

# The Deadman Gang

A Serenity rpg adventure

**Background:** On a small border moon a gang of bandits have had an impressive run over the last couple of years and despite a concerted effort by local law enforcement they have yet to be captured. Even identifying the bandits has proven impossible as the entire gang have, from the beginning, sported newtech zombie masks on every criminal job, hence their moniker.

In the last day or so however Thomas Jacobs, the young son of a local farmer, was excited to discover a small series of caves while squirrel hunting off his family's land. Exploring the cave he found it showed signs of having been inhabited recently and for some time now. The discovery of several very fancy zombie masks and a handful of bounty notices for the Deadman gang made it clear just whose hideout he'd stumbled upon. Unfortunately he was unable to escape before the Deadman gang returned and he was forced to hide in the deepest section of the cave while his beloved hunting dog, Red, became sport for the sadistic brutes. He did, however, discover a back entrance to the caves which the gang themselves weren't likely privy to and made his way home.

After finally getting the whole story from his near-hysterical son, Mr. Jacobs wasted no time hauling his boy into town to repeat the story for the sheriff. The sheriff, however, has been laid up for a couple of days now with a busted leg (having fallen from the roof of his house while repairing shingles). The sheriff now feels compelled to move quickly and capture the gang while they're still unaware their hideout has been discovered. Under normal circumstances this would mean waving the local federal marshals and informing them, then waiting an agonizing couple of days for them to maybe get around to it. He could, of course, contact one of the neighboring sheriffs but he considers letting anyone else in on the discovery too risky considering the gang's wholly frustrating success in evading the law to date. No, the sheriff wants to act now and bring those boys in before their standard run of luck intervenes.

**Hooking the PC's:** The Deadman gang has a substantial bounty on their heads, dead or alive. Amazingly, this bounty is roughly equivalent with whatever the GM feels will entice the PCs to seek it. Unfortunately, the sheriff insists that the presence of a hidden back entrance to the cave as well as the gang's unawareness that they've been discovered mean that the PCs should be able to bring them in alive. He's withholding the bounty if they're brought in all corpsified. Beyond that, though, he doesn't care what condition they're in.

## Synopsis:

Opening Scene: The PC's are on hand to witness an altercation between two suitors to the affections of local young lady. Tensions escalate until violence breaks out and one of the young men is dead. The PC's have the option of intervening and earning the local sheriff's consideration, which leads to him offering them a job.

Act I: The sheriff, currently recovering from a broken leg, asks if they're interested in collecting on a bounty. If so he escorts them into his office and relates to them the story that he heard from young Thomas Jacobs, then shows them the bounty bulletin on the Deadman gang. However, he stubbornly refuses to turn over the bounty if the gang is brought in dead, citing that the hidden back entrance should allow the PCs enough of an edge that capturing them alive shouldn't be all that difficult and definitely worth the bounty. The PC's then ride out for the Jacobs farm, locate the hidden cave and the back entrance, catch the gang unawares and capture them with little difficulty.

Act II: The PC's escort the captured gang back to town (with the possibility of a little brawling on the way) and turn them over to the local sheriff. Once they've received the script for the bounty they find they have to hang around a little longer before it's transferred to their account.

While they wait they come to the attention of the Bible-Thumpin' Bandit, the leader of the

Deadman Gang, who's interested in knowing who these folks are that have skunked his plans. The PC's must then deal with the frame up he sets up to discredit them.

Act III: Having successfully defended their honor and staved off any charges of criminal behavior the PC's have a slight chance of uncovering a suggestion that the Bible-Thumpin' Bandit may have been involved. Regardless another opportunity to score some quick cash is offered them by the Bible-Thumpin' Bandit that conveniently puts them out of the sight while he contrives to spring his gang from the local jail.

Act IV: Once the PC's return to town they find the gang has broken out of jail and is on the run again. The local sheriff has been murdered, the bank robbed and the Bible-Thumpin' Bandit has been kidnapped. The PC's must track the bandits, rescue the Bible-Thumpin' Bandit and unwittingly aid him in slaughtering the only remaining connection between him and the spree of bank robberies...the bandits themselves. In the end the PC's have the opportunity to uncover the Bible-Thumpin' Bandit as the criminal mastermind when they discover where the cash from the bank robbery has been hidden.

## **Opening Scene: Who You Callin' Buhn Dahn ?!**

*If the PCs aren't known in the area or don't have Good Name or some other such Asset, the Opening Scene serves to bring them to the attention of the sheriff so that he can consider them for the job.*

**Hostage Situation:** After the PCs deal with whatever business brought them to the town originally, they come across a situation in the street on the way out. Two young men are having quite a heated confrontation over the attentions of a nearby young lady. This can occur in the street as easily as the local bar, so the PC's shouldn't have any trouble running up on the incident no matter where they go. This is not an especially unusual sight. Until,

that is, one of the young men goes a little too far and openly questions the other's character in public (and, more to the point, in front the young lady in question). Before anyone can respond the lad has drawn iron on his rival and now finds himself in quite a desperate situation.

The young man, of course, simply lost his head and never really intended to shoot anyone but that won't matter in a moment. Whether the PCs intervene and thereby startle the lad or his rival is foolish enough to lunge for the weapon is immaterial. In a moment a sharp crack rings out and the other young man is lying dead...with a bullet in his head. Now the young suitor is truly desperate and even the slightest indication that he'll soon be facing the law causes him to commit yet another act of utter foolishness...he takes a hostage.

The PCs can respond to this situation however they like but you should try to steer things toward some sort of positive outcome. From the sheriff's perspective the PCs will immediately earn his favor just by showing their willingness to intervene. So long as any positive outcome results at all, even if the misguided young man ends up dead without taking his hostage with him, the sheriff will see the PCs as his only option for bringing in the Deadman gang in a timely manner.

### **The NPC's involved:**

The Short-tempered Suitor, Jake Wash  
The Hysterical Young Lady, Sadie Memphis  
The Doomed Suitor, Henry Hawkins

*For all three you can assign arbitrary stats and skill dice or flesh them out from NPC stats right out of the book. Either way, they won't have the spotlight for more than a few moments, so not a lot of fleshing out is required. I recommend the standard "d6 everything" myself.*

The trouble begins as soon as the Jake draws his pistol. At this moment the PC's have an opportunity to intervene so be sure to put them out of range of a quick dash over to smack the kid. Any movement in his direction will startle him anyway and he'll pull the trigger, dropping Henry dead with a lucky shot.

Whether the PC's intervene verbally or not,

Sadie shrieks a bit and Henry then instinctively lunges for the weapon...both together startling Jake enough to fire the deadly shot.

*It isn't absolutely necessary for Henry to die in this altercation, so if the PC's manage to react quickly in a way that doesn't startle Jake and still manage to disarm him before he can fire the fatal shot, that's absolutely fine. The local sheriff will be all the more impressed when he learns of the incident and will still offer them the job. Otherwise Henry is dead, Sadie is hysterical and Jake is desperate enough himself to react badly to the situation.*

If the incident progresses to Henry's death the PC's reaction at this moment is crucial as well. If they're able to move quickly enough they may be able to disarm, grapple or otherwise incapacitate Jake before he can do any more harm. The local folks will all be too stunned at the shooting to react before the PC's or Jake himself.

If Jake is afforded the opportunity to act before being disarmed or incapacitated he makes the knee-jerk reaction one would expect for a young boy foolish enough to get himself into this situation in the first place...he grabs the nearest person (Sadie, as it happens) and takes her hostage.

At this point the PC's shouldn't have significant difficulty dealing with Jake unless they're especially bad at reasoning with people. Jake isn't a complete fool and *can* be reasoned with. He has no desire to harm Sadie at all and will be quite shocked at his own behavior at this point. Although he's desperate to avoid the consequences of his actions he truly does admire the young lady and would rather be taken in for murder than ever actually harm her.

Anything other than a botched Influence roll or a truly foolish response to the situation should result in Jake releasing Sadie after he's had a moment to realize the position he's put himself in. He'll throw down his gun and allow the PC's to take him in hand without further fuss.

By then the sheriff will limp into the area in time to witness the tail end of all this, get the full story from those nearby and formally arrest Jake. Once he's escorted him to the jail he'll return to offer his thanks for their

intervention, assuming they haven't reacted badly to the situation or bungled things in the process. He'll also invite them over to his office to discuss an important matter, promising it will only take a moment.

## **Act I, Scene I: Got a Little Job for Ya'.**

Once the sheriff convinces them to spare him a minute or two he wastes no time dangling the bounty in front of them to get their attention. From there it's a hop, skip and a jump to offering them the job that will award them that bounty.

After meeting with sheriff and taking the job the PCs are expected to head out immediately, delaying no longer than absolutely necessary, and bring those bandits to justice. Again, the clear option is to head out the Jacobs farm, locate the caves and sneak through the back entrance to catch the gang off guard (or even sleeping). The PCs may have other ideas but the adventure will be over shortly if a gunfight breaks out that leaves less than two of the bandits alive. The bandits themselves aren't all the mad dog killers you normally find in a rim-world bandit gang. They are stone cold killers, certainly, but killers with a healthy respect for their own lives and not willing to risk them with a gang of PCs who already have them in their sights.

First they have to get out there, find the cave, sneak in and get the bandits under their guns. The first step of which is going out to the Jacobs farm and convincing Thomas Jacobs to show them the cave. As well as wrangling with Thomas' dad for a cut of the action. Thomas' father, Bill, isn't exactly rolling in credits. Nor is he entirely comfortable with a bunch of strangers (seemingly bounty hunters at that) carting his boy off to the woods looking for a bunch of murdering bank robbers. The only thing that will make him entirely comfortable with that is 10% of the bounty. The PC's will have to haggle with him a bit before he let's his son go with them.

Once they have, Thomas is willing to take them within sight of the back entrance to the

cave but that's all they'll get out of him. Having had to listen to his dog being tormented, eventually killed and (he imagines) probably cooked and eaten by bandits has left him a tad traumatized. He simply isn't willing to go near there again.

Once he's shown the PC's the location, he's off for home and done with the whole thing.

## **Act I, Scene II: Deadman Cave**

Digging around in the bushes a bit quickly reveals the cramped crevice leading into a short crawlspace. Through there roughly twenty feet and the PC's come to a decidedly far too damp and smelly little cave where they can stretch their legs a bit. If they've made any attempt at all to be stealthy up to this point they quickly discover the main cave where the Deadman Gang are all napping obliviously is just above them less than ten feet away. So far the gang has mistakenly assumed this cramped little cave below is a dead end and have been using it to toss refuse. And as a latrine, which explains why the area they're standing in is so uncomfortably damp and smelly.

Getting up to the larger cave above them presents little difficulty and, again, any effort to be stealthy will be rewarded. The PC's soon find themselves standing practically on top of the snoozing Deadman Gang. Waking them and convincing them to surrender is child's play considering not a one of them is wearing a gun at the moment. They're not even wearing much more than their long-johns.

Once disarmed and restrained, escorting them to town will be no problem. If, on the other hand, the PCs weren't smart enough to bring rope with them then you should allow the Deadman gang one (failed) shot at fist-fighting their way loose before they get to town.

Otherwise, unless the PCs are unusually foolish then this scene should be played out as surprisingly easy. The PCs find the gang very agreeable and not at all foolhardy. Barring any very obvious and completely safe opportunities to get away from the PCs, they won't. The PC's bring the Deadman Gang to justice and things actually seem to go smooth

for a change.

**Deadman Masks:** The masks that the Deadman Gang wear and which earned them their moniker are very distinct. They're newtech gear and are top of the line, seemingly lifelike (or death-like, as it may be) when worn. The detailing and high-tech mechanisms built into the masks are unique enough that possession of the masks will present a major bit of physical evidence against the gang when they go to trial. Of course, they won't make it to trial but our PCs don't know that yet. Be sure to make note of the masks to them when they gang is captured so that they nab them to hand them over to the sheriff back in town.

## **Act II, Scene I: Well, that was easy...**

Once they've arrived back at town and turned over the gang to the sheriff he presents them with the promised bounty script from the governor or magistrate, redeemable at the local bank. At the bank they find the script has to be verified but should be approved for deposit directly into their cortex account (or any other account) within 24 hours...if they don't mind waiting around a bit. Which means they have to stick around a little while so they can give their approval at that time.

Waiting around town shouldn't pose any hardship by now. News will already be getting around concerning their intervention with Jake Wash and Sally Memphis. Now that they're credited with capturing the Deadman Gang as well they're practically local celebrities all of a sudden.

Not to mention everyone knows they've got a big bounty coming their way. There isn't a business in town (or anyone with a healthy respect for money for that matter) that won't be bending over backwards to make them happy for the next twenty-four hours.

And, of course, now is when things start going sour. Enter stage left our Bible-Thumpin' Bandit, the real brains behind the Deadman Gang's string of very lucrative crimes. Posing

as a preacher and possessed of a natural charm, he's the last guy one would expect to be behind such a thing.

He's more than a little miffed that someone's gone and captured his gang while he's away and rather curious about the folks that pulled it off.

Wrapping up the scene the PCs should have decided to stick around overnight so they can be on hand to approval the credit transfer in the morning. The locals at the bar will be more than happy to carouse with them into the late hours, if they prefer a little excitement (a nice bar brawl could always occur, if your players need a little excitement.) Otherwise the local hotel is willing to offer a discount to the PC's to stay the night there, considering all they've done for the town in the short time they've been around. In the end though the PCs should be either at the bar having a good time, camped out on their ship or getting rooms at the hotel when Act II rolls around.

## **Act II, Scene II: The Bible Thumpin' Bandit**

Once Act I has wrapped up the Bible Thumpin' Bandit has already coasted into town with his wagon full of discount bibles. Having come right from the Deadman Gang's hideout, he's already figured out something's gone wrong and come to town to verify that they've been captured. With all the town excited at the goings on it won't take him more than a few minutes to have the whole story and know right where the PCs are. Feeling confident in his ability to get out of any mess he might get into, he's not concerned about sizing up the PCs and heads right for them. His intentions now is to get a head count, size them up and see exactly what he's up against. Already he's scheming and plotting, intent on springing his gang and causing some trouble for the nosy do-gooders that got him in this mess.

Once he's met the PCs, in the guise of a traveling preacher selling discount bibles from the back of his wagon, he slips away into the crowd again. By then he should have an

accurate head count, a rough idea of how the PCs are armed and some very general information about each of them, either from chatting with the PCs themselves or from folks in the crowd. Now he's ready to cause them a little trouble and watch to see how they handle themselves.

Knowing that the PCs nabbed the expensive newtech zombie masks he supplied the gang with and that everyone in town likely knows this, he slips away across the street to Katie's Kathouse and dons his own zombie mask. Upstairs he accosts one of the working gals, posing as a male member of the PC team. Once he has her going along with the game (still wearing the creepy zombie mask...he's a smooth talker, that one) and has her alone, he assaults the poor gal and slips out the window, narrowly escaping the bouncers.

By the time the staff at Katie's Kathouse have the young lady tended to and have the name of the man who assaulted her, the Bible Thumpin' Bandit has already slid smoothly back into the crowd at the bar (if that's where the PCs are) or off to his own hotel room. When the bouncers and the local sheriff come for the PCs to question them, it shouldn't be especially difficult for them to talk their way out of the mess. There isn't any real evidence tying them to the assault but there is enough to put them in a very bad light nonetheless.

If the PC manage to convince the sheriff to bring the working gal forward to describe what her attacker was wearing, it naturally won't match their gear. If she comes forward to confront the PCs herself, even she will quickly realize none of them match the size and shape of her attacker too closely. In the end, the working gal can verify that it wasn't any of the PCs who attacked her, making it clear to all that there's someone in town with a newtech zombie mask who has it in for them. If asked, she can bear witness that her attacker was dressed all in black. Identically, in fact, to the Bible Thumpin' Bandit, if anyone happens to ask.

The Bible Thumpin' Bandit will make a point not to be around during all the commotion and will get accounts of the incident secondhand instead (he doesn't want to risk being identified). Though not an especially difficult situation to talk their way out of, it will be enough to convince him to take the PCs

seriously and determine to get them out of town before he breaks his gang out of jail.

## **Act III, Scene I: The Bible Thumpin' Bandit Raids a Farm**

Once the incident with the Katie's Kathouse employee has been taken care of, nothing further occurs that night so our PCs have free rein to scour the town for whomever might have set them up. This will come to naught however, as the Bible Thumpin' Bandit has already decided to cut his loses and leave this moon behind. He's already hidden his mask in one of the false bibles in his wagon and need only avoid the gal from the Kathouse until he leaves town.

His first step will be getting the PCs out of town so that he can make a daring assault on the sheriff's office, spring his gang and make his getaway without any interference. Taking pains to appear to have been taken hostage, he's already set plans in motion that will rid him of the only witnesses to his role in the gang's crimes...the gang themselves. To that end he spends the night riding hard for a farm several miles from town to raise a little hell. There he murders the local farmer in cold blood, shoots all his horses and leaves his wife beaten and stranded at the farm. When the PCs wake the next morning to head to the bank he's free to ride wildly into town, spy them at the bank and yell that he saw a man riding hard off in that direction wearing a real fancy zombie mask.

This should be all it takes to get the PC riding hard in that direction. If not, the local sheriff will encourage them to do so. If the still dither, despite the opportunity to lay hands on the guy who tried to frame them last night, the sheriff makes it clear that there's apparently one member of the gang they haven't brought in yet...and so they can't rightly lay claim to the bounty until they do.

Now if our Bible Thumpin' Bandit has managed to avoid the working gal from the Kathouse up to this point his overconfidence

can still trip him up now as he hasn't taken any special effort to cover his tracks. A PC with a decent Survival skill could note that the tracks going to and from the farm outside of town are one and the same...the preacher's.

If the PC don't make note of this then they come to the farm soon enough and witness the carnage the Bible Thumpin' Bandit has left behind. The farmhand is dead, most of his livestock has been shot (all three of his riding horses, in fact) and the new widow was just gearing up to hike into town to report to the sheriff.

Again the Bible Thumpin' Bandit didn't bother to hide his identity beyond the mask he wore. The widow can give a rough description of him, again describing him dressed all in black, and again this matches what the Bible Thumpin' Bandit was wearing (if the PCs think to ask, then you can confirm that description matches him perfectly). She can also describe the horse the man was riding, which will also match the horse the Bible Thumpin' Bandit was riding when he blew into town to warn them about the masked bandit on the road out this way.

If the PCs manage to miss all this admittedly vague opportunities to put two and two together, it's not a concern. They'll discover his identity in the end so there's no reason to nudge them in the right direction. In fact, it'll probably be more interesting if they don't get wise to the Bible Thumpin' Bandit just yet.

## **Act III, Scene II: Jailbreak!**

Once the PCs return to town they find the place in a shambles. The Deadman Gang has broken out of jail, killed the sheriff and were even bold enough to take hostages and rob the bank on the way out of town.

If the PCs don't stop to ask questions, then this is all they know in addition to which way the gang went. If they do, however, they discover the Deadman Gang took that preacher and his wagonload of bibles hostages, as well as the girl from the Kathouse that was attacked last night. An inspection of the jail or of the sheriff's corpse lying there shows readily enough that he was shot in the head at close range, from

behind. Asking around the Kathouse they'll find that the gal being taken hostage wasn't just ridiculously bad luck but rather the men stormed in wearing their scary masks, specifically looking for her. They even stopped to threaten a few people until she was pointed out. At the bank they find the Deadman Gang had both hostages on hand during the robbery, with the preacher quaking in terror while the robbery went on and the working gal shot dead there in the bank (apparently without any provocation).

All in all, there's little forethought put forward into all this by the gang. The Bible Thumpin' Bandit has simply nudged them in the right direction and let them go hog wild in their excitement to get free and out of town. Shooting the girl and robbing the bank were both his suggestions but he's otherwise given them free rein. It serves his interests to let them run loose as it makes it easier to snow them over later on.

Which he did as soon as they got out of town. He contrived to throw a wheel on his bible-laden wagon and ordered the gang to go on ahead without him to the Deadman Cave to fetch the loot hidden there. He'll catch up with them at the rendezvous.

Of course, the loot is long gone from the cave by now, being secured in the false bibles in the Bible Thumpin' Bandit's wagon already back when he realized the gang had gotten captured. He knows full well the gang will realize he's turned them over and will be coming back for him (and the loot) soon. Which works fine for him because he expects the PCs to be coming along at any moment.

## **Act IV, Scene I: Jailbreak!**

Once the PCs catch up with the Bible Thumpin' Bandit, he'll do his best to appear thoroughly terrified, working desperately to get the wheel back on his wagon. He'll praise the PCs for coming to rescue him and warn them that the bandits promised to return and kill him once they'd fetched their hidden loot at their hideout, which isn't far away. He will at first try to convince the PC to help him get the wheel back on the wagon (easy enough, as he contrived the whole thing by simply pulling the pin out anyway). If that fails

and the PCs intend to ride off after the gang, he'll point out that this spot makes a good ambush point to take the gang by surprise when they return...which should be any moment. If the PCs try to simply take him in hand and drag him back to the safety of town, he'll stubbornly refuse, citing that the wagon full of bible represents his entire life savings and he's not about to leave them to the depravations of a bunch blood-thirsty bandits. In the end, he will work to keep the PCs on hand for a few minutes, long enough for the Deadman Gang to come barreling back at a dead run to get their loot back.

If the PCs have developed a healthy suspicion of the Bible Thumpin' Bandit by this time (or are convinced outright that he's in with the bandits) he'll deny it as convincingly as possible, even taking offense at the very suggestion. He'll put the "thump" in bible-thumpin' at this point, pounding the pulpit and playing every bit the part of the hell and brimstone preacher. As well as pointing out the Deadman Gang just happens to be riding in with guns blazing by then, just as he said they would.

## **Act IV, Scene II: Showdown with the Deadman Gang**

However it plays out, whether the PCs have thrown in with the Bible Thumpin' Bandit to ambush or repel the Deadman Gang or if the gang rides in just as they're confronting him, the end result is the same. The Deadman Gang barrels into the area with guns blazing, aiming for the Bible Thumpin' Bandits as much as the PCs.

There's no talking their way out of this fight. The Deadman Gang have their masks back on, have just broken out of jail, murdered an innocent civilian, robbed a bank, been betrayed by their leader and robbed of all their loot. They're out for blood and they won't stop until either they or everyone else is dead.

When the smoke settles it's up to you whether

the Bible Thumpin' Bandits survived the fight or not. If things being going badly for the PCs there's nothing to stop him from taking up a dropped weapon (or snatching an unattended one) and joining the fight himself. It's in his best interests that the Deadman Gang be wiped out, as they're the only remaining link between he and any crime. Even the widow back at the farm can't offer more than a vague description that he happens to match and that won't stand up in anyone's court.

If you decided that the Bible Thumpin' Bandit doesn't survive the fight then it won't take much for the PCs to uncover the loot from the bank robbery. It's hidden in the hollowed out bibles in the Bible Thumpin' Bandit's wagon. A single bible falling off the wagon to spill open and dump gold coins and paper money all over the ground will clear that right up, if the PCs don't poke around.

If he does survive and the PCs start in on him again, he'll shrug off all their accusations and storm off (in his loot-filled wagon), escaping if they don't actually attempt to lay hands to him. If they do then he whips his wagon horses forward, hits a bump in the road and a couple of bibles flop out of the back to present the PCs all the evidence they need to stomp on him a bit, once they catch him.

Likewise, if any of the Deadman Gang are taken alive the Bible Thumpin' Bandits will attempt to gun him down (and the PCs as well) if he's in a position to do so with a relatively good chance to escape with his skin. If not, this is his cue to flee the scene, hit a bump, dump a couple of bibles by accident and have the PCs chase him down.

If the PCs weren't wise to the Bible Thumpin' Bandit up to this point and none of the gang were taken prisoner (and you decided not to drop any overt clues such as the bandits yelling out to him during the fight), then they'll likely figure they just rescued that nice preacher and they're all manner of Big Damn Heroes. That's all well and good but where's all the Deadman Gang's loot? In this situation the Bible Thumpin' Bandit might actually get away with all his poorly conceived plans if you don't contrive something. He need only play the part, thank the PCs for all their brave deeds and ride off into the sunset. At which point he might find

that pin in the wagon wheel that he kept jimmying with decides to snap at last. The wheel falls off, the bibles all flop out of the wagon and...viola...the PCs go head to head with the Big Bad Guy.

**Wrapping it up:** In the end, the PCs should get the bounty they were promised in the beginning. Everyone that anyone can identify as a Deadman Gang member has been captured or killed and even if the Bible Thumpin' Bandit got away...well, no one knows about that but the PCs, if they even knew about it to begin with. The Deadman Gang's loot is another matter. With the sheriff dead and no one else knowing anything about that, there's nothing stopping the PCs from simply pocketing that money and whistling into the wind. If you want your players to get away with that then more power to you. As for me, I'd make sure that the private investigation firm that the various insurance companies pooled together and hired stomped on the PCs heads about a month later. And levy attorney and court costs to get out of the mess in excess of three or four times their take. But that's just me. I'm mean like that.

## NPCs

*Stats are given for Greenhorn, Veteran and Big Damn Hero-class villains here for use in any level campaign. Though their exact numbers in the gang aren't given in this adventure, I'd recommend roughly one per player character (possibly one less) but it's entirely up to you.*

### **Deadman Bandits (Greenhorns):**

Agi d8, Str d8, Vit d6, Ale d8, Int d4, Wil d6

**Life Points:** 12

**Initiative:** D8+D8

**Traits:** Friends in Low Places (minor), Mean Left Hook (minor), Greedy (minor)

**Skills:** Athletics d6/Dodge d8, Animal Handling d4, Covert d6/Streetwise d8, Guns d6, Influence d2, Melee Weapon Combat d6, Unarmed Combat d6/Brawling d8.

### **Deadman Bandits (Veterans):**

Agi d10, Str d8, Vit d8, Ale d8, Int d4, Wil d6

**Life Points:** 16

**Initiative:** D8+D8



**Traits:** Friends in Low Places (minor), Mean Left Hook (minor), Tough as Nails (minor), Greedy (minor)

**Skills:** Athletics d6/Dodge d8, Animal Handling d6, Covert d6/Streetwise d8, Guns d6/Pistols d8/Rifles d8, Influence d2, Melee Weapon Combat d6, Unarmed Combat d6/Brawling d8.

**Deadman Bandits (Big Damn Villains):**

Agi d10, Str d10, Vit d8, Ale d8, Int d4, Wil d8

**Life Points:** 16

**Initiative:** D8+D8

**Traits:** Friends in Low Places (minor), Mean Left Hook (minor), Tough as Nails (minor), Intimidatin' Manner (minor), Greedy (minor)

**Skills:** Athletics d6/Dodge d10, Animal Handling d6, Covert d6/Streetwise d8, Guns d6/Pistols d10/Rifles d8, Influence d2, Melee Weapon Combat d6, Unarmed Combat d6/Brawling d10.

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**Bible Thumpin' Bandit (Greenhorn):**

Agi d8, Str d6, Vit d6, Ale d6, Int d6, Wil d8

**Life Points:** 14

**Initiative:** D8+D8

**Traits:** Allure (minor), Sweet and Cheerful (minor), Highly Educated (minor), Greedy (minor), Overconfident (minor)

**Skills:** Athletics d6, Animal Handling d6/Riding d8, Covert d4, Influence d6/Seduction d8/Persuasion d8, Knowledge, d6, Melee Weapon Combat d4, Perception d6, Performance d6/Acting d8, Guns d6, Unarmed Combat d4.

**Bible Thumpin' Bandit (Veteran):**

Agi d10, Str d6, Vit d6, Ale d8, Int d6, Wil d10

**Life Points:** 16

**Initiative:** D10+D8

**Traits:** Allure (minor), Sweet and Cheerful (minor), Highly Educated (minor), Greedy (minor), Overconfident (minor)

**Skills:** Athletics d6, Animal Handling d6/Riding d8, Covert d6, Influence d6/Seduction d8/Persuasion d10, Knowledge, d6, Melee Weapon Combat d4, Perception d6, Performance d6/Acting d8, Guns d6/Pistol d8, Unarmed Combat d4.

**Bible Thumpin' Bandit (Big Damn Villain):**

Agi d10, Str d6, Vit d8, Ale d8, Int d8, Wil d12

**Life Points:** 16

**Initiative:** D10+D8

**Traits:** Allure (minor), Sweet and Cheerful (minor), Highly Educated (minor), Greedy (minor), Overconfident (minor)

**Skills:** Athletics d6/Dodge d8, Animal Handling d6/Riding d10, Covert d6, Influence d6/Seduction d8/Persuasion d10, Knowledge, d6, Melee Weapon Combat d4, Perception d6, Performance d6/Acting d8, Guns d6/Pistol d10, Unarmed Combat d4.