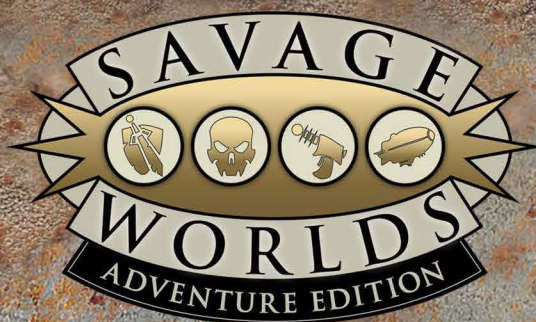




DEAD LANDS

LOST COLONY



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DEADLANDS LOST COLONY

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DEDICATION: To Mario Lee Bansen and his family. Ride on, Jolly Ho. You are missed.

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FOREWORD

The idea for *Deadlands: Lost Colony* came from several places. It was GenCon '97 or so, the year before *Deadlands: Hell on Earth* came out. We were doing setup at the convention and from somewhere "Deadlands in space" got into my head. I mulled it over for a while and mentioned it to my friend and fellow author John Hopley. We knew what our plans were for *Hell on Earth* but had one issue we hadn't quite worked out — what would ultimately happen with the Reckoners.

Some time later, I came across a reference to Roanoke Island's famous "Lost Colony." If you're unfamiliar with it, Google it — it's a well-known mystery in Virginia where I spent my teen years. Somewhere the two concepts came together. *Lost Colony* would be a colonized planet suddenly cut off from Earth. The humans would be on their own, kind of like the frontier of the Weird West. The colonists would be the pioneers; the "Indians" a race of native nomads with arms and armor boosted by spiritual energy. (The name "anouk" actually came from a child in my son's daycare at the time!)

The core of it was a great Western parallel. The rest would be a combination of *Outland* (High Noon in space), *Aliens*, and the horrific *Event Horizon*.

The planet would be named Banshee. It fit the vibe of *Deadlands* and the howling winds we imagined would carve out the landscape we felt represented it, the gorgeous rocks of Nevada's Valley of Fire, which I'd seen during a trip to the Game Manufacturer's Association trade show somewhere in the late nineties. We also decided that Banshee was a living planet, and that its overwhelming life force would be the power that allowed the heroes to finally battle the Four Horsemen.

Taking the player characters from *Hell on Earth* to *Lost Colony* would be the infamous *Unity* adventure, along with "that scene" I'm proud to say people still talk about to this day. (Nope, I'm not gonna ruin it...you'll have to read it for yourself, partner!)

The setting details came together quickly and John Hopley got to writing it. That year proved rocky for Pinnacle for various reasons and John Hopley had far too little time for us to playtest the setting and settle in to it like we had the Weird West and *Hell on Earth*. Fortunately, John Goff, John Hopley, and I are all close friends, and now two decades later we're able to build off Hopley's work and make *Lost Colony* all we'd meant it to be. Cheyenne Wright had also run an extensive *Lost Colony* campaign in the meantime, and his group's experience proved invaluable to us, especially as to what to do with Vanessa Hellstromme and... well, we don't want to spoil anything. But you'll see soon enough, amigos.

Now strap yourselves in. We're heading back to Banshee and the final fate of the Reckoners.

—Shane Hensley, December 2019



The Pinnacle crew as the *Lost Colony* cast, taken at Origins 2000.

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INTRODUCTION

The planet Banshee is running out of *things*. Everything. The colonists who landed here years ago were once supplied by Earth, but a terrible war closed the intergalactic gateway that formerly provided the necessities and comforts of home.

Humans require air, water, food, and shelter from the elements. But it turns out they need *things*, too. They need tools to harvest crops, weapons to defend themselves, and those devices which make life easier or more tolerable—from personal communication devices to the music they play on them.

A series of terrible catastrophes has left Banshee and the space stations of the Faraway system with little in the way of resources, and even less ability to do anything with them. Most manufacturing facilities have fallen in a series of bloody conflicts or during rampages of various native creatures and species.

The loss of tools leads to the loss of life, and the loss of hope. Only the actions of a few true heroes can eventually save the humans, protect the native species, and keep Banshee from truly becoming a “Lost Colony.”

GHOST ROCK

The race to Banshee started with the discovery of a superfuel called “ghost rock.” First discovered in the Great Quake of 1868

in California, United States, the new ore was named for the strange wailing sound it emits when burned. This weird stuff burns hotter and longer than coal or any other fossil fuel, and has dozens of other uses as well: as fuel, a chemical additive, and even in amalgamates like the incredibly resilient “ghost steel.” With so many uses, its value skyrocketed over the next century.

Ghost rock was quickly found everywhere, from Zululand to Siberia. The weak and powerful alike raced to claim the valuable stuff, creating a “Ghost Rock Rush” and igniting dozens of wars and conflicts for possession of the richest finds.

A BRAND NEW WORLD

Almost two centuries later, in 2039, one of the world’s most successful companies, Hellstromme Industries, launched the *Unity*, a spaceship capable of traveling faster than light, to explore a distant system that contained not only a habitable world, but one with intelligent life.

The ship’s drive proved difficult to reproduce, however, so in 2044, HI announced its researchers had created a massive gate in space they called “the Tunnel,” which could propel more traditional spaceships to the alien star system.

COLONIZATION

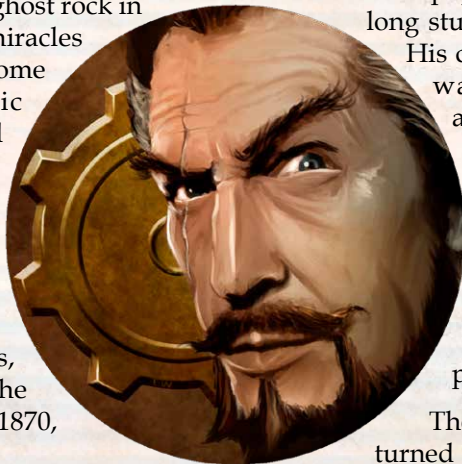
The solar system came to be called Faraway, and the lone inhabitable planet Banshee after its perpetually howling winds. The desolate but beautiful world was home to a race of purple-skinned creatures who called themselves "anouks." They were intelligent and advanced spiritually, but had little in the way of technology. Some were open to trade with the outsiders and fascinated by the wonders Hellstromme's explorers showed them. Others wanted nothing to do with these strangers from another world.

Even with the Tunnel, a trip to Banshee was a costly and significant effort, so initially only Hellstromme Industries and a few survey teams visited the system. Then, in 2052, a European geological survey made a discovery that changed everything: Banshee had ghost rock.

DR. HELLSTROMME

Dr. Darius Hellstromme was one of the first to master the qualities of ghost rock in the 1800s. Through the miracles of modern science, and some suggest less scientific principles, he transferred his brain into a cyborg construct during the "patent science" craze of the 1930s. He's upgraded his form several times through the years via cybernetics and nanobots, and is still the CEO of the company he founded in 1870, Hellstromme Industries.

Dr. Hellstromme always had a reputation for being calculating and ruthless, and it was reflected in his company's leadership through the years. Its officers have been accused and convicted of corporate espionage, monopolistic practices, and even murder. Somehow, however, Dr. Hellstromme himself always managed to avoid conviction. Perhaps the world turns a blind eye to his occasional evil, since his company has also brought incredible scientific wonders to the world in the form of new medicines, weapons, transportation systems, efficient power generation, and especially the study and uses of ghost rock.



Five years after the discovery of ghost rock, Banshee saw a huge surge in arriving colonists. Hellstromme Industries constructed Tunnel Station, a massive space installation at the Faraway side of the Tunnel, to monitor and control the growing influx of traffic from Earth. Entrepreneurs, miners, and adventurers of all sorts hoping to strike it rich comprised the first waves of interstellar immigrants, and by the year 2057, nearly 300,000 humans lived on the planet or in the surrounding system.

THE HAUPTMANN SURVEY

Still, Banshee remained little more than an interesting anomaly for most on Earth—at least until the beginning of the next decade when a geologist by the name of Hauptmann released a paper detailing his decades-long study of ghost rock reserves.

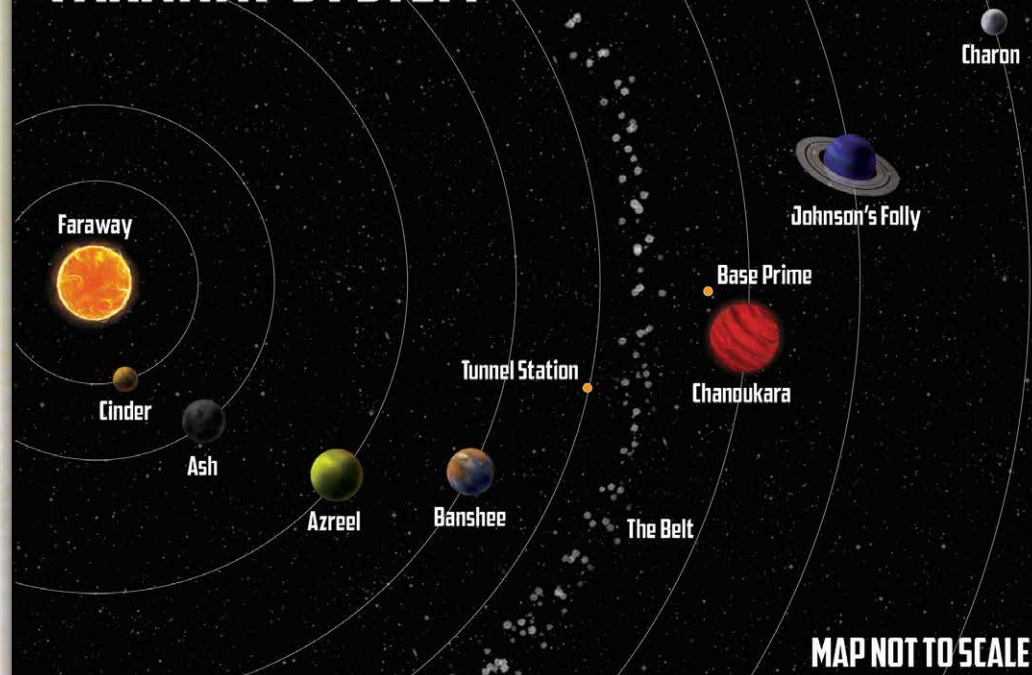
His conclusion was the supply was rapidly dwindling and no more than 20 years' supply remained on Earth. When other scientists confirmed his math as correct, scores of brushfire wars erupted around the planet over deposits of the precious mineral.

The larger nations, however, turned their attention to Banshee.

Within less than a decade, the Faraway system's population increased more than tenfold. Hundreds of boomtowns sprang up almost overnight, both on the planet and in the system's asteroid belt, where further ghost rock deposits had been discovered. Along with the miners came the usual parasites and predators drawn to the promise of easy money: saloon owners, outfitters, gamblers, prostitutes, and just about every other type of riff-raff imaginable.

Faraway became the new Wild West, except with speeder bikes instead of horses and belt-fed machine guns instead of six-shooters. No nation was allowed to claim territory on Banshee, so the United Nations was

FARAWAY SYSTEM



ostensibly responsible for maintaining order. Their first act was to appoint a group of law enforcement officers called Colonial Rangers to keep the peace. The Rangers proved to be tough as nails and dedicated to their job, but there were simply too few to effectively enforce the law across not just a planet, but an entire star system.

RESTLESS NATIVES

As humans and native anouks both sought to occupy the same parts of the planet, the rapid surge in colonists put pressure on the anouks they could no longer ignore. A few scattered outposts manned by scientists whose main interest was to poke or prod the local life forms was one thing. Large settlements springing up in the middle of traditional tribal lands was another thing altogether—especially when those settlements were filled with rowdy misfits who were often armed, drunk, or both.

The anouks had a powerful warrior tradition. When they felt pushed, they pushed back. The Rangers did what they

could to keep a lid on hostilities, but tense encounters between anouk war parties and colonists spreading out across Banshee's surface happened with increasing frequency.

Colonial leadership sat down and negotiated a treaty with the anouks, promising to keep the colonists within agreed-upon boundaries. The first treaty lasted about two weeks before settlers violated it. The UN stepped in, slapped a wrist or two, and effectively did little to discourage repeat offenses—which occurred. More than a few times.

Finally, the anouks got the message that human treaties weren't worth the paper they were printed on. They began burning outlaw settlements on treaty lands and returning the violators to the agreed boundary lines—usually more than a little roughed up. This did not sit well with the settlers, many of whom saw the “purple-skinned savages” as “getting too uppity for their own good.”

Things came to a head in 2073, when four anouks were butchered near a mining outpost named Crosstown. To the anouks,

this wasn't war, it was cowardly torture. The colonists denied it, and later investigations were unable to pinpoint any suspects, but none of that mattered. Two days later, an anouk horde swarmed over Crosstown, killing every human they could find.

That was the spark that started the Faraway War.

THE FIRST FARAWAY WAR

Soon, other anouk clans began attacking human settlements. The colonists responded in kind, targeting the few permanent anouk towns. While humanity had a significant advantage in technology, the colonists were sorely outnumbered. Worse, the colonists were fighting on their enemy's home ground—thousands and thousands of light years from home.

Anouks are bigger, stronger, and tougher than the average human. Many anouks also exhibit a strange affinity for a flint-like native

rock called tannis which allowed them to charge it with a form of bioelectric energy. Tannis weapons charged in this fashion often sliced right through colonists' armor, giving the massive warriors an even greater advantage in combat.

The colonists called for help from Earth, but since no country had sovereignty on the planet, it fell to the UN to address the problem. Politics inevitably stepped in, particularly since access to ghost rock was on the table, and aid got bogged down in seemingly endless rounds of talks.

THE REAPERS

As if the colonists weren't already in a tight spot, a ragtag group of humans calling themselves the Reapers arose on Banshee, claiming to speak on behalf of the anouks. They added fuel to the conflict, encouraging the anouks to continue raiding and killing the "thieves of their lands." The Reapers quickly formed a loose alliance with the Azeel clan—one of the most aggressive of the anouk nations.



The Reapers began a campaign of terrorism against human settlements. They raided vulnerable caravans and outlying settlements, severing vital supply lines. Members also instigated sabotage operations or even suicide bombings in major population centers.

The group was originally a mish-mash of anouk sympathizers, anarchists, outlaws, and other social outcasts. As their numbers grew, a charismatic leader known only by the name "Nicolai" assumed leadership of the Reapers. Nicolai turned the one-time gang into an organized fighting force, ostensibly for the purpose of throwing off the chains of nationalism and corporate ownership. In the long run, he has proven to be just another warlord who saw an opportunity to seize power—albeit a very well-educated and erudite warlord.

Regardless of their motivations, the Reapers grew into a formidable power. They were more than able to overcome any local militia outside those of the largest settlements. With each victory, they added to their own logistical support by "liberating the means of production"—that is, stealing anything that wasn't nailed down.

OVERKILL

Eventually, the squabbling back on Earth sorted itself enough that the United Nations was able to cobble together the UN Expeditionary Force in 2075 to relieve the colonists. Command of EXFOR was given to General Paul "OK" Warfield, a former US Marine general. OK was actually the shortened version of what most of his troops called him—Overkill.

As befit his nickname, General Warfield wasn't an adherent to the concept of economy of force. He kicked off his campaign on Banshee with carpet bombing, incendiary bomb runs, and armored assaults. The smell of burned flesh was so strong in many settlements even air filters could not mask it. In just a few days, tens of thousands of anouks died in EXFOR attacks.

Just as things looked like they were wrapping up, EXFOR units suffered wave after wave of accidents, sabotage, riots, and even suicides among their troops. At first, the

Reapers took the blame for the attacks, but simple terrorism couldn't explain everything. It turned out the anouks had a secret weapon.

THE SKINNIES & THE LEGION

Most colonists had seen, or at least heard of, anouk shamans manifesting abilities beyond even the charging of tannis weapons. Xenologists believed these "powers" were simply a variation on a similar ability witnessed in human sykers. However, it turned out there were anouks whose abilities dwarfed the shamans' powers like a redwood dwarfs a dogwood. While many in the colony still deny these creatures exist, EXFOR had no doubts, and began to refer to them as "skinnies" due to their emaciated, almost wasted bodies.

Fairy tale or not, EXFOR soldiers suddenly began turning on their own comrades, destroying equipment and installations, or just laying down their weapons to await slaughter at the hands of attacking anouks. Warfield's early gains disappeared in the face of the new assaults. Add to that the fact the skinnies had managed to keep themselves hidden from the colonists for decades, and Warfield realized simple massed firepower wasn't going to be enough to deal with the new threat.

The general sent back a request for the one weapon humanity had that might match the skinnies: sykers. Surprisingly, the UN member states responded, and nearly 1,000 sykers were assembled to form the United Nations Psychic Legion, or just the Legion for short. Command was given to General Cody Quantrill, himself a powerful syker. The Legion's stated mission was to protect the colonists from the anouks, and in particular, the skinnies.

Once the Legion arrived, Warfield made sure it was clear its actual mission was to protect his non-psycho troops. To him, the "brainburners" were just another gun. Its secondary mission was to uncover human conspirators, spies, and anouk sympathizers. While the sykers were largely effective at combating the skinnies and routing the Reapers, their actions against human colonists led many to a deep distrust that persists even to this day.

RED RIVER

Warfield wasted no time going on the attack. After all, you don't get the nickname Overkill from your keen grasp of defensive tactics. He targeted anouk settlements, sparing no one—females, the elderly, and children were all fair game. The general justified this by saying that young anouks grew up into warriors, and females bred more anouks, so why wait?

The anouks continued to fight. The Legion couldn't be everywhere at once, but EXFOR's relentless grind took its toll. By 2076, most anouk clans retreated from the plains into the jungles and badlands, with many gathering in the rugged Red River Canyon under the leadership of Kreech, a charismatic anouk shaman. She turned out to be a gifted tactician as well, and EXFOR suffered an appalling casualty rate fighting its way through the rough and rocky terrain.

Sometimes literally foot by foot, the Legion and conventional troops fought their way up the canyon. Even so, by the next year, EXFOR's overwhelming firepower slowly forced the anouks back until they were cornered in a massive tannis fortification named Castle Rock. It turned out to be a maze of interconnected tunnels and strongpoints.

The UN troops quickly found the energy in the tannis that formed Castle Rock made conventional weapons nearly useless for breaching the rock. Warfield was forced to storm the cliff city, and his troops reduced to hand-to-hand fighting in the labyrinthine passages inside. Days of bloody combat followed until the continual artillery bombardment finally cracked the citadel, collapsing it on those still inside—anouk and EXFOR alike.

A staggering number of soldiers perished, but Warfield wrote it all off in the ledger as a win with acceptable losses. The Red River campaign broke the back of organized anouk resistance on Banshee. EXFOR units began mop up operations against the clans who still held out in opposition.

A NEW HELLSTROMME

Soon after the battle of Red River, Dr. Hellstromme announced that he had a daughter, and that she was named after her late mother. Many speculated that Vanessa Hellstromme was created from Darius' brain cells—the only bit of genetic material left to him.

While the company never issued an official statement, the young woman had been serving as the Chief Science Officer of Tunnel Station's state-of-the-art facility, "the Lab," for a few years already.

The company promised aid and prosperity in the wake of the recent wars, and Vanessa Hellstromme herself led the initiative with cheaper, more efficient goods made from HI's proprietary nanotech. This worked well for a time and brought some peace and comfort to the beleaguered colonists, and by extension, the anouks.

TOTAL RECALL

Banshee didn't have long to enjoy the short peace. In 2078, the political situation on Earth went from petty squabbles and brushfire wars to a full-fledged world war. The various member states began recalling their troops from EXFOR, and as the garrisons were reduced, the anouks became bolder.

Over the next three years, EXFOR found its ranks increasingly diminished as the war expanded and Earth's support for the colony decreased. Then, on September 23, 2081, all broadcasts from Earth ended. No warning, no "please stand by," just nothing.

THE TUNNEL COLLAPSES

Shortly after the Last War broke out on Earth, the Tunnel collapsed from the Earth side. Dr. Darius Hellstromme was presumably trapped on Earth when the Tunnel collapsed. Vanessa inherited his stake and showed a firm hand in this desperate moment of crisis. She now runs the entire company as its Chairman. A tough former rancher and businessman named Samuel Rand takes care

of the day-to-day business of HI—Vanessa prefers to spend her time doing top-secret R&D at the Lab on Tunnel Station.

LOST COLONY

Faraway was completely cut off from home, abandoned. For almost a year, the colonists hunkered down in nervous uncertainty, awaiting a relief mission, or at least a message from Earth. Then, in 2082, a ship appeared in orbit around Banshee, seemingly from nowhere. It was the *Unity*, the ship that had first discovered Faraway, but the colonists were in for a huge disappointment—more than one.

The Tunnel had not reopened. The *Unity* still had the unique drive that allowed it to travel without using the Tunnel. Worse, the *Unity* had not arrived to shuttle colonists back to Earth. It instead carried official orders from the UN recalling the Psychic Legion's surviving members to Earth.

Many sykers were more than happy to head home and leave Warfield's heavy-handed tactics behind. Others felt guilt at leaving the heartbroken colonists to their fate. Most loaded their bags nonetheless.

A few sykers deserted, either to avoid getting dragged into another war or because they felt responsible for friends and family they'd established on Banshee. Warfield also managed to keep a few on staff, but when the *Unity* turned around and headed for Earth, EXFOR and humanity lost their best weapon against the anouks and skinnies.

LOST COLONY

For a time, chaos ruled in the Faraway system. The major settlements were rocked by rioting. The Reapers came out of hiding to raid caravans and the smaller towns. Shortages of food and medical supplies quickly became a problem.

EXFOR took a direct hand in affairs, and slowly a semblance of order was restored. General Warfield declared martial law and instituted a rationing program. His troops struggled to take the fight back to the anouks and their allies. Eventually the

situation stabilized, if for no other reason than the central settlements simply had too many people and too much firepower for the Reapers or anouks to seriously threaten them.

THE WORLD STORM

In 2083, Banshee was devastated by a natural disaster of the kind that can only be described as biblical. A group of skinnies somehow managed to drastically alter the planet's weather patterns, whipping its already powerful winds to hurricane force and beyond. The storm lasted over a month, at times completely obscuring the planet's surface from orbital viewers. Some less-stable colonists claim you could see patterns in the clouds that looked like eyes or even complete faces.

The hastily erected boomtowns constructed near many ghost rock strikes were torn asunder. Entire settlements disappeared into the howling winds over the course of the storm, and the winds were at times powerful enough to strip unprotected flesh from bone.



Unity Landing, the closest thing the colony had to a capital, was flattened. Less than one colonist in 50 survived its fall. Even in the settlements that survived, like Temptation or Seaside, structural damage was nearly universal, and even the buildings left standing still show the effects of the storm years later.

Those who could fled the planet's surface. This included nearly the entirety of EXFOR, save tiny garrisons at their main bases, Fort Reagan and Fort Antilla. The rest retreated off-planet. Those who couldn't died in droves. By the end of the storm, the colony's population of three million had been reduced to a little more than 500,000, with less than a quarter of those still on Banshee.

The anouks fared worse—so badly, in fact, that many now believe they had no knowledge of the skinnies' plans. While the largest clans have permanent homes, usually carved directly into tannis outcrops, most anouks are nomadic tribesmen. A storm capable of shredding sheet metal construction makes short work of fabric and hide.

The incredible destruction put an end to the human-anouk war. Both sides became far more interested in rebuilding, or just plain surviving, than in fighting over sand-scoured land. There were still occasional skirmishes, but the large-scale war was done. Even the skinnies faded back into whatever hole spawned them.

THE TRANSMUTATION PROGRAM

The ravaged planet was devoid of most manufacturing. Necessities began to run out and panic and riots started almost immediately. Then in 2084, Vanessa Hellstromme introduced her company's new "Transmutation" program. Special cyberware implanted into eligible and a batch of incredibly advanced nanobots gave them the ability to create goods from the wreckage of the WorldStorm. The miraculous "transmuters" or "mutes" built tractors for farming, repaired critical machinery at water treatment plants, and generally enabled production and manufacturing once again.

Banshee saw relative peace and even a hint of prosperity for the first time in ages.

OPERATION DAVID

When the World Storm hit, EXFOR suffered as catastrophically as everyone else on Banshee. But unlike most, they had the means to get the hell out of Dodge and they used it. Warfield pulled a "strategic withdrawal" from the planet, eventually pulling all the way back to a semi-habitable moon circling the brown dwarf Chanoukara, out past a field of asteroids called "the Belt."

Years passed and EXFOR largely stuck to its new home, only occasionally making its presence known through random anti-pirate interdiction and "taxation" missions in the Belt. Even its two main facilities on Banshee were abandoned, through a combination of attrition and desertion. Most colonists on the planet decided EXFOR had taken its toys and gone home—or at least away.

By 2090, the Colonial Assembly had numerous deals with the various mining colonies of the Belt. Control of these precious resources threatened Warfield's fleet—and thus his power. Using a bloody riot on a station called Widowmaker as a pretext, the general reclaimed his original UN mandate, which gave EXFOR jurisdiction over the entire system. His fleet seized control of key points around the Belt and instituted a 10% tax on everything mined or sold there.

OPERATION TYPHOON

Four years and numerous squabbles with the Colonial Assembly later, Warfield's rebuilt fleet was ready to claim control of Banshee as well.

Warfield started by landing ground troops to "pacify" any trouble-making anouk clans (usually provoked by Reapers). He was shocked when numerous colonists and the Colonial Rangers openly sided with the natives. His troops withdrew or holed up in isolated barricades while JJ Lasseter of the Colonial Assembly and Warfield debated and argued the "invasion."

Vanessa Hellstromme officially endorsed the colonists and sent them additional weapons, created by the miraculous transmutation program, to defend themselves.

Warfield did not take this intrusion lightly.

FARAWAY TIMELINE

- **2039** The *Unity* discovers Faraway.
- **2044** Hellstromme unveils the Tunnel.
- **2052** Ghost rock discovered on Banshee. Ghost rock rush begins.
- **2072** Skirmishes between colonists and anouks intensify.
- **2073** Crosstown Massacre marks the start of the First Faraway War. Earth organizes United Nations Expeditionary Force (EXFOR) under General Paul Warfield in response.
- **2074** Vanessa Hellstromme, “daughter” of Dr. Darius Hellstromme, assumes control of Hellstromme Industries in Faraway.
- **2075** Warfield and EXFOR arrive and begin full-scale war with anouks. Psychic “skinnies” awaken and retaliate.
- **2076** Psychic Legion formed to fight the skinnies. Red River campaign culminates at Castle Rock against skinnies and the powerful anouk shaman called Kreech.
- **2078** The Last War starts on Earth.
- **2081** (Sept. 23) The Tunnel closes.
- **2082** (Aug. 13) The *Unity* is commandeered from Hellstromme Industries and ordered to transport the Psychic Legion back to Earth.
- **2083** The World Storm lasts 40 days and nights. EXFOR retreats off-planet to Base One on a moon orbiting the brown dwarf Chanoukara beyond the Belt.
- **2084** Hellstromme Industries launches the transmuter program to help with the severe lack of manufacturing in Faraway.
- **2090** Operation David. EXFOR seizes Goliath’s Belt and claims entire Belt.
- **2094** Operation Typhoon. EXFOR attempts to take back Banshee from “rebellious” colonists but fails. EXFOR attacks Tunnel Station and unleashes the EXFOR virus, corrupting the nanobots needed for the transmuter program. “Mutes” become “breakers.”
- **2096** The *Unity* crash-lands on the uninhabited second continent of Banshee. Who or what it was carrying remains unknown.
- **2097** Now.

Warfield didn’t dare risk damaging Hellstromme Industries’ Tunnel Station in a direct assault, but a portion of the fleet instituted a blockade to cut it off and labeled HI ships elsewhere fair game.

While there, Warfield’s cyber warfare specialists introduced a virus into HI’s operating systems that infected the entire transmutation program. In seconds, every transmuter in Faraway lost their power to create. Now their nanobots could only destroy, giving them the new nickname “breakers.”

With HI out of the way, Warfield brought the rest of EXFOR’s assets into orbit around Banshee. He declared a new “Independence Day” and notified the human populace he’d come to put an end to the “anouk uprising” once and for all. A ragtag fleet of independent ships tried to mount a defense against the EXFOR armada, but were quickly reduced to space debris.

Warfield’s plan for pacification was the gargantuan *UNS Behemoth*, a massive ship designed for orbital bombardment. The general fired its devastating mass drivers at the largest remaining anouk communities and reduced them to craters. Warfield made it clear that any rebellious human colonies “infected by Reapers and their secret skinny masters” would receive the same treatment.

Colonial Assembly Chairman JJ Lasseter publicly began negotiations, but he was stalling for time. A secret group led by engineer Rafael Santiago traveled to the Wind Tunnel Mountains where a mining company had built an enormous mass driver to launch ore packets into orbit for easy pick-up. The small team got the mass driver running again and altered its trajectory to intercept the *Behemoth*.

The mass driver fired a single projectile, a huge chunk of ghost rock. The payload struck Warfield’s capital ship and shattered its superstructure into fragments.

With pieces of the *Behemoth* still raining down on Banshee, Warfield called a cease-fire and EXFOR's fleet fell back to the far side of the Belt. Many EXFOR soldiers already deployed on the planet defected en masse, having had enough of Warfield's madness.

The mutes never recovered, leaving only disillusioned breakers and deteriorating tools, equipment, and machines across the war-torn planet.

BANSHEE TODAY

It's been over two years since Operation Typhoon came to an inglorious end. In the interim, the colonial government has solidified into a representative democracy based in Temptation. One of the first acts was to create the Banshee Orbital Defense Force (BODF), a standing military force to defend against possible future aggression by EXFOR, the increasingly aggressive Reapers, and acts of space piracy.

The BODF has a small fleet of armed spacecraft, many of which are fighters and dropships seized from EXFOR units that remained when the fleet left orbit. No small number of BODF troops are former EXFOR soldiers, either. With no strong ties to any particular community, actual combat experience, and a virtual death sentence if captured by their former organization, they're some of the most valuable troops in the BODF.

For now, EXFOR appears to be content controlling their sector of space. They even encourage trade at Goliath's Belt, particularly for foodstuffs and other goods difficult to manufacture out in the Belt or beyond. As long as no one makes too big of a fuss, they let freighters from Banshee come and go with little or no harassment.

With the exception of a few holdouts, like the Reapers' Azeel clan allies, relations between humans and anouks are, if not amiable, at least not conducted at the end of a gun or edge of an anouk chakatl. The skinnies have been quiet for so long, many colonists believe they were a bogeyman created by Warfield to boost troop counts.

The Colonial Rangers and EXFOR veterans heartily disagree.

Perhaps most significantly, most colonists now accept that the supernatural is very real. They've seen skinnies animate the dead, watched anouk shamans heal injuries that should have been fatal, and even believe theories long-held by the original settlers that Banhsee is a living being—or is at least somehow possessed of an alien entity they don't yet understand.

FARAWAY SYSTEM

Faraway is a main-sequence, G4 star located within the Magellanic Clouds. That puts it approximately 130,000 light years from Earth—hence the name. In other words, unless the Tunnel eventually reopens, nobody's headed home in the near future.

As a G4, Faraway burns hotter than Earth's sun, which is a G2. It also exhibits a stronger solar wind. Banshee has a strong magnetic field, but this increased energy output is one of the main reasons for the hyperactive weather patterns.

The Faraway system contains seven planets. Of those, only Banshee and a single moon orbiting Chanoukara are habitable by humanity. Colonists refer to open space as the Dark—both in reference to the inky blackness of space and the strange, inexplicable feeling of unease many feel while traveling through the limitless void.

CINDER

This small, hot planet is the closest to Faraway. Daytime temperatures on the surface exceed 1,000° Fahrenheit, while nighttime temps plunge to nearly -300°. Its proximity to the star keeps it tectonically active, as tidal forces trigger frequent earthquakes and volcanic eruptions.

Cinder's crust has a high incidence of metal ores, many of which are scarce on Banshee. The high daytime temperatures are so hot that soft metals like lead and zinc actually flow in a liquid state.

Early in the colonization of Faraway, a few entrepreneurs formed a company to send robotic ore collectors to the planet. Rumor had it that molten gold ran in rivers across the burnt surface, but these were patently false. The missions were to gather heavy metals not found in abundance on Banshee.

The undertaking failed due to the high cost of equipment capable of withstanding the extreme temperatures and radiation from the nearby sun. Inevitably, ore collectors were destroyed by earthquakes or eruptions, and the loss of the company's only ship to a meteorite strike eventually bankrupted it. No further long-term expeditions to the planet have been attempted.

ASH

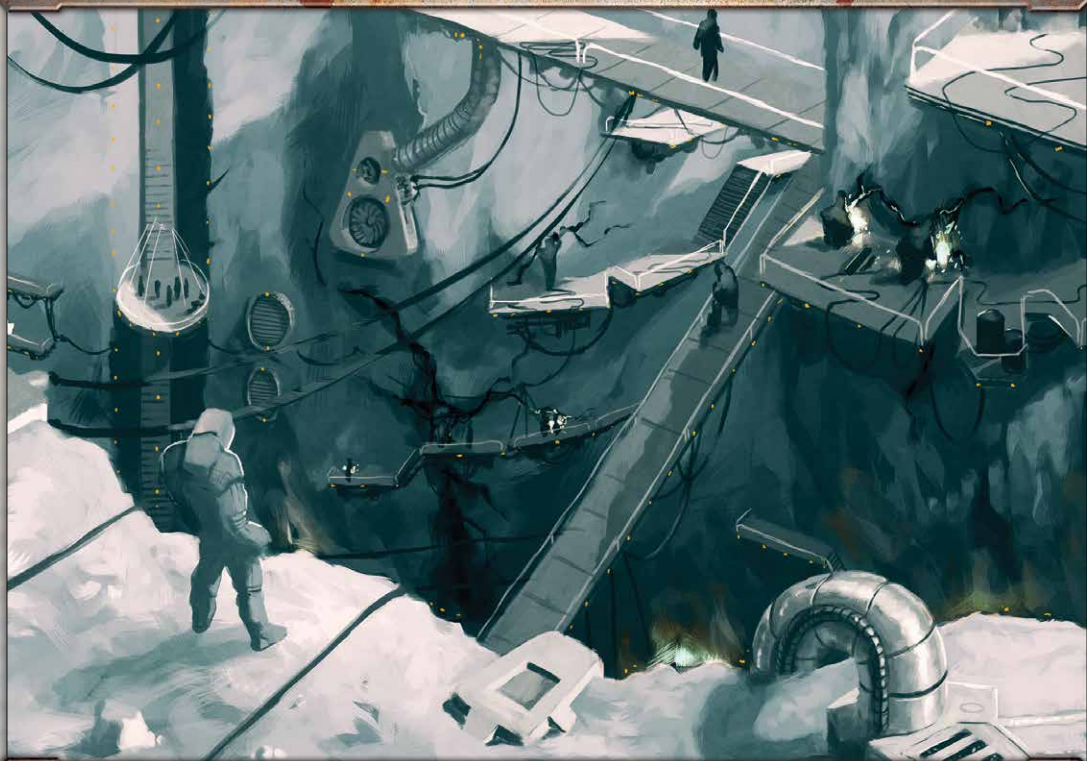
Although somewhat further from the system's star, Ash is another aptly named planet. Faraway's solar winds long ago ripped away any atmosphere Ash may have originally had, leaving it a burnt, barren husk, with daytime temperatures exceeding the boiling point of water.

Colonists initially conducted a few preliminary topographical and geological surveys, but found nothing of interest or value on the surface. No vital mineral deposits were found, nor anything else that justifies the cost of a trip back. Since then, Ash has been left largely unexplored and undisturbed, as the humans in Faraway have better things to spend spaceship fuel on these days.

AZREEL

This planet is visible from Banshee's surface and one of the major celestial objects recognized by the anouks. In anouk mythology, Azreel was a legendary shaman who banished a great evil facing the clans. Perhaps surprisingly, the human colonists kept the anouk name for the planet.

Azreel has a dense atmosphere composed mainly of nitrogen. There are trace amounts of oxygen, but these are outweighed by clouds of sulfuric acid and other noxious substances. The temperatures at the surface of the planet also reach levels close to those of Ash, thanks to the greenhouse effect from



the toxic clouds. In short, Azreel is at the top of no one's vacation list.

The few remote surveys of the planet indicate there are large deposits of valuable resources there, but the corrosive atmosphere makes exploiting them costly and difficult. Since there are substantial reserves in more readily accessible parts of the Faraway system, no organization has expended any effort to capitalize on Azreel's mineral wealth.

BANSHEE

This is the only planet habitable by either humanity or anouks in the Faraway system. That makes it pretty much the center of life in the system. It's addressed in greater detail beginning on page 20.

TUNNEL STATION

Tunnel Station is the largest man-made habitat in the Dark. It houses the Tunnel opening itself, and the headquarters of Hellstromme Industries. All told, nearly 10,000 souls permanently reside on Tunnel Station—almost all of them HI employees.

The Chairman is Vanessa Hellstromme, though Chief Operating Officer Samuel Rand handles the company's day-to-day demands.

The station is one of the most secure locations in the system, with much of HI's not-inconsiderable fleet of ships present at any given time. While EXFOR has significantly more ships, they are also built on technology more than two decades old. HI's vessels, on the other hand, often incorporate bleeding-edge engineering.

The Hellstromme Industries shipyard usually builds ships exclusively for intracompany usage, but for the right price it occasionally accepts outside commissions. The shipyard works fast—small freighters can be assembled in less than a month thanks to the company's proprietary nano-engineering techniques—and they're the only place in system where a buyer can get a brand-new gravity drive. However, they are also very pricey. Hellstromme Industries charges a massive markup on any privately commissioned vessel as a result.

Visitors to the station are usually restricted to a small part known as Portal. While the Tunnel was operational, this was a welcome center for new colonists and tourists alike. Since the Tunnel's collapse, Portal has slowly been converted to a commercial port of call, to accommodate trade ships from Banshee and the Belt, as well as serving as temporary housing for visitors and customers of the shipyard.

THE BELT

The Belt is, utterly unironically, an asteroid belt that lies between the orbits of Banshee and Chanoukara. After studying samples from individual asteroids, scientists believe the Belt was once a planet, as it contains both igneous and metamorphic rocks which are usually only found in the crust of a planet. The leading theory is that the planet was destabilized and eventually torn asunder by a combination of gravitational forces from Chanoukara and Banshee.

The asteroids are rich not only in gold, iron, and nickel—elements in short supply on Banshee—but more importantly ghost rock. Thousands of miners, usually called Belters, reside in the Belt on a semi-permanent basis, either in stations outside the edge of the Belt or in subterranean habitats in the asteroids themselves—often converted mine tunnels. Space trains make regular runs to the Belt from Banshee, trading foodstuffs and manufactured goods for valuable ore loads.

Estimates put the number of miners, ship crews, and merchants spread among stations, small mining communities, and countless spaceships in the Belt at close to 100,000. But that number is essentially unverifiable, as there is no central government for the region, and it's impossible to get an exact accounting of how many colonists disappeared during the World Storm and how many simply fled off-planet. The Belt also shelters untold numbers of pirates who hide from EXFOR patrols in the vast asteroid fields like ticks on a dog's back.

The widespread presence of pirates in and around the Belt forces most freighters to travel in convoys or hire armed escorts. Pirates operate independently or in small groups, with only two or three ships at most.



GOLIATH'S BELT

Only rarely do larger groups gather to hit a particularly tempting target like a ghost rock space train, and even then, such a band frequently devolves into in-fighting over the spoils.

Belt pirates have been known to raid ships and stations as far away as Banshee, but this is unusual. Orbital stations near Banshee tend to be well-guarded, and the Colonial Rangers and Banshee Orbital Defense Force (BODF) are quick to respond to any attacks in the local space.

There have also been claims of artifacts of an ancient alien civilization discovered on some Belt asteroids. None of these reported artifacts have ever been produced for study, while plenty of tales of ships carrying them meeting mysterious ends in the Dark circulate in saloons on Goliath's Belt.

GOLIATH'S BELT

Goliath's Belt is the largest station serving the Belt, but EXFOR's heavy presence since Operation David has sent many miners looking for other ports of call. At its height, Goliath's Belt housed more than 5,000

residents. While the population fluctuates daily, there are nearly 3,000 miners and other spacers on the station at any given time.

Goliath's Belt does not use artificial gravity generators and instead relies on centrifugal force generated by spin to produce gravity roughly approximate to one-half of that experienced on Earth or Banshee (0.5G).

As the first major station constructed in that area of space, planners did not yet fully understand the effects of nearby Chanoukara. The brown dwarf's gravitational field causes undulations in the borders of the asteroid field. Over the years, two sizeable asteroids have struck the station, leaving parts of it uninhabitable. Ongoing strikes by smaller fragments cause frequent equipment and even entire system malfunctions.

While there have been a few attempts to move the station farther from the Belt, the damage it's already sustained has made that effectively impossible. Inertial stresses from towing are likely to rip the superstructure apart.

Nonetheless, Belters flock to the station. The quadrant of the Belt closest to the station is rich in ghost rock, and Goliath's Belt is also the main port of call for most trains from Banshee. The state of disrepair combined with the influx of capital gives Goliath's Belt the feel of an old Earth boomtown in many ways. Prices are high, but nearly everything is available for the buyer with enough credits in his account.

EXFOR: During Operation David, EXFOR seized control of much of the Belt. More accurately, EXFOR controls Goliath's Belt and the surrounding quadrant. Warfield has instituted a tax on all production in the Belt to help finance his war chest, but his troops can only enforce it effectively throughout roughly a third of the region.

EXFOR polices Goliath's Belt, but generally lets the local populace continue with life as usual. The better-armed EXFOR ships generally make short work of any pirates they encounter, but there are considerably more pirates than EXFOR frigates to hunt them, especially in the aftermath of Operation Typhoon. As a result, any miner wanting to ensure EXFOR protection for his shipment has to pony up an additional cut to guarantee protection.

OTHER SETTLEMENTS

There are literally hundreds, if not thousands of outposts and mining settlements dispersed throughout the Belt. Many are known only by the designation assigned to the asteroid on which they sit, like M95, M218, and so on, but the residents usually find individual names for their homes. Here are a few of the largest and best-known.

Deadrock: Built in the heart of an asteroid that was home to one of the early ghost rock mines. After the strikes played out, industrious Belters sealed many of the tunnels, put a spin on the asteroid to simulate about one-third of a G near the surface, and turned the rock into a port of call for other miners in the region. While over 1,000 Belters now call Deadrock home, there are miles of sealed, pressurized tunnels still vacant on the asteroid.

Tian: Unlike most other settlements in the Belt, Tian does not keep a relatively static

location in relation to others in the region. It was originally a massive ghost rock freighter named *Tianlong* belonging to Kang Enterprises that got stranded on this side of the Tunnel. With no other way to support themselves, the crew converted their vessel to a floating pleasure palace. Over the years, Tian has amassed over 200 full-time residents and hundreds more visitors. The "town" constantly moves to avoid EXFOR patrols, who frown on Tian's more illicit offerings.

Widowmaker: This outpost sits on a medium-sized asteroid almost directly opposite Goliath's Belt. The outpost is built in connected shelters on the surface of asteroid M04. As a result, Widowmaker can't rely on spin to generate artificial gravity. Instead, the settlement uses salvaged gravity drives to create artificial gravity. Although most living and commercial areas are covered by the generators, many of the interconnecting corridors between them are not.

Widowmaker's founders hoped its location would lead it to become a central trade point. What they didn't count on was the remoteness of the region also drew a lot of the bad element. The region around Widowmaker is one of the most pirate-ridden stretches of space in the Belt. This means only the toughest spacers are willing to mine that region of the Belt, which in turn means the 400-plus inhabitants of Widowmaker are some of the orneriest colonists in the system.

CHANOUKARA

Another Faraway planet that's retained its anouk name, Chanoukara is visible in Banshee's night sky about three months out of the year. The "planet" is actually a brown dwarf, which means its mass is considerably larger than that of even a gas giant, but not large enough to maintain nuclear fusion. Chanoukara, for example, has a mass of approximately 20 Jupiters, but is roughly the same size in diameter.

Although not a true star, Chanoukara is a T-class brown dwarf, with a surface temperature of about 2,200°—so no one's landing on it. It reflects light from Faraway like a normal planet, but also emits a small amount of light and radiation of its own.

The brown dwarf's name translates literally to "chanouk rider." According to anouk legend, Chanoukara is a mystical warrior mounted on a chanouk who patrols the heavens, guarding them from evil. A common anouk tale is that the night the *Unity* first reached the Faraway system, Chanoukara was eclipsed by Banshee's moon.

The brown dwarf has nine moons, most of which are just barren rockballs.

BASE PRIME

The largest of Chanoukara's moons has been claimed by EXFOR. It's the organization's central logistics and operational facility, outside of the fleet itself.

EXFOR leadership chose the moon not only due to its isolation, which presumably makes it easier to instill unit cohesion between the fractious, hodgepodge UN elements assigned to it, but also because it has a thin, somewhat breathable atmosphere. Humans can operate on its surface with only small respiratory filters and supplemental oxygen tanks.

Base Prime is tidally locked with Chanoukara, like Earth's moon, meaning that one side always faces the planet. The side facing the brown dwarf receives enough heat from it to keep temperatures between 60° and 70°, depending on the location on the surface.

EXFOR has managed to get some manufacturing facilities up and running on the surface and even a small shipyard in orbit. The organization's ships heavily patrol the space around Base Prime, often shooting first and not worrying about asking questions.

JOHNSON'S FOLLY

This is the second gas giant in the Faraway system—or first, if you're going to be technical about that whole brown dwarf thing. It's considerably smaller and less massive than Chanoukara, only slightly larger than Neptune or Uranus. Johnson's Folly has rings and 10 moons of varying sizes, leading many astronomers to believe the planet acts as kind of a janitor for the system, gathering up detritus before it reaches the inner planets.

The gas giant takes its name from the first captain to lead an expedition to the planet, Jervis Johnson. There is dispute over whether Captain Johnson was conducting a scientific survey or responding to a distress call. Regardless, by all accounts his vessel got too close to the rings and was catastrophically damaged by orbital debris.

Belters claim a receiver tuned to the right frequency can still detect the faint ping of a ship's distress beacon somewhere in the vicinity of Johnson's Folly. Others say that's just a spacer's ghost story to frighten people away from a huge ghost rock strike on one of the moons.

CHARON

Named for the mythological ferryman who transported souls across the Styx to the underworld, Charon is the farthest recorded body in regular orbit around Faraway. Only a single Hellstromme Industries—sponsored expedition has visited the tiny planet since humanity arrived in the system. A few probes have also been launched to observe the planet, but if either the remote probes or the HI team found anything of value, it's not been reported to the general populace. The mere fact that no further manned missions have been sent to the planetary backwater says it's unlikely there was any great discovery made out in the Dark.

Whether Charon is actually the last planet in orbit around Faraway or simply the most visible dwarf planet in Faraway's equivalent of a Kuiper belt is an undecided question. Frankly, it's also a question that keeps very few colonists awake at night.

NEAR SPACE

There are dozens of permanent stations in orbit around Banshee and an unknown number of temporary habitats holding colonists who fled the planet as a result of the World Storm. These are some of the best-known near-space stations orbiting the planet.

ORBITAL

Orbital is one of the oldest stations and the largest in permanent Banshee orbit. Originally a staging ground for expeditions and early settlements, it now serves as the primary gateway between Banshee and the rest of the system. Individual freighters and passenger vessels bound to and from the Belt typically depart and arrive from Orbital, the most frequent port for non-atmospherics entering Banshee space.

The station is dated but well-maintained. Orbital is manned by a permanent staff of more than 300 personnel, and at any given time, there are as many as twice that number of visitors and temporary residents. The Colonial Rangers operate an office on Orbital with three Rangers tasked with customs inspections and law enforcement not only on the station, but also surrounding space.

SPACE HULLS LIMITED

Other than Hellstromme Industries, the Space Hulls Limited orbital facility is the only manufacturer of new civilian spaceship hulls in Faraway. Although SHL cannot manufacture gravity drives, it does a fairly brisk business recycling old ones from wrecked or outdated vessels. Spacecraft from SHL tend to be considerably cheaper than completely new ones commissioned from Tunnel Station, but Hellstromme Industries has a reputation for much faster turnaround times.

The recent conflict took a heavy toll on private spacecraft in the system, so while SHL currently has plenty of recycled gravity drives to work with, the increased demand has created a large backlog in orders.

THE TRAIN YARDS

Due to the relatively small size of most privately owned freighters in the Faraway system, the colonists have come up with a unique way to get bulk shipments between Banshee and other settlements in the Dark. Space Hulls Limited affixes gravity drives to old shipping containers, recycled train cars, or even crawler trailers (one per "train"). While these have no actual means of propulsion, once the gravity drives are

activated, the containers and contents effectively become massless, allowing a light freighter to pull long chains of them between gravity wells.

Filled containers are deposited in orbit at the Train Yards to await pickup by the next available freighter. The tow vessel must still pull the train out of a gravity well before activating the drive.

Needless to say, these space trains are very popular targets for pirates, particularly near the Belt.

BANSHEE

Banshee is the fourth planet in the Faraway system. It lies within the star's habitable zone and is the only planet in the system on which life has thus far been discovered. The planet has a diameter of approximately 7,500 miles, which makes it slightly smaller than Earth. Its gravity is relatively close to Earth's at approximately .9 G, which leads scientists to believe it has a slightly higher density.

A day on Banshee is slightly shorter than Earth's, with a full rotation taking about 23 ½ hours. Its axial tilt is 20°, about 3° less than humanity's home planet. That combined with the greater energy output of the star gives Banshee an average temperature about 10° warmer than Earth's in the central latitudes. Snow and extreme cold weather is restricted to latitudes closer to the poles, and due to the lesser tilt, tends to persist longer in those regions. Banshee has a larger orbit and a slightly slower orbital velocity than Earth, so it takes 700 days for the planet to complete a full rotation around its star.

The planet has two moons, Tar'kira and Mar'ax, which translate to Big Brother and Little Sister respectively. Tar'kira is roughly one-third the size of Earth's moon, and Mar'ax is about half the size of Tar'kira. The two orbit each other as they circle Banshee roughly every three weeks and complete their orbits of each other about once a week.

Nearly 90% of the planet is covered in water. The landmass is divided between two continents, a large island, and a couple of island chains. The original survey conducted

BANSHEE

50 MILES



by the *Unity* labeled the two continents Darius and Vanessa, but those names never took hold outside of the top echelons of Hellstromme Industries. EXFOR labeled them One and Two for operational purposes and that ended up being the names applied on official maps. Colonists have tried to apply more creative names over the years, like Hope and Despair, New Dorado and New Klondike, or more pessimistically, Perdition and Purgatory – but until a more persuasive bureaucrat takes over, map readers are stuck with numerical designations...so, probably forever.

ONE

One is the largest landmass on the planet, and the only one with established human settlements of any size. It straddles the equator and extends into arctic latitudes in the north. As a result, it contains a variety of climates and terrain.

THE COLD

Anouks refer to this area as frik'hta, or "the Cold." Though human colonists first laughed at the unimaginative name, it stuck. Lying north of the Wind Tunnel Mountains, the region known as the Cold is blanketed in snow during the long winter months, and massive glaciers cover the northernmost reaches year-round. It is forested with Banshee's version of evergreen trees – long, gnarled trunks topped with spiky green leaves.

A few anouk tribes are scattered across the Cold, often living in glacial caves to shelter from the biting cold winds. Due to humanity's relatively low population density on the planet, there are no permanent human settlements in this region yet.

THE FAR SOUTH

About 300 miles south of the equator, the Toxic Jungle thins, allowing for more human settlements. The climate in this region is more temperate, and the terrain more forgiving. The region is frequently buffeted by the massive storms that spawn in the straits between One and Two, which along with the milder climate likely play a role in restricting the spread of the jungle.

Nonetheless, the majority of settlements in Far South are clustered along the western coast. That's because no major ghost rock strikes have been found in the area, leaving fishing as the major industry. The sea teems with fish due to the warm surface temperatures and the storms themselves, which push schools closer to shore.

Seaside: Second only to Temptation in size, Seaside has over 20,000 permanent residents. The port is also home to a fishing fleet that numbers more than 100 oceangoing vessels of various sizes.

Seaside hasn't seen the influx in population the settlements north of the Toxic Jungle has, as hauling in a net of fish doesn't pack quite the draw for adventurous souls that finding a major ghost rock strike does. It does have a fully operational spaceport though, and fishermen converge on the port on a weekly basis to sell their catches at a premium to off-world traders.

FERTILE CRESCENT

North of the Great Wastes and west of the Peacemaker Mountains, the gentle plains of the Fertile Crescent support most of the human settlements on Banshee. It was also the center of anouk civilization before the mass arrival of Earth colonists forced most to migrate elsewhere. An area of high pressure created by warm air from the equator flowing along the western slopes of the Peacemakers shields the region from the worst of the planet's windstorms.

Rich soil and ample water from Red River tributaries provide a rich growing environment. The grassy plains are also home to barkas, herd animals used by both anouks and humans for food. Constant fighting between the two races makes keeping a large herd together a challenging task for either.

Dozens of towns dot the Crescent, ranging in size from a few dozen souls up to Temptation's tens of thousands. Along the Red River Valley, algae farms are becoming more common as colonists seek new food sources to replace those lost when the World Storm destroyed much of the colony's original cropland. Other settlements range from struggling traditional farms and

ranches, to small mining communities along the mountains, to glorified caravan stops.

Sadly, even the Fertile Crescent did not escape the World Storm. Wind patterns have shifted, bringing more dry air from the Great Wastes. The desert encroaches on the southern edges of the Crescent, and many areas are beginning to experience water shortages, leading ranchers and farmers to abandon their land.

Crosstown: Located on the edge of the Peacemakers, Crosstown is the site of the only bridge across the Red River. At one time, the influx of miners from outlying strikes was so great Crosstown would boast one of the largest populations on Banshee on a given weekend. Of course, most folks remember it better for being where the first shots of the anouk-human war were fired. Crosstown survived the World Storm, albeit in a smaller and shabbier state. Parts of the once famous bridge have collapsed and ghost-rock caravans now detour 30 miles north to Derleth Crossing to ford the river.

Domburg: Once a small mining settlement, Domburg was seized by the Reapers over a decade ago and used as the group's base of operations in the Crescent. A combined force of Colonial Rangers and armed colonists eventually routed the insurgents, leaving only a battle-scarred ghost town behind. While the town remains currently unoccupied, it's only a matter of time before settlers are drawn back to the area by rumors of still-viable ghost rock strikes in the surrounding foothills.

Red River Valley: North of the Great Wastes, the Red River's course widens into a gentle-sloped valley. It supplies most of the water nourishing the Fertile Crescent, and its banks are home to numerous algae farms and ranches. Mineral runoff from the Peacemaker Mountains and Great Wastes gives the river its distinctive color and name. Derleth Crossing, where the river widens to nearly 200 yards, is about 30 miles from Temptation, and the knee-deep water there is the best known ford for caravans. Elsewhere, the river averages a depth of nearly 30 feet.

Temptation: At about 30,000 residents, the walled city of Temptation is the largest

human settlement on Banshee and possibly the single greatest concentration of humans in the entire system. It also serves as the first place most new or returning homesteaders set foot on Banshee.

Mines outside the city, holding ghost rock and less exotic metals, provide employment for much of the populace. But merchants make up a large part of the economy, trading goods with both off-worlders and new immigrants. Caravans from all over One travel to and from Temptation, often selling their wares during the summer months in a massive open-air bazaar outside the town's walls.

TORNADO ALLEY

North of the subtropical desert region is One's temperate zone. Plains and gently rolling hills comprise most of the terrain in this region. Tall grasses are the primary vegetation, with scattered copses of snap trees (see below) occasionally occupying lower-lying valleys.

While this region has the most hospitable climate on the continent, it has the lowest population density of either humans or anouks. Powerful westerly winds blowing off the Tempest Ocean are channeled by the Wind Tunnel Mountains to the north. The nearly flat landscape of the Alley does nothing to break up the violent wind patterns. The resulting windstorms produce massive funnel clouds with bases several miles across, with destructive power far beyond anything imagined on the Fujita scale back on Earth. The force of the storms is often strong enough to create gale-force winds as far as 20 or more miles from the center. Anything within the direct path is torn from the ground. Even the course of the lower reaches of the Red River is sometimes rerouted by the windstorms.

The biosphere has adapted to these conditions. Plants and even a few animal species rely on the wind to reproduce. Snap trees have an elastic-like substance in their trunks that allows them to fall flat against the ground in high winds and then snap back straight when they subside—hence the name.

Colonists use the sap and resin of these trees for everything from gaskets to fabric, the wood for flexible construction

materials, and the pulp for an extremely durable type of paper. Snap trees are such a valuable commodity that several companies and independent operators venture into Tornado Alley on a regular basis to harvest them. Snapjacks, as they are known, live in mobile camps and rely on laser cutters to fell the snap trees, since their sap gums up conventional chainsaws.

The few anouks living in the area burrow their dwellings directly into tannis outcroppings. The rare human settlement, usually catering to snapjack crews, is always built below ground and anchored to bedrock.

The Spire: On the eastern side of the continent, a few miles from the confluence of the Gorge and Atax Rivers, sits a colossal formation of tannis that rises 300 feet above the surrounding terrain. The rock is so large it actually splits the waterway back into two rivers. Known as the Spire, the formation was clearly once home to a large anouk population. Windows, balconies, and other signs of habitation are visible in the rock.

All observations of the monolith have been from the outside thus far, as no colonial archaeological expedition has explored the Spire as yet. Present-day anouk clans in that area avoid the Spire, claiming it is haunted.

TOXIC JUNGLE

The equatorial region of One west of the Peacemakers is bounded by a dense tropical rainforest known as the Toxic Jungle. Recorded temperatures there have topped 150° and 100% humidity is common—making it both the heat *and* the humidity that get to travelers. Direct sunlight is so strong it can cause nearly instantaneous sunburn on exposed human skin. Protective suits are necessary for any colonists exposed to the environment.

The thick jungle is so named because of the wide variety of poisonous flora and fauna that inhabit it. Whether it has roots, crawls, slithers, or flies, odds are it's toxic or lethal in some other fashion, to both humans and anouks. Before the Tunnel collapsed, a few Earth companies founded research facilities in the Toxic Jungle, hoping to exploit some of the natural compounds

found there for everything from medicines to biological weapons.

In spite of the inhospitable nature of the jungle, there are a few small anouk tribes—all of whom are extremely aggressive. While most of the research facilities closed down either with the failure of the Tunnel or in the aftermath of the World Storm, a handful of human settlements remain in the rainforest as well, using powerful defoliants to keep the jungle at bay.

Bug Farms: The few remaining human towns in the Toxic Jungle raise an indigenous insect analog called “kooratchas.” These arthropods grow to the size of a large dog, and like everything else in the jungle, have a poisonous bite. However, they are also a good source of protein and reproduce faster than other food animals on the planet.

When a kooratcha reaches maturity, the “rancher” herds it into a so-called milking stall, where probes pierce its shell and suck out its meat. The resultant mash is then ground up, mixed with other ingredients to improve both taste and consistency and sold in pre-packaged tubes commonly called roach meat.

Trail of Spears: Even the best defoliants in the colony can't keep landing zones completely clear in the jungle, so most trade between the human settlements there is conducted by trade caravans. In the early days of the colony, EXFOR blasted a trail through the Toxic Jungle using incendiaries and large-scale chemical sprayers. Bulldozers then cleared a path through the debris, and engineers laid a plasti-steel surface to keep the undergrowth at bay.

The Trail of Spears gets its name from the row of native vegetation known as spear plants the engineers densely seeded along either side of the trail. Spear plants are effectively thorn bushes on steroids, with needle-sharp branches sometimes five or more feet in length. In theory, these were to keep the rest of the jungle vegetation and wildlife at bay. Each settlement adjacent to the Trail was responsible for maintaining a section, and the system worked fine...until the World Storm.

While the fast-growing rainforest recovered from the World Storm rather quickly, many settlements simply ceased to exist. And with the settlements went the upkeep of the Trail. On top of that the storm also caused breaches in the spear plant wall. While the remaining settlements send crews out to beat back the jungle, large scale incendiaries left the planet when EXFOR did. Large portions of the Trail of Spears are now nonexistent, so caravans use saws and hand flamers to clear paths through the verdant growth.

SUBTROPICAL DESERTS

North of the Toxic Jungle lies a band of arid, desert environment. This region is broken up into two distinctly different terrain types.

To the east of the headwaters of the Red River lies a vast, bone-dry expanse of sandy desert known as the New Sahara. Enormous, constantly shifting sand dunes move across the desert like earthen tidal waves. The Peacemaker Mountains block nearly all moisture from reaching this portion of the continent, and even oases are rare, existing only where the winds have stripped the massive sand dunes to bedrock. Navigation in the Great Sahara is virtually impossible without satellite assistance due to the fact there are almost no permanent terrain features.

There are no known human settlements in the New Sahara and only a few nomadic tribes of anouks.

On the western side of the continent lies the Great Wastes, a mix of scabland and sandy soil interspersed with boulder fields and sculpted rock formations. While the Great Wastes owe much of their topography to the scouring effects of Banshee's howling winds, much of the area lies below sea level. During winter months, swells from powerful storms off the Tempest Ocean often create flash floods that carve deep ravines and gullies.

The flooding also contaminates a large portion of the oases with salt water, making an already harsh land even more treacherous. Not to be outdone, the winds also pose a unique threat in the Great Wastes. While the rugged terrain usually prevents the formation of massive twisters like those found in Tornado Alley, the rare ones that

do spawn may pull tons of loose rock and boulders into the air, dumping them miles away. These rock showers can be fatal to unsuspecting travelers.

Ghost rock veins have been found in the rock formations of the Great Wastes, and where there's ghost rock, there are usually miners. Many of the smaller settlements were destroyed in the World Storm, but the recent influx of displaced settlers from other towns has breathed new life into the old ruins.

Red River Canyon: The upper reaches of the Red River cut a deep channel similar to Earth's Grand Canyon through the northeastern edge of the Great Wastes. Unlike the surrounding desert, some stretches of canyon floor are covered in heavy, jungle-like vegetation thanks to the river's presence. Although the World Storm killed most of these, a few remain. The ruins of Castle Rock—the famous "last stand" of the anouks in the region—lie deep in the canyon as well.

Ghost Rock City: Ghost Rock City's citizens fought against the anouk uprising, but were eventually overrun. The Reapers executed one out of every 10 as a reprisal. The town was later liberated by colonial forces, but no Ranger or other government representative has stepped up to take a leadership position. A miner's union and an independent company, Howling Mines, now run the thriving boomtown for all intents and purposes. Ghost Rock City is home to about 2,000 folks, most of whom are miners and their families.

New Hope: Located on a salt flat at the northern edge of the Great Wastes, New Hope was overrun by a skinny-led Reaper attack. Those residents who weren't slaughtered in the initial assault fled into the Great Wastes. Folks have returned to rebuild the once-important caravan stop, and there are now nearly 1,000 souls residing in "new" New Hope. Many caravans are still steering clear, as the Rangers have yet to send an officer to the town for some reason.

TWO

Two is largely unexplored by humanity so far. Above the equator, the continent is a rocky, sandy wasteland.

Most of the continent, however, lies below the equator. A thick jungle stretches from coast to coast in a strip about 500 miles wide in the subequatorial band. Although no extensive surveys have been conducted, the biosphere appears at least somewhat analogous to that of the Toxic Jungle—in other words, unpleasant.

South of that, the continent rises into volcanic highlands cut by rugged mountain ranges and deep valleys. Thick forests cover both the valleys and mountain slopes. The topography and vegetation break up the wind patterns, preventing the development of the massive storms seen in Tornado Alley.

There are some anouk tribes present on Two, but their population and culture remain largely unstudied. Only a few human research stations have been established on Two during the colony's history, and virtually all of those were evacuated—or simply ceased to exist—in the aftermath of the World Storm. A small number of uncatalogued human settlements do exist on the continent, but these are either tiny fishing camps or outposts founded by renegades (or outlaws seeking to avoid capture).

THE BLACK VALLEY

Many of the volcanoes on the southern part of Two remain active. Eruptions in this region often spark forest fires big enough to be observable with the naked eye from orbital stations.

One such fire sparked during the World Storm, and the high winds fed it until the firestorm consumed an area of almost five million acres of forest. Orbital photos show a vast area of blackened and charred trees. The majority of the fire was contained in an area between two mountain ranges, leading many to refer to this region as the Black Valley.

Smoke plumes continue to rise from the Black Valley even now. Many scientists believe these are from ghost rock veins ignited by the fires which still burn years later.

BODIES OF WATER

HIGH CHOP SEA

The ocean to the east of One is named the High Chop Sea. The early colonists weren't terribly concerned with the distinction between "ocean" and "sea." It takes its name from a phenomenon caused by the high winds from Tornado Alley. The wind gusts exert enough pressure on the water to actually push it away from the continent, causing a drop in the sea level along that section of coast. Water, being what it is, tries to flow back into the empty area.

This constant back-and-forth motion creates a belt of rough water about 50 miles wide along the northeast coast of the continent. The opposing waves meet in ridges of water and break apart, throwing much of their mass into the air as spray.

While the High Chop Sea experiences strong storms during the fall and winter months, they pale in comparison to those spawned in the Tempest Ocean.

TEMPEST OCEAN

The Tempest Ocean lies off the western coast of One and takes its name from the enormous storms that rage across its waters. On almost a daily basis, cyclonic storms form in the straits between One and Two. Fortunately, most of these squalls expend their fury before reaching One.

Since the smallest of these storms is larger than a hurricane back on Earth, even one on the verge of blowing itself out can wreak considerable damage when it makes landfall. This means storm surges often flood vast stretches of One's west coast. While these storms can occur year-round, they are most violent during the northern hemisphere's late summer and early fall.

THE POLES

Although Banshee has small, permanent icecaps at each pole, seismic surveys indicate there are no landmasses under the ice. During each region's respective summer months, icebergs and ice floes calve from both icecaps. In the northern waters, this

ice combines with choppy seas to make navigating the area particularly hazardous.

Massive fish called leviathans make their home near both poles. Almost half-again as large as a terrestrial sperm whale, these fish feed on tuber-like plants growing on the underside of the polar ice. Usually docile, leviathans have attacked—and sunk—more than one vessel that got too close.

THULE

Thule is a very large island lying in the northern waters of the Tempest Ocean. It is a harsh place, divided by a line of volcanic peaks running from north to south, roughly through its midline. Although the majority of the island is rocky and bare, evergreen forests line the low-lying coasts, at least south of where Thule extends into the polar region.

The northern end of Thule is covered in thick glaciers. During the World Storm, severe earthquakes and volcanic eruptions caused the collapse of Mount Stone, one of the highest peaks on the island. The avalanche revealed an enormous tannis formation inside the former volcano.

In spite of the hostile environment, the northern end of Thule is home to a few anouk clans. They have adapted to the frigid temperatures like those clans living in the Cold, and are without exception very aggressive toward colonists.

WINDWARD & LEEWARD ISLANDS

Hundreds of small islands and island chains are scattered throughout both of Banshee's oceans. Most only protrude a few feet above the water and are barren except for a patch of moss or aquatic creatures left stranded by the tides.

The two major island chains lie to the east of Two, off the southern coast of One. Both chains are volcanic and support complete ecosystems, up to and including small anouk communities. A few preliminary surveys have been conducted, but due to the hazardous nature of Tempest Ocean travel, no ships regularly travel to either chain.

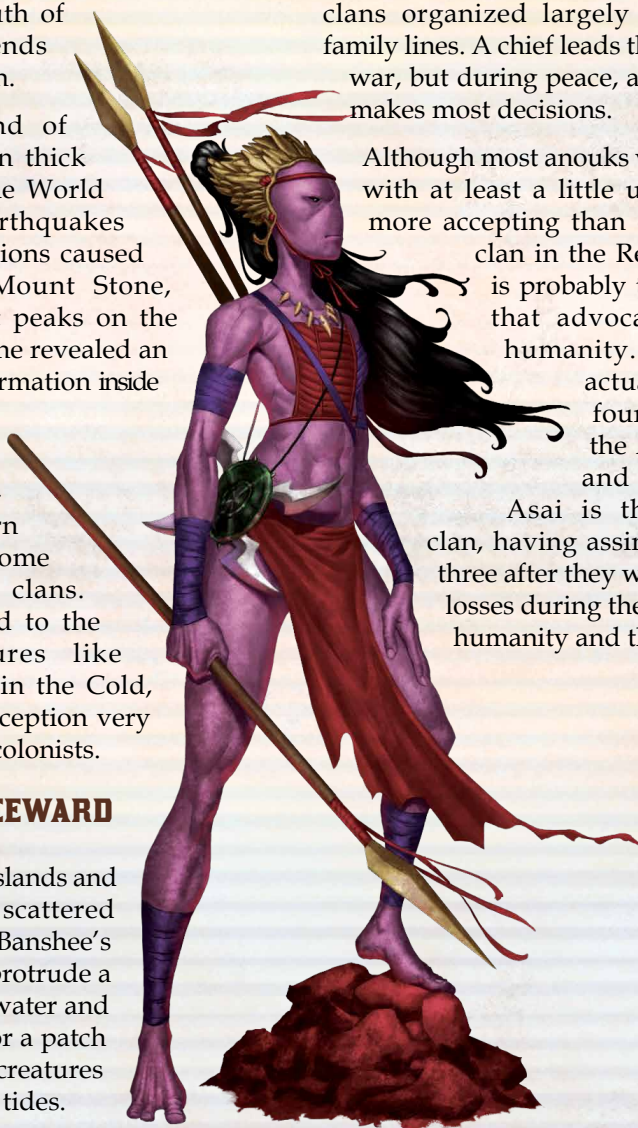
WHO'S WHO

ANOUKS

The anouks are not a united entity, even in opposition to the arrival of human colonists on their homeworld. While their culture varies across Banshee, most live in nomadic clans organized largely along extended family lines. A chief leads the clan in times of war, but during peace, a council of elders makes most decisions.

Although most anouks view the colonists with at least a little unease, some are more accepting than others. The Asai clan in the Red River Canyon is probably the largest group that advocates peace with humanity. The Asai are actually made up of four clans: the Asai, the Arka, the Krooht, and the Tark. The

Asai is the predominant clan, having assimilated the other three after they were decimated by losses during the initial wars with humanity and the World Storm.



The Azeel clan is the most warlike clan in the vicinity of the Fertile Crescent and the most vocal in its opposition to humanity. Unlike most anouks, the Azeel have adopted some of humanity's technology – usually the kind that can be used to kill more efficiently. The Reapers supply the Azeel with most of their advanced weaponry, and in return the clan serves as scouts and raiders for the terrorists. The Azeel have earned a well-deserved reputation for savagery and slaughter in their battles with the colonists over the years, and most fear them more than any Reaper.

COLONIAL RANGERS

The Colonial Rangers are a relatively small force of slightly less than 300 officers, led by Captain Dave Ross. Although once under the command of EXFOR and General Warfield, the Rangers severed ties following Operation Typhoon and now report directly to the new colonial assembly, currently led by a former corporate finance officer, JJ Lasseter. In addition to enforcing the law, the Rangers try to make sure treaties between anouks and colonists are upheld by both parties and keep an eye out for Reaper shenanigans.

Their endeavors at keeping the peace are aided by local Town Marshals in settlements and Station Marshals on the larger space stations. Exactly where the Rangers' authority ends out in the Dark is up for debate, but precedent says it usually extends to the range of their fists and pistols. Rangers have been known to pursue wanted fugitives into the Belt, flaunting EXFOR's claim to that region.

Lasseter and Warfield fight vigorously at the diplomatic level while Rangers and EXFOR troopers try to avoid starting a war.

EXFOR

After the failure of Operation Typhoon and the loss of the Behemoth, EXFOR has largely pulled back to Base Prime. The organization maintains a presence in the Belt, ostensibly performing counter-piracy patrols, but most miners claim the EXFOR captains are far more interested in enforcing tariff regulations than actively looking for raiders. Fortunately, these patrols usually occur in the sectors of the Belt nearest to Base Prime.

HELLSTROMME INDUSTRIES

Faraway's only megacorporation is the remnants of Hellstromme Industries, created by Dr. Darius Hellstromme in 1870. His descendant, Dr. Vanessa Hellstromme, is the Chairman of the Board and Chief Science Officer. She runs the part of the company called "the Lab" and leaves practical matters and daily operations to no-nonsense executive Samuel Rand. Rand was a prosperous rancher before the World Storm, who came to rule a small empire before taking the job with HI.

REAPERS

During General Warfield's attempt to seize complete control of the Faraway system, Nicolai managed to secure a full pardon from the newly formed colonial government for himself and the entire Reaper organization in exchange for their assistance against EXFOR.

The Reapers' heroism was short-lived, however, as they quickly turned on the colonists when the dust settled, seeking to seize control of the weakened settlements. Nicolai and the Reapers are back on Captain Ross's most-wanted list.

THE SKINNIES

The greatest threat to all life on Banshee are the skinnies, incredibly powerful psionic creatures who look something like withered, ancient, and terrifying anouks. Academics have conflicting views on whether the two species share some distant relative, but few care about such debates in the face of the skinnies' overwhelming power, growing armies, and devastating attacks.

**> BANSHEE SCREAMS
BECAUSE WE HAVE RAVAGED
HER SURFACE AND KILLED HER
CHILDREN! _**

-NICOLAI

MAKING HEROES

Deadlands: Lost Colony is a science fiction setting with roots in the American West, and not just historically. First and foremost, the setting is about frontier folk, settlers, and native peoples facing challenges and threats beyond the edge of civilization. The names might be different, and the scenery is quite a bit more exotic, but life on Banshee shares a great deal in common with that of a boomtown or frontier city in the Old West.

CHARACTER CONCEPTS

Here are a number of sample character types to help you decide what type of hero you want to play. These are by no means the only options available to you, but they should help give you some ideas to work with.

Anouk Shaman: As a shaman, you serve a variety of roles in your clan: healer, historian, spiritual guide, and advisor. Your personal connection to the planet shows your people the way, protecting Banshee from all the various forces trying to destroy it. Some anouks believe humans are the greatest threat; others the return of the ancient “skinnies.” But you sense a darker presence has infected your beloved planet, and only by uniting with the strangers will they be defeated.

Anouk Warrior: Fiercely loyal, you will fight to the death to defend your clan and its people. During more peaceful periods, you guard the clan herds against predators or hunt for game. You are a match for any foe, whether native to Banshee or an interloper from the skies.

Archaeologist: Most believe anouks to be a primitive race barely capable of tool use. You, however, suspect a much different truth. You’ve seen artifacts hinting at a far more advanced period in anouk history and heard rumors of strange “Black Cities” unearthed by the World Storm. There are even rumors of ruins existing on asteroids in the Belt! You know only further study and first-hand observation can answer the questions those raise.

Bounty Hunter: Local law dogs only worry about what happens in their town, and the Colonial Rangers are spread too thin to worry about chasing down lone criminals. Even worse, if scum gets off-planet, they’re good as gone as far as planetary law is concerned. That’s where you come in. When someone is mad enough to send the very best to hunt down a fugitive, they call you.

Breaker: You were once a transmuter, capable of turning scrap into tools, buildings, or even starships. Then EXFOR snuck a catastrophic virus into your software. You

can't create things anymore, but your nanobots can still rip things apart faster than a swarm of teeth. It's a sad reflection on the state of things in the Faraway system, but lately there's always someone willing to pay for your particular talents.

Colonist: You might not be a soldier or scientist or so-called hero, but to say you're just an ordinary person would be an outright lie. You—or maybe your folks—had the guts to up and move to another planet and try to tame it. You might not have special skills or battle experience, but you've got enough backbone for a roomful of Earthers, and if push comes to shove, the salt to prove it as well.

Deserter: Maybe EXFOR's heavy-handed attempt to "pacify" Banshee didn't sit well with you. Or maybe you couldn't leave old nationalistic arguments behind long enough to cooperate with the other UN troops. Or maybe you just never signed on for a fifteen year stint on a dirt ball so far from Earth the constellations aren't even the same. For whatever reason, you've decided to terminate your contract and make your way on your own. Whatever the reason, EXFOR has branded you a traitor, coward, or maybe both.

Drifter: You never seemed to fit in, so trying a fresh start far from home seemed like as good a plan as any. You have a knack for handyman work and odd jobs, but lately most of your tasks involve a gun. Good thing you know how to use one.

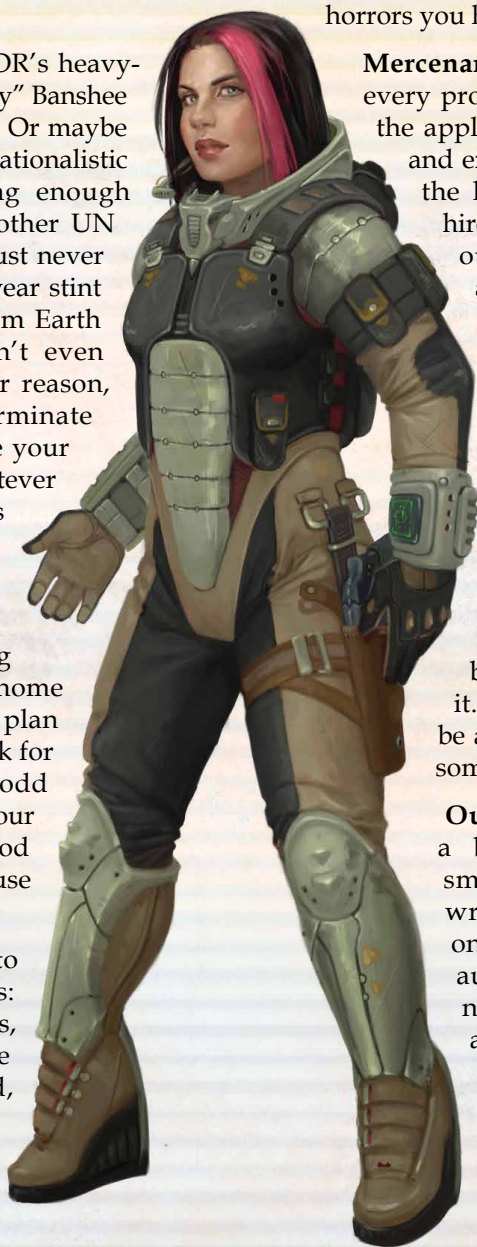
Engineer: You came to Banshee to build things: homes, towns, spaceships, and space stations. Since the Tunnel collapsed, more of your time goes to keeping the stuff the colony already has running than it does

to designing new things. When you do get a chance to exercise your rusty skills, more often than not it's cobbling together some Frankenstein-like creation from spare parts. Still, now that the 'mutes are gone, you're in high demand just about anywhere you go in the Faraway system.

Explorer: It's one thing to look at satellite photos or do a flyby of a new place, be it on Banshee or elsewhere in the system. To really get to know a place, there's no substitute for putting boots on the ground—and you're the person they call to do it. Your travels have taken you to exotic locales you'd never dreamed of, but also to hidden dens of horrors you hope to never see again.

Mercenary: Some might say not every problem can be solved with the application of enough bullets and explosives, but those aren't the kind of problems you're hired to handle. With Reapers, outlaws, pirates, anouks, and worse running around the system, finding clients willing to pay for the kind of work you do isn't exactly a tough proposition. Hopefully, you'll make a big score someday and can retire, because if you've learned one thing in your profession, everyone's got at least one bullet with their name on it. You suspect there might be a whole magazine for you somewhere.

Outlaw: You might be a bandit, a murderer, a smuggler, or even just a wrongly-accused fugitive on the run. Regardless, the authorities would love to nail your hide to the wall and throw a little shindig afterwards. While some folks with your past find a way to make amends and get back on the straight and narrow, a lot more



rush headlong further down that curvy, wide road just as fast as they can.

Pilot: Whether something needs to get to the opposite side of One or the Belt, you're the person to get it there. While aircraft are the fastest way to get around on Banshee, only about a third of the human population in the Faraway system actually lives on the planet. That means there's always somebody looking for a skilled space jockey. The only hitch is the job isn't always on the level.

Prospector: There's ghost rock in them there asteroids! And a whole lot of other valuable minerals as well. Banshee has an abundance of heavy metals, and more than a few miners call it home, but the Belt is where the greatest concentrations of ghost rock and base metals are found. If you're a lone wolf, you likely know your way around a ship's controls, even if you don't own one. Prospectors and miners working far from settled areas sometimes stumble across ancient alien ruins – and the things that still hide within.

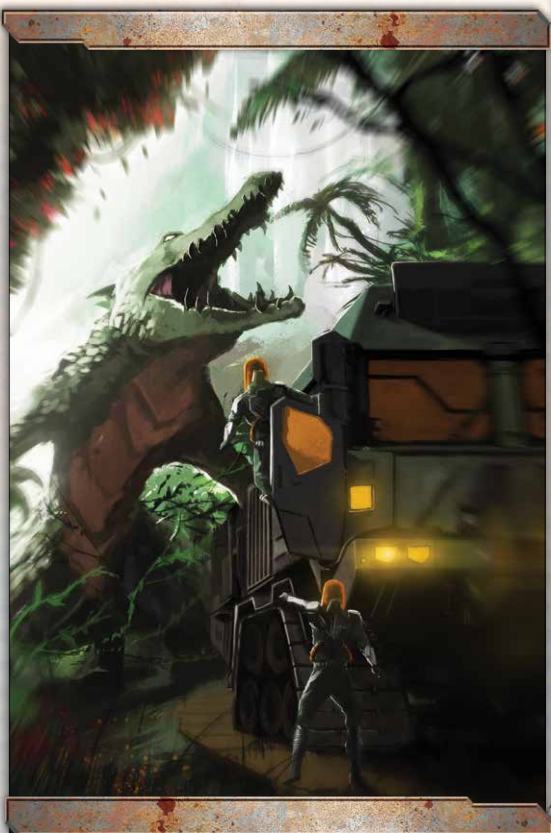
Salvager: While orbital manufacturing facilities produce some spare parts and high-tech gear, they were never meant to completely support the colony's needs in that area. With the Faraway system cut off from Earth for the foreseeable future, humanity needs to squeeze every last drop from any fabricated item, and that's where you come in. You earn your keep gathering up damaged, cast-off, or broken pieces of human engineering for recycling – wherever they may be found. Whether it's a derelict ship drifting in the Belt, an entire town abandoned to the scouring winds of the World Storm, or even just a broke-down Mule (a lightweight, wheeled vehicle common on Banshee), there's someone, somewhere, who's willing to pay for it.

Scientist: The opportunity to study a new world, xenobiology, or even an alien culture drew you to the Faraway system. The number of opportunities for groundbreaking research on Banshee alone is almost mind boggling. Scientific discovery often carries a price, though. You travel far afield from the settled areas and safety, whether on Banshee's surface or out in the reaches of the system, in search of knowledge.

Settler: Faraway is peppered by space stations, both orbital and deep space. They were never meant to support their populations indefinitely. Your station is at the end of its operational capacity, and you've returned to the planet's surface to make a new home. Again.

Snapjack: You're one of the few colonists tough enough to head into Tornado Alley to harvest snap trees. Most settlers shy away from the daunting physical labor you endure daily – not to mention tornadoes miles wide, angry troops of fanged beasts called chirakas, and aggressive anouks. You're well aware that snapjack isn't a career path that ends in retirement, so if a better deal comes along, it's always worth a look.

Syker: You were a member of the United Nations' Psychic Legion, but when were ordered back to Earth you either missed the call or ignored it. You may have chosen to go it alone, or you may have gained an affinity of the living planet. Sykers are rare, so there's great demand and money to be made on in the Faraway system.



MAKING CHARACTERS

After you've settled on an idea for your spacer, you can get started figuring out her game statistics. *Deadlands: Lost Colony* uses the *Savage Worlds* core rules. You can find a character sheet designed specifically for this setting at our website, www.peginc.com.

1. RACE

There are two races available in *Deadlands: Lost Colony*, anouks and humans. See page 33 for the details.

2. HINDRANCES

All the Hindrances from *Savage Worlds* are available, and several new ones specifically designed for *Lost Colony* begin on page 34.

You can take up to 4 points of Hindrances. A Major Hindrance is worth 2 points, and a Minor is worth 1. A hero could thus take two Major Hindrances, four Minor, or any combination that adds up to 4 points. (You can take more Hindrances if you want but the maximum benefit is 4 points!)

Taking Hindrances not only helps you define and roleplay your hero, but also gives you additional points you can use to start with additional attribute or skill points, Edges, or even money for gear.

For 2 points you can:

- Raise an attribute one die type, or
- Choose an Edge

For 1 point you can:

- Gain another skill point, or
- Start with an extra \$1000 in cash or goods.

3. TRAITS

Now it's time to determine your character's attributes and skills.

ATTRIBUTES

Next, assign your hero's attributes.

- A character begins with a free d4 in each of his five attributes: Agility, Smarts, Spirit, Strength, and Vigor.
- You have 5 points to distribute among these attributes. Raising an attribute by

a die type costs 1 point. Your maximum is a d12 unless a racial ability (such as an anouk's increased Strength) says otherwise.

- You may spend 2 Hindrance points to raise one attribute by one die type.

SKILLS

All skills from *Savage Worlds* are available in *Deadlands: Lost Colony*.

Core Skills: Athletics, Common Knowledge, Notice, Persuasion, and Stealth are core skills (see *Savage Worlds*). Unless a racial ability (page 18), Edge, or Hindrance says otherwise, your character starts with a d4 in each of these.

After core skills are assigned, you have 12 additional points to raise core skills or buy and raise new skills as you see fit. Each die type costs 1 point (starting at d4) as long as the skill is equal to or less than the attribute it's linked to (see *Savage Worlds*). If you exceed the linked attribute, the cost becomes 2 points per die type.

Skill Maximums: Skills may not be increased above d12 during character creation unless the character's race starts with the skill at d6. If the skill starts with a d6, increase her maximum to d12 + 1. A d8 increases the maximum to d12+2, and so on.

DERIVED STATISTICS

The following stats are based on the Traits you chose, or are common to all characters, unless modified by Edges or Hindrances.

- **Pace** is equal to 6.
- **Parry** is equal to 2 plus half your Fighting die. If you haven't taken the Fighting skill, it's just 2.
- **Toughness** is equal to 2 plus half your Vigor die.

LANGUAGES

While there are numerous nationalities of humankind on Banshee, in the Belt, and elsewhere in Faraway, English is the default language for trade and official communication. All colonists are assumed to speak it by default. If you want your spacer to speak an additional language (or more), you need to invest in the appropriate Language skills.

RACES

All anouks on One share a common language, but there are a variety of dialects among the tribes and anytime exact communication is a necessity to the success of a Trait roll, a speaker from a different clan subtracts 2 from the total.

The language spoken by the anouks on Two is different enough that it counts as a separate tongue.

6. EDGES

All the Edges from *Savage Worlds* are available except Arcane Background. New Edges and Arcane Backgrounds available in *Lost Colony* are detailed on page 36.

- For each 2 Hindrance points spent, choose another Edge.

7. GEAR

Your character begins the game with the clothes on his back and \$500 to spend on starting equipment. The official human currency on Banshee is credits. Anouks barter, though the price of their equipment is expressed in credits for convenience.

- For 1 Hindrance point, you start with an additional \$1000.

8. BACKGROUND

Finish up by filling out your spacer's history. Think about where she was born and grew up, what part of the planet or the system she's spent most of her life, and how she got where she is now. Consider her ambitions and goals, any enemies or allies, what she does for a living, and any unique traits she may have.

Your hero's background may come into play in many ways during the course of the campaign. It might make a difference to what cultures she moves in most comfortably, who she knows, and who knows her. It's also likely to play a role in bringing in old enemies or allies—sometimes when they're most needed and other times when their arrival couldn't be worse timed.

The long and short of it is your character is a part of the Faraway system and, for good and bad, it's also a part of her life.

ANOUK

Anouks are a vaguely reptilian, bipedal race native to Banshee. They are a physically imposing race, with males standing between seven and eight feet tall and females six to seven feet tall. In general, members of either sex are stronger than an average human. Anouks from the temperate regions—the first encountered by humanity—have a dark purple skin tone. Like humans, anouks actually have a variety of skin tones, ranging from bright crimson (sometimes banded with purple stripes) to mauve or gray in the northern regions.

The anouks have a tribal culture, and are technologically primitive by human standards. Anouk clans are usually extended family groups and nomadic in nature.

- **Low Tech:** Anouks have no experience with mechanical, electrical, or electronic devices. They suffer a -2 penalty when attempting to use them, which stacks with the All Thumbs Hindrance should an individual have both!
- **Outsider (Major):** Anouks are treated with great suspicion by most human colonists.
- **Strong:** Anouks begin play with Strength d6, and may increase it during play to d12+1.
- **Size +1:** Anouks stand between seven and eight feet tall.
- **Vigorous:** Anouks begin play with Vigor d6, and may increase it during play to d12+1.

HUMAN

Humans aren't native to Banshee, but their technology and adaptability give them certain advantages over the anouks.

- **Adaptable:** Humans begin play with a Novice Edge of their choosing. They must meet any Requirements as usual.

NEW HINDRANCES

Several new Hindrances are available to spacers in Deadlands: Lost Colony.

AILIN' (MINOR/MAJOR)

Your colonist or anouk has some sort of incurable disease or sickness. She might have picked up a weird bug on Banshee (or from the humans), inherited it, or maybe just came into contact with some strange and horrible creature. The Minor version of the Hindrance means you subtract 1 from any roll made to resist Fatigue from any source. Subtract 2 if it's a Major Hindrance.

A Critical Failure on such a roll means things are getting worse. If your spacer has the Minor version, she gets worse and her Hindrance becomes Major. If she already has the Major version, the Reaper comes calling. It's your choice when and how this happens. She might go out in a blaze of glory or surrounded by friends on a peaceful mountain top. The good news is you gain an immediate point of Conviction. When your character finally passes, the other player characters gain a point of Conviction, drawing strength from the brave passing of their stalwart companion.

Of course you can also buy off your Hindrance by spending an Advance (two for the Major version of the Hindrance). You should also work with the GM to figure out a narrative reason for the improvement—treatment at an advance facility, a miracle cure, a transfusion from a unique donor, or some other story-based explanation for the character's miraculous improvement.

CURSED (MAJOR)

Some dark event cursed your colonist or anouk. It may have happened recently, long ago, or might have even something passed down through her family. Whatever the source, things just don't seem to go her way.

For each player character with the Cursed Hindrance, the GM starts with one additional Benny!

FORSAKEN (MAJOR)

Banshee embraces most of the life forms that walk, crawls, or slithers upon it—but not all. The living planet just doesn't take a liking to some folks.

Forsaken cannot benefit from anouk magic in any way. They may still be affected by damaging effects normally, however.

Any Guardian or anouk shaman who gets within a dozen yards or so and makes a Notice roll immediately recognizes the condition. If outed, the Forsaken has the Outsider (Minor) Hindrance with all other anouks in that particular area.

Forsaken can never become a Guardian or anouk shaman, and can never develop the Tannis Bond or Tannis Touch Edges.

GRIM SERVANT O' DEATH (MAJOR)

Only Wild Cards can take this Hindrance, and you shouldn't do it lightly, amigo. Your hero's a killer. His family's probably pushing up daisies, his enemies are worm food, and even a few of his friends have holes in them that are suspiciously the same caliber as his very own shootin' iron.

The good news is your hombre adds +1 to every damage roll he ever makes, whether it's from Fighting, Shooting, magic, or even using Athletics to throw things at people in a most inhospitable manner.

The downside is your hero winds up in the hoosegow or on the run from his enemies a lot. Worse, anytime his attack roll is a Critical Failure, his attack hits the nearest friendly character in sight with a raise! This happens whether the target's in the line of fire or not. Maybe his gun hand gets jostled, the bullet ricochets, or he catches flying shrapnel from an explosion. Other players' characters are always first choice, but any friendly soul will do in a pinch.

Even hand-to-hand attacks hit allies when a Grim Servant o' Death gets violent. This may require a little imagination, but either the weapon flies out of the hero's hand and strikes his friend, or the hero moves adjacent to his erstwhile comrade and "accidentally" whacks him. Remember, even if you're using miniatures combat is more fluid than the table-top depicts.

HEAVY SLEEPER (MINOR)

A thunderstorm from Hell itself doesn't wake this Napping Nellie. If commotion gives the heroine a chance to wake, she makes her Notice roll at -4. She also suffers a -4 penalty to Vigor rolls made to stay awake.

LYIN' EYES (MINOR)

Lies just don't come easy to this hombre. That sounds all good and noble, but often causes problems when dealing with more nefarious types. A hero with this Hindrance suffers a -2 penalty to all Intimidation and Persuasion rolls where lies—even little ones—must be told. This includes Gambling if the game features any element of bluffing.

NIGHT TERRORS (MAJOR)

Your spacer suffers from terrible and intense nightmares. He tosses and turns like a chanouk on bad feed and often has to sleep by himself to keep from waking everyone else up.

The repeated barrage on his psyche results in an overall weakened resolve. He suffers a -1 penalty to all Spirit rolls (but not linked skills).

REBELLIOUS (MINOR)

Like a lot of colonists who moved to Banshee, you don't handle authority figures well. Maybe you shoot your mouth off at everyone wearing a badge or ID tag. Maybe you do the exact and orneriest opposite of what you're told when you don't like the tone in someone's voice. Whatever your behavior, you constantly cause trouble with anyone who has the slightest bit of power over you—or thinks they do.

TENDERFOOT (MAJOR)

Every little ol' cut and scrape makes your cowpoke cry for mama. As long as he has at least one Wound, he suffers an additional -1 penalty to all his actions (so a hero with 2 Wounds suffers a -3 penalty, for example). A whiner with this Hindrance can't take the Don't Get 'im Riled! Edge.

TROUBLE MAGNET (MINOR OR MAJOR)

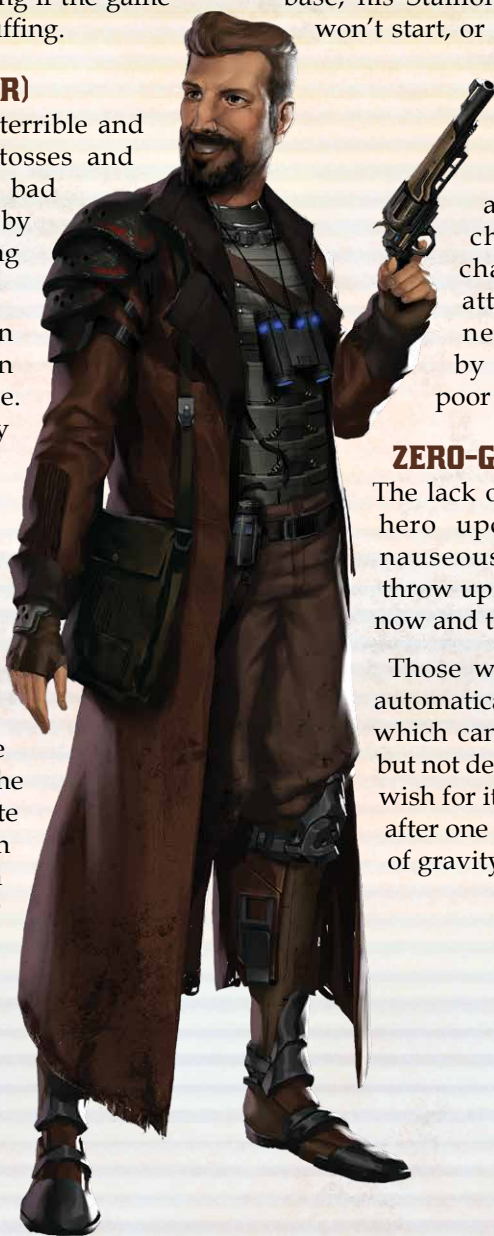
As a Minor Hindrance, the hero stumbles into some sort of trouble at least once per session. Maybe someone recognizes him while he's trying to infiltrate an EXFOR base, his Stallion runs out of fuel or won't start, or an angry ex winds up being the one person the party needs information from.

As a Major Hindrance, anytime the GM must choose a "random character" to be hit, attacked, or otherwise negatively affected by something, it's this poor schmuck.

ZERO-G SICKNESS (MINOR)

The lack of gravity makes your hero upchuck. He becomes nauseous and might even throw up his dehydrated vittles now and then.

Those with this affliction are automatically Fatigued in zero-g, which can cause Incapacitation but not death (although he might wish for it). Fatigue is recovered after one hour in any other type of gravity.



NEW EDGES

These new Edges help your hero withstand the rigors of outer space and the harsh landscape of Banshee.

BACKGROUND EDGES

ADAPTED

Requirements: Anouk, Novice, Smarts d8+

Not all anouks shun technology. This Edge removes the Low Tech racial Hindrance from an anouk hero so she can operate most human technology normally.

ARCANE BACKGROUND (SHAMAN)

Requirements: Novice, Tannis Touch, Faith d4+

Certain anouks (and very rarely humans) are so closely attuned to Banshee's life energy they can draw on its power to help their allies and harm their enemies. The anouk word for a shaman is *anakra*, but the colonists collectively call them shamans.

The most famous shaman on Banshee is Kreech, hailed as a hero by most anouks for her part in the Red River Campaign against the UN EXFOR forces.

Find out more on page 69.

ARCANE BACKGROUND (BREAKER)

Requirements: Novice, Smarts d6+, Science d6+, Transmute d4+

Breakers were once "transmuters," technically-inclined individuals who could use special Hellstromme Industries cybertech and nanobots to break down old matter and form it into new and useful devices. This was a great blessing for the lost colonists, trapped as they were with little ability to manufacture new parts, weapons, tools, and other goods.

Unfortunately, the UN EXFOR's actions during Operation Typhoon corrupted the system and infected it with the "EXFOR virus." Those once known as "mutes" could now only destroy.

Now collectively called "breakers," most search for a way to remove the virus or an uncorrupted batch of nanobots to refill their systems. In the meantime, they use their swarms of flying nanobots to protect themselves, their companions, and the colonists. A few embrace the change however and use their ability to disrupt the technology of the UN, Hellstromme Industries, or others they see as the true threats in Faraway.

Regardless, your breaker was once a builder—a transmuter who created goods for the lost colonists of Faraway. How she reacts to being robbed of her quintessential ability is up to you. See page 71 for details.

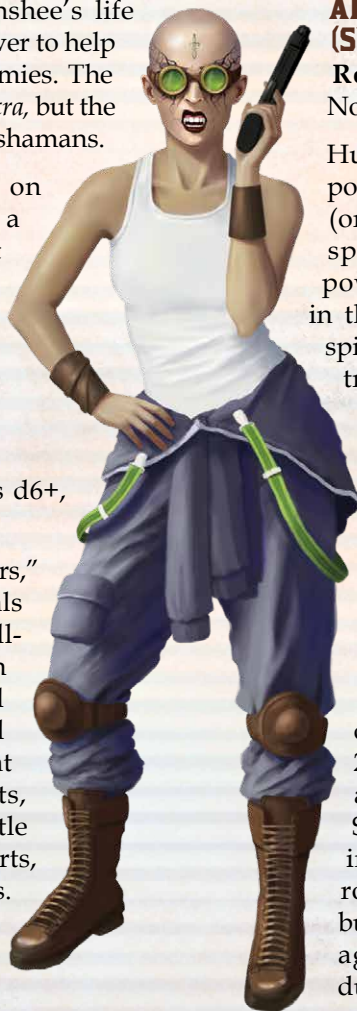
ARCANE BACKGROUND (SYKER)

Requirements: Wild Card, Novice, Psionics d6+, Smarts d8+

Humans who showed psychic potential on Earth were invited (or drafted) into their nation's special forces. Some were powerful battlefield weapons in their own right, others were spies, saboteurs, and infiltrators trained to gain intelligence on their foes or disrupt their actions.

After the skinnies awakened, the United Nations formed a cadre of these "sykers" into the "Psychic Legion" and summoned them to Faraway.

The sykers were broken down into squads of about 20 individuals, usually with a particular focus or specialty. Some were tasked with infiltrating the Reapers or rooting out human saboteurs, but most all wound up in battle against the terrible skinnies during the Red River campaign.



OTHER ARCAINE BACKGROUNDS

There are many Arcane Backgrounds in the Deadlands universe. Characters from those settings retain their powers and abilities as usual despite the very different circumstances across settings.

How? The Hunting Grounds channel powers in strange and mysterious ways, allowing those who tap into its eldritch energies access to their arcane powers and abilities.

That means a toxic shaman from Hell on Earth can speak to his spirit guardian just as if he were back in the Wasted West. A huckster can hurl cards charged with the hellish energy of manitous. Hougans from Deadlands Noir can plead with the voudan loas to invoke their macabre abilities.

Such individuals aren't common, but since travel through the Hunting Grounds to all the various epochs of Deadlands is possible, so are characters with all these different Arcane Backgrounds. If you want to make a new character that uses any of those rules, just make sure to clear it with the Marshal first.

Most sykers were ordered to return home when the Last War broke out on Earth, but a few remain—either deserters, haunted loners, or colonial loyalists with some reason to stay on Banshee. You can learn more about Sykers and their powers on page 80.

Though most sykers served with the legion, a rare few developed powers after the withdrawal and were trained by a veteran.

BANSHEE BORN

Requirements: Novice, Human

Your character is a human born and raised on Banshee. The living planet connected with her on a spiritual level, allowing her to take any Edge or ability usually reserved only for anouks. Furthermore, when her time comes, she's more likely to become a Guardian (see **Guardians** on page 74).

Some Banshee Born have the Outsider Hindrance, but it's not mandatory. Occasional colonists may see her as having "gone native," and the most ignorant and racist of the lot may occasionally use this as an excuse for violence, but most don't know or care.

Anouks are slightly more favorable to Banshee Born humans—add +1 to Persuasion rolls with dealing with them.

DON'T GET 'IM RILED!

Requirements: Novice

Heroes with this Edge are a mean and surly lot. They add their current Wounds to any Fighting damage rolls, to a maximum of +3.

A hero with three Wounds, for example, adds +3 to his melee damage. It has no effect on ranged or thrown attacks.

QUICK DRAW

Requirements: Novice, Agility d8+

You draw two additional cards when spending a Benny for an Action Card at the beginning of a round instead of one. You may choose your final Action Card from any of your available choices, including additional draws from Level Headed, Quick, etc.

You also add +2 to Athletics rolls made to interrupt others' actions (including resisting *being interrupted*).

VETERAN O' THE WAY OUT WEST

Requirements: Wild Card, Novice, Occult d6+

Your spacer has fought pirates in the Belt, dodged twisters in Tornado Alley, and scrapped with anouks in the Cold. There's little in Faraway she hasn't faced down and lived to tell about. Your character starts at Seasoned Rank, which means she has four Advances to spend immediately after character creation.

That experience doesn't come free, however. The Faraway system has left its mark. If you take this Edge, draw a single card from the Action Deck and show it to the Marshal. There's a table on page 105 that tells her what your character faced in the past and what effect it had on her. Here's a free bit of advice, though—the results can be pretty harsh, anything from a lost limb to insanity or worse!

PROFESSIONAL EDGES

COLONIAL RANGER

Requirements: Novice, Vigor d6+, Common Knowledge d6+, Language (Anouk) d4+, Intimidation d6+, Shooting d6+

Colonial Rangers are the law enforcement arm of the United Colonial Assembly, a body currently led by former corporate shill turned people's champion JJ Lasster.

Officially, the Rangers' jurisdiction only encompasses Banshee and any vessel or station in orbit around it. Since Operation Typhon and colonial revolt against EXFOR, the Rangers have carefully extended their reach further into space.

Most settlements on Banshee have Town Marshals, with the Rangers acting as traveling supervisors and judges. Space colonies have a Station Marshal that fulfills the same purpose. (EXFOR ships and HI-dedicated stations furnish their own security.)

The Rangers tend to stay out of system politics, however, leaving that to the Colonial Assembly and Chairman JJ Lasseter's capable mind. Most of the law dogs' time is spent keeping humans and anouks from killing each other, a constant and thankless task.

Colonial Rangers receive the title and badge but actual authority comes as it always does—with attitude, willpower, and occasional violence.

Rangers also get a uniform (which few wear), a Dragoon pistol with two full loads of ammo, their choice of six mini-grenades (see page 47), and body armor (page 45). Basic equipment damaged in the course of duty can be replaced free of charge at any

Ranger station (found in most settlements over a few hundred).

Mission-essential equipment, such as a Stallion (page 60) or other vehicle, may be assigned by the hero's superior officers on as-needed basis.

GRAVITIC ACCLIMATION

Requirements: Novice, Agility d6+

Your spacer knows how to operate in different gravities. She ignores the usual -2 penalty for operating in a gravity other than her own (see **Zero-G**, page 64).

GUTS

Requirements: Novice, Spirit d6+

This Way Out Wester isn't fearless, she just bucks up and gets the job done even when she's more scared than a long-tailed chanouk in a room full of rocking chairs.

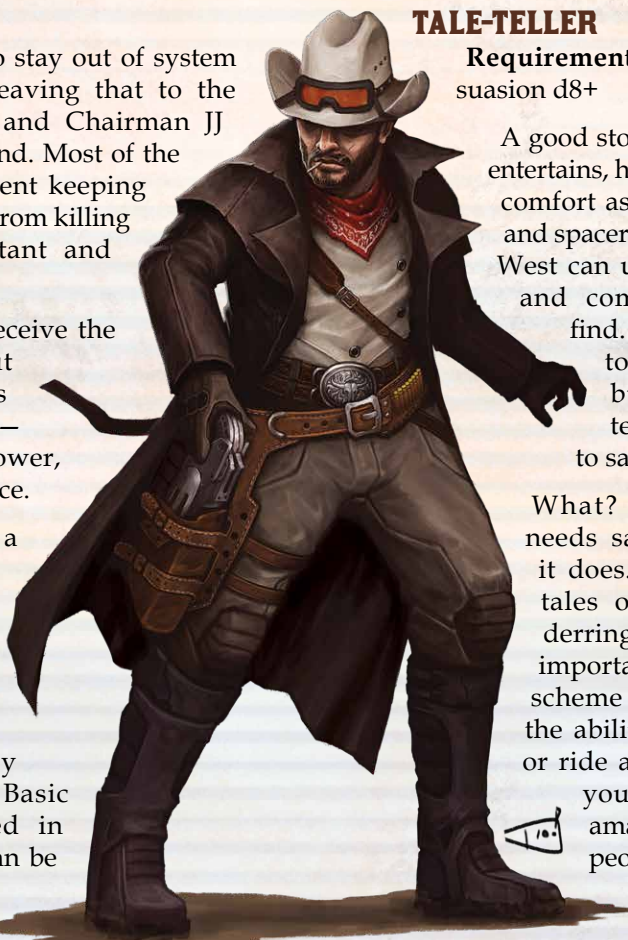
Your hero gets a free reroll on Spirit rolls made to resist Fear.

TALE-TELLER

Requirements: Novice, Persuasion d8+

A good storyteller not only entertains, he gives hope and comfort as well. Colonists and spacers in the Way Out West can use all the hope and comfort they can find. We don't want to say too much, but good tale-tellers are critical to saving the world.

What? The world needs saving? You bet it does. Spreading the tales of your posse's derring-do is far more important in the grand scheme of things than the ability to fire a gun or ride a chanouk. So if you do something amazing, bucko, tell people about it!



The Marshal has the skinny on all this (see page 101), but the basics are that if you ever make a Persuasion roll to lower the local Fear Level, you add +2 to your total.

When a Tale-Teller successfully lowers the local Fear Level, he and anyone who Supports the storytelling attempt automatically earn a **Conviction** token (see *Savage Worlds*). Talk to the Marshal about this, amigo. We've already told you more than we should.

WEIRD EDGES

GRIT

Requirements: Veteran, Spirit d8+, Guts

Through perseverance and maybe a little insanity, this hardcase reduces all Fear penalties and results on the Fear Effects table by 2. Grit also stacks with Brave.

GUARDIAN

Requirements: Wild Card, Novice, Spirit d6+

On rare occasions, a colonist or anouk seemingly cheats death and returns to the land of the living. These lucky souls find themselves granted a second chance at life, but also return with a deep and profound connection to Banshee itself. This connection provides the Guardian with unique abilities, but also a responsibility to stand against the darkness that threatens to engulf the living planet. If your character is reborn into the life of a Guardian, you can read the details on it in **No Man's Land** (page 69).

The Guardian Edge may only be selected at character creation, but you might *become* one if your hero bites the Banshee dust. See page 74 if you want to know more about becoming one of the living planet's chosen protectors. Just realize it means taking a short dirt nap first...

HARROWED

Requirements: Wild Card, Novice, Spirit d6+

Some spacers are just too tough to lie down and stay dead when their time comes. The price they pay is an eternal battle for their own souls with demonic "manitous." In return, the treacherous creatures grant their host's unlife and incredible powers.

Harrowed aren't common anywhere, particularly the Faraway system, but a few have risen from Banshee's soil over the years.

You can read up on the Harrowed in **No Man's Land** (page 76). The Edge may only be selected at character creation, for obvious reasons. You can't take it later...at least not on purpose.

TANNIS BOND

Requirements: Seasoned, Anouk or Banshee Born or Guardian, Spirit d6+

Banshee imbues certain of her children with her phenomenal energy. Those so chosen add +2 to the damage total of any attack made with a tannis weapon, and the bonus of any armor made from tannis (such as aknouk breastplates, see page 45), is treated as additional Toughness rather than Armor (so it ignores the AP value of incoming attacks).

Both bonuses count as "magical."

TANNIS TOUCH

Requirements: Wild Card, Novice, Anouk or Banshee Born or Guardian, Spirit d6+

You hero is "attuned" to tannis. He can automatically identify where on the planet it came from, and if it's a tool or weapon, gets a sense of any former owners, great deeds performed with the object, and so on.

The anouk can also merge tannis with other samples and shape it into simple tools or any of the anouk weapons listed in the Gear chapter. The stone slowly takes on the consistency of clay as he does so, then slowly hardens back to its natural hardness. This process takes an hour per pound of stone worked.

LEGENDARY EDGES

TRUE GRIT

Requirements: Legendary, Grit, Spirit d10+

This grizzled spacer has seen some things that'd make others' eyes pop like they were decompressing. He ignores *all* penalties when making Fear checks, and if failed, gets one free reroll on the Fear Effects table if he chooses.





EQUIPMENT

They say spacers are only as competent as the gear they carry. This chapter provides a wide selection of useful items for adventurers, some of which might just save their lives.

CURRENCY

The standard human currency on Banshee and elsewhere in Faraway is the credit. Early in the colonization process, employees of larger corporations were paid in company scrip which they could exchange in company stores for luxury items and necessities. Upon completion of their employment, they could cash out any remaining scrip for the equivalent value of an Earth currency. Colonists and independent prospectors were forced to accept a number of different types of company scrip or deal exclusively in barter.

With the arrival of EXFOR, the UN helped establish a more stable, universal exchange system. The UN system uses both an encrypted and secure electronic system and paper bills. Although the credit no longer has the backing of the UN's resources on Earth, it remains the currency used by the United Colonial Assembly, Belters, and EXFOR alike. To date, no one in the Faraway system has managed to either crack the encryption on the banking software or reproduce passable counterfeit bills — most of which are

beginning to show the wear and tear of over a decade's usage.

Anouk culture deals exclusively in trade. They do not recognize or accept human credits. Any funds remaining from an anouk character's starting money is converted into trade goods.

AVAILABILITY

The human colony on Banshee is largely self-sufficient. However, being cut off from Earth for more than fifteen years has taken its toll. While there are several major production facilities in the Faraway system, by and large they are more focused on maintaining infrastructure, spaceships and habitats, and similar large-scale technologies, than on consumer goods. As a result, scavenging parts and recycling used gear has become a part of day-to-day life on Banshee and throughout the system.

That also means the average spacer can't just walk into a corner store and fill a basket with his shopping list.

All goods are rated for availability: Common, Uncommon, Scarce, Rare, and Very Rare. This represents how difficult it is for a hero to locate the item. It also affects how many of a given item can be found for sale in a particular area in a short period of

time, usually 24 hours. If an item doesn't have a rarity listed, it's not generally for sale.

To find a particular item, the spacer must make use of Networking. A hero who's used to relying on strong-arm tactics is at a disadvantage here, as Intimidation rolls get a -2 penalty in this case. The roll is further modified by the availability of the item, as well as by the size of the settlement or station where she is looking. Smaller, but well-stocked locations, like a trader's bazaar on Goliath's Belt or Tunnel Station, are treated as one or more sizes larger.

RARITY MODIFIERS

SCARCITY	MODIFIER	NUMBER AVAILABLE
Common (C)	+2	1d8
Uncommon (U)	0	1d6
Scarce (S)	-1	1d4
Rare (R)	-2	1d3
Very Rare (VR)	-4	1d2

POPULATION MODIFIERS

POPULATION	NETWORKING MODIFIER
Less than 500	-4
500-1,000	-2
1,000-2,000	0
2,000+	+2

RECYCLED GOODS

Virtually everything in Faraway except services can be purchased for cheaper than the listed price, assuming a spacer is willing to settle for a used, damaged, or repurposed version. Common items are torn, patched, cobbled together from spare parts, or locally made knock-offs of their higher-quality cousins. The effects of used goods of this nature are usually situational – although they may cause or become bigger problems in the wrong conditions.

Recycled goods cost 50% of the normal price. It's easier to find recycled gear than brand new versions of the same items, so in most cases – subject to the Marshal's approval – the Rarity of any recycled item is treated as one category better. So, gear that is normally

Uncommon is treated as Common, Scarce as Uncommon, Rare as Scarce, and so on.

Cheap weapons, vehicles, spaceships, and the like break down if a character rolls a Critical Failure while using them. It's possible to repair the item, but it should take an appropriate amount of time and isn't something that can be done during a combat encounter.

Persuasion Penalties: Recycled clothing or worn gear also detracts from a character's appearance. A ragged jacket, taped-together blaster, or boots with a hole in the toe reduce most nonplayer character's Reaction level by one, and the hero subtracts 2 from Persuasion rolls (unless such a state is common among his target audience).

POWER AND BATTERIES

Many high-tech items require batteries to function. Batteries can be connected to a charger on a vehicle, generator, or power grid to recharge. Small batteries require one hour of charging, medium batteries two, and large batteries three (see page 43.)

New batteries are also available from most merchants, but are relatively expensive given demand and the colonists' reliance on powered goods.

Under normal circumstances, the GM should assume the player characters recharge their batteries between encounters, during down time, while traveling, etc.

A Critical Failure when using a powered device, however, causes the usual mishap *and* indicates the battery has died. The GM can determine if they just need recharging or have been recharged too many times and are finally ready for the trash heap (50/50 chance if you prefer to roll).

>>YOU SURE THAT THING
WORKS? IT LOOKS A LITTLE...
SQUIRRELY... _

-RANGER DAVE ROSS

GEAR

ITEM	COST	AVAIL.	WT.
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ANIMALS

Barouka	\$300	R	—
Chanouk	\$300	R	—
Horse	\$150	U	—
Kooratcha	\$50	U	—
Mule	\$100	U	—
Saddle (horse)	\$150	U	30
Saddle (barouka, chanouk)	\$200	R	40

BATTERIES

See **Power and Batteries** on page 42.

Battery, Large	\$100	U	3
Battery, Medium	\$50	U	1
Battery, Small	\$25	U	.25

CLOTHING

Boots	\$100	C	—
Clamps, Magnetic	\$300	U	6

Notes: Heavy overshoes that allow characters to walk in low or zero-gravity as Difficult Ground. Must be in contact with a metal surface (gantry, spaceship hull). They don't negate the Agility gravity penalty (page 63).

Cold Weather Gear	\$300	U	4
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Notes: Parka, bibs, mittens, and boots. Those without subtract 2 when resisting cold.

Cowboy Hat	\$50	C	—
Duster	\$100	U	4
Jeans	\$50	U	—
Pants (Handmade)	\$10	C	—
Shirt	\$25	U	—
Shirt (Handmade)	\$10	C	—
Surplus Fatigues	\$20	C	—

FIREARM ACCESSORIES (SEE SW FOR EFFECTS)

Bandoleer/Holster	\$15	U	1
Laser Sight	\$150	S	.25

Notes: +1 Shooting at Short & Med Range.

Rifle Scope	\$100	R	2
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Notes: Cancels 2 points of penalties when Aiming.

FUNDAMENTS (SEE MORE ON PAGE XXX)

Ghost Rock	\$1200	U	1 oz
Gold	\$1000	U	1 oz
Silver	\$20	U	1 oz
Tannis	\$20	U	1 oz

GENERAL EQUIPMENT

Backpack	\$30	C	3
Canteen	\$5	C	5 (full)
Commmlink	\$100	U	—

Notes: A voice-activated communications device designed to be worn on the ear. It has a range of one mile and works on its own or through a palmcorder.

Digital Binoculars	\$250	S	2
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Notes: Up to 100× magnification and ignores penalties to Notice rolls for Dim or Dark lighting conditions. The binoculars require a small battery that lasts for 50 hours.

EVA Pack	\$500	R	20
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Notes: Small maneuvering rockets attached to most space suits. Pace 6 in zero-G environments. Piloting rolls are only necessary in stressful or combat situations. Contains 30 of fuel. Does not offset any zero-G penalties for Trait rolls (see **Zero-G**, page 64).

Flashlight	\$20	C	3
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Inertial GPS	\$250	R	1
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Notes: Satellite GPS systems don't work on Banshee due to atmospheric interference. This device computes its location from a known starting point (set at its initial programming). This negates up to 2 points of Survival penalties when navigating Banshee's outlands.

Night Vision Goggles	\$1,000	S	3
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Notes: Eliminates all Illumination penalties.

Palmcorder	\$250	R	1
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Notes: These hand-held computers can access Banshee's communication networks for video and audio calls, access data slugs (\$50, 10 terabytes storage), interface with local electronics, scan and record video and audio, and host any number of useful apps. Palmcorders are powered by small batteries and can run continuously for approximately a week on a single charge. Mapping, translation, and other apps add +2 to most any Smarts-based skill if the GM feels it's appropriate and there's enough time to access the device.

Rations, Field	\$20/day	C	2
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Solar Charger	\$1,000	S	2
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Notes: A black, flexible, one foot square panel that recharges up to four small, two medium, or one large battery at a time via solar power. It requires relatively clear skies and takes twice as long as usual.

Spare Oxygen Tank	\$50	S	5
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Notes: One hour of oxygen.

Tool Kit	\$200	U	5
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MEDICAL EQUIPMENT

Adrenol	\$100	S	—
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Notes: A synthetic adrenaline administered by a hypodermic auto-injector. It immediately negates the effects of one level of Fatigue for one hour. Any Fatigue offset returns at the end of the drug's effect, and time spent on adrenol does not count toward recovery.

Blackline	\$200	U	—
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Notes: "Blackline" is an illegal, injected drug made out of powdered ghost rock and water. It increases Strength and Vigor by two die types, and reduces Smarts and Spirit a die type each. It's addictive and very dangerous. The GM has more information on blackline on page 97.

Medichip	\$500	R	—
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Notes: This small chip is implanted at the base of the skull. Anyone treating the character who is equipped with a mediscanner adds +2 to his Healing roll. All EXFOR service members and HI staff have medichips. They are calibrated to the owner at the time of implantation and are not available as recycled goods.

Medkit	\$100	S	4
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Notes: Negates the -2 penalty for Healing rolls without basic supplies (see *Savage Worlds*). It has enough supplies to heal 10 Wounds.

Medichip Scanner	\$1,000	R	1
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Notes: This palmcorder plugin reads the information contained on a medichip (see above).

Medboard	\$1,500	VR	7
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Notes: A portable stretcher with built-in sensors and medichip scanner. It can operate for one hour on a medium battery (six 10-minute Healing rolls).

Sprayskin	\$200	S	.5
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Notes: This plastic seal is delivered via aerosol tube and contains a disinfectant, antibiotics, coagulants, and painkillers. No Healing roll is made, but it is an action. Application immediately stops a victim from Bleeding Out and negates one level of Wound modifiers (maximum, regardless of applications) for one hour. Each can contains 5 uses. (0.5 lb, \$200)

Trauma Pack	\$400	S	1
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Notes: A self-contained pack with disinfectant, antibacterials, sealant, and mild, topical narcotics. The pack only works on Wounds suffered within the last hour. Application takes one minute but no Healing roll, and immediately heals one Wound. Multiple packs can be used on the same patient, but each causes a level of Fatigue that is recovered after one hour. This Fatigue cannot cause Incapacitation.

TRANSPORTATION

Crawler	\$.50/ mile	—	—
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TICKET, INTERPLANETARY

Economy	\$200/ day	—	—
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First Class	\$3K/ day	—	—
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TICKET, ORBITAL SHUTTLE

Economy	\$150	—	—
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First Class	\$200	—	—
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BODY ARMOR



AKNOUK ARMOR

ARMOR

ANOUK ARMOR

ITEM	ARMOR	MIN STR.	WEIGHT	COST	AVAIL
Aknouk (Torso)	+3	d8	25	\$150	S
<i>Notes:</i> The traditional breastplate of anouk warriors. It is normally carved from the sternum of a chanouk or barouka and reinforced with tannis. Each clan has a distinctive style and markings.					
Chaknik	+4	d8	100	\$1,500	R
<i>Notes:</i> For chanouks and barouka only.					

ANOUK SHIELDS

ITEM	PARRY	COVER	MIN STR	WEIGHT	COST	AVAIL
Tarjik (Medium Shield)	+2	-2	d6	10	150	R
<i>Notes:</i> Hardness 10. A heavy medium shield made of a wood frame wrapped in barouka hide—usually a former beloved mount. Shield use is rare among anouks but some warriors wield them.						

HUMAN ARMOR

Ballistic Protection: Armor marked with an asterisk reduces the damage from bullets by 4. “Bullets” includes any physical slug-type ammunition. Apply AP only to the item’s actual Armor value.

ITEM	ARMOR	MIN STR.	WEIGHT	COST	AVAIL
Body Armor (Torso)	+4*	d4	4	\$200	U
<i>Notes:</i> A lightweight vest that can be worn under normal clothing.					
Infantry Battlesuit (Entire Body)	+6*	d6	12	\$800	R
<i>Notes:</i> This is the standard battle gear worn by EXFOR ground troops. It includes a full jumpsuit, helmet, gloves, and load-bearing harness for a backpack and other gear. The vest (5 lbs., \$300) and helmet (2 lb., \$100) may be worn separately—and are sometimes found on the black market.					
Spacesuit (Entire Body)	+1	—	20	\$2,000	U
<i>Notes:</i> Airtight. The standard civilian spacesuit is made of airtight, flexible fabric. It comes with air and heating systems, a helmet with two-way radio (50-mile range), a Heads-Up Display (HUD) with palmcorder docking bay to display data and incoming messages. The suit includes an oxygen capacity of eight hours and a headlamp for illumination. Spacesuits provide complete protection against cold and vacuum, and are shielded against radiation (+4 to Vigor rolls). For an extra \$1,000, the suit includes a small thruster system that allows the wearer to maneuver in zero-G for up to eight hours. If the wearer suffers a Wound, the suit ruptures and the user is exposed to vacuum (see Vacuum , page 64).					
Spacesuit, Armored (Entire Body)	+4*	d6	26	\$2,500	R
<i>Notes:</i> Airtight. Ballistic protection negates 4 AP from bullets and other physical projectiles. These suits are worn by EXFOR marines during space missions and some miners. It has ballistic plates throughout that provide additional protection. If the wearer suffers a Wound, the suit ruptures and the user is exposed to vacuum (see Vacuum , page 64).					
Tox Suit (Entire Body)	+2	—	25	\$300	U
<i>Notes:</i> Airtight. The toxic or “tox” suit is an environment hazard suit beefed up for use in the Toxic Jungle and other noxious areas. It’s made of tough but flexible fabric to prevent ripping and tearing, and comes with an internal, 8-hour oxygen supply and cooling system. It also includes a filtration system to allow the user to breathe in areas that aren’t contaminated, and a HUD with palmcorder docking bay shows the outside levels of airborne contaminants to protect against accidental exposure. A medium battery powers the suit’s systems for 8 hours. While powered, the suit adds +4 to Vigor rolls to avoid Fatigue from heat and toxic environments. If the wearer suffers a Wound, the suit is comprised and no longer protects from most contaminants (GM’s call).					

> YOU MIGHT NOT WANT TO STAND SO CLOSE. PEOPLE WHO STAND TOO CLOSE TO ME...
WELL... SOMETIMES I WIND UP WEARIN’ ’EM ALL OVER MY ARMOR. _

-THE KID

EQUIPMENT

PERSONAL WEAPONS

ANOUK HAND WEAPONS

WEAPON	DAMAGE	MIN STR	WT	COST	AVAIL	NOTES
Chakira	Str+d8	d8	10	\$75	S*	Tannis weapon, Reach 1. Parry +1 when used two-handed.
<i>Notes:</i> The chakira resembles the chakax, but is twice the length. It is used as a two-handed spear when on foot and a lance (Reach 2, AP 2) when mounted.						
Chakatl	Str+d8	d8	10	\$150	S*	Tannis weapon.
<i>Notes:</i> This tannis blade is a cross between a sword and a battle axe. The business end flares out into an axe-like head, but the entire blade is sharpened. Spikes project at irregular intervals, used by anouks to pull opponents from their feet or mounts. A raise with a chakatl causes damage and the victim must make an Athletics roll or is knocked off his mount if riding, or prone if standing.						
Ka'nil	Str+d6	d6	10	\$50	R*	Tannis weapon, Parry +1, Reach 1, two hands.
<i>Notes:</i> The traditional staff of office carried by anouk shamans. The shaft is made of iron-hard wood wrapped with strands of shaped tannis. Intricate stone work is the sign of a wise and experienced shaman among the anouks.						

HUMAN HAND WEAPONS

WEAPON	DAMAGE	MIN STR	WT	COST	AVAIL	NOTES
Inertial Sledgehammer	Str+2d6	d8	20	\$150	U	Parry -1, two hands, medium battery.
<i>Notes:</i> A powered mining tool that amplifies the inertia of a swing to strength the impact.						
Laser Cutter, Large	2d10	—	15	\$500	R	Heavy Weapon, Parry -1, two hands, medium battery.
<i>Notes:</i> Designed for cutting snap trees, the cutter generates a four foot long laser blade between the handle and tip (it looks something like a cheese cutter).						
Machete	Str+d6	d6	3	\$25	C	—
Mini-Chainsaw	2d6	d6	10	\$200	S	Two hands, large battery.
<i>Notes:</i> Mini-chainsaws are medium improvised weapons (-2 to Fighting, Min Str d6). A Critical Failure means the wielder hits himself!						
Volt Knife	Str+d4	d4	3	\$150	S	Small battery.
<i>Notes:</i> This high-end blade can be used to stab, stun, or both. The attacker must decide if he will trigger a charge before attacking. If so, even if only used as a Touch Attack, the target must make a Vigor roll or be Stunned (resolve this after any regular damage).						



CHAKIRA



CHAKATL



KA'NIL

RANGED WEAPONS

ANOUK RANGED WEAPONS

WEAPON	RANGE	DMG.	AP	ROF	SHOTS	MIN. STR	WT.	COST	AVAIL.
Atax	6/12/24	Str+d6	—	1	1	d6	3	\$100	S*
Notes: Tannis weapon. The atax is a discus-like chunk of tannis with four razor-sharp blades projecting from it at right angles. When thrown properly, it returns to its wielder. A hit means it causes normal damage but falls somewhere near the victim. A raise on the Athletics roll causes extra damage and it returns. A Critical Failure means it misses the target, returns, and hits <i>whoever threw it</i> for normal damage.									
Chakax	4/8/16	Str+d6	—	1	1	d6	5	\$50	S*
Notes: Tannis weapon. A four foot long throwing spear made of tannis. A strip of leather around the haft allows the user to spin it when thrown, increasing its range as listed above. Without the strap, Range is 3/6/12.									
Chakira	2/4/6	Str+d8	—	1	1	d8	10	\$75	S*
Notes: Tannis weapon. As listed under Anouk Hand Weapons when used in melee.									

PISTOLS

WEAPON	RANGE	DMG.	AP	ROF	SHOTS	MIN. STR	WT.	COST	AVAIL.
Colonial Ranger Dragoon (10mm)	12/24/48	2d6+1	1	1	10	d6	5	\$400	S
Notes: This sidearm was designed specifically for the Colonial Rangers. It's a heavy, semiautomatic pistol chambered for 10mm rounds. For added firepower, it has an integral grenade launcher under the barrel that holds up to three 20mm grenades (see page 51). Loading a grenade takes one action.									
IW-91 Gyrojet	12/24/48	—	—	1	10	d4	3	\$600	R
Notes: The IW-91 fires miniature rockets called "gyrojets," with two different warheads. <ul style="list-style-type: none"> • AP Rounds: Damage 2d6, AP 10. • Explosive Tipped: Damage 3d6, Heavy Weapon. 									
MkIV FOP (9mm)	12/24/48	2d6	—	—	15	—	3	\$100	S
Notes: The standard sidearm for EXFOR officers, non-coms, and military police units. It is a high-capacity, 9mm pistol with an integral laser sight (+1 to Shooting rolls against targets in Short and Medium Range) and mounting rails for a flashlight attachment on the front receiver.									
Police Pistol (.45)	12/24/48	2d6+1	1	1	7	—	4	\$100	U
Heavy Revolver (.357)	12/24/48	2d6+1	1	1	6	—	4	\$125	C
Notes: This revolver is chambered to handle both .357 and cheaper .38 rounds (damage 2d6). Its versatility makes it popular among colonists on Banshee.									



CHAKAX



ATAX

RANGED WEAPONS

SUBMACHINE GUNS

WEAPON	RANGE	DMG.	AP	ROF	SHOTS	MIN. STR	WT.	COST	AVAIL.
Flechette Gun	12/24/48	2d4+1	—	4	90	d4	4	600	S
<i>Notes:</i> Three Round Burst. Flechette guns in this setting fire slivers of hardened plastic. They're designed for use in spaceships, causing significant damage to soft material (like crew members) without destroying vital electronics or breaching the hull. A flechette gun shaves its "ammunition" directly from a specially-shaped plastic block as it fires.									
HI Hellrazor (10 mm)	12/24/48	2d6+1	1	3	30	d4	7	\$125	R
<i>Notes:</i> Three-Round Burst, caseless ammunition only (see Ammunition , page 52). Primary SMG for Hellstromme Industries' security forces.									
M-Gun (9mm)	10/20/40	2d6	1	3	30	d4	8	\$75	C
<i>Notes:</i> The first M-guns, or Morris guns, were crafted by a machinist on Banshee by the name of Samuel Morris as a cheaper alternative to off-world firearms. The ease of their manufacture has resulted in several other colonists cranking out their own versions. Regardless of the maker, M-guns have an ugly, unfinished look. Their crude manufacture subtracts 1 from Shooting rolls, and a Critical Failure means the weapon literally falls apart in some way, requiring d4 hours, a workshop of some sort, and a Repair roll to fix.									
Commando (5.56mm)	12/24/48	2d6	2	3	30	d4	11	\$150	S

SHOTGUNS

WEAPON	RANGE	DMG.	AP	ROF	SHOTS	MIN. STR	WT.	COST	AVAIL.
Auto-Shotgun (12g)	10/20/40	1-3d6	—	3	20	d6	15	\$600	R
<i>Notes:</i> Three-Round Burst, but damage is increased by +2 rather than +1.									
Pump or Semi-Auto Shotgun (12g)	12/24/48	1-3d6	—	1	8	—	6	\$150	C
Breacher (12g)	5/10/20	1-3d6	—	1	3	d6	3	\$200	R
<i>Notes:</i> The Breacher is a short-barreled shotgun tube mounted on the rail system of an assault rifles. It has no stock or pistol grip of its own, just a secondary trigger. A weapon cannot mount both an under-barrel shotgun and a grenade launcher at the same time.									
Sawed-Off Double-Barrel (Scattergun) (12g)	5/10/20	1-3d6	—	1-2	2	—	8	\$150	C

FLECHETTE GUN



M-GUN



RANGED WEAPONS

RIFLES

Most hunting rifles found in *Savage Worlds* can be found on Banshee (Uncommon).

WEAPON	RANGE	DMG.	AP	ROF	SHOTS	MIN. STR	WT.	COST	AVAIL.
Elephant Gun (.600)	30/60/120	2d10	4	1	5	d8	15	\$300	S

Notes: Heavy Weapon, Snapfire. While not actually a true “Elephant Gun,” early Colonists brought in significant numbers of large caliber guns to use on Banshee’s large and ferocious wildlife.

ASSAULT RIFLES

WEAPON	RANGE	DMG.	AP	ROF	SHOTS	MIN. STR	WT.	COST	AVAIL.
AK-2074 (7.62 mm)	24/48/96	2d8+1	2	3	30	d6	8	\$400	R

Notes: Easily manufactured by mutants before the EXFOR virus, the AK-2074 is commonly found among Reapers and colonists in particularly dangerous areas. They have polymer telescoping stocks, foregrips, and magazines to lighten the weapon’s weight. The foregrip has two accessory rails for mounting a variety of accessories from targeting lasers to telescoping sights, and the rifle has a built-in, folding bayonet (Str+d6).

M-21 (5.56mm)	20/40/80	2d8	2	4	30	—	6	\$200	S
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Notes: Three-Round Burst. This is the primary assault rifle for EXFOR troops. It uses the same rounds as the EXFOR SAW and Commando SMG, which made interstellar logistics for the UN force much simpler when the Tunnel was open. The M-21 has a telescoping stock and marginally shorter barrel than many other assault rifles, which reduces its effective range slightly. It has a rail system along the top, sides, and bottom of the foregrip, allowing it to mount up to four accessories, such as laser or telescopic sights, breacher shotgun barrels, flashlights, or the M-730 grenade launcher.

HI Damnation (10mm)	24/48/96	2d8+1	2	3	30	d6	12	\$300	R
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Notes: Three-Round Burst, caseless ammunition (see **Ammunition**, page 52). The standard assault rifle for HI Marines.

IW-40 (Gyrojet)	24/48/96	—	—	3	20	d6	26	\$450	VR
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Notes: Originally used by British forces, the IW-40 gyrojet rocket rifle found its way to Banshee where it has proven successful against groups of lightly-armored anouks and rebel colonists. Warheads have more propellant (and thus more Range) than those used in the IW-91 gyrojet pistol, and so aren’t compatible. They come in two different rounds:

- **AP Rounds:** Damage 2d6, AP 15.
- **Explosive Tipped:** Damage 3d6, Heavy Weapon.

FLAME WEAPONS

EXFOR has some flamethrowers (see *Savage Worlds*), but hand flamers are more common among the colonists, and are primarily used for clearing debris rather than battle.

WEAPON	RANGE	DMG.	AP	ROF	SHOTS	MIN. STR	WT.	COST	AVAIL.
Hand Flamer	Cone	2d6+1	—	1	10	—	5	\$500	R

Notes: Heavy Weapon. Targets may catch fire.



M-21 ASSAULT RIFLE

RANGED WEAPONS

MACHINE GUNS

Minimum Rate of Fire: Machine-guns have a minimum Rate of Fire of 2 unless otherwise noted.
Reloading: Machine guns are Reload 2, which includes changing belts or drums, cocking, etc.

WEAPON	RANGE	DMG.	AP	ROF	SHOTS	MIN. STR	WT.	COST	AVAIL.
HI Brimstone (12mm)	30/60/120	2d8+1	2	4	60	d8	32	\$1,500	R
Notes: Caseless ammo, Snapfire.									
M2HB (.50)	50/100/200	2d10	4	3	250	N/A	84	\$1,000	R
Notes: Heavy Weapon, Snapfire. The M2 Heavy Barrel is an old model heavy machine-gun, but one that's worked quite well for its intended purpose over nearly a century and a half. Designed primarily as an anti-vehicular weapon, EXFOR found its huge .50 round very effective in bringing down anouk cavalry. The massive weight of the M2HB means it must be mounted on a tripod or vehicle.									
M-200 MPSW (20mm)	24/48/96	2d10	3	3	50	d8	75	\$2,000	VR
Notes: Heavy Weapon, Snapfire. The M-200 Man Portable Support Weapon consists of the weapon and a rigid backpack that feeds ammunition via a flexible metal tube. All told, the M-200 is nearly four feet long and weighs in at 75 pounds when fully loaded. It's normally used in conjunction with a gyroscopic harness (included in the price and weight) that not only helps offset the unbalancing effect of the long barrel, but also helps compensate for the gun's massive recoil. When using the harness, a firer suffers only a -1 penalty for full automatic fire. Without the harness, the M-200 imposes a -4 penalty to all Shooting rolls due to its awkward weight distribution and recoil.									
Ammunition is a high-explosive, dual purpose round that explodes on impacts causing 2d10 damage to any target it hits and 2d8 damage to all other targets in a Small Blast Template.									
EXFOR SAW (5.56mm)	30/60/120	2d8	2	5	100	d6	29	\$750	R
Notes: Snapfire.									



GRENADES & GRENADE LAUNCHERS

GRENADES

Cost and effects are the same whether a grenade is thrown or launched, but the two types have different shapes and firing mechanisms and aren't interchangeable.

20mm versions (mini-grenades) cost and weigh half as much as 40mm versions. All have the same area of effect.

TYPE	RANGE*	DMG	AP	ROF	BLAST	WEIGHT	COST	AVAIL.
Beanbag	—	3d6	—	—	—	1	\$40	U
<i>Notes:</i> Grenade launcher only. Nonlethal. Fires a flat “beanbag” which strikes a single target with great but non-lethal force. Unlike most grenades, beanbags only affect a single target, and the lack of aerodynamics halves each Range increment. The mini-grenade version causes 2d6+1 damage.								
Buckshot	—	2d10	—	—	Cone	1	\$100	R
<i>Notes:</i> Grenade launcher only. Fires a Cone Template of buckshot. The mini-grenade version causes 2d8 damage.								
Flash Bang	5/10/20	None	—	—	LBT	1	\$100	S
<i>Notes:</i> Explodes with brilliant light and concussive force to stun and/or disorient anyone in a Large Blast Template. Target must make a Vigor roll (at -2 with a raise on the attack) or be Stunned. The mini-grenade version has a Medium Blast Template.								
Frag	5/10/20	3d6	—	—	MBT	1	\$100	S
<i>Notes:</i> The mini-grenade version does 2d6+2 damage.								
Smoke	5/10/20	None	—	—	LBT	1	\$100	C
<i>Notes:</i> Covers a Large Blast Template in dense smoke that lasts 5 rounds or twice that in an enclosed area. Attacks and vision-related rolls that pass through the cloud suffer a -4 penalty. Mini-grenade version affects a Medium Blast Template.								

**Throwing Range when using Athletics.* Range when fired varies by grenade launcher.

GRENADE LAUNCHERS

WEAPON	RANGE	DMG.	AP	ROF	SHOTS	MIN. STR	WT.	COST	AVAIL.
M-730 (40mm)	24/48/96	By Type	—	1	1	—	3	\$3,500	R
<i>Notes:</i> Can be equipped with a folding stock, allowing it to be used without mounting on a rifle.									
Mini-Grenade Launcher (20mm)	12/24/48	By Type	—	1	1	—	.5	\$300	R

SPECIAL WEAPONS

WEAPON	RANGE	DMG.	AP	ROF	SHOTS	MIN. STR	WT.	COST	AVAIL.
Boom Tube	20/40/80	4d8	30	1	1	—	7	\$600	R
<i>Notes:</i> Heavy Weapon, Medium Blast Template. Boom tubes are one-shot rocket launchers made from cannibalized spaceship ordnance and ammunition. They've become quite popular with caravan raiders, Reapers, and the Azeel clan. There's no standard manufacturer, and they're usually pieced together one at a time in a mechanic's shop or gunsmith's back room, so Shooting rolls are made at -2 and detonate for full damage in the user's hands on a Critical Failure.									
Rocket Launcher	30/60/120	4d8+2	40	1	1	—	51	\$7,000	VR
<i>Notes:</i> Heavy Weapon, Large Burst Template. EXFOR deployed a small number of these multi-purpose, man-portable rocket launchers in system, mainly to employ against large concentrations of anouks, then later Reapers and pirates. They fire non-guided “dumb” rockets (found on page 52).									
Stunner	5/10/20	2d6	—	1	15	—	5	\$450	S
<i>Notes:</i> A stunner uses a low-powered laser to ionize the air along a path to its target. A high-powered electrical charge follows the ionized air, subjecting the victim to a powerful shock. Resolve damage normally after a hit. The victim must then make a Vigor roll (at -2 with a raise) or be Stunned. Stunners have two small batteries.									

AMMUNITION

Ammunition on Banshee is expensive since there are only two regular manufacturers—EXFOR, who shares with no one; and Hellstromme Industries, who see munitions as their monopoly. A few individuals around the Wasted West also make ammunition or reload old shells when they can, but such bulletmakers also know the value of their wares.

CALIBER/TYPE	COST	WEIGHT	AVAIL. (PER 25 ROUNDS)
9mm, .38, .357, 10mm, .45	\$30/25	1/25	C
5.56, .30-30, .30-06, 12mm shotgun shells	\$45/25	2/25	C
.50 or .600 rifle bullet	\$30/10	3/10	R
20mm MPSW Round	\$200/50	30/50	VR
Caseless rounds	+25% of ammo cost	5/50	R
<i>Notes:</i> HI marines and internal security use weapons that fire caseless, solid-propellant rounds fired by an electrical charge. Many have taken to calling them “pulse” weapons though they’re really just high-tech slug throwers. Best of all for EXFOR, they have no shell so they leave no telltale shells behind or jackets for their enemies reload.			
Hand Flamer Fuel Pod	\$60	3	U
Gyrojet Pistol Rounds	\$12	.5/10	R
Gyrojet Rifle Rounds	\$18	1/10	R
Flechette pack (90 rounds)	\$90	3/100	S
Rocket	\$500	.5	VR
<i>Notes:</i> Ammo for Boom Tubes and Rocket Launchers (see Special Weapons , page 51).			

VANESSA
HELLSTROMME
IS A LIE!!!
-The Reapers

VEHICULAR WEAPONS

Auto-cannons, or chain guns, use powered firing systems to achieve high rates of fire. Vehicular lasers are the cutting edge of technological advancement and usually only encountered on EXFOR vehicles and spacecraft.

Mass Drivers: There are no standardized mass drivers in Faraway. Those on the EXFOR ship *Behemoth* and the one that destroyed it were both unique weapons that have not been recreated since.

Minimum Rate of Fire: Vehicular weapons with a Rate of Fire 3 or higher have a minimum Rate of Fire of 2.

Mods: Vehicles have a number of "Modification Slots" that represent how much additional space is available for cargo space or to install weapons (see page 53). The "Mods" entry for the vehicular weapons below is how many of those slots that weapon takes up.

TYPE	RANGE	DAM	AP	ROF	SHOTS	MODS	COST	AVAIL
Light Autocannon	50/100/200	2d12	4	4	100	1	\$59K	S
<i>Notes:</i> Heavy Weapon. A full reload costs \$200 (U).								
Medium Autocannon	50/100/200	3d8	6	3	100	2	\$75K	S
<i>Notes:</i> Heavy Weapon. A full reload costs \$400 (S).								
125mm Cannon – AP	100/200/400	5d10	30	1	20	5	\$600K	VR
125mm Cannon – HE		4d8	15	1				
<i>Notes:</i> Heavy Weapon. Each shell costs \$300 and is Rare. HE rounds have Medium Blast Template.								
Light Laser Cannon	150/300/600	2d10	10	1	100	2	\$500K	VR
<i>Notes:</i> Heavy Weapon. Reaction Fire. Power cores cost \$200 and are Rare.								
Medium Laser Cannon	150/300/600	3d10	20	1	100	3	\$1M	VR
<i>Notes:</i> Heavy Weapon. Power cores cost \$1K and are Rare.								
Heavy Laser Cannon	150/300/600	4d10	30	1	100	4	\$3M	VR
<i>Notes:</i> Heavy Weapon. Power cores cost \$2K and are Very Rare.								

MISSILES & TORPEDOES

These weapons use the rules for missiles in *Savage Worlds*. All are Heavy Weapons.

TYPE	RANGE	DAM	AP	ROF	BLAST	MODS	COST	AVAIL.
Missile, Light	200/400/800	6d6	16	1	SBT	12/1*	\$100K/4	S
Missile, Medium	200/400/800	7d6	20	1	MBT	8/1*	\$200K/4	S
Missile, Heavy	200/400/800	8d6	24	1	MBT	6/1*	\$300K/4	VR
Torpedo	300/600/1200	8d12	60	1	LBT	4/1*	\$1M/4	VR

*An entry such as 12/1 means 12 missiles take up 1 Mod slot. See Mods on page 54.

> WHY USE TWO MISSILES WHEN I'VE GOT TEN, YO?
NOT LIKE I'M PAYIN' FOR 'EM! _

-MARIO LEE "JOLLY HO" BANSEN

> THIS IS A "LOST" COLONY, Y'KNOW. THESE
THINGS DON'T GROW ON TREES. _

-RANGER DEBBI DALLAS

VEHICLES

Most civilian vehicles from *Savage Worlds* (or slightly advanced equivalents) can be found on Banshee, though with the shortage of parts, most are in pretty bad shape.

Mods: Vehicles have a number of “Modification Slots” that represent how much additional space is available for cargo space or to install weapons (page 53). Remaining Mods is how many “mod spaces” the vehicle has left to add additional weapons or other gear.

FUEL

Alcohol-burning combustion engines are the most common power plant for vehicles on Banshee, and is the default unless an entry says otherwise. A full tank of fuel typically allows a vehicle to operate for six hours before needing to refuel. A complete refill costs $\$100 \times \text{Size}$.

Vehicles with battery-powered electrical power plants can operate for 24 hours before needing to recharge their batteries. These vehicles use a number of batteries equal to $2 \times \text{Size}$. Recharging processes and cost are covered under **Batteries** (page 43).

Microfusion power plants greatly extend the range of ground vehicles. They can operate for a full month before needing to refuel. Due to the tiny amount of material required to operate a microfusion plant, refueling one only costs $\$100 \times \text{Size}$.

In general, the GM can ignore tracking fuel but ask for Driving (or Boating or Piloting) rolls when the group sets out on a trip. Failure means they arrive at their destination but are out of fuel when they get there. A Critical Failure means the vehicle runs out of fuel (or breaks down) along the way, perhaps leading to an all new adventure as they seek out help or scavenge for parts.

REPAIRS

Use the rules for Repairs in *Savage Worlds*. The Availability of proper parts is always Scarce, however, and the cost to fix each Wound and Critical Hit costs 5% of the vehicle’s base price (before any after-market Modifications).

STOCK VEHICLES

Below are some of the most common ground vehicles in use on Banshee. All vehicles are wheeled unless otherwise noted.

Remaining Mods: Some vehicles have “Modification Slots” that can be used to customize its weapons, engine, and other components (see **Vehicle Modifications** on page 56). The *Savage Worlds Science Fiction Companion* lists additional Modifications as well.

Unused Mod slots grant 125 cubic feet of cargo space.

ATV, 4-WHEELED

Slightly more stable than a dirt bike and with a greater carrying capacity, ATVs see frequent use by ranchers and farmers in the Fertile Crescent. ATVs are available with electric or alcohol power plants.

ATV: Size 2 (Normal), Handling +1, Top Speed 75 MPH, Toughness 9, Crew 1 (+1), Cost \$4.5K, Remaining Mods 2

Notes: Exposed Crew, Four-Wheel Drive, $2 \times$ Reinforced Chassis

CARGO CRAWLER

Cargo crawlers are the primary carriers on Banshee for equipment and trade goods overland. Each of these massive tracked vehicles can carry up to 2300 cubic feet of cargo. Available with electric or alcohol power plants.

Cargo Crawler: Size 10 (Huge), Handling -1, Top Speed 30 MPH, Toughness 18 (2), Crew 1 (+3), Cost \$100K, Remaining Mods 19

Notes: Reinforced Chassis, Tracked

CARGO CRAWLER, FUSION

A fusion-powered version of the common crawler. Although considerably more expensive, this model is highly desired by caravan drivers due to its microfusion power plant which effectively never needs refueling.

Fusion Cargo Crawler: Size 10 (Huge), Handling -1, Top Speed 30 MPH, Toughness 18 (2), Crew 1 (+3), Cost \$300K, Remaining Mods 18

Notes: Fusion, Reinforced Chassis, Tracked

GORGON APC

These armored personnel carriers are normally found only in the hands of EXFOR. A Gorgon is normally crewed by a driver and two gunners, and can carry an infantry squad (10 soldiers) into battle. A few battle-damaged Gorgons were abandoned on Banshee during Operation Typhoon. Most have been repaired by the colonists or salvaged for spare parts.

Gorgon APC: Size 7 (Large), Handling 0, Top Speed 45 MPH, Toughness 37 (19), Crew 3 (+10), Cost \$1M, Remaining Mods 7

Notes: Amphibious, 6× Heavy Armor, Sensor Suite, Sloped Armor, Targeting System

Weapons:

- 2× Quad M2HB
- Missile Launcher (5× Light Missiles)

MULWWV, "MULE"

Multi-Use, Light Weight, Wheeled Vehicles—or "Mules" as most colonists refer to them—are the most common mode of individual travel on Banshee, whether civilian or EXFOR. These vehicles are about the size of a large pickup, but with a flexible configuration that allows them to serve as a light cargo-hauler, oversized sedan, or passenger transport.

It's not unusual for a crew to mount light weapons like an aftermarket machine-gun or missile launcher on a Mule.

Mule Size 4 (Large), Handling +1, Top Speed 60 MPH, Toughness 19 (8), Crew 1 (+5), Cost \$45K, Remaining Mods 8

Notes: 2× Armor, Four-Wheel Drive, 2× Reinforced Chassis, 2× Speed

M-12 STUART

EXFOR's primary armored fighting vehicle, the M-12 combines the versatility of an infantry fighting vehicle with the punch of a light tank. It's lightly armored, but all that's usually needed on Banshee against anouks, rebels, and the occasional band of Reapers or other outlaws.

M-12 Stuart: Size 6 (Large), Handling -1, Top Speed 50 MPH, Toughness 47 (30), Crew 3 (+8), Cost \$3M

Notes: Fusion, 12× Heavy Armor, Crew Space, Sensor Suite, Targeting System

Weapons:

- 125mm Cannon (Turret)
- Light Laser Cannon (Turret)



GORGON APC

VEHICLE MODIFICATIONS

The number in parentheses is the number of times a Mod may be taken on a given vehicle. U means unlimited; round fractions up.

Availability: All Vehicle Modifications are Rare.

TYPE	MODS	COST
Armor (2×Size): Increases the vehicle's Armor value by +2, up to a number of times equal to 2×Size. Armor +4 or higher is considered Heavy Armor.	1	\$1K × Size
Exposed Crew (1): The vehicle is open in some way and offers no protection to most of those within. They get no Armor bonus if the vehicle sustains a Crew Critical Hit. If the driver and up to one other crewman are protected but the rest of the vehicle is open (like a pickup truck), reduce base cost by 25% instead of 50%.	—	–50% Base Cost
Fixed (U): Fixed weapons cannot rotate. On the tabletop, they have a 45° firing arc. See the Chase rules for restrictions there. Total all like Fixed weapons, then halve their Mod cost.	See notes	—
Four-Wheel Drive (1): Ignore up to 2 points of Driving penalties for Difficult Ground and treat each inch of Difficult Terrain as 1.5" instead of 2". For example, a four-wheel drive vehicle treats 3" of Difficult Terrain as 2".	1	\$1K × Size
Fuel Reserve (U): Extends the vehicle's operating time by 50%.	2	\$1K × Size
Fusion (1): Vehicles with microfusion power plants have considerably longer range. Only vehicles Size 4 (Large) and larger may be equipped with microfusion reactors.	1	\$5K × Size
Linked (U): Weapons of the same exact type may be dual- or quad-linked and fired as one. Dual-linked weapons add +1 to hit and +2 to damage; quad-linked ones add +2 to hit and +4 damage. Total all Linked weapons in a set first, then halve the required Mods.	—	—
Missile Launcher (U): Allows up to four Light, two Medium, or one Heavy missile to be fired at once.	1	\$50K
Reinforced Chassis (Up to Half Size): Increases the Toughness of the vehicle by +1, up to half its Size (round down).	1	\$1K × Size
Sensor Suite (1): Optical, chemical, motion, and other active sensors ignore illumination penalties. Add a +2 bonus to Electronics or Notice rolls to detect targets within 500 yards.	1	\$50K
Sloped Armor (1): The vehicle's armor is designed to deflect direct-fire, non-energy attacks off its surface. Enemies suffer a –2 penalty to attack rolls when using those types of weapons.	2	\$3K × Size
Speed (U): Increases the vehicle's Top Speed by 10%.	1	\$1k × Size
Targeting System (1): A computer negates up to 2 points of Unstable Platform or Range penalties from all the vehicle's networked weapons.	1	\$10K × Size
Tracked (1): The vehicle has tracks instead of wheels. It ignores all effects of Difficult Ground but its Top Speed is reduced 10%.	—	\$1K × Size

> THIS BABY'S TRICKED OUT AND READY TO RIDE FROM HERE TO THE PEACEMAKERS AND BACK.

—RANGER DAVE ROSS

SPACESHIPS

While a Mule or crawler work fine for getting around Banshee, they obviously aren't capable of taking a colonist to other places in the Faraway system. To get off-world, whether to an orbital station or deep into the Dark, a spacer needs a spaceship.

Spaceships in *Deadlands: Lost Colony* use fusion-reactor powered drives for power and propulsion. Ships above the size of lifeboats also have gravity drives that greatly increase their speed and acceleration, and if they're large enough (Gargantuan or greater), create artificial gravity.

Availability: All spaceships are Rare.

FUEL

To avoid extensive bookkeeping, ask for a Piloting (small ships) or Electronics (large ships) roll when the party travels. Failure means the ship arrives at the destination low on fuel. A Critical Failure means they run out of fuel or parts break down somewhere along the way. They must then call

for help, find fuel, or scavenge replacement parts somehow, perhaps leading to a new adventure.

Ships in Faraway can use most any radioactive substance (plutonium, uranium, etc), raw or refined. Fuel costs \$100× the ship's Size per day of energy provided.

PROVISIONS

Oxygen, food, and other necessities cost \$10 per crew member per day. If a crew doesn't have access to adequate provisions, make a group Vigor roll at the end of each week. Failure results in a level of Fatigue from starvation, thirst, etc. This can lead to death.

Use the table below if you need to know how far a vessel can travel with its maximum supplies of fuel, air, water, and food for a full crew.

FUEL/PROVISIONS TABLE

SHIP SIZE	DAYS OF TRAVEL
Large	300
Huge	500
Gargantuan	1,000



REPAIRS

Use the standard rules for repairing vehicles. Repairs made at a spaceport or station cost 10% of the vessel's total cost per Wound.

Repairing hull damage (Wounds) away from port requires crew members to go out into space and weld patches onto the ship. This takes a Repair roll modified by -1 for each Wound and 1d4 hours per Wound. A success removes one Wound and each raise removes another. These rolls may be attempted as many times as necessary until all Wounds are repaired.

Critical Hits are repaired through the same procedure, but may not require crew members to go extra-vehicular. This is the Marshal's call depending on the nature of the damage.

Although these Repair rolls can be attempted as many times as necessary until all Wounds are healed, if a mechanic Critically Fails a Repair roll, further work *must* be done at proper facilities, such as a station or port.

STOCK SHIPS

Below are some of the more commonly encountered vessels in the Faraway system.

Remaining Mods: Each ship lists the number of remaining "Mods" the owner can use to further customize the vessel. See **Spaceship Modifications** on page 61.

Unused Mod slots grant 125 cubic feet of cargo space.

EXFOR DESTROYER

These vessels are the tip of the EXFOR spear in the Faraway system, at least in space. They outgun any pirate or privately-owned starship in the system and their captains aren't known for sparing the ammunition—or their foes—in battle. Destroyers are usually supported by a group of smaller fighting ships as well.

Five destroyers remain after the losses suffered in Operations David and Typhoon. The only larger vessel is EXFOR flagship, the *UNS Foster*.

EXFOR Destroyer: Size 18 (Gargantuan), Top Speed 20K MPH (space), Handling

-1, Toughness 73 (38), Crew 50+100, Cost \$56M, Remaining Mods 3

Notes: AI, AMCM, Gravity Drive, 10× Heavy Armor, Sensor Suite (Planetary), Sloped Armor, 2× Speed, Targeting System.

Weapons:

- 3× Dual Linked Light Autocannons
- Dual Linked Medium Lasers
- Heavy Laser (Fixed Forward)
- 2× Torpedo Tubes with 8× Torpedoes (Fixed Forward)

EXFOR DROPSHIP

Better known by its code name, "Green Dragon," this vehicle serves EXFOR as both transport and air support. A Green Dragon can carry up to a company of marines and light equipment, or alternately, be modified to transport a single armored vehicle. Twin, front-mounted, 40mm laser cannons give the dropship enough punch to take on light vehicles or strong points. It's overmatched against heavier armored vehicles.

Green Dragons are usually deployed from larger spaceships in orbit around a planet. While the vessel has the range to make a trip from the Belt to Banshee and back (barely), it would be a miserable one, as there are no provisions on board for long-term occupation.

EXFOR Dropship: Size 8 (Huge), Handling 0, Top Speed 1000 MPH (atmosphere), 10K MPH (space), Toughness 36 (16), Crew 1 (+40), Cost \$2M, Remaining Mods 0

Notes: AI, AMCM, 4× Heavy Armor, Atmospheric, Garage, 2× Passenger Pod, Sensor Suite (Planetary), Sloped Armor, Targeting System

Weapons:

- Dual Linked Medium Lasers (Fixed Forward)
- 2× Missile Launcher with 24 Light Missiles each (Fixed Forward)
- 2× Missile Launcher with 8× Medium Missiles each (Fixed Forward)

FREIGHTER, LIGHT

This is the standard system freighter most independent operators rely on to get cargo around the Faraway system. Whether it's a rust bucket out of the scrapyards outside Temptation or a newly-manufactured beauty straight out of Hellstromme Industries orbital factory, all follow the same general template.



EXFOR DROPSHIP

Light freighters are 80' long, 30' wide, and 10' high. Cutting out the crew quarters, amenities, and small bridge gives it about 20,000 cubic feet of actual cargo space.

Light freighters are modular in design to allow each vessel to be easily customized to meet a customer's particular needs. In areas where pirates are thick, many use their Remaining Mods to add weapons, shields, and other defenses.

Light Freighter: Size 12 (Gargantuan), Handling -2, Top Speed 1000 MPH (atmosphere), 10K MPH (space), Toughness 24 (4), Crew 5, Cost \$5.67M, Remaining Mods 19

Notes: AI, AMCM, Atmospheric, Gravity Drive, Sensor Suite (Planetary)

Weapons: None

FREIGHTER, LARGE

Only a few shipping companies are profitable enough to own ships this size, and they're mostly used for transporting large shipments of commodities and consumables between the bigger Belt settlements, stations, and Banshee. The vessel presented here is the barebones model used by Hellstromme Industries or private firms.

Large freighters are 300' long, 60' wide, and 20' tall, giving them about 350,000 usable cubic feet once crew quarters, bridge, and other essential rooms are accounted for.

The BDF retrofitted a couple to serve as counters to EXFOR's destroyers, but they're nowhere near as well-armed as an actual military vessel. Some have also found their way to pirates and are the bogeymen of Belt pilots. Fortunately, they're rarely seen as it takes a rare prize to warrant the effort and expense it costs to operate.

Large Freighter: Size 17 (Gargantuan), Handling -2, Top Speed 9K MPH (space), Toughness 42 (8), Crew 8, Cost \$20.23M, Remaining Mods 28

Notes: AI, AMCM, Gravity Drive, Sensor Suite (Planetary)

Weapons: None

SHUTTLE

There are many makes and models of orbital and short-range shuttles in Faraway, but the one below is typical of most designs. With the decreasing stability on Banshee following the departure of EXFOR, it's rare to find a shuttle without at least the minimal

weaponry listed below. Shuttles typically include a small cargo bay as well.

Shuttle: Size 6 (Large), Handling 0, Top Speed 900 MPH (atmospheric), 8K MPH (space), Toughness 21 (4), Crew 1 (+20), Cost \$3.39M, Remaining Mods 11

Notes: AI, AMCM, Atmospheric, 2× Passenger Pod, Sensor Suite (Planetary), Speed

Weapons:

- Dual Linked Light Autocannons

STALLION

Early in the colony's history, the Colonial Rangers inherited several old EXFOR scout ships and modified them for patrol use. Affectionately called a "Hoss" by some of the more anachronistic Rangers, it can carry enough extra armament and armor to make it more than a match for most pirates, outlaws, or hostile anouks one of the law dogs might typically encounter on a patrol. Although one of these ships is capable of making a trip to the Belt, they're mostly encountered only on or near Banshee.

The Rangers had a small fleet of the ships prior to Operation Typhoon, but the fighting took a heavy toll. There are still a few available, but Ranger leadership is much more tight-fisted about fulfilling requisitions for Stallions from the field.

Stallion: Size 6 (Large), Handling +1, Top Speed 1100 MPH (atmosphere), 10K MPH (space), Toughness 27 (10), Crew 1 (+10), Cost \$4.14M, Remaining Mods 1

Notes: AI, AMCM, 2× Heavy Armor, Atmospheric, Passenger Pod, Planetary Sensor Suite, Sloped Armor, 2× Speed, Targeting Systems

Weapons:

- Dual Linked Medium Autocannons

> ON A STEEL HORSE I FLY. _

-RANGER DAVE ROSS



SPACESHIP MODIFICATIONS

The number in parentheses is the number of times a Mod may be taken on a given spaceship. U means unlimited; round fractions up.

TYPE	MODS	COST
AI (1): Most ships in the Faraway system are equipped with Artificial Intelligence to assist in operation of all the vessel's systems, from weapons to life support to the engines. The AI has a skill of d8 in any task related to operation of the ship, but counts as an Extra (and does not receive a Wild Die). It acts on the captain's Action Card (if relevant) and does not suffer multi-action penalties if given simultaneous tasks. Giving an AI a short verbal command is a free action.	—	\$10K × Size
AMCM (1): Anti-Missile Counter Measures include integrated jammers and decoys. They add +2 to Piloting or Electronics rolls made to evade missile attacks.	1	\$5K × Size
Armor (2×Size): Increases the vehicle's Armor value by +2, up to a number of times equal to 2×Size. Armor +4 or higher is considered Heavy Armor.	1	\$10K × Size
Atmospheric (1): The ship can enter planetary atmospheres. This includes heat shielding and additional work to handle the stress and strain of entry, as well as vertical take-off and landing (VTOL) capability.	Half Size	\$50K × Size
Crew Space (U): Crew space for four permanent members, including basic living accommodations like a galley, head, etc.	1	\$100K
Fixed Weapons (U): Fixed weapons cannot rotate and fire only in the listed direction. They have a 45° firing arc. Total all like Fixed weapons, then halve their combined Mod cost.	—	—
Fuel Pods (U): Each Fuel Pod increases the vessel's energy capacity by 50%.	Half Size	\$100K × Size
Garage/Hangar (U): A small hangar (or garage or external lift-hooks) that can carry up to 8 Size points of ships or vehicles. Each vehicle can be no larger than half the ship's Size.	4	\$1M
Gravity Drive (1): Gargantuan ships only. See Spaceships (page 65) and Spaceship Combat (page 67) for effects.	2	\$100K × Size
Linked Weapons (U): Weapons of the same exact type may be dual- or quad-linked and fired as one. Dual-linked weapons add +1 to hit and +2 to damage; quad-linked add +2 to hit and +4 damage. Treat triple-linked weapons as dual-linked. Total all Linked weapons in a set first, then halve their required Mods. (If Linking Fixed weapons, halve the total.)	—	—
Missile Launcher (U): Allows up to four Light, two Medium, or one Heavy missile to be fired at once.	1	\$50K
Passenger Pod (U): Small and Medium ships only. These are rows of seats with safety harnesses designed for short travel — 24 hours at most. Each pod seats 10.	1	\$50K
Sensor Suite, Planetary (1): Optical, chemical, motion, and other active sensors allow detection of targets up to 10K miles away with an Electronics roll. Targets do not have to be in direct line of sight, but intervening celestial bodies, strong energy fields, and the like may cause inaccurate or false readings at the Marshal's discretion.	1	\$50K
Sloped Armor (1): Non-energy, ballistic attacks against this ship suffer a -2 penalty. Sloped armor has no effect on energy attacks.	2	\$5K × Size
Speed (U): Each purchase increases the ship's Top Speed by 50MPH.	1	\$100K × Size
Targeting System (1): A computer linked to the ship's weapons compensates for movement, range, multi-actions, and so forth, negating up to two points of Shooting penalties from those sources.	1	\$10K × Size
Torpedo Tubes (U): Each tube allows up to two torpedoes to be fired at once (at one or two targets as desired).	2	\$500K



SETTING RULES

Deadlands Lost Colony uses the following Setting Rules from *Savage Worlds*:

- **CONVICTION:** Epic moments in a character's story grant a point of Conviction.
- **DYNAMIC BACKLASH:** Use the standard **Dynamic Backlash** table unless an Arcane Background states otherwise.

Below are some additional Setting Rules to make Banshee and the Faraway system come to life.

FEAR LEVELS

The Faraway system is infected with fear. The reasons are diverse and part of the mystery intrepid heroes must solve during play, but for now, know that the "Fear Level" of a region acts as a penalty, from 0 to 6 (with 6 being a Deadland) to all Fear tests. Specifics for the Marshal can be found on page 100.

Lowering the Fear Level is done by defeating supernatural evils, and most importantly, telling the locals about it to give them hope. The Tale-Teller Edge helps with this, and the Marshal has the whole low-down on page 100.

GRAVITY & SPACE

It's likely some of the action in your game will take place off-planet. That means dealing with reduced gravity and the cold, unforgiving vacuum of space. Here's how to handle it in the *Savage Worlds* rules.

Banshee's gravity is slightly less than Earth's, but close enough most never notice.

Spaceships of Huge Size and larger, as well as most space stations, are equipped with artificial gravity equivalent to half of Earth's as well.

Goliath's Belt, a few colonized asteroids, and most of the larger permanent space stations rely on spin to generate a simulated gravity through centrifugal force. The moon on which Base Prime is located has low gravity thanks to its much smaller mass.

When a character enters gravity different than his own, he subtracts 2 from all Agility and Agility-based skill rolls until he acclimates (about one week of normal activity unless the GM decides otherwise).

Planets and structures with lower gravity also alter how far a character can run and jump, and increase his Strength die as shown on the Gravitational Effects table.

GRAVITATIONAL EFFECTS

GRAVITY	PACE	JUMP	STRENGTH
Normal	—	—	—
Low	+2	x2	+1 Die Type
Zero-G	+4	See below	+2 Die Types

ZERO-G

Physical activity can be tricky in zero-g. Anyone rolling a Critical Failure on a physical Trait die in zero-g loses control of her movements and begins to tumble, making her Distracted until she recovers—an Agility roll made as a free action at the start of her turn. This assumes she has some way to stabilize herself. If she doesn't, she just keeps spinning until she does!

Jumping from a stable platform propels a hero at a Pace equal to her Strength until she either contacts a larger object or applies a countering thrust somehow.

Physical attacks and shots from conventional firearms push the character 1" back away from the blast or 2" for large caliber weapons and high melee damage rolls at the Marshal's discretion. Lasers, gyrojets, and flechette guns don't cause this effect.

VACUUM

Most of space contains no atmosphere. Not breathing is a circumstance most spacers try pretty hard to avoid, but on top of that little speed bump, there's no atmospheric pressure either. Exposure causes blood and other bodily fluids to boil, lungs to rupture, and other fatal reactions.

Sealed spacesuits protect their wearers from these effects. A character without, or in one that's been breached, must make a Vigor roll each round or suffer a Wound from decompression.

Firearms work perfectly well in a vacuum. Ammunition contains its own oxidizer, so it doesn't require an atmosphere to function.



SPACESHIPS

Getting around in the Faraway system is easiest when you've got access to a spaceship. That doesn't mean having your own personal ticket to the stars is a cake walk though. Beyond simple upkeep, which we discussed in Chapter Three, there are a few fine details to space flight.

ANY PORT IN A STORM

Docking at a space station or spaceport is a pretty mundane procedure. Most of the time, if there are no extenuating circumstances like a vicious windstorm, pirate attack, or meteor swarm, it doesn't even require a Piloting roll. The catch to this is hardly any asteroids, moons, and not even that many places on Banshee have actual spaceports.

Landing in natural terrain might be convenient when you want to visit that remote farm but don't want to travel overland for a few days, but it carries no small amount of risk to the ship. Attempting to put a spaceship down "in the dirt," as spacers refer to any non-port landing, requires a Piloting roll. Failing the roll causes one Wound to the ship. On a Critical Failure, the vessel also suffers a Critical Hit (see **Vehicle Critical Hits** in *Savage Worlds*).

That all assumes the spaceship is atmospheric, of course. Taking a vessel without the Atmospheric trait down into a gravity well is a one-way ticket to the spaceship graveyard. And the regular one, too.

GRAVITY DRIVES

All spaceships in *Deadlands Lost Colony* have traditional thrusters for ordinary maneuvering. Most large vessels (Huge and larger) also have a Hellstromme Industries' "gravity drive."

This wondrous device uses relativistic mechanics to largely negate the mass of the ship and its contents for acceleration purposes. This allows the ship to reach incredibly high speeds very quickly. With a gravity drive, a ship can travel from Banshee to the Belt in a matter of days.

As an added benefit, the gravity drive generates artificial gravity inside the vessel roughly equivalent to 0.5g, or one-half of Earth's normal gravity. This makes extended trips less uncomfortable and disorienting to passengers and crew—and keeps water in a glass at the mess table.

All gravity drives are either manufactured by Hellstromme Industries or salvaged from scrapped vessels (and are thus **Recycled Goods**, see page 42). HI held an exclusive patent on the designs prior to the Tunnel's collapse, and no one in the system has managed to successfully reverse-engineer the mass-altering mechanics as yet. If you want to get anywhere quick, your ship's got to have a little Hellstromme in it.

WARP FEVER

Some spacers have noted a disorienting effect when the drive is activated, and in rare cases, individuals have experienced extreme hallucinations. Most doctors feel "warp fever" is due to the shifting of fluids in the inner ear causing sensations of extreme vertigo; or possibly sudden, unexpected pressure on various sensory nerves—which also explains the unease many feel during longer voyages. Regardless, these effects are temporary. Almost always.

Hellstromme Industries CEO, Vanessa Hellstromme, denies such claims as "baseless attempts to sue for a portion of the profits of the most incredible invention of the space age."

LIMITATIONS

The gravity drive can't be used for propulsion too close to a major gravity well. While even larger asteroids don't generate enough gravity to be a problem, ships must travel approximately half a day out from any moon or planet-sized body under normal power to reach sufficient distance for the drive to be safely activated. Likewise, the drive must be powered down at the same distance from a major, external gravitational source.

This means there is no gravity in the ship while traveling the half day distance: all passengers, crew, and cargo must be secured. While inside a well (such as in atmosphere), gravity is present.

Attempting to operate the drive within a major gravity well results in overloading the drive's generator, leading to an often catastrophic failure. If this happens near Charon, for instance, it's pretty likely the crew will run out of provisions—and air—long before any rescue vessel comes along!

The drive can be repaired normally at a dry dock. Doing so while in the Dark requires a Repair roll at -4 and takes 2d6 hours per attempt (halve the time with a raise).

Due to the high speeds at which a vessel using its gravity drive travels, ships can't use it safely within the Belt. Impacting even a small asteroid is likely to cause cataclysmic damage to the vessel. Any pilot foolish enough to do so must make a Piloting roll every round or strike space debris, causing 6d6 damage to her ship. A Critical Failure results in 12d6 damage instead! The Belt is a bad place for chases!

NAVIGATION

Space is both very big and very empty. Getting around the Faraway system, even with a gravity drive, isn't quite as simple as finding one's way to the local market, and there's seldom anyone to ask directions if you do lose your way. Fortunately, even the lowliest spaceships have fairly advanced computers, and most space stations, outposts, and planetary bases have navigational beacons a ship's systems can home in on to make it easier.

Nevertheless, successfully plotting a course from one point to another in the Faraway system requires an Electronics roll and 1d6 hours (halve the time with a raise). Failure leads the ship astray and increases the time to 1d4 days.

The roll is modified according to the destination, as shown on the **Faraway Navigation** table. A navigator usually conducts these calculations before lift-off, but it's possible to complete during the time the ship is leaving its current gravity well if pressed for time.

FARAWAY NAVIGATION

MODIFIER	DESTINATION
—	Banshee, Tunnel Station, other planet, orbital station
-2	Deep space station, Belt facility, outer planet moon
-4 (see below)	Undocumented location without a nav beacon.

Unknown Locations: As the table shows, it's possible to travel to a location without a nav beacon, assuming she has a general idea where to go. In these cases though, failure means the vessel only arrives in the destination's general vicinity. She'll have to use her sensors or luck to pinpoint her actual target, which might be thousands of miles away from her arrival point, hidden by asteroids, or obscured by electronic jammers (in the case of pirate strongholds). Assuming a decent sensor suite and something to detect, this takes a successful Electronics roll and d4 days (2d6 hours with a raise).

SYSTEM TRAVEL TIMES

Exact mileage doesn't really matter as much when all the numbers have six or more zeroes behind them, so to keep things moving as quickly as possible, distances within the Faraway system are usually measured in the time it takes to travel them.

Planets being what they are, they're constantly in motion around Faraway, and none of them are orbiting the star at the same speed as the others. Sometimes they're on the same side of the star, and sometimes they're on opposite sides.

Each planetary orbit has a base number assigned to it, as shown on the **System Travel Table** below. Find the value for both the starting point and destination. Subtract the lower orbit value from the higher orbit value. Roll the die (or dice) listed for the orbit with the lowest value on the System Travel Table and add it to the difference to determine the total time required for the voyage.

For example, a trip from Banshee (value 3) and Tunnel Station (value 4) can take anywhere from 2 to 9 days (1 + 1d8 days) depending on where the two are relative to

each other in their respective orbits. These times include the half-day under normal power at each end of the journey. A ship's navigator knows the length of the voyage when he computes the course, so the time necessary to complete it isn't a surprise for the crew.

Once a travel time to a particular destination has been determined using this method, it doesn't change significantly until at least a month has passed and the planets' relative positions have shifted. Even then, it only varies in increments of a day or so as the two celestial bodies draw closer to or farther away from each other.

SYSTEM TRAVEL

ORBIT	VALUE	DIE
Cinder	0	1d4
Ash	1	1d4
Azreel	2	1d6
Banshee	3	1d8
Tunnel Station	4	1d10
Belt	5	1d12
Chanoukara	5	2d8
Johnson's Folly	7	2d10
Charon	13	3d12

LIMPING ALONG

For ships trying to make interplanetary journeys without functional gravity drives, the situation is much longer—much, much longer. Multiply the final result by 30. That means a ship traveling from Tunnel Station to Banshee takes at least 60 days to complete the journey, and that's when the two are at their closest proximity!

Very few vessels carry enough fuel, provisions, or even oxygen to make journeys of that length, so all but the most foolhardy captains make sure their gravity drives are well maintained.

> **KEEP YOUR SUIT UP, SONNY. AIN'T TOO MANY REPLACEMENTS THESE DAYS, AND DECOMPRESSION IS A BAD WAY TO GO.** _

-SONNY, A BELT MINER

SPACESHIP COMBAT

Fights between spaceships use the **Chase** rules (see *Savage Worlds*).

Any time the rules refer to Piloting rolls, it covers any kind of maneuvering. Large vessels and up usually have full bridge crews, not just a lone rocket jockey running the show. In that case, the roll is Electronics instead, as a computer system on the bridge is controlling the ship's actual movements rather than a pilot.

GRAVITY DRIVES

Gravity drives can't be used in combat situations. Although very small course corrections, such as those to avoid uncharted asteroids or debris, are possible while the drive is operational, the type of maneuvering necessary to battle simply isn't. Ships using gravity drives can only engage in Chases, not actual **Dogfights & Duels**, (see *Savage Worlds*).

If a Critical Hit results in an Engine hit, roll a die. Odd, the gravity drive is damaged instead, rendering it inoperable until it's repaired. If the ship is currently traveling at gravity drive speeds, the loss of the drive forces it to drop to its normal Top Speed. Fortunately, this rapid deceleration occurs simultaneously with the loss of the inertial damper, so the crew isn't turned into random wall art by the tremendous shift in velocity.

Gravity drives are internal to their vessel and cannot usually be targeted otherwise.

OUT OF CONTROL & CRASHES

Space is big, but it's also pretty empty. If a roll on the **Out of Control** table indicates a Minor or Major Collision in deep space, the vehicle loses its next turn as usual, but the Game Master decides if it suffers a Collision (and thus Wounds and Critical Hits). Space is big, but fights occasionally take place at close quarters depending on the situation. See the **Out of Control** table in *Savage Worlds* for more information.

If the fight takes place in the Belt, around a space station, or in a debris field, treat Collisions normally.



NO MAN'S LAND

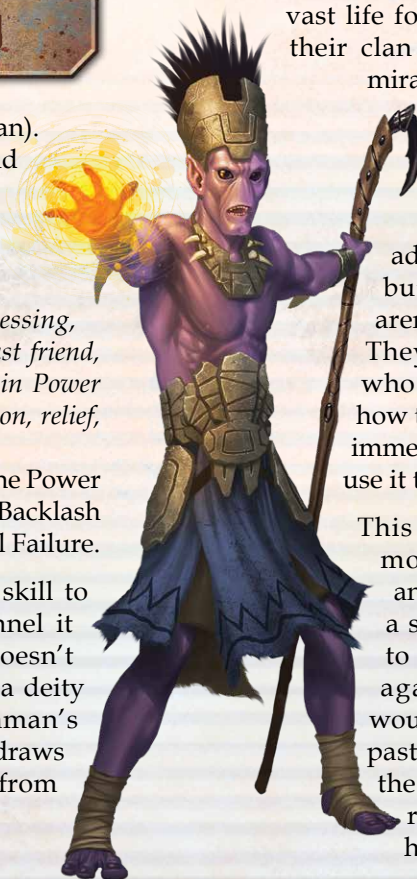
Now we enter No Man's Land and learn the arcane secrets of the Faraway system. Talk to your Marshal first about playing any of these character types, but once you've got the go-ahead there's much to learn...

ANOUK SHAMANS

- **EDGE:** Arcane Background (Shaman). This counts as Arcane Background (Miracles) for Power Edges.
- **ARCANE SKILL:** Faith (Spirit)
- **STARTING POWERS:** 2
- **POWER POINTS:** 15
- **AVAILABLE POWERS:** *Banshee's blessing, Banshee's howl, Banshee's rage, beast friend, bolt, boost/lower Trait, burrow, drain Power Points, healing, invisibility, protection, relief, sloth/speed, stun, warrior's gift*
- **BACKLASH:** The shaman expends one Power Point and rolls on the Dynamic Backlash table in *Savage Worlds* on a Critical Failure.

An anouk shaman uses her Faith skill to access Banshee's power and channel it through her. The living planet doesn't consciously grant this energy like a deity responding to a priest; the shaman's natural affinity and training simply draws it from the surface like electricity from a battery.

Other anouks look to anouk shamans as healers, wise counselors, judges, and living repositories of a clan's history. These individuals have an intense personal connection to Banshee itself—so strong, in fact, that they can tap into the planet's vast life force to perform acts their clan mates perceive as miraculous.



Their affinity for the planet often leads them into the role of spiritual advisors for their clan, but anouk shamans aren't religious figures. They're simply those who have best learned how to tap into Banshee's immeasurable power and use it to help their tribe.

This awareness leads most (but not all) anouk shamans to feel a strong responsibility to protect the planet against those who would harm it. In times past, the Skinnies were the greatest threat. In recent years, it's been human colonists.

LEAVING THE NEST

Anouk shamans can activate powers and recharge Power Points naturally on Banshee. Since the humans arrived, some shamans have ventured off-world and discovered they could not use their powers or recharge their Power Points unless they take a piece of Banshee with them.

Anouk shamans can maintain their link with Banshee as long as they have tannis stone with them. To activate powers, they must have at least as many ounces of tannis as they need Power Points to activate the power (including any Modifiers).

Similarly, they can recharge a number of Power Points per hour equal to the number of ounces of tannis they carry (up to their usual recharge limit; i.e. five per hour normally, 10 per hour with Rapid Recharge, or 20 per hour with Improved Rapid Recharge).

AZULI

Shamans sometimes gift their clanmates with special gifts, called *azuli*, that allow them to cast powers as if they were shamans as well. While no special shape is required, most use their Tannis Touch to fashion them into necklaces, bracelets, crowns, anklets, or weapons.

In game terms, shamans may take the Artificer Edge, but only anouks or those with the Banshee Born Edge may activate the devices they create.

Each item cannot be imbued with more Power Points than it has tannis stone (in ounces). A sword with 10 ounces of tannis wound through it, for example, could contain up to 10 Power Points of powers via the Artificer Edge. See Artificer and Arcane Devices in *Savage Worlds*.

TRAPPINGS

Many anouk shaman powers produce no visible effect, particularly those of a defensive or recuperative nature. Offensive powers usually manifest as natural phenomena. An anouk shaman's *bolt* power is crackling green lightning, while *Banshee's howl* appears as a violent tornado.

NEW SHAMAN POWERS

Shamans have access to three new powers:

BANSHEE'S BLESSING

Rank: Novice

Power Points: 5

Range: Self

Duration: 5

Banshee's blessing makes anouks and other chosen allies resistant to harm and resilient in the face of extreme danger.

The power creates a dome of barely visible violet energy in a Large Burst Template centered on the shaman. All friendly characters within the template gain +2 Toughness, or +4 with a raise. Any anouk or Banshee Born characters also gain the Hardy monstrous ability (see *Savage Worlds*)!

Banshee's blessing doesn't stack with *protection*. Each has its own advantage depending on the tactical situation—protection allows more flexibility. Banshee's blessing is stronger in certain situations but requires the group to bunch up, making them more vulnerable to area effect attacks.

BANSHEE'S HOWL

Rank: Seasoned

Power Points: 5

Range: Spirit × 2

Duration: 5

This power focuses Banshee's turbulent winds into a violent storm that disrupts the shaman's foes. The anouks call such clouds the *tornakijkdo*.

With success, the caster places a Large Blast Template anywhere within Range. Anyone touched by the template is Distracted, and Vulnerable with a raise (the status is removed at the end of their turn after exiting the storm).

Once per turn, the shaman may move the storm up to 12" (24 yards) each round as a free action.

MODIFIERS

- **TORNAKIJKDO (+3):** The area of effect is 25" (50 yards) in diameter and 50" (100 yards) high. Flying vehicles caught in the storm must make a Piloting roll or crash into the ground for 4d6 damage.

BANSHEE'S RAGE

Rank: Novice

Power Points: 2

Range: Spirit

Duration: 5

Banshee's rage grants the recipient one additional Action Card at the beginning of each round, or two with a raise. It stacks with all other abilities that grant additional cards.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one character for 1 additional Power Point each.

BREAKERS

- **EDGE:** Arcane Background (Breaker); may not take Power Edges from *Savage Worlds* except Channeling, New Powers, Power Points, Power Surge, and Rapid Recharge.
- **ARCANE SKILL:** Transmute (Smarts)
- **STARTING POWERS:** 3
- **POWER POINTS:** 10
- **AVAILABLE POWERS:** *Blast, blind, bolt, burst, confusion, damage field, deflection, dispel, ghost in the machine, havoc, haywire, object reading, stun*
- **EVERYTHING BREAKS:** Damage against an object with a Hardness score can't usually Ace, but it does for a breaker using a damaging power (*blast, bolt, burst, damage shield*, etc). Targets with Heavy Armor are more resistant and require the Heavy Weapon Power Modifier to affect.
- **SPECTRAL IMAGER:** Breakers have a cybernetic eye that works in conjunction with their nanobot diffusion system. It adds +2 to Science rolls where detecting something's composition is useful, and ignores penalties for Dim and Dark Lighting.
- **BACKLASH:** Roll on the **Instability** table (page 99) when a breaker Critically Fails a Transmute roll. (Do not roll on the **Dynamic Backlash** table.)

THE TRANSMUTATION PROGRAM

One of the most astounding advances since the opening of the Tunnel occurred at Hellstromme Industries "Lab." Under Dr. Vanessa Hellstromme's leadership,

the company revealed an experimental nanobot program that could break down scrap metal and equipment and rebuild it into much-needed parts, tools, and other material needs.

The desperate colonists rejoiced. There was plenty of scrap on the planet, especially after the World Storm, but what they lacked were manufacturing facilities and the infrastructure to create basic material necessities. HI's nanobots were the answer to their prayers.

Controlling the nanobots is tricky business, but Chairman Vanessa Hellstromme generously opened the company's "Transmutation" program to any and all applicants at no charge.

Those who wished to become a "transmuter," or "mute" as they would come to be called, could meet with HI scouts as they traveled about Banshee, or go directly to Tunnel Station if they had the means.

Applicants underwent a battery of tests designed to measure mental stability, knowledge, and natural aptitude. The top 1% or so were issued the cybernetic implants and a starter set of nanobots for their communities.

Once graduated and with cyberware installed, mutes could break down matter into basic raw materials and create tools, vehicles, and even weapons and spaceships. They became something like traveling wizards of legend, helping rebuild the basic machinery of communities, hospitals, Ranger stations, outposts, mining platforms, and more.

Then the EXFOR virus struck.

THE EXFOR VIRUS

In 2094, pirates attacked a Hellstromme Industries mining facility deep in the Belt. The miners resisted and the raid turned into a bloody massacre. A United Nations Expeditionary Force patrol moved in instantly. HI Security forces arrived soon after and a three-way firefight across the asteroid resulted in bloody carnage. No one agrees on exactly what happened on HR-71, now renamed "Carnage Rock," but when the smoke cleared, HI and EXFOR were at war.

General Warfield scolded HI officials, publicly stating that if they could no longer be trusted to protect their own people, he would. His marines took control of the valuable claim for “the good of Faraway” and established a permanent base there.

Faraway’s two greatest titans fought a series of skirmishes around the system for several weeks, with HI generally getting the better of it. To stem their tide of victory, EXFOR raided HI’s vaunted Lab and planted a virus that was supposed to disable their command and control. Somehow, the virus infected the transmutation program’s nanobots.

Overnight, mutes became “breakers,” and could no longer build, only destroy.

Some embraced their new life, employing their nanobot swarms as weapons or using their powers to destroy the technology of their foes. EXFOR is a common foe since they destroyed the mutes’ abilities, and so many have gone to the Reapers, paying Warfield back for his carelessness with deadly interest.

GHOSTS IN THE MACHINE

A few breakers swear the virus is no virus at all, but something far more sinister. They claim the bots have almost human sentience, and the “virus” is actually some sort of madness. The truth of these particular rumors is something yet to be discovered (revealed to the Marshal on page 97).

MAN & MACHINE

CYBERNETICS

All breakers possess an ambient energy syphon, internal nanobot reservoir, nanobot diffuser, data port (ruined by the EXFOR virus), and spectral imager.

The energy syphon is implanted in the lower back and draws ambient energy from the environment to power the cybernetic suite.

The nanobot reservoir and diffuser are implanted in the breaker’s torso, above the kidneys. The diffuser tubes run from the reservoir through the arms to tiny holes at the base of her palms, ejecting nanobot swarms as needed.

The spectral imager replaces one of her eyes. It analyzes objects and determines their molecular composition, providing a +2 bonus to any Science roll where knowing the chemical makeup of a particular object might help. It also amplifies natural light, allowing the breaker to ignore penalties for Dim and Dark lighting.

HEALING

Nanobot hordes self-repair by breaking down trace elements in food directly from the host’s stomach. This is how breakers recharge their Power Points. Likewise, any damage to the cybernetic implants is repaired over time. Assume systems are repaired as the hero makes her natural healing rolls.

Battlefield medicine is a little tougher to perform on a breaker thanks to the intricate and invasive systems integrated into her body. A character attempting to administer aid to one is limited to the lower of his Healing or Repair skill. Magical healing, works fine. It’s magic, after all.

REDUCTION

A breaker’s nanobots break matter down to create something new from it. This takes time and isn’t useful in combat situations, but each minute reduces one pound of material to a fine powder. This requires no Transmute roll, just reasonable concentration.

TRAPPINGS

Though individual bots are too small to be seen with the naked eye, the cloud looks something like a four foot sphere of glittering, tiny insects. They buzz quietly as they zip back and forth in the air or travel to their target in a swarm.

NEW BREAKER POWER

Breakers have two new powers.

HAYWIRE

Rank: Novice

Power Points: 2

Range: Spirit

Duration: 5

A breaker’s ’bot swarm can sabotage all mechanical and electronic devices in a particular area with this power.

To do so, the breaker places a Medium Blast Template anywhere in Range. All Trait rolls made with a mechanical, electrical, or electronic item caught in any part of the area of effect are made at -2, or -4 with a raise.

Haywire has no effect on simple tools such as hammers, swords, or knives—only complex devices with moving or electric/electronic components.

As an action, and only once on his turn, the breaker may move the 'bot swarm (template) up to 12".

MODIFIERS

- **AREA OF EFFECT (+2):** For +2 Power Points *haywire* affects everything in a Large Blast Template.

GHOST IN THE MACHINE

Rank: Veteran

Power Points: 5

Range: Special

Duration: Instant

Every vehicle in *Banshee* has dormant nanobots inside, left behind from its creation, dropped from transmuted items brought on board, or even picked up in the dust of space, *Banshee*, or the Belt.

Breakers with this malicious power can wake the 'bots and use them to create mischief in the target vessel, whether it's a land vehicle, boat, or starship.

When cast successfully, a target vessel suffers an immediate Critical Hit, or two with a raise. A Chassis hit means its next Boating, Driving, or Piloting roll is made at -2 (-4 if rolled twice on a raise effect).

The breaker must either be in direct, physical contact with the target vehicle or transmit to it (with a transmission time of less than one second) via standard communications gear at a -2 penalty. This means the Range is either Touch (physical contact) or that of the communications equipment he has access to (up to 186K miles in space given the speed of radio waves in a vacuum).



GUARDIANS

- **EDGE:** Guardian
- **REQUIREMENTS:** Wild Card, Novice, Spirit d6+
- **BANSHEE'S CHAMPION:** All Guardians are Driven (Major) to protect Banshee and its creatures.
- **HEALING:** Thanks to his connection to Banshee's powerful life force, a Guardian makes natural healing rolls every day instead of every five.
- **RESILIENCY:** The life energy of a Guardian is magnified by its tether to Banshee. This gives her +1 Toughness and +2 to Vigor rolls to resist Fatigue, poison, and disease.

Guardians are chosen by Banshee to be her champions. The living planet doesn't discriminate between humans and anouks when selecting Guardians—all sapient life may serve. A potential candidate must have the planet's best interests at heart to be chosen. Whether a new Guardian really understands that or not might take some time, but overall, she works to eliminate the Skinnies and stop anything that might permanently harm Banshee and the life that dwells upon it.

The second requirement—and this is where it gets a little tricky—is the character must die.

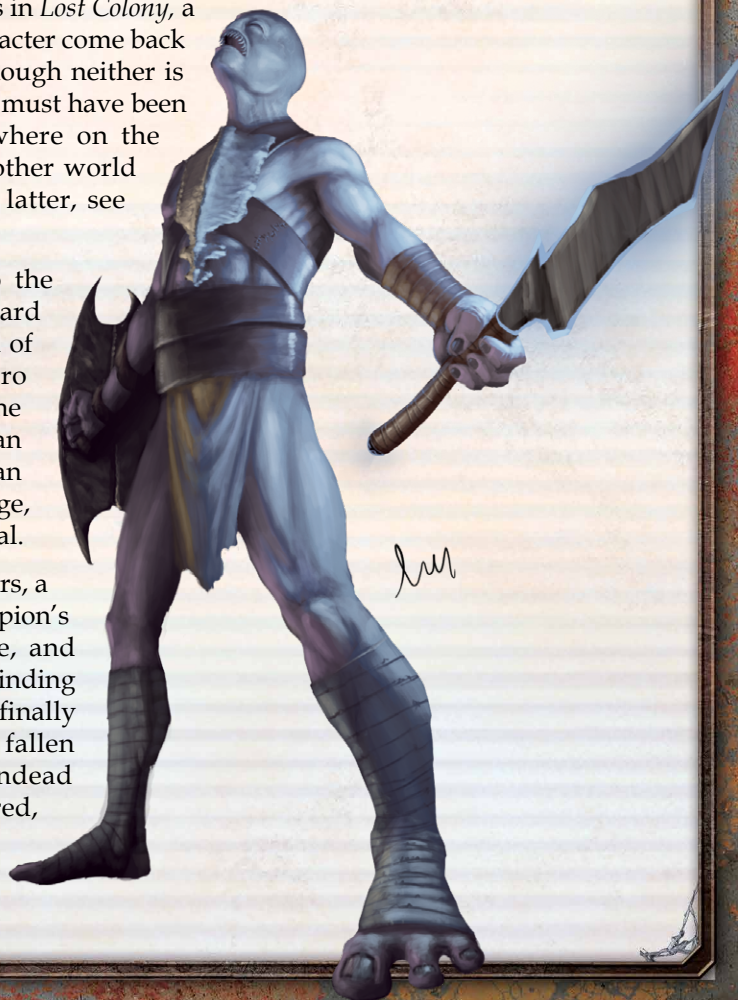
BECOMING A GUARDIAN

Starting characters who take the Guardian Edge have already passed and been chosen as protectors by Banshee. Those who pass *during* play must choose how they want to come back—if fate allows them to do so.

Immediately after a character dies in *Lost Colony*, a player may choose to have his character come back as a Guardian or a Harrowed—though neither is guaranteed. If the former, the hero must have been generally good and died somewhere on the planet (not in space or on some other world in the *Deadlands* universe). If the latter, see **Harrowed** on page 76.

After announcing his choice to the Marshal, the player draws one card from a fresh Action Deck for each of his hero's Ranks (a Seasoned hero draws two cards, for example). If the player chose Guardian, he draws an additional card if his character is an anouk or has the Banshee Born Edge, and one more if he's Heroic or Loyal.

If any of the cards drawn are Jokers, a violet wind swirls around the champion's remains, dragging in sand, stone, and other debris from the area into a blinding storm of arcane energy. When it finally abates a few seconds later, the fallen hero stands reborn. He's not undead but is instead fully healed, restored, and alive.



The Guardian retains any physical Hindrances he had but all other injuries (including Permanent Ones incurred during play) are healed.

The cost for this miracle is embedded firmly in his psyche forever after—protect Banshee. A Guardian can still hunt Banshee's animals, cut down trees, mine tannis, and even kill other beings when necessary. The planet takes little notice of small needs and offenses. Instead, the Guardian is compelled to protect the world from global threats like the destruction of entire forests, poisoning of its rivers, the corruption of the Skinnies, genocide, or rampant slaughter.

Banshee also abhors ghost rock. Guardians who come into physical contact, or near significant amounts of it (GM's call), are automatically Fatigued and remain so for an hour after it's no longer present.

LEAVING HOME

A Guardian's connection to Banshee fades if he leaves the Faraway System. After one Banshee year (700 Earth days), he loses all his abilities, including resistances, additional Toughness, Healing, and any Guardian Edges he may have (see below). His powers return when he reenters Banshee's embrace.

GUARDIAN EDGES

THE BALLAD OF LIFE

Requirements: Veteran, Guardian

The Guardian sings a ballad of his people and their struggles and spends a Benny. All anouks, Guardians, or Banshee Born within 12" (24 yards) may immediately make a natural healing roll.

BANSHEE SCREAMS

Requirements: Heroic, Guardian

The Guardian lets out an ear-piercing shriek that mimics Banshee's howling winds. The character spends a Benny and makes an Athletics roll to issue a terrifying scream in the shape of a Cone Template. Those within must make a Vigor roll at -2 or be Stunned and have the Hard of Hearing (Major) Hindrance for the next hour.

BLOOD SONG

Requirements: Seasoned, Guardian

The Guardian spends a Benny and sings a dramatic song of fierce tribal victories long past. For the next five rounds, she adds +2 to all her damage rolls.

MARTYR

Requirements: Novice, Guardian

As an action, a Guardian can touch another and transfer one or more of their Wounds to himself. He doesn't take on any other states or effects, such as poison, disease, Shaken, or Stunned conditions. He can take on enough Wounds to Incapacitate himself, but no more.

SUPERNATURAL ATTRIBUTE

Requirements: Novice, Guardian

This Edge permanently improves any one of the hero's attributes two die types (a d6 becomes a d10, a d12 becomes a d12+2, and so on). This Edge may be taken up to five times, but only once for each attribute.

This increases the Trait's limit and the limit of any linked skills a like amount.

STONE SKIN

Requirements: Novice, Guardian

The Guardian's Toughness permanently improves by +2.

TANNIS BOMB

Requirements: Heroic, Guardian

As an action, the Guardian may spend a Benny to charge a piece of tannis with lethal energy. This requires at least eight ounces of tannis. Using larger samples has no additional effect. The "bomb" retains its charge indefinitely and detonates only when the Guardian wills it to (a free action). It can be thrown like a grenade (Range 5/10/20, Medium Blast Template) for 2d6 damage (3d6 with a raise on the Athletics roll).

WIND SONG

Requirements: Heroic, Guardian

The Guardian may communicate with someone she knows, anywhere on the surface of Banshee. The recipient hears the hero's voice in the wind, distant but clear.

HARROWED

- **EDGE:** Arcane Background (Harrowed)
- **REQUIREMENTS:** Wild Card, Novice, human (anouks cannot be Harrowed), Spirit d6+
- **HARROWED EDGES:** Demonic power grants the character access to Harrowed Edges.
- **LET THE DEVIL OUT:** The Harrowed embraces the demon's power, though it may cost him his soul. See **Dominion** on page 77.
- **UNDEAD:** +2 to Toughness and Spirit rolls to recover from Shaken, ignore additional damage from Called Shots except to the head, ignore 1 point of Wound penalties, doesn't breathe, immune to disease and poison, don't Bleed Out, and are only permanently slain by destroying the brain.

DROGGED FROM THE EARTH

Very rarely, when a spacer's number comes up, an evil spirit from the Hunting Grounds captures the departing soul, drags it screaming back into the corpse, and helps it crawl back out of the grave—whether the host wants to or not!

The demon not only brings the deader back, but slowly grants its host powers as well. These particular type of undead were named the Harrowed, or literally “dragged from the earth.”

A surge of Harrowed arose in the Old West, during the Reckoning—and a few of the crusty old souls are still around. Native Americans called the demons that inhabit them “manitous,” which was a bit more tolerable to those few in the know and the name stuck.

These graveyard rejects are rare in the Faraway system. Banshee's “Guardians” are more common among heroes, leaving mostly troubled souls fair game for the manitous.

BECOMING HARROWED

Players can take the Edge to have a hero begin the game Harrowed, but every Wild Card has a chance to join their deathly ranks just by getting killed!

When a hero dies, and still has most of a brain intact, the GM shuffles the Action Deck

and deals one card for each of the hero's Ranks. If a Joker comes up, the hombre's on his way back from the boneyard. If he was basically good *and* on the planet of Banshee, he can choose to come back as a Guardian instead (see page 74). Anywhere else, a Joker means he's coming back from the Hunting Grounds with a demon by his side.

THE UNLIFE OF A HARROWED

To say a Harrowed's life has its ups and downs is probably the understatement of the year. Sure, being a walking corpse has its advantages—it is really hard to kill something that's already technically dead, after all—but on the other hand, there's the whole “being a walking corpse” aspect to consider as well.

DEATH WOUNDS

Although the Harrowed's “death wound” is healed when he rises from the dead, it always leaves some scar or deformity. A hero who died in the vacuum of space, for example, might have permanent spider veins where they ruptured from decompression. One who had his throat slit might have a ragged scar that never fades.

DECAY

Harrowed have pale, pasty skin. The manitou sustains its host body, so it doesn't rot further, but it doesn't really invest a lot of effort in the little details like odor. Any spacer within a couple of feet or so of a Harrowed can pick up the smell of decay with a Notice roll.

A Harrowed can hide the smell for a few hours by pickling himself with a quart or so of liquor. He smells like a drunk, but at least he doesn't smell like a dead drunk.

Animals, both terrestrial and from Banshee, can always tell something's grotesquely amiss, pickled or not. Dogs growl, horses stamp nervously, and chanouks might just attack. Riding rolls and any other rolls involving the cooperation of natural critters suffer a -2 penalty.

Harrowed can't reproduce, in case you were wondering. The spark of life is gone. Worse, they can't even have fun trying. Males simply can't...perform, and females

draw no more pleasure from it than a trip to the doctor's office.

DOMINION

The manitou's goal is to eventually take over the host completely. It can take occasional control in the meantime, but it takes a great amount of energy when the host resists.

But occasionally the demon can talk the Harrowed into *giving* it control in exchange for a burst of infernal power. This is called "letting the devil out," and adds +d6 to all Trait and damage rolls for the next five rounds!

In return, the Harrowed must roll on the **Dominion** table on page 103 immediately (or draw a Dominion card if you have them—shuffle after each draw). The Harrowed can let the devil out as often as she likes, but bonuses don't stack and she must roll (or draw) each time she turns her demon loose.

A Harrowed's initial Dominion score is equal to her Spirit die type when she kicked the bucket. If a Harrowed's Dominion is ever reduced to zero, she becomes a murderous villain under the Marshal's control.

Some results on the Dominion table allow the manitou to do some pretty bad things. They might do this right away, or they might bide their time till an opportune moment presents itself. When that happens, the Harrowed's consciousness is suppressed and the demon is in charge. It might act like the Harrowed, sneak away to commit some diabolical deed, or prod lowly mortals into killing each other. The host won't know or remember a thing unless the manitou tells him afterward!

FOOD & DRINK

Harrowed need to eat a pound of meat—fresh or carrion—every day to sustain their unlives. Failure to do so risks **Fatigue** from **Hunger** (see *Savage Worlds*), but it can't lead to death—they just collapse until someone manages to stuff some fresh meat down their dessicated gullet. They don't need water at all, which can be handy, especially in deep space or a Banshian desert.

Deaders can't get drunk—which helps with the whole "pickling" thing we talked about—and aren't affected by normal drugs or poison.

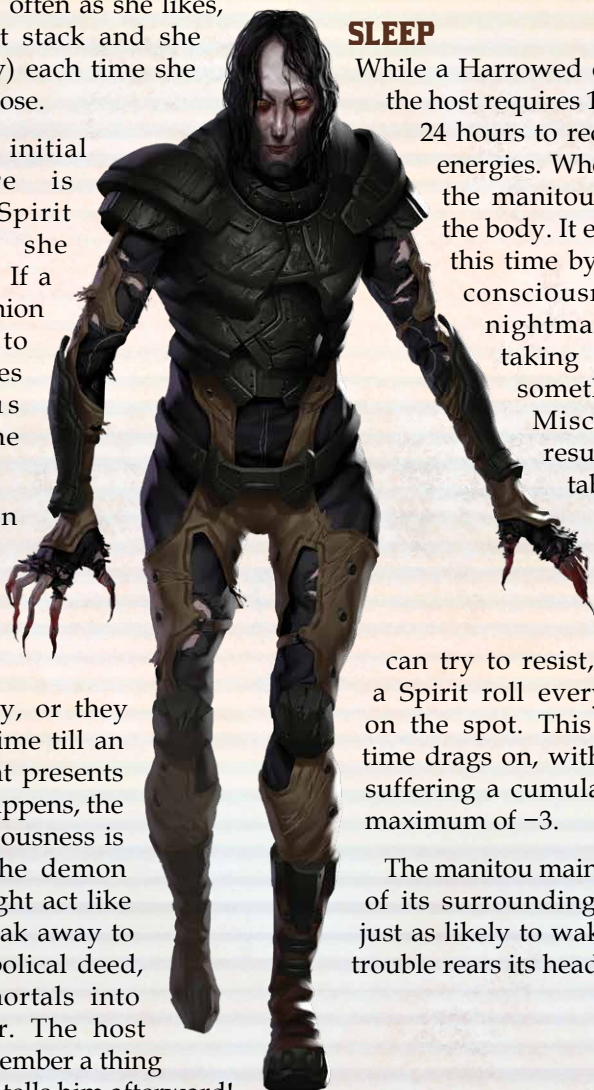
Finally, Harrowed can't catch normal diseases. Supernatural diseases and effects are fair game, though. The Reckoners have a funny sense of humor sometimes.

SLEEP

While a Harrowed doesn't need to sleep, the host requires 1d6 hours of rest every 24 hours to recharge its malevolent energies. When it's time to "sleep," the manitou simply shuts down the body. It entertains itself during this time by subjecting its host's consciousness to her worst nightmare or occasionally taking it for a walk to do something nasty (per the **Mischief** and **Murder** results on the **Dominion** table, page 103).

A Harrowed can't simply take a stimulant to stay awake. The hero can try to resist, but she must make a Spirit roll every hour or keel over on the spot. This roll gets harder as time drags on, with each additional roll suffering a cumulative -1 penalty to a maximum of -3.

The manitou maintains some awareness of its surroundings, so a Harrowed is just as likely to wake up as other folks if trouble rears its head.



WHAT THE HELL WAS THAT?

Common folk are inherently wary of the Harrowed. Their attitudes are generally Unfriendly and Persuasion rolls to bargain with them suffer a -2 penalty. This drops to Hostile and -4 if they saw the Harrowed do something truly grotesque or horrific.

On the plus side, being Harrowed counts as the Requirement for the Menacing Edge (see *Savage Worlds*).

UNDEATH

It should come as no surprise that living dead are fairly resilient. Harrowed add +2 to recover from Shaken, and don't suffer Fatigue from Hazards they're immune to, such as those related to breathing. They suffer Wounds normally, but ignore one level of Wound penalties. If Incapacitated, roll Vigor as normal. If they "die" from anything other than a head shot, they're only put down for 1d6 days, after which they wake up with three Wounds.

Harrowed can only be killed by destroying the brain. If that's mush, the manitou can't control the corpse's functions and it's all over for both parties—the Harrowed is truly dead, and so is the manitou.

Because of all this, Harrowed don't Bleed Out. If the hero fails his Vigor roll, he's suffered enough physical punishment to put him out of action for 1d6 days (1d6 weeks on a Critical Failure).

HEALING

Harrowed who get their daily requirement of meat may make a **Natural Healing** roll every five days as usual. The deader must physically stitch herself up somehow (needle and thread, duct tape, etc.), they can even reattach body parts (assuming they aren't disintegrated).

The very existence of these walking corpses is an affront to Banshee. No beneficial magic from anouk shamans or Guardians—including *healing*—affects them, though detrimental or damage-causing powers work just fine.

Harrowed can't become Guardians, nor can Guardians become Harrowed if killed a second time.

HARROWED EDGES

A host slowly learns powers drawn from the unholy creature inside. These manifest as Harrowed Edges.

CAT EYES

Requirements: Novice, Harrowed

The deader's eyes glow slightly in the dark, enhancing light and negating all Dim and Dark penalties.

IMPROVED CAT EYES

Requirements: Seasoned, Harrowed, Cat Eyes

The hero can see perfectly in the dark and ignores all penalties for lighting.

CHILL OF THE GRAVE

Requirements: Seasoned, Harrowed

The Harrowed radiates the icy chill of death in a Large Blast Template centered on herself. This costs a Benny and takes an action. Living beings in the template who aren't protected by cold weather gear, spacesuits, or the like, are automatically Vulnerable.

CLAWS

Requirements: Novice, Harrowed

The hero gains sharp claws that cause Str+d6 damage in combat. The Harrowed can extend or retract the claws as a free action.

IMPROVED CLAWS

Requirements: Veteran, Harrowed, Claws

The claws now inflict Str+d8 damage, AP 2.

GHOST

Requirements: Heroic, Harrowed

The Harrowed can become incorporeal at will. While ghosted, he's intangible but still visible, and magical attacks affect him normally.

The deader decides if he's corporeal or incorporeal at the beginning of his turn. This is a free action, but he must remain in that state until his next turn.

The deader is Distracted as long as he remains in ghost form, but may remain so as

long as he wishes. If he's Shaken, Stunned, or Wounded while incorporeal, he must make a Spirit roll or immediately become corporeal.

HELLFIRE

Requirements: Heroic, Harrowed

Raw, blazing fire blasts straight from the depths of Hell through the Harrowed's fingertips. This requires an action but may only be used once per turn. The attack uses the Athletics skill and Cone Template, and causes 3d6 to those unfortunate enough to be caught in the template. Hellfire may be evaded.

IMPLACABLE

Requirements: Heroic, Harrowed

Deaders are a tough and ornery lot fueled by the infernal power of demons. Eventually, some of 'em can take a hit that'd drop any normal spacer.

A deader with this Edge can take an extra Wound before he's Incapacitated. This stacks with the Tough as Nails and Tougher than Nails Edges, and her maximum Wound penalties are still limited to -3.

INFEST

Requirements: Novice, Harrowed

Like many aspects of nature, insects have spiritual counterparts in the Hunting Grounds. Manitous have a knack for controlling creepy-crawlies, and some pass this along to their hosts. A character with this icky ability can control swarms of biting or stinging insects. The creepy crawlers must already be present in the vicinity (GM's call), but the deader's swarm doesn't have to be composed of a single species.

To summon the swarm, she spends a Benny and calls forth a mass of spiders, roaches, and millipedes or whatever passes for such on Banshee into one wriggling, biting, unholy horde.

The Harrowed controls the swarm until it dissipates—once destroyed or after about five minutes.

See Swarm in *Savage Worlds* for the critters' statistics and Special Abilities.

SOUL EATER

Requirements: Veteran, Harrowed

Nothing about the Harrowed is pleasant. If they aren't eating something's flesh, preferably raw and wiggling, the demon inside often goes for pure life force instead.

If the Harrowed causes a Wound or more with a successful bare-handed Fighting attack (including Claws if he has them), he makes a Spirit roll at -2 immediately afterward as a free action. If successful, he heals one of his own Wounds (or a level of Fatigue, as he chooses). Inflicting multiple Wounds has no additional effect.

SPOOK

Requirements: Novice, Harrowed

Every so often, an unfortunate soul gets a glimpse of the thing that lives inside a Harrowed. Some run for the hills when they see it. Others might just give a little whimper. But everyone is affected by it, even the most stalwart Colonial Ranger.

As an action, a Harrowed can force a single target to make a Fear test at -2. The victim must be reasonably close or able to see the deader (GM's call), and the power can't be used on the same target more than once in the same general encounter.

If the Harrowed spends a Benny, every target within 12" is affected.

>YOU'RE A WHAT NOW,
DEBBI? A "GUARDIAN?" SO
WE BOTH WOKE UP FROM A
DIRT NAP AND I COME BACK
WITH SOME KINDA DEMON
WHISPERING IN MY NOGGIN.
YOU LOOK LIKE YOU JUST
DID A COVER SHOOT WITH
COLONIAL MAGAZINE. _

-THE KID

STITCHIN'**Requirements:** Novice, Harrowed

A character with this Edge heals damage much faster than others of his rotten kind. He makes natural Healing rolls every day, but must still consume a pound of meat for each attempt.

IMPROVED STITCHIN'**Requirements:** Veteran, Harrowed, Stitchin'

As above, but the Harrowed may make Healing rolls once an hour.

SUPERNATURAL ATTRIBUTE**Requirements:** Novice, Harrowed

This Edge permanently improves any one of the hero's attributes two die types (a d6 becomes a d10, a d12 becomes a d12+2, and so on). This Edge may be taken up to five times, but only once for each attribute.

This increases the Trait's limit and the limit of any linked skills a like amount.

WITHER**Requirements:** Novice, Harrowed

Wither is a horrifying ability that lets a deader unnaturally age her victim. As an action, the Harrowed must touch her target and make an opposed Spirit roll. If the undead wins, the victim's flesh and bone wither and decay, reducing Strength a die type to a minimum of d4 for one hour. With a raise, both Strength and Vigor are reduced a die type.

Multiple uses of Wither on the same target don't stack, but the Harrowed may make secondary attempts to get the raise effect.

>**LASSITER? I HEARD YOU WERE DEAD.**__

-**DEBBI DALLAS**

!>**IT DIDN'T TAKE.**__

-**LASSITER**

SYKERS

- **EDGE:** Arcane Background (Syker). This counts as Arcane Background (Psionics) for Power Edges.
- **ARCANE SKILL:** Psionics (Smarts)
- **STARTING POWERS:** 3
- **POWER POINTS:** 10
- **AVAILABLE POWERS:** *Barrier, beast friend, blind, bolt, boost/lower Trait, confusion, deflection, detect/conceal arcana, drain Power Points, empathy, farsight, fear, fly, havoc, healing (self only), invisibility, mind reading, mind link, mind wipe, protection, puppet, slumber, smite, speak language, sloth/speed, stun, telekinesis, telekinetic squeeze, wall walker.*
- **BALDNESS:** Syker powers burn out the user's hair follicles. It can be regrown if the syker ceases to use his powers, but begins to fall out quickly the moment he resumes. Many embrace their condition and sport elaborate skull tattoos.
- **BRAINBURN:** The syker expends one Power Point and rolls on the Dynamic Backlash table in *Savage Worlds* on a Critical Failure.
- **HANDS FREE:** Sykers can use their powers while Bound.
- **PARIAH:** All sykers on Banshee were recalled to Earth before the tunnel collapsed. Those still in Faraway are either deserters, outlaws, or EXFOR operatives. They have the Outsider (Minor) Hindrance among human and anouk society.

HISTORY

Early on, Texas Rangers and Agency operatives hunted down numerous strange creatures for study, interrogated countless users of various kinds of arcane power, and examined the enigmatic connection to ghost rock, looking not only for answers to how they channeled power from the Hunting Grounds, but how they could exploit it!

They also learned that eldritch energy was dangerous, unpredictable, and often had a way of snatching defeat from the jaws of victory in practical use.

Eventually, these various agents came to study martial artists, both those from the Far East and those who had migrated to North

America. Particularly skilled practitioners were able to tap directly into the Hunting Grounds without involving capricious manitous, spirits, or other denizens of extra-dimensional origins. Instead, these adepts channeled the energy through themselves via a combination of natural aptitude and rigorous mental training.

Building on the knowledge gained from the martial arts masters, several governments raced to create their own super soldiers. The first syker, Sgt. Alvin York of the United States Army, made his appearance on the battlefield of World War I in 1918. The world's other nations, fearing a "brain gap," weren't far behind in fielding their own psychic soldiers.

Sykers proved their value over the next century or so in several global and near-global conflicts, but it became clear that while they were a tremendous battlefield asset, they were most effective when employed in intelligence-gathering and black-ops capacities. By the mid-21st century, most every government and multinational corporation employed sykers as spies, commandos, and assassins.

FARAWAY

General Warfield requested large numbers of the psychic soldiers to help fight the skinnies, and the UN member nations responded with surprising support. He put the sykers to use immediately, not only opposing the alien horrors, but also helping quell dissent in the colony. Had he limited the brainburners' efforts to just thwarting the Reapers, few settlers would have taken issue with them. But the general also tasked his psionic reinforcements with rooting out troublesome colonists who didn't like how all anouks got lumped in with the skinnies.

The use of specially trained and uniquely talented assassins against their neighbors didn't sit well with many settlers—even those who didn't support the anouk sympathizer movement initially. And once EXFOR broke the back of the anouk resistance at Castle Rock, General Warfield retasked even more of his syker assets to handling "civil unrest."

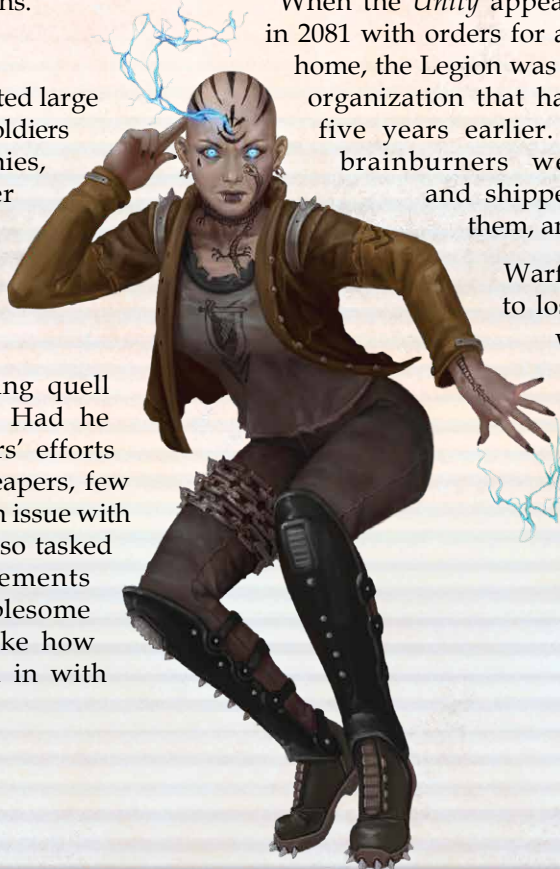
The end result was that most folks on Banshee, whether human or anouk, looked on the sykers with more than a little apprehension and distaste.

RECALL ORDER

The Legion was originally organized into 50 squads with 20 sykers each. Over the course of their tour on Banshee, EXFOR detailed many sykers to support other units or to individual assignments. A few squads were dismantled to provide reinforcements to other syker units, and some suffered catastrophic losses in combat and simply ceased to exist. Nearly a dozen squads vanished in the collapse of Castle Rock, for example, as the sykers were the tip of the spear in that particularly nasty fight.

When the *Unity* appeared in the system in 2081 with orders for all sykers to return home, the Legion was no longer the tight organization that had departed Earth five years earlier. The beleaguered brainburners were rounded up and shipped home. Most of them, anyway.

Warfield was reluctant to lose his most potent weapon, especially as resistance to EXFOR grew. So he kept a few particularly loyal veterans for the "protection of the colony."



FAMOUS SYKER SQUADS OF THE FARAWAY WAR

The Psychic Legion was divided into squads of around 20 individuals each. Here are some of the most famous:

- **BANSHEE BLASTERS:** A frontline combat unit who suffered greatly during the Red River campaign.
- **BLACK LIGHTNING:** Another frontline combat unit specializing in biokinetic powers. They were often called in to fight skinnies directly.
- **BRAIN DOGS:** Interrogation and long-range (psychic) communication.
- **DRAGONS:** The Dragons were originally assigned to the air cavalry. They'd drop in behind the enemy and panic them with their pyrokinetic powers.
- **FIGHTIN' 43RD:** Masters of strategy and tactics, the 43rd became one of the most dependable combat and rescue teams in the Red River Campaign.
- **FIREWALKERS:** These pyrokinetics went too far in the Faraway War, and carry some shame about the way they used their powers against the anouks.
- **LOKI'S THUNDERBOLTS:** The original Thunderbolts were from Scandinavian and northern European nations, and gave themselves their Nordic name. Like Loki, they were masters of infiltration and sabotage (and practical jokes on their fellow sykers!)
- **THE PHANTOM BRIGADE:** Assassins and spies trained in infiltration and espionage.
- **SCREAMING EAGLES:** An elite squad of sykers gathered from others. Generally considered the best of the best.
- **STAR SWANS:** An all-female outfit often called on to infiltrate and assassinate the Reapers.
- **VOODOO GURUS:** A mixed group with varied powers, named by their leader, Robert Grissom, who hailed from Louisiana. He died in the assault on Castle Rock.
- **WENDIGOS:** Investigators and sykokinetics famously tasked with studying the skinnies.

Other sykers saw no percentage in going back to Earth for what was likely another major war and just disappeared. Some also decided to stay to protect their friends or family. It was easy for any of these well-trained spies to implant false memories of their bloody demise, force some lowly official to alter or delete their records, or simply vanish into the untracked wastes and countless small settlements across Banshee.

The sykers remaining in Faraway are either under General Warfield's direct control or wanted as deserters by EXFOR. A rare few developed their talents afterwards and received training from these grizzled vets.

TRAPPINGS

Syker offensive powers are usually invisible unless they use pyrokinetic energy. Defensive powers are similarly difficult to spot—the *armor* power is a nearly imperceptible, shimmering aura of energy, for example.

Other purely psychic powers, such as *mind reading* or *mindwipe*, have no visual effects. However, a syker must concentrate quite heavily to use these, which may tip off any observer in the know.

SYKER EQUIPMENT

Many governments and military-industrial corporations developed a wide variety of gear and drugs to enhance or complement syker abilities. A few stashes remain in the Faraway system, either hoarded from before the Legion departed or in the hands of EXFOR.

AMANITROL

This sykertropic drug is made from common Earth mushrooms and fungi transported to Banshee while the Tunnel was still open. EXFOR is the primary producer of Amanitrol and doesn't release it for sale, but a few crude labs have managed to replicate the formula.

The drug focuses a syker's concentration, increasing her Psionics two die types. This decreases the syker's coordination, however, so she subtracts 2 from all Agility and Agility-based skill rolls until the drug wears off 30 minutes after it's consumed.

Cost: \$100/dose, **Scarcity:** Rare)



BANSHEE STONES

Referred to as sykolite by Earth geologists and Banshee stone by most sykers, both are actually tannis rock invested with dark energy by skinnies!

Depression and anger are common issues with those who carry them. A Critical Failure when drawing on a Banshee Stone gives a syker the Thin Skinned (Minor; Major if the syker already has the Minor version) Hindrance.

Banshee stones provide one Power Point for each ounce in weight. Each stone recharges at the rate of five points per hour, but if ever drained to zero, loses one point permanently.

Banshee stones are hard to come by since no skinny willingly gives them up, and the general populace can't tell the difference between an energized piece of tannis and a lump of rock. The few who know what they have hold them very dear.

Cost: \$1,000/Power Point, **Scarcity:** Unique, only available at the Marshal's discretion

RED

Red is a powerful sykertropic produced from a native Banshian plant. Most experienced sykers steer clear of it due to its addictive properties, but the boost it provides is often too tempting for greenies to ignore. Only the relative rarity of sykers in the Faraway system keeps Red from becoming a major black market item.

A dose of Red automatically gives the syker 10 Power Points (multiple doses don't stack).

Addiction: Each time a syker takes a dose of Red, she must make a Spirit roll. Failure means it works as usual but she's Fatigued. A Critical Failure means she's Fatigued and gains a Habit (Minor) for Red, or a Major if she already has a Minor Habit.

If Fatigue from Red causes Incapacitation, the syker's brain is permanently fried and she becomes a horror known as a "Red Zombie" (a Walkin' Dead, page 193, which retains the syker's Psionics skill and powers).

Cost: \$200/dose, **Scarcity:** Rare

TSAR

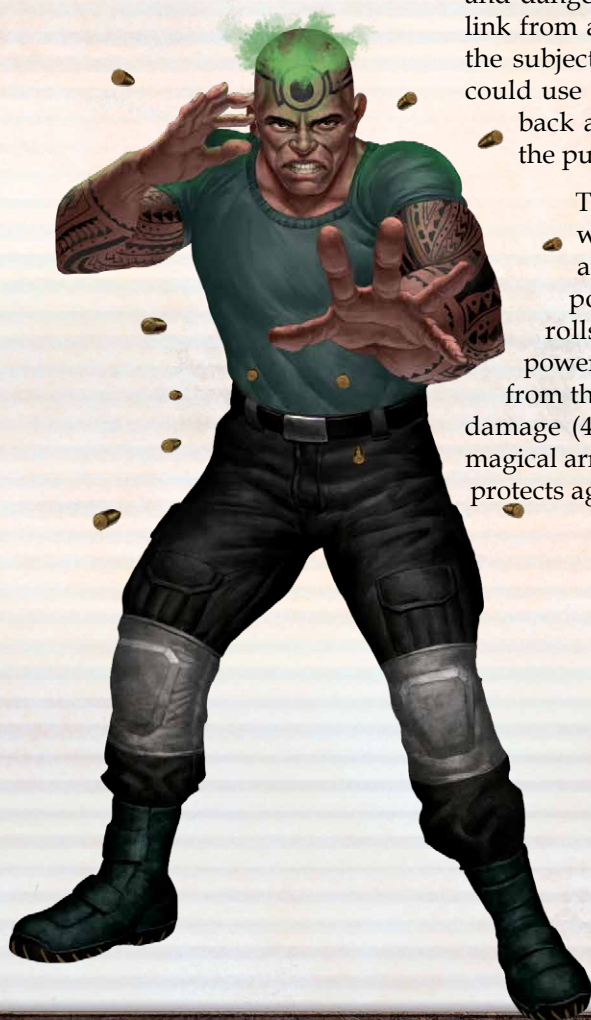
The Telepathically Sensitive Assault Rifle was manufactured by Hellstromme Industries back on Earth. While Tunnel Station doesn't have the facilities to manufacture more, a few were left in system when the *Unity* departed.

The top part of the rifle is an ordinary M-21 assault rifle (Range 20/40/80, Damage 2d8, AP2, RoF 3, Three Round Burst).

Slung under the barrel is a gyrojet launcher (Range 24/48/96, Damage 2d10, RoF 1, Reload 2).

Electrodes from the rifle attach directly to the syker's bald head and let her use her Psionics to fire instead of Shooting.

When firing the gyrojet, a syker who doesn't move on her turn may spend a Power Point to fire as if she used the full Aim maneuver (see *Savage Worlds*) against any target with a mental signature.



Only a small number of sykers arrived in Faraway armed with TSARs—mostly from the United States—and most of those went back to Earth when the *Unity* recalled the Legion. The few that remain are always in the hands of another syker and never found for sale on the open market.

Cost: \$3000, **Scarcity:** Very Rare. Ammo is \$200/round, Scarcity is Very Rare.

SYKER POWERS

Below are two new powers Banshee sykers have access to.

BACKWASH

Rank: Seasoned

Power Points: 3

Range: Smarts ×2

Duration: Instant

This dangerous and highly-specialized power allows a syker to send a powerful and dangerous surge along a supernatural link from a target to its source. If an ally is the subject of *puppet*, for example, a syker could use backwash to send a mental blast back along the psionic link and attack the puppeteer.

The syker chooses a character within Range who is currently affected by another character's power, benign or otherwise and rolls Psionics. If she's successful, a powerful blast of psychic energy travels from the target to the caster, causing 3d6 damage (4d6 with a raise, as usual). Only magical armor (such as the *protection* power) protects against this psychic surge.

TELEKINETIC SQUEEZE**Rank:** Seasoned**Power Points:** 3**Range:** Smarts ×2**Duration:** Instant

Some sykers have refined their telekinetic powers to the point they can target specific parts of a foe's body. *Telekinetic squeeze* allows them to pull, twist, and tear at bones, internal organs, and other vitals, often leaving a victim nothing but a mangled pile of bloody flesh and broken bones. Among the more bloody-minded, this power is sometimes called "bone ripper" or "Aztec surprise;"

the last coming from the ability of a few to actually rip their victims' still-beating hearts out of their chests!

Regardless of how it manifests, the attack is an opposed roll between the syker's Psionics and the victim's Vigor. Because the refinement necessary to execute an attack on unseen internal organs is so precise, the syker suffers a -2 penalty to her Psionics roll. Success inflicts 2d10 damage that ignores all but arcane armor. A raise adds a bonus die as usual.

Telekinetic squeeze doesn't affect undead, constructs, or other creatures without biological systems.

> I MET VANESSA HELLSTROMME ONCE. COULDN'T HELP BUT TRY AND READ HER MIND. RUDE, I KNOW, BUT... SYKER.

CAN'T EXPLAIN WHAT I SAW THERE, BUT IT WASN'T NATURAL. AND IT SURE WASN'T *GOOD*.

-LUKAS, FORMER SYKER FOR THE BRAIN DOGS

NEW POWER SUMMARIES

ITEM	RANK	POWER POINTS	RANGE	DUR	SUMMARY
ANOUK SHAMAN MIRACLES					
Banshee's Blessing	N	5	Self	5	+2 Toughness (+4 with raise) in LBT; anouks/Banshee Born become Hardy.
Banshee's Howl	S	5	Spirit×2	5	Targets in LBT are Distracted (and Vulnerable with a raise).
Banshee's Rage	N	2	Spirit	5	Target draws one additional Action Card, or two with a raise.
BREAKER POWERS					
Haywire	N	2	Spirit	5	Trait rolls made with mechanical, electrical, or electronic devices are made at -2 (-4 with a raise), in an MBT.
Ghost in the Machine	V	5	Special	Ins	Causes a Critical Hit on a vehicle of some sort (two with a raise). Breaker must be in contact physically or transmission Range.
SYKER POWERS					
Backwash	S	3	Smx2	Ins	Causes 3d6 damage against a rival caster currently affecting another with an arcane power.
Telekinetic Squeeze	S	3	Smx2	Ins	Opposed roll of Psionics -2 versus target's Vigor. If successful, the victim takes 2d10 damage (+d6 with a raise), ignoring all but arcane armor.





MARSHAL'S BACKGROUND

There's a lot going on in the Faraway system, and almost nobody knows the full story. To fully understand all the factors involved, we've got to go back to the start.

THE RECKONING

Monsters are real and always have been. Vampires, werewolves, ghosts—they aren't just bedtime stories told to unruly kids. They've all been plaguing Earth since almost its creation.

Much of the supernatural evil on Earth is channeled through malevolent spirits called demons—or manitous as they came to be called by those who fought them during the Reckoning of 1863.

Spiritual energy is created by living beings. It goes up to the Hunting Grounds and feeds the creatures that live there. Benign beings thrive on positive energy; evil creatures sup off the bad stuff.

Unfortunately for humanity, good forces are distant and generally leave mortals to their own affairs, perhaps in the interest of free will. Demonic forces are much more eager to meddle, tempting sapient beings with power and pleasure if only they'll create a little more strife.

Some of the most destructive beings in the cosmos are the Reckoners, better known on Earth as the Four Horsemen of the Apocalypse.

Existence for such beings is miserable in the Hunting Grounds, so they attempted to exit the spirit realm and enter the physical. But Earth could not sustain their magical forms, so they began to transform it with negative energy. They even found that investing a little negative energy into the creation of a monster or horror eventually paid out far more as it terrorized humanity.

Their plan was working, slowly but surely, until a group of North American Indian shamans called the Old Ones entered the Hunting Grounds and sealed up the Reckoners for good. The only catch was that the Old Ones had to remain there to keep the gates closed.

RAVEN

For the next few hundred years, the world was free from the manitous' otherworldly plague. While monsters still existed and an occasional demon or other abomination managed to sneak through, for the most part, the Old Ones kept the gate between worlds sealed. Then the white man arrived in the New World, toppling the first domino in a chain that would eventually bring about the end of the world.

In 1763, a young Susquehanna shaman by the name of Raven watched English settlers murder his entire village. Raven's rage gave him the drive to become a powerful shaman in spite of the Old Ones' blockade of the Hunting Grounds.

Eventually, Raven gathered other Native Americans who had suffered at the hands of the invaders, the so-called "Last Sons," and entered the Hunting Grounds. There they hunted down and slaughtered the Old Ones, unleashing great magic and mayhem on the world once again.

The date was July 3, 1863—the last day of the Battle of Gettysburg in the American Civil War. Those who know the story of Raven's betrayal of humanity call this day the Reckoning.

THE RECKONERS

Raven's massacre of the Old Ones wasn't enough for the Reckoners to enter our physical realm. But after their long imprisonment the Horsemen weren't content to transform the Earth slowly. They returned with a vengeance, sewing fear and death across the world, especially in the violent and isolated American West.

Using the manitous to plant and harvest fear and other dark energies, the Reckoners began to quickly "terror-form" the Earth.

The Reckoners also chose avatars of destruction. Raven served War, Dr. Darius Hellstromme served Pestilence, a "hero killer" named Jasper Stone served Death, and an amalgamation of thirteen bloodthirsty souls represented Famine.

In 1868, the Reckoners created another tool to cause greed, conflict, and violence among the growing industrialized nations—ghost rock. Besides being valuable enough to kill for, ghost rock also enabled all manner of incredible inventions, many of which were designed for war.

Heroes rose across the world to fight them, as well as organizations like the mysterious Twilight Legion or the Agency and Texas Rangers once the Civil War finally ground to a bloody halt in 1871 and brought them to common purpose.

THE LIVING PLANET

You can learn more about the history of the Reckoning in *Deadlands Dark Ages*, *the Weird West*, *Noir*, and *Hell on Earth* (the immediate precursor to *Lost Colony*) if you're interested. For now though, let's shift the focus a 130,000 light years away to the Faraway system.

If you've been paying attention up to now, it should come as no surprise that Banshee is a living, sentient being. Piezo-electric currents flow through the tannis rock found virtually everywhere on the planet, just like the synapses in a human brain.

Banshee also has a soul—one of nearly unimaginable spiritual energy. It's this power that anouks harness to use their magic. The planet is very connected with all life on its surface, and positively responds to things most people consider good: life, happiness, and so on.

Although some anouks worship her, Banshee is not a goddess, nor is she omniscient. She's about as aware of the life on her crust as a human is the microbes on his skin. Focusing a planet-sized intellect on a single or even large number of life forms on her surface requires tremendous effort and concentration. And Banshee is getting old—and very tired.

To continue the microbe analogy, enough bad germs can cause sickness and disease. Anouk shamans and Guardians act much like her immune system, fighting any source of infection. Like the skinnies and ghost rock.

THE SKINNIES

Several millennia ago, Banshee wasn't the only inhabited world in Faraway. A race calling itself the Craghan inhabited the fifth planet of the system, orbiting the star in the region now known as the Belt. The Craghan were a cruel and malevolent species—in their own language, their name means "the Conquerers."

For centuries, the Craghan warred with each other across their planet's cold, dark surface. Eventually, a group of these creatures discovered a way to tap into the



Hunting Grounds and draw twisted energy from there. These sorcerers joined together and enslaved the rest of their species under their collective power.

Their own world conquered, the Craghan sorcerers turned their attentions outward. Their sorcery soon uncovered the nearby pastoral world of anouks, who would be woefully unable to defend against the insidious Craghan and their powerful magic.

PARADISE LOST

Banshee sensed the threat the Craghan posed before their plans were complete. She focused her consciousness and lashed out at the Craghan planet in a deadly preemptive strike. As she exerted her will on the planet, the brown giant planet called Chanoukara swung past, ripping the Craghan planet asunder with its massive gravitational force.

Banshee paid a price for her actions. The backlash wracked her surface with violent storms and earthquakes. Terrified anouks cowered and hid, believing the end of their own world at hand. Banshee survived, but the aftermath left her badly wounded. She

retreated into herself to mourn her terrible but necessary actions and heal.

The anouks who survived emerged from their shelter to find Banshee's surface had drastically changed. The climate was harsher than before, and many of their food sources no longer existed. Soon the anouks began to fight among themselves to survive.

METEORS FROM HELL

Chanoukara continued its orbit after destroying the Craghan planet, eventually spreading the debris into what colonists now call the "Belt." Some of the debris tumbled into Faraway's star. Others spun out of the system, and some even crashed into Banshee. And some of those carried hitchhikers.

The most powerful Craghan sorcerers had lived for centuries or more before their planet was destroyed. They accomplished this feat by transferring their souls from one body to another. These alien lichs could even exist for a time in spirit form before taking on a new host. A small number of the meteors that made it to Banshee carried these vile body-hopping parasites with them.

When curious anouks came to investigate the fallen sky rocks, the Craghan sorcerers seized control of their bodies, gaining new life on a new world.

BANSHEE FALLS

Craghan sorcery drew heavily from the Hunting Grounds. Banshee's unique life force inhibited this connection in the same way that would soon cause the Reckoners' such concern. This resistance forced the Craghan to tap their stolen body's life force to open a channel to the Hunting Grounds, slowly consuming it to work their magic. Their physical bodies wasted away to little more than withered, half-dead shells, ironically sustained by the very magics that were responsible for the condition in the first place. And so, the skinnies were "born."

Called *dar'seth* by the anouks, the skinnies used their immense sorcerous powers to seize control. They quickly corrupted any tribe foolish enough to ally with them and overpowered those who opposed. In a short time, the new Craghan empire was built on the backs of the anouks.

The skinnies divided the planet up amongst them. Each ruler established a seat of power. Their Black Cities, named *dar'rakma*, were built of pure tannis and an utter abomination against Banshee herself. Once firmly established, the Craghan began tormenting their subjects, slaughtering slaves, or staging meaningless wars between themselves, all for the purpose of feeding off the life energy released.

REBELLION

For centuries, the skinnies ruled the planet cruelly, crushing any resistance without mercy. Finally, the anouks' pain drew Banshee from her deep torpor. She sent visions to those who still had the will to fight the invaders, raising a new generation of shamans to lead the anouks.

The most powerful among them, Azreel, led the first revolts and became the leader of the anouk armies formed in their wake. The war lasted for decades, and in the end, the skinnies and their abominations were bound through ritual magics deep within tannis, and their anouk acolytes were driven

to exile on Two. Banshee swallowed most of the Black Cities back into herself with mighty storms and powerful earthquakes. She had still not healed from her earlier battle, so after the Craghan were vanquished, she slipped back into a long slumber to heal.

Only a couple of Black Cities remained—Castle Rock and the Spire. The anouks abandoned them, returning to their nomadic ways. And thus they remained for millennia.

Until the humans came.

GHOST ROCK

The effects of ghost rock on Earth's history can't be overstated. Technology advanced by leaps and bounds, fortunes were made, wars were fought over the rich veins of the miraculous super fuel.

Doctor Darius Hellstromme was one of the first to recognize its potential. He founded Hellstromme Industries in the late 1800s to exploit the power of ghost rock. The company was known for its ruthless and ravenous hunger for the black mineral and the incredible inventions it created.

But Hellstromme's true goals were far stranger than anything the press that constantly hounded him could imagine.

Years before the Reckoning, Hellstromme's young wife Vanessa took her life. Darius was consumed by grief, but realized his precious knowledge of ghost rock and its more arcane properties might give him a way to set things right. His goal—to recover Vanessa's soul from Hell itself.

Hellstromme's single-minded obsession drove him to become the foremost inventor of the age and build an economic empire greater than any the world had ever seen. But his quest proved difficult and took far longer than he'd guessed. Sometime after 1900, he extended his own life by placing his monumental brain in a robotic body.

THE UNITY

Hellstromme attempted many expeditions to the abyss over the next century, but none proved able to bring back his dead wife.

Then, in 2039, Darius launched the *Unity* on its fateful voyage—not to travel interstellar

distances as the public was told, but rather to breach the walls of reality and enter Hell in force!

His first test flight went awry, but led to the discovery of the Faraway system and the living planet of Banshee.

In 2044, Hellstromme Industries announced the completion of the "Tunnel," a device that allowed ships to travel from our solar system to Faraway. Scientific expeditions and a few research colonies followed, but mass migration didn't occur until 2052.

Ghost rock didn't exist on Banshee prior to humanity's arrival. But the Reckoners sensed the danger the planet's massive positive energies posed to them, and soon after infected it with rich veins of the cancerous stuff. Thousands of colonists rushed to the planet to fight over the precious resource. Carnage inevitably ensued, and the living planet died a little more with each passing day.

HELLSTROMME TRIUMPHANT

Hellstromme finally found his beloved Vanessa in 2072 and dragged her soul from the Pit. He implanted it in a body made from her own DNA and publicly announced the birth of his genetic "daughter." Secretly, Darius and his wife were together for the first time since she'd taken her life two centuries earlier.

Darius couldn't enjoy life's more physical pleasures, of course, but with all he'd accomplished finding a way to place his brain back into a living host would be a small task.

The Reckoners are cosmic beings with strange and alien precognition. They sensed their servant would forsake them sometime after he'd achieved his goal—a goal they had stymied for over two hundred years! Only his unstoppable will had finally overcome their efforts, and even then only as they focused their efforts elsewhere. They planned for the moment, however, and cruelly merged Vanessa's tortured soul with a cunning and powerful demon named Bazelus. The thing would lie dormant and

undetectable within Vanessa's spirit, until it was called forth by its masters.

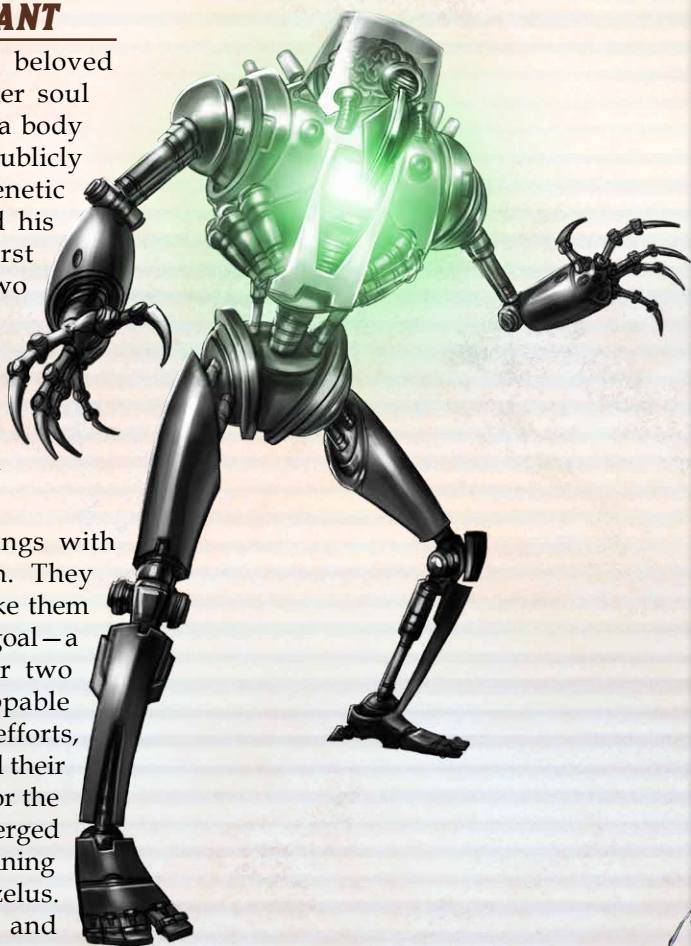
EXFOR

General Paul "Overkill" Warfield arrived with the United Nations Exploratory Forces (EXFOR) in 2075. They established bases around the planet and quick reaction strike forces. Though EXFOR's resources were spread around the planet, their foes proved no match for modern weaponry.

By late 2076, the anouks were down for the count.

RETURN OF THE SKINNIES

But they weren't finished yet. Soon after "peace" was imposed on EXFOR's terms, a powerful shaman named Kreech discovered several of the ancient prisons holding the skinnies. Desperate, she released the alien horrors and hoped her own powers would be sufficient to control them.



For a time, Kreech's plan worked. The long imprisonment had weakened the Craghan, allowing Kreech and her allies to keep them under control. However, the longer they remained free, the more powerful they grew. The skinnies were already plotting their escape from Kreech's yoke when humanity, bolstered by the powerful Psychic Legion, fought through the bloody Red River campaign and triumphed at Castle Rock, ending the shaman's bid for power, and her life.

Sadly, it also unleashed the skinnies on Banshee once again.

THE WORLD STORM

Freed from Kreech's tenuous control, the skinnies wasted no time scheming to enslave whatever creatures dwelled on their new home. Through elaborate rituals and numerous human and anouk sacrifices, the skinnies summoned the World Storm, a massive, planet-wide storm that scoured most resistance from its path.

The World Storm had a secondary purpose as well—it unearthed a number of the Craghan's Black Cities. These ancient citadels still contained much of the arcane knowledge, artifacts, and abominations lost to the Craghan when they were first cast down.

As if that weren't enough, the skinnies used their incredible psychic powers to reach out to the most vile members of humanity and the anouks. Promises of power and knowledge brought many to their side as willing thralls.

HELL ON EARTH

On September 23, 2081, full scale war broke out on Earth. Thanks to Dr. Hellstromme, humanity had gone nuclear weapons one better and created nukes forged with supernatural ghost rock! The supernatural warheads not only had all the destructive force of a nuke, but also created Deadlands in their wake.

In the ensuing death, fear, and creation of a multitude of Deadlands, the Reckoners were unleashed on Earth.

Finally, Dr. Darius Hellstromme realized all the pain and misery he'd caused during his long quest. If he could have wept in his robotic body, he would have cried rivers.

That night he renounced his dark masters and vowed to set things right. The moment he did so, Dr. Darius Hellstromme was stripped of his powers—no longer a servitor of Pestilence.

Turning his incredible mind to undoing his mistakes, he deciphered the threat Banshee posed to the Reckoners. If he could somehow bring them to the living planet, their connection to the power of the Hunting Grounds would be diminished and someone *might* be able to destroy them.

It took more than a decade, but with all he'd learned about trapping and transferring spirits, he devised a device that could trap the essence of the Reckoners themselves. With great regret, he hugged his wife with his metal arms and left Banshee, promising to return when he could.

Back on the devastated remains of Earth, Hellstromme enlisted the help of a group of unlikely heroes to aid in his mad plan. Against all odds, and in the middle of a massive battle between the savage forces of the "Wasted West," they were successful.

The heroes quickly carried the box to the waiting *Unity*, made the terrible sacrifice it required to return to Faraway, and crash-landed on Banshee. What became of the heroes is up to you, Marshal, because they're the player characters of the original *Deadlands Hell on Earth*.

But we know what happened to the Reckoners. They awoke on Two in a vastly weakened state. The once near-godlike beings spread out, tortured by the lack of negative energy, and seek to regain their incredible abilities through death and destruction.

As of 2096, the colonists and anouks are unaware of the presence of these powerful beings. The skinnies and Vanessa/Bazelus, on the other hand, were almost instantly aware of the Horsemen's presence—and each has begun scheming on how to best take advantage of the new arrivals.

GAZETTEER

Most of the relevant information on the locales in the Faraway system is contained in the Player's Section of this book. Of course there are more than a few secrets meant for your eyes only, Marshal.

TUNNEL STATION

Fear Level 2

Tunnel Station uses several large gravity drives to generate artificial gravity equivalent to approximately 0.5G. To prevent possibly disastrous interactions between its generators and nearby spaceships, the station enforces a strict "no gravity drive" policy within local space out to about 50,000 miles. Any vessel violating that area is detained by HI's own fleet. Repeat offenses are treated as attacks against HI and responded to accordingly.

This also contributes to a continuous elevated Fear Level on the station, as noted above. Overt signs of the Fear Level are subtle on Tunnel Station, manifesting more subtly than usual thanks to Vanessa's influence. The entire facility feels unhealthily sterile, with a vaguely unpleasant chemical odor permeating everything. Dealings with HI personnel carry a thinly-veiled threat of impersonal authoritarianism combined with an almost amoral dedication to advancing science.

THE BELT

Fear Level 3

Even though the Reckoners weren't focused on the Belt, the befouled nature of the region makes it ripe for ghost rock to spread. There are countless settlements, mines, and even one-man strikes spread throughout its boundaries. The Belt is also home to most of the pirates in the system, as the uncharted asteroids make perfect hiding spots for outlaw communities and lairs.

The asteroids in the Belt also hide the shattered remnants of Craghan ruins. While the destruction of their planet obliterated the vast majority of their culture, Craghan sorceries surrounding the strongholds of the

most powerful sorcerers often withstood the planet's annihilation. And in these ancient citadels lurk horrors unimagined!

GOLIATH'S BELT

Fear Level 3

Goliath's Belt largely has an Old West boomtown feel to it. Drunken brawls, gambling, and the like are common to its corridors. In the interests of keeping miners visiting the station (and thus paying taxes), EXFOR largely turns a blind eye to most crimes that don't involve either major theft or death.

Lesser-used corridors on the station are frequently home to out-of-luck miners who bet the farm (or ship) on a potential strike and lost. These poor souls often have no way to earn a living or even get back to Banshee, and live a hand-to-mouth existence begging in front of saloons and the like. EXFOR occasionally refills its dwindling ranks by running press gangs, so the station's garrison doesn't commit anything beyond lip service to controlling the vagrancy problem.

TIAN

Fear Level 2

The *Tianlong* was launched by Kang Mingzhu, heir to an economic empire built by one of the 19th century rail barons known only by the name Kang. During the 20th century, Mingzhu's company, Kang Enterprises, suffered terribly from internecine conflicts. She invested her remaining capital in the *Tianlong* in the hopes of regaining her once vast wealth by exploiting the ghost rock trade in Faraway. Needless to say, that dream died when the Tunnel closed.

The ship is now a floating city, heavily influenced by elements of Chinese, Japanese, Korean, and other Southeast Asian cultures. The residents cater to virtually any desire, including drugs, prostitution, gambling, and black market trade. *Tian* generally steers clear of EXFOR-controlled sectors, or at least those where patrol ship captains can't be easily bribed.

Many of the core crew on *Tian* are family retainers and have been loyal to Mingzhu for generations. Mingzhu is the granddaughter

of Kang and has been alive for nearly two centuries now, her life extended through a combination of Chinese sorceries and black magic learned from her grandfather. Although she hides her age behind illusions the few times she leaves her quarters, the years are beginning to take their toll, leaving her a weakened shell of her former self.

Tian is also one of the few repositories of old Earth arcane knowledge. Mingzhu and her minions are well-versed in the true history of the Reckoning, and she holds a small collection of powerful magical artifacts from Earth. And, like the rumor says, on *Tian* everything has its price.

WIDOWMAKER

Fear Level 4

The choice to use Hellstromme drives to create artificial gravity on Widowmaker comes at a heavy price. The Fear Level in Widowmaker is one of the highest in the system, at least among places that aren't Craghan ruins. As a result, all manner of unpleasantness is more common there, on top of the run-of-the-mill barroom shootings, robbery, and back-corridor stabbings.

BANSHEE

The high solar winds from Faraway's sun, combined with Banshee's very powerful magnetic field, wreak havoc with long-range communications on the planet. Any surface-to-orbit communications are notoriously unreliable. That includes satellite-based navigation systems (GPS) and sat phones.

Attempting to make use of any orbital comms requires a Electronics roll. If the spacer fails the roll, he is incapable of establishing a link for 1d6 hours.

**> BANSHEE HAS ITS CHARMS.
ONCE YOU GET TO KNOW HER. _**

-RANGER DEBBI DALLAS

BLACK CITIES

Fear Level 6 (Deadland)

The Black Cities are carved from pure tannis, and the skinnies' foul magics have corrupted the formerly living rock. The normally greenish-black rock takes on an oily appearance, and seems to undulate or ripple when an observer isn't looking directly at it.

The structures don't conform to human concepts of architecture. Stalagmite-like spires are filled with oddly-shaped, blister-like rooms and irregular corridors that branch unexpectedly, almost like the circulatory system of some gargantuan alien beast. The strange color of the polluted tannis makes the labyrinthine passages and uneven floors even more disorienting.

Any human or anouk exploring a Black City must make a Fear test against nausea or suffer a level of Fatigue for the entire time they are within the ruins.

Vertigo and discomfort are the least of a hero's worries while wandering through a Black City. Skinnies are drawn to the ruins like moths to a flame, seeking out lost artifacts or Craghan knowledge. Even if an adventurer is lucky enough to stumble on one of these terrible edifices uninhabited by a skinny, lesser horrors like *qui'toks*, *walkin'* dead, or worse are likely to be prowling the shadowed corridors.

CASTLE ROCK

Castle Rock was one of the few Black Cities not swallowed by Banshee. Fortunately, EXFOR's assault and artillery barrages reduced it to little more than rubble. The Azeel clan still reveres the site and members occasionally make pilgrimages, but otherwise Castle Rock is abandoned.

THE SPIRE

The Spire was exposed before the World Storm. As a result, the nearby anouk clans concocted all manner of legends about it and its origin. Regardless of the specifics, all the stories depict it as a cursed and dreadful place.

Recently, the Spire was reclaimed by its former ruler, a skinny named Karg. Numerous traps, both magical and mundane, fill the halls of the Spire, and Karg has gathered several supernatural minions as well. He wanders the city seeking to recover knowledge he lost during his long imprisonment.

DOMBURG

In the foothills a few miles east of Domburg lie the ruins of one of the dar'rakma exposed by the World Storm. Years ago, the Reapers encountered a skinny named Tekkeng. Their former leader, Jesse Coltrane, formed an alliance with the undead sorcerer. A combined effort by Colonial Rangers and an anouk shaman named Martool managed to re-imprison Tekkeng, and the resulting upheaval allowed Nicolai to seize complete control of the Reapers.

The Black City itself remains largely unknown, even to the Rangers, but evidence of the Reapers' presence remains in debris and gear left behind in the aftermath.

GREAT WASTES

Occasionally, the winds sweeping across the planet's surface are powerful enough to sweep up more than just dust and debris. Sometimes, Banshee's storms can pull stones and even small boulders into the air, transport them miles, and then drop them like a literal ton of rocks—sometimes on the heads of unsuspecting wanderers.

Fortunately, these so-called "boulder storms" are rare, but when they hit, they can be deadly. Due to their sudden onset, each hero may make a single Survival roll (-4) to find cover. Everyone who doesn't manage to locate a hiding spot must draw a card to see what Fate has in store for them. (Here's a hint—it's rocks.)

Clubs: The poor sod is walloped by a large rock or small boulder. He takes 2d10 damage. If he takes a Wound, he must roll on the Injury Table. The injury is healed when the Wound(s) heal.

Diamonds: The hero is battered by a cluster of baseball-sized rocks or maybe a few mid-sized ones. He takes 3d6 damage.



Hearts: The adventurer manages to escape with a glancing blow or two. He must make a Vigor roll or suffer a level of Fatigue from Bumps & Bruises.

Spades: Somehow this lucky spacer comes through unscathed. No damage.

TOXIC JUNGLE

Fear Level 2

A combination of high temperatures, humidity, and the fact that nearly every life form in the area is either poisonous or unbelievably aggressive makes simply existing in this area extremely difficult. Any character not wearing a tox suit must make Vigor rolls versus Fatigue from the heat every 4 hours at a -6 penalty due to the extreme temperatures!

The anouks who live here have developed an immunity to the ambient toxins (but are still susceptible to other poisons).



The Toxic Jungle was once one of the most habitable areas on the planet. The skinnies lived here in far greater numbers than elsewhere, leading to a concentration of their corruption and foul magic. When the anouks overthrew them, even more supernatural energies were released.

The dark residue of the skinnies' evil still lingers, poisoning the entire region. This is the reason for the particularly aggressive nature of most of the life forms encountered here, both plant and animal. Thanks to their unique bond with Banshee, the local anouks are especially susceptible to the jungle's taint. Many are driven close to the edge of insanity, and all anouk clans in this area are uniformly hostile, both to humans and other clans.

The Toxic Jungle is also home to a number of Black Cities. Only the daunting nature of the terrain and its denizens has so far prevented even the skinnies from reaching them, much less reclaiming them.

TORNADO ALLEY

The massive tornadoes that sweep through here don't exactly sneak up on anyone. A posse generally has 1d6×10 minutes before one of the monster storms gets close enough to

do them harm. The average tornado is 1d4+2 miles wide and travels about 40 miles an hour.

Each success and raise on a Survival roll finds shelter for up to two people before the twister overtakes the group. Vehicles are harder to secure and inflict a -4 penalty to the roll, but the first success finds cover for it and everyone who can fit inside. Anyone caught outside when a Banshee tornado hits takes 3d6 damage every minute for the duration of the storm.

TWO

The anouks on Two are the descendants of those who willingly collaborated with the skinnies. Azreel exiled them to the southern continent after their masters were overthrown. To this day, they harbor a deep hatred of the anouks who banished them from their home. They revere the memory of their sinister overlords and pledge allegiance to any who reach their shores.

The clans are extremely fierce and warlike, hunting weaker tribes simply for sport. A few of the truly degenerate groups have been recruited by the Reckoners and transformed into horrific minions to better serve their inhuman masters.

MARSHAL'S SETTING RULES

Now that you have more data on what's really going on in Faraway, here are a few tools for you to use to make things even tougher for your spacers. If you need to know what happens to a breaker who rolls snake eyes or how a gravity drive really works, this is the place to look.

BLACKLINE

Blacklining is a dangerous practice, even as a one-time experiment. Within moments, the user's adrenaline surges, increasing his Strength and Vigor by two die types. Conversely, it dulls the senses, higher brain functions, and will, reducing Smarts and Spirit by a die type each. The effects of a single dose last four hours.

For the first few minutes, the blackliner has a tendency to hallucinate as well, often the cause of blackliner rampages. The user is also prone to psychotic breaks and heightened aggression.

Multiple doses aren't cumulative, but each dose taken causes a Vigor roll at -2.

Critical Failure causes a psychotic break. The user becomes murderously hostile. Failure means the user now has the Habit (Major) Hindrance, for blackline.

Success means the drug functions as described above with no major side effects. With a raise, a character manifests a psychic power while under the drug's effects! He gains 10 Power Points, a single power, usually destructive in nature such as *blast*, *bolt*, *burst*, or *havoc*, and thanks to the incredible focusing effects, a Psionics skill of d6 that fades after the drug wears off. (If he has a higher Psionics skill already he uses that instead.)

BREAKERS

The official story behind breakers, told in the No Man's Land section, contains a kernel or two of truth, but since most of it is from HI press releases, there's a whole cob of lies underneath.

THE SECRET OF THE NANOBOTS

To date, no other engineer in Faraway has been able to replicate HI's nanotech. That's because it's actually an unholy amalgam of technology and a healthy dose of engineering advice straight from Hell, courtesy of Vanessa's resident demon, Bazelus (see page 91) and just a hint of Craghan sorcery decrypted from artifacts found in the Belt.

The end result defies any sane person's understanding of science, thus rendering it impossible to reverse engineer.

Back on Earth, some fringe scientists postulated spirits are attached to everything, even technological objects. It turns out they were right—and the HI nanobots take advantage of this fact. Each nanobot houses a small malevolent spirit capable of disassembling matter on a spiritual level, tearing apart the associated spirits as well. The nanobots then stitch the spirits back together in a Frankenstein-like mess according to the schematic programs uploaded into the network by HI or a mute.

VANESSA'S PLAN

Contrary to the corporation's claims, HI did not share nanotech out of any sense of goodwill. Through Bazelus, Vanessa has a spiritual connection to each of the nanobots, giving her *billions* of spies and saboteurs throughout the Faraway system.

A few of Vanessa's associates became aware of the magical nature of the nanobots and her supernatural ties to the vast, unholy network. Some became trusted lieutenants for their own personal advancement, those who objected met with terrible "accidents."

Even those who applied to the transmutation program were but pawns in Vanessa's scheme. Not only did mutes spread the nanobots throughout the system, but the extensive battery of tests they took identified individuals with easily exploitable emotional or psychological weak spots. With a little pushing from the bots, some of the mutes could be made to do horrible things in cold-blooded vengeance or hot-blooded rage.

Vanessa, or rather the demon wearing her form, had a literal army of madmen and killer nanobots at its disposal.

GHOSTS IN THE MACHINE

There was no EXFOR virus. The truth is something far more terrible. Vanessa captured several EXFOR sykers over the years and conducted horrific experiments on them. Her goal was to see if she could substitute the tech spirits in her nanobots with syker spirits—or "sykergeists" as they came to be called, giving the things even more incredible powers. Of course to be a geist, or ghost, the sykers must be dead, so this is exactly what she did.

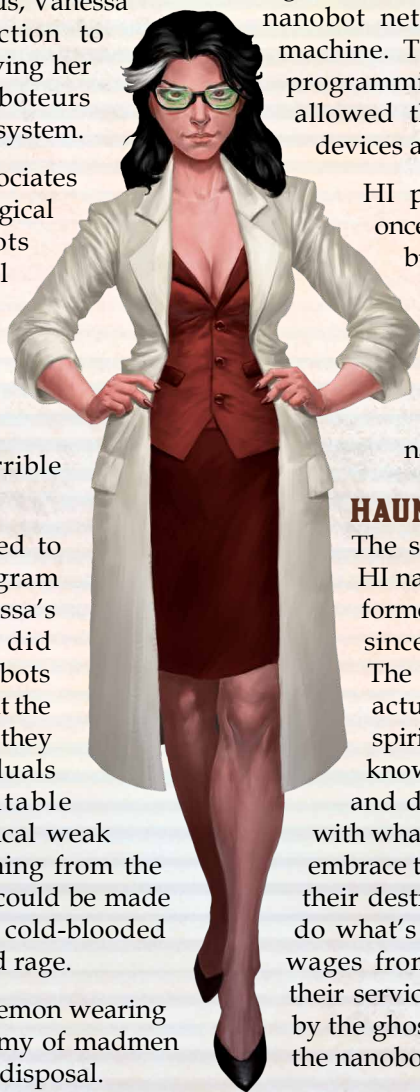
The sykergeists were even more unstable than most spirits, thanks to the various tortures they underwent prior to death. They were also quite formidable given their syker training and powers.

At some point, the sykergeists managed to organize in the vast Hellstromme Industries' nanobot network—literal ghosts in the machine. They raged through the core programming, shredding the code that allowed the nanobots to build more devices and spread their power.

HI programmers moved quickly once the infestation was identified, but couldn't save the core programming. Vanessa immediately severed her own ties with the nanobots, and fearing even greater damage to their infrastructure, put the entire nanobot program on hold.

HAUNTED

The sykergeists continue to infest HI nanobots in the reservoirs of the former mutes, now called "breakers" since all they can do is destroy. The breakers have no idea they're actually being haunted by the spirits of murdered sykers. All they know is their 'bots now only rend and destroy. A few try to do good with what abilities they have left. Others embrace their darker nature and revel in their destructive power. Others simply do what's necessary to get by, earning wages from anyone willing to pay for their services. All, however, are plagued by the ghosts of the sykers now haunting the nanobot network.



INSTABILITY

Whenever a breaker Critically Fails a Transmute roll, a syker spirit assaults her mind. Roll on the table below to determine the exact effect, rerolling if the result can't apply for some reason.

INSTABILITY TABLE

D20	RESULT
1	Manifestation: A sykergeist manifests outside the breaker. The mad spirit randomly attacks anyone around it until defeated, starting with HI personnel if any are in sight. See Sykergeist , page 190.
2-3	Overload: A massive flux of psychic energy Stuns the breaker and causes his nanobot swarm to flare outward for 3d6 damage in a Large Blast Template centered on him.
4-6	Brain Fry: Dozens of syker spirits sense traces of Hellstromme Industries' training in the breaker's mind. They assault her in a mental barrage of pained, screaming faces, permanently reducing her Transmute die one step (she may increase it via Advancement normally thereafter).
7-8	False Memory: A syker spirit speaks to the breaker, telling him he must find the last transmutter and purge the program — or similar messages. The Breaker is Stunned but suffers no further effects.
9-12	Paranoia: The sykergeists whisper past trauma into the breaker's mind. She gains the Suspicious (Minor) Hindrance. If she already has it, it becomes a Major Hindrance.
13-16	Eccentricity: The hero picks up an odd character trait from one of the stranger syker spirits in her mind. She gains a new Quirk Hindrance.
17-19	Phobia: The breaker sees visions of torture and death from her sykergeists. She gains a Minor Phobia of anything related to Hellstromme Industries. If this result occurs again, it becomes a Major Hindrance. If she already has the Major version, roll again until you get a result other than Phobia.
20	Insight: The sykergeists attempt to aid their host. They show him visions of their terrible torture and death, but reward him with his choice of +5 Power Points, a free increase in his Transmute skill, or one new power.

THE TABLE TELLS A STORY

The Instability Table is more than just a series of ill effects you can inflict on your players—it also tells a story.

Several of the results produce flashes of terrible visions—memories from the tortured spirits of the sykergeists. You can use these to slowly tell the story of the mutants, breakers, alleged EXFOR virus, and most importantly, Vanessa's evil.

In a campaign, take each opportunity to build on the tale as you go. Maybe the first time the breaker sees a screaming syker on a table, his brain exposed as HI surgeons poke and prod at his gray matter.

The next time he notices a vat of nanobots beside the syker's head, swarming and piling over one another eagerly as if they're trying to get to the screaming patient.

The following vision is a weird dreamlike thing, almost like a strange anime or slideshow, showing malicious tech spirits with jaws of iron tearing apart more common tech spirits and tiny representations of the syker's personality, then stitching them back together into some sort of patchwork creation.

If the time's right in your campaign, perhaps the fourth vision returns to the operating room, but this time Vanessa herself is there. She watches the experiments studiously, and a weird, red light gleams in her eyes (a sign of the demon Bazelus).

These themes, and an adventure to reveal the truth of the EXFOR virus, will be revealed in an upcoming adventure for Lost Colony, but hinting at them in the meantime will give them even more resonance and meaning when they come to pass.

> THE NANOBOTS...
THEY SHOULDN'T BE...
WHISPERING... TO ME,
SHOULD THEY? _

-JUANITA CRUZ, BREAKER

COUP

Coup powers are creepy, supernatural effects gained from absorbing the essence of something creepy and supernatural. Only certain abominations grant them, and even then they're rare thanks to Banshee's influence and the recent arrival of the Reckoners. If a creature grants a coup power, you'll find it listed under the abomination's Special Abilities.

The arrival of the Reckoners means all characters may "count coup" on Banshee (only the Harrowed may do so elsewhere, including other *Deadlands* settings). To do so, a hero must be near the abomination when it dies (within game inches equal to the creature's Spirit die on the table-top). Everyone within that area makes a Spirit roll secretly, so only you, the Marshal, know everyone's totals. Any Bennies the players want to spend must be done before final results are revealed. The hero with the highest total gets the coup and its power.

FEAR LEVELS

The Fear Level of a region reflects the degree to which the Reckoners and other dark forces have succeeded in twisting the area into a living Hell. The sense of dread and terror manifested in the area actually transforms the terrain subtly to reflect this. These changes inflict a penalty to all Fear checks equal to the Fear Level.

After the World Storm, Banshee is Fear Level 2, with notable exceptions around the Black Cities or up in the Belt where the Fear Level averages 3 to 4. Other areas may change quickly as they're visited by the exiled Reckoners themselves as they wander the planet.

Here's a brief summary of how each Fear Level looks and feels.

FEAR LEVEL 0

This is, if not exactly a happy place, then at least one where life is normal. There might be tension between the anouks and colonists,

but it's not one that's been exacerbated by other-dimensional influences. During the day, the sky is blue and sunny, and most people aren't afraid to go out at night. Or at least not any more afraid of going out than anyone with a lick of sense on an alien planet would be.

There are only a precious few places left on Banshee with a Fear Level 0.

FEAR LEVEL 1

Some people may harbor a suspicion that not everything that goes bump in the night is explainable by xeno-biology, but they don't have any real proof. The terrain is unchanged and shadows aren't any deeper than anywhere else. Still, most folks who go out after dark usually do so with at least one companion, although they may not completely understand the origin of their caution.

FEAR LEVEL 2

Everyone avoids the abandoned hospital or the forgotten mine outside the settlement. The shadows in the station corridor stretch just a little longer, and most metal shows a little rust. The actual topography of the area is largely unchanged. And while most people don't think it's a good idea to go outside alone after dark, it's not a one-way ticket to the graveyard, either.

Thanks to the Reckoners' growing influence, the skinnies, and the humans being isolated so far from home, this is the default level for most of Banshee, Base Prime, and most orbital and deep space facilities not located in the Belt.

FEAR LEVEL 3

At this point, there's a palpable, almost subconscious, feeling of dread in the air. Days are cloudy, nights are dark, and artificial lights flicker unpredictably. Rust infects most exposed surfaces. A colonist occasionally goes missing under unexplained circumstances, and more than one person has encountered a creature that defies current scientific knowledge (although no one really talks about it). Once the sun goes down, no one goes without a weapon, a friend, or both.

FEAR LEVEL 4

Mysterious disappearances happen with disturbing frequency—and if the bodies are found, it's usually piece by piece. The area itself begins to manifest the darkness infecting it. Out of the corner of your eye, buildings resemble flesh-stripped skeletons, hallways become tomb-like, and strange noises echo through air vents. The winds on Banshee might even whisper your name.

FEAR LEVEL 5

Something is definitely wrong. Most colonists have seen things they can't explain. Weeds thrive while flowers wither and die. It's hard to tell whether that's rust on the bulkhead or blood. A palpable sense of danger permeates the air. No one braves the dark without several well-armed companions.

FEAR LEVEL 6 (DEADLAND)

This is as bad as it gets. The area is a full-blown nightmare made real. Actual monsters hunt the area, rocks look like skulls, structures seem ready to collapse, and not only does the air recycler whisper your name, it does so in your dead partner's voice.

Anyone foolhardy enough to brave the dark places doesn't live long enough to repeat that mistake.

LOWERING THE FEAR LEVEL

So how do the heroes keep the Fear Level from rising, or even reduce it? By preventing catastrophes, of course and spreading hope.

PREVENTING CATASTROPHE

Some events may increase the Fear Level, like a string of attacks on settlements, the awakening of some ravenous beast, or the coming of a skinny. The party can keep the Fear Level from rising by stopping the disaster before it occurs. Maybe they foil a plot by the Reapers, stop a rampaging monster, or bust a den of blackliners who might otherwise have poisoned an entire settlement.

SPREADING HOPE

Heroes can actually reduce the Fear Level of an area by spreading hope.

Once a posse defeats a significant evil or prevents a major threat (your call on that, Marshal), one of them may make a Persuasion or Performance roll (her choice) to tell the tale of their victory.

The roll is modified by the Fear Level, but Grit doesn't help here. Support rolls may be made as usual.

If successful, the story spreads hope and lowers the local Fear Level by 1. Exactly how "local" depends on the audience, the means she has to spread her tale, and the nature of the threat itself, as determined by the Marshal.

Be careful though, because a poorly-told tale can serve as confirmation of the awesome power of the horrors lurking in the shadows! If the hero rolls a Critical Failure on her attempt, she actually raises the Fear Level by 1.

GRAVITY DRIVES

Dr. Darius Hellstromme had little interest in exploring space. His "gravity drive" was actually a demonic cage that allowed him to navigate into Hell!

As he discovered how to enter the Hunting Grounds he stumbled upon a way to traverse the stars as well. Though he said his ship, the *Unity*, was able to create a "wormhole," it's more accurate to call it a "Hellhole."

Of course a spacecraft that required human sacrifice to function wasn't liable to gain much traction on the commercial market. With finances running low and a growing conscience about murder and cutting deals with demons, he looked for a more tolerable way to benefit from his amazing discovery.

Hellstromme Industries claims the "gravity drive" translates mass into a form of gravitic energy that travels faster than the speed of light, and that the Tunnel is a way to make sure ships are pointed at the specific trajectories needed to arrive in Faraway.

The drive also removes the effects of inertia and high acceleration so that ships—and their passengers—aren't vaporized. It even creates a weak gravitation field for those

aboard the ship so that they can walk and function normally in transit.

In truth, it's a device that cloaks in scientific nomenclature the fact that it actually relies on magic to do the heavy lifting.

Hellstromme crafted the plans for his gravity drive shortly before the manitous guiding his most innovative designs went silent. Now even engineers who tear down one of the devices can't make sense of the science behind them—because there's more than a little magic mixed in.

Colonists believe Hellstromme Industries in the Faraway system can continue to manufacture new ones because they have access to Hellstromme's original blueprints, but it's actually because Vanessa has contacts on the inside to help them along. The inside of the Hunting Grounds, that is!

BREAKTHROUGHS

The downside to these interdimensional shenanigans is that the gravity drive weakens the walls of reality while it's in effect. Each time a drive is activated, everyone within its area of effect, usually confined to the ship

and any slaved cargo containers, must make a Spirit roll.

Anyone who rolls a Critical Failure gets a brief and sometimes very unsettling, glimpse into the Hunting Grounds. This causes a level of Fatigue that can be recovered by a day's rest outside of an operational gravity drive's effect—in other words, likely at the voyage's end. Most travelers think these "light speed nightmares" are brains adjusting to the sudden change in gravity and other mysterious energies.

Additionally, while the drive is operating, the Fear Level on the ship is 3 (or the local environment, if it's higher).

If a gravity drive is destroyed while it's running, the ship and everyone on it disappear. Most believe they're vaporized, but the true destination might be a tale you want to devise on your own, Marshal!

HAUNTED DRIVES

Rumors about haunted drives aren't just rumors. Some gravity drives, thanks to their unhealthy connection to the Hunting Grounds, have a ghost or three tied to them.



If a former crew member died while the drive was active, the unfortunate soul might be trapped in it, keeping the now-very-unhappy spirit in our world. And every time the drive fires up, the ghost comes out to express its otherworldly displeasure.

Refurbished gravity drives can also trap beings from the Hunting Grounds in a similar manner, hauling in all manner of demons and spirits to plague the vessel. Used starships are often cheap for a reason, Marshal!

THE HARROWED

Harrowed aren't born, they're *reborn*. Of course, first they've got to die, then be dragged screaming back from the afterlife—and sometimes dig their way out of their own graves, but you get the point. If you don't, we're saying they're undead.

These aren't your everyday walkin' dead zombies. Those abominations are a dime-a-dozen for the manitous that reanimate them. When a walkin' dead dies—well, dies again—the manitou pulling its strings just returns to the Hunting Grounds. Harrowed, however, are a different story.

Harrowed are much more powerful than a simple walkin' dead, but to bring a Harrowed to unlife, a manitou has to actually invest itself directly. If the Harrowed dies, his soul goes to whichever side of the veil he deserves. But the manitou is *destroyed*.

Obviously, there has to be a lot to gain. That's the possibility of eventually gaining control of the host's soul (via Dominion) so the demon can walk on the earth and enjoy its finer pleasures—at least compared to what awaits back in Hell.

Manitous are happy to latch onto villains. They tend to get in trouble and offer many opportunities to claim their corrupted souls. But they're also hungry for heroic spirits as well. Few things are more satisfying to a demented demon than putting a grimy tarnish on the shine of a once great reputation.

In game terms, control is handled through the **Dominion** system outlined on page 77. Some effects happen right away.

DOMINION

Roll on this table whenever a Harrowed lets the devil out.

D6 EFFECT

1 **Magic:** The demon draws hellish power straight from the deepest part of the Hunting Grounds. It gives friends and foes within 5" (10 yards) +2 to Trait and damage rolls for the next five rounds. Those with an Arcane Background that uses Power Points recover 10 Points.

Best of all, the raw display galvanizes the host's will. She *gains* one point of Dominion.

2 **Malevolence:** The Harrowed's allies witness the true demonic nature of the manitou. Everyone who can see the thing clearly (GM's call) or is within 5" (10 yards) must make an immediate Fear test at -2.

3 **Mischief:** The Harrowed must make a Spirit roll at -2 or lose a point of Dominion.

At some point, the demon takes control and causes trouble for the hero or his companions. The manitou might loosen a friend's saddle when he isn't looking, throw an ally's ammo into a river, or find a way to use his companion's Hindrances and backgrounds to start fights or otherwise cause strife.

4 **Misfortune:** The demon taunts the Harrowed with her failures, dark secrets, or tragic past, chipping away at her will. The hero must make a Spirit roll or lose 1 point of Dominion.

5 **Mayhem:** As Mischief, but the deed is bigger or more vicious and the Spirit roll is made at -4.

6 **Murder:** The host loses 1 point of Dominion.

The demon goes full psycho and murders someone. It might fire a "stray" shot at some troublesome hero right away, or it might wait to slip away and kill a stranger, innocent, or even one of the host's loved ones.

Others give you time to plot the manitou's nefarious actions and take advantage of "off camera" breaks in the story. Be as insidious as you want here, Marshal. It is a vile, tainted, demon, after all. Just remember they won't usually do something that's likely to get their host killed outright.

A Harrowed with zero Dominion who is a villain under the Marshal's control can Let the Devil Out at will. This costs the Marshal a Benny each time, however.

When the host sleeps, by the way, the host is dormant too, though the demon might torment him with nightmares just for kicks.

HARROWED ABILITIES

A manitou has access to all the abilities possessed by its host. Should the thing get control of a Harrowed syker, for example, it gets to use his powers. The only exception to this are anouk shamans. Banshee doesn't pass this kind of power through the corrupted dead.

The manitou can see and hear everything the Harrowed does, even when its host has the steering wheel. This makes it privy to anything the Harrowed knows.

The opposite isn't true. When the demon's in control, it's one big blind spot for the Harrowed. This can really complicate a hero's life if the manitou was particularly malicious when it had the reins.

A clever group might try to get information about the Reckoning or other occult matters out of the manitou. Turns out even major manitous are pretty far removed from the Reckoners. They know the Horsemen filled the Earth with fear energy so they could walk on it in the flesh, but they don't have any insight into their current plans or the schemes of other manitous or abominations. They *do* know the Reckoners are now trapped

on Banshee though, and that it causes them incredible agony! If *really* threatened, a manitou might even admit that the big four aren't invulnerable on Banshee either!

SYKERS

You already know a lot about the sykers and their terrible actions on Banshee. Now let's talk a bit more about Banshee stones.

BANSHEE STONES

The reason using a Banshee stone feels "dirty" is because the skinnies designed them to draw power from Banshee against its will.

Drawing power has no game effect—it's a relatively small irritation on the living planet. Socially, however, anouks recognize a Banshee stone as a sacrilegious object that defiles their deity. It doesn't matter that the syker most likely pried it from the cold, dead fingers of a skinny. Unless the brainer keeps his ownership of a Banshee stone secret around anouks, they become instantly Unfriendly and Persuasion attempts against them are made at -2.

VETERAN OF THE WAY OUT WEST

Veteran of the Way Out West is a powerful but risky Edge that sums up a character's early career so they can start with more experience.

That experience came from somewhere though, so draw a card and consult the table. Depending on the result, you may want to keep it a secret—although some are pretty obvious—but you're welcome to laugh evilly regardless of the outcome.

> YOU REALLY SHOULDN'T HAVE TRIED TO REVERSE ENGINEER OUR GRAVITY DRIVE. YOU'VE VOIDED THE WARRANTY...ON YOUR LIFE. _

-VANESSA HELLSTROMME

VETERAN OF THE WAY OUT WEST

Deuce (Jinxed): Something this spacer encountered laid a curse on him. He gains the Bad Luck Hindrance. If he already has Bad Luck, choose any other Major Hindrance instead.

Three (Hunted): The hero left at least one job unfinished. Whether it's a group of Reapers, enraged anouk tribe, or even a skinny, someone — or something — in the Faraway system has it in for her in the worst way. Use your imagination, Marshal, and work with the player to figure out who's looking to do the spacer in.

Four (Bad Juju): Something bad happened. Maybe the spacer did it, or maybe she was just there when it happened. Pick any Major Hindrance and figure out how it came about.

Five (Addicted): Your hero drugged or drowned her sorrows away once too often. Now it's taken root and you can't live without it. She has the Habit (Major) Hindrance.

Six (Night Terrors): Terrible nightmares torment the hero's sleep. He has the Night Terrors Hindrance (page 35).

Seven (Maimed): An accident or horrific encounter mangled one of the character's limbs. Roll a d6. On a 1–3, she has the Slow Hindrance; on a 4–6, she lost her non — weapon hand and has the One Arm Hindrance. See *Savage Worlds* for details.

Eight (Disfigured): A bad encounter left the spacer with a nasty scar on his face or other visible body part. He has the Ugly Hindrance.

Nine (Insane): The hero ran across something awful and her mind wasn't up to handling it. She gets a Delusional (Major) Hindrance, somehow related to the event.

Ten (Paranoid): The character's time in the Faraway system has exposed him to at least one thing Man Was Not Meant To Know. He's afraid of the dark, jumps at unexpected loud noises, and so on — albeit with good reason. He gains the Yellow Hindrance.

Jack (Infected): The adventurer just hasn't been the same since "the incident." Figure out what it is and take the Anemic Hindrance (see *Savage Worlds*).

Queen (Space Hater): Something violent and terrible happened in space. Now waves of panic and nausea hit the hero every time he gets off-planet. He has the Zero-G Sickness Hindrance (page 35).

King (Marked for Death): Some intelligent and evil abomination planted a dying curse on this poor spacer. Or maybe her chakras are just out of whack. All of her soak rolls are at made at –2 for the rest of her days.

Ace (Forsaken): Long ago, this character did something truly awful to survive an encounter with a supernatural entity. Since that time, neither the spirit world nor Banshee will aid him in any way. No beneficial magic of any kind works on him. Unfortunately, the bad sort of magic works just fine.

Black Joker (Harrowed): The bad news is, you're dead. The good news is you're still walking around and kicking. The hero begins play Harrowed (page 76). If the Marshal wants, the character may not know he's dead yet.

Red Joker (Guardian): Your anouk or Banshee Born human is a Guardian. Somewhere along the way she passed into the Great Beyond and came back in Banshee's service. She has the Guardian Edge. See **Guardians** on page 74. If the hero is neither, treat this as a Black Joker instead.



ENCOUNTERS

ADVENTURE GENERATOR

The Adventure Generator provides you with a range of hooks and ideas for the basics of an adventure. It's up to you to put them together to form a complete story. Use them as you see fit to create the best and most fun game for your group.

Tailor the results to fit your players' characters, but also the general area where they are located. The Encounter Tables can help with that enormously, giving you a good idea of the threats and environment explorers are likely to encounter in any given region.

To use them, draw a card from the Action Deck for each element of the adventure: Adventure Type, Obstacle, and Complication. Both the suit and the value play a role in determining the exact outcome. If you're feeling particularly nasty, you can draw more than once for Obstacle or Complication to make things tougher.

We recommend determining all the elements of the scenario with the Adventure Generator first, then figuring out how they fit together. At first, your results might not seem to make a lot of sense. Imagination and some cerebral exercise can often turn those

types of draws into the most memorable adventures.

Regardless, if a draw doesn't work for you, draw again—or just pick a different result. You can also skim the tables for ideas, picking and choosing what appeals to you at the time.



OBJECTIVE

The card's suit determines how the heroes get drawn into the adventure, and the card's value decides what the objective of the adventure is.

- **CLUBS (UNEXPECTED BEGINNING):** The adventurers stumble onto the action—or it stumbles onto them.
- **DIAMONDS (WORK FOR HIRE):** A posse's got to have money to keep the ship spaceworthy, reload those guns, or even just eat.
- **HEARTS (CHARACTER MOTIVATION):** One of the crew's Hindrances or past actions draws the group into the adventure.
- **SPADES (OLD FRIEND OR ENEMY):** An old acquaintance seeks out a spacer, but not always with his best interests at heart.

OBJECTIVES

CARD	RESULT
2	R&R: The heroes have their attempt at a little downtime interrupted rudely — maybe even lethally!
3	MacGuffin Hunt: The crew has to recover an item, bit of data, or other object. More often than not, the goal of their quest is already in someone else's hands.
4	Strong Right Arms: A powerful individual needs protection from a potential attack by Reapers, anouks, pirates, or another threat. This may be in one place or involve the characters accompanying their charge on a journey.
5	There's Ghost Rock in Them Asteroids!: One of the spacers hears a rumor of a trove of strange artifacts, gets her hands on a map to a lost ghost rock mine, or even finds the coordinates to a pirate's hoard.
6	Bounty Hunters: The crew seek to collect a bounty. It could be for criminals or pirates, but it may also be a dangerous predator or to thin the population of an invasive species.
7	Rescue: The heroes are called on to rescue someone, human or anouk, from their captors.
8	Siege: The posse rides in to save the day for a group pinned down by some threat. Or maybe they're the ones pinned down.
9	Pony Express: Carrying a package from point A to point B isn't always as easy as it looks on paper...in fact, it never is.
10	Trailblazers: The posse sets out to parts unknown to establish a new route, locate a suitable site for a new settlement, or similar purposes.
Jack	Book Learnin': The crew must either gather important data from a location or protect a bunch of eggheads while they do.
Queen	Parley: The heroes have to negotiate some agreement between two parties. It might be a treaty between anouks and local ranchers, a trade contract between two Belt colonies, or just a feud between two gangs.
King	Reconnoiter: The characters have to slip into hostile territory to gather information, whether it's on an anouk uprising, pirate stronghold, or some other target. Getting caught may mean disaster, not only for them but also others.
Ace	Shoot 'em Up!: Despite their best efforts (or maybe because of them), a fight or battle has broken out, and the adventurers find themselves smack dab in the middle of it.
Black Joker	Goose Chase: The mission is just a shell game to keep the posse distracted while someone else pulls the real job. Draw twice more — once for the distraction and once for the true objective. The characters should have a chance to discover, and even thwart, the action.
Red Joker	Strange Bedfellows: EXFOR needs a favor, something big enough to put aside any past issues. Draw another card to determine the Objective, ignoring the suit.

OBSTACLE

The second card determines who or what opposes the heroes on their mission. If adversaries or other hazards are called for, refer to the relevant region's **Encounter Table** (page 111).

The suit also dictates which Reckoner's influence casts a subtle pall over events. How — and even if — this manifests is up to you, Marshal.

- **CLUBS (WAR):** Everyone concerned is particularly contentious and looking for a fight. Any attempts to avoid a conflict are made at a disadvantage.
- **DIAMONDS (FAMINE):** Supply and fuel shortages are always a part of life in Faraway. Here they're a factor in the original problem or plague the posse's efforts.
- **HEARTS (PESTILENCE):** Disease or other health-related issues, like blackline, come into play.
- **SPADES (DEATH):** Death's pale hand taints the entire affair. Foes may be undead or just particularly murderous.

OBSTACLES

CARD	RESULT
2	Underdogs: Standing in the posse's way is a group that's just plain outgunned, like a rancher and his family, a lone prospector, or a starving tribe of anouks. Hopefully, the crew has some moral conflict over riding roughshod across them.
3	Robber Baron: The heroes find themselves opposed by a rich and influential colonist or corporation who sees their efforts as a threat to profits or power. Their opponent prefers to rely on the law, but when that fails he is happy to bring in muscle.
4	Red Tape: The crew has to overcome some sort of bureaucratic obstacle to accomplish their goal, like an existing treaty, contract, or other legal issue. Whatever form it takes, it's a problem that can't be solved with the business end of a shotgun.
5	Natural Phenomena: Mother Nature's in a bad mood, and the adventurers suffer the consequences. It could be a windstorm in Tornado Alley, a flash flood in the Crescent, or a solar flare in the Dark. See the region's Encounter Table for ideas.
6	Hired Guns: Someone has brought in mercenaries to stonewall the team. These folks are better heeled than the average thug, too.
7	Competition: Another group of adventurers smells money, either on the posse or its objective. The crew has to pay them off, fight them, or otherwise dissuade them. These usually include some Wild Cards.
8	Xeniform: Some strange Banshee creature, like a creeper or ga'aknoul, menaces either the heroes or their objective.
9	Varmints: You never know where a nest of scavenger birds, sticky bugs, or Belt lampreys will appear. Pick a common critter or chose one from the region's Encounter Table.
10	Lynch Mob: A band of citizens becomes convinced the heroes mean trouble and take matters into their own hands. They may be vigilantes or just normal folk, but either way, shooting it out with them might mean complications. Use the stats for Colonist (page 173) for an average member of the group.
Jack	Outlaws: A band of outlaws or Belt pirates is horning in on the characters' action.
Queen	Government Enforcers: The heroes have to deal with local law enforcement officers, Colonial Rangers, or even EXFOR to accomplish their goal — hopefully without laser fire.
King	Big Trouble!: A major threat stands in the posse's way, like a devourer, worhul, or EXFOR destroyer.
Ace	True Believers: The heroes' goal is somehow tied to the ideological or religious beliefs of a band of fanatics — Reapers, cultists, anouks, etc. Regardless, they're not known for reasonable discourse.
Black Joker	No Luck at All: As in, "If it weren't for bad luck..." Draw twice more. The heroes must face both obstacles.
Red Joker	Strange Bedfellows: The posse discovers an unexpected ally. Draw twice more, and the first card represents their obstacle. The second result actually works in the spacers' favor!

COMPLICATION

The final card represents any additional hurdle the team has to overcome to complete their mission. The card's suit determines the general nature or origin of the trouble, and the value identifies the specific problem.

- **CLUBS (TOUGH):** There aren't any real twists or turns to the complication, but it is a tough one. Any skill rolls made to overcome it face a -2 penalty, as things just seem to be constantly tougher than they should be.
- **DIAMONDS (MONETARY):** The fastest way to overcome the problem is to pull out the old wallet and fork over some bucks. To get a rough estimate, multiply the card value by \$250, with face cards counting as 10.
- **HEARTS (EMOTIONAL):** The complication involves one or more posse members' Hindrances, or another powerful source of emotional conflict, like a former lover, old friend, etc.
- **SPADES (NEMESIS):** An old (or new) enemy works behind the scenes, at least initially, to thwart the posse's efforts by throwing obstacles in front of them. The crew may or may not identify the source of their woes by the end of the adventure.

COMPLICATIONS

CARD	RESULT
2	Mistaken Identity: A posse member is mistaken for another person. Whoever it is — a lawman, vicious outlaw, or war criminal — the identity comes with plenty of its own baggage.
3	Can You Hear Me Now?: Maybe the transmission broke up, and a crucial piece of info was lost in the void. Or maybe the heroes just can't call for help when they most need it.
4	Wagons Ho!: The adventure requires the posse to go on a journey spanning a long distance — passing through the Toxic Jungle, for example, or even traveling to or from the Belt.
5	Shortages: The spacers run low on fuel, provisions, or oxygen unexpectedly. Getting resupplied becomes a priority.
6	Non-Lethal: For some reason, the adventurers can't use deadly force: A bounty must be taken alive, they're on a station with strict weapon laws, etc.
7	Led Astray: A guide, expert, or piece of information the crew is relying on turns out to be completely wrong.
8	Tick-Tock: Time is the heroes' enemy. Within 2d4 days, some event occurs spelling failure for their entire mission if they're not done by then.
9	Malfunction: An important piece of equipment malfunctions, breaks down, or just goes missing at the worst possible time.
10	Outbreak: A virulent illness plagues the region — and the team. Each day, the characters must make a Vigor roll or gain a level of Fatigue. The disease can be treated, but not until the heroes complete their mission.
Jack	Shocking Revelation: The events unearth some unexpected information. It may be merely something embarrassing about one of the explorers, or it might threaten a powerful individual or organization in the system.
Queen	Celebrity: An important personality somehow gets mixed up in the heroes' affairs. It might be a hero like Captain Ross or a villain like Nicolai, but either way, it's a huge distraction.
King	Doublecross: A trusted ally of the spacers is revealed to be invested in their failure — probably at the worst possible time.
Ace	Sudden Death: An unexpected death throws a wrench in things. Hopefully, the recently deceased wasn't too important for the posse's plans!
Black Joker	Nothing But Trouble: It never rains unless it pours. Draw twice.
Red Joker	Black Hats: It turns out the heroes' opponents are actually the good guys. What they do once they realize this is up to them...

EXAMPLE ADVENTURES

EXAMPLE #1

You draw an Eight of Hearts for the Objective (Character, Siege), an Ace of Clubs for the Obstacle (War, Zealots), and a Four of Spades for the Complication (Nemesis, Wagons Ho!). The team is currently on Banshee, so you decide a Heroic member of the group is approached by colonists from a nearby mining outpost. They're under attack by Reapers and their Azeel Clan allies who believe they've hit a motherlode of ghost rock. The miners haven't and need the heroes to help defend them. Upon arrival, the posse learns the colonists want to return to Temptation. Unfortunately, the Reapers now think they're transporting their riches, so the characters have to ride shotgun the entire way back to civilization.

EXAMPLE #2

You pull a Two of Diamonds (Work for Hire, R&R), a Nine of Hearts (Pestilence, Varmints), and a King of Clubs (Tough, Double Cross). The heroes are currently crewing a freighter in the Belt, so you decide they dock at the Tian for a little shore leave. A big card game there gets interrupted by the appearance of blackline-poisoned rats that are literally eating their victims to the bone. A shipboard doctor offers to help, but he's really a blackline supplier trying to protect his assets, and his treachery significantly impedes their attempts to root out the problem.

ENCOUNTERS

Exploring the Faraway system can be a dangerous endeavor, whether the team is wandering Banshee's surface or blasting through the Belt. To help represent that, here's a saddlebag full of encounters to throw at your posse. You can use these to fill the time between adventures, when your heroes are traveling from one location to the next, or as foundations for your own adventures.

Most of Banshee's major regions are represented, as is the Belt. There's no table provided for the Dark between Banshee and the Belt because with so much empty space out there, a random encounter just doesn't happen often enough to warrant one. Any encounter the spacers have in the void is one you've planned to throw at them, Marshal, although you can certainly use the Belt's table for ideas!

CHECKING FOR ENCOUNTERS

If an area is dangerous or lawless, draw a card from the Action Deck once per day (or even two or three times a day in particularly dangerous areas). A face card or higher means an encounter takes place, and the card suit determines the type—Enemies, Strangers, Treasure, or an Obstacle.

On a Joker, draw twice more and combine the suit results—such as Enemies and an Obstacle or Strangers and Treasure.

When an encounter is indicated, roll on the appropriate regional **Encounter Table** (found on the following pages), using the column that matches the card suit. We've compiled all the results into one handy list following the tables.

Use the **Encounter Location Table** below to nail down where and when the event takes place. Then take a short break to plan things out before you hit the heroes with a terrible beast or outlaw gang. This can help transform a "random encounter" into something far more memorable.

ENCOUNTER LOCATION

D20	LOCATION
1-11	On the road/trail
12-15	In or near a town, village, or city
16-18	While the posse stops to water the horses, or breaks to water the local bushes.
19-20	Once camp is made. Roll d8 to see how many hours after camp is made the encounter takes place.

REGIONAL ENCOUNTER TABLES

FERTILE CRESCENT ENCOUNTERS

The Fertile Crescent is mostly arid, rolling plains, with occasionally shallow river valleys or gullies. It also has the largest human population of any of Banshee's regions.

D20	SPADES—ENEMIES	HEARTS—STRANGERS	DIAMONDS—TREASURE	CLUBS—OBSTACLE
1-2	Azeel Clan War Party	Ranger	Abandoned Settlement	Abandoned Settlement
3-5	Barka	Colonists	Vehicle	Storm
6-7	Cat Beast	Homestead	Trade Caravan	Detour
8-9	Teeth	Colonists	Supply Cache	Drought
10-12	Bandits	Stranger	Ghost Rock	Epidemic
13-16	Scavenger Birds	Chanouks	Ammunition	Storm
17-19	Anouks	Anouks	Shelter	Heat
20	Reapers	Ranger	Settlement	Battlefield

NEW SAHARA ENCOUNTERS

The New Sahara is filled with large, rolling sand dunes. Water is sparse in the region, and likewise the area is largely empty of life.

D20	SPADES—ENEMIES	HEARTS—STRANGERS	DIAMONDS—TREASURE	CLUBS—OBSTACLE
1	Walkin' Dead	Stranger	Settlement	Black City
2-3	Diggers	Trade Caravan	Shelter	Heat
4-7	Anouks	Anouks	Vehicle	Scavenger Birds
8-11	Razor Wings	Settlement	Ammunition	Drought
12-14	Barouka	Barka	Trade Caravan	Heat
15-17	Razor Wings	Homestead	Abandoned Settlement	Abandoned Settlement
18-19	Blood Flies	Colonists	Supply Cache	Scavenger Birds
20	Reapers	Ranger	Water Source	Battlefield

GREAT WASTES ENCOUNTERS

The Great Wastes range from rugged badlands in the east and south, to dry desert plains where they join the Fertile Crescent.

D20	SPADES—ENEMIES	HEARTS—STRANGERS	DIAMONDS—TREASURE	CLUBS—OBSTACLE
1-2	Bandits	Settlement	Abandoned Settlement	Boulder Storm
3-4	Blood Flies	Trade Caravan	Trade Caravan	Detour
5	Badman	Homestead	Technology	Battlefield
6-8	Anouks	Anouks	Water Source	Drought
9-12	Razor Wings	Anouks	Ammunition	Scavenger Birds
13-15	Barouka	Barka	Ghost Rock	Epidemic
16-17	Chanouk	Colonists	Settlement	Storm
18-19	Bandits	Colonists	Vehicle	Heat
20	Reapers	Ranger	Supply Cache	Tornado

REGIONAL ENCOUNTER TABLES (CONT.)

TORNADO ALLEY ENCOUNTERS

The wide-open plains of Tornado Alley have been scoured by the fierce windstorms that rage across it.

D20	SPADES—ENEMIES	HEARTS—STRANGERS	DIAMONDS—TREASURE	CLUBS—OBSTACLE
1	Walkin' Dead	Homestead	Ghost Rock	Tornado
2	Barka	Settlement	Abandoned Settlement	Abandoned Settlement
3-4	Bandits	Trade Caravan	Trade Caravan	Scavenger Birds
5-9	Anouks	Anouks	Vehicle	Detour
10-12	Chiraka	Snapjacks	Shelter	Storm
13-15	Chanouk	Colonists	Technology	Epidemic
16-19	Teeth	Snapjacks	Settlement	Heat
20	Reapers	Ranger	Supply Cache	Tornado

TOXIC JUNGLE ENCOUNTERS

The dense foliage not only serves as home to numerous lifeforms, it also hides dangers quite effectively.

D20	SPADES—ENEMIES	HEARTS—STRANGERS	DIAMONDS—TREASURE	CLUBS—OBSTACLE
1	Badman	Stranger	Abandoned Settlement	Black City
2	Tohraka	Settlement	Settlement	Heat
3	Anouks	Homestead	Ghost Rock	Deathbloom
4-6	Creepers	Colonists	Trade Caravan	Creepers
7-9	Anouks	Anouks	Vehicle	Sticky Bugs
10-11	Kooratcha (day)/ Batrats (night)	Barka	Supply Cache	Abandoned Settlement
12	Reapers	Colonists	Technology	Storm
13-15	Razor Wings	Trade Caravan	Ammunition	Spear Wall
16-19	Sticky Bugs	Anouks	Shelter	Howlers
20	Reapers	Ranger	Technology	Epidemic

BLACK CITY ENCOUNTERS

Skinny ruins are claustrophobic, oppressive structures, with hidden passages and concealed doorways. A result of Local Encounter means a creature or sentient from the nearby area has wandered into the Black City. Roll on the Encounter Table for the surrounding region. If an Enemy, reroll any non-creature result; if a Stranger, reroll any non-sentient result.

D20	SPADES—ENEMIES	HEARTS—STRANGERS	DIAMONDS—TREASURE	CLUBS—OBSTACLE
1-3	Local Encounter	Local Encounter	Supply Cache	Trap (Alarm)
4-7	Prowler	Anouks	Shelter	Trap (Confusion)
8-11	Walkin' Dead	—	Vehicle	Trap (Curse)
12-15	Ga'aknoul	—	Ammunition	Trap (Physical)
16-19	Nahlaak	Badman	Ghost Rock	Trap (Magical)
20	Skinny	Stranger	Artifact	Storm

BELT ENCOUNTERS

Despite common depictions of asteroid belts as crowded, rock-filled space, there are usually dozens, hundreds, or even thousands of miles between asteroids.

D20	SPADES—ENEMIES	HEARTS—STRANGERS	DIAMONDS—TREASURE	CLUBS—OBSTACLE
1-3	Belt Lampreys	Homestead	Ammunition	Asteroid Ruins (treat as Black City)
4-5	Belt Lampreys	Homestead	Shelter	Ghost Ship
6-9	Reapers	Settlement	Supply Cache	Abandoned Settlement
10-13	Pirates	Freighter	Ghost Ship	Epidemic
14-16	Pirates	Freighter	Technology	Micrometeor Storm
17-20	EXFOR Patrol	EXFOR Patrol	Ghost Ship	Detour

ENCOUNTER RESULTS

ABANDONED SETTLEMENT: A ghost town appropriate to the region, whether caravan stop, research facility, mining community, or even an old space station. Roll 1d6: On 1-4, the settlement has long ago been stripped of anything of value. 5-6, a Notice roll at -2 finds miscellaneous salvage worth 1d4 × \$100. If it's an Obstacle, salvage is found per the previous roll, but 1d6+2 former residents also remain as Walkin' Dead (page 193).

AMMUNITION: A lost cache of 2d20 rounds of ammunition (see page 52) of the Marshal's choice or determined randomly.

ANOUKS: A band of 2d10 **Anouk Warriors** (page 171). If **Enemies**, they're a war band looking for trouble. If they're **Strangers**, they're a hunting party willing to trade. If the group totals more than 10, their number includes an anouk shaman (page 172).

ARTIFACT: A lost skinny artifact. The artifact can be jewelry, a weapon, or another object of the Marshal's choice. It bestows the user with any power chosen by the Marshal (or at random) from the *Savage Worlds* core book. The item is activated by a Spirit roll (-2), and has 10 Power Points that do not recharge.

AZEEL CLAN WAR PARTY: A group of 2d8 **Azeel Clan Warriors** (page 172). These fighters are always Unfriendly to human colonists.

BADMAN: The posse meets a gruff but capable **Outlaw** (page 176), down on his or her luck. The scoundrel acts as a friend until an

opportunity to rob, kill, or otherwise betray the posse presents itself.

BANDITS: A gang of 2d6 **Outlaws** (page 176) attacks any party smaller than themselves. The bandits are armed with various firearms, and mounted on horses, ATVs, dirt bikes, or other land vehicles.

BARKA: A herd of 2d12+10 **Barka** (page 179).

BAROUKA: A lone **Barouka** (page 179). Strongly territorial, the creature attacks explorers who infringe on its home.

BATRATS: This encounter occurs only after dark. A swarm of **Batrats** (page 179) looking for their next meal descends on the spacers.

BATTLEFIELD: The blasted, haunted remains of some forgotten conflict. Roll again on the **Enemies** column to see what lurks there.

BELT LAMPREYS: 1d4 **Belt Lamprey** swarms (page 180) catch sight of the spacers' vessel.

BLACK CITY: The ruins of a skinny stronghold. If the heroes choose to explore, use the **Black City Encounters Table**.

BLOOD FLIES: A mass of bloodsucking insects smell blood from over a mile away. Treat as a **Swarm** (see *Savage Worlds*).

BOULDER STORM: Rocks, swept into the atmosphere by turbulent winds, crash down on the posse's location. A boulder storm gives little warning, but explorers can Evade by making a Survival roll to find

advantageous positions. Failure results in 3d6 damage (or 4d6 on a Critical Failure).

CAT BEAST: A pride of 1d6 **Cat Beasts** (page 181) catches wind of the posse's scent. The creatures shadow the heroes, looking for an opportunity to ambush.

CHANOUK: Roll 1d6. On a 1–4, the encounter is a single male **Chanouk** (page 181). Unless the team surprises it, the chanouk stalks the heroes for 1d6 hours, looking for an opening to make a kill. If attacked, it defends itself until it can flee. On a 5–6, the posse runs across a hunting pride of 2d4 chanouks. If the beasts outnumber the team, they attack, using Gang-Up where possible. If there are more spacers, the predators keep their distance, but menacingly follow for 1d6 hours waiting for nightfall or another opportunity before going to look for other prey.

CHIRAKA: What appears to be a small copse of snap trees turns out to be a **Chiraka** troop's territory (page 182). There are 1d10+5 of the monkey-like creatures, and they attack with rocks and teeth until the heroes leave.

COLONISTS: A group of 1d12 **Colonists** (page 173), traveling or engaged in day-to-day activities. If traveling, they ride in at least one land vehicle suited to their numbers.

CREEPERS: A leafy clump of 1d4 **Creepers** (page 182) lies in the group's path. Allow characters a Survival roll to spot the flora before they're among them.

DEATHBLOOM: An area affected by a **Deathbloom** (page 183) spores lies in the heroes' path. Each hero must make a Vigor roll to resist the lure. Anyone who's been previously exposed to the spores can make a Survival roll at –2 to recognize their odor before getting in range of the attracting effect.

DETOUR: A bridge is out, a landslide blocks the trail, or a fire rages. It takes 2d6 hours to travel around the obstacle.

DIGGERS: A band of 2d6 **Diggers** (page 174) ambushes the group.

DROUGHT: The locals aren't getting nearly enough water. Unless the posse brought their own, see **Thirst** in *Savage Worlds* as long as they remain in the area.

EPIDEMIC: The region is stricken by a debilitating disease (see *Savage Worlds*). Medicine is available, but not locally.

EXFOR PATROL: An EXFOR Destroyer (page 58) hails the heroes' ship, ordering an inspection. Its commanding officer is a **Spaceship Captain** (page 178) with the Obligation Hindrance (Major – EXFOR).

Roll 1d6. On a 1–3, this is a legitimate inspection of the vessel and contents. If the team is undertaking criminal activity, the captain may detect it with a Notice roll – with modifiers according to how well the spacers have concealed it.

On 4–6, the captain begins the inspection but hints at (and accepts) a bribe of 1d8 × \$500 to overlook any transgressions. She may even drop hints to that effect. If this encounter is in the **Enemies** column, the "inspection" is a shakedown. Unless the heroes pony up 1d6 × \$1,000, the captain threatens to impound their ship. She doesn't *actually* do this, but she detains them for a day in her brig to try to sweat the money out of them.

GA'AKNOUL: This encounter occurs only at night or in a Black City structure. A pack of 1d4 **Ga'aknouls** (page 184) attacks the group and fights to the death.

FREIGHTER: A merchant vessel or vessels cross the heroes' trajectory. Roll 1d6: On 1–4 it's a single vessel; on a 5 it's a convoy of 2d4 small freighters; on a 6 it's a space train hauling 2d8 cargo carriers. The crew has little interest in trading, but may have valuable information or provide aid to a stranded ship. See **Spaceships** on page 57 for stats.

GHOST ROCK: A cache of 2d6 ounces of ghost rock! It might be found in wreckage or in the wilderness, or it might be a payment intended for the Reapers.

GHOST SHIP: An abandoned small freighter. Roll 1d6: On 1–4, the ship was long ago stripped of anything of value; on a 5, a Notice roll (–2) finds miscellaneous salvage worth 1d4 × \$1,000. If an Obstacle, salvage is found per the previous roll, but 2d8 former crewmen remain as Walkin' Dead (page 193).

HEAT: The temperature skyrockets above 90 degrees for 1d6+1 days. See Heat in *Savage Worlds*, and Thirst if water runs low.

HOMESTEAD: A single-person or family dwelling appropriate to the region—farm, ranch, mine, or even a solitary belter's habitat—too small to be on any map. Roll on the **Reaction Table** (see *Savage Worlds*).

HOWLERS: These small, arboreal herbivores travel nocturnally in packs, making a cacophonous racket when they encounter other creatures. They don't attack, remaining safe in the trees, but predators home in on the noise. Roll an encounter on the **Enemies** column every hour the group remains in the area (non-creature results indicate no encounter). Aside from attracting meat-eating beasts, the noise prevents anyone in the vicinity from sleeping. This results in Fatigue the next day, which is relieved by a good night's sleep.

KOORATCHA: A swarm of 1d10+10 of the massive beetle-like creatures crosses the posse's path. If they feel threatened, the **Kooratcha** (page 186) release a scent cloud, but only fight if directly attacked.

MICROMETEOR STORM: Space debris too small for the sensors to detect collides with the ship. Due to the speed at which the debris is traveling, it inflicts 4d10 damage and is treated as a Heavy Weapon.

NAHLAAK: A group of 2d6 spectral guardian **Nahlaak** (page 187) attack trespassers. Their remains are hidden nearby, requiring a Notice roll (-2) to find.

PIRATES: 1d4 **Pirate Ships** (page 177). They threaten the posse to extort some profit (monetary or cargo), but only attack if they have the group considerably outgunned. Each ship holds 2d8 **Pirates** (page 176).

QUI'TOK: The group has the misfortune to run into a **Qui'tok** (page 188), a longhorn-sized porcupine from Hell. It attacks and fights to the death—its or the posse's.

RANGER: Roll 1d6. On a 1-4, this is a single **Colonial Ranger** (page 174) riding her patrol route on a Mule, dirt bike, or ATV. On a 5, it's a posse of 1d4+1 Rangers on the same vehicles. On a 6, it's 1d4+1 Rangers in a Stallion (page 60).

RAZOR WINGS: A swarm of **Razor Wings** (page 188) descends from the skies and attacks.

REAPERS: A **Reaper** (page 177) patrol, camp, or outpost. 2d10 of them try to lure the group closer with some deception. The Reapers know they can't let word of their whereabouts get back to the authorities so combat is inevitable. 50% of the time, the Reapers have a heavy weapon of some sort, such as a rocket launcher or boom tube.

SCAVENGER BIRDS: Banshee has her share of avian carrion eaters, not unlike Earth's vultures. These birds circle above the dead or near-dead, awaiting a feast. They're easy to disperse (treat as a **Swarm**; see *Savage Worlds*), but the attacker must use a ranged weapon to affect them, as they seldom come closer than 100 yards from any living creature.

Predators have learned to follow scavenger birds to easy prey. Roll again on the **Enemies** column. A non-creature result means nothing follows the birds.

SETTLEMENT: A small settlement such as a ranch, watering station, mining outpost, etc. It holds fewer than 100 inhabitants, but they are generally friendly and willing to trade any goods they have on hand, subject to the usual Rarity modifiers for population.

SHELTER: A cave, bunker, orbital station, or other area shields a posse from the local elements without need for a Survival roll.

SKINNY: The heroes run across a **Skinny** (page 189)! Roll 1d6: On 1-3, it's alone; on 4-5 it has 1d6+3 **Walkin' Dead** (page 193) with it; on 6 it has a **Qui'tok** (page 188) as a bodyguard. The skinny and its companions attack at an inopportune moment.

SNAPJACKS: A snapjack camp holds 1d8+8 **Snapjacks** (page 177) and a Crawler (page 44) for every four snapjacks, each equipped with trailers and wind anchors.

SPEAR WALL: A line of dense spear plants blocks the posse's route. The team can either look for a way around and lose half a day's travel or muscle through. Cutting through takes two hours of hard labor, and incurs a Fatigue level from Bumps & Bruises.

STICKY BUGS: A patch of dense vegetation hides a horde of **Sticky Bugs** (page 190). Each adventurer must make a Notice or Survival roll at -4 to spot the bugs before wandering into the middle of them. Those who fail need to make an Agility roll at -2 or accidentally step on one of the critters.

STORM: Visibility is reduced to 24 yards (12"), it's Dark, and the ground turns to mud. Most Agility-based skills suffer a -2 penalty, including Driving, Piloting, Riding, and Shooting due to slippery ground, poor visibility, and high winds.

STRANGER: Riding in the same direction is a tough but affable **Gunman** (page 175), down on his or her luck. If someone befriends the character he or she becomes a capable and stalwart friend to the posse.

SUPPLY CACHE: A forgotten cache of gear, provisions, or water, still sealed and potable.

TECHNOLOGY: A discarded high-tech item of the GM's choice (40% chance it's functional).

TEETH: A herd of 5d4 **Teeth** (page 191) rolls up onto the team. Due to their size and method of movement, Notice rolls to spot the critters before they're on top of the heroes are made at -2. The odd, vicious animals fight until less than a quarter of their number remain.

TOHRAKA: Banshee's apex predator, the **Tohraka** (page 192), catches the adventurers' scent. It doesn't stop until it's killed or it gets its next meal, i.e. at least one character.

TORNADO: The posse is caught in the path of one of Banshee's massive windstorms. The average tornado is 1d4+2 miles wide and travels about 40 miles an hour. Each success and raise on a Survival roll finds shelter for up to two people before the twister overtakes the group. Vehicles are harder to secure and inflict a -4 penalty to the roll, but the first success finds cover for it and everyone who can fit inside. Anyone caught outside when a Banshee tornado hits takes 3d6 damage every minute for the duration of the storm. Incapacitated characters and wrecked vehicles are swept up in the vortex and dropped 1d6 miles away!

TRADE CARAVAN: The team crosses paths with a trade caravan eager to do business. Only readily transportable items are on hand, but treat the caravan as a settlement of 500-1,000 for purposes of availability of goods.

TRAP (ALARM): One hero trips a magical or mechanical alarm, drawing other denizens of the ruins to the team. Roll 1d10+10 again on the **Encounter Table** (**Enemies** column). A Notice roll (-4) spots a mechanical alarm; only *detect arcana* spots a magical alarm.

TRAP (CONFUSION): This trap causes the group to feel disoriented. Unless each character succeeds at a Smarts roll at -2, he wanders lost through the ruins for 1d8 more hours if not prevented from doing so—with an additional encounter roll each hour. Only *detect arcana* spots a confusion trap.

TRAP (CURSE): The heroes suffer a minor *curse*. Each must make a Spirit roll at -2 or suffer a level of Fatigue (which can Incapacitate but not kill). The Fatigue can be recovered by a day's rest outside the Black City, but returns if the character ever returns to the same city. The *curse* can only be removed by use of the *dispel* power. Only *detect arcana* spots a curse.

TRAP (MAGICAL): A random member of the team triggers an ancient magical trap. An energy blast erupts, dealing 3d6 damage in a Large Blast Template. Without *detect arcana*, a magical trap is impossible to spot.

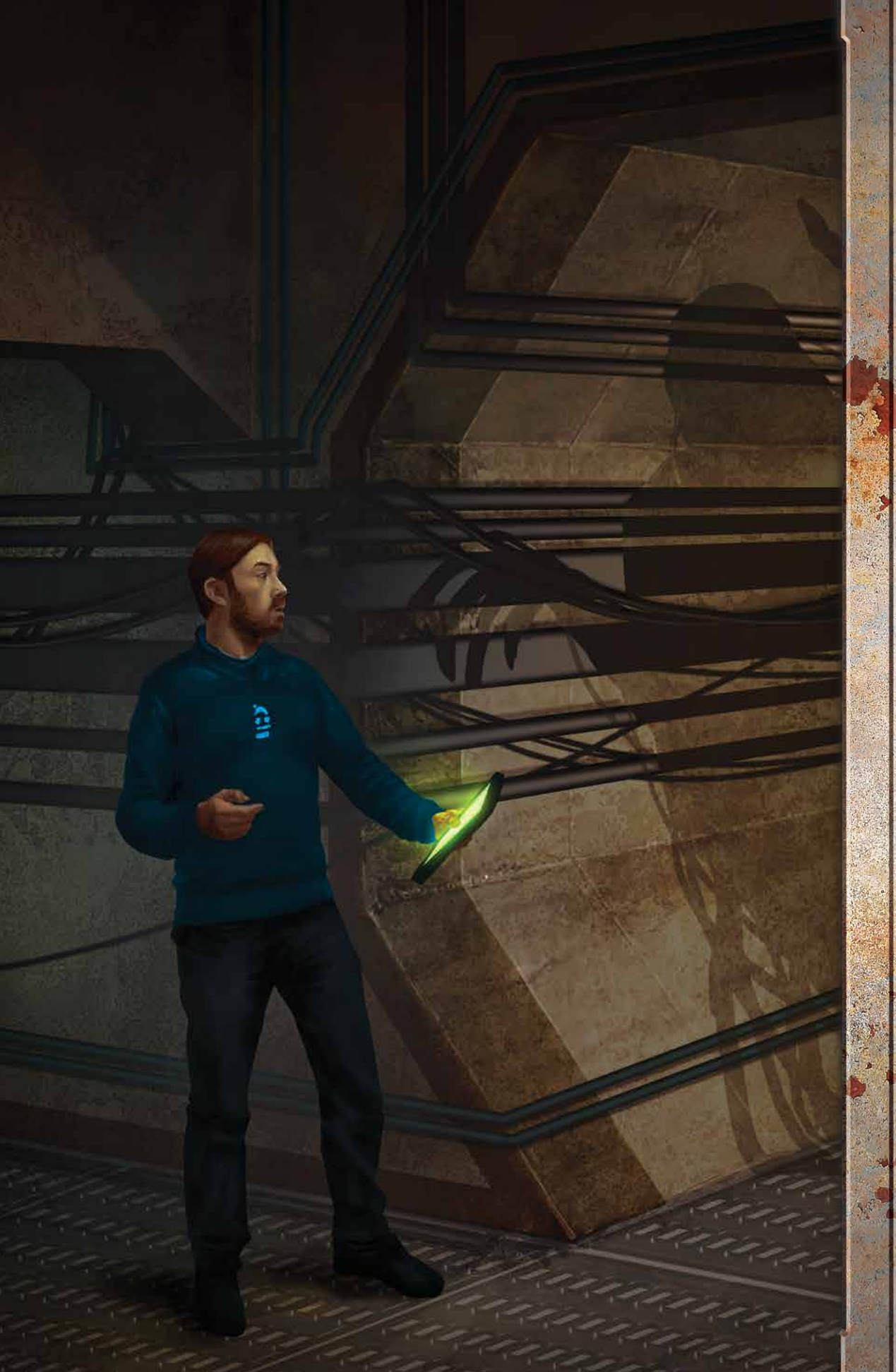
TRAP (PHYSICAL): A random hero triggers a mechanical trap, such as a falling block or pit. Everyone within a Medium Blast Template of the hapless explorer takes 2d8 damage. A Notice roll (-4) spots a trap before it's sprung.

TREASURE MAP: A moldering skeleton hides a tattered map, letter, or other data leading to a treasure—and danger. The treasure may be very valuable, such as the location of a ghost rock vein, lost ruins, or artifact, or it may be fool's gold. In any case, the danger remains.

VEHICLE: A vehicle of the Marshal's choice (50% it runs). If non-functional, it may provide parts or contain other useful supplies.

WALKIN' DEAD: 2d10 **Walkin' Dead** (page 193).

WATER SOURCE: A creek, stream, ice pocket, or spring with clean, potable water quenches the posse's thirst—no Survival roll necessary.



THE DEMON YOU KNOW

The Demon You Know is a Plot Point Campaign for *Deadlands: Lost Colony*. In it, your heroes must thwart a plan by some of the worst of the worst in the system to use the exiled Reckoners for their own nefarious ends. The task takes them across Banshee and into space to face their foes on their home turf. In the end, they have the chance to not only make history, but also to change the status quo in Faraway forever.

The Plot Point Campaign gives your posse a reason to stay together and provides an overarching epic tale to link all the heroes' more personal quests and interests. While the tale focuses on stopping the skinnies' plan and taking down one of the Four Horsemen in the process, it also brings them into conflict with Vanessa Hellstromme—or more accurately, the demon riding in the copilot's seat of her soul.

It also gives you, the Marshal, a ready-made campaign that you can run with little preparation or planning. *The Demon You Know* is designed to allow you lots of room to tailor the game to your own tastes. There are plenty of opportunities to insert your own adventures or one (or more) of the Savage Tales found later in this book.

LAYING THE GROUNDWORK

The beginnings of *The Demon You Know* lie in the distant past of the Faraway system, back when the skinnies were first preparing to invade Banshee. The Craghan sorcerers were close to launching their attack on the anouks when Banshee sundered their homeworld to protect her children. A few skinnies survived the destruction of their planet and crashed on Banshee, where they were able to enslave the anouks for centuries.

They weren't the only things to survive the cataclysm, but more on that in a moment.

NEW KIDS ON THE PLANET

The *Unity*, carrying the exiled Reckoners, crashed on Two about a year ago. This was just as hostilities between EXFOR and, well, everyone else in Faraway were getting underway, so the event went largely unnoticed. The skinnies, powerful sorcerers that they are, and Vanessa, thanks to her hellish personality disorder, were immediately aware of the presence of the powerful beings.

Bazelus is technically a minion of the Reckoners, sent to prepare Faraway for its masters' arrival—but no good demon is

likely to overlook a shot at becoming the top dog when its bosses are weakened. Now, both the skinnies and Vanessa are looking for ways to seize the power the Reckoners wielded before the otherworldly entities either grow too powerful to handle or are extinguished by Banshee's influence.

Vanessa has been laboring for the last year to find a way to corral her former masters, using as much of HI's technical expertise as she can without tipping her hand to her employees. The skinnies, on the other hand, have pulled out all the stops to put their hands on one or more of the Reckoners. One skinny, an ancient and cunning member of his race called Raahk, recently managed to imprison War, and he began siphoning the Horseman's energy to fuel his own plans for seizing control of Banshee.

The first step of his scheme is to use War's unnatural influence to destroy the tenuous peace between colonists and anouks. This sets his enemies against each other while also keeping them distracted from his own moves. Nicolai, seeing a chance to weaken the colonial government, needed little prodding to agree to ally the Reapers with the skinnies.

And that brings us back to those other survivors of the Craghan planet's destruction we mentioned earlier.

SEEDS OF EVIL

Prior to Banshee destroying their planet, the skinnies had assembled legions of horrors they dredged out of the Hunting Grounds to unleash on the peaceful anouks. They trapped these abominations in magical prisons, holding them until they completed the rituals necessary to transfer them to Banshee. Fortunately for the anouks, the Craghan planet was destroyed before the skinnies could complete the complex spells to transfer the monstrosities across the millions of miles separating them from Banshee.

Most of these mystical holding facilities were destroyed, along with the horrors imprisoned in them. Raahk, however, located a large asteroid containing one of the Craghan hordes, largely intact. Using the power he's stealing from War, he set sorcerous wheels in motion to draw the asteroid to Banshee. The asteroid contains thousands

of abominations—prowlers, voracipedes, and braincrawlers—in a magically induced state of suspended animation, ready to be awakened by their masters.

Raahk ultimately plans to have the asteroid crash into the planet, causing another natural disaster to rival the World Storm, further weaken the colonists and anouks, and free his own army of nightmares.

The Reapers are unaware of the full scope of Raahk's plan. Nicolai simply believes Raahk's scheme will lead to upheaval in the colonial government, leaving a power vacuum into which he can easily step when the time is right. War's influence has so muddled his mind that he's blind to the fact the asteroid's impact is likely to destroy most life on the planet and render it virtually uninhabitable.

And this is where our intrepid heroes come in...

HOW TO USE THE PLOT POINT CAMPAIGN

The Plot Point Campaign begins with **Armageddon**, when the posse is recruited to stop Nemesis—a potentially apocalyptic asteroid—from hitting Banshee by planting demolition charges on it. On Nemesis they discover a large cluster of alien ruins, some of which contain strange creatures in suspended animation. However, their explorations are cut short by a band of Reapers disguised as EXFOR soldiers trying to stop the mission. Although the heroes succeed in destroying the asteroid, its debris rains down on the planet in meteorite swarms that many come to call the Nemesis Shower.

In **Rumors of War**, the spacers discover that more than just rock from the Nemesis Shower made it to Banshee. Over the course of several encounters, the heroes learn that not only did the creatures from Nemesis make it to Banshee alive, but they're apparently working with hostile anouks.

Sometime after their trip to the asteroid, Hellstromme Industries hires the team to visit the location of an anomalous signal detected on Two in **Special Delivery Apocalypse**. The site turns out to be that of the crashed *Unity*. Their employer instructs them to collect

all ship's logs, as well as a piece of strange technology found in the wreckage. In the process, the heroes learn about the Reckoners and that they're loose on Banshee.

The posse learns the explanation for renewed hostilities with the anouks in **Comes a Red Horse**, when it gets a firsthand look at War in battle. The crew also gets front-row seats to Vanessa's first attempt to take down one of the Horsemen—and its disastrous failure.

Help comes from an unexpected source in **The Friend of My Enemy**, when Nicolai himself approaches the spacers with information on how to defeat Raahk and War. To do so, the group only has to travel to the Belt, delve into an ancient Craghan ruin, and retrieve a talisman that's protected by dread sorceries and even more dread guardians.

The Plot Point Campaign comes to a head in **Dead Reckoner**. Hellstromme Industries identifies a new energy signature that may be the source of the anouk uprising. Their HI contact again recruits the spacers to lead an assault team into a Black City to bring down the skinny leading the uprising. He's somehow gotten his hands on War and is using the weakened Reckoner to raise the anouks against the colonists en masse. Of course, nothing's ever what it seems when Vanessa Hellstromme's involved.

1. ARMAGEDDON

Run this adventure first if you're using *The Demon You Know* Plot Point Campaign. It brings the heroes together, gives them a chance to draw the attention of certain people in powerful places, and provides them with a spaceship to get around both Banshee and the Faraway system better. The characters can be separate or together at the start, and it's not necessary they know each other at the beginning of this adventure.

The action begins a day after a planetwide announcement warns colonists of Nemesis, a recently detected, very large asteroid on a collision course with Banshee. The Banshee Defense Force already has a response in motion to divert the asteroid, but those with

THE OTHER RECKONERS

"The Demon You Know" details what happens to the Reckoner War, but there are three other Reckoners yet to be accounted for. If you're wondering where the other Horsemen have wandered off to, that's no surprise. Each is a strong contender for the most powerful individual entity in the Faraway system on their own, so they're not exactly the sort of thing you want to lose track of.

Banshee keeps the Reckoners weakened by her very existence. Right now they're a little disoriented, thanks to this new environment, their startling imprisonment, and sudden release during the Unity's crash.

As time passes, their power and ability to resist Banshee grows. For the moment, Death is staying put on Two and building himself a stronghold in the Black Valley. Pestilence has migrated to a lost ruin deep within the Toxic Jungle, where she's finding all sorts of new playthings. Famine has her eyes set on getting out into the Dark. There, everything—not just food—is in short supply!

the ability to get off-planet are encouraged to do so, just in case.

The spacers are in Temptation seeking transport, employment, or just a brief break from the hard life of a colonist, and maybe a little entertainment. So far, none of the posse is having any luck.

Around mid-afternoon, the sound of several good-sized explosions rips through Temptation's streets, all originating from the spaceport on the northeastern corner of the city. Before the echoes of the blasts subside, gunfire erupts from the same area. *Lots* of gunfire.

Brave souls who rush to investigate spot plumes of black smoke rising from the spaceport. The heroes catch the tail end of a battle between a group of gunmen (actually Reapers) and a small contingent of the BDF. Both sides appear to have taken heavy casualties, but the Reapers outnumber the BDF soldiers by more than two to one.

If any of the posse takes part, allow them to handle a few militia members as Extras. The Reapers fight until they lose more than half their number.

After the battle, the characters can get a look at the source of the explosions that shook Temptation. Several spaceships have been reduced to smoking hulks. Most look like BDF vessels, but there are one or two civilian spacecraft as well. Talking to witnesses reveals the gunmen rigged explosives to the ships and engaged the local BDF garrison to make sure crews couldn't get to the wrecks in time to salvage them.

- **BDF SOLDIERS (4):** See page 172.
- **REAPERS (4, PLUS 2 PER HERO):** See page 177.

RECRUITMENT DRIVE

Whether the heroes investigate the ruckus or not, sometime in the next few hours each is approached by a representative of the BDF. The soldier pulls the characters aside, either alone or as a group. He's looking for colonists in need of employment who aren't afraid of a bit of risk in the service of the colony, and of course a paycheck.

Assuming they're interested, the BDF soldier gathers the group at the BDF office at the spaceport, where there's a grizzled old spacer and a large, heavily bandaged man in a flight suit already waiting. The pilot introduces himself as Major Lee Bansen, and he's clearly in charge. His voice slurs occasionally, revealing that in addition to the bandages, he's also pretty heavily dosed with pain medications.

"The dust-up here with the Reapers has us in a bad spot, and we're hoping you folks can lend a hand. But I probably need to give you a little background first.

"This whole Nemesis thing is a little fishy, as we thought we'd plotted all potential asteroid collisions over two decades ago. Nemesis was never on the radar, but it is now, and we're about two days from doomsday. Some folks in the know believe it might be a new attack by EXFOR, but there's no evidence of human influence here. And in the end, how it got where it is doesn't matter.

"What we do about it does."

He goes on to explain colonial government scientists have calculated the rock is large enough to be a planetary threat, but can be deflected with a relatively small nuclear detonation. It has to be placed precisely, which rules out unmanned missiles. The BDF has a few nukes on hand, but a manned craft must rendezvous with the asteroid and deliver a warhead.

"I was scheduled to pilot a Stallion at the spaceport ready to carry out the mission. At least until the Reaper attack, which took out the ship and laid me up. And the backup ship. And every other fueled and ready ship currently at the spaceport."

He has no explanation for the Reapers' motivations, but the remaining ships and crews are more interested in getting off Banshee than undertaking a risky mission involving a nuclear warhead.

Given the speed of the asteroid's approach, the launch window is very small; there are only three hours in which to get a ship en route to divert the asteroid. While the BDF has a number of other ships, they are deployed in near space or on patrols. They can't make it back in time, refuel, and load the cargo in time.

MEET THE NEW BOSS

Bansen continues:

"There was one ship left untouched by the Reapers, the Reckless, for...uh, reasons which may become clear later. Its captain, Captain Alquist here, has agreed to carry the warhead, but he's currently without a crew. I'm out of action for a couple weeks, and my other pilot is on his way to Boot Hill right now, courtesy of the Reapers. That's where — hopefully — you lot come in."

At this point, the old man has nodded off and everyone catches a whiff of strong alcohol. Still, it's his ship and he's going, whether the party talks him out of piloting it himself or not.

Alquist wakes with a start upon hearing his name and mumbles something inaudible while scratching himself inappropriately. Basic questioning of Bansen or Alquist reveals that the *Reckless* had been impounded for several months by a local mechanic to

cover an unpaid repair bill. In return for his assistance, the government is covering the bill. Due to his ship's grounded status (and his lack of funds), Captain Alquist no longer has any crew.

Bansen offers any characters with directly applicable skills like Piloting, Repair, or Electronics \$2,000 to undertake the mission. He's also willing to pay any "unskilled" crew \$1,500 to accompany the flight as there's plenty of heavy lifting. A Persuasion roll increases the payment by \$500, or adds \$1,000 with a raise. The colonial government doesn't have particularly deep coffers—even at the potential end of the world—and the mission is (despite Bansen's assurances) viewed as something of a Hail Mary by those at the top.

The Ranger needs an answer immediately, as the *Reckless* is currently undergoing pre-flight checks for liftoff within the hour. Assuming they accept, the heroes are hustled to a waiting vehicle and driven immediately to the *Reckless*.

TO THE STARS!

The BDF provides the team with spacesuits of appropriate sizes, complete with maneuvering thrusters and spiked boots to help them move on the asteroid's surface.

Bansen downloads the coordinates for the warhead's placement and gives the group a quick briefing on the warhead. The device weighs several hundred pounds and is very unwieldy. He assures them it will be much easier to handle in the near-zero gravity on the asteroid. Finally, he gives them a pair of secured detonators, along with the instructions for unlocking them.

"All you need to do is place it at the marked location and hightail it back a few hundred miles before the timer runs out."

He pauses for a moment, then laughs.

"Naw, I'm kidding. Just use one of these remote detonators to trigger it once you're at a safe distance. They've got a range of over 100 miles."

ANY SHIP IN A METEOR STORM

When the group reaches the spaceport, they discover the name *Reckless* more likely

applies to any crew foolhardy enough to ship out on her than the vessel itself. The spaceship is a light freighter that seems more replacement parts than original—and most badly installed. Rust competes with at least three different colors of paint on those surfaces that aren't just bare metal.

After boarding, they find the interior isn't in much better shape. Most furnishings not permanently affixed to the superstructure appear to have been scrapped, removed, or most likely sold. Anyone examining more complex features, like the galley stove or the facilities in the head, find they function apparently only on capricious whim.

THE RECKLESS

The ship is a light freighter with a single weapons point. It's heavily used and counts as Recycled Goods per page 42. In general, any malfunctions should be more frustrating or comical than life-threatening, but the ship is a rattletrap.

The Reckless: Size 8 (Huge), Handling □2, Top Speed 1000 MPH (atmosphere), 10K MPH (space), Toughness 24 (4), Crew: 5, Cost: \$5.52M, Remaining Mods 16

Notes: AI, AMCM, Atmospheric, Gravity Drive, Sensor Suite (Planetary)

Weapons:

- Dual-Linked Light Autocannons

DARK MARIA

The Reckless also has a quirk. It's haunted.

Passengers may occasionally catch glimpses of a short-haired woman in dirty coveralls with a heavy wrench in her hand.

Maria is one of Captain Alquist's technicians. She died in a weird incident near the Belt but somehow her spirit remains. Maria is a sort of guardian spirit for the Reckless. As long as she's aboard, the ship has two Bennies the captain can spend for any Piloting roll, or to Soak Wounds against the ship.

The heroes should only catch glimpses of Maria here and there, disappearing around dead end corners or out of the corners of their eyes. If he's asked about her, Alquist reveals only the basics—that Dark Maria protects the ship. But it's best to give her space.

If any of the spacers voice their observations, Alquist stirs from his slumber long enough to slur,

"Don't let her looks fool ya. She's a good ship and has seen me through many a storm..."

His defense becomes less convincing when he drifts off in mid-sentence.

IN-FLIGHT ENTERTAINMENT

If there's a pilot in the posse, Alquist barely stirs for takeoff. If not, the captain takes the controls and pilots the *Reckless*.

If Alquist mans the wheel, it likely makes the trip mentally unsettling for some of the crew—and it definitely makes it physically unpleasant. Rough jolts, sudden shifts, and drastic changes in acceleration while Alquist is at the controls require everyone on board to make Vigor rolls or suffer a level of Fatigue from motion sickness.

Allow the heroes to Support the captain's Piloting if they any have appropriate

skills, like Electronics or Repair. Due to the proximity of the asteroid to *Banshee*, using the gravity drive is not an option, leaving the *Reckless* traveling at maneuvering speeds. This also means there is no artificial gravity on the ship, which might further hamper the crew's efforts.

Regardless of their success or failure, the *Restless* makes it to *Nemesis* on time.

NEMESIS

The journey to *Nemesis* takes only a day. Approaching the asteroid, the posse sees it is nearly 10 miles across—about the size of the one that led to the extinction of the dinosaurs on Earth. It's roughly cone-shaped, and the coordinates for placement of the warhead are on the wide end of the cone. Fortunately, that's also the side with the most level terrain.

A simple Notice roll spots a suitable landing site about 300 yards from the coordinates Bansen provided. Landing still requires a Piloting roll to avoid causing the *Reckless* a Wound. Whether he piloted the *Reckless* or not, Alquist is conscious by now, but remains with the ship to perform standard checks and a few minor repairs.

Once on the ground, maneuvering the warhead is much easier. Although its mass is the same, inertia alone is far easier to overcome than inertia *and* gravity. Spiked boots allow the spacers to gain purchase to push the device along the surface.

I SPY WITH MY LITTLE EYE...

About halfway through the overland portion of their journey, allow each of the heroes a Notice roll. Those who succeed spot a cluster of rocks with unusually regular shapes. The outcrop is about 200 yards to one side of their route. Should any explorers venture over to the strange formation, they discover it's not natural, but apparently ruins of unknown origin. The rocks are actually cracked and broken columns arranged in a roughly elliptical pattern.

While they don't have time to do a detailed analysis, any character with experience in the history or archaeology of ruins on *Banshee* recognizes some similarity between the architecture of these ruins and those of



Castle Rock and other Black Cities. A Notice roll even spots a few badly weathered (and untranslatable) runes on exposed surfaces that match the general form of those observed in those Banshee locales.

DON'T TOUCH THE MERCHANDISE

Allow any hero who examines one of the columns to make another Notice roll. On a success, the spacer spots the tip of a bluish-white crystal buried in the dust at the base of the column. Removing the dust enough to investigate the crystal takes only a moment or two, and exposes an egg-shaped blister several feet across and nearly 10 feet long. Inside, an indistinct form is visible.

Characters checking the other columns find similar blisters under them. In fact, concentric circles of the unusual crystals extend outward from the ruins until the dust and dirt become too deep to remove in the time they have remaining.

If a spacer taps or otherwise forcibly touches an exposed egg, ripples roll across the surface, originating from the point of contact. After a few seconds, the blister begins dissolving quickly, revealing a weird creature—a prowler—which comes to life and springs at the closest character! The sudden, unexpected nature of the attack requires everyone present to make a Fear check.

The prowler is neither adapted nor prepared for the deep space environment. If it misses its initial attack, the lunge carries it off into space. Regardless, it must make a Vigor roll each round after the first to resist the effects of the vacuum (see **Vacuum**, page 64). It gets a +2 bonus to the roll thanks to its thick hide, but a single Wound kills it.

- **PROWLER (1):** See page 187.

THE BIG BANG

Placing the warhead is nearly foolproof. A simple Smarts roll is all that's necessary to deliver it to the correct coordinates. Another arms it, but you can make this as tense a scene as you want. It is, after all, a nuclear warhead.

Likewise, liftoff and flight to a safe distance is surprisingly uneventful (unless you want it to be otherwise, Marshal). However, the end

goal here is to make sure the warhead goes off on Nemesis according to the BDF's plan.

What the BDF wasn't counting on was the fact Nemesis isn't a solid piece of rock. Instead of being deflected by the blast, the shockwave shatters the asteroid, sending hundreds of smaller pieces out like shrapnel. Against all known physics, the vast majority of these hurtle toward Banshee.

Give any spacer who tries to get a closer look at the resulting debris a Notice roll (-2). On a success, the sharp-eyed astronaut sees most of the fragments appear to contain one or more of the weird crystal blisters.

THE NEMESIS SHOWER

The small shards of Nemesis reach Banshee within the day. Untold numbers fall on the planet, with most landing on One. The shower, which occurs at night, is a stunning visual spectacle, but surprisingly few of the meteorites burn up during reentry. Although small, each piece of debris moves at a high velocity when it strikes the surface and causes significant damage—though far, far less than the massive asteroid would have.

The *Reckless* lands at Temptation shortly after the Nemesis Shower. Another BDF officer meets the team at the spaceport as Major Bansen has finally agreed to be transported to the city's medical facility. The officer pays them and gives them a quick damage report. No settlements were directly hit by the meteorites, although some had near misses. As yet, there are no reported deaths, but the Rangers expect a few dozen to eventually come to light as isolated homesteads and mines report in.

Once word of their actions gets around, the heroes don't have to buy drinks for themselves in the bars around Temptation.

PARTING GIFT

While the group is still together in Temptation, a courier finds them with a sealed, legal folder. Inside are a sloppily scrawled note and another document.

The note is brief:

"The doc told me my time was running out before we left Banshee, and now the original

Reaper's not far from collecting the one debt I couldn't skate out on. I lived a good life, but fell on bad straits – and whiskey. Thank you for giving me the chance to leave a legacy as more than a drunken bum.

*"Treat her right and she'll do right by you."
– Alquist"*

The other document is the ship's registration for the *Reckless*, naming each of the heroes as new co-owners of the vessel. It is currently docked at the spaceport – fully fueled, courtesy of the BDF.

Any spacer who follows up on Captain Alquist discovers the man passed away during the night.

2. RUMORS OF WAR

When: Shortly after the Nemesis Shower.

This installment is actually a separate pair of encounters. They provide the players with some insight into the spread of Raahk's power and influence, as well as hands-on experience with a few of the horrors that rained down on Banshee. Each is a relatively short affair, so you can tack them onto another adventure or *Savage Tale*, or stage them independently.

It's not necessary for the posse to actually take part in these encounters if you don't want to run them. They can just as easily hear about the events as rumors or news broadcasts, as long as the players learn the important details from each encounter. This gives them the information they need later in the campaign to connect some of the dots.

YOU'RE NOT FROM AROUND HERE

This event occurs a few days to a week after the Nemesis Shower. The posse is on Banshee, preferably at a smaller settlement or even isolated ranch on the colony's fringe. While the heroes are on the ground, one of the colonists mentions some of the meteorites impacted nearby, although no one's had time to go look for them yet.

Suddenly, another local raises the alarm. A small group of Craghan abominations has

wandered into the settlement and is attacking the inhabitants. The assault can take place at any time of day, Marshal, but after dark is always more disconcerting when dealing with strange monsters from outer space.

Make the creatures as alien as possible. Prowlers run along walls as easily as the ground, making any normal fortifications nearly worthless. The voracipede uses its burrowing ability to avoid being cornered, attack unexpectedly, and maneuver for the best use of its eye-blasts.

Raahk has not gathered all the creatures from the asteroid under his control yet, meaning those still loose are only of animal intelligence. While they are smart enough to coordinate their attacks, they don't understand the finer points of tactics. The abominations fight to the last.

A few settlers join in the defense of their home. Let the players handle them as Extras if you like.

➤ **VORACIPEDE:** See page 192.

▪ **PROWLERS (1, PLUS 1 PER HERO):** See page 187.

▪ **SETTLERS (4):** Use the stats for Colonist on page 173. Armed with hunting rifles (Range 24/48/96, Damage 2d8, AP 2, RoF 1) and a knife (Str+d4).

EMPTY PACKAGING

After the battle, the crew might be interested in following up on the mention of the meteorites – especially if they released a prowler in the ruins on Nemesis. One of the colonists can point them in the right direction. The impact craters lie about 10 miles from the settlement, and the team can go overland or simply fly there.

The site shows numerous impact craters of different sizes, including one over 20 feet in radius. An adventurer examining the craters finds pieces of the strange crystalline substance the posse might have observed on Nemesis. Each piece appears melted in much the same way the blister did on the asteroid.

A Survival roll finds dozens of prints in the area matching those of the abominations that attacked the settlement.

BODY SNATCHERS

Following the encounter with the prowlers and voracipede, weeks go by with only a few sporadic reports of other such incidents. If a spacer looks into it, this may seem odd, as there were hundreds—possibly thousands—of meteorite impacts during the Nemesis Shower.

On the other hand, reports of anouk attacks on colonists begin to increase. Even once-friendly clans become involved in the clashes, usually without provocation—or at least none the human settlers admit to. Rumors begin to reach the heroes of homesteads found abandoned, their owners having fled into the wilderness or worse. While no one has an answer for the disappearances, suspicious colonists begin to whisper suggestions that the missing are being taken for the purposes of torture and other atrocities at the hands of the anouks.

A spacer who succeeds at Networking while investigating the stories learns that some friendly anouk clans are also claiming they've had members abducted. Many humans dismiss these allegations as a smokescreen. After all, the doubters argue, witnesses have recognized members of the supposedly "peaceful" clans in some of the raids.

What's actually happening is that Raahk's followers are bolstering their ranks by capturing colonists and enemy anouks. The abductors place braincrawlers from the Nemesis meteorites in their victims' skulls, transforming a possible foe into a completely loyal member of their own ranks.

ALIEN PRESS GANG

At some point when the crew's adventures take them to a suitably isolated location, such as a farm, with a convoy, a solitary ghost rock strike, or even when they're alone, run the following encounter. It can occur virtually anywhere in the Fertile Crescent, Tornado Alley, or even the Toxic Jungle.

Shortly after nightfall or just before dawn, a raiding party attacks. If the team or colonists they're with haven't set a guard, check for surprise as usual. Prowlers lead the attack, rushing into the camp or settlement

to engage in melee. Anouks follow the next round as braincrawler-controlled humans take potshots from the edge of the encampment.

The anouks are trying to gather more captives to add to Raahk's army and initially try to subdue their victims rather than kill them.

If there are any other colonists on hand, use the appropriate stats—either Colonist (page 173) or BDF Soldier (page 172). Have the players control the colonists as Extras. Assign an extra anouk and braincrawler-controlled human for every two Extras on the heroes' side, and a prowler for every four Extras.

The prowlers, as well as the braincrawler-controlled anouks and humans, fight until Incapacitated. Only two of the anouks are infected with braincrawlers and likewise fight to the death. The non-infected anouks fight until they are outnumbered and then try to retreat.



- **ANOUK WARRIORS (3, PLUS 1 PER HERO):** See page 171. Armed with chakatls (Str+d8) and aknouk (+3), but no chanouk mounts.
- **BRAINCRAWLER-CONTROLLED HUMANS (1 PER HERO):** Use the stats for Colonist on page 173. Armed with hunting rifles (Range 24/48/96, Damage 2d8, AP 2, RoF 1).
- **PROWLERS (2, PLUS 1 PER 2 HEROES):** See page 187.

THAT'S GOTTA HURT!

After the battle, the adventurers can examine the infected humans and anouks. The humans are normal settlers and miners; there's no sign that they're Reapers. The two infected anouks are members of peaceful clans.

A Notice roll spots the entry wound caused by the braincrawler on the neck of one of the attackers. Checking the other infected finds a similar wound. A hero examining these strange injuries can discover the braincrawlers attached to the victims with a Healing roll. Every human and all anouks from peaceful clans have braincrawlers attached.

If the heroes manage to remove a braincrawler without killing its host, any victim is understandably horrified, but grateful to his rescuers. He tells a tale of being captured by hostile anouks and having the disgusting braincrawler placed on his neck. Beyond that, no victim has any clear memory of what happened to him afterward.

3. SPECIAL DELIVERY APOCALYPSE

When: Run after at least the first encounter in **Rumors of War**. The crew is contacted by Marta Diehl, who identifies herself as a geologist and field researcher employed by Hellstromme Industries. She's been empowered by her company to hire the spacers and their ship for an expedition, but the heroes must meet with her on Tunnel Station to get the rest of the details.

CHARTERED VOYAGE

Diehl meets the crew's ship at Portal on Tunnel Station and briefs them on the

expedition's purpose. Company scientists detected an anomalous reading on Two and believe it may be related to the Nemesis asteroid or possibly a new EXFOR ship—or weapon. Diehl and her team are to investigate and gather samples. The expedition consists of herself and a small security contingent of HI marines.

In return for their service, she offers to pay \$10,000, plus normal operating expenses. If the heroes try to negotiate, a successful Persuasion roll gets Hellstromme Industries to open its own shipyards to make improvements on the *Reckless* equal to \$100,000 dollars of repair work. While the reward might seem high for the task, the majority of the value is in labor at HI's shipyard, not actual materials—and Vanessa can easily redirect a few bodies to do grunt work in the dry docks.

Should the posse not have a ship for some reason, Diehl instead meets them on Banshee and hires them to pilot an aircraft from Seaside over to Two. In that case, the payment is only \$1,500 per hero.

➤ **MARTA DIEHL:** See page 166.

▪ **HI MARINES (4):** See page 176.

ULTERIOR MOTIVES

Diehl says the heroes' exploits during the Nemesis Shower brought them to HI's attention, and the company believes them to be a competent, independent crew with an ability to adapt to unexpected circumstances. Due to the ongoing threat of EXFOR incursions, HI has been forced to dedicate its own ships to protecting Tunnel Station and monitoring operations by Warfield's fleet.

That's what Diehl tells them, anyway.

In reality, the expedition's destination is the *Unity* crash site. Although Vanessa has been aware of the presence of the Reckoners in Faraway for some time, the conflict with EXFOR complicated earlier efforts to pinpoint how and where they arrived. She recently located the *Unity* and understands its significance. She doesn't want to risk calling attention to the wreck by sending an HI ship to it before she knows what's there, although she has a pretty good idea.

Diehl is fairly informed as to the true nature of the mission. She also grasps the basics of Hellstromme's Faustian Device and retrieving it—or at least studying it—is her primary goal.

TWO'S NOT A CHARM

The flights to and from Tunnel Station can be as uneventful or peril-fraught as you want, Marshal. While pirates generally confine their exploits to the Belt, there are always a few entrepreneurs looking for new opportunities, and EXFOR keeps a close eye on its only real rival for naval superiority.

Diehl provides exact coordinates for the crash, which turns out to be in the subequatorial desert. There are no landing facilities nearby, and the only human settlements of any sort on the continent are small outlaw communities—which Diehl instructs the posse to avoid. Once the team leaves One, they're alone in the weeds.

HELL ON BANSHEE

Two's desert region is composed mostly of rugged badlands. Instead of a smooth, windswept plain, the area is ravines, gullies, and hoodoos sculpted by millennia of Banshee's harsh winds. In other words, it's not exactly favorable terrain for landing a ship.

A flyover of the coordinates reveals the source of the strange signals is the wreck of a massive spaceship the size of an old Earth ocean liner. The debris strewn along the impact trench stretching nearly a mile behind it tells the spacers the landing was not a pleasant one. From what they can see of the wreckage, the vessel's lines do not match any common ship design seen in Faraway, either civilian, HI, or EXFOR.

Any hero with an appropriate background can make a Common Knowledge roll at -2 or suitable Knowledge skill roll to recognize the ship as the *Unity*, the spaceship with the distinction of being both the first human vessel to enter the Faraway system, and the last to leave it.

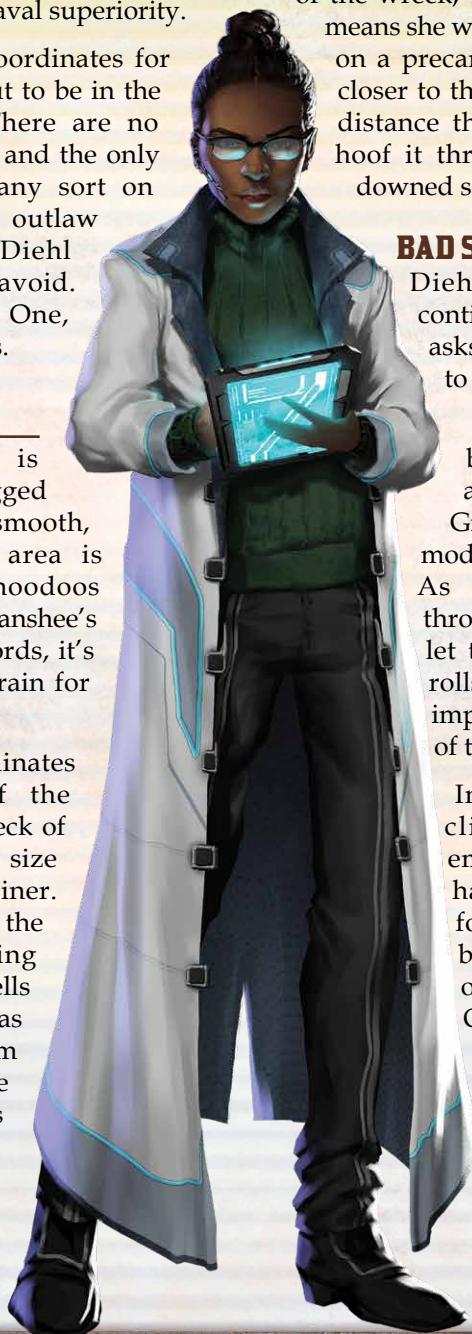
There isn't a suitable landing spot within several miles, thanks to the jagged features of the landscape. The spacer at the controls must make a Piloting roll at -2 to put her ship down without damage within 10 miles of the wreck, while a raise on the roll means she was able to perch the vessel on a precarious but stable outcrop closer to the wreck. This halves the distance the landing party has to hoof it through the desert to the downed starship.

BAD SIGNS

Diehl takes the marine contingent with her. She also asks the posse to come along to help with any labor.

Moving through the badlands isn't an easy task, and counts as Difficult Ground for overland speed modifiers (see *Savage Worlds*). As they wind their way through the crooked ravines, let the heroes make Notice rolls to spot an anouk skull impaled on a stake atop one of the canyon walls.

Investigating it entails climbing the 30-foot embankment. The skull has been in the elements for weeks if not months, but still has small bits of desiccated flesh on it. Odd sigils are scrawled in dried blood, and more skull markers stretch on in opposite directions across the desert.



RESTLESS NATIVES

The anouk clans on Two are more belligerent than those on One and speak a different tongue. The Moknar tribe that lives in the area surrounding the *Unity*'s crash site now worships the Reckoners as twisted gods, although none of those powerful beings remained in the immediate area. The Moknar have since devolved into violent cannibals, preying on anyone unlucky enough to venture into their terrain.

The warriors are a horrific sight, adorning their armor with skulls and other trophies cut from the bodies of other victims. Their corruption severed their ties to Banshee, further fueling their madness. The Moknar can no longer charge tannis like other anouks. Instead, they are armed with ghost rock weapons, and thanks to their unholy practices, they can charge them in the same way other anouks do tannis weapons.

Although the arrival of the team's spaceship unnerved them, the clan considers the region within two miles of the *Unity* holy (or

unholy) ground and guards it aggressively. Once the expedition passes the line of skulls, an anouk war party moves to ambush it.

It takes the war party a little while to get into position. If the heroes spotted the skulls, let them make Notice rolls against the anouks' Stealth roll to avoid surprise. Otherwise, the anouks catch the expedition off-guard, attacking from the gully's rim. They begin with a volley of ataxes, then charge down the gully walls on the backs of their chanouks to engage with chakiras and chakatls. The anouks take no prisoners and fight to the death.

➤ **MARTA DIEHL:** See page 166.

▪ **CHANOUK MOUNTS (1 PER MOKNAR):** See page 181. Wearing chaknik (+4).

▪ **HI MARINES (4):** See page 176.

▪ **MOKNAR WARRIORS (2, PLUS 1 PER HERO):** Use the stats for Anouk Warrior on page 171. Armed with ghost rock ataxes (Range 6/12/24, Damage Str+1d6), chakatl (Str+d8), and chakiras (Str+d8, AP 2 when charging).



THE UNITY

Fear Level 5

The twisting route the expedition is forced to follow eventually brings it out a short distance behind the ship's final resting place. The *Unity* gouged a 30-foot-deep trench nearly a mile long as it plowed into the surface of the planet. The furrow is littered with debris and entire sections ripped from the vessel during the crash.

The ship remains at the end of the unnatural canyon. Most of its hull was destroyed during entry into Banshee's atmosphere, and even more was lost when it impacted with the surface. What remains looks more like the gutted skeleton of some vast predator than the most advanced space vehicle humanity ever built.

The bridge still rises hundreds of feet above the vessel's remaining superstructure, like a crumbling tower jutting from an abandoned—or possibly haunted—castle.

ENGINEERING

The expedition's route leads it to the rear of the ship, where the heroes locate a way in. The back of the ship housed the *Unity*'s engineering section, most of which is in ruins. Working through the wreckage, give the spacers a Notice roll to spot an intact door marked **ENGINE ROOM**. If it comes to Diehl's attention, she insists on investigating.

Prying the door open reveals a surprisingly unimpressive room with a control panel and small fusion reactor, now offline. However, a section of wall opposite the control panel sits oddly off-kilter, revealing another room behind it. Any explorer who clambers into the area exposed by the false bulkhead finds a 40-foot-square room with jet-black walls, floor, and ceiling.

In the center of the room is a steel pedestal in the middle of a blood-red pentagram permanently inscribed in the floor. Atop the pedestal sits a deep crimson cube nearly four feet across. Weird black lines crisscross its surface like veins. This is Hellstromme's Faustian Device, the artifact that allowed the *Unity* to travel through the Hunting Grounds. It contains the essence of a demon

named Apostolos. The demonic spirit, not some high-tech device, actually opens the interdimensional gateway—but at the cost of a human life.

In one corner lies the desiccated corpse of a human dressed in a mismatched set of ragged clothing. This is the remains of the hero sacrificed to bring the *Unity* through the Hunting Grounds from Earth to Banshee one last time.

Should a spacer touch the cube, a strange thrumming emanates from within. The room is bathed in a faint, blood-red light, and everyone within feels, more than hears, the word "murder" whispered over and over again inside their heads. This is an echo of Apostolos's voice, but luckily for the team, the damage to the *Unity* is too great to allow him any further interaction with the expedition.

The weird effect is good enough for a Fear check though, Marshal!

Diehl becomes focused on the cube. To get the posse out of her hair, she details them to move forward and see what they can learn from the control room, which is located in the tower section. She keeps any surviving HI marines with her.

GETTING THE SHAFT

Most of the ship between Engineering and the bridge is filled with wreckage and collapsed bulkheads. As light intermittently streams from outside between support beams, heroes can't escape the feeling that they're moving through the ribcage of some great beast, but one that may not be entirely dead. Throughout the ruins, posse members spot scattered bones and mummified body parts—some clearly not human.

The control tower still stands and is nearly 300 feet high. When the ship was functional, there was a central lift to transport crew between the levels. The shaft remains, but even if there were power to the ship, the elevator was torn away during the crash. Crushed bulkheads block access to ladderways leading to the upper levels. The expedition members must make Athletics rolls to scale 30 feet up the shaft and reach the next open deck.

Hopefully, the team brought lighting because once they enter the upper decks, only a small amount of sunlight trickles into the *Unity*. If they don't have light sources, treat it as Dim lighting for combat and other vision-related Trait rolls. The deck hallways are fairly spacious, about 10 feet across, but littered with wreckage and debris, making them count as Difficult Ground for movement.

The posse isn't the only thing moving through the *Unity*, though. During its trips through the Hunting Grounds, the ship picked up a few hellish hitchhikers, and a pair of particularly nasty ones even survived the crash. These creatures, called slashers, begin stalking the explorers not long after they finish the climb up the shaft.

The slashers begin with hit-and-run tactics targeting stragglers or lone heroes, mainly to torment their victims briefly before going for the kill. The demonic entities are nearly invulnerable, and they're not above wading into groups of foes to inflict as much damage as possible with one swing.

- **SLASHERS (2):** See page 190.

THE BRIDGE

The bridge sits atop the conning tower and miraculously escaped much of the damage from the crash. The room is pentagonal in shape with curved buttresses and segmented wall sections giving it an almost gothic feel. Several command chairs sit atop a central dais, and work stations line each of the walls, but without power the numerous consoles and control panels are black, featureless slabs.

A number of skeletons, mummified remains, and unidentifiable body parts are strewn about the bridge. Whether the deaths resulted from a battle, the crash, or something else, is unclear after more than a year's worth of decay.

What appears to be a smaller replica of the cube the spacers witnessed in the engine room sits on the central dais. The sides of the device are popped outward and open, like a puzzle box that's been solved.

WHAT WAS IN THE BOX?

A Notice roll spots a single data slug with a faint red indicator light beside one of the central control panels. Although none of the ship's data ports have power, the slug fits into any palmcorder. If the heroes check the slug, they find a recorded message from Dr. Darius Hellstromme himself.

Hellstromme provides a brief summary of most of the background of the Reckoning found in the Marshal's section. The message contains numerous videos of the nuclear wasteland Earth has become, as well as footage of humanity's last stand.

Although the video is filled with static, shaky, and often out of focus, the power and menace of the giant beings captured on it is palpable. There is no doubt these are the legendary Four Horseman: a tall skeletal figure in black robes carrying a scythe; an emaciated female dressed in rags; a gaunt man covered in weeping sores wielding a bow; and a massive figure in archaic black armor swinging an enormous sword. Each leads a horde of soldiers, mutants, or worse. Viewing the powerful beings, even on a spotty recording, is an unsettling experience that requires a Fear check.

The doctor explains that although the survivors defeated the Reckoners, the other-dimensional beings could not be destroyed while on Earth, due to the changes they had imposed on the planet over more than two centuries. He managed to trap the Four Horsemen in the odd cube and send them to Banshee, where the planet's unique nature would weaken them—hopefully enough that they might be defeated once and for all.

Sadly, it's obvious the mystic restraints failed, likely during the *Unity*'s crash, and the Reckoners have escaped into the uncharted wastes of Two.

JUST WHAT THE DEMONIC CLONE ORDERED

If the group separated in the engine room, Diehl and her guards arrive after the team has had time to view the data slug (or before they depart the bridge if they overlook it). Either way, she is clearly intrigued by the information on the slug and the opened

puzzle cube and secures both for return to Tunnel Station for study.

Marta is thrilled with the expedition's discovery and personally ensures her company honors its part of the contract. She cautions the spacers against spreading the information on the data slug as even if the colonial leaders actually believe the story, panic and despair may spread across Banshee, fueling the Reckoners' power in Faraway. She tells the crew she hopes to be able to construct a weapon to use against the Horsemen by reverse engineering the weird cubes and promises to keep the heroes informed on any major progress.

4. COMES A RED HORSE

When: A few weeks of game time after the heroes complete **Special Delivery Apocalypse**.

During the stint following their portentous trip to Two, anouk attacks on settlements continue to increase in frequency along the northern and eastern edges of the Fertile Crescent. As before, the natives are accompanied by the abominations from Nemesis, but more and more they're reinforced by human allies, both Reapers and converted settlers.

Tales begin to circulate about a large humanoid figure, wearing archaic plate armor and mounted on a massive red warhorse, who appears to be leading the attacks. So far, nobody knows if it's an anouk, human, or one of the legendary skinnies. Everyone who's gotten close enough to get a good look has met a bloody end, usually from the huge sword the rider wields.

Every settlement that has been attacked has fallen with only a handful escaping to tell the tale.

REPEAT CUSTOMER

A couple of weeks after the heroes hear about the giant rider, they receive a message from Marta Diehl. If Diehl died during **Special Delivery Apocalypse**, another ambitious HI up-and-comer takes her job and role in the

campaign. She wants to hire the spacers and their ship for another mission. Diehl begins,

"Perhaps you've heard the tales circulating the colony about the new leadership of the anouk uprising? Our analysts believe there's a high likelihood it's one of the so-called Reckoners mentioned on the Unity's log, specifically the one referred to as War. If so – and if the log is to be believed – this creature poses a dire threat to everyone in the system. "Luckily, thanks to our previous endeavor, HI engineers have developed a solution."

Diehl explains scientists at Tunnel Station were able not only to reverse-engineer the puzzle box Hellstromme used to trap the Horsemen's spirits on Earth, but also make significant improvements on it. If the box is activated in proximity to one of the extra-dimensional beings it will draw the entity into it, where it can be held indefinitely.

Marta's careful to couch every reference to the Reckoners in highly technical language to make the affair seem like just another scientific endeavor, rather than an attempt to overcome a malevolent demigod.

Hellstromme Industries has a team ready to deploy a working prototype, but as before prefers to keep its involvement as low-key as possible. Diehl wants to hire the posse to transport the HI team to the scene of the next attack on a moment's notice. She offers the same reimbursement package as before: \$10,000, plus operating expenses. With a raise on a Persuasion roll, she agrees to a bonus of another \$100,000 in repairs at Tunnel Station if the HI team is successful in capturing the Reckoner.

Should the job take more than two weeks, she suggests renegotiating terms at that time.

➤ **MARTA DIEHL:** See page 166.

VANESSA'S AGENDA

The spirit trap box works largely as described. If deployed within 10 yards (5" on the tabletop) of a Reckoner, the trap can draw the powerful being's essence into it – provided the conditions are right. The Hellstromme engineers understood some of factors involved, but not all of them.

BLACK GUNS

The so-called “black guns” are special weapons HI developed at Tunnel Station to help offset the advantage the skinnies and their supernatural minions had over its own security forces.

In most ways, black guns function exactly like normal flechette guns (Range 12/24/48, Damage 2d4+1, RoF 3). But instead of shaved plastic, they fire specially crafted ghost rock needles which can interrupt access to the Hunting Grounds.

When used against sykers, breakers, undead (including Harrowed), skinnies, and other supernatural creatures drawing power from the Hunting Grounds, if the damage causes a Shaken result, the needles block access to all powers and any Special Abilities that require an action to use for 1d6 rounds. They have no special effect on anouk shamans or Guardians.

These weapons are seldom found outside the hands of HI marines and operatives, and only Tunnel Station can manufacture the black guns’ specialized ammunition. Diehl and the rest of the HI team don’t divulge the secret of the weapons, instead insisting they’re just HI versions of flechette guns.

That comes back to bite the field team right where they sit.

Even if the spirit trap works, Vanessa has other plans for the Reckoners besides a simple catch-and-release program. She, or more specifically Bazelus, can siphon off a Reckoner’s essence directly from the spirit trap, simultaneously destroying the entity and counting coup on it.

If her scheme works, Vanessa aims to hunt down the other three Horsemen and drain their accumulated energies into herself. Once she’s done that, she calculates she can open the Tunnel again, but this time only one way. She intends to draw hordes of manitous and other abominations from the Hunting Grounds into the Faraway system and rule it as her own private Hell.

ANTI-WAR ACTIVISTS

Diehl has the posse station themselves and the *Reckless* in Temptation, as it’s relatively close to the region of the uprising and a central hub on the planet. Her team consists of a squad of heavily armed HI marines and a couple of science types who spend most of their time monitoring planetary communications and plotting information for analysis.

Accommodating the additional personnel and their gear requires a temporary modification to the spacers’ ship. This requires 2 Mods and amounts to austere living quarters and a small command center from which the HI team can monitor planetary communications and run predictive software.

➤ **HI MARINES (10):** See page 176. In addition to their normal gear, they are equipped with “black guns” (see sidebar above), two HI Brimstones (Range 24/48/96, Damage 2d8+1, AP 2, RoF 3) and a rocket launcher (Range 30/60/120, Damage 4d8+2, AP 40, RoF 1, LBT).

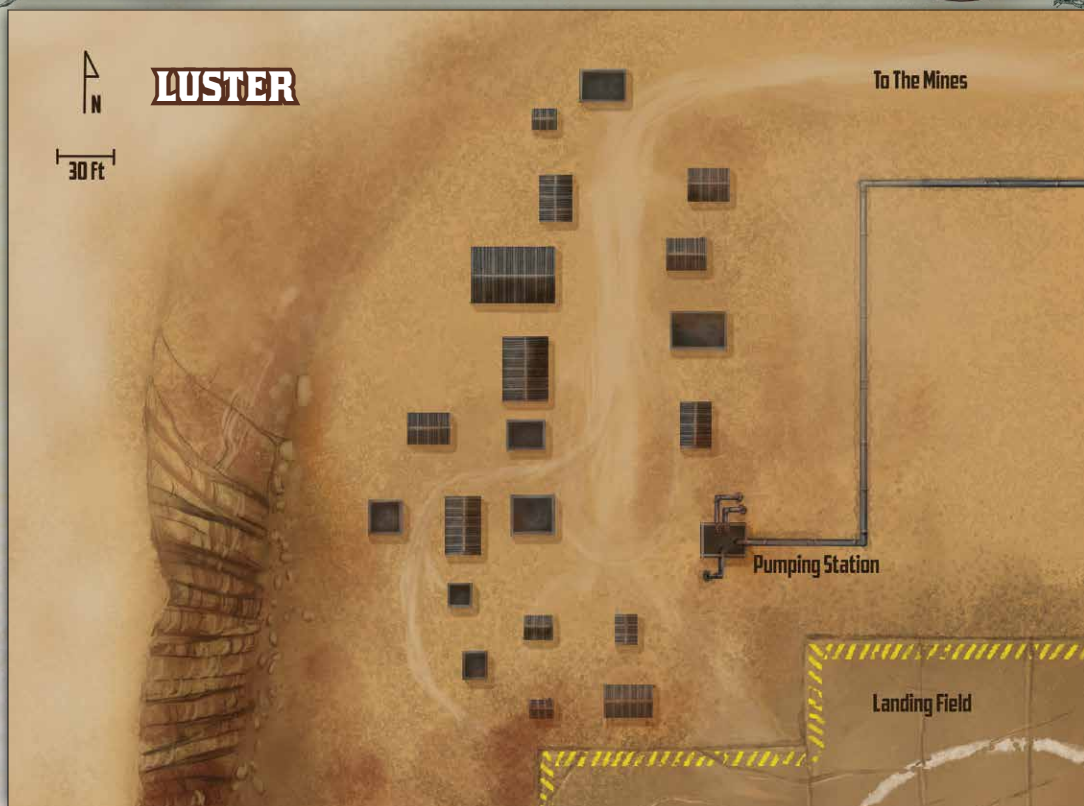
➤ **HI RESEARCHERS (2):** Use the stats for Colonist, page 173. The scientists have Electronics and Hacking d8.

➤ **MARTA DIEHL:** See page 166.

THE WAITING GAME

Diehl places the posse and HI team at the Temptation spaceport. Once there, her analysts study intercepted Ranger and BDF field reports, monitor communications across the Fertile Crescent, and collate all the data into arcane computer programs. The HI marines mostly spend their time cleaning their gear, exercising aggressively, and answering any questions with terse, one-word replies.

Marta insists the heroes remain close to the ship and ready to leave at a moment’s notice. When she abruptly gives flight orders to a remote mining camp after 10 dull days, the prospect of facing one of the Four Horsemen of the Apocalypse is almost a relief.



LUSTER'S LAST STAND

Diehl has the crew set course for Luster, a small mining community in the foothills of the Peacemakers. The town has less than a hundred residents and isn't even listed on many mapping programs. However, based on the pattern of sightings and minor skirmishes input into their software, her analysts believe it has a very high probability of being attacked by a sizable anouk force in the next few days.

If the team is lucky, she adds, that force will be led by War—which should lead at least some of the posse to question her understanding of the meaning of “luck.”

NO-HORSE TOWN

Luster is near the northern edge of human-controlled territory, and by some maps actually within anouk lands. The spacers catch a break though, because it's too far on the fringes for regular road maintenance to be relied upon, so the town has an actual landing field. It lacks the amenities of a real spaceport, but it doesn't require a Piloting roll to avoid damaging the ship when it lands.

The community sits on high ground near the edge of a bluff overlooking the plains to the west. A water pumping station is the most advanced structure in town, and a pipeline transports water to the mines about a half-mile to the east. Other than that, the buildings in Luster are the usual ramshackle mix of clapboard, prefabricated metal sheds, and a few adobe huts.

The townsfolk take note of the adventurers' arrival, as the only other craft on the field is a rust bucket of a cargo lifter. They quickly lose interest when they learn the ship doesn't hold any supplies or trade goods.

There's no real town leadership and only a small BDF detachment, more to make sure the miners don't aggravate the anouks than to mount any serious defense. While the locals have heard rumors about anouk uprisings, they've not seen any signs themselves, and are initially skeptical, especially if the team starts spouting ghost stories about the Horsemen.

Should the heroes suggest it, the residents refuse to evacuate. They aren't foolhardy, though. A Persuasion roll convinces the BDF

troops to coordinate a defense plan with the HI marines. There aren't enough bodies to post pickets at any distance, but the marines place seismic sensors a few miles from town along likely approach routes to provide early warning.

WAR'S APPROACH

The HI eggheads' forecast turns out to be on the money. Less than a day after the marines get the sensors planted, they begin sending alerts. A large force is moving south toward Luster, headed up the slopes toward town. An exact count is impossible, but the estimates are easily over 200 individuals.

The BDF and marines quickly deploy to defensive positions near the northern edge of Luster. The spacers can head to the front lines or hang back at the landing field. Diehl requires they make sure their ship is ready for lift off in case the town gets overrun, but a single pilot is enough to handle those duties. She also remains with the ship, monitoring the battle from remote sensors.

In less than an hour, the attackers reach Luster. As in other recent attacks, they are a mix of anouks, humans, and the abominations from the asteroid. Prowlers run ahead of the small army, while voracipedes break the surface of the ground occasionally on the flanks. A massive humanoid riding an equally large horse leads the main body. All told, the numbers are closer to 300 invaders!

OPENING SHOTS

Anouk skirmishers and prowlers lead the assault against the town. The defending troops acquit themselves well initially. Brimstone machine-guns wreak havoc on the attackers, cutting them down before they have a chance to close the distance. For a moment it looks like superior firepower may hold the field.

If any of the heroes are on the front line, you can let them take part and even run the other defenders as Extras. Also, letting the players handle the fight makes them more invested in the outcome than simply reading them a few sentences. However, if the marines lose half their number move immediately to **Well, That Was a Bust**.

This is just a preliminary action by War to get a feel for the town's defenses. The whole town's engaged, but focus the action around the pump house and let the players have the big tactical fight they're likely looking for.

- **ANOUK WARRIORS (20):** See page 171.
- **BDF SOLDIERS (10):** See page 172.
- **HI MARINES (10):** See page 176.
- **MINERS (10):** Use the stats for Colonist on page 173. Armed with hunting rifles (Range 24/48/96, Damage 2d8, AP 2, RoF 1), 20 bullets.
- **PROWLERS (5):** See page 187

WELL, THAT WAS A BUST

Regardless of the outcome of the initial contact, after five rounds of combat War hefts his sword and charges into the fray. A few of the remaining defenders break at the sight of the Reckoner, but most of the marines and BDF soldiers hold their ground.

The surviving marines target him with a shot from the rocket launcher and hit dead on. War's horse staggers and drops and the rest of his horde momentarily stops its advance.

Before the dust settles, the Reckoner and his invulnerable horse, Machimos, ride out of it unscathed. Three of the marines switch to the black guns and begin firing bursts into the Reckoner as another pair advances with the spirit trap. The black guns seem useless against War and Machimos' ancient black armor.

The marines position the trap and trigger it. War and his horse ride slowly toward it, fighting some invisible but inexorable force. When the pair are nearly upon the trap, War suddenly raises his sword overhead and drives it into the trap—shattering it. The marines are stunned, but not for long, as the Reckoner's sword makes horrifically short work of the hardened mercenaries.

RETREAT!

Diehl is crestfallen by the spirit trap's failure, but knows a lost cause when she sees it. Engaging the Reckoner is clearly pointless; he shrugged off a direct hit from an anti-armor rocket, the black guns, and HI's secret weapon. She calls for the rest of the HI team and posse to break contact and evacuate.

The mounted anouks and prowlers move much quicker than humans on foot, easily overtaking any stragglers. If any heroes moved forward, feel free to throw a few foes at them now to complicate their retreat.

Should any spacer be foolish enough to attack War, give her a free round or two to realize how ineffective her attacks are before throwing a couple of skirmishers at her, while War moves off to participate in the slaughter elsewhere. Any adventurer so headstrong as to continue in pointless assaults eventually draws the Reckoner's ire, but how much it takes is up to you, Marshal. Give the hero ample opportunity to catch on before you drop the chakatl, though.

➤ **WAR & MACHIMOS:** See page 169.

- **ANOUK WARRIOR:** See page 171. Chakira (Str+d8, Reach 2, AP 2 when charging), chakatl (Str+d8), chaknik (+4), mounted on chanouk (see page 181).
- **PROWLER (1):** See page 187.

REFUGEES

With the defeat of the HI contingent, the rest of the town's morale breaks. The remaining BDF soldiers are steadfast veterans and hold their ground. The rest of the population, however, isn't made of quite so stern stuff. Many panic and flee the town. Some head out on ground vehicles, some on foot, and several dozen head for the heroes' ship.

Any spacers at the ship, or arriving shortly after the defeat of the HI team, face a swarm of miners and their families determined to commandeer the vessel. A Persuasion or Intimidation roll is necessary to stop the mob without violence, but the refugees insist on being evacuated with the ship. A raise on the roll actually convinces them to look for alternate routes of escape.

There is enough room to squeeze everyone onboard, but it doesn't make for a comfortable flight. Diehl's concerned about proprietary HI gear and information being exposed. It takes another Persuasion roll to sway her to allow the survivors on board. Obviously, the posse

can ignore her demands but doing so results in her halving any agreed-upon payment.

- **MINERS (60):** Use Colonist on page 173.

AFTERMATH

To say Diehl is disappointed with the outcome is an understatement. A spacer who makes Notice roll, however, realizes her dissatisfaction isn't with the massacre at Luster but that her plan didn't work. The other researchers captured the event on video and gathered several spectrographic energy samples, so it's not a total loss, but she's clearly not used to failure. She is quiet and withdrawn for the flight back to Temptation.



At the port she meets her end of the contract, although the payment might be modified if the heroes acted against her instructions to save colonists. With little more said, she and the surviving HI team part company with the crew.

If the adventurers pulled the refugees out of Luster, they're once again local celebrities. As two-time heroes, their fame is more lingering. Those who've heard of their exploits are typically Friendly (per the **Reaction Table** in *Savage Worlds*). This applies to anyone with firsthand knowledge, like survivors from Luster. Otherwise, colonists on Banshee have a 25% chance of recognizing a character's name if she identifies herself.

5. THE FRIEND OF MY ENEMY

When: Run this installment at least a few weeks after **Comes a Red Horse**.

At some point when the spacers are planetside or at a larger space station, they're approached by a man with thinning gray hair who seems to recognize them. After confirming they're the crew who landed on Nemesis and were present at Luster's fall, he says he has a job opportunity for them, but one that can't be discussed in public.

A REAPER SCORNE

Once the group has found a private spot, the man introduces himself as none other than Nicolai, the leader of the Reapers. Before guns can be drawn, the charismatic terrorist says:

"Please, I have no wish for our meeting to devolve into violence. We share a common foe – the creature you faced in Luster – and I have information that will prove invaluable in defeating him...or it, as the case may be."

Nicolai explains how Raahk somehow captured a powerful, extradimensional being and used its energy to draw the Nemesis asteroid toward Banshee. The skinny planned for the initial strike to inflict terrible casualties on anouks and humans alike. With both groups weakened, the army he built

with the creatures nesting in the asteroid would sweep across the planet.

NOT OF HIS OWN FREE WILL

Nicolai goes on to explain that the Reaper attacks on Temptation prior to the Nemesis Shower were not his choice. Raahk stole control of his mind using an alien parasite called a braincrawler shortly before the asteroid was detected. Raahk then forced him to order the assault in the hopes of preventing any effective response to the asteroid.

Since then, he and the Reapers have been pawns under Raahk's control. Nicolai stresses that the Reapers would never have willingly participated in the skinny's plan. He argues,

"Even if you believe we're as evil as the Ranger propaganda insists, what could we gain from an extinction-level event? There would be no one left to rule, which the colonials so insist is our ultimate goal, correct?"

He turns his head to expose a bandaged area on the back of his neck. This corresponds with similar wounds the characters may have seen on other victims of braincrawlers. He even allows any doubting Thomases to remove it and examine the wound. A Healing roll confirms it is identical to those caused by braincrawlers. Nicolai says,

"I was freed from my mental slavery by another skinny. Although they are inimical to humanity, they are not a united front. My rescuer fears Raahk more than he does either the colonists or natives. He merely saw my emancipation as a way to weaken a more powerful foe."

Some of what he says is true, but Nicolai was completely in control when his troops attacked the Temptation spaceport. Only later did Raahk decide to ensure Nicolai's loyalty with the braincrawler. An observant party may suspect this, but even if pushed the terrorist leader only "corrects" his version by saying that the braincrawler simply strengthened Raahk's psychic control.

IMBALANCE OF POWER

While in Raahk's thrall, Nicolai was privy to many of the skinny's secrets and plans, so he

has a pretty good grasp of exactly what War is. He also has a pretty good idea that the heroes do as well, so he doesn't waste too much time explaining it as long as the team seems to understand. Finally, he tells them he's aware of the spirit trap's failure at Luster and knows why it didn't work:

"The skinnies are powerful psychic beings. They perfected transferring their psyches to other bodies when man was still figuring out how to make fire by rubbing two sticks together.

"Raahk was able to weaken this entity's defenses through a combination of torture, rituals, and a bucketful of braincrawlers attached to its spine. It took a while, but eventually he weakened it enough to transfer his mind into that of War. He's not powerful enough to expunge War's spirit. But he has the reins now, so to speak.

"That's why Hellstromme's little toy didn't work. Raahk's psyche acts as an anchor for War's essence. The spirit trap will work, but only after you destroy Raahk."

FLY IN THE OINTMENT

The problem the heroes face is that skinnies are virtually unkillable. Even if you destroy the physical form of one of them, the alien mind-hoppers can just regenerate the body. And in the body of a Reckoner, even physical destruction isn't a real option.

Luckily, Nicolai has a unique insight into a virtually unknown weakness of the skinnies: their soul amulets. Destroy the amulet, and the creature dies. Even better, thanks to his previous connection with Raahk, he can pinpoint the location of Raahk's amulet on an uncharted asteroid in the Belt. Nicolai adds,

"Sadly, the mistrust the colonial government has fostered against me makes it impossible for me to deal directly with them in this matter. You lot, however, have built considerable good will, both with the authorities and Hellstromme Industries. Where the Reapers would be doomed to failure, you may succeed."

When the meeting ends, he gives the heroes a dataslug containing the asteroid's coordinates and orbital pattern.

"Do with this as you will."

And with that, he excuses himself.

CAN'T SOMEONE ELSE DO IT?

If the posse approaches the Rangers or other colonial officials with Nicolai's story, they refuse to look into it—even if some of the party are Rangers themselves. If Nicolai claimed humanity required oxygen to live, the Rangers would have to do a year of controlled tests before they'd accept it as a possibility. And even if he's telling the truth, history has taught them Nicolai is always looking to better his position while weakening the colony.

Unknown to the spacers, the Rangers and BDF are planning a coordinated strike against Raahk's forces in the near future. The uprising has reached a critical level, and the colonial government fears any delay in its response may carry a cost of thousands of lives—and possibly even humanity's foothold on the planet. Given earlier Reaper coordination with the skinny's forces, they believe this is an elaborate ruse to distract them at a critical juncture.

If they contact Diehl, the heroes find she's willing to give Nicolai's information a look. According to her calculations the spirit trap should have functioned, and Raahk's interference might just explain the failure. She sees this as a chance to remove a black mark on an otherwise exemplary field record, as well as curry favor with Vanessa, who's very invested in the project.

However, Marta says she's not ready to sink more HI resources into the venture, especially since a trip into the Belt runs the risk of a messy entanglement with EXFOR. She also doesn't want to risk throwing more of her employer's assets chasing a wild goose with the recent snafu still fresh in Vanessa's memory.

Diehl is willing to cover fuel and other expenses for the flight along with a \$5,000 bonus if the spacers manage to bring back the soul amulet. A successful Persuasion roll doubles the bonus amount, but she won't go higher than that. Regardless of the outcome of the negotiations, she insists on accompanying the expedition as she wants to get a first-hand look at the amulet as soon as the posse gets their hands on it.

INTO THE BELT

The trip to the asteroid can be as easy or difficult as you choose, Marshal. It's on the opposite side of the star from Tunnel Station when the heroes embark if they're picking up Diehl, so the flight isn't a short one. She does refuel and resupply the ship when they arrive at HI's base. She also loads a few crates of gear which she explains is specialized analytical equipment she wants close at hand should it prove necessary.

This is also an excellent spot to throw in an encounter, a Savage Tale, or even an adventure of your own crafting. Or an enterprising crew may try to make money on the side transporting cargo out to the Belt, which brings complications all its own.

THE INNER SANCTUM



HUNK OF ROCK

Nicolai's coordinates bring the crew to a piece of rock roughly halfway between Goliath's Belt and Widowmaker. So, smack dab in the middle of nowhere in other words. There are no registered asteroid mines within a hundred thousand miles.

The asteroid itself is fairly large, with a diameter of over two miles. Fortunately, an Electronics roll lets a spacer with access to the ship's sensors determine that only one side of the asteroid has anything resembling artificial construction. The destruction of the Craghan planet didn't do any favors for the surface terrain, so landing on the asteroid takes a Piloting roll at -4 to avoid damaging the ship.

The asteroid does indeed hold ruins of some sort, but they're in abysmal shape. A hero who's visited one of the Black Cities on Banshee can make a Smarts roll to recognize similar architecture in the shattered remains visible above a sizable layer of space dust.

Not surprisingly, Raahk's soul amulet isn't lying on a pedestal in the middle of a cleared area. Finding its resting place requires putting boots on the surface and poking around in the ruins. (Whether Diehl accompanies the team into the ruins or remains with the ship is up to you, Marshal.)

Every hour the explorers spend digging around the remains of the Craghan edifices, allow them Notice rolls at -4. Only characters actually on the surface can help; the ship's sensors don't have a setting for "magic amulet."

With success, the crewman locates a partially collapsed tunnel at the base of what was once apparently a massive tower of black rock. Clearing the tunnel takes six hours, minus an hour for each success and raise on an Athletics roll (to a minimum of two hours). Combined with the

time the posse spent searching, this may mean their air supplies are getting low by the time they break through, possibly requiring a trip back to the ship for resupply.

THE INNER SANCTUM

The tunnel spirals down into the asteroid. The walls are segmented with ribbed protrusions at regular intervals, fueling the feeling of descending into some vast wormlike being's maw. The floor is lined with a layer of dust that has lain undisturbed for millennium.

A short distance into the tunnel, the heroes stumble across one of the few magical traps remaining in place after the Craghan cataclysm. The heroes must make a Spirit roll at -2 or receive a Fatigue level for as long as they remain inside the ruins. This Fatigue is recovered after an hour of rest outside the ruin, but returns if the victim reenters it. Only the *dispel* power can remove the curse.

After descending over 100 feet, the tunnel ends in a circular, vaulted room 30 feet across and 20 feet high. A ring of statues depicting massive humanoid warriors armed with large, sword-like weapons line the walls. The statues share a vague resemblance to the anouks, but with long, tooth-filled snouts and bestial faces.

The center of the room holds a pedestal about four feet high and two feet in diameter. A ring of strange glyphs surrounds the pedestal, but a crack in the floor breaks the circle. (This used to be a powerful magical trap, but the cataclysm destroyed it long ago.) On the pedestal rests an amulet with a single, large red gem in the center. Similar glyphs cover every exposed facet of the gem.

Removing the amulet from the pedestal awakens the undead guardians of Raahk's sanctum. Coal-black nahlaaks with phosphorescent green eyes emerge from the statues and walls and attack. The spectral guardians fight until destroyed, the spacers escape the creatures' reach, or they relinquish the amulet and flee. If the heroes try to destroy the amulet, they find it impervious to all attacks.

- **NAHLAAKS (2 PER HERO):** See page 187.

LET'S BLOW THIS POPSICLE STAND

With the spectral guardians defeated, the adventurers might think it's just a matter of hoofing it back to the surface and across a few hundred yards of ruins to their ship. They soon learn otherwise, as a few ghostly warriors aren't the only defenses remaining in Raahk's former citadel.

The skinny also bound a worhul to his amulet, and the tentacled abomination erupts from the ground once the team crosses about a hundred yards on the surface. The creature's other-dimensional biology and thick hide make it immune to the effects of the vacuum, and its ropy appendages allow it to stay anchored to the surface during combat.

If the monster manages to Incapacitate the hero toting the amulet, it grabs it with a tentacle the next round and retreats into the ground. The worhul returns the amulet to the inner sanctum and remains to guard it, if not stopped on the surface. Otherwise, the monster fights to the death.

Once the worhul is defeated, the crew is free to board their ship and depart.

➤ **WORHUL:** See page 193.

AFTERMATH

After she gets a look at the amulet, Diehl congratulates the party and promises to reward them with the remaining payment. She instructs the crew to set course for Banshee instead of Tunnel Station, explaining:

"The situation on the planet has proven more fluid than our projections indicated. I've received word that the BDF is planning to take direct action against War and his followers. While I was not anticipating this development so soon, I do believe it offers us an excellent opportunity, provided we move quickly to seize it."

She promises the spacers will be well compensated for any services she requires, then retires to begin analyzing Raahk's soul amulet.

6. DEAD RECKONER

When: Run this adventure immediately after the crew returns to Banshee from their expedition to the Belt.

Diehl instructs the posse to put down in Temptation. Upon landing, she assembles the group to pay them the promised bonus and disseminate several important bits of information. She also has another offer, one she hopes they won't refuse.

DEBRIEFING

The HI field researcher begins by telling the heroes what she's discovered regarding the amulet. She says,

"The good news is the amulet appears to be exactly what Nicolai claimed. Its energy signature is compatible with an object attuned to an extradimensional power source, such as one would expect for a psychic anchor. If we take the rest of his claims at face value, destroying it could well break the connection the skinny Raahk has to our plane of existence.

"The bad news is that this bi-dimensional aspect also renders it effectively hyper-stable. It exists simultaneously both here and in an extradimensional space, and the two aspects of it effectively render either version unchangeable. In layman's terms, it appears to be basically indestructible."

She pauses to let that sink in, then continues,

"After further calculations, I now believe that the right combination of factors will nullify its invulnerability. Namely, exposing it to the spirit trap after triggering Raahk's link to it should temporarily break its connection with its other aspect, thus allowing us to destroy the version here."

If the heroes don't quite parse her technical explanation, she tells them they can't destroy the amulet until Raahk is killed and its power activated. For them to kill Raahk, they first have to mute War's power, which means exposing War to the spirit trap. They still have to defeat the skinny—who's controlling War's physical form—in combat, then as the amulet is activated, crush it within the

confines of the trap's effect. At that point, War's essence loses its anchor, and the being is drawn into the trap.

PRIME OPPORTUNITY

Their employer then explains why she sidetracked the ship to Banshee. Contacts in the colonial government informed her that Raahk and his army have changed course to the north and are closing on the Spire. The BDF is deploying its own forces to engage the skinny's army while it's away from both human and anouk populations.

Although neither Diehl nor the BDF knows it, what caused the change of direction for Raahk/War's advance is he's diverted his force to face a more immediate threat. Karg, a powerful skinny laired in the Spire, was behind Nicolai's escape a short time ago. Karg rightfully recognizes that Raahk/War's growing power threatens his own and has become a thorn in the possessed Reckoner's side. Raahk/War has finally grown tired of ignoring him.

That doesn't mean Karg's a good guy—far from it. Karg would gleefully take over right where his rival left off if he could somehow usurp Raahk's control over War.

Diehl tells the group the BDF attack is likely to distract Raahk/War and tie up his army. While experience has proven conventional weapons aren't going to be able to take down the possessed Reckoner, Diehl believes this gives a small, focused team a chance to confront him without dealing with a horde of followers.

THE GOING RATE FOR HEROES

The hitch in her plan is there's no time for her to raise a unit of HI marines for support—and she's not sure the request would be approved even if she could, although she omits that part. Diehl is nothing if not an opportunist, and she spins the drawback in the best possible light.

"On the other hand, that leaves me in the market for ambitious individuals with a working understanding of what they're facing, the stakes if they fail, and how to successfully carry out the mission. If only I knew a group that fit that description..."

Diehl goes heavy on the whole “save humanity” angle, noting the danger the Reckoners—particularly one possessed by a skinny—pose to the entire colony. If that doesn’t stoke the heroic fires in the adventurers’ hearts, she reminds them the colony itself would be indebted to them yet again. They’d be virtual celebrities—which would do wonders for future business opportunities.

If monetary incentive is required, she starts with an offer of \$1,000 per crew member. Each success and raise on a single cooperative Persuasion roll raises that amount by \$500 to a maximum of \$2,000 per hero. If the spacers balk at that, she explains she’s been footing the bill out of her own accounts since the Luster debacle, and her account balance is just about zero.

If the team is successful in bringing down the Reckoner, she can promise a sizable bonus from Hellstromme Industries. She assures them Vanessa Hellstromme herself is very interested in a successful test of her device. In the end, Diehl agrees to nearly any promise to get the posse to help. Whether she can meet those promises is another matter altogether, but that’s a problem for another time, as far as she’s concerned.

Beyond the upfront payment, Diehl still has enough to refuel the ship after the trip to the Belt, but little more. She also has some field gear she can loan the team, including lowlight goggles, a couple of black guns, and enough trauma packs to provide each character with two.

She also provides a crash course on using the spirit trap. Diehl warns them it is a one-time weapon. The spirit trap only has enough battery power to last for 10 rounds. Triggering it creates an area of effect with a radius of 5” around it. As long as War is within that radius, he should be drawn into it if they succeed in destroying Raahk’s spirit amulet.

Once she’s secured the group’s assistance, she tells them they need to be ready to depart within a few hours. They can spend this time to pick up any other supplies they need in Temptation—on their own dime, of course.

HELP (UN)WANTED

If you feel your spacers might be a little undergunned going into the Spire, a small group of Reapers visit their ship in Temptation to offer help—although they don’t identify themselves as such in public. This might be seen as a goodwill gesture, but it’s actually more of a public relations move for Nicolai. After the dust settles, he plans to spin this token show of support with his earlier tip to whitewash his image with at least some of the colonists.

They’re an unpolished, violent group of outlaws, but they’re pretty dedicated to the cause—in other words, whatever Nicolai tells them to do. In combat, let the players control them as Extras.

- **REAPERS (5):** See page 177.

THE APPROACH

While the flight from Temptation to the Spire is uneventful, the arrival is anything but. By the time the heroes reach the remote ruins, the BDF has begun its assault on the marauders. The majority of the fighting is taking place on the southern side of the Gorge River. Even from a few miles away, the amount of smoke and dust rising makes it painfully clear Raahk/War’s army has grown significantly in size since the battle at Luster.

Diehl recommends approaching stealthily from the spit of land formed where the Gorge splits into the Lower Gorge and Lower Atax Rivers, to the east of the Spire. Her plan is to sneak in close while the BDF keeps the majority of Raahk/War’s fighters occupied. Her intel pinpoints it as the most likely place to find the Reckoner.

THE HARD WAY

If the posse insists on trying a frontal assault, they find the battlefield is an actual war zone. There are more than a thousand troops fighting on Raahk/War’s behalf, and several hundred BDF troopers. Both sides have fielded a few armored vehicles, and even though the BDF has the only aircraft in the area, they’re clearly being hard-pressed by the skinny’s forces.

If the crew allowed the Reapers to sign on with them, the outlaws warn the spacers that the Azeel clan joined with Raahk/War, and many mind-controlled Reapers remain as well. That means the enemy has weaponry like rockets and surface-to-air missiles that can threaten the ship. The terrorists strongly advise swinging wide of the battlefield.

Should the posse have declined the assistance of Nicolai's henchmen, a Electronics roll at -2 detects telltale energy signatures of BDF aircraft taking fire from anti-aircraft measures on the ground.

If the heroes don't spot the danger or simply ignore it, once they're within a mile of the Spire, they're targeted by the marauders' anti-aircraft teams. Every round, the heroes are attacked by a light missile (Range 150/300/600, Damage 5d8, AP 6), with Shooting d8 (see the rules for missiles in *Savage Worlds*).

Even if they survive the flight, the characters find themselves in a bad way should they try to land on the southern bank of the river. The majority of Raahk/War's force is deployed here, and the heroes find themselves in the middle of a massive battle. Anouks, Reapers, and braincrawler-possessed colonists all armed to the teeth converge on their ship—not to mention swarms of prowlers and voracipedes.

Feel free to throw whatever forces at them necessary to show the headstrong crew the error of their ways!

- **BDF INTERCEPTOR (1):** Use the stats for Pilot on page 178, flying a Stallion spacecraft.

THROUGH THE BACK DOOR

Steering clear of the main battle lets the posse avoid taking fire from the ground during their approach. However, as one would expect given his title, the Horseman War is not easy to outwit. He has pickets posted around the Spire to watch for flanking maneuvers exactly like Diehl is proposing. Luckily for the spacers, the fight with the BDF has forced him to draw heavily on these sentries, leaving their posts undermanned or even unoccupied.

The ship's operator can make a Piloting roll opposed by the Notice roll of the sentries. If

she succeeds, she's able to land undetected within a mile of the Spire. If she loses, she still finds the landing site but a band of well-armed anouks wait in ambush when the team disembarks.

The rushing waters of the Greater Gorge and its tributary rivers isolate the Spire from the battle to the south and any posts to the north, so the heroes don't have to worry too much about reinforcements. If they chose to approach from either of those directions themselves, those natural barriers work against them and they've got to cross nearly a half-mile of rushing waters.

- **SENTRIES (2, PLUS 2 PER HERO):** Use the stats for Azeel Clan Warrior on page 172. AK-2047s (Range 24/48/96, Damage 2d8+1, AP 2, RoF 3), chakatl (Str+d8), chaknik (+4).

THE DEVIL'S DEN

The Spire is an enormous tannis formation sitting square in the middle of the course of the Greater Gorge. It's so large it actually splits the river, forcing it to carve channels into the softer rock on either side. It sits at the western end of the land between the Lower Atax and Lower Gorge rivers, rising over 300 feet into the air.

Diehl intends to stay on the team's ship. She gives the spacers remote cameras and links to their palmorders and commlinks, enabling her to monitor their progress and equipment. If the heroes push the point, she agrees to accompany them, but points out that the venture is currently entirely hers—if she dies, no one gets paid.

KNOCKING ON THE DOOR TO HELL

The base of the Spire is surrounded by dead anouks, prowlers, and other alien creatures, along with a smattering of human colonists. All the humans have the telltale wounds of braincrawlers on their necks. A successful Survival roll or a Notice roll (-2) tells the spacers anouks fought other anouks here—there's no evidence the BDF was involved in the battle.

This is likely the first clue the spacers get that there's more going on here than they may currently understand.

There's no ground-level entry into the Spire. The team must scale 30 feet up the black rock face to the first accessible opening. The rock is rough and contains numerous handholds though, making this a simple Athletics roll (Bumps & Bruises if they fail). If they balk at the climb, the team members can have their ship drop them on top of the tower, or on a lower balcony, but this exposes the ship to missile fire from the battle nearby. (Long Range from this location.)

INSIDE THE BLACK TOWER

Fear Level 6 (Deadland)

The skinnies and their minions burrowed into the Spire like maggots into a corpse. The indecipherable petroglyphs scarring its face provide undeniable evidence that there is more to the Spire than meets the eye. Up close, the holes carved into the Spire feel more like eyes and mouths of some obscene, gibbering hellspawn than windows or balconies.

The Spire, like other Black Cities, is a Deadland. In addition to the crippling penalty to Fear checks, there are more subtle but continuous unsettling effects. Movement constantly flits at the corner of the heroes' vision and strange noises echo through the black corridors. Throw a few meaningless Notice and/or Spirit rolls at your players just to keep them nervous and guessing.

While the architecture resembles what they experienced on the asteroid, here it feels more like a violation of nature than artificial construction. Passages wind haphazardly through the Spire, often leading to dead-ends or across narrow balconies perched precipitously above drops of hundreds of feet. Floors slope up and down almost imperceptibly, sometimes ascending or descending one or more levels before the spacers are aware of it.

WANDERING THE HALLS

Whoever bears Raahk's soul amulet feels drawn to him. Still, navigating the dark, twisting labyrinthine tunnels takes an hour.

The crew is far from alone in the Spire, though. Generate two encounters from the **Black City Encounter Table** on page 113. Things are pretty riled up in the Spire

right now — and whatever they run into is looking to kill!

FINAL RECKONING

Once they've successfully navigated the interior of the Spire, the spacers reach a large inner chamber that once served as the throne room for the alien despot who ruled the surrounding land. Inside the cavernous hall, they see several Azeel Clan anouks and a few prowlers surrounding a dais at the far side. Raahk/War stands in the middle of the anouk warriors, facing away from the entryway. (War's mount, Machimos, isn't present here.)

A single skinny — Karg — stands defiantly in front of the ancient throne, greenish lightning crackling along his hands and arms. Around him are the bodies of dead anouks, prowlers, and other unidentifiable creatures. Shattered statues ring the room, once anchors for dozens of nahlaaks, but now only the skinny remains to oppose the Reckoner.

As the team enters, one of the prowlers charges the skinny, who unleashes the energy from his hands. The prowler is momentarily held rigid by the lightning before falling dead at the foot of the dais. The rest of Raahk/War's retinue tenses as it readies to attack en masse.

At this point, Karg sees the heroes. He nods almost imperceptibly in their direction to let them know he sees them, but not so obviously as to immediately give away their presence. If the adventurers act immediately, they gain a round of surprise on all of the anouks and prowlers. (Raahk/War is immune to surprise and gets to act normally.) If they hesitate, the Reckoner conveys a warning to his followers and negates the posse's advantage.

WAR ON WAR

The Azeel Clan anouks split their numbers evenly between the heroes and Karg. They use their firearms to engage their targets unless the heroes have them obviously outgunned, then they close to melee, hoping to use physical strength to gain an advantage.



KARG'S INNER SANCTUM

A prowler goes after Karg, and the other attacks the heroes. Both use their spit as they close with their intended victims, then rely on their mandibles. Any round a prowler is close enough to affect more than one target with its shriek, it uses it.

Unless exposed to the spirit trap, the Reckoner relies on his own abilities over those of the skinny. Raahk/War tries to maneuver to get into melee combat with multiple opponents each round, to best use his Improved Sweep. If he cannot, he uses his pistols to target the most threatening ranged attacker. He usually employs Wild Attack, as he knows he's invulnerable to most attackers. He avoids using his War Cry as long as his own troops outnumber the heroes.

If the team deploys the spirit trap within range of the Reckoner, War's power is significantly muted. His Traits, Special Abilities, and gear remain, but Raahk's spirit is exposed. Without War's experience to call upon, Raahk is on his own. Raahk is immediately aware of the presence of his soul amulet and the threat it poses. He focuses his attacks on the bearer of the amulet, relying on his own powers and special abilities.

➤ **RAAHK/WAR & MACHIMOS:** See page 169.

Note that he also has all the powers and Special Abilities of a skinny, found in the profile for Skinny on page 189.

▪ **AZEEL CLAN WARRIOR (10, PLUS 1 PER HERO):**

See page 172. AK-2047s (Range 24/48/96, Damage 2d8+1, AP 2, RoF 3), chakatl (Str+d8), chaknik (+4).

▪ **PROWLERS (2):** See page 187.

NOT EXACTLY AN ALLY

Karg fights against the Reckoner and his guards. He already has *damage shield* and *deflection* up with a raise prior to the heroes' arrival. He maintains *deflection*, but allows *damage shield* to expire once the prowler fighting him dies.

Karg's first priority is protecting himself, so he eliminates the anouks and prowler attacking him.

Remove the prowler the first round, then one anouk a round after that until they are all gone. At that point, Karg begins to attack Raahk/War, using 3d6 *bolts*. Don't worry about damage to Karg until he enters the fight with the Reckoner, unless the heroes decide to attack him for some reason.

Karg doesn't engage the spacers until they attack him. He's not particularly frightened of the posse, as his own soul amulet is hidden elsewhere, making death at their hands—unlike that at the hands of the Reckoner—merely an inconvenience.

➤ **KARG:** Use the stats for Skinny on page 189. Karg also knows the power *damage shield*.

KILLING THE UNKILLABLE

The posse has several weapons at their disposal when they face the Reckoner: the black guns, the spirit trap, and Raahk's soul amulet.

The black guns have no effect on Raahk/War until the spirit trap is activated. Once the trap is turned on and the Reckoner is in the area of effect, the black guns affect him normally. Keep in mind they only prohibit the use of supernatural powers and abilities that require an action to use—not immunities, Fast Healing, normal attacks, armor, or Edges.

The spirit trap functions exactly as Diehl described earlier (and pulls Machimos along with his master). It must be placed on the ground and turned on to be effective, although it can be moved. However, the trap cannot be turned off once it's turned on and only has enough power to run for 10 rounds, so the posse had best be certain they're ready to employ it when they do!

Raahk's soul amulet is the key to the entire operation. To destroy it, they must Incapacitate him while within the spirit trap's area of effect, or bring the spirit trap within range once they succeed in bringing him down—and before the Reckoner's Fast Healing brings him back into the battle.

If they manage to accomplish the necessary steps, Raahk's soul is drawn to the soul amulet. This temporarily negates the effect that makes the amulet invulnerable. Smashing it at this point is a simple task. Use the rules for breaking objects from *Savage Worlds*, and the amulet has Hardness 10.

Once the amulet is destroyed, Raahk's hold on the Reckoner is released. If the spirit trap is still in operation, War lets out a shriek of rage that quickly turns into terror as he's drawn into the device, stretching

toward it and compressing into its torturous confines. The trap snaps shut with a clang, and eldritch energies crackle briefly over the contraption's surface.

Due to the nature of the spirit trap, the posse isn't able to count coup on War—which might make some of the more savvy spacers suspicious about whether there's more going on with the spirit trap than their "friends" at HI have told them.

Regardless, congratulations are in order! The heroes have succeeded in bringing down one of the worst evils in *Deadlands*...sort of.

LOOSE ENDS

Once Raahk/War is defeated, Karg waves dismissively at them, indicating they can go. If they do not, he casts *fly* and floats imperiously out of the room, disappearing into the Spire. Should the team attack, he fights back to the best of his ability, first using *puppet* to control any remaining Extras. While the posse may defeat him as well, they make an implacable foe in the powerful alien.

The heroes can retrace their steps to their entry point or wander the passages of the Spire. If they choose to further explore the Spire, they face more Black City Encounters (page 113). Although the Reckoner is gone his minions remain, albeit leaderless.

There is nothing of value in the citadel, as Karg has already stripped it of anything easily discoverable. You might plant some alien artifact for the team to stumble upon, Marshal—although it likely has a curse to match any power it may possess!

War's horde quickly falls into a disorganized rabble. While some elements continue to fight on the battlefield, the BDF mops up those pockets of resistance fairly quickly. Braincrawler-controlled colonists and anouks are no longer under Raahk's coordinated control, but are still slaves to the alien parasites on their brainstems. They continue to pose a problem for anouk and human settlements alike for the foreseeable future, but only as individual troublemakers, not as part of any coordinated campaign.

THE PAYOFF

Diehl meets any agreement she made prior to the mission. But unless the posse has proof of their role in the Reckoner's defeat, they don't reap any rewards for saving the colony yet again. Any established contacts in the Rangers and BDF are inclined to give the spacers the benefit of the doubt regarding their role in the battle at the Spire, but the average citizen is completely unaware.

Any sting of disappointment is soon forgotten when a few weeks later they receive a message from Hellstromme Industries. Diehl delivered the spirit trap to her employer, and Vanessa was so pleased she's authorized a complete upgrade on the team's ship. The HI shipyards are authorized to finish any remaining repairs to bring the ship up to fully operational status (i.e., remove the chance for malfunctions).

If the heroes have already managed to conduct such repairs on their own, the HI shipyards instead provide up to \$100K in the form of additional Mods to the vessel.



VANESSA'S AGENDA

Vanessa consumes War's essence as soon as she gets her hands on the spirit trap. Her demonic abilities grow markedly as a result of the feast. Her Strength increases to d12+4, and her Agility and Fighting are both raised to d12. She receives the Special Ability Armor +6. And when in her demonic form, she gains Size +2, with the resulting increase in Toughness.

Devouring War's essence also begins to influence Vanessa's mentality. She is more ambitious and confrontation-prone, and hungers for even more power.

Hellstromme Industries begins filtering weaponry to the Reapers and Azeel Clan. It also begins supplying disgruntled Belt miners with just enough firepower to entice them to raid EXFOR patrols and outposts. In short, Vanessa plays all sides against the others for her ultimate gain.

Although the heroes saved the colony from a terrible threat, instead of increasing the peace, War's defeat sadly results in an escalation of conflicts over the long run.

Of course, this is just the beginning of the story of *Lost Colony*!

**> THAT WAS...HEARTY. BUT
I'M GOING TO NEED TO LIE
DOWN FOR A WHILE. _**

**-VANESSA HELLSTROMME,
AFTER DEVOURING WAR'S ESSENCE**

SAVAGE TALES

Savage Tales are quick adventures you can run on their own, add to your home campaign, or set between Plot Points.

All of these short tales are tied to a specific region or location corresponding to those presented in *Deadlands: Lost Colony*. You'll find that listed at the beginning of the tale as the Hook. Don't feel trapped by that, though, as most can easily be adapted to just about anywhere with a little bit of tinkering on your part.

You can—and should!—tailor them to your group as well. Work in some of their backstories, add a Wild Card enemy or two if the posse is making short work of your bad guys, or add cool details that reflect whatever other subplots you're working on.

AMBUSH PREDATORS

Hook: The New Sahara

This Savage Tale can take place while the team is traveling through the desert, or perhaps they're hired by a merchant to root out a band of particularly bothersome raiders.

DIGGER DILEMMA

A band of diggers recently attacked a small trade caravan passing through the New

Sahara. The raiders made relatively short work of the guards and drivers, leaving the corpses to rot in the hot sun. After stripping the caravan of everything valuable, they returned to their nearby burrow.

That night the rotting bodies attracted a small pack of ga'aknoul, Banshee's delightful combination ghoul-vampire. The abominations feasted on the bodies of the dead, then locked in on the diggers' scent. Following the raiders back to their underground hideout, the ga'aknoul killed the outlaws before bedding down to wait out the day in the safety of the digger burrow.

SCENE OF THE CRIME

Near dusk, while passing through the New Sahara, the posse comes across a burned-out trade caravan consisting of a couple of ruined crawlers and (vehicular) mules. Nearly a dozen corpses lie on and around the wrecks. A Notice roll identifies several impact points from gunfire, rocket hits, and lots of fire damage.

Anyone looking at the bodies of the caravan workers sees that most of them have been stripped of flesh. Even their clothing has been shredded by whatever ravenous scavengers picked over the carcasses. A successful Healing roll tells the posse the corpses have been dead less than a day. A raise reveals the carrion eaters enjoyed their



grisly repast more than 12 hours ago. A successful Survival roll lets the team know that's a pretty fast trip around the circle of life, even for Banshee!

Sand isn't the best medium for holding tracks, but luckily for the hunters there's been no major wind or weather since the attack. A Survival (tracking) roll finds footprints leading off into the dunes. A raise finds several odd, dimpled tracks in and around the caravan as well, almost like someone on stilts—or a giant insect of some sort. These tracks are much fainter, but also head off into the dunes in the same direction as that of the bandits, before fading away in the shifting sands.

DUG IN LIKE TICKS

The tracks lead to the digger burrow, but the bandits took care to hide the entrances carefully. A Notice or Survival roll at -4 is necessary to discover one of the hidden entrances. The spacers can attempt a roll every 10 minutes, but a Critical Failure provides a quicker solution as the ground gives way beneath the luckless sap, dumping him into one of the digger tunnels.

The ga'aknouns discovered the digger burrow just before daybreak. Nearly all fled at the sight of the horrendous creatures. Those who didn't are dead, and most have become ga'aknouns themselves—with one exception. A digger armed with a flamethrower has holed up at the area on the map marked **D**, with a couple of roasted ga'aknouns blocking the door. He's currently terrified and attacks anything that enters the room. A Persuasion or Intimidation roll is necessary to convince him to not fire.

The ga'aknouns are currently nesting. When the team enters the burrows, there's at least one at each location marked **G**. If the heroes make an unusual amount of noise, say by falling into the tunnels or entering combat, the creatures begin searching the burrow, homing in on any loud sounds.

The ga'aknouns are a tough fight, but you can allow anouk characters and other heroes who have a connection to anouk culture to make a Common Knowledge roll at -2 to identify the monsters and their weaknesses. The flamethrower in **D** is probably the heroes' best weapon against the undead horrors.

If the posse is aware of the creatures' weakness to sunlight, they can also try to blow a hole in the ceiling (Hardness 8). Opening a hole directly above a ga'aknoul during daytime affects the monster as noted in its description and causes the abominations to avoid the area directly beneath.

A more enterprising posse can also simply dig out the tunnels and expose the monsters to daylight (assuming they know this weakness), but this takes two days of hard labor to accomplish.

Once the monsters are defeated, the explorers can dig through the burrow. The fleeing diggers took most high-value salvage with them, but a successful Notice roll turns up three M-guns, two boom tubes, and 2d4 × \$100 worth of random salvage.

- **DIGGER (1):** See page 174. Hand flamers (see page 49) and an M-Gun (Range 12/24/48, Damage 2d6, AP 2, RoF 3).
- **GA'AKNOULS (4):** See page 184.

BIG MAN

Hook: Any settlement or station

The crew gets a high-paying passenger who has secrets within secrets. It's no surprise those secrets lead to trouble—but not the kind the heroes are expecting.

MONEY TALKS

While stopped at a station or spaceport, a rugged-looking young man with a single duffel bag approaches one of the crew. He introduces himself as "John Smith" and asks to buy passage. Smith says he doesn't have any destination in mind, but he's willing to pay premium rates for a ride out of town. As proof he offers \$1,000 up front, and each success and raise on a Persuasion roll ups that amount another \$100.

Smith won't answer any questions about his past or reasons for leaving, saying, "My money talks loud enough," and, "Don't worry—I didn't kill anybody or anything like that." Once the posse is out of town, he drops a few cryptic comments about trouble with the law. He implies that if he's not an outlaw, he's at least someone with a price on his head.

After he's spent some time with the crew, "Smith" reveals his real name is Daniel Larkin. He still doesn't discuss his history, but volunteers that he's "been involved with some very lucrative jobs." Larkin says there are plenty of folks who want his head—on both sides of the law. As long as the crew hides him, he offers to make it worth their while.

BLOW HARD

Larkin maintains a tough-guy attitude, but increasingly does his best to insinuate himself into the team's activities, whether it be day-to-day operations, adventures, or meeting with customers and contacts. Unless specifically ordered not to, he tags along on each and every excursion. He has access to a fair amount of funding and isn't tight with it. This passenger is happy to cover bar tabs, nights on the town, and even fuel up the heroes' ship or vehicles every now and then.

Things start to unravel as Larkin becomes increasingly prone to writing checks with his mouth that his gun hand can't cash. He provokes fights in bars, agrees to ridiculous jobs in the posse's name, and generally gets himself and the rest of the team in over their heads at every opportunity.

If the heroes reach their limit and decide to try to collect on his supposed reward, they find that no law enforcement agency has any record of him under any name. Confronting the young man with a successful Intimidation or Persuasion roll gets him to confess he's actually just the son of a wealthy mine owner who's decided to try walking on the wild side.

DANIEL LARKIN

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

Skills: Athletics d6, Common Knowledge d4, Driving d6, Fighting d6, Intimidation d4, Notice d6, Persuasion d6, Piloting d4, Shooting d6, Stealth d4

Pace: 6; **Parry:** 5; **Toughness:** 9 (4)

Hindrances: Big Mouth, Overconfident

Edges: Charismatic, Rich

Gear: Heavy revolver (Range 12/24/48, Damage 2d6+1, AP 1, RoF 1), knife (Str+d4), body armor (+4), commlink.

DEAD MAN'S GUN

Hook: Any settlement or space station

The heroes run into a deadly outlaw with his sights set square between their eyes. This Savage Tale can be run independently or as part of another adventure.

STONE COLD KILLER

Theodore Winters is a stone-cold killer. He was long before he came to Faraway, and the colony's frontier lifestyle has done little to curb his murderous tendencies. However, he's gotten much, much worse since he got his hands on a strange, one-of-a-kind pistol.

Winters leads a gang of lesser gunmen and criminals who either hope to make a living off whatever scraps fall from their leader's table—or are just trying not to catch a bullet from his fancy shootin' iron. The Winters Gang has racked up quite the list of crimes and quite the bounty to go with it. Winters himself is worth \$5,000 to the Colonial Rangers, dead or alive, and each of his cronies carries a \$500 bounty of his own.

The heroes can catch wind of the bounty on the outlaw at any of the major settlements on the planet or near-orbit stations. Or the gunman and his gang might be backing the play of a villain in another adventure. Maybe Winters catches sight of one of the spacers in a saloon and decides to call the poor sap out.

But the real threat is Winters's exotic gun. It looks like a somewhat beefy 9mm pistol with a couple of unusual targeting devices attached to it. ERIS is etched into one side, and a pair of circled stars (actually pentagrams) adorn the gun's carved ghost-rock grips. But this is much more than some gussied-up hogleg.



THE DEVIL'S GUN

The ERIS (Electronically Restricted Intelligent Sighting) gun is actually an experimental HI design that appears to be a Mk IV FOP with AI-assisted targeting. Actually, the engineers who designed it were incapable of fitting all the necessary hardware into the gun, so they settled for summoning up a manitou and sticking it in the firearm. The demonic spirit likes the arrangement, so it plays along and gets a perverse kick out of mimicking an insanely advanced piece of tech.

The designers soon found the firearm too bloodthirsty for even their purposes and gave up on further weapons of the sort. ERIS found a way out of the laboratory before they could dismantle it though, and has been trading up owners ever since. Now ERIS, looking to again swap owners, eggs Winters into calling out one of the posse for some imagined slight. (See the **ERIS** sidebar, page 153, for details on the gun's capabilities.)

Winters enters the fight unafraid, as he's fully confident his own abilities backed up by his hellish sidearm are more than a match for any tinhorn seat-jockeys. His thugs follow his lead, also quite sure this is just another cakewalk for them.

ERIS sits this one out. Treat the treacherous firearm as a standard Mk IV FOP with no attachments (Range 12/24/48, Damage 2d6, RoF 1). In fact, the gun makes sure luck doesn't favor Winters in this fight—none of his damage dice can Ace!

Once the shootout's over, the heroes can collect the bounty (if they're aware of it), and more importantly, Winters's unusual pistol.

TED WINTERS: See below.

- **OUTLAWS (2, PLUS 1 PER HERO):** See *Outlaw*, page 176. Heavy revolver (Range 12/24/48, Damage 2d6+1, AP 2, RoF 1), knife (Str+d4), body armor (+4), 12 bullets, \$20.

TED WINTERS

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

Skills: Athletics d6, Common Knowledge d6, Driving d6, Fighting d8, Intimidation d8, Notice d6, Persuasion d4, Shooting d10, Stealth d6, Survival d6

Pace: 6; **Parry:** 6; **Toughness:** 10 (4)

Hindrances: Bloodthirsty, Mean, Overconfident, Wanted

Edges: Combat Reflexes, Marksman, Nerves of Steel, Quick, Quick Draw

Gear: ERIS (see sidebar), body armor (+4), knife (Str+d4), 30 bullets, \$125.

FLOATER

Hook: The Dark or the Belt

The heroes find a corpsicle floating in space. Unfortunately, it turns out to be a Harrowed with revenge on her mind.

A group of pirates recently mutinied and launched their captain out an airlock. The captain was mean enough to catch the attention of a manitou, but since then she's been drifting helplessly, frozen in the void. When the crew picks her up she plays possum, waiting for a chance to make her former crew pay its debts.

LONELY HITCHHIKER

At some point while the spacers are traveling through the Dark or the Belt, they get a proximity warning on their ship's sensors. Assuming they take precautions and decelerate, no threat is immediately apparent in the blackness of space. Give each adventurer who's looking out a viewscreen or porthole a Notice roll at -2.

Any who succeed spot a human body drifting nearby through the void. Closer examination shows the body is not in a spacesuit and obviously dead. If they retrieve it, they find it to be a fairly attractive, middle-aged woman with black hair in a worn flight suit. She's been shot in the chest several times, and a Healing roll identifies the wounds as likely coming from a flechette gun.

ERIS

The ERIS system includes a pair of goggles with a dedicated heads-up display (HUD) that provides precise targeting information. The pistol also communicates with its user via a standard commlink earpiece. The pistol has a husky, seductive, and demanding female voice.

While the firer uses the goggles, ERIS adds +2 to the user's Shooting rolls. ERIS also has preternatural senses thanks to the manitou, and passes along this information to its user. When the commlink is active, the hero draws an additional Action Card on the first round of any combat.

Rounds fired by ERIS count as magic weapons for the purposes of overcoming immunities and invulnerabilities.

ERIS 9mm pistol: Range 12/24/48, Damage 2d6, RoF 1, Shots 15, AP 1, Weight 3, +1 Shooting at Short Range.

THIRSTY FOR BLOOD

The manitou controlling ERIS really likes killing intelligent beings. In many ways, the pistol is like a Harrowed with the demon large and in charge all the time!

ERIS never shoots to wound or disarm an opponent. If its wielder tries to do so, the pistol changes the shot to a normal one to the torso. It's also prone to "accidentally" go off should the wielder have it pointed toward an opponent during a tense standoff. Innocent bystanders are hit on a 1 or 2 (see Innocent Bystanders in *Savage Worlds*), a particular favorite mischief of the demon.

If the owner goes too long without killing someone though, ERIS tries to provoke a fight. It can fire on its own or take steps to make sure the owner is killed by someone more amenable to pointless slaughter.

Specifically, ERIS can fire itself (d10 Shooting), prevent attacks and/or damage from Acing, or even refuse to fire!

She has no identification or other belongings, but a Notice roll finds a tattoo of a black or dark purple flower on the back of her neck. A hero with an appropriate background may make a Common Knowledge roll at -2 to identify the flower as a black orchid.

IDENTIFYING THE BODY

If the team takes the corpse aboard, or simply records all the pertinent information, they can attempt to identify the dead woman at their next stop. Due to the flechette wounds, the appropriate authorities (either Colonial Rangers, EXFOR, or just local security) treat the event like a murder and don't release any information on the identity of the victim. But they tell the crew to remain on the station until they've finished the preliminary investigation—and lock down the spacers' ship just to make sure.

The black orchid tattoo is unique enough to serve as a lead. A persistent party can attempt Networking at -2 to try to ferret out the woman's name. Likewise, if they take a photograph of her, an image recognition search and access to a station's database allows a spacer to make an Investigation roll. Connections with law enforcement can also serve to point the crew in the right direction.

Success with any of the above methods identifies the dead woman as Sophie Lawrence. She's rumored to be a ruthless pirate operating in the area, although the law dogs have never managed to make a charge stick. A raise on any of the rolls pegs her as owning a ship named the *White Rose*.

Coincidentally, the *White Rose* is currently docked at the same facility as the characters' vessel!

REVENGE SERVED COLD

A day or so after the team begins digging around for Lawrence's backstory, they get a visit from a group of tough customers. A band of spacers who obviously understand what the business end of a sawed-off shotgun is for accosts one or more of the heroes and tells them to keep their noses in their own business. The rowdies don't fight unless attacked, but if they do, see the stats for Pirates (page 176).

Things get a little more complicated as the days pass. Crewmembers of the *White Rose* begin turning up dead, usually horribly tortured, but always with a fatal head wound. Since the heroes showed so much interest earlier, the pirates become convinced they're the ones behind the murders and come looking to settle up.

What's happening is Lawrence has been exacting her vengeance on the mutineers. If she was in the station's morgue, getting out is easy enough given her newfound abilities. (Even if the team didn't bring the body aboard their own ship, Lawrence uses her powers to stow away or just latch on to the outside of the vessel and hitch a ride to the station.)

True to her reputation, Lawrence is ruthless. She's more than happy to let the saps who saved her and her former crew fight it out. While she'd like to see them suffer more, dead is dead as far as she's concerned. Should the heroes get in a close fight though, she might join in to turn the odds in their favor. Otherwise, she watches from a distance, laughing her undead ass off. On the inside, at least.

Once the team defeats the pirates, Lawrence emerges and administers a final shot to the head of each pirate, just to make sure they don't get a second chance like she did. How the heroes handle an undead pirate captain is up to them. Lawrence has no beef with her rescuers—at least not yet—so she doesn't attack them, but she also doesn't feel like she owes them anything. She's content to reclaim her ship and head back into the Dark, where she plans to gather a new, more reliable crew and pick up where she left off.

Regardless, the local law dogs take a great deal of interest in the resulting violence and the posse's side of the story, likely keeping them wrapped up in red tape for another few days.

➤ **SOPHIE LAWRENCE:** See below.

- **PIRATES (2, PLUS 1 PER HERO):** See page 176. Body armor (+4), flechette gun (Range 12/24/48, Damage 2d4+1, RoF 3), knife (Str+d4).

SOPHIE LAWRENCE, THE BLACK ORCHID

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

Skills: Athletics d6, Common Knowledge d6, Fighting d8, Intimidation d6, Notice d6, Persuasion d4, Piloting d8, Repair d6, Shooting d8, Stealth d8, Taunt d6

Pace: 6; **Parry:** 6; **Toughness:** 12 (4)

Hindrances: Greedy, Mean, Vengeful

Edges: Attractive, Combat Reflexes, Gravitic Acclimation, Harrowed

Gear: Body armor (+4), flechette gun (Range 12/24/48, Damage 2d4+1, RoF 3, Shots 90, 3RB).

Special Abilities:

- **UNDEAD:** +2 to Toughness and Spirit rolls to recover from Shaken, ignore additional damage from Called Shots except to the head, ignore 1 point of Wound penalties, doesn't breathe, immune to disease and poison, don't Bleed Out, and are only permanently slain by destroying the brain.
- **Harrowed Edges:** Ghost, Stitchin'.

GHOSTS IN THE DARKNESS

Hook: Fertile Crescent

The heroes are hired by a local rancher who believes he's being plagued by chanouks raiding his herd. He's never seen the beasts, but he's losing valuable cattle and needs to put a stop to it.

WHERE'S THE BEEF?

Big Steve McDonough is a rare breed. He owns one of the few ranches that raises honest-to-gosh cattle on Banshee. After countless bug meat and fungus cakes, a nice, fat steak is considered a delicacy and a luxury in Faraway, and that makes his herd *very* valuable.

McDonough's ranch sits on several thousand acres of Red River Valley land. He's got a few hundred head of cattle on it, tended by a crew of less than a dozen hands. And he's got a problem his cowboys haven't been able to solve.

Lately, his prize beef has been falling prey to some predator. His men have found some clawed tracks around recent kill sites, and whatever it is doesn't leave much for the scavenger birds. He suspects it's actually a nearby anouk clan's war mounts.

McDonough has talked to members of the clan and thinks they're covering up their chanouks' late night snack raids. He tells the spacers they spin fairy tales of ghost chanouks and spirit beasts haunting his range, but he knows it's a load of something that comes out of the back end of one of his bulls. He's not got the manpower to push the issue with the anouks, and the Colonial Rangers haven't done anything but suggest he buy some traps.

The rancher gathers up his herd to keep any more from being slaughtered, but they need to roam and feed and he doesn't have enough hands to watch them all. Given the expensive dilemma, McDonough offers a flat bounty of \$500 if the adventurers can bring down or trap the creature preying on his cattle.

NOT YOUR AVERAGE CHANOUK

Talking to the anouks nets the team basically the same story McDonough heard. The anouks seem sincere, but are convinced the rancher's herd has run afoul of some supernatural entity. A Persuasion roll gets the spacers a chance to examine the clan's chanouks, but there's no evidence they've killed any cows.

Checking the site of a recent kill allows the hunters a Survival roll at -2 to find the predator's tracks. The prints resemble those of a chanouk, but appear to be from a slightly smaller animal. A raise on the roll tells the tracker conclusively these aren't the tracks of a chanouk, but a different animal—one for which the colony has no record.

Successfully Networking among the locals reveals rumors of similar ghost critters plaguing both settlers and anouks, but no one has ever seen much less captured one. Most folks just assume these tales to be nothing more than not-so-urban legends.

THE CULPRIT(S)

McDonough is willing to detail a couple of his workers to help any scheme the team

comes up with, but he needs most of his hands for day-to-day business. A Persuasion roll with the local anouks also convinces them to provide assistance in the form of a pair of anouk warriors, or four with a raise. However, any actual planning is entirely on the players' heads.

What is actually preying on McDonough's herd is a pair of particularly wily ta'roukils. The creatures work as a team and share their kills. They've been at this for more than a decade and have avoided capture down to an art.

The ta'roukils are clever enough to use diversionary tactics, such as one drawing the team away from a location while the other makes the kill, or leading the hunters into an ambush. And woe to any spacer foolish enough to set out on his own. While the ta'roukils understand at a base level the danger weapons pose, they are not the least bit afraid of either humans or anouks.

- **TA'ROUKILS (2):** See page 191. Both are Wild Cards with Smarts d6 (A) and the Danger Sense Edge.
- **ANOUK WARRIOR (2-4):** See page 171. Chakatl (Str+d8) and aknouk (+3).
- **RANCH HANDS (2):** Use the stats for Colonist (page 173). Lever-action rifles (Range 24/48/96, Damage 2d8, AP 2, RoF 1) and knives (Str+d4).

MAMA'S BOY

Hook: Fertile Crescent

The heroes are asked to save a young man from ruthless bounty hunters. But all is not as it seems.

DAME IN DISTRESS

A middle-aged woman approaches the crew with a job. Her name is Bethany Milston. She tells the team her son, Arnie, is being held for shooting a paymaster in the robbery of a mining company. A ruthless bounty hunter laid hands on him and is going to turn him over to the Colonial Rangers for a reward.

Bethany says Arnie's a good kid and just happened to be friends with the wrong crowd. Arnie had nothing to do with the

robbery, but the bounty hunter has trumped up some evidence so he can claim the reward. She's sure if he goes to trial, he'll be found guilty in spite of his innocence and may even face hanging.

The bounty hunter holds Arnie in a local hotel room until their caravan leaves in two days. She says if they can bust the kid out, she knows she can convince Arnie to turn in the real outlaws who are responsible and clear his name before it's too late. Bethany claims to be a poor widow who can't offer much, but she reluctantly agrees to a \$200 reward if the heroes aren't feeling too altruistic—after Arnie's been rescued. She tells them to meet her outside town so she and Arnie can hide until she can straighten everything out.

If the posse looks into it, allow them to make Networking attempts. With success, they find out the crime was a robbery gone wrong that resulted in the death of a local colonist who resisted. The gang consisted of about a dozen individuals, including Arnie.

JAILBREAK!

True to her story, the bounty hunter, Jebediah Walsh, is staying in a small local dive which is attached to a rather dirty saloon.

Walsh won't agree to relinquish Arnie under any circumstances, although a clever posse might be able to draw him away from Arnie with a good ploy so they can spirit the young man off without resorting to violence. If the heroes pick a fight, the bounty hunter retaliates in kind to the bitter end. Worse, if the posse isn't careful how they go about taking on Walsh, they may find other patrons of the saloon joining in against them.

- **JEDEDIAH WALSH:** Use the stats for **Gunman** on page 175, but Walsh is a Wild Card. Body armor (+4), stunner (Range 5/10/20, Damage 2d6, RoF 1), heavy revolver (Range 12/24/48, Damage 2d6+1, AP 2, RoF 1), 2 spare batteries, 24 bullets, handcuffs, \$250.
- **ARNIE MILSTON:** Use the stats for **Outlaw** on page 176. Arnie is unarmed.
- **SALOON PATRONS (1 PER HERO):** Use the stats for **Colonist** on page 173. Armed with various small arms and/or hand weapons.

THE INEVITABLE BETRAYAL

Once the heroes free Arnie, he tells them he was running with a gang of outlaws but he didn't kill anyone. Another member of the gang did during the robbery though, and the young man realized how vicious a crew he'd fallen in with. He felt so bad about it that he turned himself in to Walsh. He was planning to tell the Rangers everything he knew about the gang.

When the spacers tell him they rescued him for his mother, he's honestly confused. He explains she died years ago. Before the group has time to suss out exactly what the score is, Bethany shows up with a gang of her own. It turns out Arnie's "mother" is just another member of the gang. They figured Arnie was about to sing to the Rangers and played the posse for dupes to get him back in their clutches.

The outlaws fight until more than half their number fall, then the rest try to flee—but not before taking one last shot at Arnie. The adventurers don't get the promised money from Bethany, but they can claim the bounties outstanding on the bandits they

dropped, each worth \$500. Of course they might have some explaining of their own if they weren't careful in their rescue efforts.

- **OUTLAWS (4, PLUS 1 PER HERO):** See **Outlaw**, page 176 Lever-action rifles (Range 24/48/96, Damage 2d8, AP 2, RoF 1) and heavy revolvers (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), knives (Str+d4), 20 bullets for each, and \$50.

NON-UNION LABOR

Hook: Fertile Crescent

A search for a young miner exposes an unholy cult laboring to exhume another Black City.

BURIED SECRETS

Jonas Beck was a down-on-his-luck ghost rock miner until one of his shafts broke into the vault of a Black City. There Beck discovered a few secrets man was not meant to know, along with a hellish artifact giving him a twisted power over death itself. He gathered a small cult of similarly morally



unencumbered individuals to assist in his explorations—and to help him sucker a number of miners into signing on with his fictitious company. Once at his isolated dig site, Beck murdered the unsuspecting miners with his twisted artifact and returned them to life as walkin' dead under his sinister control.

CHARITY CASE

The posse is approached by a young woman with a small child in tow. She identifies herself as Charity Fields and she needs help finding her husband, Billy. He took a job from a mining company a few months ago, and she hasn't heard from him since. Worse, he stopped sending money after the first month, and now she can't pay rent for her and her child.

Charity can't afford to pay the heroes for their time, but she's at her wits' end and is just hoping to find a white hat somewhere to help her out.

LITTLE MINER LOST

Charity has no official pay stubs as the money came in hard cash. She only knows

the name of the company he signed on with—Black Rock Mining—and that he might have fudged the truth when he took the job. She remembers he told her they were only hiring folks with no family, but they paid so well Billy couldn't pass up the job.

Tracking down Black Rock Mining isn't as easy as it seems. There's no business office in the town the heroes are in and they can't find any official business filing. Successfully Networking turns up a few folks who remember a shifty-looking character in town a couple of months ago recruiting for a job, but no one got his name. A raise on the roll nets the investigator a name—Jonas Beck.

A Common Knowledge roll from anyone with any connection to mining or land-ownership tells the group the colonial government keeps pretty good records on land claims. If they have Beck's name, a search of those records reveals he staked a fair-sized claim on the edge of the Peacekeepers about three months ago. Otherwise, an Investigation roll tells them the only claim falling within the period Charity gave for Billy's disappearance is Beck's.

DARK DEEDS

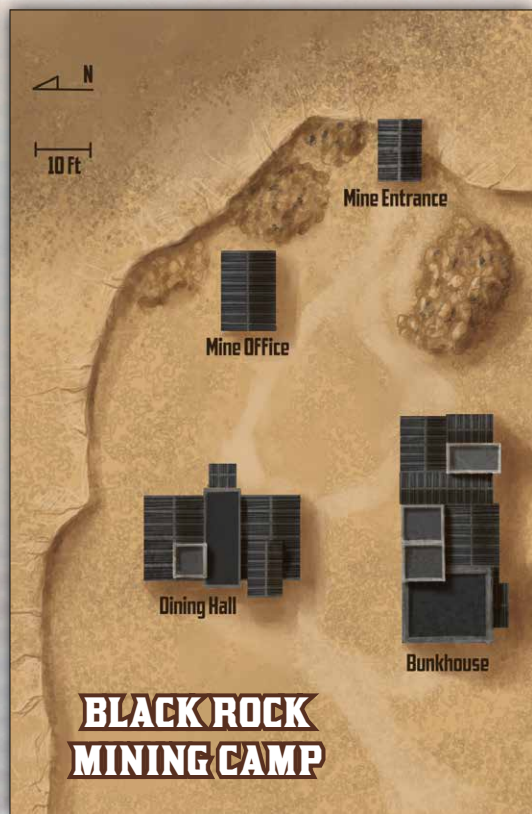
Jonas Beck's claim lies about 60 miles away, in the foothills of the Peacekeeper Mountains. There are no settlements any closer, so the mine is quite isolated, even by Banshee's standards. It's located in a rather rugged stretch of hills so if the team has access to a ship, the closest landing spot is over three miles away, making for a decent hike.

As the investigators approach the mine, they're met by a pair of armed men who ask the heroes their business. If the posse says they're looking for Billy Fields, the men look at each other before claiming the miner lit out over a month ago. A Notice roll tells a sharp-eyed observer the two are lying.

A Persuasion or Intimidation roll convinces the pair to let the group pass. Even if the roll fails, the men only try to shoo the adventurers off. They don't resort to violence to block their entry—yet.

THE RUNAROUND

If the posse pushes into the mining outpost, they see it's rather small. There are only



three buildings and the mine itself. One of the buildings looks like a bunkhouse capable of holding maybe a dozen workers. The other looks like the dining hall. A hero making a Notice roll sees there are many piles of mine tailings, but there doesn't seem to be any facility for storing ghost rock or other ore.

The guards direct them toward a small outbuilding near the entrance to the mine itself. Inside, they meet Jonas Beck. He seems interested in the party's questions and says he recalls Billy. He's disappointed to learn the young man had a family, but promises to help the heroes locate the man.

Beck makes a show of checking his palmcorder, cross-referencing his pay ledgers and other records. He's actually stalling for time as his reinforcements arrive from inside the mine. Beck then concocts a story that gets as much information from the posse as possible—who knows about Fields, how the heroes arrived, if there's anyone else in their group not present, and so on. He even goes so far as to ask them to stay the night, perhaps suggesting Fields is on a supply run and due to return.

NO-GOOD BACKSTABBERS

When night falls or the posse tires of Beck's stalling, the cultists and their small horde of undead minions attack. Both the cultists and walkin' dead fight to the end, as the zombies don't really have a choice and the cultists are pretty sure that's what awaits them if they're taken into custody!

After the battle, the posse can identify Billy Fields' corpse as one of the walkin' dead. The other undead are also miners hired by Beck a few months back.

Beck's knife is carved from tannis and of obvious non-human design. It grants the user the *zombie* power (see *Savage Worlds*), but only over victims who are ritually killed with the knife. In short, it's evil with a capital E. The characters might find a buyer for it, but they have to be very careful to make sure they're not just handing the keys to a death cult over to whomever purchases it!

Picking over the site yields 1d4 × \$500 in salvage. Black and his crew weren't looking for riches—at least not the monetary kind.

However, the tunnel leads into the ruins of a partially excavated Black City. The crew can explore it, or sell the information about its location to xenologists back in Temptation or elsewhere in the system for whatever sum you feel is appropriate to your campaign, Marshal.

How much of their haul they split with the widow Fields and her child is entirely up to the posse.

- **JONAS BECK:** Use the stats for **Cult Leader** on page 174. Police pistol (Range 12/24/48, Damage 2d6+1, AP 2, RoF 1), ritual knife (Str+d4+2), body armor (+4).
- **CULTISTS (4):** See page 174. Lever-action rifle (Range 24/48/96, Damage 2d8, AP 2, RoF 1), knife (Str+d4).
- **WALKIN' DEAD (2, PLUS 1 PER HERO):** See page 193. Pickaxes (Str+d8, Parry -1, 2 hands).

NOT QUITE EVERYTHING GOES

Hook: Tian, the Belt

The team is hired to eradicate a gang of blackline dealers disrupting Kang Mingzhu's operation.

AN OFFER THEY DON'T WANT TO REFUSE

Upon docking at Tian, the posse is approached by a pair of the ship's enforcers and told to accompany them. If they refuse, the enforcers make it clear they're not welcome onboard the massive vessel. If they go along, the enforcers quickly route the group to a series of small side corridors and up service lifts to the upper levels of the ship.

After waiting a short time in a lavishly appointed chamber, a retinue of well-armed guards enter and activate a console on one wall. The grainy hologram of an elderly woman of Asian ancestry appears. She introduces herself as Kang Mingzhu and says she has a business offer for the crew.

Mingzhu explains she has carefully cultivated Tian's reputation as a place with no laws. She allows trade in anything and

everything on her ship in return for a share of the profits. This has served her well over the years, drawing customers—and money—from not only the Belt but all across the system.

She has one unwritten rule. While she permits the sale of blackline on her ship, she forbids its *use* while on Tian. Blackliners are unpredictable and dangerous, which not only endangers the delicate environment on a spaceship, but also scares away customers.

Recently, a gang has begun selling blackline on Tian without restriction. Kang doesn't want to engage her own enforcers. It might create rumors that she was interfering with trade among her passengers. She wants the heroes to roust the dealers so she can claim plausible deniability.

A group of “concerned customers,” or better yet, a rival gang addressing the problem won't cause anyone undue concern. Kang proposes setting the posse up as a new band of criminals moving in on the old gang's territory. In return, she offers to split the profits from any take—and implies she would

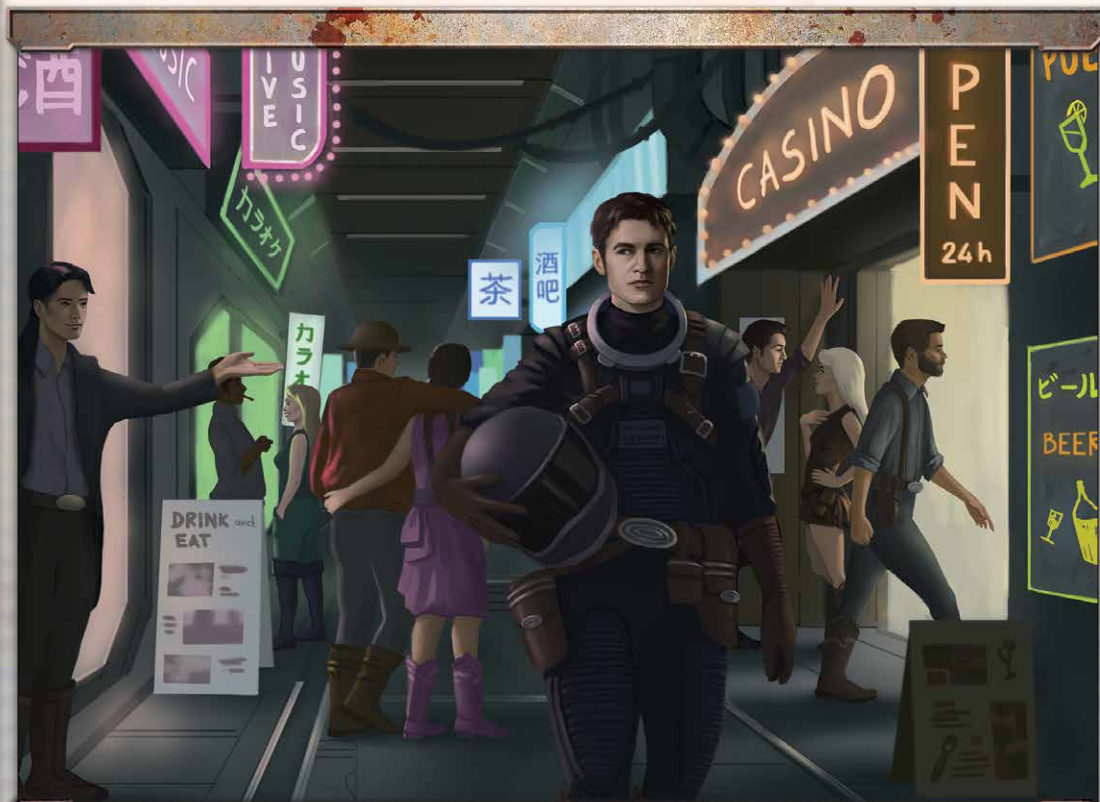
be in the posse's debt, which is of far greater value than any mere monetary reward.

- **KANG'S ENFORCERS (2):** Use the stats for **Gunman** on page 175. Flechette gun (Range 12/24/48, Damage 2d4+1, RoF 3, 3RB), body armor (+4).

VIGILANTES... IN SPACE!

The first step in removing the unwanted cartel is locating them. They're smart enough to know Kang frowns on their activities, so they aren't exactly advertising their presence. A success at Networking (–4) is necessary to get a lead on the dealers' whereabouts. The penalty is reduced to –2 if the heroes do a credible job passing themselves off as dealers or smugglers.

The blackline dealers are holed up in an unused maintenance corridor in the bowels of Tian, where even the ship's mechanics haven't visited in years. The ship is a massive vessel and thanks to the modifications to its structure Kang and her crew have made over the years, the interior of Tian is downright labyrinthine at times. Following the instructions to find the hideout



takes a Smarts roll and about 20 minutes of navigating corridors, accessways, and even smaller passages.

The hideout is located close to the central axis, making it a low-gravity environment. It's little more than a dead-end corridor where the dealers and their muscle have set up camp at the entrance. The hallway behind them holds more than a couple of customers pretty deep into a blackline high when the posse arrives. The team can try to back the criminals down, but the drug dealers are Unfriendly at best and more likely Hostile. They're making good money and not ready to give up without a fight.

If the posse can't cow the dealers, the only recourse is a fight. Any outbreak of violence draws the attention of the blackliners in the hallway, who immediately join in on the side of the dealers. The criminals surrender when more than half their number are down, but the addicts fight to the bitter end. There's a fair stash of blackline, but Kang's enforcers arrive to take custody of it almost immediately after the last shell casing hits the deck.

Kang is true to her word and isn't too upset about any casualties among the blackliners. She pays the crew \$2,500 as their share of the profits for "confiscated contraband," if the spacers are the sort to accept drug money. Even if they're not, Kang is grateful, which grants the posse the benefits of the Connections Edge when on Tian. Furthermore, if they pitched themselves as a rival criminal enterprise, they receive a +2 bonus to Networking attempts while on the ship. On the other hand, word of their exploits eventually spreads throughout the Belt and beyond, leading to many spacers believing the heroes are actually the criminals they claimed to be!

- **BLACKLINERS (1 PER HERO):** See page 173. Armed with a variety of melee weapons (Str+d4).
- **DRUG DEALERS (2, PLUS 1 PER HERO):** Use the stats for Outlaw on page 176. Scatterguns (Range 5/10/20, Damage 1-3d6, RoF 1-2), volt knives (Str+d4 and special), body armor (+4), 25 rounds. One is a Wild Card leader with Agility d8, Smarts d8, Alertness, and Quick.

SELLER'S MARKET

Hook: Fertile Crescent

With the anouks apparently on the warpath, local settlers all want to buy new guns and are willing to pay top dollar. A merchant approaches the crew to transport a shipment of weapons to an isolated settlement.

You can run this Savage Tale at any time, but it fits particularly well into the events of *The Demon You Know* Plot Point Campaign. With a little effort, this adventure can also be tweaked to take place at a space station or mining colony in the Belt that is apparently plagued by pirates.

TO ARMS!

Ruston, a small mining enclave on the southern edge of the Fertile Crescent, has recently fallen prey to attacks by what appear to be anouks. The town leaders contacted Joe Railen, a merchant in Temptation, about purchasing some additional weapons to help shore up the town's defenses. Railen, in turn, offers the team a cut of the profits to transport a few cases of assault rifles to Ruston and broker the deal.

The merchant initially offers 5% of the selling price, for a total of \$2,000 for the trip. Smooth-talking heroes can negotiate another 5% for every success and raise on a Persuasion roll, up to 20% of the fee (or \$8,000).

Railen has his men deliver 10 cases to the heroes' ship, each containing 10 rifles. The weapons are of an unusual design, at least for Faraway. A Common Knowledge roll from a character with a military or similar background reveals the guns to be Fusil-20 rifles, common among Latin American forces on Earth. The guns are well-built, bullpup weapons with plenty of bells and whistles, including an integral bipod.

But Fusil-20s fire 5.45mm ammunition—a round that's nearly nonexistent in Faraway. Railen explains he's had the weapons rechambered to fire 5.56mm rounds, the same ones EXFOR's M-21 does. He even pulls a weapon from the case to demonstrate this is indeed true.



The catch is only the rifle he uses to demonstrate this has been rechambered. The rest are exactly as the factory shipped them. Railen got suckered on a deal for the guns himself and is looking to foist them on an unwary customer—and use the spacers to act as a buffer if he gets caught.

With that in mind, he's very careful to limit the heroes' access to the other weapons, claiming they're still coated in protective oils, and so forth.

- **Fusil-20 assault rifle (5.45mm):** Range 24/48/96, Damage 2d8, AP 2, RoF 3, Shots 30, Min Str d6, Wt 8, Three Round Burst, Avail VR.

CAVEAT EMPTOR

The colonists at Ruston are ecstatic when the crew arrives with their shipment of slugthrowers. However, they're not exactly the chumps Railen was hoping for. Before they agree to pay for the guns, they insist on a test fire of a few random samples.

It doesn't take long for everyone to figure out the scam. The settlers rightly refuse to pony up the agreed upon sum, and a fair

number are more than a little put out with the team for the con game, demanding the posse refund their down payment of \$5,000. It takes a Persuasion roll at -4 to calm the angry mob long enough to explain the heroes got taken just as badly.

There's no easy fix for the posse's dilemma. Ammunition in the proper caliber is virtually nonexistent in the system. Reloading isn't an option, as there aren't even empty brass shells available for the cartridge.

Converting the weapons to a common caliber might seem the easiest solution. Unfortunately, this is a major undertaking requiring new chambers and barrels for the weapons, which is why Railen never performed it. It's cheaper to buy entirely new guns.

However, a little research into the "anouk problem" turns up a surprisingly simple fix.

RESTLESS NATIVES

Successful Networking locates a pair of ragged and roughed-up traders who arrived in town a few weeks ago warning of a large group of anouks that ambushed their

CLEVER GIRL(S)

caravan. According to the men, they were the only survivors out of over 20 armed guards. Shortly thereafter, outlying homesteads and mines began to be raided and sacked—but always when the residents were away. Chakats and similar anouk weapons were found at the scene of each, but the crafty natives slipped away before being seen.

Or so it seemed. A careful investigation of any of the scenes allows a Survival roll at -2. Success finds ATV and dirt bike tracks a short distance from each raided homestead. A raise confirms absolutely no barouka or chanouk tracks in the area.

A search for the alleged caravan ambush finds no evidence it even existed, much less was attacked.

The two traders disappear after the party's interview, knowing they might be in trouble (especially if one of them is a Colonial Ranger). If they're found somehow, they might eventually admit they were hired by Railen to tell that particular tale...

"Because he sells weapons, I reckon?"

Sure enough, Railen staged the raids to drum up business for his worthless stock. If confronted back in Temptation, he blusters and denies knowledge of the scam. If the team threatens to turn him over to the authorities or tries to take him into custody, he and his men fight back until more than half have fallen.

➤ **JOE RAILEN:** Use the stats for **Outlaw** on page 176, but make him a Wild Card. Police pistol (Range 12/24/48, Damage 2d6+1, AP 2, RoF 1) and body armor (+4).

▪ **STEVEDORES (2, PLUS 1 PER HERO):** Use the stats for **Outlaw** on page 176. Lever-action rifles (Range 24/48/96, Damage 2d8+1, AP 2, RoF 1) and knives (Str+1d4).

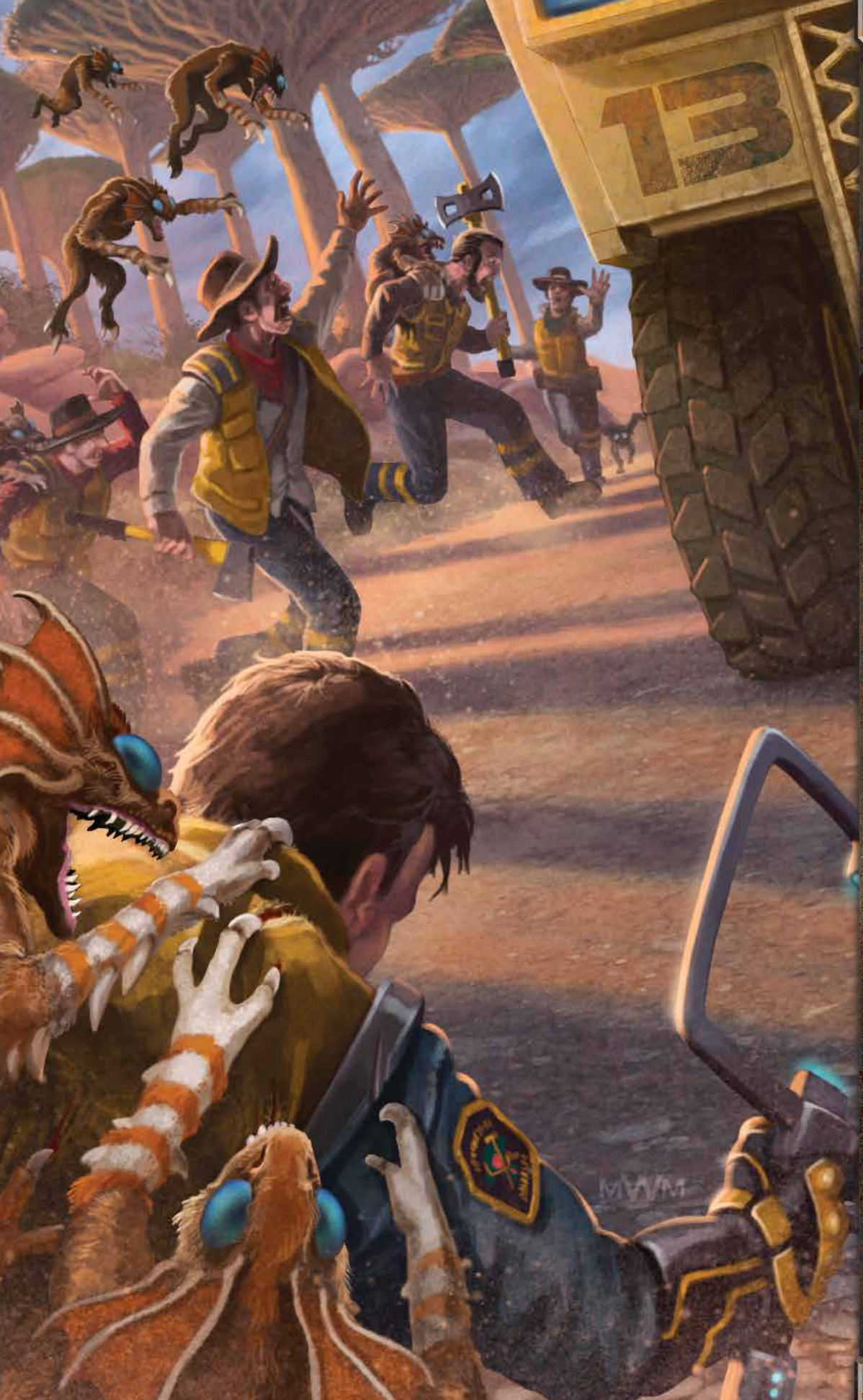
A particularly cunning tohraka has found the men and women of the Banshee Logging Company tasty and relatively easy prey. The creature lurks in darkness, waiting for careless loggers to wander off the main trail. Then...CHOMP.

The Toxic Jungle is dangerous enough on its own, but the creature has even learned how to herd other beasts into the humans to distract and separate them. The loggers have formed hunting parties, but the creature seems particularly adept at eluding their traps, and several loggers have already been eaten by the deadly beast. The outfit hears the heroes are in town and offers them a \$10,000 credit bounty if they bring in the tohraka they call "Red Eye."

But the real danger is that there isn't a rogue tohraka hunting loggers, there are *three!* Three female tohrakas have learned to hunt in a pack, much like raptors or wolves on Earth. One might feign an attack, run, and when pursuers follow they find themselves flanked by two more of the massive and hungry beasts.

➤ **TOHRAKAS:** The beasts' profiles can be found on page 192. Red Eye has the (Imp) First Strike and (Imp) Dodge Edge.





BESTIARY

In this chapter you'll find profiles for the creatures inhabiting Banshee, and a few that most believe only exist in nightmares. There's a wide range of ordinary folks as well. Barkas and blackliners, razor wings and Reapers, sticky bugs and spaceship crews are all here.

➤ **Entries marked with the Colonial Dragoon symbol are Wild Cards.**

PERSONALITIES

These folks all play an important role in the affairs of Banshee and the Faraway system. Some might become trusted friends or allies for the posse, while others may be life-long foes.

➤ **MAJOR LEE BANSEN**

Lee Bansen came to Faraway as an EXFOR dropship pilot. He's always smiling, even at the worst of times, which earned him the nickname Jolly Ho. He's also fiercely loyal to his unit or "peeps," as he calls them. Troops assigned to his ship know he'd never leave a man behind.

When it became clear General Warfield had lost sight of his original mission to protect the colonists, Lee chose to stand with them. His skills behind the controls of a

spacecraft made him invaluable as the colony weathered Operation Typhoon.

Following Warfield's defeat, Lee accepted a commission in the BDF. Now he leads the small but growing ground support squadron of the BDF fleet. But his flight suit still reads JOLLY HO.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d6, Common Knowledge d4, Driving d8, Fighting d8, Electronics d8, Notice d6, Persuasion d4, Piloting d10, Repair d8, Shooting d10, Stealth d4, Survival d6

Pace: 6; **Parry:** 6; **Toughness:** 11 (4)

Hindrances: Curious, Heroic, Obligation (Major – BDF), Loyal

Edges: Ace, Brawny, Charismatic

Gear: Body armor (+4), Colt Dragoon (Range 12/24/48, Damage 2d6+1, AP 1, RoF 1) & mini-grenade launcher, four spare magazines, a mix of any six mini-grenades, Stallion.

➤ **DEBBI DALLAS**

Debbi Dallas is often underestimated by colonists who meet her. But underneath that perky red hair is a Colonial Ranger, and one second in rank only to Captain Ross. Born on planet, she thinks of Banshee as "home." Most folks know enough to not rib her about

her name, which was a bad joke played by her marine father.

Debbi's mother was killed in a Reaper attack, so Dallas has a well-known hatred for Nicolai's terrorists. What isn't so well-known is that Dallas was killed by General Quantrill, the commander of the Legion, not long after the battle at Castle Rock to cover up his crimes. She was resurrected by Banshee, becoming the first human Guardian on the planet!

Attributes: Agility d8, Smarts d8, Spirit d12, Strength d6, Vigor d8

Skills: Athletics d6, Common Knowledge d6, Driving d8, Fighting d8, Intimidation d10, Language (Anouk) d8, Notice d10, Persuasion d12, Piloting d6, Riding d6, Shooting d8, Stealth d6, Survival d10

Pace: 6; **Parry:** 6; **Toughness:** 11 (4)

Hindrances: Curious, Driven (Major – Protect Banshee) Loyal, Obligation (Major – Rangers)

Edges: Colonial Ranger, Banshee's Scream, Banshee Born, Charismatic, Guardian, Tannis Bond, Tannis Touch

Gear: Body armor (+4), Colt Dragoon (Range 12/24/48, Damage 2d6+1, AP 1, RoF 1) mini-grenade launcher, 4 spare magazines, any mix of six mini-grenades, knife (Str+d4), chanouk named "Little Joe."

Special Abilities:

- **Healing:** As a Guardian, Debbi makes a natural Healing roll once per day.
- **Resilience:** Toughness +1 and adds +2 to Vigor rolls to resist Fatigue, poison, or disease.

MARTA DIEHL

Marta is a cradle-to-grave HI employee. As a child, she came to Tunnel Station with her parents and signed on with the company herself as soon as she came of age. She's been with HI for over two decades now and is one of Vanessa's most trusted troubleshooters.

While she doesn't know Vanessa's true nature, Marta is in on most of HI's other big secrets. She usually passes herself off as a simple field researcher, complete with lab coat and horn-rim glasses, but she's also trained to protect herself from the many threats of the Dark.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d8

Skills: Athletics d6, Common Knowledge d8, Driving d6, Fighting d8, Occult d8, Notice d10, Persuasion d6, Piloting d6, Science d8, Shooting d8, Stealth d4, Thievery d10

Pace: 6; **Parry:** 6; **Toughness:** 10 (4)

Hindrances: Bad Eyes (Minor), Loyal, Obligation (Major – Hellstromme Industries)

Edges: Attractive, Combat Reflexes, Gravitic Acclimation, Jack-of-All-Trades

Gear: Body armor (+4), MkIV FOP (Range 12/24/48, Damage 2d6, RoF 1), palmcorder, commlink.

VANESSA HELLSTROMME

Hellstromme merged Vanessa's rescued soul with a clone he'd created from his dead wife's DNA and introduced her as his "genetic daughter." He placed her in charge of operations in Faraway and she proved a supernaturally quick study.

In Hellstromme's absence, Vanessa has taken complete control of HI in the Faraway system. Armed with an immense grasp of arcane knowledge and an utter lack of conscience—both thanks to the demon Bazelus—Vanessa has made tremendous leaps in technology.



She's also gotten her hands on a sizable trove of Craghan artifacts from ruins in the Belt.

Vanessa is a stunning, raven-haired beauty with piercing green eyes. She normally presents a well-mannered and good-intentioned personality, and speaks with the barest hint of a cultured British accent. Her physical form is augmented by Bazelus's essence and is far more powerful than her appearance suggests.

Attributes: Agility d8, Smarts d12+2, Spirit d12+2, Strength d12+2, Vigor d12

Skills: Athletics d4, Common Knowledge d8, Fighting d8, Intimidation d10, Notice d10, Occult d12+2, Persuasion d12, Repair d10, Science d10, Shooting d8, Stealth d4, Taunt d10, Thievery d10

Pace: 6; **Parry:** 6; **Toughness:** 8

Hindrances: Vengeful (Major)

Edges: Attractive (Very), Charismatic, Elan, Filthy Rich, Harder to Kill, Humiliate, Strong Willed

Gear: Stylish clothes, commlink, personal data device.

Special Abilities:

- **Charm:** Vanessa can use the *puppet* power once per turn as an action (see *Savage Worlds*). She has unlimited Power Points when doing so and uses her Spirit as her arcane skill. She may not use the Multiple Recipients Power Modifier, however.
- **Claws:** Str+d6. Bazelus can pop its claws as a free action. The demon gains Improved Frenzy when its claws are out.
- **Fear (-4):** Anyone seeing Vanessa's demonic form must make a Fear check with a -4 penalty. Vanessa may reveal it as an action, but only once per encounter.
- **Immunity (Normal Weapons):** Vanessa takes no damage from non-magical attacks.
- **Telekinesis:** Vanessa can use the *telekinesis* power once per turn as an action (see *Savage Worlds*). She has unlimited Power Points when doing so and uses her Spirit as her arcane skill.
- **Weakness (Hellstromme's Weapons):** Any weapons personally created by Dr. Darius Hellstromme do normal damage to Vanessa.

JJ LASSETER

James Jason Lassete was a brilliant efficiency expert and corporate troubleshooter for a number of organizations, including Hellstromme Industries before the WorldStorm. During the cleanup and rescue operations, he wound up helping the Colonial Assembly and eventually became its Chairman.

Lasseter has a strange knack for surviving disasters—he's been reported dead on at least four separate occasions but is very much alive.

The tireless administrator has his hands full organizing supplies for the devastated colonists, keeping them from exploiting the anouks, and fending off General Warfields' constant aggressions.

Lasseter is also suspicious of Vanessa Hellstromme though he has no idea the true extent of her corruption.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d8

Skills: Athletics d8, Common Knowledge d12, Driving d6, Electronics d6, Fighting d6, Notice d10, Persuasion d12, Piloting d6, Science d6, Shooting d6, Stealth d6, Thievery d6

Pace: 6; **Parry:** 5; **Toughness:** 6

Hindrances: Bad Eyes (Minor), Loyal, Obligation (Major — Colonial Rangers)

Edges: Alertness, Aristocrat, Charismatic, Command, Great Luck, Harder to Kill, Natural Leader, Reliable, Work the Crowd

Gear: Body armor (+4), MkIV FOP (Range 12/24/48, Damage 2d6, RoF 1), palmcorder, commlink.

MARTOOL

The anouk shaman Martool is leader of the Asai clan. The Asai include three smaller clans that suffered terrible losses in early fighting with humans and then the World Storm. Once a respected opponent of human colonization, Martool is now the most influential voice among the anouks to advocate living in peace with the human colonists. While not every anouk in her clan shares her beliefs, her voice carries a lot of weight. Even the peacemakers aren't willing to roll over and let the colonists take advantage of them, and neither is Martool.

She is an aging anouk but remains as energetic as her younger warriors. Martool suffered grave injuries in the battle of Castle Rock and relies heavily on her ka'nil staff when walking or standing for extended periods.

Attributes: Agility d6, Smarts d10, Spirit d12, Strength d8, Vigor d10

Skills: Athletics d6, Common Knowledge d10, Faith d12, Fighting d6, Notice d10, Occult d10, Persuasion d6, Riding d6, Stealth d6, Survival d8

Pace: 6; **Parry:** 5 (6 with ka'nil); **Toughness:** 8

Hindrances: Ailin', Vow (Major – Protect the Asai)

Edges: Arcane Background (Anouk Shaman), Channeling, Holy Warrior, Tannis Bond, Tannis Touch

Powers: *Banshee's blessing, Banshee's howl, Banshee's rage, beast fiend, bolt, boost/lower Trait, burrow, healing, protection, relief, stun, warrior's gift.* **Power Points:** 40

Gear: Azuli stones (10 ounces), ceremonial robes, ka'nil (Str+d6+2, Reach 1, +1 Parry).

Special Abilities:

- **Low Tech:** Anouks subtract 2 when attempting to use mechanical, electrical, or electronic devices.
- **Size 1:** Anouks are larger than humans.

NICOLAI

Nicolai is a man with a vision—that of a united Banshee ruled by him. He spouts a litany of propaganda to anyone who will listen, as that spiel is more appealing than trying to convince the Reapers' rank and file to appoint him dictator.

Nicolai has suffered numerous setbacks over the years, but he's a shrewd manipulator and strategist. His forces have seized a number of planetside

mines—in “the name of the people,” of course—and use the profits from those to keep the Reapers well-financed and armed.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d8

Skills: Academics d10, Athletics d4, Battle d8, Common Knowledge d8, Driving d6, Fighting d8, Intimidation d12, Notice d10, Persuasion d10, Shooting d6, Stealth d6, Survival d10, Taunt d8, Thievery d8

Pace: 6; **Parry:** 6; **Toughness:** 10 (4)

Hindrances: Arrogant, Ruthless (Major), Stubborn, Vow (Major – Conquer Banshee) Wanted (Major)

Edges: Charismatic, Command, Luck, Natural Leader, Tactician

Gear: Body armor (+4), HI Hellrazor (Range 24/48/96, Damage 2d6+1, AP 1, RoF 3), three spare magazines. When encountered, Nicolai usually has his personal Gorgon APC and crew.

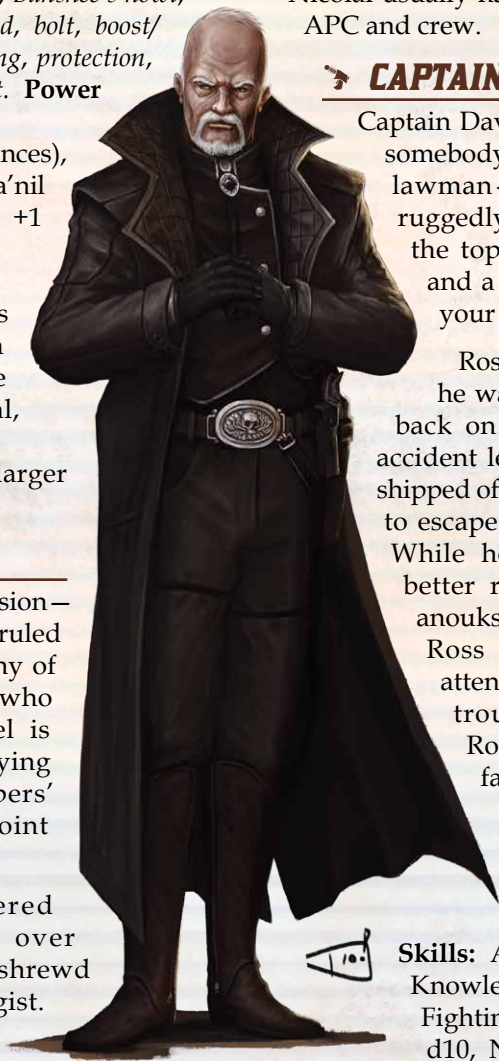
CAPTAIN DAVE ROSS

Captain Dave Ross looks a lot like somebody's idea of an Old West lawman—he's tall, lean, and ruggedly handsome. He's also the top law dog on Banshee and a good hand to have on your side in a fight.

Ross isn't a Banshee native; he was a small-town sheriff back on Earth. After a tragic accident left him a widower, he shipped off to the Faraway system to escape his painful memories. While he works to establish better relations between the anouks and colonists, Captain Ross focuses most of his attention on Nicolai and his troublemaking Reapers. Ross and Debbi Dallas are fast and loyal friends.

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d8, Vigor d10

Skills: Athletics d6, Common Knowledge d6, Driving d6, Fighting d8, Intimidation d10, Notice d10, Persuasion



d4, Piloting d6, Riding d8, Shooting d10, Stealth d6, Survival d8, Thievery d8

Pace: 6; **Parry:** 6; **Toughness:** 11 (4)

Hindrances: Heroic, Loyal, Obligation (Major – Rangers), Overconfident, Stubborn

Edges: Charismatic, Colonial Ranger, Command, Hard to Kill, Strong Willed

Gear: Body armor (+4), Dragoon (Range 12/24/48, Damage 2d6+1, AP 1, RoF 1) & mini-grenade launcher, 3 spare magazines, a mix of any six mini-grenades, knife (Str+d4), duster, cowboy boots and hat.

WAR

The Reckoner is one of the biggest bad guys in the setting – perhaps second in power only to Death. He's seen nearly every battlefield gambit and ploy in existence, so unless an opponent comes up with something truly ingenious, War already knows the tactic to counter it.

War appears as a huge knight dressed in battered, black plate armor riding a massive red charger covered in blood-spattered barding. He carries an enormous great sword he can swing with one hand. His scarred face is usually hidden completely behind the visor of his skull-shaped helmet.

Attributes: Agility d12+2, Smarts d12+4, Spirit d12+8, Strength d12+4, Vigor d12+6

Skills: Athletics d12+2, Battle d12+4, Common Knowledge d10, Fighting d12+2, Intimidation d12+4, Notice d12+4, Persuasion d12+2, Riding d12+2, Shooting d12+2, Stealth d12, Taunt d12+2

Pace: 12; **Parry:** 11; **Toughness:** 20 (6)

Edges: Ambidextrous, Block (Imp), Command, Combat Reflexes, Counterattack, Danger Sense, Dead Shot, Fervor, First Strike, Hold the Line!, Inspire, Level Headed (Imp), Marksman, Mighty Blow, No Mercy, Sweep (Imp), T-wo-Fisted

Special Abilities:

- **Doom's Cry:** As an action, War can let out a fearsome war cry. All creatures within earshot must make a Spirit roll at -2 or be Shaken.
- **Fast Regeneration:** War makes a Vigor roll every round, healing one Wound for each success and raise.
- **Fear (-4):** Any creature viewing the Reckoner must make a Fear check at -4.
- **Fearless:** Immune to Fear and Intimidation.

THE RECKONERS ON BANSHEE

The Reckoners are still Invulnerable on Banshee—they can only be permanently killed by their Weakness. But tannis, the concentrated consciousness of the living planet, is a powerful weapon against them with two primary effects.

First, Wounds caused by tannis weapons can't be healed by the Reckoners' Fast Regeneration ability. Healing those Wounds require a Fear Level of 3 or higher and a natural healing roll once per week.

Second, if a Reckoner's black heart is pierced by tannis, he enters a state of torpor (Incapacitation). The power of the Four Horsemen is such that the tannis slowly crumbles away at the rate of one ounce per month, but during that time the creature remains unconscious and Incapacitated.

THE LONG GAME

Dr. Darius Hellstromme believed Banshee's unique life-energy would destroy the Reckoners, or at least weaken them enough that they could be slain. That conclusion proved untrue, but since their arrival the Horsemen have been desperate to raise the Fear Level and *kill* their celestial tormentor.

If the Reckoners can "terrorform" Banshee or escape it they will survive and may once again wreak havoc across the various realms subject to their dark touch, all the wiser for their long experiment.

Banshee's only true hope is for brave heroes to stop them, either by reducing the planet's overall Fear Level or using tannis and their various weaknesses to destroy them.

> OF COURSE THEY'RE
DESPERATE. THEY'RE DYING. _

-VANESSA HELLSTROMME
OBSERVING THE FOUR HORSEMEN
VIA SATELLITE

- **Heavy Armor +6:** Archaic, thick black plate armor.
- **Invulnerability:** War is immune to normal damage. Tannis weapons and magical attacks affect him normally, but he can only be permanently killed by his Weakness.
- **Pistols:** War carries a pair of huge flintlock pistols in addition to his sword. They automatically reload at the beginning of each round. Range 12/24/48, Damage 2d8, AP 2, RoF 1.
- **Size 3:** War stands 10' tall.
- **Spirit of Battle:** War's troops are immune to Fear and Intimidation as long as they are within one mile of him. However, they may not retreat or surrender while under this effect.
- **Sword:** Str+d12, Reach 1, AP 4.
- **Summon/Unsummon Machimos:** As long as Machimos hasn't been permanently slain, War can summon or dismiss his mount to the Hunting Grounds as an action. War may take no other actions that turn when doing so.
- **Weakness:** War can only be permanently slain by the bladed club Raven used to murder the Old Ones and begin the Reckoning on Earth. Tannis to the heart can put War into a state of torpor; see the sidebar on page 169.
- ⊛ **Coup:** War is so powerful his essence can't be contained by a single mortal. Any hero succeeding on a Spirit roll when War perishes receives the coup. From that point forward, she draws an additional Action Card in combat and acts on the best of the draw. The hero also gains the No Mercy Edge if she didn't already have it.

➤ **MACHIMOS (WAR'S HORSE)**

War's massive charger is a red horse covered in black, blood-stained barding. Scythes jut from his shoulders and haunches, slicing anyone foolish enough to attack him in hand-to-hand combat to ribbons.

Like the Horsemen's other mounts, Machimos has devious intelligence. Even War doesn't truly understand the beast's infernal mind. Machimos often disobeys his master if it means carnage and "grazing" on the gory corpses of its foes.

War can summon and dismiss Machimos from the Hunting Grounds as he wishes (see his Special Ability).

Attributes: Agility d12, Smarts d12 (A), Spirit d12+2, Strength d12+4, Vigor d12+2

Skills: Athletics d12+2, Fighting d12+2, Intimidation d12+2, Notice d12+2, Stealth d10, Taunt d12

Pace: 10; **Parry:** 9; **Toughness:** 19 (6)

Edges: Counterattack (Imp), Extraction (Imp), Mighty Blow, Nerves of Steel (Imp)

Special Abilities:

- **Bite/Kick:** Str+d6.
- **Fast Regeneration:** The horse makes a Vigor roll every round, healing one Wound for each success and raise.
- **Heavy Armor +6:** Blade Barding. Anyone who moves adjacent to Machimos, or who he charges past, must make an Athletics roll as a free action or suffer 3d6 damage from the Hellish iron armor that covers his head and body.
- **Invulnerability:** Machimos is immune to normal damage. Tannis weapons and magical attacks affect him normally.
- **Size 4 (Large):** Machimos is a massive war horse.

> WHEN HE BROKE THE SECOND SEAL, I HEARD THE SECOND LIVING CREATURE SAYING, "COME." AND ANOTHER, A RED HORSE, WENT OUT; AND TO HIM WHO SAT ON IT, IT WAS GRANTED TO TAKE PEACE FROM THE EARTH, AND THAT MEN WOULD SLAY ONE ANOTHER; AND A GREAT SWORD WAS GIVEN TO HIM. _

- REVELATION 6:3-4



ANOUKS & HUMANS

The statistics here are a baseline for some of the more common character types in the Faraway system. Alter them to fit your needs, making them more dangerous or giving them entirely different themes—like a scholarly anouk or a hesitant gunslinger.

ANOUK

Anouks usually stand between seven and eight feet tall and are proportionately muscled. Their culture has a proud warrior tradition, and anouks do not shy away from fights. Although not all anouk clans are hostile to colonists, most that have survived the battles with EXFOR troops and the Psychic Legion have learned to approach any contact with humans very cautiously.

ANOUK WARRIOR

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

Skills: Athletics d6, Common Knowledge d4, Fighting d8, Intimidation d6, Notice d6, Persuasion d4, Riding d8, Stealth d8, Survival d8

Pace: 6; **Parry:** 7; **Toughness:** 10 (3)

Hindrances: Outsider (Major)

Edges: Block

Gear: Aknouk armor (+3), chakatl (Str+d8), chanouk mount with chaknik barding (+4).

Special Abilities:

- **Low Tech:** Anouks subtract 2 when attempting to use mechanical, electrical, or electronic devices.
- **Size 1:** Anouks are larger than humans.

ANOUK WARRIOR, VETERAN

Veteran anouk warriors have faced EXFOR troops, angry colonists, and even other anouk clans—and survived. They're formidable fighters who have learned to be cautious when dealing with their foes' modern weaponry.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Athletics d6, Common Knowledge d4, Fighting d10, Intimidation d8, Notice d6, Persuasion d4, Riding d8, Stealth d8, Survival d8

Pace: 6; **Parry:** 8; **Toughness:** 11 (3)

Hindrances: Outsider (Major)

Edges: Block, Dodge (Imp), The Fury of Stone

Gear: Aknouk armor (+3), chakatl (Str+d8), chanouk mount with chaknik barding (+4).

Special Abilities:

- **Low Tech:** Anouks subtract 2 when attempting to use mechanical, electrical, or electronic devices.
- **Size 1:** Anouks are larger than humans.

➤ ANOUK SHAMAN

Shamans are regarded among their tribes as both wise men and women, leaders, teachers, and historians. Their close ties to Banshee give them a longer view of events than a tribe's warriors, but sometimes the planet's pain drives them to anger and retribution. Though not as fierce in hand-to-hand combat, they wield powerful abilities by tapping into Banshee's life force.

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

Skills: Athletics d6, Common Knowledge d8, Faith d10, Fighting d6, Notice d6, Occult d8, Persuasion d4, Riding d6, Stealth d4, Survival d8

Pace: 6; **Parry:** 5 (6 with ka'nil); **Toughness:** 6

Hindrances: Outsider (Major), Vow (Major — Protect the Clan)

Edges: Arcane Background (Anouk Shaman), New Power, Tannis Bond, Tannis Touch

Powers: *Banshee's blessing, healing.* **Power Points:** 15

Gear: Ceremonial robes, ka'nil (Str+d6+2, Reach 1, +1 Parry).

Special Abilities:

- **Low Tech:** Anouks subtract 2 when attempting to use mechanical, electrical, or electronic devices.
- **Size 1:** Anouks are larger than humans.

AZEEL CLAN WARRIOR

The Azeel clan is openly hostile to humans. That alone doesn't set them apart—many anouks oppose the presence of humanity on the planet. What makes the Azeel stand out is they are the only major clan to adopt technology, or at least modern weapons.

The Reapers and a few other unethical traders have outfitted the Azeel clan with assault rifles and other high-tech weapons over the years. Thanks to their exposure and familiarity with technology, most Azeel clan members don't have the Low Tech ability when using weapons and simple mechanical devices. They can use electric and electronic devices but still suffer the penalty.

Azeel warriors are greatly feared not just because of their increased firepower, but also because they take tremendous pride in

the merciless slaughter of colonists whenever and wherever they encounter them.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Athletics d6, Common Knowledge d4, Fighting d8, Intimidation d6, Notice d6, Persuasion d4, Riding d8, Shooting d6, Stealth d6, Survival d6

Pace: 6; **Parry:** 6; **Toughness:** 10 (3)

Hindrances: Bloodthirsty, Outsider (Major)

Edges: Block

Gear: Aknouk (+3), chakatl (Str+d8), AK-2047 (Range 24/48/96, Damage 2d8+1, AP 2, RoF 3), 2 spare magazines, chanouk mount with chaknik barding (+4).

Special Abilities:

- **Low Tech:** Azeel clan anouks subtract 2 when attempting to use electrical or electronic devices. They've become accustomed to most mechanical devices.
- **Size 1:** Anouks are larger than humans.

BDF SOLDIER

The Banshee Defense Force recruits its ranks from former militia members and EXFOR defectors left on-planet at the end of Operation Typhoon. While not as well-equipped as their EXFOR counterparts, most BDF troops are seasoned veterans of years of fighting anouks, Reapers, EXFOR, and even rampaging monsters!

Contrary to what many believe, the ex-UN troops are often among the most reliable members of the BDF. They know all too well what fate Warfield has in store for deserters.

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

Skills: Athletics d4, Common Knowledge d4, Driving d6, Fighting d6, Intimidation d6, Notice d6, Persuasion d4, Shooting d8, Stealth d6, Survival d6

Pace: 6; **Parry:** 5; **Toughness:** 10 (4)

Hindrances: —

Edges: Soldier

Gear: Body armor (+4), M-21 (Range 20/40/80, Damage 2d8, AP 2, RoF 4), 2 fragmentation grenades, 4 spare magazines.

BLACKLINER

Some colonists are dumb (or desperate) enough to dissolve ghost rock in water and inject it directly into their system. The dangerous concoction is called "blackline," and its effects can be found on page 44 and its drawbacks on page 97.

Those who become addicted (which is most) are called blackliners. Blackliners become extremely aggressive and usually more than a little psychotic. The drug not only amplifies their strength, it makes them virtually impervious to pain. A few even manifest psychic powers.

For blackliners, assume they have increased Strength and Vigor, reduced Smarts, and are already addicted. If you want one to have developed psychic powers, add a couple of powers and the Psionics skill to the basic profile below.

Blacklining is a fairly common practice among Reapers. Nicolai does little to discourage it as it provides him with a pool of virtually fearless berserkers to chuck at his foes. And the fact that he controls a good deal of the supply of ghost rock in the organization means he also controls the most unruly members of his army.

It's fairly easy to spot a blackliner with a serious habit—and there aren't many other types. The ghost rock sticks to the inside of their veins, giving them easily recognizable black lines snaking across their skin. Their addiction also shows in the general decline of their personal appearance, which makes even most diggers look positively dapper by comparison.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d10, Vigor d10

Skills: Athletics d4, Common Knowledge d4, Fighting d6, Notice d4, Persuasion d4, Shooting d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 9

Hindrances: Habit (Major – blackline)
Outlaw

Edges: –

Gear: Blackliners carry a variety of firearms and melee weapons.

Special Abilities:

- **Feel No Pain:** +2 Toughness and +2 to recover from Shaken. Blackliner Wild Cards suffer no Wound penalties.

BREAKER

Some breakers are still driven to help their fellow colonists and work to better humanity's place in Faraway, in spite of the violent transformation their abilities underwent. Others embraced the darker sides of their natures and hired their talents out to the highest bidder, became outlaws, or even joined up with the Reapers.

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

Skills: Athletics d4, Common Knowledge d4, Fighting d6, Notice d6, Persuasion d4, Science d6, Shooting d6, Stealth d4, Survival d4, Transmute d8

Pace: 6; **Parry:** 5; **Toughness:** 9 (4)

Hindrances: Heroic (or Greedy)

Edges: Arcane Background (Breaker), Power Points

Powers: Bolt, deflection, haywire.

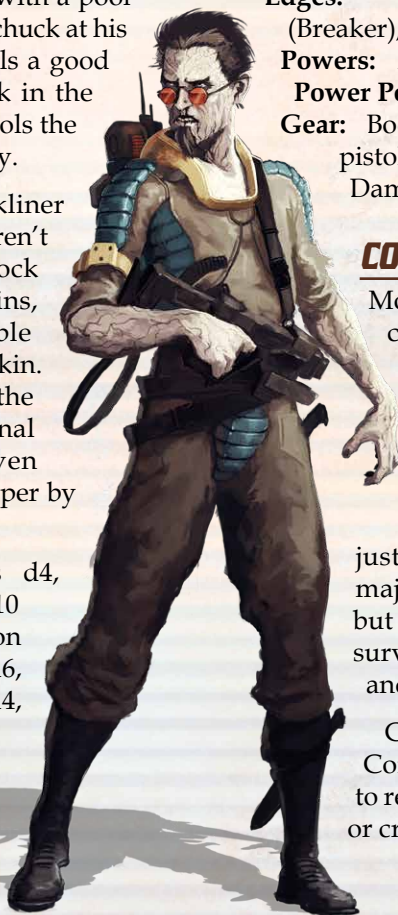
Power Points: 15

Gear: Body armor (+4), police pistol (Range 12/24/48, Damage 2d6+1, RoF 1).

COLONIST

Most colonists on Banshee chose to be a part of the first great human exploration in the last three centuries. They're driven by a pioneering spirit, curiosity, or sometimes just plain greed. The vast majority are law-abiding, but decades of fighting for survival makes them tough and often surly.

Colonists use their Common Knowledge skill to represent their daily trade or craft if necessary.



Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d6, Fighting d4, Notice d6, Persuasion d4, Shooting d4, Stealth d4

Pace: 6; **Parry:** 4; **Toughness:** 5

Hindrances: —

Edges: —

Gear: Colonists own gear appropriate to their trade. Most own a medium pistol (Range 12/24/48, Damage 2d6, AP 1, 6 Shots) and a knife (Str+d4).

➤ **COLONIAL RANGER**

Not all Rangers are as pure as fresh snow, but with the leadership of Captain Ross they are one of the only organized groups one can call “good” in the System. A number of them have law enforcement backgrounds, but not all wore a badge before signing on. Most are from Earth before the Tunnel collapsed, but as time and the job reduced the force, more and more Banshee-born recruits fill the ranks.

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

Skills: Athletics d6, Common Knowledge d6, Driving d6, Fighting d8, Intimidation d8, Language (Anouk) d4, Notice d6, Persuasion d4, Piloting d6, Shooting d8, Stealth d4, Survival d8

Pace: 6; **Parry:** 6; **Toughness:** 10 (4)

Hindrances: Obligation (Rangers), Overconfident

Edges: Colonial Ranger

Gear: Body armor (+4), Colonial Ranger Dragoon (Range 12/24/48, Damage 2d6+1, AP 2, RoF 1) & mini-grenade launcher, a mix of any six mini-grenades, knife (Str+d4).

CULTIST

Some humans seek out the forbidden knowledge the skinnies possess to gain power. Others gravitate toward the growing darkness the Reckoners bring with them. Most keep up public lives as ordinary folks, practicing their unholy rites in private. Regardless of what flavor of evil they serve, they are all ultimately pawns of their uncaring masters.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge

d6, Fighting d8, Notice d6, Occult d4, Persuasion d4, Shooting d6, Stealth d4

Pace: 6; **Parry:** 6; **Toughness:** 5

Hindrances: Bloodthirsty

Edges: Arcane Resistance

Gear: Knife (Str+d4) or medium pistol (Range 12/24/48, Damage 2d6, AP 1, 6 Shots). They often distribute body armor (+4) if they know the authorities are coming for them.

➤ **CULT LEADER**

These tainted souls have clawed their way up the cult's hierarchy through duplicity, dedication, or both. They have even managed to learn a few choice pieces of the dark arts in the process. Cult leaders are often skilled enough at concealing their true natures that they rise to leadership positions in the community.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d6, Common Knowledge d6, Fighting d10, Notice d6, Occult d8, Persuasion d4, Shooting d6, Spellcasting d10, Stealth d6

Pace: 6; **Parry:** 7; **Toughness:** 6

Hindrances: Bloodthirsty, Overconfident

Edges: Arcane Background (Magic), Arcane Resistance (Imp), Command, Fervor

Powers: *Boost/lower Trait, dispel, fear.* **Power Points:** 10

Gear: Cult leaders often carry a ritual weapon crafted of tannis or ghost rock imbued with malefic energy that inflicts +2 damage for the cult leader only. Like cultists, they may also be armed with firearms and body armor.

DIGGER

Diggers are small groups of human outcasts who live in Banshee's inhospitable deserts. They've cultivated relations with nearby anouks, at least enough to conduct limited trade, but their primary source of goods is raiding human trade caravans.

Masters of camouflage, they get their name from their preferred method of attack. The bandits burrow into the loose sand of the desert and strike from ambush. Rumors claim some bands have hidden in this fashion for days, waiting for a caravan to pass nearby.

The recluses live in tunnel complexes dug into the sand, reinforced with scrap metal taken from abandoned settlements.

Digger ambush teams are comprised of 2d6 members and possess a heavy weapon like an M2HB or rocket launcher to take on vehicles. They guard these weapons fiercely and use them only when they've got an excellent chance to hit.

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

Skills: Athletics d6, Common Knowledge d4, Fighting d6, Notice d6, Persuasion d4, Shooting d6, Stealth d6, Survival d8, Thievery d6

Pace: 6; **Parry:** 5; **Toughness:** 6

Hindrances: Outlaw

Edges: —

Gear: M-gun (Range 12/24/48, Damage 2d6, AP 2, RoF 3), spare magazine.

Special Abilities:

- **Burrow 6":** On their home turf, diggers use hidden tunnels to move beneath the ground at their normal Pace.
- **Camouflage:** Diggers gain +4 to Stealth rolls when able to hide in a sand burrow.

EXFOR MARINE

The marines comprise EXFOR's primary fighting units. Although well-trained, the marines' primary advantage over any given opponent is superior firepower and logistics. Almost none of EXFOR's troops are native to the Banshee system, which means low morale is often a consideration for their commanders.

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

Skills: Athletics d6, Common Knowledge d4, Driving d6, Fighting d6, Intimidation d6, Notice d6, Persuasion d4, Shooting d6, Stealth d6, Survival d6

Pace: 6; **Parry:** 5; **Toughness:** 12 (6)

Hindrances: Obligation (Major — EXFOR)

Edges: Rock and Roll!, Soldier

Gear: Infantry battlesuit (+6), M-21 (Range 20/40/80, Damage 2d8, AP 2, RoF 4), 2 fragmentation grenades, 4 spare magazines. One in five marines has an M-730 grenade launcher and a mix of 12 additional 40mm grenades (usually 1 beanbag, 2 buckshot, 1 flash bang, 6 frag, and 2 smoke).

EXFOR LIEUTENANT

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

Skills: Athletics d6, Common Knowledge d4, Driving d6, Fighting d6, Intimidation d8, Notice d6, Persuasion d6, Shooting d6, Stealth d6, Survival d6

Pace: 6; **Parry:** 5; **Toughness:** 12 (6)

Hindrances: Obligation (Major — EXFOR)

Edges: Command, Soldier

Gear: Infantry battlesuit (+6), MkIV FOP pistol (Range 12/24/48, Damage 2d6+1, AP 1, RoF 1), 4 spare magazines.

GUNMAN

Most folks in the Faraway system know which end of a gun is the dangerous one, but a few make their living on their skill with them. Although they might not be outlaws per se, these types aren't too encumbered by moral issues—as long as the check comes on time.



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

Skills: Athletics d6, Common Knowledge d4, Driving d4, Fighting d6, Intimidation d6, Notice d6, Persuasion d4, Shooting d8, Stealth d4

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Ruthless (Minor)

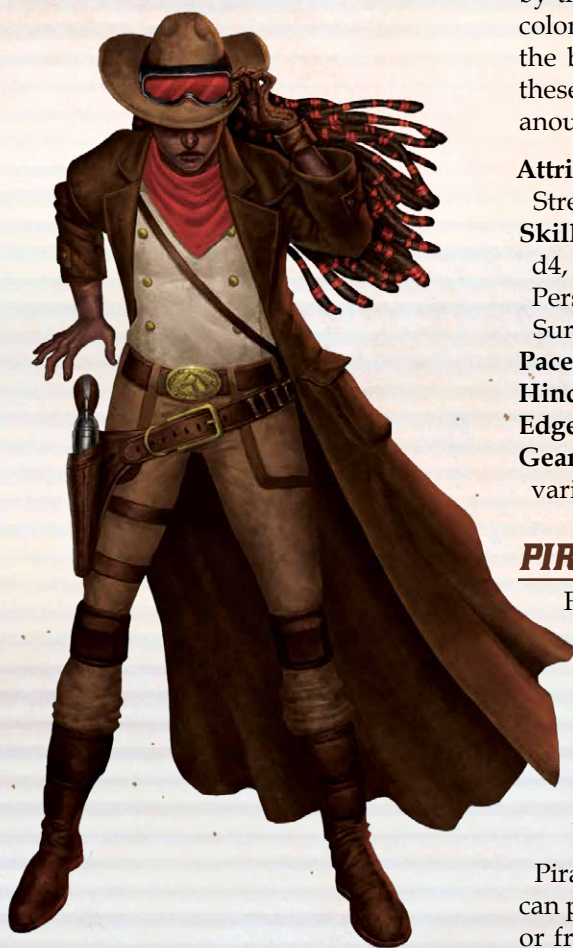
Edges: Marksman, Quick Draw

Gear: Gunmen carry a variety of firearms.

HI MARINE

Hellstromme Industries' private soldiers have a reputation for their efficiency, and it's well deserved. Most have military experience from before they signed onto HI's better paying mercenary force, usually in elite units. Easily half of all new recruits don't make it through the corporation's training program—and half of those don't even survive it!

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



Skills: Athletics d6, Common Knowledge d4, Fighting d8, Electronics d4, Intimidation d5, Notice d8, Persuasion d4, Shooting d8, Stealth d6, Survival d6

Pace: 6; **Parry:** 6; **Toughness:** 12 (6)

Hindrances: Obligation (Major — Hellstromme Industries), Overconfident

Edges: Combat Reflexes, Gravitic Acclimation, Level Headed, Soldier

Gear: Infantry battlesuit (+6), 2 fragmentation grenades, 2 smoke grenades, 2 flashbang grenades, knife (Str+d4). HI Marines carry HI Blazer submachine guns when boarding military vessels, flechettes against pirates or "soft" targets, and HI Damnation assault rifles for ground actions (see the Gear section for statistics).

OUTLAW

Banshee has more than its share of highwaymen, street thugs, bandits, and just plain common criminals. Whether they were drawn to the Faraway system by the prospect of preying on unsuspecting colonists, fleecing Belt miners, or came with the best intentions and fell on hard times, these frontier scum plague the human and anouk populations alike.

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

Skills: Athletics d4, Common Knowledge d4, Driving d4, Fighting d6, Notice d6, Persuasion d4, Shooting d6, Stealth d6, Survival d6, Thievery d8

Pace: 6; **Parry:** 5; **Toughness:** 9 (4)

Hindrances: Bloodthirsty, Wanted

Edges: —

Gear: Body armor (+4), outlaws carry a variety of firearms.

PIRATE

Faraway spacers still refer to these marauders as "Reavers," but that name implies there's some organization behind the raiders. Most pirate ships work independently, although there are a few bands, like Madsen's Marauders or the Belt Raiders, who have two or three ships at the most.

Pirates usually keep to the Belt, where they can pick off a poorly defended mining vessel or freighter, but occasionally an ambitious

crew stages an attack on a remote settlement on Banshee. Pirates favor shotguns and flechette guns as they're less likely to damage a ship's delicate internal systems. Regardless, these spaceborne thugs seldom take prisoners. As the saying goes, dead men tell no tales.

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

Skills: Athletics d4, Common Knowledge d4, Fighting d6, Intimidation d6, Notice d6, Persuasion d4, Piloting d6, Repair d4, Shooting d6, Stealth d6, Thievery d6

Pace: 6; **Parry:** 5; **Toughness:** 9 (4)

Hindrances: Bloodthirsty, Greedy

Edges: Gravitic Acclimation

Gear: Armored spacesuit (+4), scattergun (Range 5/10/20, Damage 1-3d6, RoF 1-2), knife (Str+d4).

PIRATE CAPTAIN

The captain is often the toughest, meanest, most experienced throat-cutter on the ship. When he's not, you can bet he's the smartest, or at least the sneakiest. Only a small number command more than one ship.

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

Skills: Athletics d6, Common Knowledge d4, Fighting d8, Intimidation d8, Notice d6, Persuasion d4, Piloting d8, Repair d6, Shooting d8, Stealth d6, Taunt d6, Thievery d8

Pace: 6; **Parry:** 7; **Toughness:** 10 (4)

Hindrances: Bloodthirsty, Greedy, Wanted

Edges: Block, Combat Reflexes, Command, Gravitic Acclimation

Gear: Armored Spacesuit (+4), flechette gun (Range 12/24/48, Damage 2d4+1, RoF 3).

REAPER

Reapers are tough to pick out from a crowd of typical frontier scum, which is part of the plan. They dress in old, badly worn clothing, and have the personal hygiene of a pig with low self-esteem, but almost always have a red death's head emblem painted somewhere on their attire. In spite of their appearance, Reapers are surprisingly effective in guerrilla warfare and terrorist-style attacks—no doubt mostly due to the ruthless tactics of their leadership.

PIRATE SHIP

Most pirate ships are simply small freighters armed with whatever weaponry the outlaws have managed to cobble onto the frame.

Pirate Ship: Size 8 (Huge), Handling □2, Top Speed 1100 MPH (atmosphere), 11K MPH (space), Toughness: 28 (8), Crew: 5, Cost: \$6.8 M, Remaining Mods 14

Notes: AI, AMCM, Armor ×2, Atmospheric, Gravity Drive, Sensor Suite (Planetary), Speed

Weapons:

- Dual Linked Light Auto-Cannons
- Dual Linked Heavy Auto-Cannons (Fixed)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d4, Driving d4, Fighting d6, Notice d6, Persuasion d4, Shooting d6, Stealth d6, Survival d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Wanted

Edges: —

Gear: M-21 (Range 20/40/80, Damage 2d8, AP 2, RoF 4), fragmentation grenade, 2 spare magazines, knife (Str+d4).

SNAPJACK

These rugged individuals make their living braving the worst critters Banshee can throw at them and the worst of the planet's winds to harvest snap trees in Tornado Alley. They tend to be tough, independent, and canny—those who aren't die in their first couple of runs! Snapjacks operate in teams of 1d8+4 or more and have one or more crawlers equipped with land anchors to keep the vehicles secure in a windstorm.

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

Skills: Athletics d6, Common Knowledge d4, Driving d6, Fighting d6, Notice d6, Persuasion d4, Shooting d6, Stealth d4, Survival d8

Pace: 6; **Parry:** 5; **Toughness:** 6

Hindrances: Loyal

Edges: Woodsman

Gear: Laser cutter (2d10), lever-action rifle (Range 24/48/96, Damage 2d8, AP 2, RoF 1), knife (Str+d4).

SPACESHIP CREW

Spaceships need experienced folks to fly them. Below is a range of crew members suitable for any private—and non-pirate—vessel. Most Small spaceships have a pilot or captain and a handful of crew. Larger vessels tend to have a complete complement.

Even in the Belt, legitimate crews seldom carry weapons or wear armor. Most space battles are resolved well outside the range of personal weapons. If they are expecting a boarding action, weapons—usually shotguns or flechette guns—and body armor are issued from the ship's armory (if it has one).

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d4, Electronics d6, Fighting d4, Healing d4, Notice d4, Persuasion d4, Piloting d4, Repair d6, Shooting d4, Stealth d4

Pace: 6; **Parry:** 4; **Toughness:** 5

Hindrances: —

Edges: Gravitic Acclimation

Gear: Commlink, palmcorder (linked to ship's network).

ENGINEER

The best ships have good engineers to keep them flying. This template is also appropriate for ship mechanics planetside and at station docks.

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d4, Fighting d4, Electronics d8, Notice d6, Persuasion d4, Piloting d4, Repair d8, Science d6, Shooting d6, Stealth d4

Pace: 6; **Parry:** 4; **Toughness:** 5

Hindrances: —

Edges: Gravitic Acclimation, Mr. Fix It

Gear: Commlink, palmcorder (linked to ship's network), tool belt (treat as a tool kit).

PILOT

Pilots run the gamut from little more than a salaried space trucker to daring bush pilots willing to take any job on a dare. Many smaller spaceships lack actual captains and are actually commanded—sometimes even owned—by the pilot. Larger vessels tend to have both a pilot and a captain.

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

Skills: Athletics d4, Common Knowledge d4, Fighting d4, Electronics d8, Notice d6, Persuasion d4, Piloting d8, Shooting d8, Stealth d4

Pace: 6; **Parry:** 4; **Toughness:** 5

Hindrances: —

Edges: Gravitic Acclimation

Gear: Commlink, palmcorder (linked to ship's network).

➤ CAPTAIN

Not every ship in the Faraway system has a true captain. On smaller private ships, the captain is often also the pilot, and sometimes the engineer too. On larger vessels, the captain has a full crew at her disposal. Most captains are experienced, competent, and the undisputed law of the ship she commands—otherwise, she wouldn't have a vessel to command!

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

Skills: Athletics d4, Common Knowledge d6, Electronics d8, Fighting d6, Intimidation d8, Notice d6, Persuasion d4, Piloting d6, Repair d4, Shooting d6, Stealth d4

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Loyal, Vow (Major—protect the ship)

Edges: Ace, Command, Inspire

Gear: Commlink, palmcorder (linked to ship's network).

➤ SYKER

Nearly all sykers in Faraway are EXFOR veterans—assuming they're not still under EXFOR command. That means in addition to their formidable psionic abilities, they know their way around a regular fight, too. Some EXFOR sykers are even equipped with TSARs (see page 84).

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

Skills: Athletics d6, Common Knowledge d4, Fighting d6, Intimidation d6, Notice d6, Persuasion d4, Psionics d8, Shooting d6, Stealth d6, Survival d4

Pace: 6; **Parry:** 5; **Toughness:** 9 (4)

Hindrances: Outsider

Edges: Arcane Background (Syker), Power Points, Rock and Roll!

Powers: Bolt, boost/lower Trait, mind link.
Power Points: 15.

Gear: Body armor (+4), M-21 (Range 20/40/80, Damage 2d8, AP 2, RoF 4), knife (Str+d4), spare magazine.

CREATURES

Here are some representative fauna (and flora too) from Banshee and the Faraway system. The list is by no means exhaustive, given that we're looking at a whole planet and then some, but it should give you a good range of xenos to work with. Use it as a starting point if you have the urge to craft new lifeforms to challenge your posse.

Construct / Undead Update: Unless noted, Undead and Constructs are immune to the effects of vacuum.

BARKA

Barka's the anouk name for a herbivorous herd animal that roughly translates to a cross between "food" and "prey." In many ways, barkas correspond to terrestrial cattle. They're large, have horn analogues, and are relatively easy to spook. They're also right ornery when provoked.

Anouks keep small herds of the creatures for food, and many Red River ranchers are beginning to do the same.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+2, Vigor d10

Skills: Athletics d6, Fighting d4, Notice d6, Stealth d6

Pace: 6; **Parry:** 4; **Toughness:** 10 (1)

Edges: —

Special Abilities:

- **Armor +1:** Thick hide.
- **Horns:** Str+d6. If it moves at least 6" before attacking, the barka gores and adds +4 to its damage total.
- **Size 2:** Barkas are fat and bulky.

BAROUKA

These large, four-legged lizards are often used by anouk warriors as mounts. Razor-sharp claws and a mouth filled with a double row of needle-like teeth make them formidable opponents. A whip-like tail studded with

bony growths fends off attackers seeking to avoid the creature's pointier end.

Untrained barouka tend to rush into the middle of a group of opponents (or prey creatures) and alternate between bite, claw, and tail attacks. Those used as mounts fight in concert with their riders.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+2, Vigor d12

Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d6, Stealth d8

Pace: 10; **Parry:** 6; **Toughness:** 13 (2)

Edges: —

Special Abilities:

- **Armor +2:** Thick, scaly hide.
- **Bite/Claw:** Str+d4.
- **Size 3:** Baroukas are noticeably larger than terrestrial horses.
- **Tail Lash:** Str+d4. The creature gets a free attack against up to two adjacent foes to its side or rear at no Multi-Action penalty.

BATRAT

Batrats look like large bats with a thick body and long, hairless tail. Their mouths are circular and filled with a double row of teeth designed to anchor them to their prey. Once attached, they inject an enzyme that begins breaking down a victim's skeleton.

The creatures are usually only encountered in the Toxic Jungle. Luckily for travelers in that region, batrats are not only nocturnal but photosensitive. Bright lights actually cause these flying terrors physical damage, so most folks familiar with the region stay indoors at night—or carry lots of batteries for their flashlights.

Use the rules for Large Swarms (see *Savage Worlds*) with the improved statistics below.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d4, Vigor d6

Skills: Athletics d8, Intimidation d6, Notice d4, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 5

Edges: —

Special Abilities:

- **Bite:** Everyone caught inside a batrat swarm takes 2d4 damage every round.
- **Flight:** Batrats fly at a rate of 10".
- **Low-Light Vision:** Batrats ignore penalties for Dim and Dark lighting.

- **Poison (-2):** A victim Shaken or Wounded by a batrat's bite must make a Vigor roll at -2 or suffer the effects of a lethal poison (see **Poison** in *Savage Worlds*.)
- **Split:** Batrats split into two medium swarms when Wounded. They never form small swarms.
- **Swarm:** Parry +2. The swarm is composed of dozens of batrats. Cutting and piercing weapons do no damage. Area effect weapons work normally. Flying swarms can't be stomped.
- **Weakness (Bright Light):** Batrat swarms remain Distracted in bright light.

BELT LAMPREY

These are tiny, multi-legged creatures that feed on energy. They're encountered only in the Belt and are immune to all effects of vacuum and deep cold. Human scientists have had a difficult time properly categorizing them because they're actually supernatural abominations left over from Craghan sorceries millennia ago! The parasites are one of the more feared hazards in the Belt, because if not dealt with quickly, they can render a ship powerless in minutes.

Belt lampreys float in swarms throughout the void in the Belt, waiting for sources of energy to feed upon. When a potential food source passes within a few miles, the lampreys race toward it, using their supernatural ability to match the speed of the target. Once attached the lampreys swarm over a ship or being, quickly draining its power. A lamprey swarm covers an area equal to a Medium Blast Template and attacks everyone within it every round.

Attributes: Agility d10, Smarts d4 (A), Spirit d12, Strength d8, Vigor d10

Skills: Athletics d10, Notice d8, Stealth d4

Pace: 10 (see below); **Parry:** 4; **Toughness:** 7

Edges: —

Special Abilities:

- **Energy Drain:** A lamprey swarm drains energy from objects and organisms at an alarming rate. Batteries and similar small devices exposed to a lamprey swarm are drained in a single round. Large objects, like vehicles and spaceships, lose the equivalent of one day's worth of fuel or energy for each minute's contact with a swarm.

A successful attack on a living creature means the victim must make a Spirit roll (-2 with a raise) or suffer a level of Fatigue that can lead to death.

- **Immunity (Energy Attacks):** A lamprey swarm takes no damage from any attack based on energy, such as fire, lasers, or even magic.
- **Inescapable:** Lamprey swarms use the Hunting Grounds (much like Hellstromme's gravity drives) to exceed the speed of any prey (but not double), no matter how fast.
- **Swarm:** Parry +2; A lamprey swarm is composed of hundreds of tiny creatures. Cutting and piercing weapons do no damage. Area-effect weapons work normally, and a character can stomp, slap, or punch the swarm if there's a surface to crush them against.

BRAINCRAWLER

Braincrawlers are six-inch-long, centipede-like creatures that attack by burrowing into a victim's neck. They prefer sleeping or solitary victims as those make for easier prey. They often follow potential targets for extended periods to await the perfect opportunity. Once inside, the creature attaches to the spinal cord and floods the victim's mind with horrific images, sustaining itself on the host's terror and adrenaline.

Humanity first encountered these abominations about 200 years ago, but they existed long before that. Created by the skinnies as a method to control or torment unruly subjects, the Reckoners seized upon the nasty creepy crawlers to spread fear and confusion on Earth early in the Reckoning. Braincrawlers (and those infected by them) didn't appear on Banshee until after Nemesis Shower.

A host controlled by a braincrawler is fairly easy to spot. His eyes turn solid black, he seldom speaks in more than single words, and he's a lot less finicky about what he eats—be it bugs, carrion, or human flesh. The braincrawler overrides most higher nerve functions, making the host effectively fearless and immune to pain.

Braincrawlers and their victims are extremely easy for skinnies to control. Unlike

subjects controlled through a skinny's *puppet* power, braincrawler-infected hosts don't require constant focus. The braincrawler itself keeps the host focused on its master's goals while allowing the host more flexibility in reacting to its environment.

Attributes: Agility d4, Smarts d4, Spirit d12, Strength d4, Vigor d4

Skills: Athletics d4, Fighting d6, Notice d8, Stealth d6, Survival d10, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 2

Edges: —

Special Abilities:

- **Dug In:** Once inside a host, a braincrawler can't be targeted.
- **Fearless:** Braincrawlers and their hosts are immune to Fear and Intimidation.
- **Numbing Effect:** Hosts can't be Shaken!
- **Parasite:** A braincrawler attacks by burrowing into the back of its victim's neck. This is automatically successful if the victim is sleeping. Each following day, the victim must make an opposed Spirit roll or succumb to the creature's control. The victim remains subjugated by the braincrawler until it's forced to leave the body.
- **Size -4 (Tiny):** Braincrawlers are less than 6 long.
- **Surrogate:** Braincrawlers possessing a Wild Card ignore the first two levels of Wound modifiers.
- **Weakness (Alcohol, Fire):** A braincrawler can be forced from its host by dowsing the original Wound with 100 proof alcohol or burning the area with an open flame. The braincrawler must make a Spirit roll (-4) when exposed to either or flee the host body. Each attempt causes Fatigue that can Incapacitate but not kill. Those Incapacitated in this way suffer brain damage, lowering Smarts a die type.

CAT BEAST

Resembling the overgrown offspring of a bobcat and a sabertooth tiger, cat beasts are supernatural abominations created by Avernus, one of the Fallen (page 184). They're a warped version of terrestrial stray cats he transformed into feral guardians. Over time, many escaped into the wild and began to reproduce. They are most commonly encountered in the Red River Valley.



Attributes: Agility d10, Smarts d4 (A), Spirit d6, Strength d12, Vigor d10

Skills: Athletics d8, Fighting d10, Intimidation d6, Notice d6, Stealth d10

Pace: 10; **Parry:** 7; **Toughness:** 7

Edges: Improved Frenzy

Special Abilities:

- **Claw/Bite:** Str+d6.
- **Fear:** Anyone seeing a cat beast must make a Fear check.
- **Low-Light Vision:** Cat beasts ignore penalties for Dim and Dark Lighting.
- **Pounce:** Cat beasts add +4 to Wild Attacks instead of +2.

CHANOUK

These large carnivores look like a cross between a lion and a tailless Komodo dragon. Chanouks have four legs, each ending in large claws and a mouth packing a set of teeth the size of railroad spikes. Their most distinctive feature is a flowing mane of fur surrounding their necks. While they appear vaguely reptilian, they are actually warm-blooded creatures.

Like baroukas, chanouks are often used by anouks as mounts. A given tribe uses one or the other, as the two species do not get along well. Wild chanouks hunt in mated pairs or small prides. Lone males are particularly savage.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+2, Vigor d12

Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d6, Stealth d6

Pace: 10; **Parry:** 6; **Toughness:** 13 (2)

Edges: –

Special Abilities:

- **Armor +2:** Tough hide.
- **Bite/Claw:** Str+d6.
- **Fleet-Footed:** d10 running die.
- **Size 3:** Chanouks are roughly the size of a bull.

CHIRAKA

Nesting in small trees, chirakas are small, monkey-like creatures with vaguely reptilian features. They are not normally aggressive, but become so if they feel they, their food, or their nest is threatened. Snapjacks are about the only colonists who face chirakas' wrath on a regular basis.

When attacking, chirakas rush any perceived threat en masse, while a few stay back and throw rocks. The clever critters are normally encountered in troops of 1d10+5 animals.

Attributes: Agility d10, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6

Skills: Athletics d10, Fighting d8, Notice d6, Stealth d8

Pace: 8; **Parry:** 6; **Toughness:** 3

Edges: –

Special Abilities:

- **Bite:** Str.
- **Infection:** The punctures caused by a chiraka's needle-like teeth often become infected. Any character suffering a Wound from a chiraka's bite must make a Vigor roll or contract a debilitating disease (see *Savage Worlds*).
- **Rock Throwing:** Range 3/6/9, Damage Str+d4.
- **Size -2 (Small):** Chirakas are about 3 feet tall.

CREEPER

These ambulatory carnivorous plants are ambush predators native to the Toxic Jungle. Creepers are low-lying, largely unremarkable shrub-sized flora. They're so-named because they're capable of very slow movement, but they move too slowly to actually pursue prey. It does make them dangerous to travelers who bed down at night in the Toxic Jungle, though.

Creepers have vines that stretch out to nearly 6" (50 feet) from their central stalk. These vines hide beneath ground cover or even the earth itself, and are sensitive to nearby vibrations, such as footsteps. When any creature moves within the area threatened by a creeper, it's attacked by one or more vines. Once the vines entangle a victim, they constrict to crush the life from it. After it ceases struggling, the vines extend tendrils into the corpse to feed off its decaying flesh.

Some predators have learned to live in symbiosis with creeper patches. The creature waits until it sees other prey entangled by the mass then rushes in to attack and take away at least some of the resulting meat for its own dinner.

Attributes: Agility d10, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8

Skills: Athletics d8, Fighting d4, Notice d6, Stealth d10

Pace: 1; **Parry:** 4; **Toughness:** 7 (1)

Edges: –

Special Abilities:

- **Armor +1:** Resilient bark.
- **Entangle:** Creepers attack everything in a Large Blast Template, erupting from the ground in an explosion of thorny, whip-like vines (often getting the Drop on their first attack). This is a standard grappling attack against all targets in the area of effect, but the creeper may not attempt to grapple more than once per turn. Due to its numerous flailing vines, Entangled prey automatically take 2d4 damage each round, and 2d6 if they're Bound.
- **Plant:** Called Shots do no extra damage. Bullets, arrows, and other piercing weapons inflict half damage. Immune to Fear and Tests.

DEATHBLOOM

These spore-throwing fungal growths are found only in the Toxic Jungle. A full-grown deathbloom has a mossy pad equal to a Medium Blast Template. At the center of the pad sits a stalk with the deathbloom's colorful, gilled, fruiting body. The color alone draws many flying animals and other creatures that are primarily visual in nature. The fungus hedges its bets by producing a powerful attractant to entice other prey close.

The mossy pad expels a strong airborne sedative when stepped on, which renders most creatures unconscious. Once a victim falls onto the mossy pad, the deathbloom continues to emit sedative spores while it digests the victim, a process that usually takes days, although the process is fatal to the unconscious creature within 1d6 hours.

Fortunately, anyone who's been exposed to a deathbloom before or makes a Survival roll (-2) can identify the odor of the attractant spores and easily defeat their subtle effect. The attraction is not actually mind-controlling or irresistible, and a savvy companion can easily dissuade others from following the cloying odor to their peril.

Attributes: Agility -, Smarts d4 (A), Spirit d4, Strength d4, Vigor d6

Skills: Notice d6

Pace: -; **Parry:** 2; **Toughness:** 5

Edges: -

Special Abilities:

- **Attraction:** Deathblooms fill the air with mildly intoxicating spores that smell of delicious fruit in a 100 yard radius. The odor entices creatures in and puts them at ease, but isn't actually a form of mind control or narcosis.
- **Death Fruits:** Despite the name, the succulent fruits that bloom at the center of the plant are incredibly refreshing. Digging them out is a Survival roll at -2, and results in 1d4 fruits or 2d4 with a raise. Anyone who eats one sates their hunger for a day and recovers a level of Fatigue from any source (though Harrowed gain no benefit)! This effect only works if they're fresh, and they only keep about a day after being picked.
- **Plant:** Called Shots do no extra damage.

Bullets, arrows, and other piercing weapons inflict half damage. Immune to Fear and Tests.

- **Spore Burst:** When a victim sets foot on the deathbloom's mossy pad, it emits a burst of sedating spores in a Medium Blast Template that lasts for five rounds. Any character in the area must make a Vigor roll at -2 or fall unconscious. After that the plant's tendrils seek out the victim and directly administer sedatives to keep them from waking. Every day a victim spends in the grip of a deathbloom he takes a level of Fatigue. This eventually results in death. Then the body is slowly absorbed into the mass, where it makes the most succulent fruits...

DEVOURER

Rumors of titanic, space-dwelling squids prowling the Dark are generally considered tales to frighten unruly children. But the reality is far worse than even the most enthusiastic tale-teller realizes!

Devourers live in the Dark, lurking silently in the massive asteroid fields around the Belt. It's likely they evolved from worhuls after the Craghan planet was annihilated, and perhaps grew to truly gargantuan size after being exposed to the cataclysmic energies released in Banshee's cosmic attack.

Devourers prey exclusively on starships, striking from the cover of a large asteroid as a vessel passes by. They attack by grappling—use Piloting in place of Athletics to resist or break free. Grappled vessels continue moving but otherwise suffer the usual effects of being Bound or Entangled.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12+12, Vigor d12+4

Skills: Athletics d8, Fighting d10, Notice d6, Stealth d10

Pace: -; **Parry:** 7; **Toughness:** 38 (4)

Edges: -

Special Abilities:

- **Armor +4:** Unnaturally tough and rubbery hide.
- **Fear (-4):** The sight of a devourer causes a Fear check at -4.
- **Fearless:** Devourers know no fear, and can't be Intimidated.

- **Flight:** Pace 700 mph. Fortunately, they can't enter planetary atmospheres.
- **Hardy:** A second Shaken result does not cause a Wound.
- **Size 24 (Gargantuan):** A devourer is 900' in length, has three extra Wounds, Heavy Armor, and its tentacles are Heavy Weapons.
- **Tentacles:** The creature has four tentacle actions and a Reach of 50. If it dedicates all of its tentacles to crushing Large or greater, grappled prey, it adds its Size to damage. It can only do this once per turn. Against smaller prey, it "slaps" for Str damage.
- ⊛ **Coup:** The hero becomes receives a +4 bonus to Vigor rolls to resist Wounds from decompression.

➤ **FALLEN**

The Fallen were originally a group of 13 Craghan priests not quite powerful enough to rise to the level of their sorcerous masters, who later became the skinnies. When the Dark was ripped asunder, the Fallen were inside a ritual chamber, engaged in opening a portal to the Hunting Grounds. Their bodies were almost instantly destroyed, but their spirits live on, sustained by the trickle of power leaking through the partially opened portal.

The Fallen attempted to possess the first humans to discover them, a group of Belt miners who stumbled on the asteroid containing the ruins of the chamber. But the possession was unsuccessful, overloading the miners' nervous systems and charbroiling them in their spacesuits!

The Craghan found the next visitors better suited to their purposes, a syker unit called the Killer Angels who investigated the miners' disappearance. The process took days, but in the end the Fallen found themselves in possession of not only physical bodies, but minds capable of directly tapping the Hunting Grounds.

Now possessing abilities rivaling their former masters, the Fallen pursue their own agendas. Some remain ostensibly allied with the skinnies on Banshee while they pursue their ultimate goals. Others returned to the Belt to seek other survivors. A number of

pirate ships are even commanded by these creatures.

The Fallen look much like other human sykers (in other words, bald as an egg), although most display signs that something is not quite right. Prominent black veins, blood-red eyes, fangs, or even vestigial horns are possible clues that something is seriously amiss. The Fallen lack the ability to transfer to a new host, and unlike the skinnies the Fallen lack the ability to regenerate their bodies.

Attributes: Agility d8, Smarts d12, Spirit d12+2, Strength d10, Vigor d10

Skills: Athletics d6, Common Knowledge d4, Fighting d8, Intimidation d10, Notice d10, Occult d10, Persuasion d4, Psionics d12, Shooting d8, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 11 (2)

Hindrances: Overconfident

Edges: Arcane Background (Psionics), Channeling, Concentration, Level Headed, Menacing, Mentalist, Power Surge, Rapid Recharge (Imp), Soul Drain.

Powers: *Bolt, confusion, disguise, Drain Power Points, havoc, healing (self only), mind reading, mind wipe, puppet, telekinesis, zombie.* **Power Points:** 50.

Gear: Body armor (+4), MkIV FOP (Range 12/24/48, Damage 2d6, RoF 1).

Special Abilities:

- **Energy Tap:** The Fallen tap into the power of the Hunting Grounds differently than regular sykers, hence their pool of 50 Power Points.
- ⊛ **Coup:** The hero gains 20 Power Points and Arcane Background (Syker), if he doesn't have it already.

GA'AKNOUL

Ga'aknoul are terrible undead creatures that eat the flesh of the dead and drink the blood of the living. In legend, they represented an abomination against Banshee, preventing anouks from being returned to the planet upon death, turning their own victims into more ga'aknoul and devouring the bodies of those slain by other means. The bad news is the legends are based on actual creatures spawned from the skinnies' terrible sorceries and reawakened by the Reckoners' arrival on the planet.

These horrors have heads and torsos that vaguely resemble anouks, but where the arms and legs should be, long spiderlike limbs sprout instead. Their jaws are fully exposed, and two pairs of chisel-like incisors designed to tear open the throat of their prey sit at the very front of their mouths.

Ga'aknoul's avoid direct sunlight whenever possible, burrowing into the ground during the daytime. Their preferred method of attack is by ambush, springing out to latch onto a victim with their fleshy legs, trapping them in a deadly embrace.

Many colonists believe ga'aknoul's to be simply another type of Banshian life that was until recently uncatalogued by scientists. Anouks know better. Ga'aknoul's prey on both human and anouk at will.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d12, Vigor d10

Skills: Athletics d10, Fighting d8, Notice d6, Stealth d10

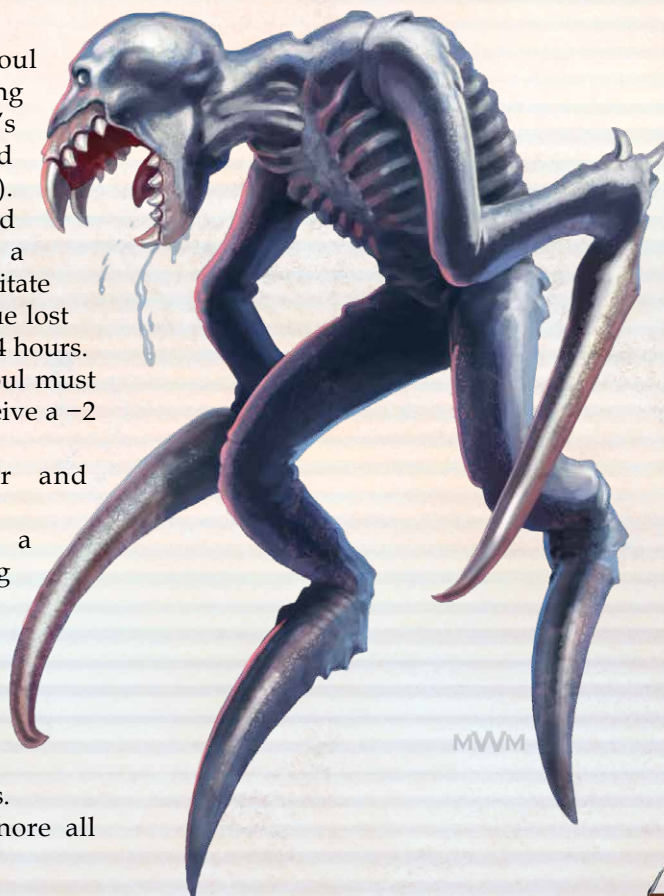
Pace: 10; **Parry:** 6; **Toughness:** 10

Edges: —

Special Abilities:

- **Bite:** Str+d8.
- **Bloodsucker:** When a ga'aknoul hits with a raise on a Fighting attack, it's locked onto its victim's neck, who is then Entangled (it can't be Bound in this way). Each round after that, the fiend automatically causes its prey a level of Fatigue that can Incapacitate but not kill. One level of Fatigue lost in this way is recovered every 24 hours.
- **Fear:** Anyone seeing a ga'aknoul must make a Fear check. Anouks receive a -2 penalty to this roll.
- **Fearless:** Immune to Fear and Intimidation.
- **Infection:** Those slain by a ga'aknoul's bite or draining attack rise as one of the monsters under the Marshal's control in 1d4 hours.
- **Invulnerability:** Ga'aknoul's can be Shaken by normal attacks, but are only Wounded or destroyed by their Weaknesses.
- **Night Vision:** Ga'aknoul's ignore all illumination penalties.

- **Size 1:** Ga'aknoul's are the size of anouks.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.
- **Weakness (Fire):** A ga'aknoul takes normal damage from fire.
- **Weakness (Sunlight):** Ga'aknoul's exposed to direct sunlight must make a Vigor roll each round or suffer Fatigue. This can Incapacitate and is recovered at the rate of one level per hour.
- **Weakness (Tannis):** The monsters suffer normal damage from weapons made from tannis. A character can also keep a ga'aknoul at bay with a piece of tannis boldly presented. The creature must make a Spirit roll to directly attack a character wielding tannis.
- **Coup:** Whoever counts coup on a ga'aknoul gains +1 Toughness. This occurs only once—future coups have no effect.





GULPER

These massive fish are usually found in deeper waters of the Tempest Ocean and High Chop Sea, but storms sometimes move them closer to shore. Although they're a prized catch for fishing vessels equipped to bring them in, their size can swamp smaller boats. Worse, once they've been landed they're prone to swallowing crew members who get too close to their gaping maws. It's not known whether they actually prey on swimmers given the chance, but it seems unwise to test the hypothesis directly.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+2, Vigor d10

Skills: Athletics d8, Fighting d4, Notice d6

Pace: —; **Parry:** 4; **Toughness:** 13

Edges: —

Special Abilities:

- **Aquatic:** Pace 8.
- **Bite:** Str+d4.
- **Size 6 (Large):** Gulpers are the size of Earth elephants. They have one additional Wound.
- **Swallow:** If a gulper scores a raise on a Fighting roll against an opponent Size 1 or smaller, it's swallowed the creature whole. The gulper's digestive tract inflicts 2d4 damage on the victim for each round it remains in the gulper's gullet.

KOORATCHA

Kooratcha are enormous, beetle-like arthropods raised by colonists in the Toxic Jungle as cattle. Human-reared kooratchas usually have their mandibles and scent sacks removed shortly after hatching. Anouks occasionally capture these creatures for use as mounts. In the wild, kooratcha are normally encountered in swarms of 1d10+10.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12+2, Vigor d10

Skills: Athletics d8, Fighting d8, Notice d6

Pace: 10; **Parry:** 6; **Toughness:** 14 (4)

Edges: —

Special Abilities:

- **Armor +4:** Kooratcha are covered in thick carapaces.
- **Bite:** Str+d8.
- **Size 3:** Kooratcha are larger than terrestrial cows.
- **Stench:** When excited, a kooratcha emits a foul-smelling gas filling an area equal to a Large Blast Template centered on it. Anyone in the area must make a Vigor roll or be Shaken from the disgusting odor. The cloud persists for 1d4 rounds or until subjected to a strong wind. Kooratcha are immune.

NAHLAAK

The skinnies take perverse pleasure in the fact that even death is not always an escape from their clutches. Nahlaaks are specters who remain shackled to their former bodies, most often by the dark magics practiced by the alien liches. They cannot leave the immediate vicinity of their former bodies and only destroying their corporeal shell releases them from their torment. Skinnies often use these ectoplasmic beings to guard the Black Cities or other places important to them.

Nahlaaks appear as wispy, three-dimensional shadows suspended in air. They resemble their former selves in general outline, but faint, greenish lights where their eyes should be are the only visible features.

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

Skills: Athletics d8, Fighting d8, Intimidation d6, Notice d6, Stealth d10

Pace: 6; **Parry:** 6; **Toughness:** 6

Edges: —

Special Abilities:

- **Claws:** Str+d6. The nahlaaks' claws are razor sharp, and ignore all but magical armor.
- **Ethereal:** Nahlaaks are immaterial and can only be harmed by magical attacks.
- **Fear:** The sight of a nahlaak causes a Fear check.
- **Fearless:** The spirits are immune to Fear and Intimidation.
- **Weakness (Corpse):** Nahlaaks cannot travel more than 50 feet from their corpses and perish instantly if their former bodies are destroyed. A nahlaak's body is Toughness 6, and a single Wound shatters the connection to its spirit form.

PROWLER

These multi-legged predators look like 10-foot-long millipedes with black, chitinous shells. They have two-foot-long mandibles protruding from a circular maw lined with teeth. When excited or angry, corrosive dribble oozes from a prowler's mouth, and the abomination is capable of spitting the caustic substance short distances.

Mandibles and acid spit aren't the prowler's only weapons. The creature has the ability to produce a piercing screech by forcing air through the seams of its shell, causing pain and disorientation to any creature nearby.

Prowlers were used by the Craghan as shock troops and only arrive on Banshee during the Nemesis Shower.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12+2, Vigor d10

Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d6, Shooting d8, Stealth d8, Survival d6

Pace: 10; **Parry:** 6; **Toughness:** 11 (4)

Edges: —

Special Abilities:

- **Armor +4:** Thick, chitinous hides.
- **Bite:** Str+d6, AP 2.
- **Caustic Spit:** A prowler can spit a glob of its corrosive saliva up to 5" (10 yards). This requires a Shooting roll to hit and causes 2d8 damage. The attack only affects a single target.
- **Locking Mandibles:** If a prowler gets a raise on a Fighting attack, the victim



is Entangled and the prowler can bite normally on subsequent turns. The victim may break free as described under **Entangled** (see *Savage Worlds*) but the creature adds +2 to its totals for its locking mandibles.

- **Sonic Shriek:** These abominations can emit a powerful shriek in the shape of a Cone Template as an action, but no more than once per turn. Any character within the area of effect must make a Vigor roll or be Shaken.
- **Wall Crawler:** Prowlers can move over any moderately rough vertical or inverted surface at their normal Pace.

QUI'TOK

Vicious creatures roughly the shape of a small bull and all muscle, qui'toks are covered in one-inch-long, sharp quills. The quills ripple in rhythmic patterns that indicate the beast's mood, much like a dog wagging its tail. Unfortunately, that mood is nearly always "pissed off" or worse.

Qui'tok originated on Dark and made their way to Banshee as pets and guards for the skinnies. Many lay dormant in the buried Black Cities, but when those were unearthed they awakened. While many made their way to their former masters, no small number now roam the ruins or have made their way into the wastes.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d12, Vigor d10

Skills: Athletics d6, Fighting d10, Intimidation d6, Notice d6, Shooting d6

Pace: 10; **Parry:** 7; **Toughness:** 11 (2)

Edges: —

Special Abilities:

- **Armor +2:** Tough hide and quills.
- **Bite:** Str+d6.
- **Quills:** A qui'tok can fire a blast of quills at prey. This acts like a shotgun, adding +2 to its Shooting rolls with Range 5/10/20 and Damage 1-3d6.
- **Size 2:** Qui'tok are roughly the size of small bulls.

RAZOR WING

These flying horrors are native to the Toxic Jungle and Great Wastes. They derive their name from sharp, bony ridges along the leading edge of their wings, which they employ in diving attacks against their prey. Otherwise these airborne terrors resemble slightly smaller versions of pterodactyls.

Razor wings gather in large flocks, then strike in furious storms of flapping death when they spy prey. Treat the flock as a Large Swarm (see *Savage Worlds*). Any individual reptilian bird is small and weak, but as a swarm, they can rip even the mightiest beasts to shreds.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8

Skills: Athletics d8, Notice d6, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Edges: —

Special Abilities:

- **Anti-Coagulant:** The edges of these predators' wing ridges secrete an anti-coagulant. Any victim who suffers a Wound from their attack must make a Vigor roll immediately after or gain a level of Fatigue from blood loss. This can cause death. Fatigue is regained at the rate of one level per hour after the Wound is healed.
- **Flight:** Pace 20.
- **Split:** Razor wings split into two medium swarms when Wounded. They never form small swarms.
- **Swarm:** Parry +2. The swarm is composed of dozens of razor wings. Cutting and piercing weapons do no damage. Area effect weapons work normally. Flying swarms can't be stomped.
- **Wing Slice:** Prey caught in a razor wing swarm take 2d6 damage (AP 2) every round.

SHH...LISTEN...

...RAZORWINGS! RUN!!! _

-DEBBI DALLAS, RANGER

SKINNY

Skinnies look very much like ancient and withered anouks, still wearing the tattered wrappings in which they were originally entombed.

Once the most powerful of the Craghan sorcerers, they had mastered the ability to hop between host bodies. However, they found themselves trapped in the anouk bodies they possessed when they reached Banshee.

While immensely powerful, the skinnyies are not a universally united faction. Their aspirations to ascend once again to the rulership of Banshee are sometimes undercut by old rivalries and petty jealousies. They use telepathy for communication and can no longer communicate with speech, which is restricted to strangled cries and gurgles.

Fortunately for both anouks and colonists, much of the arcane knowledge these beings possessed was lost to them over the centuries of their imprisonment. Not only have they lost access to much of the dark magics they originally used to enslave the anouks, they've also forgotten mystical passwords and counterspells needed to access the most securely guarded treasures of the Black Cities.

Attributes: Agility d8, Smarts d12+2, Spirit d12+2, Strength d10, Vigor d10

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Intimidation d12, Notice d10, Occult d12, Persuasion d10, Psionics d12+2, Stealth d8

Pace: 6; **Parry:** 6;
Toughness: 9 (2)

Hindrances: Arrogant, Mean, Overconfident, Ruthless (Major), Tenderfoot

Edges: Arcane Background (Psionics), Calculating, Channeling, Concentration, Level Headed (Imp), Power Surge, Rapid

Recharge (Imp), Menacing, Mentalist, Soul Drain.

Powers: *Blast, bolt, burst, deflection, detect/conceal arcana, disguise, fly, healing, mind link, mind reading, mind wipe, puppet, zombie.*

Power Points: 75.

Special Abilities:

- **Armor +2:** Toughened hide.
- **Claws:** Str+d4.
- **Energy Tap:** Skinnyies draw energy from life forces, including Banshee's, giving them a pool of 75 Power Points.
- **Psionic Mastery:** Activating a power *never* incurs a Multi-Action penalty!
- **Invulnerability:** When a skinny is slain, its soul goes to a soul amulet, a specially prepared jewel that houses it until a new host body can be found (the skinny initiates an opposed Spirit roll, and if successful permanently takes over the unfortunate interloper's body). The only way to permanently kill a skinny is to locate its soul amulet and destroy it. Of course these are well-hidden, usually deep within their Black Cities or even out in the Belt where they originally came from.

- **Weakness (Soul Trap):** An anouk shaman may attempt to lock an Incapacitated skinny's essence away in a cocoon of tannis. The process takes 24 hours and enough tannis to encase the remains. At the end of the ritual, the shaman must succeed on an Occult roll at -4 penalty. If she does, the skinny is trapped indefinitely.

- ⊗ **Coup:** The hero gains her choice of one of the following Edges: Arcane Resistance, Power Points, or New Powers. These may be taken multiple times if the Edge allows.



SLASHER

These supernatural creatures are humanoids covered in a granular carapace. Jagged spines jut from their shells' joints and edges, and they use these to inflict terrible wounds on their victims. Their faces have no mouths or noses, only long slits from which dead-black eyes stare.

Slashers typically herd their victims, trying to drive them together into groups for culling. The creatures then attack mercilessly, often from above or other unexpected angles, jumping into the middle of a crowd and slicing them to pieces.

Slashers are normally only encountered in the Hunting Grounds unless summoned by powerful sorcery, like that practiced by the skinnies. A few piggybacked onto the *Unity* and now plague the continent called Two, where some corrupted anouk tribes revere them (incorrectly) as avatars of the Reckoners.

Attributes: Agility d12, Smarts d6, Spirit d10, Strength d10, Vigor d8

Skills: Athletics d12, Fighting d12, Intimidation d10, Notice d6, Stealth d12

Pace: 10; **Parry:** 8; **Toughness:** 8 (2)

Edges: Sweep (Imp), Two-Fisted

Special Abilities:

- **Armor +2:** Rough carapace.
- **Claw:** Str+d10.
- **Fear -2:** Slashers are otherworldly, terrifying creatures to behold.
- **Invulnerability:** Slashers may be Shaken, but only take Wounds from their Weakness.
- **Wall Walker:** Slashers can walk on vertical and inverted surfaces at normal Pace.
- **Weakness (Cutting Weapons):** Slashers take normal damage from any cutting or slashing weapons.
- ⊛ **Coup:** The hero adds +2 anytime he causes damage with a blade.

STICKY BUG

These softball-sized arthropods are covered in hundreds of needle-thin quills. The bugs cluster in tall grass or other ground cover in groups of four to six. A potent and often lethal poison pumps through their quills and

is injected in any creature unlucky enough to step on them. The quills also serve to hold the sticky bug in place, ensuring the critter doesn't have to chase down the poor sucker when it keels over dead. And yes, they are carnivorous.

Anouks in the Toxic Jungle sometimes use sticky bugs as weapons, tying two bugs together with the quills out. They toss the bugs at their enemies using long sticks with a scoop carved into one end. This is a risky process, as an unprotected character who attempts to pick up a sticky bug must make an Agility roll at -4 or roll to resist poison as if she'd stepped on the nasty thing.

Attributes: Agility d6, Smarts d4 (A), Spirit d4, Strength 1, Vigor d6

Skills: Athletics d6, Notice d4, Stealth d8

Pace: 6; **Parry:** 2; **Toughness:** 1

Edges: —

Special Abilities:

- **Caltrops:** Sticky bugs let the prey step on them, so they don't make an attack roll. Anyone walking unaware through an area infested with sticky bugs must make an Agility roll (-2) to avoid stepping on one. If they do and aren't wearing metal-souled boots, they must make a Vigor roll at -2 or become poisoned (see below).
- **Camouflage:** Sticky bugs blend in perfectly with grasses native to the Toxic Jungle. Characters must make a Notice or Survival roll (-4) to spot sticky bugs before stepping on them.
- **Poison -2:** Lethal.
- **Size -4 (Tiny):** Sticky bugs are about 4 inches across.

SYKERGEIST

The nanobots mutes and breakers rely on are sometimes possessed by the spirits of sykers, tortured and slain by the demon that inhabits Vanessa Hellstromme's cloned body! The phantoms manifest as vague, emaciated, bald humans, dressed in torn hospital gowns. They have sunken black eyes and emanate dark tendrils of psychic energy.

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

Skills: Athletics d6, Common Knowledge d4, Fighting d6, Intimidation d10, Notice d8, Persuasion d4, Psionics d10, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: –

Edges: Arcane Background (Syker), Killer Instinct

Powers: *Blast, blind, bolt, confusion, drain Power Points.* **Power Points:** 30.

Special Abilities:

- **Ethereal:** Sykergeists are immaterial. They can only be affected by arcane attacks.

TA'ROUKIL

The ta'roukil is a near-invisible predator that stalks the wilderness and nightmares of anouk hunters. Most anouks believe these animals to be creatures of legend – a ghostly chanouk of sorts – but they are all too real.

Nicknamed camolions by the few colonists lucky enough to encounter one of these monsters and survive, they are somewhat smaller than a chanouk or barouka. But what the ta'roukil lacks in size it makes up for in sheer aggressiveness and insatiable appetites.

A ta'roukil is around the size of a large pony, with heavily clawed feet and impressive fangs. The creature is covered in dense, feather-like scales that function as interlocking fiber optic overlays. This refracts light around the camolion, and allows it to blend into its surroundings so that its almost invisible to casual observers.

Ta'roukils prefer to lie in wait for their prey, pouncing on them by surprise, but are fully capable of stalking an intended kill for miles. Fortunately, these monsters hunt alone and seldom tackle groups larger than a few members. Of course that's little consolation for the lone traveler who runs afoul of one far from any settlement.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12, Vigor d10

Skills: Athletics d8, Fighting d8, Intimidation d6, Notice d8, Stealth d10, Survival d8

Pace: 10; **Parry:** 6; **Toughness:** 10 (2)

Edges: Frenzy (Imp)

Special Abilities:

- **Armor +2:** Dense scales.
- **Bite/Claw:** Str+d6.

- **Chameleon:** A ta'roukil's scales allow it to mimic the surrounding terrain (+4 to Stealth rolls). Once detected, its shifting appearance gives attackers a –2 penalty to attack rolls against it.

- **Low-Light Vision:** Ta'roukils ignore penalties for Dim and Dark lighting.

- **Pounce:** Ta'roukils add +4 to Wild Attacks instead of +2.

- **Size 1:** Ta'roukil are about the size of a large pony.

TEETH

These odd, legless creatures are roughly the size and shape of fur-covered basketballs. A complicated system of muscles moves a large bone so that they move by rolling – surprisingly fast, too! The other main anatomical feature to teeth (that's the singular and plural form, by the way) is their tooth-filled maws, which occupy nearly half of their bodies. The anouk name for them is a qli'klik, which appears to be simply an onomatopoeia and has no other meaning.

Teeth hunt in herds of 5 to 20, preferring to attack by swarming over a victim and sinking their, well, *teeth* in. In spite of their vicious nature, they're fairly sought after by hunters, both human and anouk, because they are easy to turn into bags and similar containers. Just scoop out the guts and let the hide cure for a little while!

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8

Skills: Athletics d8, Fighting d8, Notice d6

Pace: 8; **Parry:** 6; **Toughness:** 3

Edges: Fleet-Footed

Special Abilities:

- **Bite:** Str+d6.
- **Lock Jaw:** If a teeth gets a raise on a Fighting attack, it clamps down on the victim and won't let go. The prey is Entangled and the prowler can bite normally on subsequent turns. The victim may break free as described under Entangled (see *Savage Worlds*) but the creature adds +2 to its totals for its locking mandibles.
- **Size –3 (Very Small):** Teeth are about the size of a vicious soccer ball filled with jagged chompers!

TOHRAKA

These massive, solitary carnivores make their home in the Toxic Jungle. Most colonists call them “rexes” due to a passing resemblance to a Tyrannosaurus Rex, but the anouk name is tohraka. They stand nearly 20 feet tall from the ground to the tip of their snout and weigh upwards of seven tons.

Although their massive size leads many first-time observers to assume the creatures are ponderous and slow-moving, tohrakas are possessed not only of a warm-blooded circulatory system but an extraordinarily fast metabolism. They may appear slow and ponderous, but they’re possessed of surprising speed, which means most first-time observers are also last-time observers, as the predators are constantly hungry and more than capable of running down most prey.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+4, Vigor d10

Skills: Athletics d6, Fighting d8, Notice d6, Stealth d6, Survival d8

Pace: 8; **Parry:** 6; **Toughness:** 16 (2)

Edges: Fleet-Footed

Special Abilities:

- **Armor +2:** Thick hide.
- **Bite:** Str+d8, AP 2.
- **Hardy:** Tohrakas do not suffer a Wound from being Shaken twice.
- **Size 7 (Large):** These animals are nearly 40 feet long and weigh about five tons. They can take one additional Wound.

> REALLY? FAILING SUPPLIES,
HORDES OF ANGRY ALIENS,
MASSIVE PREDATORS,
MURDEROUS WEATHER, THE
SKINNIES, THE REAPERS,
A ROGUE UN ARMY, AND
NO FAST FOOD ISN'T BAD
ENOUGH? WE ALSO HAVE
FREAKIN' ZOMBIES? _

-THE KID, GUNSLINGER

VORACIPEDE

Arthropoid horrors measuring 20 feet long, this nightmarish mix of centipede and praying mantis has a pair of razor-sharp horns added for style—and disembowelment. As if that’s not bad enough, voracipedes can also emit a beam of superheated plasma from their eyes capable of vaporizing steel. No, really!

The Reckoners tossed a few of these onto Earth following the Last War, but the monstrosities were originally created by the skinnies. Their alien masters often use them in the same way human armies do artillery, either to soften up targets from a distance before an assault, or like tanks, to take out enemy strong points.

Voracipedes are only encountered in Faraway once the Nemesis Shower event occurs. Fortunately, even then they’re relatively rare. While the creatures have a smaller pupae form in the wild, all those dumped onto Banshee when the skinnies begin their assault are fully mature and, thankfully, neutered.

Attributes: Agility d10, Smarts d4 (A), Spirit d8, Strength d10, Vigor d12

Skills: Athletics d10, Fighting d10, Notice d6, Shooting d10, Stealth d10

Pace: 10; **Parry:** 7; **Toughness:** 17 (5)

Edges: —

Special Abilities:

- **Armor +5:** Thick carapace.
- **Burrow (12’):** Voracipedes can disappear and reappear on the following action anywhere within 12’ as long as they are in contact with the ground.
- **Claws/Bite:** Str+d8, AP 2. On a raise, the abomination does normal damage and Entangles its target.
- **Eye Beam:** Range 5/10/20, Damage 3d6.
- **Fear -2:** Not surprisingly, voracipedes cause Fear checks for any soul unlucky enough to encounter them.
- **Size 4 (Large):** These terrors are 20 feet long and stand four feet tall at their shoulders. They have one additional Wound.
- **Wall Walker:** A voracipede can move at its normal Pace on vertical and inverted surfaces. Just to make them extra creepy!

WALKIN' DEAD

Hordes of undead are usually only encountered by Belt miners in the Dark or explorers of the Black Cities. They may also be raised by a skinny or one of the insidious Fallen.

Walkin' dead are powered by lesser manitous, so they're clever and mean. Stories often portray zombies as slow and mindless, but they're smart enough to know most folks *think* they're plodding and stupid. So sometimes they act that way just to get close enough to pounce. And yes, they do eat brains. Sweet, delicious brains.

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

Skills: Athletics d6, Fighting d6, Intimidation d6, Notice d4, Shooting d6

Pace: 4; **Parry:** 5; **Toughness:** 7

Edges: —

Special Abilities:

- **Claws:** Str+d4
- **Fearless:** Walkin' dead are immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.
- **Weakness (Head):** Called Shots to a zombie's head do the usual +4 damage.



WORHUL

Fortunately, worhuls aren't native to Banshee. In fact, they're not even native to our universe. This enormous creature is conjured from the Hunting Grounds, either by the skinnies or their cultist minions. Doing so requires a crap ton of human or anouk sacrifices, so the summoning is not done lightly or quickly.

Worhuls are subterranean creatures, swimming through soil like water. They resemble in many ways a huge, slime-covered octopus with three arms and are about the size of a whale. Their bulbous heads have three huge eyes and a cavernous, rubbery maw filled with rows of teeth sitting at the junction of their tentacles.

The creatures prefer to hunt their prey from underground, snatching them from below with their tentacles.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12+6, Vigor d12+4

Skills: Athletics d10, Fighting d8, Notice d6, Stealth d10

Pace: 6; **Parry:** 6; **Toughness:** 20 (2)

Edges: —

Special Abilities:

- **Armor +2:** Worhuls are covered in a thick, rubbery hide.
- **Bite:** Str+d10.
- **Burrowing:** 10".
- **Fear (-2):** Anyone encountering a worhul must make a Fear check at -2.
- **Seismic Sensors:** Worhuls sense their prey by vibrations in the ground. They can detect movement up to 50" (100 yards) distant. If the prey is trying to move stealthily, this is an opposed Notice versus Stealth roll (-2 if running). Otherwise it is just a Notice roll.
- **Size 8 (Huge):** A worhul's head is nearly twenty feet across and its tentacles are 16 yards (8") long. They have two extra Wounds.
- **Swat (Tentacles Only):** Tentacle attacks ignore up to 4 points of Size penalty against smaller targets.
- **Tentacles:** The creature has four tentacle actions and a Reach of 8. Bound or Entangled prey may be bitten as usual.
- ★ **Coup:** The hero gains the ability to burrow a distance up to her Spirit die as an action (per the Monstrous Ability).

ARCANE BACKGROUND QUICK REFERENCE

BREAKER INSTABILITY TABLE

D20	RESULT
1	Manifestation: A sykergeist manifests outside the breaker. The mad spirit randomly attacks anyone around it, but starts with HI personnel if any are in sight. See Sykergeist , page 190.
2-3	Overload: A massive flux of psychic energy Stuns the breaker and causes his nanobot swarm to flare outward for 3d6 damage in a Large Blast Template centered on him.
4-6	Brain Fry: Dozens of syker spirits sense traces of Hellstromme Industries' training in the breaker's mind. They assault her in a mental barrage of pained, screaming faces, permanently reducing her Transmute die one step (she may increase it via Advancement normally thereafter).
7-8	False Memory: A syker spirit speaks to the breaker, telling him he must find the last transmuter and purge the program – or similar messages. The Breaker is Stunned but suffers no further effects.
9-12	Paranoia: The sykergeists whisper past trauma into the breaker's mind. She gains the Suspicious (Minor) Hindrance. If she already has it, it becomes a Major Hindrance.
13-16	Eccentricity: The hero picks up an odd character trait from one of the stranger syker spirits in her mind. She gains a new Quirk Hindrance.
17-19	Phobia: The breaker sees visions of torture and death from her sykergeists. She gains a Minor Phobia of anything related to Hellstromme Industries. If this result occurs again, it becomes a Major Hindrance. If she already has the Major version, roll again until you get a result other than Phobia.
20	Insight: The sykergeists attempt to aid their host. They show him visions of their terrible torture and death, but reward him with his choice of +5 Power Points, a free increase in his Transmute skill, or one new power.

HARROWED DOMINION TABLE

D6	EFFECT
1	<p>Magic: The demon draws hellish power straight from the deepest part of the Hunting Grounds. It gives friends and foes within 5" (10 yards) +2 to Trait and damage rolls for the next five rounds. Those with an Arcane Background that uses Power Points recover 10 Points.</p> <p>Best of all, the raw display galvanizes the host's will. She <i>gains</i> one point of Dominion.</p>
2	<p>Malevolence: The Harrowed's allies witness the true demonic nature of the manitou. Everyone who can see the thing clearly (GM's call) or is within 5" (10 yards) must make an immediate Fear test at -2.</p>
3	<p>Mischief: The Harrowed must make a Spirit roll at -2 or lose a point of Dominion.</p> <p>At some point, the demon takes control and causes trouble for the hero or his companions. The manitou might loosen a friend's saddle when he isn't looking, throw an ally's ammo into a river, or find a way to use his companion's Hindrances and backgrounds to start fights or otherwise cause strife.</p>
4	<p>Misfortune: The demon taunts the Harrowed with her failures, dark secrets, or tragic past, chipping away at her will. The hero must make a Spirit roll or lose 1 point of Dominion.</p>
5	<p>Mayhem: As Mischief, but the deed is bigger or more vicious and the Spirit roll is made at -4.</p>
6	<p>Murder: The host loses 1 point of Dominion.</p> <p>The demon goes full psycho and murders someone. It might fire a "stray" shot at some troublesome hero right away, or it might wait to slip away and kill a stranger, innocent, or even one of the host's loved ones.</p>

> IT WASN'T ME... _

-THE KID,
GUNSLINGER

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>>INCOMING TRANSMISSION...THE TUNNEL HAS COLLAPSED. REPEAT...THE TUNNEL HAS COLLAPSED _

The story of Deadlands continues.

The Last War on Earth destroyed the Tunnel, the galactic wormhole between home and the colonists of the Faraway System.

This left the colonists trapped in deep space mining colonies or on the lone habitable and often hostile planet of Banshee. Ancient and evil creatures called the skinnies saw their chance to strike, rallying Banshee's native anouks to wipe out the invaders.

Now the only ship capable of traveling between systems, Hellstromme Industries' allegedly-haunted *Unity*, has returned. But with its terrible cargo comes a final Reckoning.

Deadlands: Lost Colony details this grim and gritty world, new Edges & Hindrances, equipment, revised vehicles and spaceships, new rules for the Harrowed and other Arcane Backgrounds, an adventure generator, bestiary, and a complete Plot Point Campaign—all updated for the Savage Worlds Adventure Edition!

Deadlands: Lost Colony is a roleplaying game set in the award-winning, bestselling Deadlands series. It requires the *Savage Worlds* roleplaying game system.

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