become so infused with Banshee's life force that their dark magic was completely powerless against the items. Since they couldn't destroy them, the skinnies

decided to separate the items and hide them to prevent another would-be anouk hero from obtaining them.

The Panoply of Arkat consists of three items: the Charnok Dok (Helm of Clarity), the Dar'seth Ravok (Skinny Cleaver), and the Aknouk Rrkan (Breastplate of Rage). The Charnok Dok was hidden in the lower levels of the Spire, the Dar'seth Ravok was stashed away in a Black City on the Leeward Islands, and the Aknouk Rrkan is hidden in a cave in the Black Valley. All of these items are guarded by a series of traps and nasty critters—the perfect excuse for taking your posse on a dungeon crawl style adventure.

Although the pieces of the Panoply became magical while fighting skinnies, they possess a number of powers that could be helpful in a fight against the Horsemen. The only catch is that the items' special powers only work for anouks and guardians. In the hands of anyone else they are simply mundane items. One power all of the items possess is that they automatically adjust their size to that of their wearer.

### Charnok Dok (Helm of Clarity)

The Charnok Dok is a large helmet made from the skull of a chanouk. It covers the entire head and face and has a hinged faceplate on which is carved a likeness of Arkat. A sharpened barouka tusk protrudes from the center of the helmet's forehead (Arkat added this to give his head butts a little more oomph). The sides and back of the helmet are inlaid with tannis, allowing the helm to be charged. The Charnok Dok has the following powers:

It protects the noggin' with an AV of 3 (AC +2). The helmet can be charged like any other piece of armor to increase its armor protection.

The wearer of the Charnok Dok gains an additional +5 Strain.

The Charnok Dok protects the wearer against mind-controlling magic and psionics. It grants a +4 bonus to all *Spirit* rolls (+4 to Will saves) made to resist these types of magic.

The wearer can headbutt an enemy for STR +d6 damage (1d6 piercing damage).

### Dar'seth Ravok (Skinny Cleaver)

The Dar'seth Ravok is a large, battleaxe style weapon with a tannis blade (see the cover of the *Lost Colony* book). It has three barouka tusks mounted on it; one on the tip and two on either side of the blade. It also has a razor wing talon mounted on the

bottom of its shaft. The shaft itself is made of pure tannis stone wrapped in chanouk hide leather. The Dar'seth Ravok has the following powers:

As a cutting weapon, the Dar'seth Ravok does STR+d10 damage, AP 2 (d10 damage). It can also be used to thrust with the tusks for STR+d8 damage (d8 damage). The critical threat range for the weapon is 18-20/x3. It can be charged for additional damage.

The weapon does +4 damage versus any enemy of Banshee's (the Reckoners qualify for this). Against skinnies it does an additional +4 damage.

The talon on the shaft can be used to make an entangling attack as with the chakatl causing STR+d6 damage (d6 damage). If the entangle is successful, the user may immediately make another attack with the axe head at +4 to hit.

### Aknouk Rrkan (Breastplate of Rage)

The Aknouk Rrkan is a battle-scarred breastplate made of chanouk bone and inlaid with tannis. Unlike most anouk breastplates, this one also covers the wearer's back (Arkat added the back covering after he waded into one too many melees by himself and was stabbed for his troubles). It has the following powers:

It grants the wearer +5 Strain.

The breastplate has an AV of 4 (AC +7). It can be charged as normal.

Spending a point of Strain allows the user to enter a lethal battle rage. This isn't an unthinking berserker rage, it's more of a trance that narrows the warrior's focus down to his immediate surroundings and pumps his body up for battle.

When the warrior enters the rage his *Strength* is increased by +2 die types (+4 to Strength). Time seems to slow while in the rage, giving the warrior more time to react to his opponents actions. This grants the hero an extra action card each round (+1 to number of attacks and +4 to initiative rolls). It also increases the TN to hit the hero with a melee attack by +4 (+4 AC) and gives a +4 bonus to all *dodge* rolls (+4 to Reflex saves). The tunnel vision caused by the rage imposes a -4 penalty to all *Cognition* and *search* rolls (-4 penalty to Listen, Search, and Spot checks). These effects last 5 rounds for each point of Strain spent.

# Death

Death is arguably the strongest of the Reckoners because so much falls within his domain. Whenever anyone dies of anything other than natural causes, Death gains some power. Given the current state of affairs on Banshee, Death hasn't exactly starved. Despite this, however, the planet has still taken its toll on the Reckoner and he is now just a shadow of his former self.

Death has set up camp, appropriately enough, in the Valley of Death on Two. He has taken over the ruins of a Black City there. The city was buried in an earthquake long ago when Banshee took her vengeance on the skinnies. Recent upheavals following the World Storm, however, have sheared off a portion of the cliff containing the city and exposed its inner chambers to the outside. The corrupted anouks that have entered into Death's service make their homes here. Most of the tannis here has been converted to ghost rock, so the anouks were unable to use their tannis-shaping abilities to carve new staircases in the rock. As a result the walls of the valley are covered with rickety ladders allowing access to the various exposed chambers.

The Valley is patrolled by groups of Darketh anouks. These patrols normally contain 8 to 10 anouks accompanied by 1 or 2 prowlers. The prowlers are a local predator that has been warped by Death's power into even fiercer beasts. If the patrol is expecting trouble, it is usually accompanied by a Charon demon, one of Death's most common servants. (See below for stats.)

Death himself spends most of his time in a throne room deep inside the cliff that once served as a private audience chamber for the skinny that once ruled this city. If the posse opts for a frontal assault, they will have to evade (or fight) a number of patrols in order to gain access to the cliff-side entrance leading to this chamber. However, the destruction caused by the various tectonic upheavals over centuries has littered the area various caves and tunnels that allow a more stealthy approach. If the heroes scout out the area thoroughly, it is possible to find one of these entrances outside the normal patrol area and gain direct access to Death's throne room. This should allow the heroes to engage him directly without being weakened fighting their way in.

Death is not alone, however. He is normally attended by two Charon demons, a squad of Darketh anouks, and a prowler. Once battle is joined in the throne room, roll 1d12 every round. On a roll of 12 or greater, reinforcements arrive from outside. Each round that reinforcements fail to arrive, add +1 to the die roll. Once reinforcements do arrive, the bonus to the die roll reverts to zero. Roll 1d10 to determine who (or what) comes to the Reckoner's aid: 1-6 a squad of anouks, 7-8 a prowler, 9-10 a Charon demon.

## Deadlands Profile: Darketh Anouk

**Corporeal:** D:3d6, N:3d8, S:3d12, Q:2d8, V:3d8  
Climbin' 4d8, dodge 4d8, fightin': brawlin',  
chakatl 5d8, shootin': rifle 3d6, sneak 5d8,  
throwin': balanced 4d6

**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: Death Valley 4d8

**Edges:** Ghost rock sense 1, race: anouk

**Hindrances:** None

**Wind:** 16

**Pace:** 8

**Size:** 8

**Special Abilities:**

**Strain:** 8

**Weapon Charging:** The Darketh carry weapons made from ghost rock. Due to the corruption they have undergone in Death's service, they can charge this stone in the same way as normal anouks can charge tannis. This has the same effects on damage and protection as for tannis weapons. It also has an additional effect. Charged ghost rock weaponry and armor emits a chilling wail. Anyone hearing this noise must make an immediate Onerous (7) *Spirit* check (Will save DC 12). Anyone failing this roll is stunned. A stunned character may attempt another *Spirit* check at the same TN on each of his actions. Once a hero has recovered from this effect, he is immune to it for the next 24 hours.

**Gear:** Aknouk (AV2), chakatl, 3 ataxes.

## D20 Profile: Darketh Anouk

**Darketh Anouk:** CR 2 Medium-size Human;  
Class: Awr 2, hp 18; Init +1; Spd 30 ft.; AC 16  
(+1 Dex, +5 armor); Atk Chakatl +5, atax +3;  
AL CE; 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 Weapons Proficiency (atax), Martial Weapons Proficiency (chakatl), Power Attack, Ghost Rock Sense, Simple Weapon Proficiency, Weapon Focus (chakatl)

Special Qualities: Energy Weapon, Strain: 8  
Possessions: Chakatl, 3 ataxes, aknouk

### Deadlands Profile: Prowler

**Corporeal:** D:3d8, N:4d10, S:2d12+2, Q:4d8, V:3d10

**Fightin':** brawlin' 3d10, sneak 2d10

**Mental:** C:1d8, K:1d4, M:2d6, Sm:2d6, Sp:4d8  
Search 2d8, trackin' 2d8

**Pace:** 12

**Size:** 7

**Wind:** —

**Terror:** 7

#### Special Abilities:

**Armor:** 2

**Damage:** Mandibles STR+1d6 (AP2)

**Locking Mandibles:** The prowler's pincers are designed to lock in place once the creature has bitten its prey. If the prowler gets a raise on a *fightin'* roll, it has gotten a secure grip on its target and locked its mandibles. The mandibles do full damage each round as the prowler shakes its prey like a rag doll. Removing the mandibles can only be done by killing the beast or beating it in a contest of *Strength*. The prowler's locking bone structure gives it a +4 bonus in any such contest.

**Poisonous Spit:** The prowler can shoot a gob of venomous spittle up to a range of 5 yards. Use the creature's *Deftness* to attack. A character hit by this spit must roll *Vigor* against a poison strength of 3d10. If the character's *Vigor* total is less than the poison's strength, he takes the difference as damage. The prowler may automatically hit any target it has locked in its mandibles with this spit.

**Sonic Shriek:** The prowler can emit a focused sonic shriek in lieu of a normal attack. Treat this as a ranged attack, using the creature's *Deftness* to hit. The attack has a Range Increment of 5 yards and affects only a single target. A character hit by this shriek must make a Hard (9) *Vigor* roll or become stunned for 1d4 rounds.

**Description:** A prowler looks like a large, 10' long millipede with a hard, black, chitinous shell. It has sharp 2' long mandibles that protrude from a circular maw lined with teeth. Corrosive spittle drips from its mouth when it is excited or angry.

### D20 Profile: Prowler

#### Medium Magical Beast

**Hit Dice:** 4d10+12 (34 hp)

**Initiative:** +1 (+1 Dex)

**Speed:** 50 ft.

**AC:** 16 (+1 Dex, +5 armor)

**Attacks:** Mandibles +9

**Damage:** 1d8+4

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

**Special Attacks:** Locking mandibles, poisonous spit, sonic shriek

**Special Qualities:** None

**Saves:** Fort +7, Ref +5, Will +0

**Abilities:** Str 18, Dex 12, Con 16, Int 10, Wis 10, Cha 10

**Skills:** Climb +8, Hide +5, Listen +4, Search +4, Spot +4

**Feats:** Weapon Focus (mandibles)

**Climate/Terrain:** Any land

**Organization:** Solitary or group (1-4)

**Challenge Rating:** 4

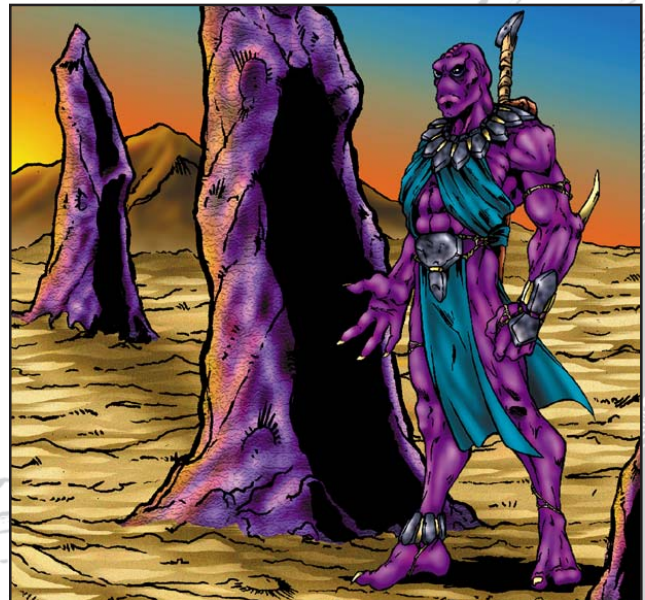
**Treasure:** None

**Alignment:** Neutral Evil

**Advancement:** —

### Combat

**Locking Mandibles:** If the prowler's attack roll beats the target's AC by 4 points or more, it has been able to lock its mandibles onto its target. The mandibles do full damage each round as long as they remain locked because the creature shakes its prey around





like a chew toy. The only ways to remove the mandibles are to kill the creature or beat it in a contest of Strength. The prowler's locking jaw structure gives it a +4 bonus in such a contest.

**Poisonous Spit:** The prowler may fling gobs of venomous spit any target within 15 ft. Treat this as a ranged touch attack. Any character hit by the spittle must make a Fortitude save (DC 18) or take 2d6 acid damage.

**Sonic Shriek:** The prowler can emit a piercing shriek against a single target. Treat this as a ranged attack with a Range Increment of 15 ft. A character hit with this attack must make a Fortitude save (DC 18) or become stunned.

## Deadlands Profile: Charon Demon

**Corporeal:** D:3d6, N:3d8, S:2d10, Q:3d6, V:3d8  
 Fightin': brawlin' 3d10, sneak 2d10  
**Mental:** C:2d8, K:1d4, M:2d12, Sm:2d6, Sp:4d12+2  
 Overawe 4d12, scrutinize 3d8  
**Pace:** 6  
**Size:** 6  
**Wind:** —  
**Terror:** 9  
**Special Abilities:**  
**Armor:** 1  
**Damage:** Oar (STR+1d6), Bony Hand (STR+1d4)  
**Immunity:** The charon demon is immune to non-magical weapons. Tannis weapons

work normally against these creatures, however.

**Coin!** This is the charon demon's primary means of attack. It advances toward a target with one hand outstretched and says "Coin!" in a loud voice. The target of the attack hears this in his native language regardless of his origin. Actually giving the demon a coin renders it powerless against that particular individual (it can still attack the person with its oar, but it can never steal his soul). Failure to pay the ferryman allows him to seek alternate means of payment—the character's soul. The demon attempts to hit its victim with its outstretched hand. If it hits with a raise, its bony hand gets a death grip on the target and it begins to suck the hero's soul from his body. On each of its actions it engages in a contest of *Spirit* with its victim. If it wins, the target's *Spirit* is reduced by a die type. If the victim's *Spirit* is reduced below a d4, he dies. The only way to end this attack is to break the demon's grip by winning a contest of *Strength*. *Spirit* lost to this attack is regained at the rate of one die type per hour.

**Description:** A charon demon looks like the legendary ferrymen: a skeletal figure in dark robes. It holds a broad-bladed oar in its left hand. Its other hand is outstretched to accept its fare—a coin or a soul, whichever it can get its bony mitts on.

## D20 Profile: Charon Demon

**Medium Outsider**

**Hit Dice:** 2d8+2 (11 hp)

**Initiative:** +2 (+2 Dex)

**Speed:** 30 ft.

**AC:** 12 (+1 Dex)

**Attacks:** Oar +6, bony hand +5

**Damage:** Oar 1d6+3, bony hand 1d4+3

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

**Special Attacks:** Coin!

**Special Qualities:** Damage Resistance 20/+3

**Saves:** Fort +4, Ref +3, Will +6

**Abilities:** Str 16, Dex 12, Con 14, Int 10, Wis 18, Cha 10

**Skills:** Listen +4, Move Silently +5, Search +4, Spot +8

**Feats:** Weapon focus (oar)

**Climate/Terrain:** Any land

**Organization:** Solitary or group (1-6)

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Lawful Evil

**Advancement:** —

## Combat

Charon demons prefer to use their soul stealing ability in combat, resorting to their oar only when no other options are available. These demons are drawn to anyone who has cheated death; guardians and the Harrowed are their preferred targets.

**Coin!:** This is the charon demon's primary means of attack. It advances toward a target with one hand outstretched and says "Coin!" in a loud voice. The target of the attack hears this in his native language regardless of his origin. Actually giving the demon a coin renders it powerless against that particular individual (it can still attack the person with its oar, but it can never steal his soul). Failure to pay the ferryman allows him to seek alternate means of payment—the character's soul. The demon attempts to hit its victim with its outstretched hand. If the demon's attack roll exceeds the target's AC by 4 points or more (or it scores a critical hit), its bony hand gets a death grip on the target and it begins to suck the hero's soul from his body. On each of the demon's actions its victim must make a Will Save (DC 18). If the save is failed, the target's Wisdom is reduced by 2 points. If the victim's Wisdom is reduced to 0, he dies. The only way to end this attack is to break the demon's grip by winning a contest of *Strength*. Wisdom lost to this attack is regained at the rate of one point every half hour.

## Ground Zero

Death isn't about to hang up his hooded robe without a fight. He has a plan, that should it succeed, will give him a tremendous boost (the other Reckoners will get a bit of a pick-me-up from it as well).

Death's plan centers around the *Behemoth*. Using the nano-tech infiltrators Bazelus has stowed away, he plans to stage a temporary mutiny and take control of the ship's systems. Warfield is enough of a paranoid that all of the *Behemoth's* computer systems are triply redundant. His computer techs should be able to cut the traitorous circuits out of the loop in less than 15 minutes. Of course, 15 minutes is all the Reckoner needs. While under Death's control, the ship alters its orbit to put it in a position to launch a bombardment against One. The targets? Temptation and Seaside.

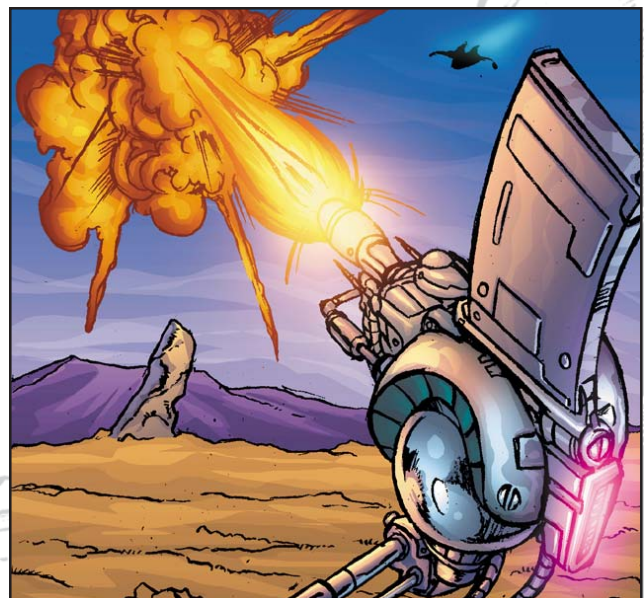
The massive depleted uranium slugs fired by the *Behemoth's* mass drivers impact with the energy of a small nuclear weapon (without all that messy radiation). If the strikes are launched both towns are leveled

and tens of thousands are killed instantly. Thousands more die in the following weeks and months as the loss of the food and medicine available in these settlements causes starvation and disease (and gets Death thank you cards from Famine and Pestilence). This strike isn't an act of war, it's outright murder. Besides giving Death a shot in the arm, the thousands of simultaneous deaths also provides much of the spiritual juice that Bazelus needs to power up the Tunnel.

The loss of Temptation and Seaside means the complete destruction of any sort of organized government on Banshee. Each settlement is on its own for defense. Some of the more hostile anouk tribes take advantage of this to renew attacks on human towns.

To his credit, Warfield is horrified by the attack. He withdraws all of his ships capable of orbital bombardment away from Banshee and has his computer geeks working around the clock to determine what happened and how to fix it. He also sends food and medical aid to the survivors on the surface. However, these aid shipments are met with attacks. None of the colonists are willing to believe that the strikes were an accident. Any vehicle or person with UN markings is attacked on sight.

Any Rangers in the posse may suddenly find themselves in line for a promotion, since most of the ranking Rangers were stationed in Temptation. It's up to you whether Ross or Dallas are in town at the time of the attack. Putting experienced characters in positions of responsibility during such a crisis can lead to





some interesting roleplaying opportunities. Heroes who are used to dealing with problems through direct action may have to learn some useful skills like diplomacy and tact.

The immediate problems the heroes have to deal with following the destruction of Temptation and Seaside are ending the anouk raids on the outlying human settlements, somehow procuring new supplies of food for the survivors, and reestablishing some semblance of trade between the remaining towns. If the Reapers are still a threat at this point, Nicolai takes full advantage of the tragedy to maximize their influence among the survivors.

There are a number of ways to prevent this mini-cataclysm. Death cannot activate the *Behemoth's* systems directly; he needs Bazelus assistance to do so. If the heroes defeat Bazelus, the strike does not happen. Likewise, if the posse has made enough progress against the Reckoners that Bazelus feels confident enough to openly defy them, the show is off. Disabling or destroying the *Behemoth* obviously prevents the strike from occurring. This can happen through the International Gun or more direct sabotage on the players' parts. If the *Behemoth* is out of commission, though, there is still the possibility of Death trying a scaled-down version of the plan with some of Warfield's smaller ships. Only defeating Bazelus and the *Behemoth* can ensure Temptation and Seaside's safety.

## Death

Okay, here he is, the Lord of the Underworld himself in all his glory. One thing to take note of under his special abilities the "Death Blow" entry. All of the Reckoners have this ability. Simply inflicting a mortal wound to them is not enough to permanently destroy them. The blow that finishes them must meet certain conditions. If these conditions are not met, any mortally wounded Reckoner completely recovers from his wounds 24 hours later, even if their physical body is destroyed. The heroes can learn of these conditions through occult research, cryptic visions from Banshee, or from Bazelus.

### Deadlands Profile: Death

**Corporeal:** D:4d10, N:5d8, S:4d12+10, Q:5d10, V:4d12+8

Dodge 6d8, fightin' brawlin', scythe 7d8, ridin' 10d8, sneak 5d8, throwin' 6d10

**Mental:** C:4d12+6, K:5d12+8, M:5d12+8, Sm:4d12+10, Sp:4d12+12

Academia: occult 10d12+8, bluff 8d12+8, leadership 6d12+8, overawe 8d12+8, persuasion 8d12+8, ridicule 6d12+10, scrutinize 8d12+6

**Pace:** 12

**Size:** 12

**Wind:** —

**Terror:** 15

**Special Abilities:**

**Armor:** 3

**Damage:** Scythe STR+8 (AP 2)

**Chill o' the Grave:** A cold, bone-numbing wind radiates out from Death at all times. This covers an area 20 yards in radius. At the beginning of each round anyone within this area must make a Hard (9) *Vigor* roll or take 2 points of Wind damage.

**Death Blow:** This Reckoner can only be put down for good by someone who has cheated death. This includes all Harrowed, guardians, and anyone who has had a near death experience; someone who was revived after being clinically dead, for example. The person must cause at least one wound to Death with a hand-held weapon after the Reckoner has been mortally wounded. The Horseman must then be given the last rites by a recognized holy man or woman of any religion (an anouk shaman qualifies).

**Death Rattle:** Death can empty his lungs and blow out a stinking miasma of rot and decay. This forms a cloud 10 yards in



radius. Anyone caught inside this cloud must make an Incredible (II) *Vigor* roll or lose his highest action card. Heroes without cards are stunned for 1 round. This cloud only persists until the end of the current combat round.

**Death Touch:** If Death strikes a hero with his bare hand, any wounds inflicted by the attack heal an equal number of wounds for the Reckoner. Death may not gain extra wounds in this manner.

**Grave Shroud:** As an action Death can conjure up a thick rolling mist. This mist imposes a -4 vision modifier to all attack rolls. Death and his allies are completely unaffected by the mist and suffer no penalties. The mist lasts for 1d6 combat rounds.

**Hell Follows with Him:** Death has power over all the evil legions of the Deadlands. Once per day he can summon any evil creature from any of the *Deadlands* settings to fight by his side. The creature must fit within the area Death is currently in, so he can't whip up a Mojave rattler or Maze dragon in his throne room. Using this ability requires a full round of concentration.

**Immunity:** Death is immune to non-magical weaponry. Tannis weapons and magic work against him normally.

**Power o' the Grave:** Death has a special power over any person who has died. This applies primarily to Harrowed and guardians. If Death wins an *overawe* attempt against such a character, the hero must fight on the Reckoner's side for a number of rounds equal to the number of raises he achieved on the attempt (minimum of 1 round). The manitous of any Harrowed heroes gain a +8 bonus to any attempts at steal Dominion while in Death's presence. If a manitou takes control while in Death's presence, this control lasts for 24 hours.

**Raise Dead:** As an action Death may raise any dead body from the dead. Any heroes raised in this way are undead and fight loyally for their new master.

**Shriek o' the Damned:** Death may twirl his scythe over his head. This creates an unearthly shriek that forces all of his enemies who hear it to make an immediate Incredible (II) *guts* check.

**Coup:** All heroes present at Death's final demise get some goodies. For starters, all the heroes will enjoy a long life, living to well over 100 (barring a violent death). They also gain the Tough as Nails Edge at level 5. They gain power over the undead as well. All attacks made against

an undead opponent gain a +4 bonus to damage. The heroes also gain a +4 bonus to any rolls made to resist the special powers of any undead creature. Harrowed heroes permanently gain total Dominion over their manitou.

**Description:** Death appears as a tall, skeletal figure dressed in black robes. He carries a scythe in his right hand and rides a pale, off-white horse with flaming hooves.

## D20 Profile: Death

### Huge Outsider

**Hit Dice:** 20d8+160 (250 hp)

**Initiative:** +3 (+3 Dex)

**Speed:** 40 ft.

**AC:** 21 (+3 Dex, -2 size, +10 armor)

**Attacks:** Scythe +31/+26/+21/+16, bony hand +30/+25/+20/+15

**Damage:** Scythe 1d10+10, bony hand 1d4+10

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

**Special Attacks:** Chill o' the Grave, Death Rattle, Death Touch, Grave Shroud, Hell Follows with Him, Power o' the Grave, Raise Dead, Shriek o' the Damned

**Special Qualities:** Damage Resistance 15/+3, Immune to Non-magical weapons, Death Blow

**Saves:** Fort +20, Ref +15, Will +20

**Abilities:** Str 30, Dex 16, Con 26, Int 24, Wis 26, Cha 24

**Skills:** Alchemy +27, Bluff +27, Concentration +28, Handle Animal +27, Gather Information +27, Intimidate +27, Knowledge (arcana) +27, Listen +28, Move Silently +23, Ride +23, Search +27, Sense Motive +28, Spellcraft +27, Spot +28, Use Magic Device +27

**Feats:** Cleave, Mounted Combat, Power Attack, Ride-By Attack, Trample, Weapon Focus (scythe)

**Climate/Terrain:** Any

**Organization:** Unique

**Challenge Rating:** 20

**Treasure:** None

**Alignment:** Lawful Evil

**Advancement:** -

## Combat

Death takes no prisoners.

**Chill o' the Grave:** A cold, bone-numbing wind radiates out from Death at all times. This covers an area 60 feet in radius. At the beginning of each round anyone within this area must make a Fortitude save (DC 18) or take 1d4 points of subdual damage.

**Death Blow:** This Reckoner can only be put down for good by someone who has cheated death. This includes all Harrowed, guardians, and anyone who has had a near death experience; someone who was revived after being clinically dead, for example. The person must cause at least one wound to Death with a hand-held weapon after the Reckoner has been mortally wounded. The Horseman must then be given the last rites by a recognized holy man or woman of any religion (an anouk shaman qualifies).

**Death Rattle:** Death can empty his lungs and blow out a stinking miasma of rot and decay. This forms a cloud 30 feet in radius. Anyone caught inside this cloud must make a Fortitude save (DC 22) become stunned for 1d4 rounds. This cloud only persists until the end of the current combat round.

**Death Touch:** If Death strikes a hero with his bare hand, any damage inflicted by the attack heals an equal number of hit points for the Reckoner. Death may not gain extra hit points in this manner.

**Grave Shroud:** As an action Death can conjure up a thick rolling mist. This mist imposes a -4 vision modifier to all attack rolls. Death and his allies are completely unaffected by the mist and suffer no penalties. The mist lasts for 1d6 combat rounds.

**Hell Follows with Him:** Death has power over all the evil legions of the Deadlands. Once per day he can summon any evil creature from any of the *Deadlands* settings to fight by his side. The creature must fit within the area Death is currently in, so he can't whip up a Mojave rattler or Maze dragon in his throne room. Using this ability requires a full round of concentration.

**Immunity:** Death is immune to non-magical weaponry. Tannis weapons and magic spells work against him normally.

**Power o' the Grave:** Death has a special power over any person who has died. This applies primarily to Harrowed and guardians. If Death wins an Intimidate attempt against such a character, the hero must fight on the Reckoner's side for 1d4 rounds. The manitous of any Harrowed heroes gain a +4 bonus to any attempts at steal Dominion while in Death's presence. If a manitou takes control while in Death's presence, this control lasts for 24 hours.

**Raise Dead:** As an action Death may raise any dead body from the dead. Any heroes raised in this way are undead and fight loyally for their new master.

**Shriek o' the Damned:** Death may twirl his scythe over his head. This creates an unearthly shriek that forces all of his enemies who hear it to make an immediate Incredible (11) *guts* check.

**Coup:** All heroes present at Death's final demise get some goodies. For starters, all the heroes will enjoy a long life, living to well over 100 (barring a violent death). They also gain the Toughness feat. They gain power over the undead as well. All attacks made against an undead opponent gain a +4 bonus to damage. The heroes also gain a +4 bonus to any rolls made to resist the special powers of any undead creature. Harrowed heroes permanently gain total Dominion over their manitou.

## Deadlands Profile: Thanatos (Death's horse)

Thanatos acts on each of Death's action cards if the Reckoner is mounted. If Death dismounts, have the horse roll *Quickness* as normal. It attacks without any direction from Death.

**Corporeal:** D:4d10, N:6d10, S:4d12+10, Q:5d12, V:4d12+8

Dodge 6d10, fightin': brawlin' 7d10, sneak 5d10

**Mental:** C:4d10, K:3d6, M:5d10, Sm:3d8, Sp:4d12+4

Overawe 4d10

**Pace:** 30

**Size:** 14

**Wind:** -

**Terror:** 11

**Special Abilities:**

**Armor:** 2

**Damage:** Hooves STR+1d8, bite STR+1d6

**Ember Snort:** Thanatos may combine the ember snort with a normal hoof or bite attack. The horse blows a cloud of burning embers from its nostrils at the face its target. The victim must make a Hard (9) *Vigor* roll or be blinded for 1d4 rounds. If the target goes bust on this roll, the blinding effect is permanent.

**Fire Stomp:** Thanatos rears and brings his hooves crashing to the ground. This causes a crackling wall of fire to radiate out from the horse to a radius of 10 yards. Anyone that this wall passes over suffers 4d8 damage.

**Flaming Hooves:** Thanatos' fiery hooves inflict fire an additional 2d8 fire damage to anyone they strike. This damage is figured separately when calculating armor.

**Immunity:** Thanatos is immune to non-magical weaponry. Tannis weapons and magical spells affect the horse normally.

**Shoes of Doom:** Thanatos wears magical horseshoes. The sound of these clapping on any hard surface fills all that hear it with an overwhelming sense of dread. Any round in which the horse moves more than 10 yards, all those who can hear its hooves suffer a -2 penalty to all rolls.

**Coup:** Heroes who defeat Thanatos gain increased peripheral vision (+2 to *Cognition* rolls). They also become somewhat fire resistant. All heroes have the equivalent of 2 points of light armor versus fire damage.

## D20 Profile: Thanatos (Death's horse)

### Huge Magical Beast

**Hit Dice:** 10d10+50 (105 hp)

**Initiative:** +4 (+4 Dex)

**Speed:** 70 ft.

**AC:** 18 (+4 Dex, -2 size, +6 armor)

**Attacks:** 2 hooves +19/+14/+9, bite +13

**Damage:** Hooves 1d8+8, bite 1d6+8

**Face/Reach:** 10 ft. by 20 ft./10 ft.

**Special Attacks:** Ember Snort, Fire Stomp, Flaming Hooves, Shoes of Doom

**Special Qualities:** Damage Resistance 10/+2, Immune to Non-magical weapons

**Saves:** Fort +12, Ref +11, Will +4

**Abilities:** Str 26, Dex 18, Con 20, Int 12, Wis 12, Cha 12

**Skills:** Listen +13, Spot +13

**Feats:** Cleave, Power Attack, Weapon Focus (hooves)

**Climate/Terrain:** Any

**Organization:** Unique

**Challenge Rating:** 10

**Treasure:** None

**Alignment:** Lawful Evil

**Advancement:** —

### Combat

While Death is mounted, Thanatos acts on his riders' initiative and follows Death's direction. Roll separate initiative for Thanatos if the Reckoner dismounts. Thanatos prefers to attack with his hooves and ember snort when possible.

**Ember Snort:** Thanatos may combine the ember snort with a normal hoof or bite attack. The horse blows a cloud of burning embers from its nostrils at the face its target. The victim must make a Fortitude save (DC 18) or be blinded for 1d4 rounds. If the target rolls a natural 1 on this roll, the blinding effect is permanent.

**Fire Stomp:** Thanatos rears and brings his hooves crashing to the ground. This causes a crackling wall of fire to radiate out from the horse to a radius of 30 ft. Anyone that this wall passes over suffers 3d6 fire damage. A Reflex save (DC 18) halves this damage.

**Flaming Hooves:** Thanatos' fiery hooves inflict fire an additional 1d8 fire damage to anyone they strike.

**Immunity:** Thanatos is immune to non-magical weaponry. Tannis weapons and magical spells affect the horse normally.

**Shoes of Doom:** Thanatos wears magical horseshoes. The sound of these clapping on any hard surface fills all that hear it with an overwhelming sense of dread. Any round in which the horse moves more than 10 yards, all those who can hear its hooves suffer a -2 penalty to all rolls.

**Coup:** Heroes who defeat Thanatos gain increased peripheral vision (+2 to Spot checks). They also become somewhat fire resistant. All heroes have 2 points of Damage Reduction versus fire damage.



# Famine

Famine is perhaps the most subtle of the Reckoners. She doesn't kill her victims by direct means. She simply ruins the food supply and then sits back and takes delight in the pain and suffering that results.

Famine has established her stronghold on the northwestern coast of Two. This terrain here is a rugged combination of steep mountains and rock-strewn valleys. The local anouks, the Moknar clan, call the region Manouk Tar. This loosely translates as "Dragon's Breath." All of the mountains in this area were created through volcanic activity. Most of them are now dormant, but a few still erupt on occasion.

Famine's base of operations is inside one of the more active volcanoes. She and her minions have made their home in the many tunnels and chambers that pierce the base of the mountain. She has coerced the local anouk clan into her service through a series of famines. After she restored the clan's food they began to worship her as a goddess of fertility (how's that for irony).

The Moknars patrol the area around the mountain and serve as workers in Famine's ghost rock mines. The heroes are most likely to encounter a Moknar patrol outside the mountain. These usually consist of 8 to 12 warriors accompanied by one or two rock leapers. Moknars encountered inside the mountain are normally unarmed miners. The miners are often accompanied by one or two famine wraiths.

Famine herself spends most of her time in a large chamber about halfway up the inside of the volcanoes shaft. The chamber opens onto a ledge that overlooks the shaft, Famine enjoys standing on the ledge and watching her anouk minions slaving away far below. She is normally guarded by three famine wraiths and a bodyguard of 20 faminites and two rock leapers.

There are a number of ways for the posse to reach Her Royal Faminess. Like Death's hideaway, there are numerous tunnels leading through the mountain that can get the heroes close to her chamber. They will likely have to avoid a few anouk patrols to get close enough to the mountain to enter these tunnels. It's also possible for the heroes to take a more direct approach. Adventurous characters can rappel down from the top of the shaft. It's a

descent of approximately 500'. Rappelling down with proper equipment requires three *climbin'* rolls with a TN of 7 (Climb DC (12)). Failing a roll means a hero has fallen against something sharp and takes 3d6 damage. Going bust on a roll means the sharp rocks have cut the hero's rope and he's won a free lava bath. That's instant death unless you allow the hero to make a last ditch attempt to grab onto something or someone on the way down (softy). If you really want to make things interesting, you can have the heroes encounter a group of rock leapers on the way down (this is their native terrain, after all).

Truly hotshot heroes can fly a small vehicle like a Stallion directly down the shaft. Flying down requires a pilot with steady hands and nerves of steel. The upper portion of the shaft is a tight fit and the chaotic updrafts coming from the lava far below buffet aircraft around. Descending the shaft in this way requires three Incredible (II) *pilotin'* rolls (Pilot (DC 20)). Each failed roll means the ship bangs into something and takes 2d10 (3d10) damage (adjusted for armor normally). The ledge outside Famine's chamber isn't large enough to land on, so the pilot is going to have to hold the craft steady while his buddies disembark.

Oh. There's one more complication. The shaft and all the tunnels leading from it are filled with toxic levels of ghost rock vapor. Unless the heroes are equipped with some sort of filtration devices, they must make an Onerous (7) *Vigor* roll (Fortitude save DC 12) each round inside or take 1d4 Wind damage (1d4 subdual damage). The anouk miners are protected from this effect by Famine's good graces.

## Extended Forecast: Sunny

So, why's the Queen of Bloated Bellies hanging out inside a drafty cinder cone? She's whipping up the Mother of All Droughts.

Famine has had her anouk slaves tunnel holes from the sides of the mountain into the central shaft to ensure maximum air flow through it. That project complete, her minions now labor mining ghost rock, hauling it to the central lava flow at the base of the shaft, and dumping it in. The ghost rock immediately bursts into flames and begins to give off vapor. The tons of burning ghost rock dumped into the volcano give off a wail than can be heard from miles away.

The purpose of this giant-sized barbecue is to corrupt the air spirits that flow through the shaft into toxic spirits. Famine does much of

her handiwork through toxic spirits and she was very distressed when she arrived on Banshee and found very few. So she decided to make her own. This has taken more effort than she first estimated because all nature spirits on the planet have a spiritual link to Banshee, but as the planet has weakened the process has accelerated.

The weather patterns that affect One first form over the ocean north of Two. By injecting this air stream with toxic spirits under her control, Famine is able to affect these patterns. As Famine's army of corrupted spirits grows, so does her control. The Fertile Crescent is already experiencing one of the driest years in recent memory. Within a few more months conditions will have deteriorated to the point that crops begin to fail and the streams and rivers used for algae farming begin to dry up.

### Pulling the Plug

There are three ways to head this disaster off. The first is to kill Famine—easier said than done. The second is to plug up the volcano. This isn't something that can be accomplished with a backpack full of plastique. It requires serious firepower, like that found onboard the *Behemoth*. How the heroes access this firepower is up to them. Bazelus may be convinced to do it using his nano-tech powers, but only if he is ready to openly defy the Reckoners (using the ship to do this will make it unavailable for Death's plan). The heroes may also try to take control of the ship themselves (very risky) or trick the UN commanders into thinking there is something of military significance in the volcano. Even if the volcano is plugged, Famine will relocate to another peak in the mountain range and try again—but at least her plans will be interrupted for a significant time.

The last method is to cause an eruption. This plan requires the posse to spend some serious time below ground with explosives and someone capable of altering the channels of the tannis rock underlying the mountain range. If the heroes can tap the lava beneath a few of the dormant mountains and cause it to flow toward Famine's, they can create enough pressure for an eruption. An eruption kills much of her work force and will slow her plans even more. Of course the heroes won't be alone while spelunking, the caverns beneath the Dragon's Breath mountains are filled with all sorts of creepie-crawlies and skinny relics, traps, and guardians. A perfect excuse for a long dungeon crawl style adventure.

### Deadlands Profile: Moknar Anouk

**Corporeal:** D:3d6, N:3d8, S:3d12, Q:2d8, V:3d8  
Climbin' 4d8, dodge 4d8, fightin': brawlin',  
chakatl 5d8, sneak 5d8, throwin': balanced  
4d6

**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: Dragon's Breath mountains 4d8

**Edges:** Tannis sense 1, race: anouk

**Hindrances:** None

**Wind:** 16

**Pace:** 8

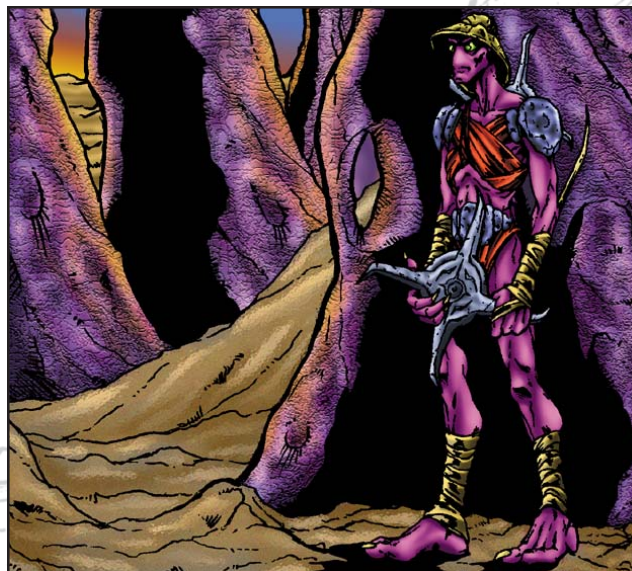
**Size:** 8

#### Special Abilities:

**Famine's Mark:** All of the Marnok's have been branded with Famine's symbol. This provides them with protection against the ghost rock fumes inside the volcano. Famine can see through the eyes of anyone bearing her mark (she must concentrate to do this). She can also temporarily possess anyone with the mark. She can only possess one anouk at a time, but while she is in control of that anouk, he has all of her special abilities. While possessing an anouk, Famine is in a trance and cannot take any actions of her own.

**Strain:** 8

**Weapon Charging:** The Marnok can charge tannis weapons and armor in the standard manner. This ability does not





work when an anouk is possessed by Famine. The possession severs the anouk's connection to Banshee.

**Gear:** Aknouk (AV2), chakatl, 3 ataxes.

## D20 Profile: Moknar Anouk

**Moknar Anouk:** CR 2 Medium-size Human;  
 Class: Awr 2, hp 18; Init +1; Spd 30 ft.; AC 16  
 (+1 Dex, +5 armor); Atk Chakatl +5, atax +3;  
 AL CE; 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 Weapons  
 Proficiency (atax), Martial Weapons  
 Proficiency (chakatl), Power Attack, Tannis  
 Sense, Simple Weapon Proficiency, Weapon  
 Focus (chakatl)  
 Special Qualities: Energy Weapon, Famine's  
 Mark, Strain: 8  
 Possessions: Chakatl, 3 ataxes, aknouk

## Deadlands Profile: Rock Leaper

**Corporeal:** D:3d6, N:4d10, S:2d12, Q:4d8, V:3d8  
 Climbin' 6d10, fightin' brawlin' 4d10, sneak  
 4d10  
**Mental:** C:2d8, K:1d4, M:1d4, Sm:2d6, Sp:3d8  
 Search 2d8  
**Pace:** 10  
**Size:** 6  
**Wind:** 16  
**Terror:** 5  
**Special Abilities:**  
**Armor:** 1

**Damage:** Claws STR+1d6 (AP 1)

**Camouflage:** The rock leaper's tough hide can change colors to match the surrounding rock. This grants the creature a +4 bonus to all *sneak* rolls.

**Great Leap:** Rock leapers have tremendously powerful leg muscles. These allow them to make extraordinary leaps. They can leap up to 5 yards vertically and 10 yards horizontally from a standing start.

**Natural Bungie:** Rock leapers secrete a stretchy resin from a gland on their stomachs. They use this resin to secure themselves to rocks. They can then jump and the resin will stretch up to 30'. Rock leapers like to grapple their opponents, leap off a ledge, release their prey in midair, and then bounce back to their perches. They have small set of mandibles on their stomachs to cut the cord when it is no longer needed. Cutting one of these natural bungies requires 15 points of damage.

**Description:** A rock leaper looks much like a wingless gargoyle with impossibly long, muscular legs.

## D20 Profile: Rock Leaper

### Medium Beast

**Hit Dice:** 2d10+4 (15 hp)

**Initiative:** +4 (+4 Dex)

**Speed:** 30 ft.

**AC:** 18 (+4 Dex, +4 natural)

**Attacks:** Claws +5

**Damage:** Claws 1d6+4

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

**Special Attacks:** Improved Grab

**Special Qualities:** Camouflage, great leap, natural bungie

**Saves:** Fort +5, Ref +7, Will +0

**Abilities:** Str 18, Dex 18, Con 14, Int 8, Wis 10, Cha 10

**Skills:** Climb +14\*, Hide +14\*, Spot +5

**Feats:** None

**Climate/Terrain:** Any mountainous

**Organization:** Solitary or group (1-6)

**Challenge Rating:** 3

**Treasure:** None

**Alignment:** Neutral

**Advancement:** —

## Combat

**Racial Bonus:** Rock leapers receive a +5 racial bonus to all climb checks.

**Camouflage:** The rock leaper's tough hide can change colors to match the surrounding rock. This grants the creature a +5 racial bonus to all Hide checks.

**Great Leap:** Rock leapers have tremendously powerful leg muscles. These allow them to make extraordinary leaps. They can leap up to 15' vertically and 30' horizontally from a standing start.

**Natural Bungie:** Rock leapers secrete a stretchy resin from a gland on their stomachs. They use this resin to secure themselves to rocks. They can then jump and the resin will stretch up to 30'. Rock leapers like to use their Improved Grab to grapple their opponents, leap off a ledge, release their prey in midair, and then bounce back to their perches. They have small set of mandibles on their stomachs to cut the cord when it is no longer needed. Cutting one of these natural bungies requires 10 points of damage.

### Deadlands Profile: Famine Wraith

Famine wraiths are the tormented spirits of those who have profited from others' hunger. Greedy merchants often suffer this fate

**Corporeal:** D:3d8, N:3d8, S:2d8, Q:4d8, V:3d6

Fightin': brawlin' 3d8, sneak 2d8

**Mental:** C:3d8, K:2d6, M:2d6, Sm:2d6, Sp:4d8

Search 3d8

**Pace:** 12

**Size:** 6

**Wind:** -

**Terror:** 7

#### Special Abilities:

**Incorporeal:** Famine wraiths have no corporeal body and are therefore unaffected by physical weapons.

**Strength Drain:** A famine wraith attacks by touching its victim. Due to their incorporeal nature, armor is no protection against this attack. On a successful strike, the target must roll his *vigor* versus the wraith's *Spirit*. If the wraith wins the contest, the victim is overcome with an intense hunger that saps his strength. The target's *Strength* die is reduced by one step for every success and raise the wraith achieved. If the target's *Strength* is reduced below d4, he lapses into a coma and eventually dies over the next week as his body starves to death. A person in a coma can only be revived by feeding them some nourishing food. *Strength* lost to this attack is immediately restored after the victim eats a hearty meal.

**Description:** Famine wraiths appear as pale apparitions of their former selves. They all have gaunt, starved features and bloated stomachs. The wraiths never speak, but they often groan with hunger and writhe as if in pain.

### D20 Profile: Famine Wraith

**Medium Undead (Incorporeal)**

**Hit Dice:** 4d12 (26 hp)

**Initiative:** +2 (+2 Dex)

**Speed:** 40 ft.

**AC:** 16 (+2 Dex, +4 deflection)

**Attacks:** Incorporeal touch +2

**Damage:** 1d4 Strength drain

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

**Special Attacks:** Strength Drain

**Special Qualities:** Incorporeal

**Saves:** Fort -, Ref +2, Will +5

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

**Skills:** Hide +10, Listen +9, Search +8, Sense Motive +9, Spot +9

**Feats:** None

**Climate/Terrain:** Any

**Organization:** Solitary or group (1-4)

**Challenge Rating:** 3

**Treasure:** None

**Alignment:** Chaotic Evil

**Advancement:** -

### Combat

**Incorporeal:** Famine wraiths have no corporeal body and are therefore unaffected by physical weapons.

**Strength Drain:** A famine wraith attacks by touching its victim. Due to their incorporeal nature, armor is no protection against this attack. Treat this as touch attack. On a successful strike, the target must make a Fortitude save (DC 16) or lose 1d4 Strength due to an intense hunger. If the target's Strength is reduced to 0, he lapses into a coma and eventually dies over the next week as his body starves to death. A person in a coma can only be revived by feeding them some nourishing food. Strength lost to this attack is immediately restored after the victim eats a hearty meal.

### Deadlands Profile: Faminites

**Corporeal:** D:2d6, N:2d6, S:3d6, Q:2d6, V:2d10

Fightin': club 3d10, shootin' (any) 2d6, sneak 2d6

**Mental:** C:1d6, K:1d4, M:2d4, Sm:1d4, Sp:1d6

**Pace:** 6

**Size:** 5 (scrawny)

**Wind:** -

**Terror:** 7

**Special Abilities:**

**Damage:** Club STR+1d6, Claws STR+1d4, Bite STR+1d4

**Gear:** Most faminites wield crude clubs, but some of the more avant garde among them remember enough of their former lives to wield firearms. Usually about 1 in 4 carries an M-80 or M-92 with 1d6 bullets in it. Most of the faminites with Famine on Two were once outlaws; some of them still wear remnants of armor, usually a kevlar vest. Normally about half of the faminites with weapons also have armor.

**Infection:** Anyone so much as nicked (Wind or wound by bite or claw) by a faminite joins their ranks in 24 hours. During this time, the victims become increasingly hungry and thin. Their fingernails lengthen and turn into sharp, infectious claws. Only death or the miracle *lay on hands* can stop the disease. Of course if the blessed laying on hands fails the roll, she becomes a faminite instead of the patient. Sykers can use the *purge* power to heal themselves. The spiritual link between anouks and Banshee make them immune to the faminites' infection.

**Description:** Faminites look like starving humans. They are alive, but are infected with an evil taint and can be kept at bay via a blessed's *protection* miracle.

## D20 Profile: Faminites

**Medium Humanoid**

**Hit Dice:** 2d8+6 (18 hp)

**Initiative:** +1 (+1 Dex)

**Speed:** 30 ft.

**AC:** 13 (+1 Dex. +2 natural)

**Attacks:** Club or claws +2 melee, firearm +2 ranged

**Damage:** Club 1d6+1, claws 1d4+1, or by firearm

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

**Special Attacks:** Infection

**Special Qualities:** Gear, taint

**Saves:** Fort +3, Ref +4, Will +0

**Abilities:** Str 12, Dex 12, Con 16, Int 10, Wis 10, Cha 10

**Skills:** Hide +5, Spot +3

**Feats:** Toughness

**Climate/Terrain:** Any land

**Organization:** Solitary or pack (1-20)

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Neutral Evil

**Advancement:** —

## Combat

**Gear:** Most faminites wield crude clubs, but some of the more avant garde among them remember enough of their former lives to wield firearms. Usually about 1 in 4 carries an M-80 or M-92 with 1d6 bullets in it. Most of the faminites with Famine on Two were once outlaws; some of them still wear remnants of armor, usually a kevlar vest. Normally about half of the faminites with weapons also have armor.

**Infection:** Anyone so much as nicked (hp damage or subdual damage) by a faminite joins their ranks in 24 hours. During this time, the victims become increasingly hungry and thin. Their fingernails lengthen and turn into sharp, infectious claws. Only death or the miracle *neutralize poison* can stop the disease in another person. Sykers can use the *purge* power to heal themselves. The spiritual link between anouks and Banshee make them immune to the faminites' infection.

**Taint:** The evil taint of the faminite's infection makes it subject to any spells that affect evil creatures.

## Famine

Here she is, the Queen of Bloated Bellies, the Princess of Hunger Pangs. Unfortunately for Famine, her horse was slagged back on Earth by some of the faithful from the Church of Lost Angels, so she is permanently dismounted.

## Deadlands Profile: Famine

**Corporeal:** D:4d8, N:5d10, S:4d12+4, Q:5d10, V:4d12+6

Dodge 6d10, fightin': brawlin', scales 8d10, ridin' 7d10, sneak 5d10, throwin' 5d8

**Mental:** C:4d12+6, K:5d12+8, M:5d12+8, Sm:4d12+10, Sp:4d12+12

Academia: occult 10d12+8, bluff 8d12+8, leadership 6d12+8, overawe 8d12+8, persuasion 8d12+8, ridicule 6d12+10, scrutinize 8d12+6

**Pace:** 12

**Size:** 10

**Wind:** —

**Terror:** 15

**Special Abilities:**

**Armor:** 3

**Damage:** Scales STR+4



**Belly o' Bile:** In the best anorexic fashion, Famine can dredge up the corrupted contents of her bloated belly and projectile vomit this vile mass at an opponent. Her vomit has a Range Increment of 5 yards. Use her *Deftness* to attack. Anyone hit by the mess is in trouble. For starters, the gooey mess of corrupted food immobilizes the target. Freeing oneself from the vomit requires an Incredible (11) *Strength* roll. Each round that a target remains trapped, he suffers 3d8 damage from Famine's potent stomach acid. Anyone within 2 yards of a target that is hit suffers 2d8 damage from acid splash. Famine can only use this power once every other round.

**Corruption:** All foodstuffs brought with 20 yards of Famine are immediately corrupted and become inedible.

**Create Famine:** Anyone slain by Famine rises from the dead in 1d4 rounds as a famineite under her control.

**Death Blow:** Making sure that Famine stays down will take some work. The only thing that kills her permanently is to drive a stake through her heart. The only catch is that the stake must be made from the bones of Reverend Grimme or Famine's horse. If you're feeling merciful, the posse may be able to get a bone from HI's extensive collection of arcane artifacts at Tunnel Station. If not, the heroes are going to have to make a trip back to Earth. Grimme's bones can be found beneath the submerged chapel of the Lost Angels cathedral. The horse's bones can be found not far from there. Alternatively, the heroes can go back to the *Weird West* and see if the good Reverend is willing to make a donation.

**Hunger Pangs:** All living creatures that come within 20 yards of Famine are overcome with an overwhelming hunger. Those affected must make a Hard (9) *Vigor* roll each round or take 1 point of Wind damage as the hunger saps their energy. Going bust on this roll means the poor sod takes 1d6 Wind.

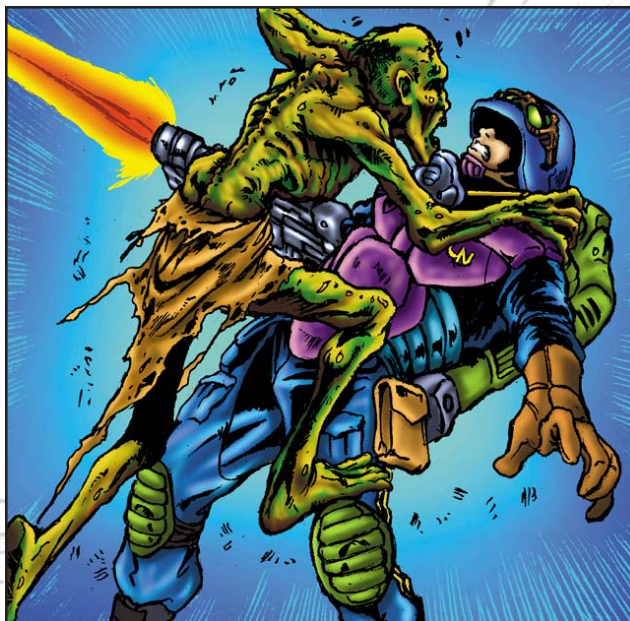
**Immunity:** Famine is immune to non-magical weaponry. Tannis weapons and magic work against her normally.

**Scales o' Doom:** Famine carries a set of old-fashioned balance scales as a weapon. If she spends an action twirling them up to speed, she can make a special whirlwind attack on her next action. If she hits a target and causes a wound or better, she can immediately attack again on the same action card.

This attack can be against the same target or anyone else within reach. As long as she continues to hit and wound, she may continue to make additional attacks. Fortunately for the heroes, her horse is kaput. In the past she used this attack to ride down entire armies.

**Withering Touch:** If Famine strikes a target with her bare hand, the victim must make an Incredible (11) *Vigor* roll. If the roll is failed, the body part struck immediately withers. Withered limbs are useless. A withered torso drops the target's *Vigor* and *Strength* by two die types (dropping below d4 means immediate death). A withered head lowers the target's *Nimbleness* and *Deftness* by a die type each (hard to be graceful when your head is flopping around on a chicken neck). The victim must also make a second Hard (9) *Vigor* roll or keel over dead (until she rises as a famineite). The good news is that each body part can only be withered once. The bad news is that this effect is irreversible, even if Famine is defeated.

**Description:** Famine appears as an emaciated human female dressed in rags. Her skin hangs loosely on her gangly frame and her breasts sag nearly to her waist. She carries a set of blood-encrusted, old-fashioned balance scales in her right hand. She used to have a pretty black pony, but those mean churchgoers killed it.



## D20 Profile: Famine

### Huge Outsider

**Hit Dice:** 20d8+120 (210 hp)

**Initiative:** +4 (+4 Dex)

**Speed:** 40 ft.

**AC:** 18 (+4 Dex, -2 size, +6 armor)

**Attacks:** Scales +30/+25/+20/+15, bony hand +29/+24/+19/+14

**Damage:** Scales 1d8+9, bony hand 1d4+9

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

**Special Attacks:** Belly o' Bile, Hunger Pangs, Scales o' Doom, Withering Touch

**Special Qualities:** Damage Resistance 15/+3, Immune to Non-magical weapons, Corruption, Create Famine, Death Blow

**Saves:** Fort +18, Ref +16, Will +20

**Abilities:** Str 28, Dex 18, Con 22, Int 24, Wis 26, Cha 24

**Skills:** Alchemy +27, Bluff +27, Concentration +28, Handle Animal +27, Gather Information +27, Intimidate +27, Knowledge (arcana) +27, Listen +28, Move Silently +24, Ride +24, Search +27, Sense Motive +28, Spellcraft +27, Spot +28, Use Magic Device +27

**Feats:** Cleave, Improved Critical, Mounted Combat, Power Attack, Ride-By Attack, Weapon Focus (scales)

**Climate/Terrain:** Any

**Organization:** Unique

**Challenge Rating:** 20

**Treasure:** None

**Alignment:** Lawful Evil

**Advancement:** –

### Combat

**Belly o' Bile:** In the best anorexic fashion, Famine can dredge up the corrupted contents of her bloated belly and projectile vomit this vile mass at an opponent. Her vomit has a Range Increment of 15'. Use her Dexterity bonus to attack. Anyone hit by the mess is in trouble. For starters, the gooey mess of corrupted food immobilizes the target. Freeing oneself from the vomit requires a Strength check (DC 18). Each round that a target remains trapped, he suffers 2d6 damage from Famine's potent stomach acid. Anyone within 5' of a target that is hit suffers 1d6 damage from acid splash. Famine can only use this power once every other round.

**Corruption:** All foodstuffs brought with 60' of Famine are immediately corrupted.

**Create Famine:** Anyone slain by Famine rises from the dead in 1d4 rounds as a famine under her control.

**Death Blow:** Making sure that Famine stays down will take some work. The only thing that kills her permanently is to drive a stake through her heart. The only catch is that the stake must be made from the bones of Reverend Grimme or Famine's horse. If you're feeling merciful, the posse may be able to get a bone from HI's extensive collection of arcane artifacts at Tunnel Station. If not, the heroes are going to have to make a trip back to Earth. Grimme's bones can be found beneath the submerged chapel of the Lost Angels cathedral. The horse's bones can be found not far from there. Alternatively, the heroes can go back to the *Weird West* and see if the good Reverend is willing to make a donation.

**Hunger Pangs:** All living creatures that come within 20 yards of Famine are overcome with an overwhelming hunger. Those affected must make a Fortitude save (DC 16) each round or take 1d4 points of subdual damage as the hunger saps their energy. Rolling a natural 1 on this roll means the poor sod takes 1d8 points of subdual damage.

**Immunity:** Famine is immune to non-magical weaponry. Tannis weapons and magic work against her normally.

**Scales o' Doom:** Famine carries a set of old-fashioned balance scales as a weapon. If she spends a standard action twirling them up to speed, she can make a special whirlwind attack on her next action. If she hits a target and causes 13 points or more of damage, she can immediately attack again. This attack can be against the same target or anyone else within reach. As long as she continues to hit and cause at least 13 points of damage, she may continue to make additional attacks. Fortunately for the heroes, her horse is kaput. In the past she used this attack to ride down entire armies.

**Withering Touch:** If Famine strikes a target with her bare hand, the victim must make Fortitude save (DC 20). Treat this as a touch attack. If the save is failed, the body part struck immediately withers. Roll 1d10: 1 Head, 2-6 Torso, 7-8 Arm, 9-10 Leg. Withered limbs are useless. A withered torso drops the target's Constitution and Strength by 4 points (dropping to 0 or less means immediate death). A withered head lowers the target's Dexterity is reduced by 4 points (hard to be graceful when your head is flopping around on a chicken neck). The victim must also make a second Fortitude save (DC 18) or keel over dead (until she rises as a famine). The good news is that each body part can only be withered once. The bad news is that this effect is irreversible, even if Famine is defeated.

Pestilence is perhaps the most cunning of the Reckoners. Although his creations kill his victims directly, the poor souls that fall prey to him are often mortally infected before they even realize that anything is wrong.

Pestilence has made the Toxic Jungle his abode. His lair can be found at the center of an enormous fungal infection known as the Blight. The Blight appeared in the western portion of the Toxic Jungle shortly after Pestilence's arrival on Banshee and has grown rapidly since. The area currently affected by the Blight now covers an area over 50 miles in radius and is easily visible from space with the naked eye. The plants and animals within this area are all infected with a red, fluffy fungus that has the consistency of cotton candy. Trees and vines in the infected area are draped with the stuff and the air is thick with spores. Infected animals have large tufts of the stuff growing from random portions of their bodies like matted red hair.

## Century Trees

Pestilence's hideout is located in earthen tunnels dug within the root network of a massive century tree. Century trees get their name not from their age, but their height. The trees grow rapidly and routinely exceed 100' in height after only a few years of growth. A century tree looks somewhat like an enormous weeping willow with reddish purple leaves. These leaves have sharp thorny edges that the tree uses to supplement its diet with protein. Any animals foolish enough to approach a century tree are quickly whipsawed into bite-size chunks and left to decay among the tree's roots. The rotting meat serves as a lure to attract even more prey. The one notable exception to the century tree's no trespassing policy is the razor wing. The droppings of these creatures contain chemicals needed by the tree and it allows large colonies of these bony predators to nest in its branches.

In order to withstand Banshee's winds, century trees develop enormous root networks that burrow deep and anchor themselves in the bedrock beneath the Toxic Jungle's moist soil. The tunnels of Pestilence's lair follow the twists and turns of the root network, using the roots as natural support structures. This creates a labyrinthine jumble of tunnels that meander in all directions and often loop back on themselves with no discernible pattern. At the heart of this maze are Pestilence's digs.

## The Blight

The Blight is a fast-growing fungus created by Pestilence. A Blight infection doesn't kill its victims, the fungus merely creates spore colonies in its host. In animals (including humans) the fungus also burrows beneath the skin and makes connections with its host's nervous system. This wires the victim into a giant hive mind with Pestilence at its center. His Royal Germiness is aware of nearly everything that goes on within his realm. If it can be seen or heard by one of his fungus-furred minions, Pestilence sees and hears it also.

Anyone travelling within the Blighted area is in danger of infection. The only protection against the fungus is to wear fully sealed armor or to travel in a vehicle with NBC (Nuclear Biological Chemical) protection. All of the powered armor and military vehicles listed in the *Lost Colony* book qualify in this regard. Stallions do not have NBC protection but they can be completely sealed and the passengers can use the life support system normally only used for spaceflight. Individuals with only breathing gear must make a Hard (9) *Vigor* roll (Fortitude save DC 16) each hour (or portion thereof) spent in the affected area to avoid being infected through exposed skin. Moving through the Blight without any breathing protection increases the TN to Incredible (11) (DC 20) and forces the character to make checks for infection every 30 minutes.





Characters with open wounds have an increased risk of infection. Each wound level a character has (every 10 hit points lost) increases the TN to resist infection by +2 (+2 DC). Treating the wounds and dressings with an antifungal cream can negate this penalty.

The fungus grows quickly and infected individuals begin to show symptoms within an hour or so. The first symptom is patches of red, itchy skin. Within a few hours of infection, these patches begin to grow a layer of fine red fur. Twenty-four hours after infection these areas are covered in red fur roughly 4" in length. Applying antifungal cream to affected regions can temporarily slow the growth of this fur, but has no real affect on the infection itself which travels through the bloodstream.

Infected individuals gain a heightened awareness of their surroundings while inside the Blight. This grants a +4 bonus to all *Cognition* rolls (Spot checks). By concentrating and succeeding at a Hard (9) *Spirit* roll (Wisdom check DC (16)), an infected character can determine the presence and location of all infected animals within 50 yards (1d50').

The downside to a Blight infection is that the ravenous fungus makes harsh demands on the victim's metabolism. Infected individuals must eat twice as much food as normal. Failure to do so means the infected character suffers 1d6 Wind damage (1d10 subdual damage). This damage can only be healed by making up for the missed food. This

effect means the infected predators of the Toxic Jungle are even more aggressive than usual. Perhaps more important to heroes on Reckoner Search & Destroy mission, Pestilence can see and hear through the eyes of an infected character whenever he chooses. If the Horseman gains a raise in a contest of *Spirit*, he can also gain access to the hero's thoughts and memories. Pestilence can only attempt this once per hour.

Pestilence can control creatures of animal intelligence or lower through the fungus. He can't control intelligent creatures directly, but he can use his mental link to give them orders. If the victim chooses to disobey the orders, Pestilence can use the fungus' connection to the person's nervous system to cause excruciating pain. This pain imposes a -8 penalty to all actions. The victim must make a Fair (5) *Vigor* roll (Fortitude save DC (10)) or die of heart failure. Each round the pain continues the TN (DC) of this roll is increased by +2. The max TN is 11 (DC (20)).

There is no cure for a Blight infection. However, taking ingested antifungal medications can temporarily suppress the effects of the infection for 1d6 hours for each dose taken.

## Spore Pods & Puff Zombies

One of two fates awaits a creature that starves to death as a result of the infection. Most simply die. The fungus then feasts on the rotting corpse and balloons up into a giant ball of spores. The larger the corpse, the bigger the ball. A human-sized body creates a spore pod roughly 6' in diameter. Large corpses create correspondingly larger pods. Any damage to a spore pod causes it to burst and shower an area 4 times its diameter with spores. Anyone caught within this area must make an immediate check to avoid infection at a +4 to TN (+4 DC). The spore cloud remains airborne for 1d10 rounds. The cloud is highly flammable and the slightest spark (like a muzzle flash) can ignite it. Everything within a flaming cloud takes 3d8 massive damage (2d10 damage).

The Toxic Jungle is literally littered with spore pods. They make an excellent complication to add to any fight the heroes find themselves in.

At Pestilence's discretion, Blight victims may also rise from the dead as puff zombies. The Horseman normally only raises human victims in this manner, but for kicks and grins he has also raised a number of rexes as puff zombies. See page 78 for stats. Puff zombies are completely under Pestilence's control and share a mental link to him.

Getting at his Pestilential Badness is not going to be easy. Unless the posse flies directly to his abode, the characteristics of the Blight mean that he will know of their presence (and possibly the heroes' plans) long before they reach him. Groups travelling overland will be ambushed by infected animals and Tokar anouks repeatedly. Once the group reaches the century tree, they must get past the colony of 30 razor wings that lair in its branches. After this hurdle has been overcome, the heroes must make their way through the maze of tunnels beneath the tree and locate the central chamber where Pestilence awaits. During their subterranean journey, the posse will be attacked by patrols of 10 Tokar anouks and roving groups of puff zombies. Pestilence himself is guarded by 20 puff zombies and 20 Tokar anouks.

## Puff Daddy's Plan

Pestilence actually has two big irons in the fire. The first is the Blight itself. Thousands of spore pods cover the floor of the Toxic Jungle, just waiting for some disturbance to unleash their deadly contents. Pestilence has made a deal with Death, that should he have time after performing his orbital strikes against Banshee's towns, he will lob a few slugs into the Toxic Jungle. The heat of the impacts destroys many of the spores, but billions more are sucked up into the mushroom clouds. Banshee's winds then disperse the spores over much of One, including the Fertile Crescent. This causes outbreaks of the fungus nearly everywhere. The increased need for food and medicine caused by the fungus victims causes Banshee's already battered supply system to collapse. Most of the fungus victims who die are revived as puff zombies to add to the carnage.

The chance to spread the Blight to inhabited areas is really just icing on the pestilential cake the Horseman is baking beneath his century tree. Pestilence has created a killer bug he has dubbed the Omega Virus (because it's the last one he'll ever need). This nasty little beast is being incubated by the billions in large organic bladders. Once enough has been created, select bands of Tokar anouks are to travel east and begin raiding the many bug farms along the Trail of Spears. The raids are a cover for their real mission: contaminate the bugs' food supply with the Omega Virus. The

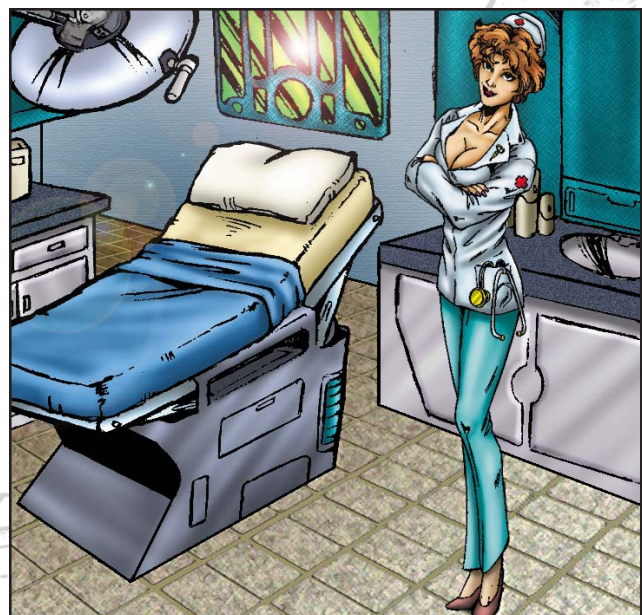
bugs themselves are immune to the virus, so they show no ill effects from being infected. By the time the source of the virus has been isolated, thousands of colonists will have been infected. At this point, the tainted bugs are no longer necessary because the disease is easily transmitted from one human (or anouk) to another.

## The Omega Virus

The Omega Virus is a hemorrhagic fever much like ebola. It causes massive internal hemorrhaging that quickly causes the victim to bleed out. Unlike ebola, the Omega Virus can be transmitted as an aerosol, meaning it can be contracted simply through casual contact with a victim. The virus is also much harder than ebola and can withstand direct sunlight.

Anyone coming in contact with an Omega victim must make a Hard (9) *Vigor* roll (Fortitude save DC (16)) to avoid contracting the disease. Coming in contact with a victim's bodily fluids or prolonged exposure increases the TN (DC) by +6. Protective gear such as gloves and a respirator can negate this modifier.

The virus has an incubation period of 2d4 days, during which time the victim shows no symptoms. However, an infected individual is contagious 24 hours after catching the virus. The first symptom is a high fever that lasts for 2d4 hours. Each hour the victim must make a Hard (9) *Vigor* roll (Fortitude save DC (18)) or lose one die type of *Smarts* (2 points of



Intelligence) as his brain roasts inside his skull. This damage is permanent. Once the fever breaks, the hemorrhaging begins and the victim bleeds from every orifice. The patient must make an Incredible (II) *Vigor* roll (Fortitude save DC (22)) each hour or suffer one wound to the guts (lose 2d8 hit points). This continues until the victim either succeeds at three checks in a row or dies.

## Deadlands Profile: Century Tree

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

**Mental:** C:2d8, K:1d4, M:1d4, Sm:2d6, Sp:3d8  
Search 4d8

**Pace:** 0

**Size:** 30

**Wind:** NA

**Terror:** 7

### Special Abilities:

**Armor:** 2

**Damage:** Limbs STR+d6 (AP1)

**Grapple:** If the tree hits with a raise it has grappled its opponent. It can then choose to fling or slam its victim on its next action. The only way to get free is to beat the tree in a contest of *Strength* or cut through the offending limb. This requires inflicting 20 points of damage with some sort of cutting weapon.

**Fling:** The tree can fling a grappled opponent. The victim flies 10+3d10 yards and takes damage as if he had fallen from a height of 30 yards.

**Multi-Whomp:** The century tree can attack up to 10 opponents at once on each of its action cards. The tree's limbs have a reach of 10 yards from its base.

**Slam:** The tree raises the victim up (usually above the tree's top) and slams him down into the ground. This causes damage equal to the tree's *Strength* plus 6d6+30 falling damage.

## D20 Profile: Century Tree

### Colossal Plant

**Hit Dice:** 15d10+75 (142 hp)

**Initiative:** +2 (+2 Dex)

**Speed:** 0 ft.

**AC:** 14 (+2 Dex, -4 Size, +4 Natural)

**Attacks:** Limbs +17/+12/+7/+2 melee

**Damage:** Limbs 1d8+6

**Face/Reach:** 30 ft. by 30 ft./30 ft.

**Special Attacks:** Improved Grab, Fling, Slam

**Special Qualities:** None

**Saves:** Fort +14, Ref +7, Will +4

**Abilities:** Str 22, Dex 14, Con 20, Int —, Wis 8, Cha 10

**Skills:** Spot +10

**Feats:** None

**Climate/Terrain:** Toxic jungle

**Organization:** Solitary

**Challenge Rating:** 10

**Treasure:** None

**Alignment:** Neutral

**Advancement:** —

## Combat

**Grapple:** If the tree successfully initiates a grapple with its Improved Grab ability, the victim may break free by winning a contest of Strength or by cutting the offending limb. An individual limb has an AC of 12 and has 15 hit points.

**Fling:** The tree can fling a grappled opponent. The victim flies 30+(1d10 X 10) feet and takes damage as if he had fallen from a height of 90 feet.

**Slam:** The tree raises the victim up (usually above the tree's top) and slams him down into the ground. This causes damage equal to the tree's Strength bonus plus 9d6 damage.

## Deadlands Profile: Puff Zombie

**Corporeal:** D:3d8, N:2d8, S:2d12, Q:3d6, V:3d8

Fightin': brawlin' 4d8, shootin': any 3d8, sneak 2d8

**Mental:** C:2d6, K:1d4, M:1d4, Sm:2d6, Sp:3d8

Search 2d6

**Pace:** 8

**Size:** 6

**Wind:** NA

**Terror:** 5

### Special Abilities:

**Damage:** Claws STR+1d4, club STR+1d6

**Gear:** Many puff zombies were once adventuring types. Some of them still retain their gear and a rudimentary knowledge of how to use it. If you wish to make the zombies tougher, feel free to give them some armor and/or common firearms. Much of this equipment hasn't fared well in the harsh Toxic Jungle environment and is little more than rusted junk. In this case, the zombie uses his high-tech rifle as a club.

**Spore Puff:** Whenever a puff zombie takes a wound, it ejects a cloud of spores from the damaged area. This cloud is 2 yards in radius times the number of wounds suffered in the attack. Anyone caught inside this cloud must immediately check

for Blight infection at the standard TNs. The cloud persists until the end of the current combat round.

### Undead

**Description:** Puff zombies look like decayed corpses bloated with gases. Their bodies are covered with a mangy coat of red fur. In fact, they are actually filled to near bursting with Blight spores.

### D20 Profile: Puff Zombie

#### Medium Undead

**Hit Dice:** 2d12 (13 hp)

**Initiative:** +1 (+1 Dex)

**Speed:** 30 ft.

**AC:** 13 (+1 Dex, +2 natural)

**Attacks:** Claws or club +4 melee

**Damage:** Claws 1d4+3 or club 1d6+3

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

**Special Attacks:** Spore puff

**Special Qualities:** Gear

**Saves:** Fort —, Ref +2, Will +3

**Abilities:** Str 16, Dex 12, Con —, Int 8, Wis 10, Cha 10

**Skills:** Hide +6, Spot +5

**Feats:** None

**Climate/Terrain:** The Blight

**Organization:** Solitary or pack (2-12)

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Neutral

**Advancement:** —

### Combat

**Gear:** Many puff zombies were once adventuring types. Some of them still retain their gear and a rudimentary knowledge of how to use it. If you wish to make the zombies tougher, feel free to give them some armor and/or common firearms.

**Spore Puff:** Whenever a puff zombie takes damage, it ejects a cloud of spores from the damaged area. This cloud is 5 feet in radius for every 6 points of damage suffered in the attack. Anyone caught inside this cloud must immediately check for Blight infection at the standard DCs. The cloud persists until the end of the current combat round.

### Deadlands Profile: Puffy 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

**Pace:** 26

**Size:** 16

**Wind:** NA

**Terror:** 7

#### Special Abilities:

**Damage:** Bite STR+2d8 (AP2)

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

**Spore Puff:** Whenever a puffy rex takes damage, it ejects a cloud of spores from the damaged area. This cloud is 5 feet in radius for every 6 points of damage suffered in the attack. Anyone caught inside this cloud must immediately check for Blight infection at the standard DCs. The cloud persists until the end of the current combat round.

**Spore Roar:** The rex can let out a loud bellow that sprays the area in front of its mouth with Blight spores. This covers a cone-shaped area that is half as wide as it is long. The spores spray out to a range of 10 yards. Anyone caught within the cone must check for Blight infection at a +4 to the TN.

**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 is engulfed in Blight spores and must check for infection each round at a +6 to the TN. The only escape is to cause 20 points of damage to the creature with a cutting weapon, an explosive, or a shotgun. 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 is engulfed in Blight spores and must check for infection each round at a +6 to the TN. The only escape is to cause 20 points of damage to the creature with a cutting weapon, an explosive, or a shotgun.

## D20 Profile: Puffy Rex

### Huge Undead

**Hit Dice:** 18d10 (99 hp)

**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, spore puff, spore roar, swallow whole

**Special Qualities:** None

**Saves:** Fort —, Ref +12, Will +8

**Abilities:** Str 28, Dex 12, Con —, Int 2, Wis 15, Cha 10

**Skills:** Listen +11, Spot +11

**Feats:** —

**Climate/Terrain:** The Blight

**Organization:** Solitary or Pair

**Challenge Rating:** 8

**Treasure:** None

**Alignment:** Neutral

**Advancement:** 19-36 HD (Gargantuan), 37-54 HD (Colossal)

## Combat

**Improved Grab:** To use this ability, the rex must hit a Medium-sized or smaller opponent with its bite attack. If it gets a hold, it can try to swallow the foe.

**Spore Puff:** Whenever a puffy rex takes damage, it ejects a cloud of spores from the damaged area. This cloud is 5 feet in radius for every 6 points of damage suffered in the attack. Anyone caught inside this cloud must immediately check for Blight infection at the standard DCs. The cloud persists until the end of the current combat round.

**Spore Roar:** The rex can let out a loud bellow that sprays the area in front of its mouth with Blight spores. This covers a cone-shaped area that is half as wide as it is long. The spores spray out to a range of 30 feet. Anyone caught within the cone must check for Blight infection at a +4 to the DC.

**Swallow Whole:** A rex can try to swallow a Medium-size or smaller opponent by making a successful grapple check. The swallowed creature is engulfed in Blight spores and must immediately check for infection with a +6 modifier to the DC.

## Deadlands Profile: Tokar Anouk

**Corporeal:** D:3d6, N:3d8, S:3d12, Q:2d8, V:3d8

Climbin' 4d8, dodge 4d8, fightin': brawlin', chakatl 5d8, sneak 5d8, throwin': balanced 4d6

**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: the Blight 4d8

**Edges:** Tannis sense 1, race: anouk

**Hindrances:** None

**Wind:** 16

**Pace:** 8

**Size:** 8

### Special Abilities:

**Blight Infection:** All of the Tokar are infected with the Blight. This allows Pestilence to see through their eyes at will and to give them orders at any range.

**Lakax:** The lakax is a traditional weapon of anouk tribes that live in the Toxic Jungle. It is made of tannis and somewhat resembles a lacrosse stick. Anouks armed with these weapons wear a rex hide glove on one hand and carry a small basket filled with sticky bugs. The glove is treated with rex musk. This scent repels the creatures and prevents them from sticking to the glove. The anouk uses his gloved hand to load the lakax and then hurls the sticky bug at his target. The lakax has a Range Increment of 5 yards. It takes one action to reload.

**Strain:** 8

**Weapon Charging:** The Tokar can charge tannis weapons and armor in the standard manner.

**Gear:** Aknouk (AV2), chakatl, lakax, basket of 10 sticky bugs.

## D20 Profile: Tokar Anouk

**Tokar Anouk:** CR 2 Medium-size Anouk;

Class: Awr 2, hp 18; Init +1; Spd 30 ft.; AC 16 (+1 Dex, +5 armor); Atk Chakatl +5, lakax +3; AL CE; 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 Weapons Proficiency (lakax), Martial Weapons Proficiency (chakatl), Power Attack, Tannis



Sense, Simple Weapon Proficiency, Weapon Focus (chakatl)

Special Qualities: Blight Infection, Energy Weapon, Strain: 8

Possessions: Chakatl, aknouk, lakax, basket of 10 sticky bugs

## Combat

**Lakax:** The lakax is a traditional weapon of anouk tribes that live in the Toxic Jungle. It is made of tannis and somewhat resembles a lacrosse stick. Anouks armed with these weapons wear a rex hide glove on one hand and carry a small basket filled with sticky bugs. The glove is treated with rex musk. This scent repels the creatures and prevents them from sticking to the glove. The anouk uses his gloved hand to load the lakax and then hurls the sticky bug at his target. The lakax has a Range Increment of 15 feet. It takes one round to reload.

## Deadlands Profile: Pestilence

**Corporeal:** D:4d8, N:5d10, S:4d12+4, Q:5d10, V:4d12+6

Bow 7d10, dodge 6d10, fightin': brawlin', sword 5d10, ridin' 7d10, sneak 5d10

**Mental:** C:4d12+6, K:5d12+8, M:5d12+8, Sm:4d12+10, Sp:4d12+12

Academia: occult 10d12+8, bluff 8d12+8, leadership 6d12+8, overawe 8d12+8, persuasion 8d12+8, ridicule 6d12+10, scrutinize 8d12+6

**Pace:** 12

**Size:** 12

**Wind:** -

**Terror:** 15

### Special Abilities:

**Armor:** 2

**Damage:** Sword STR+2d8 (AP1), bow STR+1d8 (AP2)

**Blight Sense:** Pestilence has a mental link to all creatures infected with the Blight. The effects of this are described on page 76.

**Death Blow:** Ending the King of Germs reign for good requires injecting his corpse with antibiotics. Simple enough, huh? The only catch is that the drugs must be injected with a syringe that once belonged to Ernst Biren. That means a trip back to Louisiana for the posse.

**Insect Swarm:** As an action, Pestilence can belch forth a cloud of small, stinging insects. This cloud covers an area 10 yards in diameter and can move with a Pace 20. All enemies within the cloud are attacked by the insects. The creatures

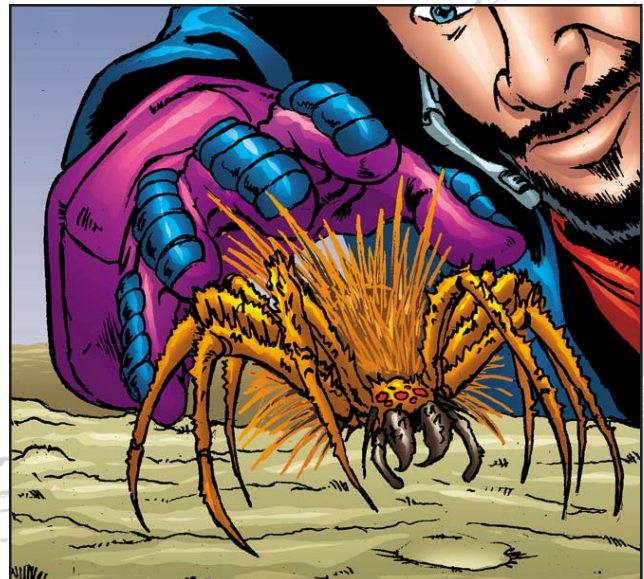
automatically hit anyone not wearing completely sealed armor. While in the cloud, a character suffers a -4 penalty to all actions from the pain and distraction caused by the insects. Even after leaving the cloud, the character still suffers a -2 penalty to all actions due to the pain and itching caused by the bites. Each round that a character is inside the cloud he must make a Hard (9) *Vigor* roll or be overcome with a malarial fever. This fever causes 1d6 Wind per round.

**Leprous Touch:** If Pestilence strikes a character with his bare hand, the hero must make an Incredible (11) *Vigor* roll or be afflicted with an accelerated case of leprosy. The hero takes 2d6 damage each round to a randomly selected body part (armor does not protect against this). Each wound caused by this damage results in some sort of disfigurement; fingers rot away, an ear or nose falls off, etc. Healing these wounds does not restore the lost body parts.

**Nausea:** All enemies who approach within 10 yards of Pestilence are overwhelmed with nausea. This imposes a -2 penalty to all actions.

**Poisoned Arrow:** The arrows are coated with a powerful poison. Any hero wounded by one of these arrow must make an Incredible (11) *Vigor* roll or die.

**Description:** Pestilence appears as a gaunt man with a pallid complexion. His body is covered with weeping sores and some of his fingers and his nose are eaten away by





leprosy. He carries a sword and bow and wears a golden crown of entwined snakes on his head.

**Coup:** Heroes who put paid to Pestilence are forever immune to disease. In addition, once per day, a hero can lay his hands on a sick person and cure them of any disease with a successful *Spirit* roll (TN 9).

## D20 Profile: Pestilence

### Huge Outsider

**Hit Dice:** 20d8+120 (210 hp)

**Initiative:** +4 (+4 Dex)

**Speed:** 40 ft.

**AC:** 18 (+4 Dex, -2 size, +6 armor)

**Attacks:** Sword +27/+22/+17/+12 melee, bow +25 ranged

**Damage:** Sword 1d8+9, bow 1d8

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

**Special Attacks:** Insect Swarm, Leprous Touch, Nausea, Poisoned Arrow

**Special Qualities:** Blight Sense, Damage Resistance 15/+3, Immune to Non-magical weapons, Death Blow

**Saves:** Fort +18, Ref +16, Will +20

**Abilities:** Str 24, Dex 18, Con 26, Int 24, Wis 26, Cha 24

**Skills:** Alchemy +27, Bluff +27, Concentration +28, Handle Animal +27, Gather Information +27, Intimidate +27, Knowledge (arcana) +27, Listen +28, Move Silently +24, Ride +24, Search +27, Sense Motive +28, Spellcraft +27, Spot +28, Use Magic Device +27

**Feats:** Cleave, Improved Critical, Mounted Combat, Power Attack, Ride-By Attack, Weapon Focus (bow)

**Climate/Terrain:** Any

**Organization:** Unique

**Challenge Rating:** 20

**Treasure:** None

**Alignment:** Chaotic Evil

**Advancement:** –

## Combat

**Blight Sense:** Pestilence has a mental link to all creatures infected with the Blight. The effects of this are described on page 76.

**Death Blow:** Ending the King of Germs reign for good requires injecting his corpse with antibiotics. Simple enough, huh? The only catch is that the drugs must be injected with a syringe that once belonged to Ernst Biren. That means a trip back to Louisiana for the posse.

**Insect Swarm:** As an action, Pestilence can belch forth a cloud of small, stinging insects. This cloud covers an area 30 feet in diameter and has a speed of 60. All enemies within the cloud are attacked by the insects. The creatures automatically hit anyone not wearing completely sealed armor. While in the cloud, a character suffers a -4 penalty to all actions from the pain and distraction caused by the insects. Even after leaving the cloud, the character still suffers a -2 penalty to all actions due to the pain and itching caused by the bites. Each round that a character is inside the cloud he must make Fortitude save (DC 16) or be overcome with a malarial fever. This fever causes 1d8 subdual damage per round.

**Leprous Touch:** If Pestilence strikes a character with his bare hand, the hero must make a Fortitude save (DC 22) or be afflicted with an accelerated case of leprosy. The hero takes 2d6 damage each round. Every 8 points of damage caused in some sort of disfigurement; fingers rot away, an ear or nose falls off, etc. Healing these wounds does not restore the lost body parts.

**Nausea:** All enemies who approach within 30 feet of Pestilence are overwhelmed with nausea. This imposes a -2 penalty to all actions.

**Poisoned Arrow:** The arrows are coated with a powerful poison. Any hero who takes damage from one of these arrows must make a Fortitude save (DC 14) or die.

**Coup:** Heroes who put paid to Pestilence are forever immune to disease. In addition, once per day, a hero can lay his hands on a sick person and cure them of any disease with a successful Wisdom check (DC 16).

### Deadlands Profile: Pharmakon (Pestilence's horse)

Pharmakon acts on each of Pestilence's action cards if the Reckoner is mounted. If Pestilence dismounts, have the horse roll *Quickness* as normal.

**Corporeal:** D:4d10, N:6d10, S:4d12+10, Q:5d12, V:4d12+8

Dodge 6d10, fightin' brawlin' 7d10, sneak 5d10

**Mental:** C:4d10, K:3d6, M:5d10, Sm:3d8, Sp:4d12+4

Overawe 4d10

**Pace:** 30

**Size:** 14

**Wind:** -

**Terror:** 11

**Special Abilities:**

**Armor:** 2

**Damage:** Hooves STR+1d6

**Cloud o' Flies:** Pharmakon is surrounded by a cloud of biting horse flies. These insects have the same effect as Pestilence's insect swarm, but the cloud always remains centered on the horse. The cloud has a radius of 4 yards.

**Hooves o' Pus:** Pharmakon's constantly ooze a thick, greenish-yellow pus. Whenever the horse causes an injury with its hooves, this pus splashes in the wound and causes searing pain. Anytime a character suffers a wound from the hooves, she must make a Hard (9) *Vigor* roll or collapse to the ground, writhing in pain, for 1d4 rounds.

**Description:** Pharmakon is a white stallion surrounded by a clouding of buzzing horse flies. His lower legs are red and inflamed with infection.

### D20 Profile: Pharmakon (Pestilence's horse)

**Huge Magical Beast**

**Hit Dice:** 10d10+50 (105 hp)

**Initiative:** +4 (+4 Dex)

**Speed:** 70 ft.

**AC:** 18 (+4 Dex, -2 size, +6 armor)

**Attacks:** 2 hooves +19/+14/+9, bite +13

**Damage:** Hooves 1d8+8, bite 1d6+8

**Face/Reach:** 10 ft. by 20 ft./10 ft.

**Special Attacks:** Cloud o' Flies, Hooves o' Pus

**Special Qualities:** Damage Resistance 10/+2, Immune to Non-magical weapons

**Saves:** Fort +12, Ref +11, Will +4

**Abilities:** Str 26, Dex 18, Con 20, Int 12, Wis 12, Cha 12

**Skills:** Listen +13, Spot +13

**Feats:** Cleave, Power Attack, Weapon Focus (hooves)

**Climate/Terrain:** Any

**Organization:** Unique

**Challenge Rating:** 10

**Treasure:** None

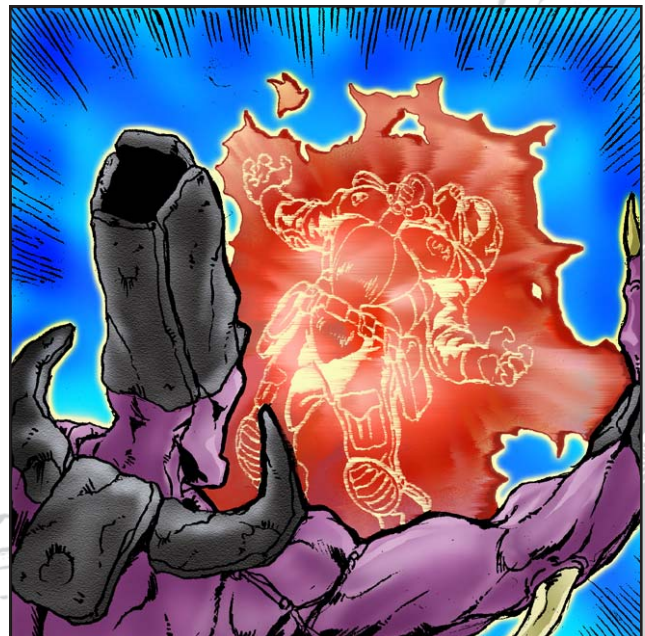
**Alignment:** Chaotic Evil

**Advancement:** -

### Combat

**Cloud o' Flies:** Pharmakon is surrounded by a cloud of biting horse flies. These insects have the same effect as Pestilence's insect swarm, but the cloud always remains centered on the horse. The cloud has a radius of 10 feet.

**Hooves o' Pus:** Pharmakon's hooves are inflamed and infected. They constantly ooze a thick, greenish-yellow pus. Whenever the horse causes an injury with its hooves, this pus splashes in the wound and causes searing pain. Anytime a character takes damage from the hooves, she must make a Fortitude save (DC 14) or collapse to the ground, writhing in pain, for 1d4 rounds.



# War

War is second in power only to Death. The constant warfare on Banshee has allowed him to maintain much of his strength despite the planet's aura. He is also the most straightforward of the Reckoners; he is all about conquering with fire and sword. However, straightforward does not mean stupid. He has observed millennia of warfare on Earth, the Hunting Grounds, and elsewhere and absorbed all the lessons taught by these conflicts. He is the General of Generals—Sun Tzu could learn a few things from him. It will be very hard for the heroes to pull one over on him.

War has established a stronghold on Thule in the ruins of a Black City. His first order of business after taking up residence was to capture the skinny that once ruled the place. He learned from it all the traps and secret passages and then blasted them shut. No one is going to be sneaking in the back door here. After establishing a secure perimeter, he killed the skinny—that's killed as in destroyed, not imprisoned—to prevent any palace revolts. He then began recruiting the local anouk clans into his service. Clans who refused to join him were exterminated.

## Attack!

War promised those who joined him a war to exterminate the human presence on Banshee. To that end, he has trained his troops into an elite strike force and equipped them with best weapons possible. His plan is to wait until the other Reckoners' plans have thrown the human settlements into chaos and then transport his army to One via a portal located in the Black City. He plans to recruit as many anouk clans as possible to swell the ranks of his army and then sweep south and destroy or enslave all the humans in his path.

Even should all of the other Reckoner's plans fail, War's invasion may very well succeed. His troops, augmented by clans recruited during the campaign and under his expert leadership, are more than a match for the surviving colonial troops exhausted by a war against the UN. The only thing that might stop War's army is for the colonial troops and UN forces to pool their resources against him. The one area in which War is lacking is air

power. If the colonials and UN troops coordinate their efforts, the air power of the UN Fleet could be used to a decisive advantage. As long as the colonists remain at war with the UN, War will be able to divide and conquer.

## The War to End All Wars

Getting to War won't be easy. He has had his anouk followers construct a walled, tannis-rock keep on a high plateau. The top of the plateau has been leveled and all cover removed. The area surrounding the keep is as flat and smooth as a billiards table. The edges of the plateau are patrolled by groups of anouks staggered at irregular intervals. All of the patrols are equipped with a generous supply of grenades to lob down at anyone foolish enough to scale the sides of the plateau. Approach from above isn't any easier. Each of the corner towers are manned (anouked?) by anouk guards equipped with SAM-5 missiles. The keep's roof sports two Black Widows, also equipped with SAM-5s. The walls of the keep are heavily patrolled. Nearly 200 anouks are garrisoned in the keep and another 400 are encamped not far away.

Most of the plateau consists of tannis rock and enterprising players might get the idea of using anouks to shape the rock and tunnel into the keep from below. Unfortunately, War foresaw that approach and took measures to prevent it. While the outer portions of the plateau are tannis, the interior of the rock formation has been transformed into pure ghost rock. War is immediately aware of anyone tampering with this rock.

War spends much of his time in the central keep, planning his conquest of Banshee. However, unlike the other Reckoners, he won't passively wait here and hope his minions destroy any threat. If he sees an advantage in engaging the posse elsewhere, he gladly moves to meet them in the field. He won't rush out recklessly, though. He is more than content to allow any attackers to impale themselves on the keep's defenses. War is always accompanied by 10 Immortals—handpicked anouks equipped with special tannis rock armor.

Sneaking into War's keep is nearly impossible and to fight their way in the heroes will need a small army. What's a self-respecting posse to do? Unless the heroes are able to assemble a respectable assault force to attack the keep, their best hope probably lies in allowing War to begin his invasion and

then attacking him in his field headquarters. Of course, that possibility has also occurred to War himself. In the field, War always has his Immortals nearby and sites his HQ on easily defensible terrain. The headquarters is normally guarded by an additional 20 regular anouks and the two Black Widows with their SAM-5s. All of the guards are under strict orders not to leave their assigned posts, so diversionary tactics are unlikely to draw them away.

As was mentioned earlier, War is the living embodiment of all military knowledge. Unless the players come up with a truly ingenious plan, you should have War react as if he knows exactly what they are up to.

### Deadlands Profile: War Anouk

**Corporeal:** D:3d8, N:3d8, S:3d12, Q:2d8, V:3d10  
Climbin' 4d8, dodge 4d8, fightin': brawlin',  
chakatl 6d8, shootin': rifle, machine gun  
5d8, sneak 5d8, throwin': balanced 5d8

**Mental:** C:2d8, K:3d6, M:2d8, Sm:3d6, Sp:3d8  
Bluff 2d8, guts 5d8, language: Anouk 2d6,  
leadership 4d8, overawe 4d8, ridicule 3d6,  
scrutinize 2d8, search 4d8, trackin' 4d8,  
survival: Thule 4d8

**Edges:** Tannis sense 1, race: anouk

**Hindrances:** None

**Wind:** 18

**Pace:** 8

**Size:** 8

#### Special Abilities:

**Spirit of Battle:** While within one mile of War, anouks in his service are immune to fear or any tests of wills. They do not retreat (unless ordered) and fight to the last anouk.

**Strain:** 8

**Weapon Charging:** War's anouks can charge tannis weapons and armor in the standard manner.

**Gear:** Aknouk, chakatl, M-10, 10 full magazines for M-10, 4 frag grenades. One in 10 anouks is armed with an M-260 and two belts of ammunition instead of the M-10. Roughly a quarter of War's troops are mounted on chanouks. The leader of each anouk squad is equipped with a radio headset.

### D20 Profile: War Anouk

**War Anouk:** CR 4 Medium-size Anouk; Class: Awr 4, hp 25; Init +1; Spd 30 ft.; AC 16 (+1 Dex, +5 armor); Atk Chakatl +7, M-10 +5; AL CE; SV Fort +5 Ref +2 Will +1; Str 14, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +6, Hide +6, Search +5, Spot +4, Survival +4; Automatic Weapons

Proficiency, Exotic Weapons Proficiency (atax), Firearms Proficiency, Martial Weapons Proficiency (chakatl), Power Attack, Tannis Sense, Simple Weapon Proficiency, Weapon Focus (chakatl)

Special Qualities: Energy Weapon, Strain: 8

Possessions: Aknouk, chakatl, M-10, 10 full magazines for M-10, 4 frag grenades. One in 10 anouks is armed with an M-260 and two belts of ammunition instead of the M-10.

Roughly a quarter of War's troops are mounted on chanouks. The leader of each anouk squad is equipped with a radio headset.

### Deadlands Profile: Immortal

**Corporeal:** D:3d8, N:3d8, S:3d12, Q:2d10, V:3d10  
Climbin' 4d8, dodge 4d8, fightin': brawlin',  
chakatl 6d8, shootin': rifle, machine gun  
6d8, sneak 5d8, throwin': balanced 5d8

**Mental:** C:2d8, K:3d6, M:2d8, Sm:3d6, Sp:3d10  
Bluff 2d8, guts 5d8, language: Anouk 2d6,  
leadership 4d8, overawe 4d8, ridicule 3d6,  
scrutinize 2d8, search 4d8, trackin' 4d8,  
survival: Thule 4d8

**Edges:** Level-headed, tannis sense 1, race: anouk

**Hindrances:** None

**Wind:** 20

**Pace:** 8

**Size:** 8

#### Special Abilities:

**Spirit of Battle:** While within one mile of War, anouks in his service are immune to fear or any tests of wills. They do not





retreat (unless ordered) and fight to the last anouk.

**Strain:** 8

**Weapon Charging:** War's anouks can charge tannis weapons and armor in the standard manner.

**Gear:** Using captured scientists working with anouk craftsmen, War has equipped the Immortals with powered armor that incorporates tannis rock. The Immortals can charge their suits in the same way as more traditional anouk armor. This armor has the same stats as the Wolverine armor in the *Lost Colony* book. In addition to the armor, they carry M-10s, 10 full magazines, 4 frag grenades, a SAM-5, and a chakatl.

## D20 Profile: Immortal

**Immortal:** CR 6 Medium-size Anouk; Class: Awr 6, hp 50; Init +3; Spd 30 ft.; AC 23 (+3 Dex, +10 armor); Atk Chakatl +12, M-10 +9; AL LE; SV Fort +4 Ref +1 Will +0; Str 18 (22), Dex 16, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +8, Hide +9, Search +7, Spot +7, Survival +7; Automatic Weapons Proficiency, Exotic Weapons Proficiency (atax), Firearms Proficiency, Martial Weapons Proficiency (chakatl), Point Blank Shot, Power Attack, Rapid Shot, Tannis Sense, Simple Weapon Proficiency, Weapon Focus (chakatl)

Special Qualities: Energy Weapon, Strain: 8

**Possessions:** Using captured scientists working with anouk craftsmen, War has equipped the Immortals with powered armor that incorporates tannis rock. The Immortals can charge their suits in the same way as more traditional anouk armor. This armor has the same stats as the Wolverine armor in the *Lost Colony* book. In addition to the armor, they carry M-10s, 10 full magazines, 4 frag grenades, a SAM-5, and a chakatl.

## Deadlands Profile: War

**Corporeal:** D:4d12, N:5d12+2, S:4d12+4, Q:5d10, V:4d12+6

Bow 7d12, dodge 6d12+2, fightin' brawlin', sword 8d12+2, ridin' 7d12+2, shootin' any 8d12, sneak 5d12

**Mental:** C:4d12+6, K:5d12+8, M:5d12+8, Sm:4d12+10, Sp:4d12+12

Academia: occult 10d12+8, bluff 8d12+8, leadership 6d12+8, overawe 8d12+8, persuasion 8d12+8, ridicule 6d12+10, scrutinize 8d12+6

**Pace:** 14

**Size:** 14

**Wind:** –

**Terror:** 15

**Special Abilities:**

**Armor:** 6

**Damage:** Sword STR+3d8 (AP4), pistols 5d10

**Charge o' Doom:** War swings his sword in a figure-eight and charges. He may make a sword attack against every opponent he encounters during his move. War may use this maneuver from horseback.

**Danger Sense:** War has a supernatural sense of impending danger. He may never be surprised or ambushed.

**Death Blow:** The first effects of the Reckoning on Earth were felt during the Battle of Gettysburg. War can only be permanently destroyed by a shot from a weapon used in this battle. The posse may have to travel back to Earth to find one of these weapons. If the heroes have crossed swords (figuratively speaking) with Stone, either of his revolvers will work—he carried both of them on the field at Gettysburg. The pistols were once of the cap & ball variety, but Stone later had them converted to cartridge ammo.

**Doom on You:** Once per round, War can let out a fearsome war cry. All enemies who hear it must make a Hard (9) *Spirit* roll or lose all of their remaining action cards.

**Immunity:** War is immune to non-magical weaponry. Tannis weapons and magic work against him normally.

**Malfunction:** Simply by staring at a single warrior and engaging him in a contest of *Spirits*, War can cause the target's weapon to malfunction. The weapon does not work (or the warrior can't get a good grip on it, in the case of a melee weapon) for 1d4 rounds. If War gets three or more raises in the contest, the weapon breaks and is no longer usable.

**Pistols:** In addition to his sword, War carries a pair of flintlock pistols in his belt. He can fire these once per round. The weapons are automatically reloaded at the start of each round.

**Sweep Attack:** War can only use this maneuver while dismounted. He sweeps his sword in a circle and attacks all characters within 5 yards, friend and foe alike.

**Coup:** Heroes who defeat War gain the Level-Headed Edge. The heroes also gain an imposing aura on the field of battle. This grants a +4 bonus to all Tests of Wills made to convince an enemy to surrender.

**Description:** War appears as a huge warrior dressed in battered, black platemail. He wields an enormous great sword that he can swing easily with one hand. His scarred face is hidden behind the visor of his skull-shaped helmet

## D20 Profile: War

### Huge Outsider

**Hit Dice:** 20d8+160 (250 hp)

**Initiative:** +4 (+4 Dex)

**Speed:** 40 ft.

**AC:** 22 (+4 Dex, -2 size, +10 armor)

**Attacks:** Sword +31/+26/+21/+16 melee, pistols +24 ranged

**Damage:** Sword 2d8+10, pistols 3d12

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

**Special Attacks:** Charge o' Doom, Doom on You, Malfunction, Pistols, Sweep Attack

**Special Qualities:** Damage Resistance 15/+3, Immune to Non-magical weapons, Danger Sense, Death Blow

**Saves:** Fort +18, Ref +16, Will +20

**Abilities:** Str 30, Dex 18, Con 26, Int 24, Wis 26, Cha 24

**Skills:** Alchemy +27, Bluff +27, Concentration +28, Handle Animal +27, Gather Information +27, Intimidate +27, Knowledge (arcana) +27, Listen +28, Move Silently +24, Ride +24, Search +27, Sense Motive +28, Spellcraft +27, Spot +28, Use Magic Device +27

**Feats:** Cleave, Improved Critical, Mounted Combat, Power Attack, Ride-By Attack, Weapon Focus (sword)

**Climate/Terrain:** Any

**Organization:** Unique

**Challenge Rating:** 20

**Treasure:** None

**Alignment:** Lawful Evil

**Advancement:** —

## Combat

**Charge o' Doom:** War swings his sword in a figure-eight and charges. He may make a sword attack against every opponent he encounters during his move. War may use this maneuver from horseback.

**Danger Sense:** War has a supernatural sense of impending danger. He may never be surprised or ambushed.

**Death Blow:** The first effects of the Reckoning on Earth were felt during the Battle of Gettysburg. War can only be permanently destroyed by a shot from a weapon used in this battle. The posse may have to travel back to Earth to find one of these weapons. If the heroes have crossed swords (figuratively speaking) with Stone, either of his revolvers will work—he carried both of them on the field at Gettysburg. The pistols were once of the cap & ball variety, but Stone later had them converted to cartridge ammo.

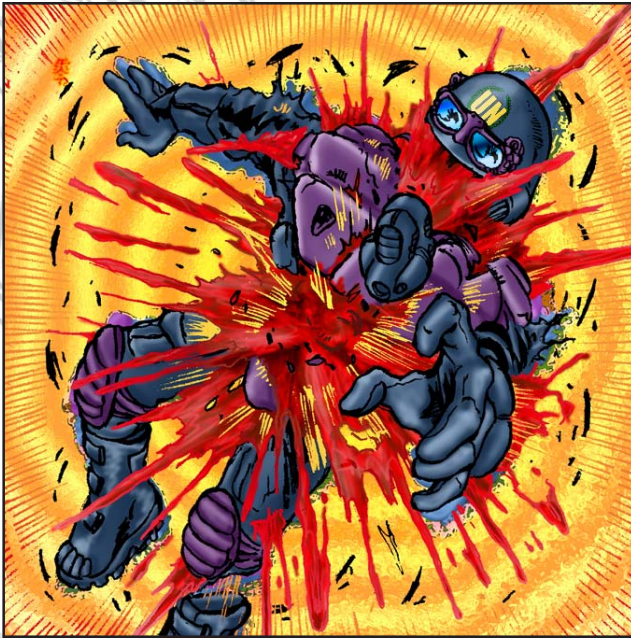
**Doom on You:** Once per round, War can let out a fearsome war cry. All enemies who hear it must make a Will save (DC 18) or be unable to act for the remainder of the combat round.

**Immunity:** War is immune to non-magical weaponry. Tannis weapons and magic work against him normally.

**Malfunction:** Simply by staring at a single warrior and engaging him in a contest of *Wisdom*, War can cause the target's weapon to malfunction. The weapon does not work (or the warrior can't get a good grip on it, in the case of a melee weapon) for 1d4 rounds. If War beats his opponent's total by 12 or more points the weapon breaks and is no longer usable.

**Pistols:** In addition to his sword, War carries a pair of flintlock pistols in his belt. He can fire these once per round. The weapons are automatically reloaded at the start of each round.

**Sweep Attack:** War can only use this maneuver while dismounted. He sweeps his sword in a circle and attacks all characters within 15 feet, friend and foe alike. This does not provoke attacks of opportunity.



**Coup:** Heroes who defeat War gain the Improved Initiative feat. The heroes also gain an imposing aura on the field of battle. This grants a +4 bonus to all Intimidate checks made to convince an enemy to surrender.

### Deadlands Profile: Machimos (War's horse)

Machimos acts on each of War's action cards if the Reckoner is mounted. If War dismounts, have the horse roll *Quickness* as normal.

**Corporeal:** D:4d10, N:6d10, S:4d12+10, Q:5d12, V:4d12+8

Dodge 6d10, fightin': brawlin' 7d10, sneak 5d10

**Mental:** C:4d10, K:3d6, M:5d10, Sm:3d8, Sp:4d12+4

Overawe 4d10

**Pace:** 30

**Size:** 16

**Wind:** -

**Terror:** 11

**Special Abilities:**

**Armor:** 6

**Damage:** Hooves STR+1d6

**Scythes:** The shoulders of Machimos' barding have large scythe blades mounted on them. All characters that Machimos moves past (friend or foe) must make an Onerous (7) *Nimbleness* roll to avoid being struck by these blades (increase the TN to Hard (9) if Machimos

is running). Those unfortunate enough to be hit by the blades take STR+1d8 damage (AP2).

**Throat Rip:** Machimos likes to go for the throat and rip it out. If he hits on a called shot to the noggin, in addition to taking normal damage, the target must make a Hard (9) *Vigor* or die as the stallion clamps down on his jugular and pulls.

**Description:** Machimos is a large red stallion. He is covered from head to knees in heavy, black, plate barding. Large scythe blades jut from the shoulders of the barding.

### D20 Profile: Machimos (War's horse)

**Huge Magical Beast**

**Hit Dice:** 10d10+50 (105 hp)

**Initiative:** +4 (+4 Dex)

**Speed:** 70 ft.

**AC:** 20 (+4 Dex, -2 size, +8 armor)

**Attacks:** 2 hooves +19/+14/+9/+5, bite +13

**Damage:** Hooves 1d8+8, bite 1d6+8

**Face/Reach:** 10 ft. by 20 ft./10 ft.

**Special Attacks:** Scythes

**Special Qualities:** Damage Resistance 10/+2, Immune to Non-magical weapons

**Saves:** Fort +12, Ref +11, Will +4

**Abilities:** Str 26, Dex 18, Con 20, Int 12, Wis 12, Cha 12

**Skills:** Listen +13, Spot +13

**Feats:** Cleave, Power Attack, Weapon Focus (hooves)

**Climate/Terrain:** Any

**Organization:** Unique

**Challenge Rating:** 10

**Treasure:** None

**Alignment:** Lawful Evil

**Advancement:** -

### Combat

**Scythes:** The shoulders of Machimos' barding have large scythe blades mounted on them. All characters that Machimos moves past (friend or foe) must make a Reflex save (DC 14) to avoid being struck by these blades (increase the DC to 18 if Machimos is running). Those unfortunate enough to be hit by the blades take 1d8+8 damage.

**Throat Rip:** Machimos likes to go for the throat and rip it out. If he scores a critical hit with a bite attack, the damage is quadrupled. In addition, the target must make a Reflex save (DC 16) to avoid having the stallion clamp down on his throat. If this save is failed, a Fortitude save (DC 18) is needed to avoid instant death as the victim's throat is laid open.



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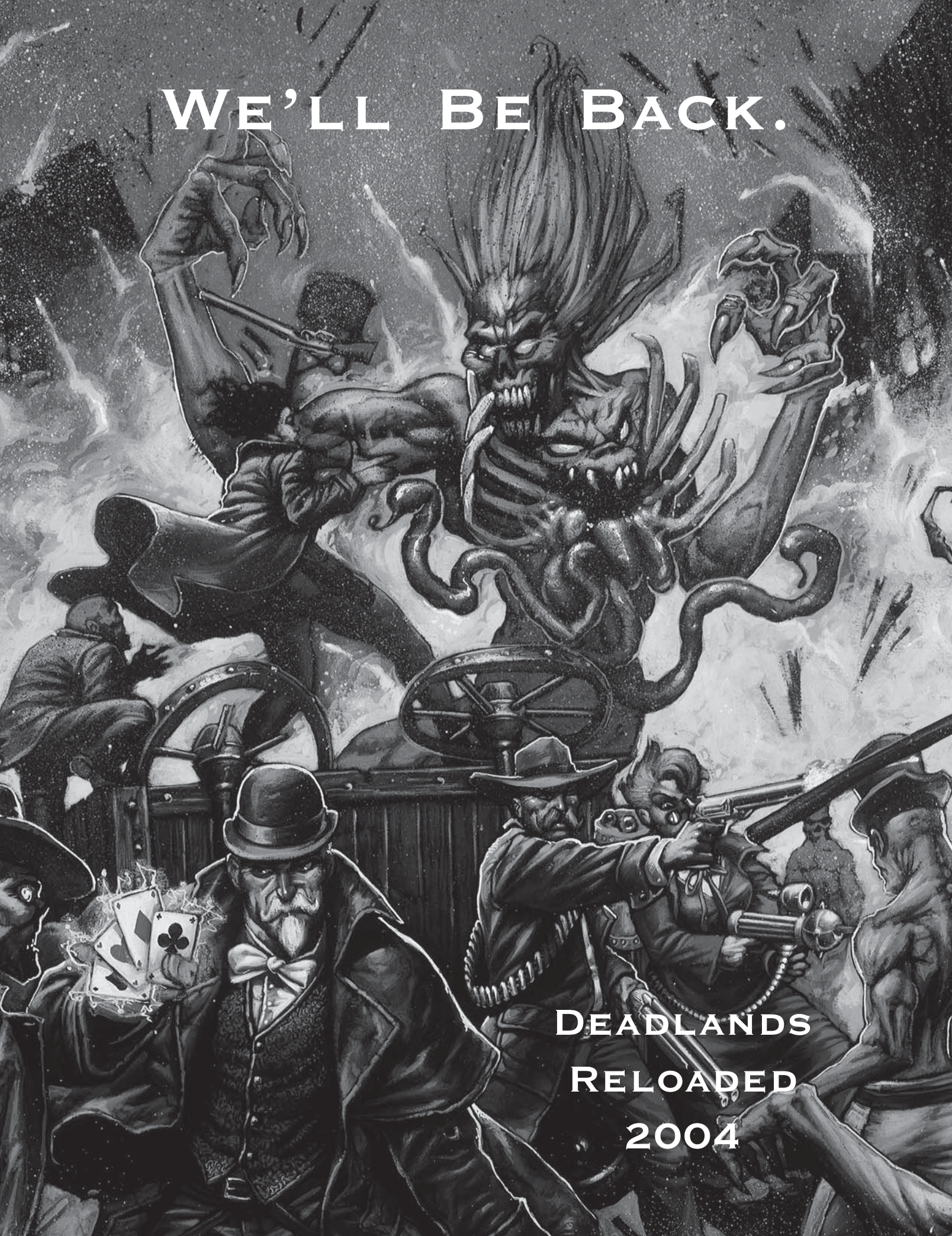
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