

Airships, Trains, and Automobiles

Introduction

This adventure is the fourth chapter to an ongoing campaign in the Darwin's World setting. This adventure is designed for low-level characters. It begins where Chapter 3 – Raiders left off. Our heroes have saved the town fixit man by facing down a ruthless group of raiders. Their newfound status as town guardians leads them on another adventure, however. This one will take them far away from the small sleepy town into the big cities of the west.

Synopsis

Wrench is back on the job, but there is another crisis that threatens the survival of Hamilton. The town's power source has failed, causing water shortages and threatening the crops that the town depends on for survival. Wrench can fix the power supply – but he needs a special and rare part to do so. Thankfully, Wrench has a contact that can supply such a rare part. The party will need to escort Wrench to the city of Las Vegas to meet with his contact and retrieve the part.

Hooks

This adventure could be played in a stand-alone fashion, without the "Hamilton connection". To do so, modify the story so that the party needs to end up in Vegas for some reason. The intrigue on the airship may need to change in tone if the players have not had prior dealings with the merchant Tyvik Gurtson.

Beginning the Adventure

The party has had enough time since their last adventure to heal, rest, and resupply. They are shown their safehouse(s), and are generally just relaxing. The party can be wherever in town they wish at the start of the session. A guardsman approaches each of the characters, notifying them that Doc needs to talk to them, and will meet them in the common room of Lynda's bar, the Golden Hoop, ASAP. When everyone is assembled there, they see Doc and Wrench waiting for them.

Doc seems worried, and he nervously wrings his hands while waiting for everyone to settle in.

Doc: "Thanks for coming folks. We have a problem. A big problem, one that threatens our very survival. You probably noticed the power flickering quite a bit today. This is because our reactor is failing. This is serious because power is necessary to run the pumps that extract our water from deep below the earth. Without water, we will surely die. Compounding the problem, however, is the reliance our agriculture efforts have on the water supply. Without water our crops will die, and many people will starve as a result. We have instituted emergency measures, pumping as much water as we can while the power holds out. Wrench assures me the reactor will shut itself down in a matter of days, maybe hours. I'll let him explain the rest. Wrench?"

Wrench: "As you may be aware, the town's power supply is a micro-fusion plant at the heart of an ancient war vehicle. A critical component to the device, a GS47 waveform inverter, is failing. I have done what I can, but the part is beyond repair, and we need a replacement. Luckily, I maintain contact via shortwave radio with a friend of mine who is a member of the Brotherhood of Radiation. He thinks that he may have a suitable replacement part for the GS47. I intend to go meet him in Las Vegas, procure the part, and return here as quick as possible to repair the power plant before the crops are lost. I would like you to escort me there and back in case we meet up with any more raiders or other scum."

If the players ask questions, here is the additional information that Wrench has for them. The journey will be long. Hawkins or one of the guardsmen will drive the party southwest down the old highway, joining up with Trader Pass and following that into Styx. At Styx, the guardsman will return to Hamilton with the vehicle, and the party will be taking an Airship from Styx, through the Big Hole towards Kingman Town. From here the group will need to find transportation to Las Vegas. Since the party would not be allowed in any of the Brotherhood's sacred holy sites, they will stay at the Iron Horse Saloon in Vegas. The proprietor of the Iron Horse, Kip McRedy, can set up a meeting with Wrench's contact Brother Thaddeus. Part of the journey may be overland from Kingman Town up to Vegas, so the party should bring their outdoor/survival gear.

On the Road Again

Once the group is ready to go, they pile into a Humvee and are off!

A young guardsman named Billy Jenkins is assigned to drive your group to Styx. Once the gear is put in the back or strapped to the sides of the Humvee, the party climbs in. The vehicle is crowded with everyone inside the vehicle, but it beats walking. Wrench figures that it will take most of the day to make the trip to Styx.

You head down the ribbon of ancient concrete road, stirring up a dust cloud behind you. An hour or so into the trip, you pass through the pillars area – two large rocky outcrops surround the road. Once past the pillars, you pull onto the dusty dirt track in Trader Pass. Next stop, Styx.

After some further travel...

As you draw nearer to the city, traffic becomes much more common. You see several trade caravans, some heading towards the city, some outbound. You join onto another ancient road, and can barely make out a faded sign at the side of the road reading "Marble Canyon Nuclear Power Station 10"

A Glimpse of Styx

Finally the group is there at the most famous city in the wasteland, Styx. Wrench brings the group up to speed on Styx (text copied from the Darwin's World Gazetteer)

“Styx” is a legend among the wastelands both east and west, a kind of great sprawling city where man and mutant kind melt together under the shadow of the city’s trademark twin “Holy Towers” (cooling towers from the power plant the city was built around). It is here, under the majesty of the Big Rocks and at the mouth of the Big Hole, that this growing post-Fall metropolis has bloomed from the cracked desert into a flower jealously envied by people across the Twisted Earth.

Styx was forged with the blood, sweat, and tears of slaves, laborers, and merchants alike.

Survivors of the nuclear holocaust came here long ago to shelter, and soon learned that the old power plant could be revived to minimal levels of operation to provide electricity. Merchants, seeking a way across the Big Hole, aided in founding the city’s walls and providing muskets to fight off years of raider attacks.

Styx is a true “city”, with nearly ten thousand people living among its crowded, squalid, and yet magnificent streets. Styx is filled with colorful bazaars, meandering slums, religious quarters dedicated to strange and bizarre post-holocaust sects, walled stockades maintained by the various trading clans for the storage of their goods, and the huge “palace” of Styx’s kings.

Styx is a stubbornly independent city, whose people have refused all offers to join the various clans and pseudo-societies that now wage war over the surrounding lands. It is a self-proclaimed “free city” where peace is violently maintained, where freedom and sanctuary is given to all who can survive for a year and a day in the city. Traders of all clans, and even rival groups, have come to settle here and set up outposts and quarters, putting aside their feuds to trade in the City.

Among the major groups represented in Styx are the Cartel, Far Traders, CrystalTime and Clean Water Clans, Salt Merchants, Foundation, Rangers, and Brotherhood of Radiation. The mercantile associations occupy the largest quarter of the city, while the Foundation and Rangers have both been granted permission to build fortified stockades as supply points for their movements east and west, using the Big Hole for travel (the Foundation have "Fortress Nessus", the Rangers "Fort Vax"). The Brotherhood of Radiation was attracted long ago by stories of the city's two Holy Towers, which they purchased at great cost to serve as a second "Mecca" (second only to the City of Lights itself); as part of the deal, they continue to operate the plant and supply flickering electricity to the entire city.

Unfortunately, you don't have time to explore this wasteland metropolis, as the guardsman deftly maneuvers the Humvee around donkeys pulling wagons, people on foot, and various vehicles. Your vehicle gets some strange looks from some of the mass of humanity that you pass. Soon, the Humvee slows to a stop at a cluster of buildings with gaudy signs proclaiming company names like "Hunter's Zeppelins", "Cartel Airships", "Styx Airship Travel", and "Kingman Express". Each sign has at least a crude representation of an airship for those who can't read. Beyond you see several huge tethered airships, vehicles like you have never seen before. These vehicles seem to be large bags made from canvas, held together by some sort of rigid frame, and wrapped in rope. What looks to be a large wooden and sheet metal structure hangs underneath. Workers are scurrying on and off one of the airships with baskets full of goods. A couple of the "zeppelins", as you hear them called, have large fires burning at the front and back of the vehicles.

As unique as the airships are, the view beyond is even more breathtaking. The aptly named Big Hole is quite a sight. The towering walls and broken cliffs are so imposing that they make you feel small and insignificant. From your vantage point you can't even see the bottom, where it is rumored that the river that carved the massive canyon long ago has given way to parched dead desert where mutant creatures devour anyone who manages the potentially deadly trip down the steep sides.

While the party is looking around, Wrench is booking passage for the group on the next available airship. He manages to get passage on "Hunter's Arrow", a zeppelin owned by a free lancer not tied to any merchant clan. For 150 cp each, the party can ride in the common room on the 15 hour trip to Kingman Town. All of the private cabins are sold out for this trip. The airship is leaving within the hour, so the group must load up and prepare to leave. Wrench and Jenkins work it out that Jenkins (or somebody from Hamilton) will be back here in one week to pick the group up. If the pickup is missed, the next week thereafter someone will be there. After that, the group will have to find alternative transportation back to Hamilton.

As you board the airship, you notice a pretty woman with short dark hair wearing a faded orange shirt that shows a considerable amount of cleavage, a short denim skirt, and soft slippers that are definitely not suited for traveling. The woman looks familiar, but you can't quite place her. She disappears towards the back of the airship where the private cabins are. Meanwhile, you take your gear, struggle up the loading ramp, and crowd into the common room with the other "second class" passengers.

The group may remember this woman if they have met before. She is Tami, concubine of the merchant Tyvik Gurtson.

On the Zeppelin

As you maneuver your gear around and enter the common compartment, you notice that most of the seats at the rectangular tables are already taken. Only one area has enough seats for all of you to sit. At that table, two men sit conversing over drinks. One man sports gray hair and a long salt and pepper beard. He lifts a glass of liquid to his lips, takes a long pull, and continues

speaking loudly while wiping his mouth with the back of his hand. The other man has a large frame, and as you approach his grizzled face peeks out from below the brim of a cowboy hat. He slowly and deliberately meets your gaze with dark, hard eyes. The older man speaks to you, to voice clear despite the waft of alcohol you smell. “Come, come have a seat. I am Trademaster Skellon and this is Judge Wilson.”

Have the group roleplay introductions to these two characters. Trademaster Skellon will be the most talkative, particularly due to his liberal use of the “social lubricant”, a glass of raw spirits that the waitress seems to bring by every so often. He never seems to get any drunker, even hours into the trip. Skellon will tell anyone who listens that he is a trader of the Musa trade clan. He oversees large deals in the Deadlands area and then dispatches caravans to move the goods according to the agreement made. The Musa clan is a medium sized organization based in Styx that trades mostly gasoline and water to independent traders, acting as middlemen between small independents and large organizations like the Cartel and Clean Water clans. Skellon is coming back from successful meeting with a water clan rep in Styx, and is heading back to his home base in Kingman Town. If asked, he knows that Tyvik Gurtson is a somewhat successful small trader, whom Skellon’s clan has traded with before, but that doesn’t stand out in any way. He is too far up the trader ladder to deal with little fish like Gurtson. Trademaster Skellon is only in the common cabin because he likes to talk to different people, and doesn’t like those who “put on airs”. He likes to get to know people and make contacts. It is part of his success – you never know when someone you know can be useful to you. His two personal bodyguards and enforcers, Moose and Rocco, lurk nearby. The Trademaster may call one of them over to fetch the waitress, run an errand, etc. Moose is a large man with a shaved head and a facial slave tattoo. He used to fight in a gladiator arena in Styx, but Skellon took a liking to him and bought him out from his owner. Granted freedom, he nonetheless guards the Trademaster like a rabid pit bull. Rocco is somewhat hard too look at. His face is burned and mutilated, his nose entirely gone showing the openings to his nasal cavity. Rocco was a caravan guard on one of Skellon’s caravans when they were both younger. While in a town drinking away some of his pay, he was accosted by a half-dozen raiders who beat him and burnt his face. He barely lived, and is forever grateful to Skellon who organized the rest of the guards to exact revenge, cutting the raiders throats in their sleep that very night.

Judge Wilson is quieter and more secretive. His raspy voice and serious demeanor are immediately apparent. He is a “man-with-no-name” type character, but slightly more talkative. He is a kind of freelance Judge / Bounty Hunter who apparently journeys around small communities and mediates disputes. He styles himself as impartial, listening to evidence and then making a ruling. Except in the rarest of circumstances this means ruling in favor of his paying petitioner, hunting down the person they have a dispute with, and killing them as punishment for their deeds. Since he is only called in when vigilante justice would be too dangerous, he obviously is skilled in his trade. He prefers to pronounce judgments on someone before delivering his verdict, but isn’t above proclaiming judgment post-mortem if the defendant resists. For the worst sort of scum, this is often the only way. His brand of justice is harsh and immediate, delivered via his bolt-action rifle from afar or up close and personal with his dual Mac-10’s hanging under his trench coat. He is based out of Styx, and is currently on a job out towards California. Should the PC’s try to hire him to get Gurtson (unlikely but possible), he will dismiss their charges as hearsay unless he hears additional witnesses or proof. If the group can convince him, he will demand 2500 corium pieces or suitable barter in exchange, payable in advance. He will then ask the questions about Gurtson, his guards, where he works, etc. and repeat it all verbatim. Mostly, though, he will just sit there half-sneering, smoking home rolled cigarettes, and speaking only when directly addressed.

During this conversation, the waitress will come by and offer refreshments.

Item	Price
Water (brown, smells like sulphur, but otherwise OK)	5 cp
Premium Water (Cool, clear and clean)	10 cp
Ice water	25 cp

Bottled Beer (brewed in Styx)	20 cp
Moonshine	20 cp
Ancient Whiskey (one shot)	100 cp

If questioned, she knows only that this airship will make it to Kingman Town in 14 or so hours. They will not stop, but in about 2 hours they will pass the Monastery of the Sky, in about 9 hours the Screaming Caves (descriptions per the Darwin's World Gazetteer). She is eager to get back to work so that she doesn't get in trouble.

If the players look at the rest of the passengers around them, there is no one who stands out. The cabin seems to be filled mostly with traders and their bodyguards, or loner types already napping under a pulled down hat. The folks in this cabin are dusty and worldly – the richer folks are off alone in their own private cabins.

Skellon is quite interested to hear of the emergence of the community in Hamilton, sensing a potential new customer base. If the PC's don't keep the conversation up, Skellon will chat Wrench's ears off.

There is little to do but drink, sleep, or chat, and wait for the airship to slowly make progress towards Kingman Town. Every so often, another airship will pass going in the other direction towards Styx. After about two hours, the airship floats past the Monastery of the Sky.

Rising out of the cliff wall of the Big Hole you see a towering formation maybe 80 feet tall, carved out of the solid rock. Banners of the Brotherhood of Radiation flap in the wind atop the monasteries highest tower. Airship docks similar to the ones you recently departed in Styx are nearly empty, but one airship is docked offloading passengers and goods. A small shantytown surrounds the monastery on the rocky slopes. Some folks wave out to your airship from the docks area, as you glide past on the wind, quickly leaving the remarkable Monastery of the Sky behind.

Pirates!

About an hour or so after the fly-by of the Monastery, the group may notice (Spot check DC 15) a rough man, nervously looking off to the horizon at an approaching zeppelin. Things will happen quickly now.

The other zeppelin will edge towards the groups airship, not drawing undue attention until they are very near by. The group's zeppelin will start to edge away, but it is too late. As the pirate zeppelin appears, grappling hooks on long ropes snag the airship, pulling the two airships together. The pirate airship unfurls a large black flag with the traditional skull and crossbones.

At this time, the nervous man and two others near the entrance to the cabin stand up and the nervous man throws open his coat, showing the dynamite strapped to his chest. The other two brandish pump shotguns in a menacing fashion. In this enclosed space, a shotgun blast would be very deadly. The nervous man speaks up.

The dynamite man's forehead glistens with sweat. Yours probably would too, if you had enough explosives strapped to you to blow yourself back to the ancients. He speaks, loudly calling out "Don't anybody try anything stupid! I'm strapped with enough dynamite to kill most of you instantly, while the rest of you die more slowly, falling 5000 feet out the ripped out bottom of this airship to the jagged rocks below. This thing", he gestures to a device that looks like a trigger in his hand, "is called a dead-mans switch. If I let go of this trigger for any reason, we all go BOOM! So just relax. My friends are coming to lighten the load of this airship, and if you don't give us any trouble, you won't be harmed." His two friends scan the room with their eyes, shotguns leveled.

While these three "moles" guard the passenger cabin, airship-to-airship combat ensues. The ringing of metal blades, ominous thumps, gunshots, yells, and the occasional scream do not tell anyone how the battle is going. From time to time a rag clothed pirate or blue-coated airship guard fall from the airship clutching a bullet or arrow wound. Some fall silently, already dead. Others scream as they fall towards the jagged rocks of the canyon floor, audible until the wind snatches the last faint cries away before the body nears the bottom. Any resistance at this time should be noted as near suicidal. The shot gunners will indiscriminately try to eliminate the problem. If dynamite man is hit, he will release the switch as promised, possibly killing everyone in the compartment.

From the bridge above, the sounds of fighting stop. A man in a blue uniform is lowered to hang below your window by a rope. As the body rotates towards you, you recognize the ship captain, obviously dead. The pirates are in control of the airship...

Finally a dashing pirate with a large hoop earring enters the common cabin with two other pirates.

The guards roughly shove two battered airship crew into the common cabin area with the rest of the prisoners. The pirate captain smiles, and congratulates the dynamite man. "Good work, Otto. These two will help you keep order." Otto replies "Thank you Captain Reznik." The captain continues, " We have control of the bridge. We have to clean out the private cabins and will send the rest of the prisoners here. Move them to the back." The guards roughly motion everyone to the back and sides of the compartment, crowding you together. Your group is crowded back near the small hallway to the smelly bathroom. Across the hall from the bathroom door is a ladder heading up into the rigging and the rigid structure of the airship.

Some more sounds of yelling and combat ensue, and more passengers are roughly crowded into the area. The group may start trying to formulate a plan. Let them. As long as they aren't too loud or blatant, the guards don't care. They might get a rough "Shut up!" occasionally, but that's about it. They have a few problems to work out. If they don't come up with all of them on their own, Skellon or Wilson can drop in a suggestion to keep them on track.

- How to disable Otto the dynamite man without killing themselves
- How to gain control of the airship
- How to release the pirate airship
- How to fly the airship once they have control

Another batch of passenger prisoners is shoved into your area, which is now standing room only and quite crowded. One man is shoved right into the midst of the party. The flowing brown robes and face are quite familiar. This is the first time you have seen Tyvik Gurtson without a smile.

Gurtson will feign ignorance if the group is angry. He may even try to turn the tables and demand to know where his bus went if he thinks he could bully the group. In any case, though, he will try to deflect the conversation. Gurtson has two pieces of information, the first of which will be confirmed by most anyone in the cabin. The pirates don't usually care about slaves. They throw passengers overboard to avoid caring for them before they reach their home base. Secondly, Gurtson knows how to fly an airship, having spent a year on one when first starting out. (GM Note: creative license here over his previously published stats in Caravan and Cave – just give him Pilot (airship) 1 to his previous skills). He will refuse to go on any adventure or confrontation without Cappy along as he (rightfully) distrusts the party.

Escape Plans

The party may be able to defeat the pirates in a firefight, particularly with help from the Judge, Moose or Rocco. However, they will need to find some way to get the dead man's switch from Otto, or everything will be moot.

From here, play the escape based on general guidelines. A Die Hard type scenario is likely with a few of the party going up into the airframe and picking off pirates, and making their way to the bridge. A few (3-4) of the party should be able to go that route, but any more may draw attention by being missing from the main cabin. The rest will need to stick in the common cabin to take care of Otto and his thugs. Scattered gunshots won't draw much attention – the pirates have the ok to shoot any hidden passengers or crew. Large firefights will draw attention. If it is obvious the pirates have lost, Otto might blow himself up out of spite or might surrender if the group talks him down without attacking him. With a strength contest (DC 10) against Otto, a nearby character can grab and hold the dead man's switch closed. Any round they lose, though, Otto will release and blow up. The results will be the GM's call – certainly explosive damage to all in the common cabin. Otto's threat about falling through the bottom of the airship is not likely since there is an entire cargo deck below this one.

Who can tell what the group will come up with, but one possible solution would be to tie a rope around a party member's waist, get close to Otto subtly, grab the switch, and throw themselves and Otto off the side of the airship. Letting Otto go and stopping short via the rope may allow him to explode harmlessly below. This entire scenario will be the GM's call. Maybe Otto just capitulates when he knows he is done. People motivated by personal power and money do not usually commit suicide like a religious zealot would. You could just role-play him as increasingly nervous and jumpy as things go bad.

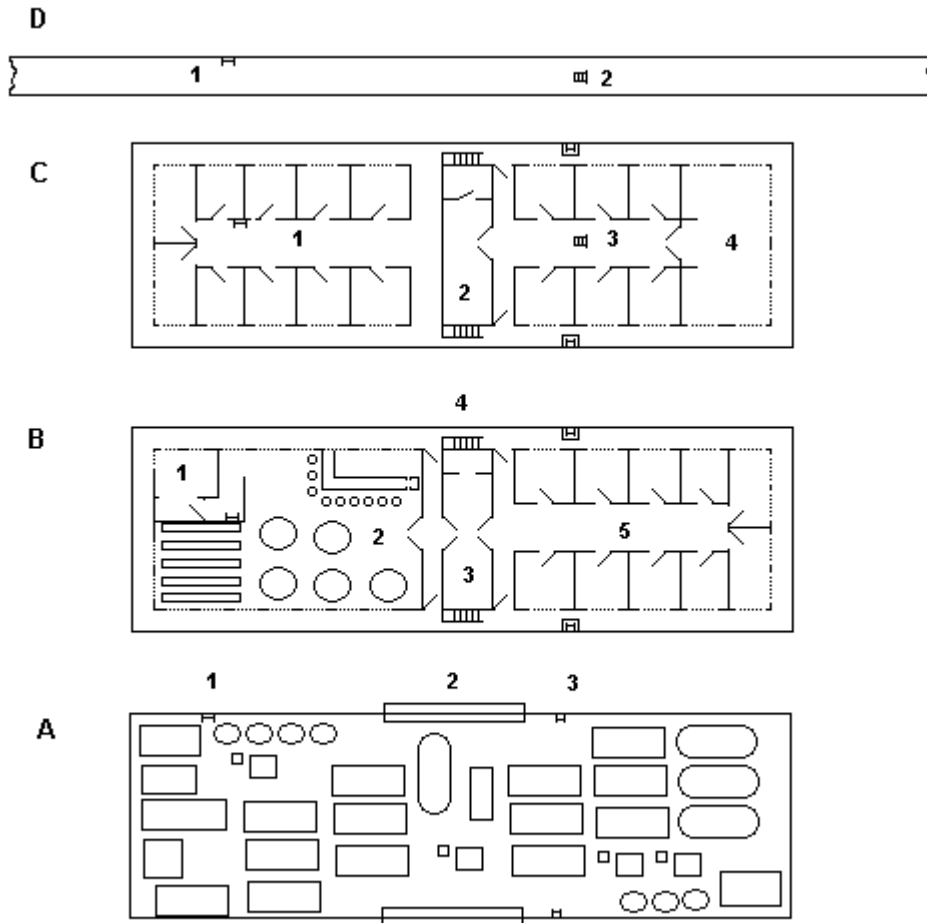
Airship Locations

This section details the locales on the airship. The group has approximately two hours to regain control before the pirates descend on the common chamber and begin making the passengers walk the plank, stealing any personal possessions ahead of time. This will surely set off a revolt, and a large firefight if it gets to this point. After about a half an hour, the pirates will order everyone to lay down any weapons and slide them towards the empty half of the common room where they will be collected. Any visible weapon will be forcibly taken if necessary. No search will occur, so hidden weapons will be ignored unless drawn.

The pirates will be arranged as follows:

- Otto with his explosive toys and two thugs with shotguns in the common room (B2)
- One thug each guarding the stairs on either side of the ship (B4)
- Two thugs each level doing a rotating patrol on the outer railed walkway of decks B and C
- One thug patrolling the length of the rigging deck D
- One thug guarding the stair area from the rigging to the bridge (C3)
- Captain Reznik, 4-6 thugs, and an airship guard on the bridge (C4). The airship guard may appear to be a hostage to the party (you may wish to give this impression). He is in fact Reznik's mole on the airship, and will backstab the party when given a chance during any scuffle.
- Ten to fifteen more thugs on the pirate airship tethered to the captured one.

If a layout is needed for the pirate airship, assume the layout has one deck (plus rigging deck D) similar to deck C, replacing the rear section of cabins with a cargo hold/bunk area for the crew.



A – Cargo Deck

The bottom deck of the airship is a cargo hold. It is presently filled with boxes, crates, and barrels of goods being shipped from Styx to Kingman Town. No air pirates are in the cargo deck during the adventure.

A1 – Service Ladder

This service ladder runs from the cargo hold all the way up to the catwalk inside the rigging in the airship's interior. It runs through each deck, as shown on the map. This allows crew to quickly move from deck to deck on the airship as necessary.

A2 – Loading Doors

Large sliding doors, used to allow loading and unloading of cargo when docked, dominate each side of the airship cargo deck.

A3 – Service Ladders

These ladders allow airship crew access to decks A, B, and C. There is one each on the port and starboard side of the airship.

B – Passenger Deck

The second deck of the airship is the main passenger area. The rear section of the airship is the open common area, which has many windows out to the scenic views of the canyon. The entire deck is ringed

with a walkway with a railing. On the port and the starboard side, there are stairs going up to deck C, and service ladders that go to decks A, B, and C. The middle section of the airship is the galley, where meals and drinks are prepared for the guest's comfort, for a price. The front section of the airship is reserved for private cabins.

On this deck, the pirates will move everyone into the common room and herd them against the wall. Two pirates will randomly patrol the walkway, Otto and his two guards will control the common room, and guards will be posted to cover the stairs and ladders on the outer deck.

B1 – Common Bathroom

A bathroom is provided for the use of the common room passengers. Not much more than a simple latrine, this smelly chamber has pipes that drain the waste into a small tank in the cargo hold, which can be flushed out. This is typically done over the canyon whenever necessary during a trip.

The back hallway leading to this room from the common room has a ladder (A1) that allows access to the other decks.

B2 – Common Room

The main part of this deck is the common room, where passengers can catch a ride for a moderate cost (150 cp or so at the GM's discretion). Less comfortable than the private cabins, it is nonetheless quite open and provides a good view of the trip's majestic scenery. One side of this large room consists of a bar area and barstools. From here the patron can get drinks or simple food items as desired. Waitresses also go through the room to take orders from time to time. Chairs on one half of the room surround five or six round tables. This enables groups of patrons to sit together. Many play cards or similar games of chance to pass the time. Gambling is common, and fights are known to break out. The airship guards attempt to maintain the peace, but many times any required justice is handled on either end of the trip by the Styx or Cartel representatives in the various cities. Several benches dominate the rear of the room. Here passengers can uncomfortably pass the trip in near solitude, as there is little social interaction (as a general rule) by these passengers.

B3 – Galley

This is the kitchen area of the airship. Here is some basic storage (more is kept in the cargo hold), a dung burning stove, and counter top space to prepare ordered meals for passengers. Of course, priority is given to the private passenger cabins. Consider them "first class" in most respects. During a trip, this area hums with waitresses and cooks scrambling to meet the needs of their patrons.

B4 – Stairs

One each side of the airship, stairs lead up and down between decks B and C. During the raid, the air pirates will post guards here to control the access to other decks.

B5 – Private Cabins

The private cabins provide a traveler with a private space to make the trip in style. Each cabin has a few chairs, simple tables, a bed, and a basic latrine type toilet. The toilet's empty into the system outlined for the public bathroom (B1). Every room has windows that open out to the views, but can be shuttered closed from the inside for privacy. Each cabin is decorated slightly differently, and the quality of the furnishings and cabins vary widely, as do the prices. A traveler can expect to pay 300-1500 cp apiece to travel in a private cabin.

C – Main Deck

The third deck of the airship is split between private cabins like the ones outlined in B5, areas for the crew, and the bridge. This deck shares the service ladders A1 and both A3's, as well as the stairs B4.

C1 – Private Cabins

As outlined for B5.

C2 – Crew Bunkhouse and Cabins

This room has a latrine for the crew, and a series of bunks for the common crew to share. This includes all of the cooks, barkeeps, guards, and common workers. It opens to an area of private cabins for the use of the ship's captain, mates, pilots, and engineer. One cabin is shared by all of the ship's female wait staff personnel.

C3 – Access Stairs

These narrow stairs lead up into the ships rigging so the crew can maintain the airship.

C4 – Bridge

The bridge is a sort of pilothouse for the whole airship. It looks like the bridge of a schooner or other sailing vessel. The center front of the room is a wheel to control the ships rudder on the back end of the airship. To either side are chairs for officers to sit in and tables to spread out maps or charts of the airship routes.

D – Rigging Platform

This "deck" is really just a narrow platform that runs the length of the airship (approximately five times longer than the length of the inhabited decks A, B, and C). Inside there is access to the ships frame, which climbs up 100 feet or more and is filled with bladders of hot air, hydrogen or helium to keep the airship afloat. From the ends of the platforms, ballast can be dropped if necessary to adjust the trim or to compensate for leaks. Most adjustments are done after all passengers and cargo are loaded, but in-flight adjustments might be necessary if leaks occur due to damage or weather.

D1 – Service Ladder

This is the service ladder that runs the entire height of the airship (A1).

D1 – Access Stairs

This set of narrow stairs descends to the crew deck (C3).

Cast of Characters

Trademaster Skellon



Skellon will tell anyone who listens that he is a trader of the Musa trade clan. He oversees large deals in the Deadlands area and then dispatches caravans to move the goods according to the agreements. The Musa clan is a medium sized organization based in Styx that trades mostly gasoline and water to independent traders, acting as middlemen between small independents and large organizations like the Cartel and Clean Water clans. Skellon is nearing the end of a long life in the wastelands, but is still quite strong and spry. He likes rough, common workingmen, and dislikes the snobbery of the "higher classes" of Twisted Earth society. This sometimes hurts him in business, but he is quite successful anyway, and prefers to travel making deals like he did in his younger days. He is a borderline alcoholic with a huge tolerance for liquor. Friendly and open, he rarely meets anyone he doesn't like. His reputation for trustworthiness and business acumen follows him wherever he goes. His friends and bodyguards, Moose and Rocco, always accompany him on his business trips.

Skellon (Charismatic Hero 3/ Trader 8 / Trade Master 1) CR 10; Medium-size human; HD 3d6 plus 8d6 plus 1d6; hp 39; Mas 10; Init +2 (+6 on trade route); Spd 30 ft.; Defense 18, touch 18, flat-footed 16 (+2 Dex, +6 class); BAB +5; Grap +4; Atk +4 melee (1d3 -1 nonlethal, unarmed strike), or +4 melee (1d4 -1/19-20, knife); Full Atk +4 melee (1d3 -1 nonlethal, unarmed strike) or +4 melee (1d4 -1/19-20, knife), or +7 ranged (example: 2d4, .25 auto); FS 5 ft. by 5 ft.; Reach 5 ft.; AL good; SV Fort +4, Ref +7, Will +8; AP 5; Rep +7; Str 8, Dex 14, Con 10, Int 13, Wis 15, Cha 16.

Background: Degenerate

Occupation: Merchant

Skills: Bluff +17, Diplomacy +17, Drive +3, Forgery +2, Gamble +5, Gather Information +21, Intimidate +9, Knowledge (art) +3, (business) +15, (current events) +8, (pop culture) +3, (streetwise) +5, Navigate +3, Profession (trader) +16, Ride +3, Search +3, Sense Motive +16, Spot +4, Read/Write Language (ancient), (trade), Speak Language (ancient), (unislant), (trade), (guttertalk)

Feats: Personal Firearms Proficiency, Simple Weapons Proficiency, Post Apocalyptic Technology, Confident, Renown, Trustworthy, Iron Will, Market (Styx), Market (Kingman Town), Leadership

Talents: Charm (male), Fast talk, Ear to the Ground, Money Talks, Going Once, Going Twice, Read the Signs, Sucker Born Every Minute, Distribution Network, Improved Cohort

Possessions: Clothing, Belt knife, .25 semi-auto pistol, and various personal possessions

Judge Wilson

Judge Wilson is a quiet and secretive man. His raspy voice and serious demeanor are immediately apparent to those he actually talks to. Travel worn, dusty, and dressed mostly in black, he prefers to not draw attention to himself.

He is a kind of freelance Judge / Bounty Hunter who journeys around small communities and mediates disputes. He styles himself as impartial, listening to evidence and then making a ruling. Except in the rarest of circumstances this means ruling in favor of his paying petitioner, hunting down the person they have a dispute with, and killing them as punishment for their deeds. Since he is only called in when vigilante justice would be too dangerous, he obviously is skilled in his trade. He prefers to pronounce judgments on someone before delivering his verdict, but isn't above proclaiming judgment post-mortem if the defendant "resists". For the worst sort of scum, this is often the only way. His brand of justice is harsh and immediate, delivered via his bolt-action rifle from afar or up close and personal with his dual Mac-10's hanging under his trench coat. He is based out of Styx, and travels far and wide to complete his jobs.



Judge Wilson (PA Hero 4/ Survivalist 4) CR 8; Medium-size human; HD 4d8 + 1 plus 4d10 + 1; hp 48; Mas 13; Init +4; Spd 30 ft.; Defense 22, touch 19, flat-footed 17 (+4 Dex, +4 class, +3 undercover vest, +1 dodge); BAB +7; Grap +9; Atk +9 melee (1d6 +2 nonlethal, unarmed strike), or +9 melee (1d4 +2/19-20, knife); Full Atk +9 melee (1d6 +2 nonlethal, unarmed strike), or +9 melee (1d4 +2/19-20, knife), or +11 ranged (2d6, MAC10 or 2d10 Remington 700, +1d6 with aim); FS 5 ft. by 5 ft.; Reach 5 ft.; AL neutral; SV Fort +5, Ref +8, Will +2; AP 5; Rep +2; Str 15, Dex 19, Con 13, Int 10, Wis 10, Cha 10.

Background: Degenerate (class skill Drive)

Occupation: Wanderer (class skills Knowledge (geography), Diplomacy)

Skills: Drive +5, Hide +5, Listen +5, Knowledge (ancient lore) +1, (mutant lore) +1, (geography) +1, Navigate +6, Profession (bounty hunter) +2, Ride +2, Search +1, Sense Motive +4, Spot +8, Survival +11, Treat Injury +4

Feats: Personal Firearms Proficiency, Simple Weapons Proficiency, Post Apocalyptic Technology, Track, Brawl, Dodge, Weapon Focus (MAC10), Advanced Firearms Proficiency, Armor Proficiency (light)

Talents: Wasteland lore, Survival Sense, Called Shot +1d6, Way of the Land, Hunter

Possessions: Clothing, Belt knife, MAC10 SMG x 2, Remington 700 hunting rifle and case, 10 magazines 9mm ammo, 100 rounds 7.62mm ammo, 100 rounds 9mm ammo, backpack, survival gear, trail rations, cigarettes, lighter, and various personal possessions

Moose



Moose is a large man with a shaved head and a facial slave tattoo. He used to fight in a gladiator arena in Styx, but Skellon took a liking to him and bought him out from his owner. Granted freedom, he nonetheless guards the Trademaster like a rabid pit bull, rarely leaving his side.

Moose (Strong Hero 3/ Dedicated Hero 3) CR 5; Medium-size human; HD 3d8 + 6 plus 3d6 +6; hp 39; Mas 14; Init +1; Spd 30 ft.; Defense 16, touch 15, flat-footed 15 (+1 Dex, +4 class, +1 equipment); BAB +5; Grap +7; Atk +7 melee (1d4 +4, unarmed strike), or +7 melee (1d4 +4/19-20, knife); Full Atk +7 melee (1d4 +4 unarmed strike), or +7 melee (1d4 +4/19-20, knife), or +6 (+7 point blank) ranged (2d6, .38 special); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Skellon; SV Fort +6, Ref +3, Will +5; AP 2; Rep +1; Str 15, Dex 12, Con 14, Int 10, Wis 14, Cha 8.

Background: Tribal

Occupation: Slave

Skills: Drive +5, Hide +5, Listen +5, Knowledge (ancient lore) +1, (mutant lore) +1, (geography) +1, Navigate +6, Profession (bounty hunter) +2, Ride +2, Search +1, Sense Motive +4, Spot +8, Survival +11, Treat Injury +4

Feats: Personal Firearms Proficiency, Simple Weapons Proficiency, Post Apocalyptic Technology, Alertness, Gladiator, Point Blank Shot, Brawl

Talents: Melee Smash, Improved Melee Smash, Empathic, Intuition

Possessions: Clothing, Belt knife, .38 special, 25 rounds ammo, and various personal possessions

Rocco

Rocco is somewhat hard to look at. His face is burned and mutilated, his nose entirely gone showing the openings to his nasal cavity. Rocco was a caravan guard on one of Skellon's caravans when they were both younger. While in a town drinking away some of his pay, he was accosted by a half-dozen raiders who beat him and burnt his face. He barely lived, and is forever grateful to Skellon who organized the rest of the guards to exact revenge, cutting the raiders throats in their sleep that very night.

Rocco (Strong Hero 3/ Tough Hero 3) CR 5; Medium-size human; HD 3d8 + 6 plus 3d10 +6; hp 48; Mas 14; Init +1; Spd 30 ft.; Defense 16, touch 15, flat-footed 15 (+1 Dex, +4 class, +1 equipment); BAB +5; Grap +7; Atk +7 melee (1d4 +4, unarmed strike), or +7 melee (1d4 +4/19-20, knife); Full Atk +7 melee (1d4 +4 unarmed strike), or +7 melee (1d4 +4/19-20, knife), or +6 (+7 point blank) ranged (2d6, .357 magnum); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Skellon; SV Fort +8, Ref +3, Will +5; AP 2; Rep +1; Str 14, Dex 12, Con 15, Int 10, Wis 14, Cha 5.

Background: Degenerate

Occupation: Caravan Guard



Skills: Drive +5, Hide +5, Listen +5, Knowledge (ancient lore) +1, (mutant lore) +1, (geography) +1, Navigate +6, Profession (bounty hunter) +2, Ride +2, Search +1, Sense Motive +4, Spot +8, Survival +11, Treat Injury +4

Feats: Personal Firearms Proficiency, Simple Weapons Proficiency, Post Apocalyptic Technology, Point Blank Shot, Brawl, Great Fortitude, Street fighting

Talents: Melee Smash, Improved Melee Smash, Remain Conscious, Robust

Possessions: Clothing, Belt knife, .357 magnum, 15 rounds ammo, and various personal possessions

Captain Reznik



Captain Reznik

The self styled Capain Reznik is a fast and deadly fighter who enjoys fighting for the sport of it. His childhood was a rough and tumble life scrabbling out an existance in the harsh Ghetto Quarter of Styx. Forcibly drafted into the Iron Society miliia after being collared for a minor offense, he lasted long enough as a militiaman to learn some fighting skills. He served a minimum tour of duty, and joined an airship crew as a guard. He quickly discovered this was a part of his life he always yearned for, but never had. Flying high above the forbidding crags and rocks of the Big Hole, he finally felt complete.

Of course, he jumped at the chance to make more money as a pirate when his crew mutinied en route to Styx. His fearless fighting style and leadership earned him the captaincy of his own airship as the pirate band grew in stature and power. His claim to fame is killing a Foundation Paladin single handedly during a capture. This fight is often recounted among his men, and serves to cement his standing with the pirate crews.

Recently, the airship companies has been more cautious and wary due to the increasing numbers of pirate attacks. Reznik has devised a scheme to plant moles on outgoing airships and subvert crewmen to make it easier to capture the airships intact.

Captian Reznik (Post Apocalyptic Hero 4/ Fast Hero 2/Raider 4) CR 10; Medium-size human; HD 4d8 plus 2d8 plus 4d10; hp 48; Mas 10; Init +3; Spd 30 ft.; Defense 23, touch 21, flat-footed 20 (+3 Dex, +8 class, +2 Chaps/Chains), BAB +8; Grap +9; Atk +9 melee (1d6 +1 nonlethal, unarmed strike), or +9 melee (2d6 + 1, power sword) or +9 melee (2d4 +1, knife); Full Atk +9 melee (1d6 +1 nonlethal, unarmed strike), or +9 melee (2d6 + 1, power sword) or/and +9/+3 melee (2d4 +1, knife); FS 5 ft. by 5 ft.; Reach 5 ft.; AL evil; SV Fort +4, Ref +6, Will +2; AP 4; Rep +3; Str 13, Dex 17, Con 10, Int 13, Wis 8, Cha 12.

Background: Visionary Reinventor (class skill Pilot)

Occupation: Military (class skill Knowledge (tactics))

Skills: Balance +7, Climb + 7, Gather Info + 7, Hide +7, Intimidate +7, Jump + 7, Listen +7, Knowledge (tactics) + 6, Move Silently +7, Pilot +2, Profession (pirate) +5, Navigate +2, Search +2, Spot +3, Survival +1, Tumble +5

Feats: Post-Apocalyptic Technology, Simple Weapons Proficiency, Two Weapon Fighting, Combat Expertise, Archaic Weapons Proficiency, Dodge, Mobility, Spring Attack, Whirlwind Attack, Brawl

Talents: Conservation, Wasteland Lore, Chaps and Chains +2, Bloodthirsty Cry

Possessions: clothing, belt knife, power sword, magnetic shield (5), belt pack (x2), various personal possessions

Air Pirates

The pirates are loosely modeled on the low level fast/ tough ordinaries from the D20 Modern Book. If the group is higher than first level, feel free to give these grunts additional levels in tough, strong, or fast.



Reznik's pirate band is typical of the breed – generally stupid, tough, and ruthless. They wield any assortment of weapons that they can get their hands on. Roll against this table for typical armament, keeping in mind that any pirate with a ranged weapon most likely has a club or belt knife for backup.

Roll on d20	Weapon
1	Bat or club
2-3	Axe
4-5	Crossbow
10-11	.38 Special revolver
12-14	9mm semi auto pistol
14-15	.45 semi auto pistol
16	.357 magnum revolver
17	Double barrel shotgun
18	9mm submachine gun
19-20	Sawed off shotgun

Pirates CR 1; Medium-size human; HD 1d8 +2 plus 1d10+2; hp 14; Mas 14; Init +2; Spd 30 ft.; Defense 17, touch 16, flat-footed 15 (+2 Dex, +4 class, +1 clothing); BAB +0; Grap +1; Atk +2 melee (1d6+1 nonlethal, unarmed strike), or +2 melee (1d4+1/19-20, knife); Full Atk +2 melee (1d6+1 nonlethal, unarmed strike) or +2 melee (1d4+1/19-20, knife), or +2 (+3 Point blank) ranged (example: 2d6, Colt .45); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +3, Ref +3, Will +1; AP 0; Rep +0; Str 13, Dex 15, Con 14, Int 8, Wis 12, Cha 10.

Occupation: Criminal (class skills: Knowledge (streetwise), Slight of Hand)

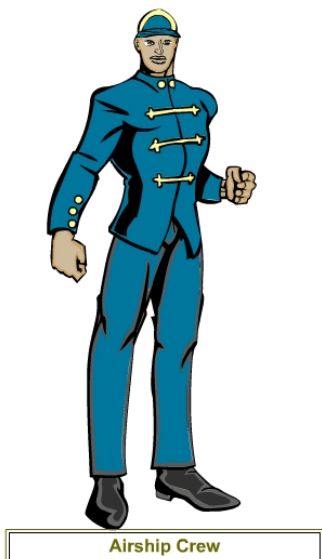
Skills: Drive +4, Hide +4, Intimidate +2, Knowledge (streetwise) +2, Move Silently +4, Speak (guttertalk), Slight of Hand +4, Survival +1

Feats: Personal Firearms Proficiency, Simple Weapons Proficiency, Brawl, Point Blank Shot

Possessions: Clothes, Weapon, knife, various personal possessions

Airship Guards

The airship guards are loosely modeled on the low level strong/ tough ordinaries from the D20 Modern Book. If the group is higher than first level, feel free to give these grunts additional levels in tough, strong, or fast.



Roll against this table for typical armament, keeping in mind that any guard with a ranged weapon most likely has a belt knife for backup.

Roll on d20	Weapon
1-5	Crossbow
6-7	Black Powder Pistol
8	Black Powder Rifle
9-11	.38 Special revolver
12-14	9mm semi auto pistol
14-15	.45 semi auto pistol
16	.357 magnum revolver
17-18	Double barrel shotgun
19-20	9mm submachine gun

Airship Guard CR 1; Medium-size human; HD 1d8 +2 plus 1d10+2; hp 14; Mas 15; Init +1; Spd 30 ft.; Defense 14, touch 13, flat-footed 13 (+1 Dex, +2 class, +1 clothing); BAB +1; Grap +3; Atk +4 melee (1d6+2 nonlethal, unarmed strike), or +4 melee (1d4+2/19-20, knife); Full Atk +4 melee (1d6+2 nonlethal, unarmed strike) or +4 melee (1d4+2/19-20, knife), or +2 ranged (example: 2d6, Uzi or MP5); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +4, Ref +1, Will +0; AP 0; Rep +0; Str 14, Dex 12, Con 15, Int 13, Wis 10, Cha 8.

Occupation: Caravan Guard (class skills: Drive, Intimidate)

Skills: Balance +3, Climb +2, Drive +5, Hide +2, Intimidate +3, Jump +2, Listen +3, Move Silently +2, Search +3, Spot +2, Survival +3.

Feats: Personal Firearms Proficiency, Simple Weapons Proficiency, Brawl

Possessions: Uniform, Weapon, knife, various personal possessions

Cappy

Tyvik's head guardsman and right hand, Cappy does all of Tyvik's dirty work. He has hitched himself to the trader all the way. Tyvik has made Cappy a relatively wealthy man, and the guardsman will do anything in his power to protect or avenge his employer.

Cappy CR 5; Medium-size human; HD 3d8 +6 plus 3d10+6; hp 45; Mas 15; Init +1; Spd 30 ft.; Defense 16, touch 15, flat-footed 15 (+1 Dex, +4 class, +1 clothing); BAB +5; Grap +7; Atk +9 melee (1d8+2 nonlethal, improved unarmed strike), or +9 melee (1d4+2/19-20, knife); Full Atk +9 melee (1d6+2 nonlethal, unarmed strike) or +9 melee (1d4+2/19-20, knife), or +6 ranged (example: 2d6, Colt .45); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +6, Ref +3, Will +2; AP 0; Rep +1; Str 15, Dex 12, Con 15, Int 13, Wis 10, Cha 8.

Occupation: Caravan Guard (class skills: Drive, Intimidate)

Skills: Balance +3, Climb +2, Drive +8, Hide +5, Intimidate +8, Jump +2, Listen +5, Move Silently +5, Profession +5, Search +3, Spot +4, Survival +5.

Feats: Personal Firearms Proficiency, Simple Weapons Proficiency, Brawl, Improved Brawl, Point Blank Shot

Possessions: Uniform, AR-15 carbine, knife, various personal possessions



Cappy

Tami

Tami is based on the fast/charismatic ordinary template.



Tami

Purchased by Tyvik at a young age, she has been his woman for as long as she can remember. He treats her fairly well (compared to the life many women lead, especially those like her sold into slavery), and she is fiercely loyal to him. She has a hidden punch dagger in her clothing, with which she will defend herself or Tyvik if the need arises, snarling and fighting like a wild cat.

Concubine CR 1; Medium-size human; HD 1d8 plus 1d6; hp 8; Mas 10; Init +2; Spd 30 ft.; Defense 15, touch 15, flat-footed 13 (+2 Dex,

+3 class); BAB +0; Grap -1; Atk -1 melee (1d3-1 nonlethal, unarmed strike), or -1 melee (1d4/20, punch knife); Full Atk -1 melee (1d3 -1 nonlethal, unarmed strike) or -1 melee (1d4/20, punch knife), or +2 ranged (example: 2d4, .22 Derringer); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +1, Ref +4, Will +1; AP 0; Rep +0; Str 8, Dex 14, Con 10, Int 13, Wis 12, Cha 15.

Occupation: Furniture (class skills: Diplomacy, Sleight of Hand)

Skills: Balance +3, Diplomacy +7, Drive +3, Hide +7, Gamble +4, Listen +7, Move Silently +7, Search +3, Sleight of Hand +7, Spot +5.

Feats: Personal Firearms Proficiency, Simple Weapons Proficiency, Athletic

Possessions: Clothes, punch knife, .22 derringer (2shot), various possessions

Tyvik Gurtson

This charismatic merchant is somewhat well known throughout Trader Pass due to his caravan that travels from Socorro to Styx along a "side route" that hits some villages not on the main roads. His caravan leaves on a semi-regular basis, about twice a month. He was always a bit shady in his dealings, but his greed really began to manifest itself a few years ago when he began to traffic in slaves. His dealings with a clan of rogue salt miners from the Cursed Sea area gave him an opportunity to expand his revenue base. Tyvik found that the way to maximize his profits on the deal were to take unwitting passengers from his caravan and sell them as slaves to the miners. This way, he didn't even have to pay any other slaver for the "commodity". So, if Tyvik thinks that a group won't be missed, they can easily disappear in this way. He usually rounds up loners from Socorro or Styx for this purpose. For this reason, he pays his guardsmen well by the norms of his business. He figures this must ensure loyalty, or at least silence.

In most other ways, Tyvik is a ruthless trader who operates in the gray areas of wasteland commerce. If a profit can be made, Tyvik will transport or sell it. He attempts to keep up appearances, paying lip service to the trader's code, which he obviously doesn't follow or believe in. Also, he usually stays away from trading wholesale in guns, drugs, gas, slaves, or water as more powerful merchant clans might take notice (and subsequently eliminate him or ask for a substantial piece of the action. Tyvik hasn't yet decided which would be worse.). These items do make it onto his menu of available items from time to time, however. His closest associates are his slave concubine Tami and his guard foreman Cappy. His time in the caravan is spent in relative comfort in his scavenged RV.

Tyvik considers himself above violence or combat. He prefers that his minions, usually at Cappy's direction, handle that sort of unpleasantness. However, he carries a small .25 semi-auto pistol and a smoke grenade up the voluminous sleeves of his desert robes. If threatened, he will use these tools to defend himself or make good his escape.

Tyvik (Post Apocalyptic Hero 4/ Trader 2) CR 6; Medium-size human; HD 4d8 +2 plus 2d6+2; hp 38; Mas 15;

Init +0; Spd 30 ft.; Defense 14, touch 13, flat-footed 13 (+1 Dex, +5 class, +1 Dodge); BAB +4; Grap +4; Atk +4 melee (1d3 nonlethal, unarmed strike), or +4 melee (1d4/19-20, knife); Full Atk +4 melee (1d3 nonlethal, unarmed strike) or +4 melee (1d4/19-20, knife), or +5 ranged (example: 2d4, .25 auto); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +2, Ref +4, Will +3; AP 0; Rep +1; Str 10, Dex 13, Con 14, Int 12, Wis 10, Cha 15.

Occupation: Merchant (class skill Gather Information)



Skills: Balance +2, Bluff +6, Diplomacy +8, Drive +2, Gather Info + 6, Hide +4, Intimidate +2, Listen +2(+2), Knowledge (ancient lore) +2, (mutant lore) + 2, (current events) +2, (business) + 2, Move Silently +4, Profession (trader) +4, Navigate +4, Search +4, Sense Motive +2, Spot +4(+2), Survival +2.

Feats: Personal Firearms Proficiency, Simple Weapons Proficiency, Dodge, Alertness

Possessions: Desert robes, .25 semi auto, knife, smoke grenade, various personal possessions