

SERPENT SCALES

FRAGMENTS FROM THE WORLD AFTER THE SERPENTFALL 1

Welcome to the first issue of *Serpent Scales: Fragments From The World After The Serpentfall*. In this issue, and subsequent ones, we'll give you all some insight into the interesting little corners of the world of *The Day After Ragnarok*. These smaller articles will cover the people, places and things of the post-Serpentfall world that are just a bit too esoteric for a full supplement. Sizes and prices will vary for each issue. But don't worry, playability and usability are our top priority, no matter the length. All killer, no filler. Let's get started with the first issue, shall we? Without further ado, Let's let DAR creator Kenneth Hite introduce you to...

THE NEW KONFEDERACY

Rebuilding the nation from the wreckage.

Rebuilding it in strength and unity.

Rebuilding it free of taint and corrupt blood.

Rebuilding it into a beacon of faith and protection.

Surely everyone can agree with that plan. But the devil is in the details: the nation they rebuild is the Confederacy, or worse. The strength and unity they seek are tyranny and conformity. The blood they would purge is that of their fellow Americans. Their beacon is a flaming cross.

They are the Night Riders, the Army of the New Konfederacy, the Invisible Empire. They are the resurgent Ku Klux Klan.

The Klan After the Serpentfall

In 1944, paralyzed by incompetent leadership and harassed by state and federal law enforcement, the Ku Klux Klan declared bankruptcy and dissolved. The next year, the world ended in chaos, poison, and monsters from overseas. In an America splintered and broken, the Klan offers something bigger to belong to. In an America whose future is clouded, the Klan harkens back to a golden, romantic past. In an America infested with human-seeming monsters and poisoned water, the Klan stands four-square for purity.

In short, you don't *have* to be a racist bastard to belong to the new Klan ... but it can't hurt.

With neighbor turned against neighbor for food and survival, the old hatreds found new purchase in American hearts. It's a lot easier to steal food from someone you've already decided deserves to starve to death. And a lot of Americans stole to survive. Any excuse was good enough to blame someone else for the Serpentfall: the Jews tricked us into the war against Hitler, the Catholics called down the Dragon of Revelation with their filthy Papistry, and the blacks ... well, they were *black*.

KLANOGRAPHY

You also don't have to be a Southerner to be a Klansman. The first Klan was composed of Confederate Civil War veterans, true, but the second Klan—founded in 1915 in Stone Mountain, Georgia—almost took over the government of Anaheim, California, got major anti-Catholic legislation passed in Oregon, and burned schools in Scituate, Rhode Island. At its peak in

1924, most of its six million members were Midwesterners: Indiana, Ohio, and Michigan were particularly strong Klan bastions. The governor of Indiana was a Klansman.

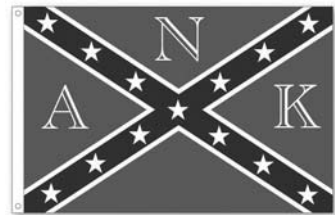
The new Klan, the third Klan, officially began in Atlanta just after the Serpentfall as a vigilante group enforcing food rationing (especially on blacks), and its center is indeed the Grand Kounty of Birmingham, Alabama. But the memory of the second Klan was still fresh; all across the Poisoned Lands, the desperate and the hateful donned hoods and burned crosses to take what power or solace they could. Now, night-riders lynch black leaders and torch synagogues from Minnesota to Maine. The Klan's secret agents could be subverting cities or towns anywhere the WKKK "Birmingham's American Voice" radio signal reaches. From that mighty antenna towering over Red Mountain south of Birmingham, 250,000 watts of power blast down-home country music, compelling Bible preaching, and "white exaltation" propaganda (plus the occasional coded message) across a 1,200-mile radius from Albuquerque to Portland, Maine. WKKK claims the "Invisible Empire" has a million-man army: nobody knows what fraction of that might be the truth.

The Grand Kounty of Birmingham

The Grand Kounty of Birmingham—occupying the former Jefferson, Shelby, Bibb, and Tuscaloosa counties in Alabama—alone has a population of almost 180,000 people. The High Kleagle can't count on all of them, though. "Unreliables" include the 70,000 black slaves (officially known as "LFRs" after their documented status as Laborers For Rations) in the Kounty, with more shipped in every month to work Birmingham's voracious labor farms, coal mines, and steel mills. About 1,000 Catholics and Jews live under severe movement and employment restrictions, and perhaps 3,000 white Protestant stiff-necks in Tuscaloosa County still actively resent their conquest by the triumphant Army of the New Konfederacy (ANK) in the spring of 1947. Most of the eggheads at the University saw the light after their Red fellows went up against the wall; they're working on new American technology (Certainly not ophi-tech! Who have you been talking to?) that will make the Konfederacy stronger yet.

That leaves only about 100,000 reliable whites—including an unfortunate number of Slavs and Magyars best kept in the steel mills—to do all the important work for the race. They have to boss the work gangs and build the weapons that keep the white man in the saddle. They have to guard the gates and walls of "Blacktown" on the west side of the valley, and patrol the countryside for runaways. The entire Grand Kounty can thus barely muster 2,000 men for its standing army. Fortunately, the 300 hard-case Nazis (mostly Afrika Korps veterans) from the Aliceville P.O.W. camp serve as cadre for local militias, cringing Montgomery will raise its levies on demand, and there are good white fighters all over the South who will rally to the Stars and Bars at least as long as the money holds out.

And the money will hold out for a goodly while. Birmingham is blessed with iron and coal nearby, and with factories that didn't burn, and with water full of iron that doesn't take Serpent taint well. It's still not the best for crops or people, but it breeds fewer trolls and snake-things than other rivers and lakes. Birmingham's soldiers get good rations, and drive trucks into battle, and deploy artillery. Not as much as they could if the Cullman Rangers didn't block the roads north to the Huntsville Arsenal ... or if the Arsenal would sell to Birmingham for good Konfederate dollars instead of arming Cullman for free. But that's for next year, or the year after. For now, there are the textile mills and chemical works at Anniston, weakly defended by its city guard. And there





are white Christian men in towns and cities all across the Poisoned Lands waiting and working to bring their communities into the New Konfederacy.

Klan Organization

The 1915 Klan took much of its structure from Scottish Rite Freemasonry, blending it with what its founders could remember or invent about the original 1865 KKK. When Atlanta obstetrician Samuel Green refounded the Klan after the Serpentfall, he changed the ranks and rituals again. Some local chapters (called “klaverns”) keep to the older rules as written down in the “Kloran,” the manual of initiation and organization put out by the KKK in the 1920s. Others make up their own titles and such. But so far as there is a common organization to the post-Serpentfall Klan, this is it.

Samuel Green is still the **Imperial Wizard**, although he removed from Atlanta to Birmingham after being deposed in Georgia by a mercenary committee. In theory, the Imperial Wizard commands the entire loyalty of the Klan ... and Green retains considerable authority over Klan ideology and its long-term direction. But he hasn’t appeared outside the Imperial palace (the former Redmont Hotel) for months, and day-to-day authority over the Grand County of Birmingham has fallen into the hands of Green’s **High Kleagle**, Theophilus Eugene “Bull” Connor, Birmingham’s Commissioner of Public Safety. The High Kleagle supposedly serves as the Imperial Wizard’s chief of staff; under Connor, the position has grown to encompass authority over the entire secular apparatus of the Grand County.

With two exceptions: **Grand Dragon** William W. Momyer (a USAAF General during the War) commands the Army of the New Konfederacy. He directly commands the Grand County’s military forces and coordinates (to the extent possible) the paramilitary operations of the klommandos. Momyer has also taken personal control of Birmingham’s tiny air arm: two B-24s and ten miscellaneous fighters and trainers. Short of aviation fuel and ordnance, he husbands them for crucial missions and psychological effect. Former FBI agent Louis Gray serves as the **Exalted Cyclops**, or head of intelligence, for the Klan and County. He is a firm believer in covert operations, infiltration, and subversion; Connor disagrees, believing that such activities only make more trouble for the Grand County in the long run.

Each of the three has his own lackeys among the **Grand Goblins**, the department heads and regional (multi-state) operations chiefs for recruitment, intelligence, and finance. Below them

“John S. Perkins”



Born in Jacksonville, Florida in 1916, Perkins moved to Atlanta looking for work when the Depression hit. Scraping out a living as an encyclopedia salesman, he became embittered and resentful, eventually joining the Ku Klux Klan (as an uncle of his had a generation ago). He discovered a real gift for recruiting and had become a kind of roving kleagle, building up local klaverns all over Georgia and Florida. After the Serpentfall, he continued his work, this time as a klandestine agent connecting Birmingham with disorganized racist groups to the benefit of both.

The above paragraph is a lie. Or mostly a lie; “Perkins” was born in Jacksonville in 1916 and he *did* have an uncle in the Klan. But he has long been a dedicated liberal, recording black culture for the WPA and trying to unionize exploited black workers. In 1942, rejected by the Army because of a bad back, he decided to fight fascism at home and went undercover under an assumed name as a Klansman. He had planned to end his covert work when the War ended, and maybe publish a book on his findings, but in the chaos of the Serpentfall he found himself alone: his northern liberal friends were all drowned or starved, the survivors were dropping into their own isolationist thuggery, and his Florida home was if anything in even worse shape. Now he works for the Free Colored Army as a spy, using his cover as a Klan operative. He may never be able to use his real name again—if any of his family or friends survived, revealing his identity might well be a death sentence for them with the Klan resurgent.



ATTRIBUTES: Agility d4, Smarts d10, Spirit d8, Strength d6, Vigor d6

SKILLS: Boating d6, Fighting d4, Gambling d8, Guts d10, Intimidation d8, Investigation d8, Knowledge (Local Area) d8, Knowledge (Southern Folklore) d10, Notice d10, Persuasion d10, Repair d4, Riding d4, Shooting d4, Stealth d6, Streetwise d10, Survival d8.

CHARISMA: +2 **PACE:** 6 **PARRY:** 4 **TOUGHNESS:** 5

EDGES: Attractive, Danger Sense, Investigator, Level-Headed

HINDRANCES: Curious

are the **King Kleagles**, in charge of single-state operations and sub-agencies of that level. At the local, or klavern level, the **Kleagle** serves as cell leader, ward boss, gauleiter, or whatever else the role calls for. Each klavern ideally has a *klaliff* (adjutant), *kludd* (chaplain or political officer), *kligrapp* (secretary, often with a direct line to Birmingham in his own right), *klabee* (treasurer), *klarogo* (inner guard), and a *klexter* (outer guard). Many klaverns have fewer officers, or shuffle useless deadweight into the more ceremonial positions while keeping operational security in a tight inner committee. This committee is usually the Klokann, headed by whichever officer works for the Exalted Cyclops; this officer usually deploys the Night-Hawks, or klavern security. All these offices exist at higher levels, all the way up to, for example, the High Klabee, or Treasurer, of the Grand Kounty of Birmingham, a Grand Goblin equivalent position. All these offices at the Imperial level make up the Kloncillum, which in theory has the power to remove even the Imperial Wizard. In practice, it's a political skirmishing ground between Connor and Gray for control over the Klan.

Rivals and Schisms

In theory, all Klan activity in America builds a single Invisible Empire, and the Grand Kounty of Birmingham is only the center of a New Konfederacy slowly being born from the ruins of the Poisoned Lands. And indeed, Birmingham provides a flag, a creed, and a cause to rally around. Any gang of night-riders or slave-takers might call itself a “klommando battalion of the New Konfederacy” without ever seeing a single Birmingham kleagle. If they did see one, they might even take his advice, especially if he brought guns or gold. And the Exalted Cyclops does send guns and gold, or kleagle recruiters, or klandestine agents, or anything else he can to plant the seed of the

WHAT'S THE TRUTH?

Note that the statistics above work for both “Perkins” cover identity as a Klan recruiter and his secret identity. But there’s always another option, or four. The GM can make any or all of these backstories true in her campaign, or repurpose them for yet other figures. Maybe there are two Perkinses running around, and one is impersonating the other!

- “Perkins” is a Klan double agent. Something flipped him: perhaps the Klan tracked down and kidnapped his family ... in which case the heroes can re-flip Perkins by rescuing them; or perhaps he just lost it after the Serpentfall undid his life’s work. Or maybe the Klan killed him and stole both his identities. Whatever the specifics, Perkins now poses as an anti-Klansman to set up other anti-Klan operators for ambush. The ambush is intended to overwhelm the heroes: the whole system breaks down if anyone survives to blow Perkins’ charade. (Add Bloodthirsty, Connections in Birmingham, and a klommando squad’s worth of Followers if need be.)
- “Perkins” is actually an operative working for a shadowy free-lance adventurer of whom he knows little and speaks less. His boss—a daredevil aviator, a millionaire playboy, a vigilante crime-fighter, a trained hypnotist, all of these things or none—really despises the Klan and has set out to destroy it root and branch. This mysterious boss lives somewhere in the Mayoralties, and communicates with his agents by hypnosis, or short-wave radio, or coded messages. If the heroes impress Perkins, he might pass their names on to his patron, who may contact them with an echoing laugh out of the darkness. (Add Taunt d8.)
- “Perkins” is a Red. Before the War, maybe he was just a naïve intellectual; or maybe the Party’s vociferous anti-racism propaganda lured him into their ranks. Now, he works for the NKVD (based in a hidden submarine pen in the new swamps along the Drowned Coast) or for the Iowa Soviet ... or both. If Perkins is a (or *the*) hidden link between Ames and Moscow, he’ll be worth a lot (if captured alive) to the Texas Rangers, the OSS, or the SIS. Whether his anti-Klan work is genuine (the Klan does hate Reds, after all) or if his true orders are to strengthen the Klan and thus prevent America from rebuilding, remains a mystery. (Add Knowledge (Tradecraft) d8 and Connections to Soviet assets, including man-apes.)
- “Perkins” is a conjure doctor. While doing folklore research before the War, he learned plenty of hoodoo lore; after the Serpentfall he decided to try it out. Sure enough, it worked, even for a white fella. Whether he’s also a Serpent cultist (or cult-fighter) is up to the GM; he might actually be using anti-Klan work as a cover for his anti-Serpent crusade, or the reverse. (Add Arcane Background (Magic), All Thumbs, Spellcasting d8, 10 Power Points, and *fear, obscure, and puppet*.)

New Konfederacy in fertile, tainted soil. (In this, the Invisible Empire has more in common with the hated Reds than it likes to admit.) But not every Klansman in America bows to Birmingham.

Plenty of those gangs of night-riders and slave-takers declare themselves the “True and Invincible Knights of the Kuklux,” or the “Invisible Army of the Klan” or “The Renewed Knights of the White Kamellia,” or anything else they dream up. Some local klaverns count only a specific Birmingham official as their superior, or follow one of the other major claimants to Klan leadership.

The White Legion

Newspaper publisher Virgil Clays built a Klan network in Michigan into the “White Legion” in the 1930s, terrorizing political enemies and using his domination of the media to bury the story. Clays finally had to flee charges in 1938, but after the Serpentfall he rebuilt his Legion along the same lines as before. The White Legion now operates as a smuggling, kidnapping, and slaving racket; Clays is a local boss in the Mayoralty of Lima, Ohio, and his Legion chapters operate in Detroit, Cincinnati, and other Midwestern towns.

The White Column

Oil company executive (and Nazi agent) Lee Morley recruited his “White Column” in 1939 and 1940 in Pennsylvania, Ohio, and Indiana as a “patriotic vigilance committee” to root out fifth-



columnists of all “un-American” stripes—including Nazis! Thus, he could infiltrate Nazi saboteurs and spies into the anti-Nazi movement, and eventually into America’s arms industry. Morley vanished at sea in 1941, but reappeared after the Serpentfall, this time surfacing in Alexandria, Louisiana. He’s rebuilding his White Column as a bulwark against “Catholic Sinarquists” and “Iowa Red Jews” as he rebuilds the local oilfields ... but who, or what, he’s actually working for remains a mystery. The Rangers take a pretty hard line on the Klan in Texas, but extra security (and oil!) in Louisiana is a tough offer to turn down.

Activities and Agenda

Inside the Grand Kounty of Birmingham, the Klan operates much as the Communist Party does in the Soviet Union, or the Nazi Party did in Germany: as the ideological arm of the government, serving to channel (and monitor) the political activities and ambitions of the people. It sets policy on enemies, approved books, and the like. It also becomes the “official” outlet for all other activities: barbecues, celebrations, and social events of all sorts. Again like the totalitarians’ Parties, the Klan runs (or at least inhabits) the government: the ANK is a Klan army, not just the army of Birmingham; the Exalted Cyclops runs Klan intelligence, for Klan purposes.

Outside Birmingham, those purposes are less governmental, and the organizations less official. Anywhere in the Poisoned Lands that aggrieved or aggressive whites want to get together in secret or strength, they quite likely put on hoods and ride out at night. Everyone knows what that means, even if they don’t have a copy of the Kloran or a shortwave connection to Birmingham. The Klan, like most American groups, is self-organizing and spontaneous at base, for all that Birmingham wants to (and sometimes claims to) direct every local klavern’s every act. Heroes might encounter ANK klommandos, a squad of night-riders, or local good ol’ racist vigilantes up to any of the following.

Slave Raiding and Trading

Birmingham isn’t the only Mayoralty facing a critical labor shortage. The mass deaths in the winter of ’46 and the near-famines thereafter reduced the number of hungry mouths to feed, it’s true. But the social and economic collapse also meant it takes more bodies to grow fewer crops, dig less coal, and make sporadic repairs to crumbling factories. All over the Mayoralties, Axis

Savage Shortlist: Top Five Klan Plans

Sure, there's the general sort of Klan plan: enslave all the blacks, run off all the Catholics and Jews, and conquer the towns that foolishly resist. But it's the specific side projects and long-running possibilities that make for intriguing adventure.

BRIDGE OUT

For the New Konfederacy to flourish, the U.S. government has to stay out. Destroying the bridges over the Mississippi River helps keep them out. The Klan sabotages spans where it can, or unleashes monsters against the structures to hide its hand. Some bridges collapsed naturally during the Serpentfall and the quakes; others are primed to go when the order comes over WKKK.

THE DEAD PAST

There are ancient mounds all over the Poisoned Lands, from Ohio to Alabama to Louisiana to Wisconsin. It just doesn't stand to reason that the Red Indians built them all: surely some were built by Druids, or Phoenicians, or Romans, or the Lost Tribes of White Israel. Prospectors report finding giant mummies, and golden treasure, and strange carvings, in caves and barrows all over America—if the Klan can get its own jotun, or some sorcerous artifact, that will be quite the game changer.

LORDS OF THE AIR

Grand Dragon Mommyer was a USAAF general during the War, and is convinced that if the Klan can capture and keep air dominance over the Poisoned Lands, the rise of the New Konfederacy becomes a fait accompli. Therefore, the kleagles who answer to him explicitly seek to recruit any independent airman to the Klan—or steal their aircraft and kill them if they refuse.

TKKKO

Entertainment is harder to come by now in the Poisoned Lands, but blood sports have never been bigger. An ambitious Grand Goblin wants to build a boxing league of his own. It would raise cash, provide a propaganda venue, let the Klan penetrate local criminal syndicates, build an army of tough bullies for various tasks, and (especially if the fights are rigged) teach black fighters not to get in the ring with white Christian men.

TUSKEGEE EXPERIMENTS

It's not just Stalin who believes in injecting Serpent venom and monstrous taint into ethnic minorities to develop super-weapons or mutated soldiers. The New Konfederacy has a network of isolated sites in the swamps and bayous of the Drowned Coast, mostly abandoned jails and asylums, where its top biologists experiment on black prisoners ... and on a few white volunteers. It's hard to say which ones are the most desperate and dangerous.

P.O.W.s, citizens of enemy towns, and nosy strangers get slapped into pressed labor battalions, mostly in fields or mines. Birmingham has just gone a little bit further and essentially re-enslaved its black population to the same end.

Klansmen who bring healthy, hardy slaves to Birmingham can be assured of good prices driven by high demand. Other towns buy the same goods with more or less embarrassment and more or less favorable prices. Rebuilding a slave economy in the Poisoned Lands—and eventually a thriving multi-state market in breeding human cattle—is a core part of the Imperial Wizard's long-term agenda.

Breaking the Enemy

And where to get slaves? Nowhere better than independent black towns and farm combines. Such places might well be under the protection of the Free Colored Army, but the FCA is on the strategic (and usually the tactical) defensive, never a good place in a guerrilla war. The Klan can pick its targets, assembling New Konfederate "klommando" forces from whatever drifting banditti and mercs they can, with a Klan cadre. ANK and FCA ride and counter-ride in a race war of maneuver and feint, coming to grips and fighting to the death. Eventually, the FCA is maneuvered out of position, or splintered in the field. Then the klommando raid comes together, striking the

black town or grange, burning and looting. Klan policy is to “kill the wolves, round up the sheep.” Destroy anyone who fights back effectively; drag the rest off to Birmingham’s mines and mills.

If the Klan doesn’t have the manpower or the opening for a full-on raid, then night-riders mount guerrilla campaigns against the community: sniping and ambushes at night, rustling and arson, destruction of vehicles and industry. Klan agents in larger towns do what they can against influential blacks, Jews, and Catholics: spread rumors, kidnap children, paint graffiti or burn crosses, and anything else to wreck the morale and weaken the spine of enemies of white Americanism. To become the core of America’s rebuilding, the Klan has to eliminate the competition, especially when it’s non-white, non-Protestant, and non-Christian.

Enforcing Sharecropping

Of course, in some parts of the country, the black farmers aren’t independent at all, but sharecroppers of one or another sort. Here, the Klan enforces that arrangement, especially by patrolling at night to keep blacks under curfew, or riding in for “surprise inspections” of barns and fields to prevent the sharecroppers from holding out (or slacking off) on their white bosses. Klansmen enforce other tenant labor contracts, too; at coal mines or canal works or factory floors.

Recruitment and Subversion

Birmingham can usually leave slave trading to the free market. The Grand Dragon only seldom has to (and isn’t always able to) reinforce or redirect raids and harassment campaigns, especially outside the Deep South. Local interests enforce their own local power, needing little more than encouraging propaganda from WKKK. But the Exalted Cyclops takes a very direct, personal hand in spreading the Klan (and Birmingham’s influence) as far and deep as possible. So far, the Stars and Bars of the New Konfederacy only flies over Birmingham and Montgomery, but the Klan has open klaverns in plenty of towns from Wisconsin to Georgia, and hidden klaverns in plenty more.

Klandestine agents of the High Klokann spread everywhere they can: wherever racial tensions paralyze recovery, where small towns need gunmen (and don’t want to ask questions), where any other Mayoralty looks like it’s gaining an edge. The goal is to inflame and channel local hatreds and fears, building up the Klan’s agents (or puppets) into vest-pocket tyrants dependent on Birmingham for key supplies, or linked into the new slave trade routes, or both. Whether they begin by overtly propagandizing for the Klan, or by subtly gaining power under a false flag, agents of the Exalted Cyclops keep their eye on the end game: another town captured for white exaltation, and another member of the New Konfederacy.

Secrets of the Klan

As a secret society, and in some places a criminal organization, the Klan has developed any number of codes and countersigns for covert communication. (As opposed to spelling all of the above with a “k,” which is just juvenile self-importance.) Like Freemasonry, the Klan has a secret handshake, delivered with the left hand. It also has a silent recognition/help signal: the thumb and two fingers of the right hand placed against the left palm, to make a “K” against the open palm. This alludes to the Klan’s secret name, the Knights of the Open Palm; the code word “KOTOP” serves a similar purpose.

In more secure settings, a Klansman might say “AYAK” to a fellow, meaning “Are You A Klansman?” Upon receiving the correct countersign (“AKIA,” or “A Klansman I Am”), he can say “KIGY” (Klansman I Greet You) and then discuss important matters. The exchange can continue if either is unsure: the challenge “CAPOWE” (Countersign And Password Or Written Evidence) or “CYGNAR” (Can You Give Number And Realm) must be met with either the password of the operation or specific klavern (usually assigned by the state kludd or kligrapp), or a response such as 2MAGA (“Number 2 Klan, Macon, Georgia”). At some point, the two exchange the Klandshake, and perhaps assure each other “KLASP” (Klannish Loyalty A Sacred Principle) and “KABARK” (Konstantly Applied By All Regular Klansmen).

This kind of thing can go on all day.

Wandering Klansters

Not all the snakes in the Poisoned Lands crawl on their bellies. Some walk on two legs, or ride on four.

Night-Rider

This is a local Klansman, possibly not connected with Birmingham or any larger Klan group. He rides out on Klan business, and his familiarity with the ground and with hunting weapons make him a surprisingly formidable irregular.

ATTRIBUTES: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

SKILLS: Fighting d6, Guts d4, Intimidation d6, Notice d6, Riding d8, Shooting d6, Stealth d6, Survival d8, Taunt d6, Tracking d8

CHARISMA: 0 **PACE:** 6 **PARRY:** 5 **TOUGHNESS:** 5

EDGES: Woodsman (in local area only)

HINDRANCES: Callous

GEAR: Hunting rifle or shotgun; cavalry saber or hunting knife

Notes

- **BIG STUPID HOOD:** If the GM wants to give the heroes an edge against a pursuing squad of Klansmen, note that wearing white robes at night gives a -2 to a night-rider's Stealth, pretty much wiping out the advantage of darkness. The hood also restricts peripheral vision; -1 to visual Notice checks.
- **BIG SCARY HOOD:** The reason night-riders wear the robes and hood, of course, is that they don't intend to hide. The uniform exists to frighten (supposedly) superstitious blacks into thinking that the Klan are ghosts or specters. Whether that works or not, it does add +2 to the Klansman's Intimidation and Taunt tests against locals if the Klan has already committed an un-answered outrage (cross-burning, lynching, etc.) in the area and gotten away with it.
- **OCCASIONAL ARMOR:** Every so often, a night-rider puts on a chain mail vest (+2 Armor) under his robes. Klansmen are often wannabe medieval screwheads to begin with, and an increasing number of scrapes come down to steel instead of shot in the rural South. Depending on how primitive the GM feels like making the local community, 1 in 4 or 1 in 6 night-riders wear chain mail. (1 in 10 in the Grand Kounty itself.)

Klommando

ANK klommandos are usually rootless War veterans returned from overseas to a devastated country, activated and radicalized by klandestine agents. Unless their kleagle (or other contact) requires it (and can enforce it), they don't wear the hood on patrol, settling for a Klan or ANK armband. They likely have a Jeep and a BAR or similar.

New Hindrance: Intolerant (Minor)

Characters with this Hindrance don't like some subset of other folk, just for who they are. Klansmen are officially Intolerant of blacks, Catholics, and Jews, although like any ideology, not everyone in the Klan believes it strongly enough to be worth a full-on Hindrance. Those who do, however, suffer a -2 to their Charisma when dealing with the despised other, a -1 to their Charisma around egalitarians, and the effects of other Hindrances as appropriate. An Intolerant ANK sergeant might be Overconfident when taking on a Free Colored Army guard post; an Intolerant SS lieutenant would be Bloodthirsty toward Jews or Slavs.

This Hindrance is sadly not exclusive to the Klan or SS in the world of the Serpentfall. Or in any other.

When they're not riding to the Stars and Bars, they might kick around as bandits or hire out as political muscle, mercenaries, or monster-killers. If, in the course of these activities, they run across dangerous strangers with sissified, race-mixing politics (like the heroes, say), they pass names and descriptions to their Birmingham contact as a white neighborly service.

ATTRIBUTES: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d8

SKILLS: Fighting d8, Guts d6, Notice d6, Riding d4, Shooting d8, Stealth d4, Survival d4, Throwing d4, Tracking d6

CHARISMA: 0 **PACE:** 6 **PARRY:** 6 **TOUGHNESS:** 6

EDGES: Soldier

HINDRANCES: Loyal

GEAR: M1 Garand or Thompson, bayonet, entrenching tool, etc.

Officer or NCO

A klommando squad has a commander, one the boys are used to working with and agree to follow. He might or might not be their kleagle, or he might not even be a formally initiated Klansman. He has Knowledge (Battle) d8, Soldier, Command, and one other Leadership Edge, for these men only. Really hard-case klommando officers are Wild Cards to boot.

Klandestine Agent

Usually holding the rank of kleagle, the klandestine agent works to foment racial discord, advance Birmingham's goals, and ideally build a loyal klavern under a trusted local agent to serve as the seed-bed for further operations in that town.



ATTRIBUTES: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

SKILLS: Fighting d6, Gambling d6, Intimidation d8, Investigation d4, Knowledge (Propaganda) d8, Knowledge (Tradecraft) d6, Lockpicking d4, Notice d8, Persuasion d8, Shooting d6, Stealth d8, Streetwise d8

CHARISMA: +2 **PACE:** 6 **PARRY:** 5 **TOUGHNESS:** 5

EDGES: Charismatic, Connections (local Klan; Birmingham; etc.), Followers (local Klan; ANK klommando squad, etc.), Hard to Kill, Sykes-Fairbairn

HINDRANCES: Intolerant

GEAR: Crystal radio set pre-tuned to WKKK; invisible ink; buck knife

Special Abilities

- **DISGUISE:** With a Stealth roll, a few minutes, and a suitable disguise kit (hair dye, spectacles, makeup), the klandestine agent can change his appearance. To recognize him requires a successful Notice roll against the agent's Stealth.
- **ELITE KLANDESTINE AGENT:** Raise six abilities by one die size; add Harder to Kill, Luck, Improved Sykes-Fairbairn and Throwing d6.
- **EXIT STRATEGY:** With a head start, the klandestine agent can vanish into a pre-established bolt-hole, cover identity, or trail back to Birmingham. Every day of head start reduces the Tracking (or Streetwise) ability of his followers by one die size for the purpose of finding the agent. (For elite klandestine agents, reduce the necessary lead time to two hours per die size.)

Hell-Haint

The spirit world being what it is after the Serpentfall, namely horribly awakened, one can't rule out the actual return of Confederate veterans to the Earth. Riding spectral horses, wearing ghostly white hoods and robes, they chase down and terrorize anyone disrespecting the Stars and Bars—especially a bunch of carpetbagging, Yankee-loving scalawags like the heroes.

Throw these guys in if the heroes have gotten a little too cocky smacking the living Klansmen around.

ATTRIBUTES: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

SKILLS: Fighting d8, Intimidation d12, Shooting d8, Stealth d8, Throwing d8, Tracking d12

PACE: 10 (mounted) **PARRY:** 6 **TOUGHNESS:** 6

Special Abilities

- **ETHEREAL:** Only magical attacks can harm hell-haints, and they can move through obstacles.
- **FEAR -1:** Anyone who sees a hell-haint must make a Guts roll at -1 after recognizing it for what it is (see below).
- **FIRE BOLT:** As an action, a hell-haint can throw a fireball (Throwing; range 3/6/12; use Small Burst Template), shoot a fire bolt from its ghostly pistol (Shooting; range 12/24/48), or breathe a blast of fire from its horse's mouth (Shooting; use the Cone Template). Damage is 3d6; check to see if you've caught fire.
- **FLEET FOOTED:** Mounted hell-haints roll a d8 when galloping instead of a d6.
- **GHOST BLADE:** A hell-haint that succeeds at a Fighting attack does damage equal to its Spirit as its ghost blade chills the target to his very soul. The target gets no benefit from non-magical armor.
- **GUISE OF THE LIVING:** Identifying hell-haints as ghosts requires *detect arcana*, or if the GM is feeling generous, a Notice roll at -2 to twig to the eerie silence of the riders. If gunplay ensues, an unmodified Notice roll spots the bullets passing through the haints without effect (on a failure, the GM can try bluffing and saying something like "you missed").
- **SILENT HOOVES:** Sound-based Notice rolls to detect hell-haints are at -4. Only the strange responses of native woodland creatures provide any audible clue whatsoever.
- **VULNERABILITY:** Ex-Confederate hell-haints take normal damage from copper bullets made from melted down Lincoln-head pennies (in circulation since 1909).



— New Adventures in Klan-Busting —

Throwing the Klan across the path of heroes (or vice versa) in the Poisoned Lands is simple. The heroes might stumble across (or be ambushed by) a motley band of slave-takers, or they might chase down some thug who crossed them or theirs only to discover his Klan membership (and allies) just up the road. Heroes in a “Phoenix and the Sword” style campaign in the Poisoned Lands will eventually be engaging—diplomatically or otherwise—with the High Kounty of Birmingham. Heroes in a “Servants of the Crown” campaign might get ordered to intercept a Birmingham arms convoy into Mississippi or to stamp out a Serpent cult klavern in Pennsylvania.

Creating such adventures is as easy as adding a Klan angle to any random “People” or “Event” in the Poisoned Lands Encounter tables, or making the villain created by the Adventure Generator a Klansman. Some Klan stories will grow organically out of the heroes’ previous adventures, especially if you carefully let one or two NPC baddies escape alive at the end. Even if the NPC wasn’t a Klansman, and can’t retroactively be made one, he might still call in the ANK for revenge on his enemies.

TOWN SUBVERSION GENERATOR

But let’s drill down, here. The Big Klan Plan is to subvert every town in the Mayoralties into joining the New Konfederacy, resurrecting the antebellum slavocracy of their misty history on the ruins of the United States. And if there’s one thing the pulps have taught us, it’s that a subversive conspiracy has its tendrils everywhere: especially in the town where the heroes just happen to be Right Now.

You can use the Town Subversion Generator to determine just how far any town in the Mayoralties has sunk into the Klan’s grip, whether it’s the heroes’ home base or just the next town over the ridge. At the risk of seeming coy, you can also adapt it slightly as a generator for Red subversion (in Iowa, France, or China, say), Serpent cultism (in areas with high Serpent Taint especially), and anything else sneaky and wrong.

Amplitude of the Klonspiracy

Begin by determining the amplitude—the extent, reach, and power—of the Klonspiracy. Roll 2d6 and get the corresponding level off the Amplitude Subtable. Modify the roll as follows: +1 for local racial tension, +1 for a town strategically important to Birmingham, +1 for an ongoing crisis or disaster (monster depredation, recent terrible flood, war with Louisville, famine).

Each of these amplitude levels leads ineluctably into the next: left unchecked, a provocateur will recruit a cell; if not smashed, a network corrupts the local elite, which then purges the whole town. By an odd coincidence, the situation in the town is always one adventure away from worsening: when the heroes arrive, for instance, the network is *just about* to run Sheriff Briggs out of town and take over the local elite. If the GM feels like making the town a recurring location, it might take more than one adventure to clean the Klan out entirely: busting a network breaks the Klan down to a few voices in one faction, which has to be smashed down to the cell level in yet another adventure, with a third adventure needed to peel the supporters

Amplitude Subtable	
2D6	AMPLITUDE
2-5	Provocateur
6-7	Cell
8	Angry Working Class
9	Rising Faction
10	Network
11	Local Elite
12	Whole Town

away from one final provocateur, who can be identified and killed in the final scenario. Or the GM can collapse that whole process into four scenes from one big adventure, if she wants to move on or suspects the players don't have the patience (or interest) in a long-running counter-subversion storyline.

- **PROVOCATEUR:** A single klandestine agent is stirring up trouble. He might be trying to convince a local farmer to use slave labor, or talking the town guard into buying guns from Birmingham at a "white man's discount," or just biding his time and spreading racist propaganda. Eventually, he will recruit four or six or a dozen like-minded sorts into a cell.
- **CELL:** A cell comprises three to twelve members, dedicated to the larger goals of the Klan, directed by a single kleagle. The kleagle may or may not be the cell's link to Birmingham, or the actual power in the klavern: a canny klandestine agent may let a local dupe (or influential figurehead) hold the formal leadership while manipulating things as the kligrapp or klaliff. Thanks to those snazzy hoods, only the kleagle (or the klandestine agent, or both) may know the identities of all the cell members: what you don't know, you can't let slip. In addition to supporting ANK and Klan activity, the cell works together on a specific plan aimed either at building an angry working class movement or coopting a rising faction in the town.
- **ANGRY WORKING CLASS:** The backbone of the 1865 Klan was white small farmers and laborers threatened by black competition. Although the 1915 Klan was much more a middle-class movement, the drift toward feudalism after the Serpentfall has the working class suspicious and angry, often for good reason. If the local Klan has harnessed that anger, the kleagle turns it on local elites seen as greedy or inefficient, especially if those elites haven't been concentrating on the health and safety of the town's white citizens. Here, the Klan holds open rallies, threatens strikes, and rumbles in the streets against anyone identified with elite power or outside threats, and against rivals for working-class loyalty such as egalitarian churches, Red unionists, and wandering monster-killing heroes.
- **RIISING FACTION:** Every town has people who think they ought to be running things: the guy who came in second in the mayor's race, a rival faction of the ruling party, or the owner of the second-biggest bank in town. Whether they're power-hungry weasels or genuine reformers, the Klan seeks to coopt them and ride them to the top. A rising faction welcomes the Klan's organization and supporters, and the Klan works to undermine the local top dogs wherever possible.
- **NETWORK:** Either a working-class movement or a coopted rising faction can become the backbone of a broad terror network. At this point, the Klan can kill strangers and non-whites (and maybe Catholics and Jews) with impunity, or in barely-concealed lynchings. Anyone who speaks out can find themselves shunned, bankrupted, firebombed, or next in line for the rope. If crosses haven't burned in the earlier stages, they definitely burn now. The Klan has infiltrated almost every aspect of the town's society: churches, commerce, police, military, politics, courts, etc. The Klan uses marches and parades (along with terror and fire) to convince the town's rulers of the Klan's power and reach ... and that resistance is futile. The local elite might as well surrender gracefully and help shape the New Konfederate Order.
- **LOCAL ELITE:** After such a surrender, or perhaps by coup d'etat, the Klan doesn't just infiltrate but controls all the major levers of town power. Maybe they can't win an election just yet, but maybe they don't have to hold one. There may be resistance: perhaps from a not-yet-crushed local faction, or from a church congregation to numerous to run off entirely. The goal of the Klan here is to convince, coerce, or crush that resistance and turn their efforts outward to the next town over.
- **ENTIRE TOWN:** The town is just one victory away from declaring its membership in the New Konfederacy and running up the Stars and Bars over the courthouse.

Agitators, Pro and Con

Next, identify the main agitators on each side: Who's the provocateur? Who's the Klan-fighter? The provocateur may well be a Birmingham man, a klandestine agent, but he'll still need a local patron or cover identity. The Klan-fighter might well be an "outside agitator" too, a traveling adventurer like the heroes, but he'll need a staunch local ally.

Any result on the Agitator Subtable can work for either the pro- or anti-Klan actors. Roll 1d10 twice; even if you get the same result, you've got the foci of a good, meaty town conflict. Then "choose up sides" with the rest of the town, depending on the Amplitude, adding NPCs somehow connected to the heroes where possible to heighten the personal stakes. ("I served with your Cap'n Barstow in Italy. He wuz a good man.") If the town has a big black, Catholic, or Jewish presence, there's your anti-Klan base right there—you can decide whether that's all there is until the heroes ride in.

- **COP:** Might be the local sheriff, the captain of a "flying squad" of detectives, or the one honest cop in a crooked town. ("Honest" doesn't mean "not a Klansman"—remember, the Klan loves to play the reform card.) A Klan cop can "lose" evidence against the Klan, or harass the Klan's enemies in myriad ways. An anti-Klan cop can bust Klansmen for minor violations, build secret case files documenting their crimes, or dig up bodies that most folk would just as soon keep buried.
- **CRIMINAL:** Might be a smuggler (able to sneak people in and out of town covertly, on either side), a racketeer worried about competition (from Catholics or from Klansmen), or a grifter working his own con on the Klan, the town, or both. A Klan gangster already has a following of rough types willing to commit arson and assault; an anti-Klan criminal already has ways to operate outside the official social world. And vice versa.
- **EGGHEAD:** Might be a scholar at the University, an engineer trying to keep the lights on or the walls up, or an anthropologist collecting folklore. Although the stereotype of the Klan as ignorance opposed by knowledge pays dramatic dividends, so does changing it up: plenty of smart folks support eugenics or believe Birmingham's industry is vitally necessary for rebuilding.
- **INVESTIGATOR:** If the town still has newspapers (most likely broadsheets and pamphlets), the investigator might be a journalist. Or he might be a private eye, a snoopy old gossip, or a bounty hunter. A Klan investigator digs up dirt on the Klan's targets, or spreads malicious tales about them. (Which might well be true! Or mostly true.) An anti-Klan investigator challenges the Klan version of the town's history, or tries to trace trails of criminality, cash, and weapons to their source.
- **JUDGE:** All but the most despotic towns still have courts, at least technically independent of the local government. (Though in some towns, "the Judge" is the government.) A Klan judge can manipulate the law to ensnare Klan enemies and smooth Klan operations; an anti-Klan judge can nail Klan troublemakers with tough sentences and (in some towns) even launch their own investigations into suspicious fires and disappearances.
- **LANDOWNER:** Farmer, mine owner, or oil baron, a landowner might have a powerful interest in slave labor—or a powerful suspicion of town authorities who want to run everything on

Agitator Subtable

D10	AGITATOR
1	Cop
2	Criminal
3	Egghead
4	Investigator
5	Judge
6	Landowner
7	Merchant
8	Politico
9	Preacher
10	Soldier

Birmingham's say-so. Landowners are prone to feuding with each other: one big rancher might oppose the Klan just because his neighbor supports it. Landowners provide secure bases (or hideouts) for Klan or anti-Klan forces, and sometimes a posse of hard hired men.

- **MERCHANT:** Might be a factory owner, a banker, a tavernkeeper, or even a riverboatman; their relationship to the town is commercial. They might support or oppose the Klan for profits or principle; what they bring to the project depends on what their business is.
- **POLITICO:** The mayor, a faction boss, a county official chafing under the new rise of the town, an ambitious would-be strongman: all seek political power, and need the Klan—as supporters or targets—to get it. In plenty of towns, some of the other positions listed are also elected: sheriff, coroner, judge.
- **PREACHER:** Plenty of preachers on both sides. Even if First Baptist welcomes the “godly crusaders” of the KKK, Third Baptist might condemn “anti-Christian serpents of hate.” Speaking of Serpents, if the local Klan is connected to the Serpent, you can count on at least one holy roller to call them out on it. Preachers have moral force in a town: where they stand, their flocks do likewise.
- **SOLDIER:** Town guardsman, mercenary for hire, or war vet providing cadre and direction for the county militia—they aren't the type to be impressed by pointy hoods and hunting rifles. That makes destroying their efficiency (by infiltrating their command, or sabotaging relations with the town they protect) a number one Klan priority. But if the soldiery get behind the Klan—for access to Birmingham guns, or for help putting down bandits—then they make formidable foes of freedom indeed.

Allegiance to Birmingham

Next, determine the local Klan's level of allegiance to Birmingham. While it may not make them any less vile, an independent or schismatic Klan is probably less dangerous than one run by Bull Connor as a full member of the Invisible Empire.

Roll 1d12 on the Allegiance Subtable, modified based on the town's location: +1 in the original Confederacy (except Texas), Indiana, Ohio, or Michigan; +2 in Mississippi, Alabama, or Georgia.

Allegiance Subtable

D12	ALLEGIANCE
1-3	Grass roots
4-6	Local kleagle
7	Schismatic group
8-11	Grand Kounty of Birmingham
12	Specific Birmingham official

- **GRASS ROOTS:** This town's Klan is actually what all Klans claim to be: a grass-roots militia formed for common defense. It may still be all about the monster-fighting, or it may have morphed into a racist town watch, but it owes no allegiance to anything but its town's safety.
- **LOCAL KLEAGLE:** This Klan serves the (likely unsavory) agenda of its kleagle to the exclusion of most others. He may be planning to seize power, or start a pogrom, or go hunt the local hydra. Whatever he plans, he has his klavern at his back all the way. He may formally recognize Birmingham or any other Klan, but preserves his independence in practice.
- **SCHISMATIC GROUP:** This klavern sends its dues and takes its cues from some other Klan or ANK group besides Birmingham's Invisible Empire. In the Midwest, likely the White Legion; in the Trans-Mississippi, likely the White Column. Or something else you made up just now.
- **SPECIFIC BIRMINGHAM OFFICIAL:** This klavern (or at least its kleagle, or its contact with Birmingham) declares its loyalty to the Invisible Empire, but counts only one official—Connor or Gray or some other figure—as its true patron. They are pawns in the internal chess game natural to all bureaucracies, and worst of all in tyrannical ones like Birmingham.

Attitude to the Serpent

Now determine how the town’s Klan feels about the Serpent. The Klan’s racist fight against “tainted blood” (and the self-interest of most of its members) bias the average klavern against the Serpent, or at least against monsters. But who can say what hides under those hoods?

Although we encourage the GM to tweak or just outright pick any result to improve game fun, for this our advice goes double. Or triple. Pick what you want to see in the game, and how you want to flavor your campaign’s Klan. Or, sure, roll 2d6 on the Attitude Subtable, modified as follows: For a town in the Drowned Coast or the High Plains, add +2. Klaverns beset with monsters tend toward extreme reactions, it seems.

- **ANTI-SERPENT:** They don’t much like the Serpent and its beasts, and the rank and file might be more inclined to go easy on someone who can prove they killed a monster or five.
- **ACCOMMODATIONIST:** The Klan needs to scare black people, and get rid of dead bodies, and keep a reputation as protectors of the community. What better way to solve all those problems than by regular sacrifice to the Thing in the Woods, whatever it might be. Klansmen don’t worship it—that would be ungodly—but this is more in the line of taking out an insurance policy.
- **CRUSADING:** This klavern makes killing monsters and unholy demons its main agenda—maybe even more important than harassing Catholics. What does God call a white Christian to do, if not slay dragons? I ask you.
- **SERPENT CULTISTS:** Just one too many invocations of the “Grand Dragon,” methinks. The Klan wants power and terror: the Serpent is your one stop shop for both.

Attitude Subtable	
2D6	ATTITUDE
2-6	Anti-Serpent
7-9	Accommodationist
10	Crusading
11+	Serpent Cultists

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DEDICATED TO SUPERMAN’S PAL, STETSON KENNEDY

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