

Into the Maze

A One Round Deadlands Adventure

by Steve Crow

There's trouble at one of the mines in the Maze, and the Texas rangers are on the job. A prospector told of some strangers at an abandoned mine, and no one knows what to make of them. Then the prospector disappeared. Characters provided.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

Pass out the player characters based on class, gender, and/or race. Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described below. When they have prepared their characters, you may continue with the game.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

Some of the text in this scenario is written so that you may present it as written to the players, while other

text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

Adventure Background

This adventure revolves around a group of Texas Rangers and hired hands situated in Gomorra, California. They must investigate rumors of strange supernatural activities at one of the mines in the Great Maze. To complete the mission, they need to move through the streets of Gomorra and then travel into the Maze itself.

Gomorra

For those unfamiliar with this Deadlands setting, Gomorra is a California boomtown within the Great Maze founded atop a huge vein of ghost rock. The mystical energies of this substance has attracted a great deal of attention and various factions have come to Gomorra to either mine it, steal it from others, or investigate the supernatural occurrences arising from its presence. Such factions include the Whateleys (inbred huckster/sorcerers), the Agency (the USA's "men in black"/ghost busters), the Texas Rangers (the CSA's version of same), the rapacious Sweetrock Mining Company, the Sioux Union, and others.

As this adventure begins, Gomorra has recently recovered from the arrival and subsequent defeat of a major demonic entity, Knicknevin, several months ago. The town is in a shambles, but is starting to recover. For the purposes of this adventure, it is nothing more than a normal "boomtown" except as otherwise noted. For more information on Gomorra, see the *Deadlands* sourcebook **Doomtown or Bust**, or take a look at the *Doomtown* collectible card game.

The Story so Far

The Maze Rats were the representatives of Lord Kang, sent from Shan Fan to secure Gomorra's riches for him. Ultimately, however, events conspired against them and they failed in this mission. Kang recalled most of them back to Shan Fan. However, Kang ordered a few to remain behind and prepare Gomorra for his next assault.

Kang acquired a number of unhatched Maze dragon eggs. Using dark Eastern magicks, his servants plan to alter the unhatched abominations into creatures of Chinese myth and legend—air dragons! Kang plans to use these when his minions, the Rats, return to Gomorra.

After the recent events in Gomorra, there were plenty of abandoned mines that would provide a perfect breeding ground for the eggs. Kang sent one of his trusted operatives, an occult sorcerer by the name of Lang Kung, to Gomorra Valley with a supply of the eggs.

The Maze Rats left behind as spies found an abandoned mine, the Labyrinth, to set up in. Other than that, they know nothing of Lang's orders other than that he has Kang's full support. It will take several months for the hatchling creatures to reach full size, even with the assistance of the black arts, but Kang is nothing if not patient.

The Problem . . .

An out-of-work miner, Jack Dougherty, was out looking for a new vein of ghost rock when he saw Lang Kung move in a couple of months ago. With all the commotion from Knicknevin's ascension, Jack didn't think much of what he saw. In fact, he wasn't even totally sure of what he saw.

However, several months later he happened to mention what he had seen in a bar. Word of this came back to the Rats, and they decided to eliminate him before folks started taking the man seriously.

They came to this conclusion one day too late . . .

The Rangers Catch Wind

These same rumors have come to the ears of the Texas Rangers. When not involved in the skirmishing between Union and Confederacy forces, the Rangers investigate and eliminate supernatural menaces. Dougherty's eyewitness account, if true, could be evidence of a new and major threat to the stability of the region.

Additional Resources

Besides the basic *Deadlands* rulebook, a Marshal will find the following materials helpful: **Doomtown or Bust, Hucksters & Hexes, Fire and Brimstone, Boomtowns, and The Book o' the Dead**

Adventure Synopsis

Into the Maze follows the standard *Deadlands* adventure format, and is divided up into chapters. Each chapter and subsection lists set chip awards.

Player Introduction gets the players into the adventure, as their superior gives them the briefing on what their mission is. This introduction serves no other purpose and is pretty brief.

Chapter 1: We Want Information involves the player characters travelling around Gomorra attempting to locate the errant miner. There are two set encounters in this chapter. The first brings the PCs to the New

Dunwitch Casino, where they must persuade a mysterious gambler, Mr. Bones, to tell them of Dougherty's whereabouts. The second encounter requires the characters track down Dougherty and to fight their way through a gang of Maze Rat thugs before they can kill the miner.

Chapter 2: Into the Maze is fairly brief, as the PCs make their way to the strike where Lang Kung has set up operations via a boat provided to them by their superiors.

Chapter 3: Cavern O' Doom takes the characters to the Labyrinth Mine, where Lang Kung has taken up residence. They must sneak in, maintaining the element of surprise, and defeat Lang Kung and his minions.

Player Introduction

Five members of the group of player characters are Texas Rangers. The Rangers took losses during Knicknevin's rampage, and have recruited a freelance "outsiders" to supplement their numbers.

Katie's replacement, General Patterson, has been preoccupied with other matters, but her old second-in-command, Dexter Simpson hasn't lost sight of the Rangers' original mission in Gomorra. He's raised the small group to investigate the claims, and the adventure starts as he begins to brief the posse.

It's 9 a.m. in the morning. The meeting occurs at the Texas Rangers' headquarters near Gomorra. They are led into a simple, undecorated room with a simple table and chairs. Simpson, a broad-shouldered man and veteran soldier, will be waiting for them.

"Glad to have you all here, folks. Katie's busy, so she's asked me to fill in. I'm not really the type to give fancy speeches, so I'm going to keep it simple.

"We've got word recently that there's some kind of weird stuff going on out in the Maze. A miner by the name of Dougherty was recently overhead talking about seeing some mysterious types out at an abandoned mine.

"Unfortunately, this information comes to us second-hand. We don't know which mine, or even what Dougherty saw, and nobody's heard from him lately, though.

"Things in Gomorra have settled down in the last few months, so we don't need a bunch of new problems popping up. It's your folks' job to nip it here in the bud.

"The first thing we thought of when we heard about this sighting was the Whateleys. If this is them, then something new is up, and we want it stopped. Hard.

"But, the Whateleys have gone to ground. They owned a lot of strikes out in the Maze, but we don't

know for sure which ones. The paperwork at the Claims Office was destroyed and even if it was still around, we figure they probably covered their tracks pretty well.

“So we need to find Dougherty and find out what he saw, and where he saw it. Camille, that's your job. For those who don't know, Camille is an undercover operative of ours, and knows the bars of Gomorra like the back of her hand. That's top secret, too. In fact, we don't want folks to know that us more public Rangers are looking for Dougherty. Might start folks a wonderin'. And it's our job to keep them from doing that.

“James, Bobo, and the rest of you wearin' badges have to stay in the shadows while Camille's workin' the town. Stay close to keep an eye on her and keep the lady safe, but don't let folks make any connections.

“Once you get the goods from Dougherty, you're going to have to head out there and take care of things. We've got a boat set up for you, hired from a local Maze runner by the name of Sheila Mirabella who'll be captaining it. It'll be down at the docks when you need it.

“Halloway, you'll get paid \$25 a day, plus bullet expenses. Word is, you're trustworthy, but just so we're clear, you don't talk about this to anyone outside of the Rangers. Understood?

“Good. Any questions?”

If Halloway wants to renegotiate, Dexter can go as high as \$50 for him. If for some odd reason Dustin decides to refuse the job, Marshal, it might be a good idea to point out the hero will have nothing to do for the next 4 hours or so . . .

1 White Chip (Halloway): Halloway haggles for more money.

Chapter One: We Want Information

This part of the adventure is where the person playing Camille Sinclair gets to shine. However, any character can use his social Aptitude as necessary here. Note Dexter's constraints on the publicly-known Rangers participating will mean that Dustin is the only one who can really help out here, but he's not as good at this kind of work as Camille is.

Locating Dougherty involves legwork as Camille and company go through the various bars and casinos in Gomorra and see who has seen Dougherty. Role-play out a brief encounter or two, using locations such as Miss Greene's Room (casino/brothel), the Green-Eye

Saloon, the Lad Saloon (a seedy dive), and the New Moon Saloon (owned by the Collegium and run by clock-work bartenders—very mad science-ish).

Camille and anyone else actively searching have to accumulate three successes rolling *streetwise* against an *Onerous* (7) difficulty. Each PC can roll once per hour of game (not real) time; this represents a visit to one bar or casino.

The group starts at 10 a.m. There is no real "countdown" to this adventure, but the characters don't have to know that!

Successes from multiple characters during the same hour are not cumulative, but they can take the best roll at each site visited. So if Camille gets three successes at their first stop and Dustin gets two successes on a (unskilled) roll, only three successes are counted, not five.

After the third success, Camille or whoever else is involved talks to a miner who passes on the following info:

“Jack Dougherty? Sure. He was workin' the Bottleneck until it went dry, and then the owners laid him off. He hasn't been hired on anywhere since then. Think I saw him over at the New Dunwich Casino a few days after it opened just recently. Jack fancies himself a gambler, and I guess he's been stayin' about even, maybe makin' enough to pay for room and board.”

The rest of the group may be bored while those who can participate in the search for Dougherty do their job. If the group visits more than one location, have the other characters make an opposed *Cognition* roll against 2d6. That's the *sneak* roll of the thugs working for Kang. They've gotten word that someone else is looking for Dougherty and have been sent to follow the group and dispatch them once they find Dougherty.

If anyone in the group says they are actively keeping an eye out for someone following them, they use *search* instead of *Cognition* if the player wishes.

If the thugs are spotted, they retreat before anyone catches up to them. The best description the group can get is "shadowy figures." To keep this from sidetracking the adventure, Kang's thugs elude any pursuit, and detect any ambush set up to catch them.

They return later, though . . .

1 White Chip: The hero who accumulates the most successes while using *streetwise* to find Dougherty.

1 White Chip: The cowpoke who gets the most successes on the *search/Cognition* roll to spot their followers.

The New Dunwich Casino

The New Dunwich Casino is a relatively new business in Gomorra, and Camille (and anyone else in the group) hasn't been there before.

The New Dunwich is a dark, somber place. Even at this time of the morning (or afternoon), the place is poorly lit. The windows are heavily draped with blood-red curtains impenetrable to sunlight. The décor is of gilded silver. This time of the day, there's no one in to gamble. However, you can see a man back at one corner flipping cards onto the table in a convoluted game of what you assume is solitaire. There is a bartender over at the rail, tiredly polishing a glass.

The bartender, a middle-aged man named Dirk with a pot belly and wearing the traditional apron, is not adverse to talking. However, he hasn't heard of Dougherty. *"I just serve the drinks, I don't ask them their names."*

If someone mentions that Jack likes to gamble, he directs the posse to the man in the corner. *"That's Bones. He's the house dealer here. If anyone comes in here and gambled, he'd know who they were. I never saw a man with such a memory for faces."*

The group can wait until late afternoon or evening with the expectation that Dougherty will come in later. That would normally be true, but Kang's henchmen will get to Jack first after having followed the group's trail as far as the New Dunwich. See **The Flophouse** below if that occurs.

Bones appears to be their only new lead. If any or all of the party heads over to him, read the following:

The house dealer is a saturnine black-haired man, clean-shaven, wearing a well-styled but somewhat worn black suit. He is handling his cards with uncommon dexterity, executing a deft pair of one-handed cuts as you approach.

As he completes the flourish, he looks up and says, "The name is Bones, folks. Mr. Bones. What can I do for you folks?"

Mr. Bones will say nothing concerning his personal life, including his first name. If anyone mentions Dougherty's name, he nods affably. *"Sure, I've heard of the fellow. A miner who fancies himself a gambler. I'll have to admit that he's pretty good at it. Not quite good enough, but then again, that's the way the House works. In fact, he owes me a bit of money. \$50, as a matter of fact.*

"Where can he be found? Well, I don't like to discuss the personal affairs of the men who sit across from me. Still, if I were convinced you were friends of his, ready to settle his debts, well, then! I'd have no reason not to tell his friends, would I?"

If anyone offers to simply pay the \$50, Bones demurs: *"Oh dear, no. I'm a gambler, not a banker or a loan shark. If you'd care to sit down and play a game, I would consider honor satisfied. Assuming you win, of course. If not, well then, I guess you'll owe me a bit of money as well."*

Anyone can make an Onerous (TN7) *scrutinize* roll at this point. If successful, she can tell that Bones "doth protest too much" and doesn't seem to be *that* honorable. His act is more a front than anything.

The group has two options. First, they can simply put up a \$50 stake and play Bones a hand of cards. Use the "single hand" *gamblin'* rules for this. Bones has a *gamblin'* skill of 5d10.

However, he's more curious about the characters' actions here than anything: it's pretty rare for a saloon girl and her fellas to come in and offer to pay someone's *gamblin'* debt. He gets one less success as he "goes easy" on the characters, and don't bother spending any chips on his roll(s).

If the characters win at gambling, or they simply try to bypass the whole gambling requirement and just pay Dougherty's \$50, they can make a single Onerous (7) *persuasion* roll to convince him to take the money. If successful, or they take \$50 off of Bones in gambling, say the following:

"A pleasure doing business with you folks. I believe that Mr. Dougherty is living at the flophouse three doors down. A rather uncomfortable place, but I don't believe he can afford any better. In any case, tell him if you see him that he's welcome at the New Dunwich anytime." Bones gives a shark's grin at those words, and returns to his game of solitaire.

If the characters still manage to lose, they can keep playing until they run out of money. If this somehow manages to happen, Bones comments:

"It seems you will be joining Mr. Dougherty in poverty. If you need a place to stay, may I suggest the flophouse three doors down?"

Throughout this whole encounter, Bones' displays an attitude of bored insouciance. He's basically toying with the posse over a situation that doesn't really concern him but from which he's willing to milk every bit of human pathos available.

1 White Chip: First hero to gamble with Bones.

1 White Chip: Hero uses *persuasion* successfully to get Bones to talk.

1 Red Chip: A hero who beats Bones at his own game. Only the first hero to do so gets this reward.

The Flophouse

As promised, the flophouse is three doors down.

Before the characters can get that far, however, they must make another opposed *Cognition* (search if they are actively looking) roll against a roll of 2d6. Again, this is the thugs' *sneak* roll. If anyone in the group spotted them previously, no roll is required.

Kang's minions have just found Dougherty at the flophouse. They plan on breaking in and dispatching of him post-haste. Read the following to anyone who makes the roll:

As you pass between the two buildings between the New Dunwitch and the flophouse, you catch a glimpse of shadowy figures in an alleyway to your left.

The thugs plan on breaking into the dormitory, finding Dougherty and killing him. There is only one henchman for every posse member, so the fight should go rather quickly. See below for the goons' profile.

The alleyway is 15 ft. wide and 40 ft. long (letting out onto another street at the end). There is no cover along the walls, although there is a locked door halfway down the alleyway that lets into the flophouse. The thugs' plan was to break open the door, rush in, find and kill Dougherty, and depart.

If the posse has somehow managed to fail spotting the thugs, the encounter takes place inside the flophouse as they arrive.

Inside the Flophouse

Basically, the flophouse is a single large dormitory, filled with cots and with a soup line at one end. There's a desk at the front door, where a man behind a mesh window takes 25¢ a night for room and board.

Describe the following:

As you approach the front desk, you hear yells and the sound of a commotion inside. The man behind the window looks rather bored at this, as if this is nothing new.

A Fair (5) *Strength* roll lets anyone in the group break down the door dividing the front desk from the dormitory proper. This room is 40' long by 40' wide. Other than cots and a soup line off in one corner, there is no real cover here. If you've gotten your hands on *Boomtowns*, the map for **Large Hotel, 1st Floor, Section A**, is a perfect match.

The heroes see the following:

There are a number of Oriental men in the room. Half of them are holding off the few listless drifters who

show no interest in interfering. The rest are crowded around a cot, hacking at someone with their weapons.

Either way, a battle ensues. Kang's men fight to the last. Use the simplified combat rules for this battle (i.e., each thug can take 30 points worth of damage, rather than bothering with wounds).

If the thugs got into the flophouse, on the first round of combat two of them attack Dougherty and between them administer a mortal blow. The rest engage the party. A player who is fast enough may intervene, choosing to actively defend and take the attack(s) meant for Dougherty.

Kang's Henchmen

Corporeal: D:2d6, N:2d8, Q:2d8, S:2d8, V:2d6

Fightin': axe, brawlin' 3d8, sneak 2d6, throwin': balanced 3d6

Mental: C:2d6, K:1d6, M:1d10, Sm:1d4, Sp:1d6

Search 1d6, area knowledge: Shan Fan, Gomorra 2d6, bluff 2d4, gamblin' 3d4, guts 2d6, language: Cantonese 2d6, ridicule 2d10, streetwise 4d4

Pace: 8

Size: 6

Wind: 12 (*Hits: 30*)

Gear: Hatchets (STR+2d6, Speed 1, no defensive bonus), and their bare hands.

Questions . . .

The characters shouldn't have much trouble with this encounter. Any prisoners refuse to talk. *Persuasion* or *overawe* (TN 9) can be used, but even then they have little to say.

All the thugs know is that they were brought in from Shan Fan, they work for Lord Kang, and their orders were to find a man named Dougherty and kill him. They were scouring the town for him until they heard that someone else was looking for the miner, so they decided to follow the party.

Last Words

If Dougherty was dealt a mortal blow before the characters could intervene (see below), an Onerous (7) *medicine: general* roll fails to save him, but revives him long enough to say:

Looks like...those Chinamen at the...Labyrinth caught up with me after all. (muttering in delirium) Wings...bat wings!

Bobo has *helpin' hand*, but with a 10 minute "casting time" it takes far too long to be of any use to Dougherty before he messily expires. Father Terrance's *lay on hands* can heal his wounds though.

Among the Living

If the characters manage to save Dougherty, he's more than glad to talk. He is a scruffy looking man in his late 20's, dressed in worn jeans and a shirt.

“Damn! Guess I shoulda kept my mouth shut. Yeah, I saw some weird stuff out at the Labyrinth Mine a few months ago. The place was abandoned...or so I thought. A boat was dropping off a load of Chinamen there. Folks I'd never seen in Gomorra before. And some crates with some kind of equipment. I didn't get too close, and I didn't think they saw me.

“Then I went back a couple of weeks later. Heck, I thought that Maze Rats might have bought out the place. And their money is as good as anyone's – maybe I could get a job. I didn't see anyone, and it didn't look like they were moving any ghost rock out. But when I got closer, I heard this weird rustling noise from the mouth of the cave. It sounded like bats, but really big bats.

“Well, no sirree bob, that was enough for me. I don't cotton to that kind of stuff. Not with all the ghouls and goblins that were running around Gomorra back then. I hightailed it out of there and never looked back.”

Dougherty is glad to give them directions to the Labyrinth (although the group's boat captain will know the way well enough). He even has a map in his duffel bag. They can take him along if they like, but unless you feel the need to supply a messy death down the road, Dougherty serves no further purpose and provides no help later.

Oops...

If no one was able to save Dougherty or revive him, an Onerous (7) *search* roll of his belongings finds a map of the local Maze in his duffel bag. Two locations are circled: the Bottleneck Mine (Dougherty's former place of employment) and the Labyrinth Mine. There is a question mark next to the circle for the Labyrinth.

Another option here is Bobo using his *Hunch* hex on Dougherty's corpse. If this is successful and he gets at least the minimum Two Pair to open, he gets the following vision:

You approach the mouth of a strike. A sign near the opening says “Labyrinth.” You feel cautious, hesitant. Then you hear the great rustling sound of wings. You turn, run, and get into a small boat and head off.

Since Dougherty was only actually at the Labyrinth itself once, a better hand does not yield any better results or a different view of the place.

Shootouts in public places have never been that uncommon in Gomorra even at the best of times. The

owner demands as much money as you feel is *unreasonable* here, that he thinks can get away with (probably between \$25 - \$50). A Fair (5) *overawe* roll convinces the owner to back down. Or the party can just take pity on the guy and pay him: they probably did shoot up the place after all!

1 White Chip: Each hero who participates in the battle against Kang's men.

1 Red Chip: A hero who throws himself in the way of Dougherty's death blow.

1 Red Chip: Learning the name of the mine through any means (all heroes).

Troubleshooting

If somehow the characters managed absolutely 100% to fail to find Dougherty, or find out the location of the suspect mine from him using the options listed above, they really have only one option at this point. They can head to the courthouse—where what claims that could be saved after the rioting are stored—and research the ownership of the mines.

There are a lot of mines around Gomorra. However, the intervention of Chinese hatchetman in such numbers really points to the Maze Rats, Kang's men in Gomorra.

The clerk at the courthouse, one Deb Mitchell, requires a Fair (5) *persuasion* roll to let anyone identifying themselves as a Ranger go through the files. For a non-Ranger this difficulty increases to Hard (9). A well-placed bribe may modify this TN (Marshal's discretion).

Once they have access to the records, it takes a Hard (9) *Knowledge* roll to narrow it down to three abandoned locations with connections to the Maze Rats: the Labyrinth Mine, the Bottleneck, and the Muddy Brown. Each raise eliminates one possibility, so if the best *Knowledge* roll gets two raises (i.e., a roll of 19 or better), they confirm the Labyrinth Mine as the target location. Otherwise the group has to search more sites.

If the group has absolutely managed to fail to pick up on any of the clues to the location of the Labyrinth mentioned above, the Marshal is pretty much on their own at this point. Judicious use of *streetwise* may find a friend of Dougherty's who overheard him mention the Labyrinth. Or something.

1 White Chip: The hero who finally finds the name of the Labyrinth Mine.

Chapter Two: Into the Maze

It's pretty straightforward at this point. All signs point to the Labyrinth Mine. In any case, the characters should now be ready to proceed out into the Maze...

Please Have Your Boarding Passes Ready

As Dexter mentioned in the initial briefing, the Rangers have hired a boat to take the group out to the suspected strikes. The boat, a small Maze runner, is waiting for them at the docks.

Their captain is Sheila Mirabella and she's piloting the runner herself. Sheila is a not-unattractive woman in her late 20's or early 30's, who keeps a sawed-off shotgun close at her side. Her only relevant skill for the purposes of this adventure is *drivin': maze runner* and she has it at 6d10.

When the party arrives, she notes:

"So you're the folks I've been hired to take into the Maze. Well, I've been paid up front so it's your funeral. Just keep in mind what I've told your boss. I've been hired as a pilot, not a gunfighter. You can damn well bet I'll protect my boat, but that's as far as I go. I ain't being paid to stick around for a fight.

"Nobody else touches the wheel of my boat. That's non-negotiable, and none of you are better skippers than me anyway. If I spot a hazard, I've got final say on whether we go through or around. High seas or in the Maze, the captain's got the last word aboard her boat. You don't like that, I'll be glad to drop you off and you can keep on swimmin'.

"If I need to drop you off somewhere, I'll be nearby and you can signal for a pickup when you're done . . . if you survive. If I don't hear from you in four hours, I'm out of there anyway. I don't go in with you, wherever it is you're going. I'm transport, plain and simple. I'm being paid by the day plus expenses, and the contract's open-ended, so take as much time as you want. Nighttime don't bother me: hey, you've hired the best. I'll pilot you 18 hours out of 24. For what I'm making here, I'll lose a little sleep.

"Okay, with all that out of the way, where you headin' for?"

Mirabella knows the Maze near Gomorra like the back of her hand. She can get the party to the Labyrinth in four hours.

If the group somehow ended up going to the courthouse, and they have Dougherty's strike narrowed down to two or three locations, Sheila sighs wearily.

"Looks like my bill will be going up for you folks. Yeah, it's about four hours to each site, from here or from one of the other sites. Hope you weren't in a hurry. Where do you want to head first?"

If the characters head for the Bottleneck or the Muddy Brown (the other two strikes found at the Dispatch Office, see above), no problem. It's four hours to each strike, and a half hour to determine that the mines have been abandoned and no one has taken up residence.

If Dustin Halloway (or anyone else) is so inclined to make a seduction attempt on Mirabella, it's an Incredible (11) *persuasion* roll (Purty giving men the normal bonus). She is not particularly interested in a relationship with anyone though, and at least two raises (i.e., a roll of 21) are necessary to get her to even notice the hero's advances.

Into the Mist

Halfway (two hours) to the Labyrinth Mine, a heavy fog sets in for about an hour. Sheila travels at half pace because she can only see about 10 yards. The group can persuade Sheila to go to regular speed with a Hard (9) *persuasion* roll. Feel free to play up the danger of careening through tight canyons with the pilot barely able to see her hand in front of her face. However, the fog is otherwise harmless.

Losing an hour or so of travel time doesn't impact the party's ability to stop Lang Kung, but the posse doesn't know that . . .

A Warning from Fate

An hour away from the Labyrinth Mine, a shot rings out. A Fair (5) *Cognition* roll determines that it's a heavy-caliber round, probably a buffalo rifle. Sheila pulls her boat to a halt.

A voice calls out from above. Its source is hard to make out as at this point in the Maze the canyon walls are particularly high.

"Greetings, ladies and gentlemen! A pleasant good day (or good evening) to you all. I am Big Jake, although I don't believe dat I've had the pleasure of most of your company before. Sheila, is dat you?"

"In any case, welcome to Fate's Warning. Myself and my friend Scooter have set up a little checkpoint here. One can't have just anyone passing in and out of Gomorra these days. And so, we have established ourselves as a citizens council as it were, to separate ze chaff from the weeds. Or something like dat. I'm a dockworker, not a farmer.

"So if you folks would be so kind as to drop your toll into the basket we will be dropping your way? Danks, and have a nice day!"

Big Jake is doing the talking here. The PCs know him and his partner Scooter as the men in charge of the Gomorra docks before their destruction.

Mirabella knows Big Jake well, and is *not* happy at his new occupation. She curses up a blue streak, but otherwise coughs up her \$5. She's making enough money on this expedition – she can afford it. She does not, however, cover the characters' expenses – they're on their own for this one.

Haggling

The characters can try to negotiate with Big Jake. This is an opposed *persuasion* vs. *scrutinize* roll. Big Jake's *scrutinize* is 4d8 and the characters need at least one raise. Big Jake can be talked down to half price (\$2.50) if the group is somewhat reasonable and perhaps claim they are on "official business". If they try to *overawe* him, forget it. He has the high ground and takes his new "job" quite seriously.

Whatever the settled upon price, a small basket will be lowered on a rope. Once the money is lifted back up, Big Jake will count it and then cheerfully let the characters go on their way.

We Ain't Payin'!

It's possible the heroes refuse to pay the toll. All things considered, it's really just a different type of highway (or waterway) robbery.

Sheila insists on the group paying the fee: she has no desire to endanger her boat or find out what Big Jake and Scooter can dump on them from above. She does not move the Maze runner until they pay.

She is immune to *persuasion* and *overawe* on this matter. The characters could shoot or otherwise incapacitate her, but they lack the necessary skills to pilot the boat. If they free her later after they have bypassed this obstacle she will refuse to further aid them, even under threat of death.

If the characters really don't have enough money to cover the bill (perhaps they lost it all to Mr. Bones last chapter?), Sheila reluctantly covers their costs, and add it on to her tab to Dexter.

Potshots

Should they insist and start a gunfight here, Scooter takes a shot with his modified Remington 1871 (6d10 damage). He's got a card up his sleeve, just waiting for trouble, so he fires first. Scooter has 5d10 *shootin'* rifle, so he's probably going to make somebody *real* unhappy if he does fire!

As soon as he fires, the two pull back from the edge of the cliff; the posse can't get a shot on them. A round or two later, lit dynamite begins raining over the side! At first, none comes close enough to endanger the boat or heroes, but if the bull-headed bunch sticks around, the two *do* zero in!

One Question...

If they pay the "toll," the posse finds Big Jake to be remarkably polite about the whole affair. Assuming that's the case, if the characters ask him about the Labyrinth mine, Big Jake will say the following:

"The Labyrinth? Sure, it's an hour past here. We don't ask what folks are doing as a rule of thumb. Free enterprise and all dat. Still, there haven't been too many folks headin' that way. Of course, we only see the traffic comin' from Gomorra to there and vice versa. If someone were coming from outside the Valley and never went into town, why then we'd never see dem.

"Maze Rats? Chinamen? Nope, haven't seen any of them go through since we set up here a few weeks ago either. Seems like Sim's boys have been layin' low these last few months."

1 White Chip: The hero who persuades Big Jake to give them a discount.

1 White Chip: The cowpoke who thinks to ask Big Jake about the Labyrinth.

Chapter Three: Cavern O' Doom

Finally, Sheila shuts down the engines, turns around from the wheel and informs the posse:

"The Labyrinth's about a quarter mile up ahead. This is about as close as we can get with the engines running. I can pull from upstream and try to ride the current down from here. It's kinda tricky though, and I wouldn't recommend it.

"Alternately, you folks can just hoof it from here. I've been through here enough that I can tell you there's a path along this part of the canyon walls. Not much of a path, but you folks look like big stronger climbin' types. I've got a signal rocket for when you need to signal me to pick you up. Remember that four hour limit I mentioned earlier.

"Or I can go in with the engines running. That's up to you folks. I kinda had the idea this was a covert type of mission, but I guess it's your call.

"So what's it going to be?"

Upstream

It takes two hours for Sheila to bring her ship upstream of the Labyrinth and come in on the current. She doesn't have any trouble actually doing this, but the posse doesn't need to it.

If the heroes somehow managed to lose Sheila as a pilot, the TN to pull this maneuver off is Hard (9).

Since none of the characters in the group have *drivin'*, this could be difficult . . . If they end up taking the wheel and failing the roll, they beach the ship on a sandy cove just upstream of the Labyrinth, ripping out a few good-sized chunks of the hull in the process!

The Direct Route

The characters can have Sheila go in with engines running. This indeed alerts Lang Kung's guards and he has a bit more set up in the way of preparations for the party when they arrive. However, when they reach the Labyrinth's mouth, the PCs will see nothing to suggest they were detected.

Overland

There is a narrow, twisting path about 10-20' above the waterline which can be traveled single-file. It takes about a half-hour to traverse. Taking the "land" route ensures that the group gets to the Labyrinth with at least some chance of remaining undetected.

Sharks patrol the waters underneath with disturbing frequency. Each party member has to make two Fair (5) *climbin'* rolls to negotiate the path. If they fail, they or someone else can make a Onerous (7) *Nimbleness* roll to try to grab them and keep them from falling into the water. Encourage the characters to spend chips as necessary.

If a cowpoke falls into the water, that's basically it for them. There are far too many sharks in the water to have a reasonable chance to defeat enough of them to rescue their fallen comrade before one of the creatures takes a bite out of poor sod.

It's Awful Quiet Around Here...

The lack of other creatures that would typically be present, such as Maze Dragons, may draw attention. If so, have the person commenting make an Onerous (7) *academia: occult* roll. Success determines that, yes, such creatures would normally be present. Especially since rumor had it the huge creatures had nested in the area!

Although the characters have no way to determine why these creatures are missing, the reason for the absence of such creatures is Lang Kung's black magic.

1 White Chip: Any hero who rescues a comrade falling from the cliff.

1 White Chip: The first hero noting the lack of other indigenous Maze creatures.

Breaking and Entering—and Breaking

Describe the following to the PCs when they arrive.

The platform that leads into the Labyrinth Mine extends 20' up out of the water on wooden support

posts. The entrance itself appears unlit. There is a narrow path leading from downstream up to the platform (the passage the party took if they walked). There are no signs of illumination or activity up above, and by all visible signs the place appears to be abandoned.

Of course, looks can be deceiving...

By the way, if you're using *Boomtowns*, the **Mine Entrance** map is perfect for this scene.

An Onerous (7) *search* roll detects signs of recent activity. The wood of the support piers looks recently scratched, as if a boat had anchored at the pier.

A raise on this roll lets the hero see the shadowy figures of two guards just inside the mouth of the Labyrinth, assuming they approached silently, either by land or sea.

If they came up with engines running, the guards have already heard the posse and retreated back into the caverns to warn Lang Kung.

Snoopin' Around

The group may try to sneak up on the thugs. They are not the most attentive folks in the world, and only have a *search* of 1d6. They are active and keeping a lookout. Unfortunately, neither the rocky trail nor the creaky peer is well suited to stealth. The heroes receive a -2 penalty to all *sneak* rolls as they creep up on the mine entrance.

Make the *search* roll for each guard, and the *sneak* roll for each PC who tries to sneak up on them. If the guards detect any one person approaching, the group's sneak attempt is pretty much blown for everyone. Clever parties should only send their sneakiest characters and/or best fighters to ambush the guards. If the PCs succeed in sneaking up on the guards, they get a free attack each. If the guards are stunned, knocked unconscious, or just outright killed, within two rounds, they drop without having a chance to yell a warning.

If the PCs fail to sneak or the guards get off a warning, there are no immediate signs of activity from within the Labyrinth. The guards can be defeated at leisure by the group. Lang Kung has no desire to send more men up there, and contents himself with preparing an ambush in the cavern below.

1 White Chip: The hero who detects the guards first.

1 Red Chip: Sneaking up on the guards and defeating them without raising warning (each hero who participates).

Here There Be Dragons!

This is it: the big throwdown. Lang Kung, his men, and some...other resources are in the cavern here.

The main factor here is whether the group managed to achieve surprise according to the various factors above.

A.) If they approached the Labyrinth under power: Lang Kung automatically detects them. He has recalled the two guards at the entrance to bolster his forces within the cavern, and prepared the baby dragons for immediate release.

B.) If the group approached the Labyrinth and failed to dispatch the guards silently: Lang Kung is warned and prepared the baby dragons for immediate release. He has two less thugs.

C.) If the group defeated the guards and maintained the element of surprise: Lang Kung has his remaining men close about, but needs time to release the baby dragons and may be thwarted.

Into the Depths

There's a reason they call it the "Labyrinth" Mine. The mouth of the mine leads into a confusing series of narrow twists and turns. There does not seem to be one main shaft.

A cowpoke making a Fair (5) *trackin'* roll detects the presence of many footprints that follow one central tunnel. If the PCs all fail this roll, the posse eventually finds the main cavern, but lose the element of surprise (see **B**, above).

The heroes eventually see the dim flicker of torchlight ahead. The tunnel they're in seems to open up into a larger chamber of some sort, although the angles of the tunnel make it difficult to see into the cavern unless the posse approaches closer.

The PCs must make one final *sneak* roll if they still have the element of surprise. Everyone in the posse that is present (which should be everyone) must make the roll. Count only the lowest roll.

This roll is opposed by a *search* roll of 1d6 by three henchmen in the chamber (Kung is too busy to devote his time to this if the party has the element of surprise). If the group fails this *sneak* roll, then no one in the chamber has a chance of being surprised and combat will start normally.

If the posse succeeds with this *sneak* attempt, then they have a chance to surprise Lang Kung and his footsoldiers (see below).

Dragon's Lair

Fear Level 3

When the party reaches the entrance to the chamber, describe the following:

A huge limestone chamber, at least sixty feet on a side, looms before you from your ground-level position. Torches posted here and there provide an eerie light to

the chamber. An underground stream flows through the east side of the chamber from north to south before burrowing its way into the rock wall.

There are approximately a dozen Chinese men and women working with a series of large crates there, dragging them from spot to spot, splashing water into them, occasionally shifting them from one spot in the river to another. A few are even holding torches up to them occasionally, as if warming whatever lies within the crates.

From your vantage point about halfway in the south wall of the chamber, you can't quite make out what is in the crates. White rocks of some sort, apparently.

The only distinctive individual you can spot is an elderly man dressed in ornate mandarin-style robes. He is bald, with a fringe of white hair.

A map of this area can be seen in **Maps and Handouts**. If the party still has the element of surprise:

He is stalking from crate to crate, apparently giving instructions in a language (Chinese, although no one in the party speaks it) to the men working with the crates.

If the party has lost the element of surprise along the way:

As you reach the mouth of the tunnel, the elderly man looks up. "I am Lang Kung, and I bid you greetings," he cackles. "I see that you have found the Lair of the Dragonspawn. Look upon a sight that few Westerns have had the privilege of witnessing...and one that you will only enjoy for a short period of time."

Shootout!

If the characters still have the element of surprise, they can attack at this point. Don't bother with *Cognition* rolls.

Lang Kung avoids surprise no matter what the situation. If he's forewarned of the posse's approach, he has already cast both *dark protection* and *cloak o' evil*; otherwise, he spends his first actions doing so.

Although there are about 12-15 workers in the room, only one per posse member is brave enough to make a stand, the rest slink off into the Labyrinth on their first action. Furthermore, subtract two from the number of fighting thugs if the posse took out the guards at the mine entrance. Half are surprised and lose their action this round, but recover from surprise next round.

The non-surprised thugs (if any) get one card each. Roll *Quickness* as normal for Kung, Chester, and the Dragonspawn—or simply assign Kung three cards and

Chester and the Dragonspawn two apiece. Simplified combat rules should be used for the thugs. The dragonspawn. Kung and Chester should take damage normally per hit location.

Finally, both Chester and the Dragonspawn cause *guts* checks. To avoid tying up too much time, it might be a good idea to have only the characters who are attempting to affect or attack either make the *guts* roll rather than the entire group.

Chester Who?

Oh, did we mention Chester Nero? Have him make a *Quickness* check for initiative. However, he puts the first card up his sleeve and emerges from beneath the water at the proper dramatic time:

As you begin the battle, a hideous figure emerges from the water downstream of the crates. He is a bedraggled, waterlogged figure that looks as if he went to the ocean bottom years ago. He is dressed in a mockery of a sailor's uniform, and unsteadily wields a harpoon.

Any player may make an Onerous (7) *area knowledge: Gomorra* roll to recognize this figure as Chester Nero, a Harrowed Maze Rat employed by Kang. No *guts* check is required against him. Knowledge that it takes a head shot to put down a Harrowed dude is pretty common, so no one needs to make a roll to figure this out either.

After this dramatic entrance, Chester tries to move to hand-to-hand combat and use his *charnel breath* power if the party uses ranged weaponry. Otherwise, he stays close to Lang Kung and guard him.

Important note: Chester should *not* be permanently destroyed in this adventure. If he takes enough damage to maim a limb or chest, have him fall back into the river where he is swept downstream and into the Maze. He shows up again in Pinnacle's published adventure, *Rain o' Terror*, so we can't have him dying here—again!

What in Tarnation is That Thing?

Kung's first action if the posse had the element of surprise entering the chamber is to free the single dragonspawn that is ready to hatching. He cannot take this action if he is stunned.

If the group lost the element of surprise, then Kung will automatically free the dragonspawn upon completing his speech above.

If Kung manages to free the dragonspawn, describe the following:

A large, slightly larger than man-sized serpent rises from the open crate—on what appear to be powerful, membranous wings. Its purplish-hued, but almost iridescent scales are unlike those of any creature

you've ever seen before, but it reminds you of...a baby Maze dragon!

The old man mutters some words in a language you can't understand—probably Chinese—and makes a few hand motions. However, there is no mistaking its intent as the creature bares its huge fangs and soars across the chamber towards you.

After releasing the dragonspawn, Kung will use his *Bolts O' Doom* pretty freely. He does not release a second crate of dragonspawn, since no others are ready to hatch.

The dragonspawn simply attacks the nearest (or toughest, in your judgment, Marshal) hero. The henchmen have guns as well as hand-to-hand weapons and use whichever seems most appropriate (and easiest for you, Marshal!).

Neither Kung, Chester, nor the dragonspawn attempt to flee. If the posse slays Kung, the remaining thugs make a break for it at the first opportunity.

Bounty

An important note here: these chips should be awarded as the events that earn them are accomplished. Since this is a demo adventure and the big climax, they're sure not going to help the characters if you award them after the encounter is over. So if someone drops Chester Nero, give him or her the red chip *right away*.

1 White Chip: Destroying the dragonspawn (all heroes).

1 Red Chip: The hero who “drops” Chester.

1 Red Chip: The hero(es) who put(s) down Kung.

1 Blue Chip: Defeating the encounter.

The Black Hats

There are a lot of folks to keep the heroes jumping, but most of them aren't packing shootin' irons. If the posse keeps its wits and opens up with a hail of lead quickly, it can even the odds fast!

Lang Kung

This agent of Lord Kang is a powerful Black Magic sorcerer. He is loyal to his lord and master, and seeks only to extend Kang's holdings. He considers himself honored to have been chosen by his master to fulfill this particular plan for Gomorra's future.

Lang's black magic has a very Oriental sorcery-like appearance. Think *Big Trouble in Little China*.

Corporeal: D:2d10, N:1d10, S:2d6, Q:3d10, V:3d8
Lockpickin' 1d10, shootin': pistol 2d10, sleight o' hand 2d10, throwin': bolts o' doom 3d10, dodge 310, fightin': brawlin' 3d10, sneak 1d10

Mental: C:3d8, K:2d10, M:2d8, Sm:2d8, Sp: 3d10

Scrutinize 2d8, academia: occult, dragon mythology 5d10, language: English, Chinese 2d10, animal handlin' 4d8, leadership 2d8, overawe 2d8, bluff 2d8, streetwise 1d8, faith 3d10, guts 3d10

Pace: 10

Size: 6

Wind: 18

Edges: Friends in high places 3 (Kang), Renown 1 (among the Chinese community, as a powerful black magic sorcerer)

Hindrances: Big britches 3, ferner 3, hankerin' 1 (opium), loyal 3 (to Kang), obligation 3 (complete the Dragonspawn project)

Special Abilities:

Black Magic: *Bolts o' Doom* 2 (4d8 damage, range 5; trapping: crackling green energy), *Cloak o' Evil* 3 (-4 to be hit; trapping: distortion), *Dark Protection* 2 (2 level of armor; trapping: energy field that lights with crackling energy when he's struck), *Pact* 5 (1 week duration), *Spook* 1 (guts -2, 1 Wind; trappings: glowing red eyes, menacing, near skeletal appearance)

Gear: knife (STR+1d4 damage, Speed 1, DB +1), .36 navy pistol (Shots 6, Speed 2, ROF 1, Damage 2d6, Range 10)

Chester Nero

This undead servant of the Kang and the Maze Rats has been in Gomorra since his master first took an interest in the town. When most of the other Rats were recalled to Shan Fan, Chester stayed behind because . . . well, there wasn't much he could do there, and he couldn't really be held responsible for the Rats' perceived failure in Gomorra. Years of exposure to seawater have left Chester's brain in pretty bad shape. In fact, it is often hard to tell the difference between him and the typical Walkin' Dead. He still makes a loyal, if incredibly stupid bodyguard, however.

Corporeal: D:1d6, N:2d8, S: 3d8, Q:2d10, V:2d8

Climbin': 2d8, dodge: 3d8, fightin': brawlin', spear 4d8, shootin': shotgun 4d6, sneak 4d8, swimmin' 4d8, throwin': balanced 4d6

Mental: C:2d8, K:1d6, M:1d6, Sm:1d6, Sp:2d6

Guts 2d8, overawe 4d6, trade: seamanship 3d6

Edges: none

Hindrances: Habit -3 (picks open sores), outlaw -3, ugly as sin -1

Pace: 8

Size: 7

Wind: 14

Terror: 9

Special Abilities:

Harrowed Hindrances: Degeneration -3, unnatural appetite -3 (live fish)

Harrowed Powers: Charnel breath 3, silent as a corpse 4

Immunity: Because of the goo-like consistency of his flesh, most guns and piercing weapons only do half damage. Shotguns do full damage and alcohol splashed on him does 2d10 damage. The damage continues each round, lowering a die type until reduced below 2d4, at which point it ends.

Stench: Any human within 10' of Chester must make an Onerous (7) *Vigor* roll to avoid being sickened by the odor. Those who fail suffer 1d6 Wind and are at -2 for the rest of the encounter.

Gear: Harpoon (spear)

Lang Kung's Thugs

Corporeal: D:2d6, N:2d8, S:2d8, Q:2d8, V: 2d6

Fightin': brawlin' 3d8, shootin': pistol, rifle & shotgun 2d6, sneak 2d6

Mental: C:2d6, K:1d6, M:1d10, Sm:1d4, Sp:1d6

Search 1d6, area knowledge: Shan Fan, Gomorra 2d6, bluff 2d4, gamblin' 3d4, guts 2d6, language: Cantonese 2d6, ridicule 2d10, streetwise 4d4

Pace: 8

Size: 6

Wind: 12 (*Hits* 30)

Gear: Hatchets (STR+2d6, Speed 1, no defensive bonus), .36 navy pistol (Shots 6, Speed 2, ROF 1, Damage 2d6, Range 10), and their bare hands.

Dragonspawn

This creature is the first generation of creatures bred from the mystic eggs Lord Kang has supplied. It is a ferocious hunter/carnivore, and can grow to considerable size within weeks. Imagine a wiry flying dragon and you have a good idea of how to handle it.

Corporeal: D:2d6, N:2d10, S:3d10, Q:3d8, V:3d10

Fightin': brawlin' 2d10

Mental: C:2d10, K:1d4, M:1d8, Sm:1d6, Sp:1d4

Pace: 10 (flying)

Size: 7

Wind: --

Terror: 7 (10 with Fear Level)

Special Abilities:

Teeth: Str+1d6

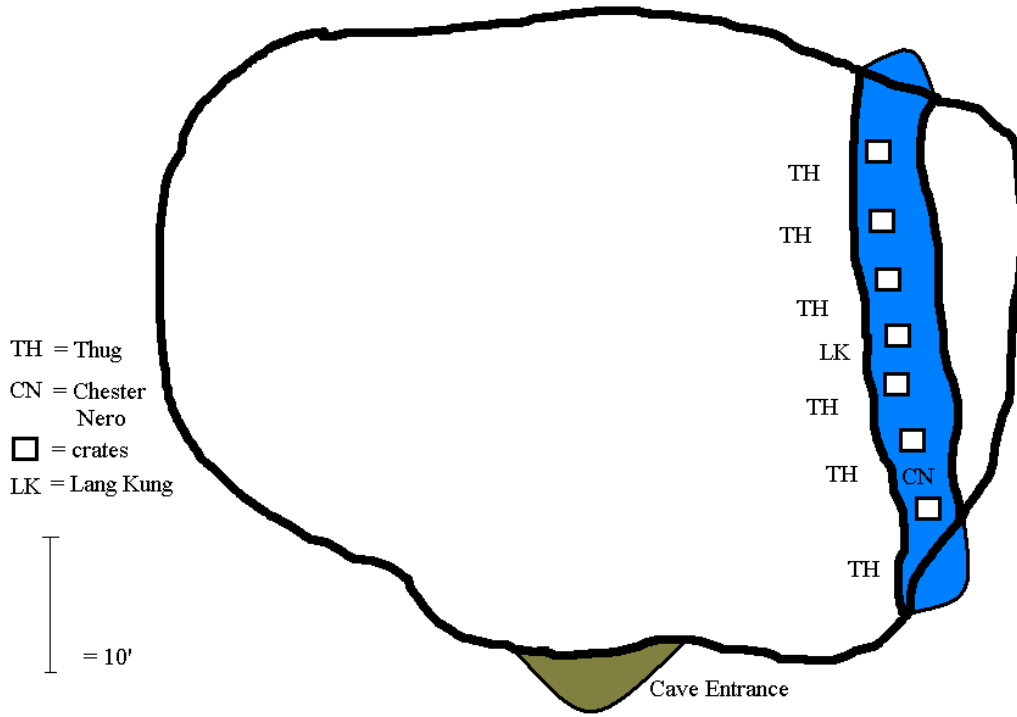
Aftermath

Destroy the eggs! This can be done without risk, as the only dragonspawn close to hatching were in the crate that Kung freed. Okay, maybe the Rangers want to save an egg or two to take back and study. Give the person who thinks of it a white chip and pat him on the head. There is very little else of interest in the cavern. A quick investigation reveals a variety of passageways leading out of the cavern. Attempting to pursue any of the retreating thugs is likely to be a long and arduous

process—which, no doubt, their hired boat captain *won't* wait for!
Once the showdown is finished, the group can signal for Mirabella if necessary and depart.

The End

Maps & Handouts



Camille Sinclair

Corporeal:

Deftness:2d6

Lockpickin' 3d6, shootin': pistol 2d6

Nimbleness:3d8

Climbin' 1d8, dodge 2d8, sneak 2d8

Quickness:3d8

Quick draw 2d8

Strength:1d6

Vigor:1d6

Mental:

Cognition:4d10

Scrutinize 4d10, search 3d10

Knowledge:3d6

Academia: occult 3d6, area knowledge: Gomorra 2d6, language: English 2d6

Mien:3d10

Persuasion 4d10

Smarts:2d10

Bluff 2d10, gamblin' 2d10, ridicule 2d10, streetwise 3d10

Spirit:4d8

Guts 3d8

Edges: *Friends in high places 3 (Texas Rangers), light sleeper 1, purty 1, "the voice" (soothing) 1*

Hindrances: *Curious -3, loyal -3 (Texas Rangers)*

Pace: 8

Size: 6

Wind: 14

Gear: A .44 derringer, 20 shells, \$75, a closet of stylish clothes.

When the Rangers wants to deal with something direct, they send Dexter Simpson or Rex Handlen. When they want subtlety, they send Camille Sinclair. The slight, attractive brunette entered Gomorra as a dance hall girl and has quickly gained popularity among the saloons on the west side.



What You Know About the Others:

Bobo Leveux: The Texas Rangers' resident hucksters, sorcerer, and voodoo priest. He doesn't play much cards, unlike your typical card sharp, but he gets around a lot and you've been able to use that as cover to send messages to the Rangers from time to time.

Dustin Halloway: A young stud who thinks he has a way with the ladies and is good with cards. He's not as good as he thinks, as far as you're concerned.

James Hastings: One of the most reliable of the Rangers, after Dexter Simpson. He's a good man to have in a fight, and a good leader.

Rex Handlen: Big dumb, and...well, maybe "stupid" isn't the word. He's awfully one-minded, though, and almost too good to be true. He never breaks his word, and always goes for an up-front gunfight when he can.

Father Terrance: This man of the cloth has never cottoned much to your "sinful" occupation, even if it's just a cover. Still, you both work for the Rangers, and he realizes you've got a job to do. You're not too fond of your current "assignment" yourself, but anything (almost) for the Confederacy.

Bobo Leveux

Corporeal:

Deftness:2d8

Filchin' 3d8, shootin': pistol 2d8, sleight o' hand 4d8,

Nimbleness:3d8

Climbin' 1d8, dodge 2d8, sneak 3d8, swimmin' 2d8

Quickness:3d10

Strength:1d6

Vigor:2d6

Mental:

Cognition:4d10

Search 3d10

Knowledge:1d8

Academia: occult 4d8, language: French 2d8, medicine: general 2d8

Mien:4d8

Tale-tellin' 2d8

Smarts:3d12

Streetwise 5d12

Spirit:2d8

Guts 3d8

Edges: *Arcane background 3 (huckster), law man 5 (Texas Ranger), old hand*

Hindrances: *Enemy -5 (Bayou Vermillion)*

Pace: 8

Size: 6

Wind: 14

Special Abilities:

Hexslingin' 5

Huckster hexes: *Diversion, helpin' hand, hunch, missed me!, phantom fingers, quicksand, soul blast.*

Gear: A deck of cards, a .44 derringer, 20 rounds, a stovepipe hat and a bag of animal bones, \$25.

Bobo spent several years dodging Baron LaCroix's red sect who wanted to forcibly recruit him to their master's cause. Bobo knew he was vulnerable as long as he remained alone, so he volunteered his services to the Rangers, who were happy to take him in.

He arrived in Gomorra with his partner Zeke Beauchamp and immediately saw Nicodemus Whateley as an adversary worthy of him. Bobo may be the only one strong enough to take on the prodigal Nic. Unfortunately, his partner Zeke was killed during one of the Rangers' battles with the Whateleys. Since that time Bobo has preferred to work along whenever possible.



What You Know About the Others:

Camille Sinclair: Dis little lady is the Rangers' undercover operative in Gomorra. As a dance hall girl she works getting' info when de Rangers need a subtle way to find out stuff. You and she haven't been workin' much in de field.

Dustin Halloway: Dis young buck be tinkin' quite a bit of himself. He's bein' a better cardplayer then you, but that ain't sayin' much. You be supposin' dat if de Rangers need some extra firepower, he be as good as any. And not much of a loss if he be dyin' in de process.

James Hastings: One of de most reliable of de Rangers, after boss man Dexter Simpson. You'd be trustin' him with your life, if it came to that.

Rex Handlen: Big dumb, and...well, maybe "stupid" isn't the word. He's kinda one-minded, though, and a bit too honorable for your tastes. Still, he's a good shootist and at least you know you can be trustin' him.

Father Terrance: Dis man of the cloth has never cottoned much be likin' your "sinful" occupation and you claimin' to be practicin' a religion other then Christianity. Still, you be doin' your job and he be doin' his, so you could be sayin' the two of you have a compromise, bein' under orders and all to work together.

Dustin Halloway

Corporeal:

Deftness:2d10

Shootin': pistol, rifle 5d10, speed load 3d10

Nimbleness:2d8

Climbin' 2d8, dodge 2d8, fightin': brawlin' 2d8, horse ridin' 2d8, swimmin' 1d8

Quickness:3d12

Quick draw: pistol 4d12

Strength:2d6

Vigor:2d8

Mental:

Cognition:2d8

Search 1d8, scrutinize 2d8

Knowledge:1d6

Language: English 2d6, area knowledge: Gomorra 2d6

Mien:1d10

Overawe 3d10

Smarts:2d6

Gamblin' 1d6, ridicule 1d6

Spirit:2d8

Guts 4d8

Edges: *Keen 3, renown 1 (among gunslingers), "the stare" 1, two-fisted 3, "the voice" (threatening) 1*

Hindrances: *Big Britches 3, enemy -1 (other gunslingers), illiterate 3, outlaw 1 (minor reputation—for shooting folks)*

Pace: 8

Size: 6

Wind: 16

Gear: .44-40 Winchester .73 (with 15 shells), a pair of .45 Peacemakers (with a total of 36 bullets), knife, \$25

Dustin is a young man who found himself with a talent for the quick draw at an early age. Leaving home, he quickly parleyed his skills into a career as a hired gun.

Gomorra's reputation has drawn Dustin to Gomorra, where he has offered his services to the highest bidder. Both to keep him close, and because of his talents with a gun, the Rangers have hired him on for their new "mission."

What You Know About the Others:

Camille Sinclair: Quite the attractive young miss, and you've seen her around town in various saloons and gambling halls you've taken up at. She's one of the few who have withstood your charms, although you can't understand why. Still, maybe this'll be the chance to impress her.



Bobo Leveux: This little runt is an odd one, always waving a rattle in one hand and a deck of cards in the other. You can't imagine anyone would actually pretend to be consorting with the devil, so he must have some real magical powers of some sort. You'll just have to wait and see.

James Hastings: According to Dexter Simpson, the one who hired you, he's the guy in charge of this little posse. You've never crossed guns with him before, so you've no idea if he's good enough for you to take orders from or not. Guess you'll just have to see.

Rex Handlen: What an oaf! Big, strong, and stupid. Some kind of lawman down South before he moved up here, you figure. At least he's honorable enough that you don't expect he'll try to shoot you in the back or anything.

Father Terrance: You've never had much time for the Good Book or the preachers who go on about it. This guy's more of a bookworm than some brimstone & fire preacher, though, so you suppose you can stand him. He don't look like he thinks you're going to dress up in your Sunday best and come down for a service, so you should get along just fine.

James Hastings

Corporeal:

Deftness:3d10

Shootin': pistol, rifle 4d10, speed load 2d10

Nimbleness:2d8

Climbin' 2d8, fightin': knife 4d8, horse ridin' 2d8, sneak 2d8

Quickness:4d6

Quick draw/pistol 2d6

Strength:3d8

Vigor:3d8

Mental:

Cognition:3d8

Search 1d8, trackin' 2d8

Knowledge:1d8

Language: English 2d8, area knowledge: Gomorra 2d8

Mien:2d10

Leadership 4d10, overawe 2d10

Smarts:3d8

Bluff 2d8, streetwise 2d8, survival: Great Maze 2d8

Spirit:3d8

Guts 3d8

Edges: *Brave 2, thick-skinned 3, tough as nails 2*

Hindrances: *Ailin': minor 1, hankerin' 1 (smokes cigarillos), heroic 3, night terrors 5*

Pace: 8

Size: 6

Wind: 20

Gear: .44-40 Winchester '73 (with 15 shells), .45 Peacemakers (with a total of 24 bullets), \$150

James Hastings was born in America to a family of Southern slaves. However, as a number of young men did, he signed on with the Confederacy in return for the promise of freedom for himself and his family.

Hastings has since risen in the ranks, demonstrating a flair for tracking down the supernatural and finishing it off. The Rangers are unconcerned with the color of his skin.



What You Know About the Others:

Camille Sinclair: She's the Rangers' undercover operative in Gomorra. You haven't worked with her much, usually leaving that to your superiors like Dexter Simpson. She's not much of a fighter, so it's hard to say how good she'll be in a gunfight. But nobody in the Rangers knows more about what's going around town.

Bobo Leveux: The Rangers' resident huckster, he channels demon power through his cards and his voodoo magick to do some weird stuff. He can blast a man's soul at 20 paces, or heal them back to normal. Not the kind of man you'd choose to work with normally, but you're a Ranger and he's a Ranger, so you'll work with him.

Dustin Holloway: This young buck was brought in to supplement the Rangers' firepower on this little assignment. He knows pretty much what's going on so you don't exactly have to keep secrets from him. Still, he's not a Ranger, so he's never going to be someone you trust at your back.

Rex Handlen: On the other hand, you'd trust Rex implicitly. He's a good follower, and reliable as the day is long. He's maybe a bit too trustworthy and honorable for his own good, but maybe that'll balance you out, because you don't trust anyone.

Father Terrance: The Rangers' resident preacher and religious expert. He knows a lot about the occult, can heal a man up right proper, and can do some strange things by channeling the power of the Almighty. Not a gunfighter, but still a good man to have in a fight

Rex Handlen

Corporeal:

Deftness: 1d12

Shootin': pistol, rifle 4d12

Nimbleness: 2d10

Climbin' 1d10, fightin': knife 2d10, horse ridin' 3d10, sneak 1d10

Quickness: 4d10

Quick draw 4d10

Strength: 2d10

Vigor: 2d10

Mental:

Cognition: 3d6

Search 2d6, trackin' 3d6

Knowledge: 2d6

Language: English 2d6, area knowledge: Gomorra 2d6

Mien: 3d8

Leadership 3d8, overawe 3d8

Smarts: 2d6

Survival: desert 2d6

Spirit: 3d8

Guts 4d8

Edges: *Brawny 3, two-fisted 3, purty 1*

Hindrances: *Big Britches 3, habit 1 (twirls his guns), heroic 3, law o' the West 3*

Pace: 10

Size: 7

Wind: 18

Gear: .58 Springfield (with 10 shells), .45 Peacemakers (with a total of 36 bullets), \$50

Rex is a former military man who was transferred over to the Rangers by his superiors when they found he didn't quite have the right temperament for a soldier. He was considered too heroic and noble for normal military duty.

Rex has found the Rangers the perfect place for his particular skills and attitude. His naivete and honorable behavior still tends to get in the way occasionally, but overall he has served with distinction, and his comrades never insult him to his face.



What You Know About the Others:

Camille Sinclair: A mite pretty young lady, forced to remain undercover as a dance hall girl. Doesn't seem right honorable to you that she has to do that kind of thing, or that the Rangers need to have someone who does that kind of thing. Still, it's a harsh old world out there.

Bobo Leveux: He uses some weird powers, some kind of devils' work, to do magic. You can't deny it's useful, but you'd prefer the Rangers didn't need people like him.

Dustin Halloway: This young buck was brought in to supplement the Rangers' firepower on this assignment. He doesn't seem to think much of you, and you don't think much of him. He's got a reputation as a gunslinger on the wrong side of the law, and you wouldn't trust him as far as you could throw him.

James Hastings: A good man to have in a fight, and you'd trust him with your life. He feels the same about you, you're sure. Sometimes he's a little underhanded, but you suppose that not everyone can be as good and outstanding as you.

Father Terrance: A man of the cloth, and one you can respect. He's not one of those preachin' types, but you've seen the power of the Almighty flow through him and heal a man up right proper, or smite down your enemies. He's pretty smart, too, and knows a lot more about all the supernatural stuff you've seen since becoming a Ranger than you ever will.

Father Terrance

Corporeal:

Deftness: 1d6

Nimbleness: 1d8

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

Quickness: 3d6

Strength: 2d8

Vigor: 2d8

Mental:

Cognition: 2d8

Search 1d8

Knowledge: 2d10

Academia: occult 3d10, professional: theology 3d10, language: English 2d10, language: Latin 3d10, area knowledge: Gomorra 2d10

Mien: 2d10

Overawe 3d10, persuasion 2d10

Smarts: 3d8

Spirit: 3d12

Faith 5d12, guts 3d12

Edges: *Arcane background: blessed 3, brave 2, friends in high places 3 (the Church), gift of gab 1, the voice 1 (soothing)*

Hindrances: *Curious 3, heroic 3, loyal 3, oath 3, pacifist 3*

Special Abilities:

Blessed

Miracles: *Protection, holy roller, lay on hands, smite, succor*

Pace: 8

Size: 6

Wind: 20

Gear: Hickory Club, Peacemaker, 50 shells, Bible, Cross

Father Terrance assists the Rangers because he believes there is a greater evil afoot and that the group is fighting the "good fight". His specialty is the study of ancient occult tomes, but he has also been trained as a "combat priest." Both of these make him suitable for service in Gomorra.

Despite his somewhat pacifistic appearance, Terrance is a stout fighter when the need arises. He prefers to provide miraculous support and scholarly insights rather than fight, however.



What You Know About the Others:

Camille Sinclair: A troubled young woman ill-suited to the role that the Rangers have assigned her to. You know that she despises her work as a dance hall girl, but she does her duty for the Rangers and the Confederacy.

Bobo Leveux: The Rangers' resident huckster, he channels devil power through his cards and his voodoo magick to do some weird stuff. He puts it to good use, so you're willing to give him the benefit of the doubt. Still, from time to time you've seen his spells and conjurings backfire, and you're sure that those devils are just waiting to get out and cause some major havoc. Maybe this time will be the time that happens. If they do, you'll have to step in and deal with them.

Dustin Halloway: You're more of a scholar than a preacher, but if ever there was someone in need of a sermon... This young buck is a ladies man and a gambler, and probably hasn't seen a church pew in years, if ever. Still, it's not your job to convert the heathen: your duties in Gomorra don't let you indulge in trying to save the souls of others so directly.

James Hastings: One of the Rangers' top lieutenants, and the leader of your mission. A good man to have in a fight, although sometimes he strays from the straight and narrow when duty requires.

Rex Handlen: Rex has no such problems: he's good and decent and honorable...maybe a bit too much for what the job of being a Ranger demands. Not that he's foolish or dumb enough to stand up and announce his presence at an ambush. Still, you recognize there's a time when you have to be less than forthright when dealing with the devil's minions: a lesson you're not sure Rex has entirely learned.