



DEAD LANDS



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DEADLANDS

THE WEIRD WEST

BY SHANE LACY HENSLEY & MATTHEW CUTTER

DEADLANDS CREATED BY SHANE LACY HENSLEY

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DEDICATION: To all the *Deadlands* fans who've followed the Weird West's story across 24 years. Thanks, amigos!

And to mom for always encouraging and empowering me—and to dad for countless Sundays watching John Wayne movies and our mutual love of heroes.

This is a work of fiction. All of the characters, organizations, and events portrayed in this book are either products of the author's imagination or are used fictitiously.

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INTO THE WEIRD WEST

I don't care what trouble you think I'm mixed up in, Marshal. I ain't leavin' town. First off, you ain't got no right to make me go. Them rumors of rustlin' down in Texas is more of a...misunderstandin'. And that whole "Killer Cade" nonsense is a load o' bull chips.

Second, I ain't leavin' civilization. Not while...it's out there.

Don't gimme that look. You ain't no greenhorn and you've ridden the High Plains more'n once. You know there's things out there that ain't in no schoolbook. I ain't talkin' about prairie ticks an' tummy twisters an' tumblebleeds. Or any ol' haint or spirit. Everyone knows *those* are real.

I'm talkin' about the kind of things you read about in the *Tombstone Epitaph*. Hell yes, I can read. I graduated the sixth grade! And keep that hand away from that smokewagon, Marshal. Don't forget, I'm faster'n you. I don't wanna put you in the ground, but if you won't back down I ain't got much choice.

See...there's something lurkin' on the trail outside town. Waitin'. An' it wants me bad. If I didn't know better I'd swear it was ol' Moses Moore, the hangin' judge outta Dallas. But he's dead. Hung along the Chisholm years back, I heard tell. But I met him when I was no bigger'n a grasshopper, and that...*thing*... out there looks just like him. It gunned down three of my friends and I heard it whisperin' my name over and over. "*Cade...rustling... hanging...*" it said.

I put three bullets in it and it just kept comin'. Its whisperin' drove me crazy. Crazy enough to come here. To you.

I heard you're a good man. A fair man. But now you tell me to get outta town with that... *monster*...out there. Waitin' in those woods where every tree looks like it's laughin' at you. Where I keep seein' things twitching around in the shadows, hiding just as you turn your gaze. Where even the wind sounds like the cold rasp of Death.

So here I am, Marshal. I reckon it's come to this. I can see you ain't gonna change your mind. Not with all these folks watchin'.

This ain't how I wanted it to be. I didn't want another law dog's blood on my hands. But if you ain't gonna turn and walk away, well...a man's gotta save his own skin an' everyone else be damned.

I know you won't draw first. That ain't your way. But I'm a fair man too, and I know I'm faster'n you. So I'm gonna give you an excuse an' a chance. That's more'n I got my whole life.

The strap on my holster is off, Marshal. I'm gonna grab my pistol and count one. If I ain't dead by the time I draw it, you will be.

One—!

Damn, Marshal. I told you I was faster.

THE HISTORY IS NOT OUR OWN

The Weird West of *Deadlands* is much like the Wild West of our own world, but with a few fantastic differences.

The most notable of these is that the Civil War dragged on for far longer than it did in our history. Things escalated after the "Great Quake" of 1868. It sundered California into a maze of labyrinthine sea canyons and exposed a new superfuel called "ghost rock." The infernal ore screeches like a banshee when burned, powering all sorts of newfangled gadgets and gizmos like steam wagons, auto-gyros, and more. This gave rise to new weapons of war the North and South just couldn't help murdering each other with.

The greatest and most terrible gathering of these deadly contraptions occurred at the epic and bloody Battle of Washington in 1871, where a desperate Northern victory finally ended the long and tragic Civil War.



NEW NATIONS RISE

The long war kept the governments of the North and South preoccupied, allowing other forces to rise and grow.

After the Great Quake, Reverend Ezekiah Grimme proclaimed his theocratic rule over the "Free and Holy City of Lost Angels" in 1876. His impressive black granite church offered shelter and food to thousands in the devastated territory before it was struck down in a titanic flood in 1880. Some claim all was not as it seemed with the reverend, and that his church was actually a murderous cult. Whatever the truth was, it now lies at the bottom of the ocean with Grimme's bones.

The Mormons also took advantage of the situation to claim Utah for themselves in 1866, proclaiming it the Independent Nation of Deseret. It wasn't just faith that powered their perseverance in that hostile environment, however. Dr. Darius Hellstromme, foremost inventor of the age and a master of the new ghost-rock-powered inventions, became their patron. His railroads and factories made Deseret a powerhouse both economically and militarily. Still reeling from a decade of carnage, the Union had no option but to accept their autonomy.

The same is true of the Sioux Nations and Coyote Confederation, two independent Native American states carved out of their ancestors' sacred lands. The Union eventually made peace with the Sioux enough to keep Deadwood and ghost rock mining alive around the Black Hills, but the tensions are always high.

The Coyote Confederation is far less unified, and struggles mightily with their former Southern allies in and around the lands that used to be called Hell's Half Acre. The trouble between these hot-headed warriors and the surrounding settlers and hunters who covet their resources threatens to boil over into full-scale war every day.

THE AUTHORITIES

The *Tombstone Epitaph* has grown to prominence far beyond its Arizona roots. Under the guidance of editor John Clum and the incessant nosiness of roving reporter Lacy O'Malley, the tabloid has gone national. It

prints lurid and sensational stories of ghosts, monsters, and horrors on the High Plains. Few people discuss its stories, at least not in polite company.

The *Epitaph* is a thorn in the side of the United States Agency, a shadowy government organization supposedly dedicated to rooting out troublemakers who might plunge the nation into another Civil War. The *Epitaph*, however, claims the Agents' real job is to hunt down the strange creatures its lurid stories allege lurk in the shadows of every cowtown from Fort Smith, Arkansas, to the Maze.

The *Epitaph* also says this is why the newly formed Territorial Rangers are no longer confined to their home territories. Officially, they hunt dangerous fugitives from justice, but O'Malley says they also hunt *monsters*!

THE EXPLORER'S SOCIETY

A group called the Explorer's Society has gained some notoriety for tracking and cataloging the creatures of the West, many of which have only been discovered in the last few decades, like California Maze Dragons and giant worms called Mojave rattlers.

Adventurous types are encouraged to look into membership, especially if they want to know how to deal with such critters should they come across them in the sun-baked deserts, frigid mountains, or lonely prairies.

A TOUR OF THE WEST

Now that you're caught up a bit with current events as of 1884, let's take a whirlwind tour of the Weird West's major regions. To find out all the grisly details, of course, drifters have to go see a place for themselves.

The Great Plains: Sometimes called the Heart of the West, the Great Plains include Colorado, Kansas, Montana, Wyoming, and Nebraska. Much of this area was devastated during the Civil War, and again during the Great Rail Wars. Scars from the conflicts remain, both in the residents' hearts and in the many desolate and forgotten battlefields.

Elsewhere, the plains' idyllic scenery hides danger and darkness. Outlaws ply their illicit trade, and some partisan guerrillas

THE MORGANA EFFECT

Longtime fans will notice some important changes to *Deadlands*, caused by what we call the "Morgana Effect."

We don't want to reveal too much here where any ol' looky-loo can see it, but suffice to say a fella called the Cackler recently did something really bad in the shadow of Devils Tower.

The *Tombstone Epitaph*, which everyone reads but no one admits to, claims the Cackler's efforts changed history itself. Whether you believe that hullabaloo is up to you, friend. Most citizens of the Weird West don't, and the rest figure it don't much matter since what is...is what is.

The Marshal has the lowdown on page 114, but you tinhorns can rest easy. There are far more immediate threats for you to worry about here in the Weird West.

still refuse to give up the fight. Most lethal are those weird varmints the *Epitaph* insists are real. Whether the stories are true or not, most travelers take precautions against things that lurk in the shadows beyond the campfire's glow.

The Great Basin: Southern California and Nevada make up what's known as the Great Basin. There's hardly a more inhospitable place on earth, and in the Weird West climate is only one of a cowpoke's problems. Folks say Death has left its mark on this land, and the evidence is that almost nothing lives there. Stock up on vital supplies—especially water and bullets—if you go, and be sure to bring a trail buddy.

The Great Maze: The Great Quake of 1868 shattered California's coast into a labyrinthine network of flooded sea channels. Miners by the thousands now chip away at the canyon walls, digging tunnels or hanging from perilous scaffolds to get at exposed veins of gold, silver, and ghost rock.

Miners aren't the only ones vying for a piece of the Great Maze. There's the

Free City of Lost Angels, the struggling US government, a powerful Chinese warlord named Kang, and any number of ruthless pirates of all stripes jumping claims, robbing miners, and murdering folks left and right.

The Maze is also home to some of the most unique critters to be found in the Weird West. Chief among these are the great beasts known as "Maze dragons." These behemoths swim the sea channels in search of prey, and they're so big even great white sharks are on the menu!

The Great Northwest: From the fog-shrouded evergreens of the Coast Range to the icy peaks of the Cascades, the Great Northwest has some of the most awe-inspiring landscapes to be found in North America. The region is made up of Washington, Oregon, and Idaho, and its beauty is only matched by the harshness of the winters and the brutality of its wildlife.

Logging and trapping dominate this area, but ranchers and farmers can be found as well. The lumberjacks tell fanciful tales of the bigfoot, and bloodier, more terrifying tales of wolves that walk on two legs and hunt the flesh of humans.

Scariest are the stories of unfortunate souls who, trapped in the grasp of winter's chill, succumb to hunger and resort to cannibalism. Legends say these wretched folks turn into ravenous things called "wendigos," which roam the Northwest seeking to slake their bottomless hunger.

Deseret: As we noted, Brigham Young declared Utah the Independent Nation of Deseret in 1866. It's largely a hot, dry, and barren region, but numerous oases have sprouted up to sustain the Mormon residents.

The greatest of these is Salt Lake City, better known to most as the City o' Gloom. It gets its nickname from the pall of smoke



and soot that hangs over it, the product of numerous factories churning out ghost-rock-powered infernal devices. Smith & Robards and Hellstromme Industries Ltd. are the primary New Science technology producers, but a number of smaller manufacturers have begun making names for themselves too.

When folks mention Deseret, the first thing that often comes to mind are the “salt rattlers.” Rattlers are giant burrowing worms native to the Utah salt flats. They rocket through the earth at astonishing speed—nearly fast enough to run down a steam wagon at full throttle! Worst of all, these horrors have a mouthful of tentacles they use to grab prey. It’s said they enjoy the taste of people quite a bit. And they’re *always* hungry.

The Sioux Nations: The Sioux Nations cover what used to be the Dakota Territory. The major Sioux tribes are the Hunkpapa, Miniconjou, Brule, and Oglala, but the Northern Cheyenne and Sans Arcs tribes also dwell there. The Sioux maintain complete autonomy and keep a close watch on their borders for incursions.

As for how the Nations manage that in the face of the US Army’s might, there’s an odd story that just might account for it. Travelers who’ve managed to return alive from the Nations in the past few years report that technology there has a distressing tendency to cease functioning. One might be fine in a manufactured leather saddle, but after a few shots a Winchester’s lever is bound to break, wagon wheels fall off, machines sputter. Few people apart from Sioux shamans can explain the phenomenon, but most agree it’s real.

Despite the Sioux’s strenuous defense of their borders, the US government worked out a deal with the tribal leaders to keep Deadwood in business. Ghost rock mining continues in the Black Hills as a result, but the tensions that have always held sway between miners and Indians are more pronounced than ever.

The Coyote Confederation: Similar to the Sioux Nations, the Coyote Confederation declared its independence after the Civil War. Located roughly where eastern Oklahoma used to be, they’re a loose coalition of Cheyenne, Comanche, and Kiowa, united

COWBOYS & ZOMBIES

Deadlands: The Weird West has years of history and an extensive mythology to explain its supernatural events. But don’t let that overwhelm you. Your game doesn’t need to include any of it.

You can play *Deadlands* as a straight Western, focusing only on cowboys and zombies, mysteries and gunfights, or good ol’ monster hunting on the High Plains. Make the game your own, Marshal!

with several smaller tribes. Although legends speak of a lost city called Quivira somewhere inside the Coyote Confederation’s borders, most folks harbor too much fear of the dread Cheyenne Dog Soldiers to risk going there uninvited.

The Wild Southwest: The deserts of the Wild Southwest—including Texas, New Mexico, and Arizona—are to many people the quintessential West. Despite the bleak and deadly terrain, folks keep flocking there for the gold, silver, and ghost rock found in great quantities. And where there are riches, you’re sure to find outlaws, highwaymen, and killers in equally great profusion.

The greatest of the Wild Southwest’s boomtowns is Tombstone, Arizona. Some might think the deaths of the Earps and most of the Cowboy Gang a few years back brought a measure of calm to the storied burg. They’d be dead wrong. If anything, the competition for ore has gotten even more dangerous, and outlaw gangs just that much more flagrant. Keep your eyes open and a hand on your holster, amigo!





MAKIN' HEROES

The Weird West is chock-full of strange and interesting types, and your hero can be any kind of person you can imagine. So strap on your six-guns and saddle up, amigo—it's time to create your salty gunslinger, mysterious huckster, or courageous scout.

Making a character for *Deadlands: The Weird West* is similar to creating one for any *Savage Worlds* game. The first step is to choose what kind of cowpoke you want to play. Pick one from the following list or devise your own concept.

WESTERN CONCEPTS

People from all walks of life across the globe find their way to the Weird West in search of fame, fortune, freedom, or a million other goals.

Blessed: Whether a pastor, nun, rabbi, or chosen slayer, these pious folks are humanity's most powerful weapons against the forces of darkness. And that's because the miracles they wield are real.

Bounty Hunter: This gun's for hire. Some folks evade justice for an awful long time in the lawless frontier towns of the West. Bounty hunters make their grubstake by hunting these varmints down and bringing 'em in dead or alive.

Chi Master: With the steady influx of Asian immigrants over the past decades, various martial arts have become more common in North America. Some masters hone their chi to a mystical degree, using it to invoke supernatural powers and phenomena.

Common Folk: Not everyone is a gunslinger, war-weary soldier, or huckster. Some are ordinary men or women—craftsmen, farmers, traders, and so forth—who traveled west seeking a new life and a fresh start. But folks like these are often preyed upon by the horrors and outlaws of the Weird West, so they're sometimes forced to pick up a weapon to survive.

Deserter: He's seen his fair share of death and misery, and won't be a party to it anymore. Or maybe she'd rather just shoot the bad folks, instead of the ones who wear a particular uniform. Regardless, this character was branded a coward and traitor by the military they left behind, and being captured likely entails a long drop and a short rope.

Drifter: Some folks make a living on odd jobs; more often than not, these odd jobs involve a smoking gun. Drifters never put down roots in the West, but there isn't much for them Back East either.

Escort: Most often of the feminine persuasion, these "soiled doves" sometimes work a single saloon, and

THE "FAIRER SEX"

In *Deadlands: The Weird West*, the Civil War dragged on for 10 years. Manpower in the North and South were left at all-time lows. This was good news for women, insofar as many of them were able to fill roles they could only dream about before the war.

In 1884, women in the Weird West can be gunslingers and gamblers, Indian shamans and warriors, or politicians and entrepreneurs.

sometimes travel from town to town plying their trade. Most seem innocent enough, but they hold their own in the West's roughest boomtowns. With the upswing in independent, prosperous women over the last decade, male escorts have begun to pop up in bigger cities.

Explorer: These visionaries are always looking over the next horizon in search of something new. They realize the vast, virgin territories of yesteryear are gone forever, but they also know that many wonders—and horrors—of the West have yet to be uncovered.

Most are members of the Explorer's Society, a loose-knit club of adventurers who track, catalog, and sometimes hunt the strange new creatures of the West.

Gripter: Con men ply their dishonest trade to make a quick buck on the frontier. Snakeoil salesmen sell worthless elixirs of flavored water and extracts from dubious roots and herbs. Others search for real "miracle cures," financing their quest with ill-gotten gains.

Huckster: These gamblers plumb *Hoyle's Book of Games* for arcane secrets encoded therein. Some say the cryptic text hides ancient incantations and rituals of the black arts. Others believe hucksters are frauds. That's just fine with the huckster, who'd rather avoid notice. Some hexslingers have a mystical connection to their firearms; their bullets deal out hexes just as sure as they do death.

Immigrant: Chinese or Mexican, European or African, these people are strangers in a weird land. But they bring new and unusual customs to this land of opportunity, which sometimes leads to their persecution.

Indian Shaman: Shamans have many roles in Indian culture, whether serving the spiritual needs of the people, healing and guarding against sickness, or leading in war. It's rare for one shaman to fill all these roles for a single tribe. Duties are usually divided among shamans with specific expertise. Regardless, all understand the importance of protecting the tribe and fighting evil spirits.

Indian Warrior: The long Civil War meant neither the USA nor CSA had the will or



MAKIN' HEROES

manpower to subjugate the Sioux Nations or the Coyote Confederation. Warriors are fiercely loyal to their tribes, and most spend their time hunting or patrolling tribal borders. Some adopt the white man's ways, while others take up the Old Ways vow.

Law Dog: The West is a wild frontier, with wilder outlaws. It's up to the law dogs—whether town marshal, county sheriff, US Marshal, Agent, Texas or Territorial Ranger—to keep a lid on the worst of them.

Mad Scientist: These eggheads use ghost rock to power their infernal devices and gizmos of steam and steel. Some believe them geniuses, others think them mad. Alchemists are mad scientists' chemical cousins, synthesizing potions to bestow seemingly magical benefits.

Muckraker: Some folks believe in reporting the truth, no matter who it offends. Yellow journalism is their stock in trade, but the muckraker hopes to do a little good by lifting the scales from America's eyes. Unfortunately, the only rag willing to publish the wilder (and truer) stories is the *Tombstone Epitaph*, a notoriously sensational newspaper. The "truth" sometimes requires embellishment to appeal to the skeptical masses.

Outlaw: Whether a ruthless bank robber, cold-blooded killer, or innocent fugitive on the run, outlaws have a price on their head and the law on their tail. Some outlaws evade pursuit and build new lives, but some crimes are so heinous that the US, Deseret, and everyone in between wants to see the varmint hanged.

Prospector: There's gold in them thar hills—not to mention coal, silver, ghost rock, and other valuable fundamentals. Prospectors devote their lives digging for it, and spend what little they find on wine, women, and song. Only a few prospectors strike it rich. Some hunt more fantastic treasures, though they're dismissed as dreamers or just insane.

Soldier: These men bravely serve the United States Army. Whether they fought to preserve the Union or to aid the Confederate States' secession, they saw horrors none can ever forget. Those who excel climb the ranks to command other soldiers.

Once you decide on a concept for your sodbuster, it's time to figure out his statistics. Download a character sheet designed for *Deadlands* at www.peginc.com.

1. RACE

Humans are the only race allowed in *Deadlands*. The West is a diverse place where all ethnicities are welcome, even though bigots of all types remain. Despite its general lawlessness—or perhaps because of it—folks from around the world flock to America pursuing a better life. Humans begin play with one Novice Edge whose Requirements they meet.

2. HINDRANCES

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

Use points gained from taking Hindrances to purchase benefits for your character, as detailed on the following page.

AMERICAN INDIANS

We use the contemporary term "Indians" to refer to the collective Native American tribes. Although inaccurate and dated, it's generally accepted by Native American organizations as non-pejorative, and we intend it the same way. We try to portray Native Americans like all peoples of the world, complex and layered with great heroes, villains, and everything in between.

3. ATTRIBUTES

Next, assign your hero's attributes.

- A character begins with a free d4 in each of his five attributes: Agility, Smarts, Spirit, Strength, and Vigor.
- You have 5 points to distribute among these attributes. Raising an attribute by a die type costs 1 point, and you may not raise an attribute above d12.
- You may spend 2 Hindrance points to raise one attribute by one die type.

4. SKILLS

Core Skills: Athletics, Common Knowledge, Notice, Persuasion, and Stealth are "innate" abilities most adult adventurers have. Your character starts with a d4 in each of these five core skills.

Buying Skills: Next, you have 12 points to buy skills. Most standard skills in the *Savage Worlds* rulebook are available in *Deadlands: The Weird West*.

- Raising a skill by a die type costs 1 point (starting at d4), as long as it's no higher than the attribute to which it's linked.
- It costs 2 points per die type to raise a skill above its linked attribute.
- Skills can't be raised above d12.
- You may spend 1 Hindrance point to gain an additional skill point.

Knowledge Skills: Electronics and Hacking are not available in *Deadlands*, but we add one Smarts-based skill: Trade.

Trade (Smarts) is for day-to-day tasks needed to run a business (blacksmith, saloon owner, miner, etc.). Note the specific trade in parentheses. Trade lets an entrepreneur raise funds (as the Performance skill in *Savage Worlds*) through advertising, money-saving tactics, and buying cheaper goods.

Language Skill: Most folks in the Americas, regardless of where they hail from originally, learn the most common language of the land. That's English, amigo. Heroes with the Outsider Hindrance know a different language and must drop a few points into Language (English) to make themselves understood.

5. DERIVED STATISTICS

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

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

6. EDGES

Now decide what special abilities set your hero apart from other folks. Just as Hindrances define heroes, Edges allow them to shine during a story.

- Humans get a free starting Edge, as noted in *Savage Worlds*.
- For each 2 Hindrance points spent, choose another Edge.

7. GEAR

Each hero starts with the clothes on his back and some of whatever currency is appropriate for the hero (see **Dinero** on page 40). You'll want to spend some of that now on weapons, ammunition, and equipment. There's a complete list on pages 25–37.

- Characters begin with \$250.
- For 1 Hindrance point, gain an additional \$500.

8. BACKGROUND DETAILS

Flesh out your hero's background. Give her a name, think a bit about where she came from and why she's traveled out West—or what she's done her whole life, if she started out there. This all helps you play your character well, and gives the Marshal lots of ideas for interesting stories.

9. YOUR WORST NIGHTMARE

Finally, think a bit on what really scares your hero. What's he afraid of, and why? Now think about what kind of dream makes him wake up with the cold sweats at night. Write it down. No reason, really. *Trust us.*

NEW HINDRANCES

All the Hindrances listed in *Savage Worlds* are available in *Deadlands*. Here we provide a herd of new ones particular to the Weird West.

AILIN' (MINOR OR MAJOR)

Medicine is a rudimentary science on the frontier, and there are worse ways to die than a severe case of lead poisoning. Your cowpoke suffers from a chronic and at least so far incurable disease of some sort. The Minor version of the Hindrance means you subtract 1 from any roll made to resist Fatigue from any source. Subtract 2 if it's a Major Hindrance.

A Critical Failure on such a roll means things are getting worse. If your pistolero has the Minor version, she gets worse and her Hindrance becomes Major. If she already has the Major version, the Reaper comes calling. The good news is you gain an immediate point of Conviction. The bad news is you choose when and how your hero dies during that session. She might go out in a blaze of glory or surrounded by friends on a peaceful mountaintop. When your character finally passes, the other player characters gain a point of Conviction, drawing strength from the brave death of their stalwart companion.

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

CURSED (MAJOR)

Everybody's got skeletons in the closet, but yours are trying to claw their way out! Your hero has done somebody wrong, either through past affiliation or dark, unspoken deeds. While most folk don't know or care, the Fella Upstairs sure does—and he ain't too pleased. For each player character with the Cursed Hindrance, the GM starts with one additional Benny!

RACISM & SLAVERY

The real world of the 1880s was one of public racism and bigotry. In the United States, this resulted in a terrible and bloody Civil War fought primarily over the Southern states' dependence on slavery.

In the alternate history of *Deadlands*, evil influences allowed the war to continue far longer than it did in the real world. In this edition, the Confederacy finally fell after the steam-powered, bloodbath known as the Battle of Washington in 1871.

It's now 1884. Bigotry, violence, and racism remain, but they are the province of villains and the shamefully ignorant. Progress against such vile behavior has been made, and more will come, albeit slowly, as people of all backgrounds begin to live and work together.

When depicting the worst parts of history is central to the story, we won't shy away from it. But by and large, *Deadlands* is about valiant heroes and heroines from all backgrounds, cultures, and walks of life fighting imaginary monsters and corrupted villains.

We recommend you do the same at your game table. Depicting racism or bigotry may be sadly realistic, but it's also ugly and uncomfortable and can quickly ruin the fun for everyone in the group. At the end of the day, this is a roleplaying game we hope you and your friends find relaxing, exciting, and fun.

GRIM SERVANT O' DEATH (MAJOR)

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

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

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

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

HEAVY SLEEPER (MINOR)

A thunderstorm from Hell itself doesn't wake this Dozing Doolie. Once he drops off, he must make a Notice roll (-4) to wake up. He also suffers a -4 penalty to Vigor rolls made to stay awake.

LYIN' EYES (MINOR)

Lies just don't come easy to this *hombre*. That sounds all good and noble, but often causes problems when dealing with more nefarious types. A hero with this Hindrance suffers a -1 penalty to all Intimidation and Persuasion rolls where lies—even little ones—must be told.

Worse, if your hero plans to make money playing poker, the penalty also applies to bluffing. That's -1 to your Gambling rolls in a poker or faro game as well, compadre!

NIGHT TERRORS (MAJOR)

To say your *hombre* has bad dreams is a severe understatement. The Land of Nod is a constant nightmare. He tosses and turns like a demon on a rack, and likely keeps everyone within earshot of him awake

with his nightly torment. The repeated barrage on his psyche results in an overall weakened resolve. He suffers a -1 penalty to all Spirit rolls.

OLD WAYS OATH (MINOR)

Your hero has pledged to forego modern technology to honor the nature spirits. Those who remain true to their vows get a free reroll on any Spirit roll.

If the mortal violates the agreement, however, the spirits withdraw this advantage for 24 hours. If the oath-taker uses an item powered by ghost rock—a noxious and cancerous substance to nature spirits—their support is withdrawn for a week.

TALISMAN (MINOR OR MAJOR)

Only characters with an Arcane Background Edge can take this Hindrance. It represents a mental dependence on a physical item to use their powers. Anyone who sees the item used to enact a power can tell it's important.

The Talisman could be a specific deck of cards for a huckster, a medicine bag for a shaman, a holy item for a blessed, or a unique weapon for a chi master. Whatever the item, the character suffers a -1 penalty to all arcane skill rolls if she doesn't have it on her person. As a Major Hindrance, she suffers a -2 without it.

The hero can replace a lost Talisman, but it takes two game weeks to acclimate to the replacement, during which time the *hombre* suffers the appropriate penalties.

Note that mad scientists already need a chosen gizmo to enact powers—an *actual* dependence rather than a mental one. Therefore, characters with that Arcane Background aren't eligible for this Hindrance.

TENDERFOOT (MAJOR)

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

TROUBLE MAGNET (MINOR OR MAJOR)

Things never go smoothly for this hero. As a Minor Hindrance, whenever the character rolls a Critical Failure the consequences are subtly worse in some way, as determined by the Marshal. A hero isn't just spotted trying to infiltrate a US Army fort, someone recognizes her face. A buckaroo doesn't just fail at Intimidation, the target also has friends. Or a botched attack roll results in the cowpoke's weapon busting too.

The Major Hindrance has a different effect. Anytime the Marshal must choose a "random character" to be hit, attacked, or otherwise negatively affected by something—it's this poor devil.

NEW EDGES

The following Edges from *Savage Worlds* are not allowed in *Deadlands: Arcane Background* (any), Soul Drain.

If you choose one of the *Deadlands* Arcane Backgrounds listed below, read up on the details in *No Man's Land*, starting on page 51. A character may only take one Arcane Background Edge.

BACKGROUND EDGES

ARCANE BACKGROUND (BLESSED)

REQUIREMENTS: Novice, Spirit d6+, Faith d4+

Certain characters can call upon the power of their deity or deities for aid. In the Weird West, these pious souls are known as the blessed. Blessed are nuns, priests, or any average but (relatively) pure-hearted folks touched by a divine entity. Though rare in the Weird West, there are also blessed imams, Buddhist monks, and others of faith running around with higher powers covering their holy backsides. When these folks behave themselves, they can invoke miracles to help them fight the evils of the Weird West. Blessed use Faith as their arcane skill. See page 55.

OLD WEST ARCHETYPES

Although you may wonder where the Saloon Girl, Muckraker, or Gunslinger Edges are, they're not necessary to create these cowpokes. Everything you need is in the *Savage Worlds* rules.

When creating heroes, first think of them as an archetype. Consider what skills and Edges best embody that type of hero's role and life story.

A saloon girl might be Attractive—or Ugly. Heck, she may be plain-looking but Charismatic. If she's "popular," she may have Connections among the clientele. A muckraker might take the Investigator Edge. Being Charismatic doesn't hurt either.

Want to play a gunslinger? Consider the Dead Shot or Two-Gun Kid Edge. Indian warrior? Take the Woodsman Edge. For a local lawman, how about Charismatic or Command for a start? Add an Obligation to keep the peace.

For a group tied to one town or geographic area, the Marshal might allow the Aristocrat Edge to represent authority in a hero's jurisdiction.

ARCANE BACKGROUND (CHI MASTER)

REQUIREMENTS: Novice, Agility d6+, Spirit d6+, Martial Artist, Focus d4+

A few folks in the Weird West have studied the ancient Asian fighting arts. A very few of these supremely skilled fighters have achieved the spiritual discipline necessary to channel supernatural force through their own bodies, called chi. These enlightened fighters use the Arcane Background (Chi Master) Edge to reflect their astonishing abilities. Chi masters use Focus as their arcane skill. See page 57.

ARCANE BACKGROUND (HUCKSTER)

REQUIREMENTS: Novice, Gambling d6+, Spellcasting d4+

Magic in the Weird West is not to be taken lightly. Those who practice sorcery must often wrestle their powers from dark spirits, who are rarely willing to give up easily. Hucksters envision these duels of will as card games, and the best are capable of amazing powers. Others reportedly tread even darker paths and harness the power of blood magic. Hucksters use Spellcasting as their arcane skill. See page 64.

ARCANE BACKGROUND (MAD SCIENTIST)

REQUIREMENTS: Novice, Smarts d8+, Science d6+, Weird Science d4+

Adherents to the principles of New Science (called mad scientists by most) build weird and wonderful devices, machines which often seem to defy the very laws of reality. Most every such inventor—or at least the successful ones—rely on ghost rock to power their inventions in some fashion. Mad scientists use Weird Science as their arcane skill. See page 68.

ARCANE BACKGROUND (SHAMAN)

REQUIREMENTS: Novice, Spirit d8+, Faith d4+

Shamans are Indian holy men and women, and keepers of tribal medicine. Their power comes from bargains with the demanding spirits of the natural world. When these medicine men or women honor the nature spirits, they can accomplish amazing feats that make even the most doubting Thomas tremble. Shamans use Faith as their arcane skill. See page 71.

GALLOWS HUMOR

REQUIREMENTS: Novice, Taunt d6+

Some people make jokes about the direst situations. They can stare the Grim Reaper himself in the face, just so long as something about him strikes them as funny. It's a skill that serves anyone well.

A character with this Edge may use her Taunt skill instead of Spirit when making a Fear check (and all the usual modifiers apply as normal). If she gets a raise, she mocks the threat so effectively it acts as +1 Support for all allies making the same Fear check. Just make sure you roll and resolve your Fear check first, partner!

VETERAN O' THE WEIRD WEST

REQUIREMENTS: Wild Card, Novice, Spirit d6+, Occult d6+

So you want to be a hero, huh? A big, tough, *experienced* hero? Gotcha. Just check your sanity at the door, because those who've already gone around the cactus a few times have seen things that would stop most men's tickers. As a result, they ain't the same as they used to be!

Veterans o' the Weird West begin play at Seasoned (or one Rank higher than the rest of the cowpokes in your campaign), which means they gain four Advances right off the bat. Go ahead and apply those now.

There's a price, though. When you take this Edge, draw a single card from the Action Deck. Show it to the Marshal and she'll check the table on page 91 to see just what kind of bad luck your hombre wandered into on his path to studliness.



Beware—the results can range from maiming to insanity. Your Marshal has all the details. You've been warned, Tex!

COMBAT EDGES

DON'T GET 'IM RILED!

REQUIREMENTS: Novice

The hero with this Edge can be a real curly wolf when he gets roughed up. When causing melee damage, he adds his Wound levels to the roll.

A hero with three Wounds, for instance, adds +3 to his melee damage rolls!

DUELIST

REQUIREMENTS: Novice, Shooting d6+

Your hombre is a deadly gunfighter, and anyone foolish enough to face him at High Noon is likely to end up in the boneyard by sunset. In a duel, this hero receives two extra Hole Cards at the start of the throwdown. Rules for *Dueling* can be found on page 47.

FAN THE HAMMER

REQUIREMENTS: Seasoned, Agility d8+, Shooting d8+

Most folks have trouble enough drawing a bead and hitting a target with a single shot. The supremely skilled shootist with this Edge can hit a target while slapping her gun faster than chain lightning with a busted link.

A gunslinger who wants to “fan the hammer” holds the trigger of a single-action pistol down while repeatedly slapping the hammer with his other hand. Assuming his six-gun is fully loaded, he may fire up to six shots in a single action. Each shot is a Shooting die at a -4 Shooting penalty, along with the Wild Die if the shooter is a Wild Card.

A player character firing all six shots, for example, rolls six Shooting dice and one Wild Die. What you lose in accuracy you (hopefully) make up for by getting lead in the air!

Just watch who's about when you're fanning the hammer, partner. If your Shooting die comes up 1 or 2, there's a chance you hit an **Innocent Bystander** (see *Savage Worlds*).

IMPROVED FAN THE HAMMER

REQUIREMENTS: Heroic, Agility d10+, Fan the Hammer, Shooting d10+

As Fan the Hammer, above, but each shot suffers a -2 Shooting penalty.

QUICK DRAW

REQUIREMENTS: Novice, Agility d8+

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

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



PROFESSIONAL EDGES

AGENT

REQUIREMENTS: Novice, Smarts d8+, Fighting d6+, Occult d6+, Shooting d6+

The shadowy Agency is responsible for rooting out sedition, treason, espionage, corruption, and illegal acts that might plunge the country into another Civil War.

Agents are a secretive lot who don't share information outside their ranks if they can avoid it—not even with the local law. They're expected to conceal their credentials except under extreme and desperate circumstances. Read the top secret details on page 52.

BORN IN THE SADDLE

REQUIREMENTS: Novice, Agility d8+, Riding d6+

Some folks spend so much time on horseback, it's as if they were born in the saddle and live entirely in it. There's no place they'd rather be than on the back of a trusty steed.

Heroes with the Born in the Saddle Edge get a free reroll on Riding rolls. They also know how to get the most out of their trusty steeds in an emergency. This increases their horse's Pace by 2 and their running die one step.

CARD SHARP

REQUIREMENTS: Novice, Gambling d6+

Your hero has a knack for odds, wagers, and when to call a bluff. He never feels more at home than when he's shuffling cards, tossing dice, or calculating the chances of some wager.

Your character gets one free reroll when making a Gambling roll. That includes hucksters who **Deal with the Devil** (see 65)!

GUTS

REQUIREMENTS: Novice, Spirit d6+

A hero with this Edge has learned to steel himself against the horrors that stalk the Weird West. He gets a free reroll when making Fear checks.

SCOUT

REQUIREMENTS: Seasoned, Woodsman

Scouts are masters of navigating the West's vast wilderness. When the Marshal draws a face card while the posse is traveling—indicating an encounter—the Scout can make a Notice roll at -2 to detect the hazard, critter, or event first. Scouts are always considered alert for Notice rolls versus Stealth, ignore up to 2 points of penalties on Survival rolls to track, and on a raise gain more specific information about what they're following. They also add +2 to Common Knowledge rolls to recall information about towns, outposts, landmarks and watering holes, people, or tribes along a particular route they've traveled before.

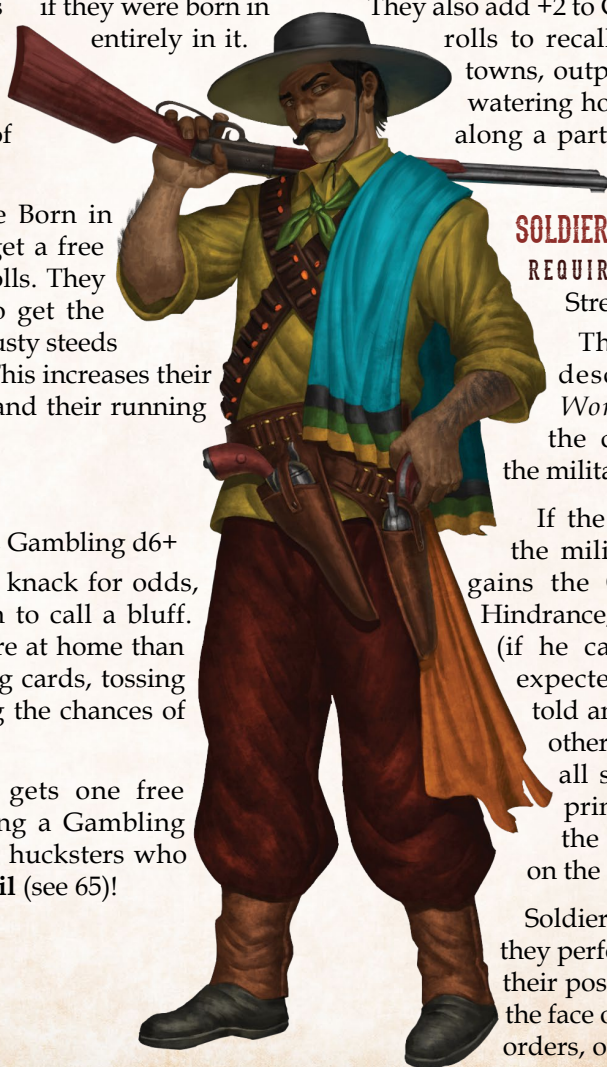
SOLDIER

REQUIREMENTS: Novice, Strength d6+, Vigor d6+

This Edge works as described in *Savage Worlds*, and means the character served in the military.

If the hero still serves in the military, he's a Private, gains the Obligation (Minor) Hindrance, and is paid monthly (if he can get to it!). He's expected to do what he's told and to put the lives of others before his own. Not all soldiers uphold that principle, but they take the oath when they put on the uniform.

Soldiers may be demoted if they perform poorly, abandon their post, show cowardice in the face of the enemy, disobey orders, or otherwise shirk the



code of military conduct. Demotions are entirely up to the Marshal.

Rank: A hero can start as a Sergeant or 2nd Lieutenant, but his Obligation becomes Major, and he's expected to carry out more difficult tasks lesser ranks might retreat from. Officers attend one of several military training academies and must have Academics and Battle at d6+. The Command Edge isn't a requirement for either, but highly recommended for both.

In *Deadlands*, it's expected soldiers are assigned to the posse for extra firepower, leadership, or expertise. They aren't expected to bring their troops with them, but in times of extreme urgency the Marshal may allow them to request such resources from their superiors.

Promotion: Regardless of starting rank, an active duty character with the Soldier Edge may spend an Advance for a promotion to his next rank. He may do this no more than three times, and no more than once per character Rank (not military rank).

Higher ranks are possible, but generally outside the scope of normal play.

TALE-TELLER

REQUIREMENTS: Novice, Performance or Persuasion d8+

A good storyteller not only entertains, he gives hope and comfort as well. In the Weird West, Tale-Tellers are critical to saving the world!

What? The world needs saving? You bet it does. Spreading the tales of your posse's derring-do is far more important in the grand scheme of things than putting down some ornery varmint. So if you do something amazing, bucko, tell people about it!

The Marshal has all the details on page 84, but this Edge gives you two perks. First, when making a Persuasion or Performance roll to lower the local Fear Level, your hero adds +2 to her total. Second, when you successfully lower the local Fear Level and get a raise on the Persuasion or Performance roll, the tale-teller and anyone who Supports her earn **Conviction** (see *Savage Worlds*).

US ARMY RANKS

ENLISTED		
Rank	Command	Pay
Private	—	\$20
Corporal	—	\$25
NON-COMMISSIONED OFFICERS		
Sergeant	Squad	\$30
Ordnance Sergeant	Squad	\$50
Quartermaster Sergeant	Platoon	\$65
Sergeant Major	Company	\$80
OFFICERS		
Rank	Command	Pay
2nd Lieutenant	Platoon	\$30
1st Lieutenant	Platoon	\$40
Captain	Company	\$50
Major	Company	\$75
Lieutenant Colonel	Battalion	\$100
Colonel	Regiment	\$120
Brigadier General	Brigade	\$200
Major General	Division	\$400
Lieutenant General	Corps	\$800
General	Army	\$1,600

TERRITORIAL RANGER

REQUIREMENTS: Novice, Vigor d6+, Fighting d6+, Intimidation d6+, Riding d6+, Shooting d6+, Survival d4+

United States Marshals police the states. Rangers are responsible for the eight territories—Arizona, California, Idaho, Montana, New Mexico, Washington, Wyoming, the District of Alaska—and one state, Texas, given that organization's long history there.

These law dogs hunt thieves, bandits, deserters, and other fugitives from justice throughout the territories. The *Tombstone Epitaph* claims they often hunt stranger prey—but only crackpots believe those bedtime stories, right? There's more information about these tough hombres on page 73.

SOCIAL EDGES

REPUTATION

REQUIREMENTS: Veteran

Whether this character is branded hero or villain, he has earned a Reputation across the Weird West. Decide whether your hero's rep is good or bad. With a good Reputation, the celebrity gets a free reroll on Persuasion rolls with anyone who's heard stories about him. If an outlaw's rep is negative, he adds +2 to Intimidation rolls among those in the know.

WEIRD EDGES

GRIT

REQUIREMENTS: Veteran, Spirit d8+, Guts

Through perseverance and maybe a little insanity, this hardcase reduces penalties to the Fear check by 2. This stacks with Brave.

HARROWED

REQUIREMENTS: Wild Card, Novice, Spirit d6+

Some gunslingers are just too tough to lie down and stay dead after they've been killed. The price they pay is an eternal battle for their own soul. If you take this Edge, your character has been reborn into unlife and you can read the grisly details on page 59.

The Harrowed Edge may only be selected at character creation. To become Harrowed later requires shedding the mortal coil and a whole lot of luck (the Marshal has information on how this might occur), or by taking the Damned Edge at Legendary Rank.

Note: Talk it over with your Marshal before you take this Edge, because it sometimes becomes an involuntary Hindrance to everyone else in the posse!

KNACK

REQUIREMENTS: Novice

This Edge should only be taken during character creation, unless there's a good reason for the hero to "discover" his latent powers at a later date.

The Weird West is a superstitious place, where rumors and old wives' tales abound. Occasionally, these folktales contain a

germ of truth. A Knack is just that — folklore come true.

Now you get to choose one of the special events that coincided with the time of your character's birth.

Bastard: Well, that's what your hero is. Not the mean ornery kind, but the fatherless kind. A child born out of wedlock is said to be able to see the unseen. Spend a Benny to automatically be able to see invisible and hidden critters, or those that supernaturally blend in with their surroundings, for five rounds.

Born on All Hallows' Eve: They say those born on this day have a greater connection to the spirit world. They occasionally receive warnings if their actions are about to cause disastrous consequences. A hero who was Born on All Hallows' Eve can spend Conviction to reroll a Critical Failure.

Born on Christmas: A babe born on Christmas is particularly resistant to arcane effects powered by evil spirits. Only heroes with the Blessed or Shaman Arcane Background can take this Knack. If you wanted to take a different Arcane Background, this isn't the Knack for you.

When targeted by a power from any other Arcane Background, a hero with this Knack can spend a Benny to negate the effect and force the caster to make a Spirit roll (-4) or be Shaken.

Breech Birth: A baby born butt-first is said to have the uncanny ability to heal injuries. Your hero is just such a person and can spend a Benny to use the *healing* power. He doesn't need to roll and automatically gets a single success (thus *healing* one Wound).

Seventh Son: Your hero is fated for greatness; his legend will loom large in the Weird West. This hombre has the ability to control fate. Any time a Benny is used in his presence, he can spend a Benny of his own to negate its effect.

Shooting Star: A shooting star or comet lit up the sky at the time of your hero's birth, and many believe it foretold his skills as a great leader. At the beginning of any combat, you may spend a Benny to double the

character's Command Range. This increased range lasts until the end of the encounter.

Storm Born: Your character was born in the midst of a great storm. Among her people, it's said fear has no power over her. When you spend a Benny to reroll a Fear check, you ignore all Fear penalties, both from the critter and the local Fear Level.

LEGENDARY EDGES

BEHOLD A PALE HORSE...

REQUIREMENTS: Legendary

The Lone Ranger had Silver, Zorro had Toronado, and your caballero's steed is no less impressive. Whether it's a new stallion or the same faithful pony your hero's had since she was young, there's something special about this horse. It has character.

The faithful beast uses the statistics for a war horse (see *Savage Worlds*) but gains the Fearless special ability and the Danger Sense Edge. What's more, the horse is a Wild Card, and starts each session with its own two Bennies.

If the trusty steed dies, your hombre can start training another, a process that usually takes a few weeks of game time (GM's call).

DAMNED

REQUIREMENTS: Wild Card, Legendary, Spirit d6+, Reputation

Old gunslingers don't die, they just...

Okay, they *do* die. Usually in messy and embarrassing ways. But if your grizzled veteran of the Weird West goes down, he's definitely coming back. Taking this Edge is an insurance policy against having your plans for this old hand ended prematurely.

If your hero is killed, he automatically returns from the grave as a Harrowed (see page 60 for details). Just how long that takes relies on the Marshal's whim and the story. It could be near-instant, or it could be after your partners put you in a pine box and read the 23rd Psalm.

Once you return as Harrowed, you may trade this Edge for an additional Harrowed Edge.

FAST AS LIGHTNING

REQUIREMENTS: Legendary, Agility d10+, Quick

When your hero reaches for his shootin' irons, folks rarely have time to blink, much less draw him down. Some say he's the fastest gun in the West.

Your hero gets a fourth action. This increases the maximum Multi-Action penalty to -6 (which can be reduced by any Edges or abilities that do so, such as Two-Fisted or Two-Gun Kid).

RIGHT HAND OF THE DEVIL

REQUIREMENTS: Legendary, Trademark Weapon, Shooting, Fighting, or Athletics d10+

Your hero is fast on the trigger and renowned far and wide as one mean hombre. Folks have taken to calling him the Right Hand of the Devil (or Left if your cowpoke is of the sinister rather than dexter persuasion).

Whichever weapon your shootist typically uses in his favored hand has been infused with some of the mythic status he's accorded, turning that weapon into a powerful relic. A relic weapon does an extra damage die of the same type as that weapon's highest damage die. So a relic Colt revolving rifle would do a fearsome 3d8 damage. A hero usually dresses it up a bit with a silver filigree, pearl handles, and the like. It's not a requirement, but most legends are partial to such decor.

The Edge remains with the weapon, so if your shootist loses his gun, he loses the Edge as well—at least until he can get it back. And yes, anyone else who finds it in the meantime gets its benefits!

TRUE GRIT

REQUIREMENTS: Legendary, Spirit d10+, Grit

This grizzled veteran has seen things that'd make others' eyes pop like they just saw a rattler in their bedroll. He ignores all penalties when making Fear checks, and if failed, gets one free reroll on the **Fear Effects Table** if he chooses.



GEAR & GOODS

A well-oiled six-gun in the holster. A Winchester, "The Gun that Won the West." A reliable horse and a sturdy saddle.

These are a few of the necessities, but all sorts of things are for sale in the Weird West. The trick isn't finding someone to sell them... it's finding an honest shopkeep!

This chapter holds an assortment of items a cowpoke needs to get by, whether by the skin of his teeth or in luxurious style. As we told you in the last chapter, your hero starts the game with just \$250 in local currency. Anything you want in the way of possessions, you're going to have to buy!

We know that money won't go far, so in *Deadlands* you have two options when you go shopping. You can pay the prices listed in this chapter, or you can hunt down a bargain by buying el cheapo gear.

GEAR ON THE CHEAP

Most anything in this chapter, excepting services, can be bought secondhand for half the listed price. Common items such as clothes are ratty and torn, hats are crumpled, and dinged-up playing cards can't be used anywhere except by the campfire. These effects are usually situational, which means

some items cause bigger problems than others (at the Marshal's discretion).

EL CHEAPO GEAR

Cost: El cheapo gear costs half the normal price, but a cowpoke only receives a discount on types of gear described below.

Breakage: Cheap guns, saddles, and so forth—anything a cowpoke might use in a Trait roll—break if the player rolls a Critical Failure. An el cheapo tomahawk falls apart while you're trying to whack some no-good rascal, or a secondhand wagon loses a wheel. If your cowpoke has the All Thumbs Hindrance, the breakage is spectacular enough to Stun the user. Powered items explode, the cinch on a saddle snaps like thunder, and so on.

Persuasion Penalties: Items that don't come into play for skill rolls might affect folks' perception of your hero. A ratty duster, for example, is a sure sign of a no-good scofflaw or saddletramp in civilized company—even in the most remote corners of the West. Each of these items inflicts a -1 modifier to your hombre's Persuasion rolls, but the maximum penalty for el cheapo gear is -2.

EL CHEAPO HORSES

Skinflint characters who cheap out on horseflesh are in for a whole different brand of trouble. El cheapo horses, in

addition to their normal statistics, have two Minor Hindrances or a Major Hindrance of the Marshal's choice. That's right, partner, you could wind up with an Elderly nag, a Stubborn mare, or a Mean stallion full of piss and vinegar. You pays your money (or not) and you takes your chances.

Marshal, we know how much you want to punish your players for being misers, but use common sense here. Horses don't make the kind of Enemies that call them out for a duel at High Noon, and they're about as likely to be outlaws as Johnny Ringo is to join a sewing circle. That said, an ornery horse might hate a particular appaloosa in the posse, or an "outlaw" horse might have been stolen and had its brand altered.

SELLING GOODS

Posses often wind up with spare gear. Everyday items are easy enough to sell or trade. But only a sucker pays full price for a used item. A successful Persuasion roll in a fair-sized town allows the seller to dump the goods at a quarter the normal value, while a raise nets half the list price. This roll may be attempted once per week on the trail, or every two to three days in a boomtown.

Unloading more unusual or dangerous gear—guns, blades, and gold bullion, for example—can be tricky. Attempting to sell more than a couple such items is liable to catch the attention of suspicious law dogs. Characters in the market to sell ill-gotten goods probably want to avoid this outcome.



COMMON GEAR

CLOTHES

Item	Cost	Weight
Boots	\$8	4
Chaps	\$4	6
<i>Notes:</i> Heavy leather, seatless trousers to protect riders' pants and legs. They grant Armor +1 (legs), and +1 to Riding rolls vs. Fatigue.		
Duster	\$10	4
Longjohns	\$2	2
Native armor	\$2	3
<i>Notes:</i> Armor +1, Min Str d4. Includes buckskins, soft leather, woven breastplates, etc.		
Native Shield (Medium)	\$3	5
<i>Notes:</i> A medium shield made from hides. +2 Parry, -2 Cover, Min Str d4, Hardness 8.		
Native Shield (Small)	\$2	3
<i>Notes:</i> A small shield made from hides. +1 Parry, -1 Cover, Min Str d4, Hardness 7.		
Shirt/blouse, dress	\$3	1
Shirt/blouse, work	\$1	1
Silk stockings	\$1	—
Shoes	\$2	1
Suit/fancy dress	\$15	6
Trousers/skirt	\$2	2
Winter coat	\$15	3

Rattler Hide: Leather items (boots, chaps, dusters, etc.) made of rattler hide are more durable and grant Armor +2. Only a few merchants in the Southwest sell it—for 10 times the normal price of the clothing itself.

FOOD & DRINK

Item	Cost	Weight
Bacon (per lb.)	15¢	1
Coffee (per lb.)	25¢	1
<i>Restaurant, good</i>		
Breakfast	50¢	—
Lunch	25¢	—
Dinner	\$1	—
Restaurant, cheap (any meal)	25¢	—
Trail rations (per day)	50¢	3

GENERAL EQUIPMENT

Item	Cost	Weight
Ax, wood	\$2	5
<i>Notes:</i> Medium Improvised Weapon		
Backpack	\$2	3
Barbed wire (per yard)	5¢	5/50 ft.
Bedroll	\$4	10
Camera	\$3	5
<i>Notes:</i> A box camera. The subject must sit still for several minutes for a clear picture. A camera takes one photo per photographic plate (which cost \$1 each and weigh 1/2).		
Canteen	\$1	5 (full)/1
Cigar	5¢	—
Disguise kit	\$10	8
<i>Notes:</i> Five uses. Can be refilled for \$8.		
Doctor's Bag	\$10	6
<i>Notes:</i> Grants Healing reroll, 5 uses, may be refilled for \$8.		
Drill	\$2	2
File	25¢	1
Guitar	\$8	6
Hammer	50¢	2
<i>Notes:</i> Light Improvised Weapon		
Handcuffs	\$3.50	3
Harmonica	50¢	—
Hatchet	\$1	2.5
<i>Notes:</i> Light Improvised Weapon		
Iron skillet	50¢	5
<i>Notes:</i> Light Improvised Weapon		
Lantern	\$2.50	4
<i>Notes:</i> Provides light in a 4" radius for three hours per pint of oil. If it's dropped there's a 50% chance the lantern breaks, and a 1-in-6 chance it sets normal combustibles alight.		
Lantern oil (per gallon)	10¢	6
Lockpicks	\$5	1
Matches (box of 100)	50¢	.25
Mess kit	\$2	3
Pick	\$2	12
<i>Notes:</i> Medium Improvised Weapon		
Playing cards	25¢	—
Rope (20 yards)	\$5	8
<i>Notes:</i> Safely holds 300 lbs. Roll 1d6 per additional 50 lbs each minute or whenever the rope suffers stress. It snaps on any result of 1.		
Shovel	\$1.50	5
<i>Notes:</i> Medium Improvised Weapon		
Spectacles	\$5	—

Tool kit \$25 5
Notes: Ignores up to 2 points of penalties (see Repair in *Savage Worlds*).

Tool kit (Weird Science) \$50 5
Notes: Ignores up to 4 points of penalties (see Repair, specialized equipment, in *Savage Worlds*).

Watch, standard \$2.50 .5

Watch, gold \$10 .5

FUNDAMENTS

Item	Cost	Weight
Ghost rock ore (1 oz, but most commonly sold at \$100 per pound)	\$6.25	1 oz
Gold ore (1 oz.)	\$20	1 oz
Silver ore (1 oz.)	\$1.50	1 oz

GUN ACCESSORIES

Item	Cost	Weight
Gun belt	\$2	1
Holster	\$3	1
Quick-draw holster	\$11	1
<i>Notes:</i> Drawing from a quick-draw holster adds +2 when attempting to interrupt someone and the pistol must be drawn.		
Rifle boot	\$3	.5
Scope	\$30	2
<i>Notes:</i> Cancels 2 additional points of penalties when Aiming.		
Shotgun thong	25¢	—
Speed-load cylinder	\$3	.25
<i>Notes:</i> Allows the user to reload a six-shooter as one action, provided she's pre-loaded the cylinder		

HATS

Item	Cost	Weight
Bonnet	\$2	—
Derby	\$1.50	—
Fedora	\$3	—
Sombrero	\$3.50	—
Stetson	\$5	—

LIQUOR (TRIPLE OR MORE FOR THE "GOOD STUFF")

Item	Cost	Weight
Beer (glass)	5¢	—
Shot	10¢	—
Bottle	\$2	4



SERVICES

Item	Cost	Weight
Bath	\$1	—
Burial	\$5	—
<i>Doctor visit</i>		
Office	\$3	—
House call	\$5	—
Photo	\$10	—
<i>Room (per day)</i>		
Boarding house (w/ meals)	\$1	—
Low-class hotel	\$2	—
High-class hotel	\$10	—
Shave and a haircut	25¢	—
Telegram (per word)	5¢	—

TRANSPORTATION

Item	Cost	Weight
Horse	\$150	—
Mule	\$50	—
Riverboat (per mile)	5¢	—
Saddle	\$25	30
Saddlebags	\$5	5
Stagecoach (per mile)	10¢	—
Train ticket (per mile)	5¢	—

SMITH & ROBARDS AMMUNITION IS GUARANTEED TO WORK 99.9% OF THE TIME! IF IT DOESN'T, NEXT OF KIN SHOULD CONTACT THE HOME OFFICE IN DENVER FOR YOUR MONEY BACK GUARANTEE!

AMMUNITION

Type	Cost	Weight	Notes
Arrow	\$2/20	1/5	Arrows for bows
Pistol (Small)	\$2/50	3/50	.22-.38 caliber
Pistol (Large)	\$3/50	5/50	.40-.50 caliber
Rifle (Small)	\$4/50	6/50	.38-44 caliber
Rifle (Large)	\$5/50	8/50	.45 caliber and over
Percussion caps	\$.50/60	1/60	For cap and ball weapons
Shot (w/ powder)	\$1/20	4/20	For black powder weapons
Shotgun shells	\$2/20	2/20	Standard buckshot

MELEE WEAPONS

Type	Damage	Min. Str	Weight	Cost	Notes
Brass Knuckles	Str+d4	d4	1	\$1	Doesn't count as a weapon for Unarmed Defender
Bayonet	Str+d4	d4	1	\$5	Str+d6 and Parry +1 if attached to a rifle, Reach 1, two hands
Club	Str+d4	d4	1	\$1	—
Club, War	Str+d6	d6	3	\$3	—
Club, War (Bladed)	Str+d8	d8	6	\$8	AP 2, Parry -1, two hands
Knife	Str+d4	d4	1	\$2	—
Knife, Bowie	Str+d4+1	d4	2	\$4	AP 1
Lance (Plains Indian)	Str+d6	d6	4	\$20	Reach 2, mounted combat only
Lariat	—	d4	3	\$4	Parry -1, Reach 2
Notes: Used to initiate a Test using the wielder's Fighting skill. The target is Entangled with success, Bound on a raise.					
Saber	Str+d6	d6	4	\$15	Typically used by cavalry.
Spear	Str+d6	d6	5	\$3	Parry +1, Reach 1, two hands
Tomahawk	Str+d6	d6	4	\$3	—
Whip	Str+d4	d4	2	\$10	Parry -1, Reach 2

Notes: With a raise on the attack roll the victim is Entangled instead of bonus d6 damage.

Ghost Steel Weapons: Any metallic weapon can be custom-forged from ghost steel to make it far more sharp and durable, but it's prohibitively expensive. A ghost steel weapon adds +1 to Damage, gains AP 1 or adds +1 to existing AP, increases Hardness by +5, and costs 5× the listed price.

GATLING GUNS

Gatling weapons can't fire single shots and must fire their full Rate of Fire. All models have been updated, are fairly well-known in 1884, and are no longer considered infernal devices (see page 33). A Critical Failure when firing a Gatling means it jams, requiring a Repair roll as an action to get working again.

PERSONAL GATLING WEAPONS

Personal Gatlings have multiple barrels and a drum of ammunition that can be replaced in one action. Pistol drums cost \$2 and weigh 1 lbs. unloaded (3 lbs. loaded). Rifle and carbine drums cost \$5 and weigh 2 lbs. unloaded (7 lbs loaded). Shotgun drums cost \$5 and weigh 2 lbs unloaded (3.5 loaded).

Type	Range	Damage	AP	RoF	Shots	Min Str.	Weight	Cost
Gatling Pistol (.36)	12/24/48	2d6	1	3	30	d4	5	\$400
Gatling Carbine (.45)	20/40/80	2d8	2	2	30	d6	12	\$750
Gatling Rifle (.45)	24/48/96	2d8	2	2	30	d8	17	\$1,000
Gatling Shotgun	12/24/48	1-3d6	—	2	15	d8	15	\$1,000

GATLING GUNS

The original six-barreled Gatling gun is mounted on a small carriage or pintle mount. This negates the Recoil penalty, but may also restrict its arc of fire depending on how it's mounted.

Type	Range	Damage	AP	RoF	Shots	Min Str.	Weight	Cost
Gatling Gun (.45)	24/48/96	2d8	2	3	100	d6	40	\$1,500

Notes: Early Gatlings had a 20-round "stick" magazine (1 lb unloaded, 3.5 lbs loaded, \$3). Later models developed for the Battle of Washington feature a 100-round belt (5 lbs unloaded, 21 lbs loaded, \$12). Loading a new stick takes one action. Loading a new belt takes two actions.

RANGED WEAPONS

DERRINGERS & PEPPERBOXES

Type	Range	Damage	AP	RoF	Shots	Min. Str	Wt	Cost
Derringer (.41)	3/6/12	2d4	—	1	2	d4	1	\$5
<i>Notes:</i> -2 to be Noticed if hidden.								
English 1840 Model (.36)	5/10/20	2d6-1	1	1	8	d4	1	\$5
<i>Notes:</i> Reload 3, black powder weapon.								
Rupertus Pepperbox (.22)	5/10/20	2d4	—	1	8	d6	1	\$6
Wesson Dagger-Pistol (.41)	5/10/20	2d4	—	1	2	d6	1	\$6
<i>Notes:</i> A knife blade (Str+d4 damage) juts out from between this weapon's multiple barrels.								

REVOLVERS, SINGLE-ACTION

Type	Range	Damage	AP	RoF	Shots	Min. Str	Wt	Cost
Colt Army (.44)	12/24/48	2d6+1	1	1	6	d4	2	\$12
<i>Notes:</i> Older versions are cap and ball weapons, Reload 3, \$10.								
Colt Buntline Special (.45)	15/30/60	2d6+1	1	1	6	d6	3	\$500
<i>Notes:</i> 16-inch barrel, detachable shoulder stock. Must be ordered direct from the Colt factory in New Jersey. Due to its size, doesn't benefit from quick-draw holsters.								
Colt Dragoon (.44)	12/24/48	2d6+1	1	1	6	d4	4	\$11
<i>Notes:</i> Reload 3, black powder weapon.								
Colt Navy (.36)	12/24/48	2d6	1	1	6	d4	3	\$10
<i>Notes:</i> Older versions are cap and ball weapons, Reload 3, \$8.								
Colt Peacemaker (.45)	12/24/48	2d6+1	1	1	6	d4	4	\$15
<i>Notes:</i> Also known as the Colt Single-Action Army.								
LeMat Revolver (.40)	12/24/48	2d6	1	1	9	d6	4	\$25
& Shotgun (20-ga)	5/10/20	1-3d6	—	1	1	d6	—	—
<i>Notes:</i> 20-gauge shotgun barrel mounted under a pistol. Switching between them is a free action.								

REVOLVERS, DOUBLE-ACTION

Type	Range	Damage	AP	RoF	Shots	Min. Str	Wt	Cost
Colt Frontier (.44-40)	12/24/48	2d6+1	1	1	6	d4	2	\$15
<i>Notes:</i> Also known as the Double-Action Army, ammunition may be shared with the Winchester '73.								
Colt Lightning (.38)	12/24/48	2d6	1	1	6	d4	2	\$13
Colt Rainmaker (.32)	12/24/48	2d6	1	1	6	d4	2	\$8
Colt Thunderer (.41)	12/24/48	2d6	1	1	6	d4	2	\$14
Starr Revolver (.44)	12/24/48	2d6+1	1	1	6	d4	2	\$9
<i>Notes:</i> Older versions are cap and ball weapons, Reload 3, \$7.								

CARBINES

Type	Range	Damage	AP	RoF	Shots	Min. Str	Wt	Cost
Sharps '55 (.57)	20/40/80	2d8	2	1	1	d6	8	\$18
<i>Notes:</i> Reload 3, black powder weapon.								
Spencer (.56)	20/40/80	2d8	2	1	7	d4	8	\$15
LeMat Carbine (.42)	20/40/80	2d8	1	1	9	d6	9	\$35
& Shotgun (20-ga)	12/24/48	1-3d6	—	1	1	d6	—	—
<i>Notes:</i> 20-gauge shotgun barrel mounted under a rifle. Switching between the two is a free action. Carbine and shotgun are cap and ball weapons, Reload 3.								

RANGED WEAPONS

RIFLES

Type	Range	Damage	AP	RoF	Shots	Min. Str	Wt	Cost
Ballard '72 (.56)	24/48/96	2d8	2	1	1	d6	11	\$24
<i>Notes:</i> Reload 3, black powder weapon.								
Bullard Express (.50)	24/48/96	2d10	2	1	11	d8	11	\$30
Colt-Paterson Model '36 (.69)	24/48/96	2d10	2	1	7	d8	12	\$25
<i>Notes:</i> Reload 3, black powder weapon.								
Enfield Musket (.58)	12/24/48	2d8	2	1	1	d6	9	\$25
<i>Notes:</i> Reload 3, black powder weapon.								
Evans Old Model Sporter (.44)	24/48/96	2d8	2	1	34	d6	12	\$30
<i>Notes:</i> Uses special .44-caliber ammo made only by the gun's manufacturer. These bullets are hard to come by out West, but can be ordered directly from the company – delivery takes about three weeks.								
Sawed-off Winchester (.44-40)	12/24/48	2d8-1	2	1	6	d4	4	\$25
<i>Notes:</i> Commonly known as a "mare's leg," this weapon is about as easy to conceal as a pistol.								
Sharp's Big 50 (.50)	30/60/120	2d10	2	1	1	d8	11	\$50
<i>Notes:</i> Snapfire, cap and ball firearm, Reload 3.								
Springfield Rifled Musket (.58)	15/30/60	2d8	—	1	—	d6	11	\$8
<i>Notes:</i> Reload 3, black powder weapon.								
Winchester '73 (.44-40)	24/48/96	2d8-1	2	1	15	d6	10	\$25
Winchester '76 (.45)	24/48/96	2d8	2	1	15	d4	7	\$40

SHOTGUNS (ALL 12-GAUGES)

Shotguns: +2 Shooting, 3d6 damage Short Range, 2d6 Medium, 1d6 Long. See *Savage Worlds*.

Type	Range	Damage	AP	RoF	Shots	Min. Str	Wt	Cost
Colt Revolving Shotgun	12/24/48	1-3d6	—	1	5	d6	10	\$45
<i>Notes:</i> Cap and ball weapon, Reload 3.								
Double-Barrel	12/24/48	1-3d6	—	1	2	d6	11	\$35
<i>Notes:</i> If the attacker fires both barrels at once at the same target, roll damage once and add +4.								
Sawed-Off Double-Barrel	5/10/20	1-3d6	—	1	2	d4	6	\$35
<i>Notes:</i> As double-barrel, may be fired in melee (see Ranged Weapons in Melee in <i>Savage Worlds</i>).								
Single-Barrel	12/24/48	1-3d6	—	1	1	d4	6	\$25
Winchester Lever-Action	12/24/48	1-3d6	—	1	4	d6	8	\$35

OTHER RANGED WEAPONS

Type	Range	Damage	AP	RoF	Shots	Min. Str	Wt	Cost
Bola	4/8/16	Str+1	—	1	1	d4	.5	\$3
<i>Notes:</i> With a raise on the attack roll the victim is Entangled instead of bonus d6 damage.								
Bow	12/24/48	2d6	—	1	1	d6	2	\$3
Knife	3/6/12	Str+d4	—	1	1	d4	1	\$2
Knife, Bowie	2/4/8	Str+d4+1	1	1	1	d4	2	\$4
Lance (Plains Indian)	2/4/8	Str+d6	—	1	1	d6	4	\$20
<i>Notes:</i> Reach 2, mounted combat only, may only be thrown from horseback.								
Spear	3/6/12	Str+d6	—	1	1	d6	5	\$3
Tomahawk	3/6/12	Str+d6	—	1	1	d6	3	\$3
War Club	3/6/12	Str+d6	—	1	1	d6	3	\$3

EXPLOSIVES

DYNAMITE & NITROGLYCERINE

Dynamite has a 1 in 4 chance of exploding if it takes 6 or more points of damage (including being caught in a separate explosion). Cost is \$3 per stick. Throwing dynamite uses Athletics; setting it uses Repair. Anything more than seven sticks of dynamite is usually set to explode rather than thrown.

Nitroglycerine is a colorless, oily, and unstable liquid explosive. It's illegal to transport in 1884 after several notorious accidents, but can be made and used locally. Each pint of nitro acts as one stick of dynamite, but automatically explodes if a bottle takes 4 points of damage.

Dynamite and nitroglycerine are Heavy Weapons.

Type	Range	Damage	Wt	Notes
1-2 sticks/pints	4/8/16	2d6	0.5/1	MBT, +2 damage for 2 sticks/pints
3-4 sticks/pints	3/6/12	3d6	1.5/2	LBT, +2 damage for 4 sticks/pints
5-6 sticks/pints	2/4/8	4d6	2.5/3	6" Radius, +2 damage for 6 sticks/pints
Each additional stick/pint	—	+2	+0.5/1	+5" Radius per stick

EXPLOSIVES ACCESSORIES

Item	Cost	Weight	Notes
Blasting cap	\$1	1/12 caps	—
Dynamite plunger	\$20	3	Includes 50 yards of detonation wire.
Fuse (per foot)	5¢	1/50 ft.	Fuse burns at a rate of one foot per five combat rounds, or two feet per minute.

VEHICLES & CONVEYANCES

LAND VEHICLES

Vehicle	Size	Handling	Top Speed	Toughness	Crew	Cost
Buckboard/buggy	1	-1	16 MPH	6	1+1	\$75
Notes: Two-wheeled vehicle drawn by one horse. Tabletop Pace is 12; it may run.						
Carriage	3	-2	16 MPH	6	1+3	\$200
Notes: Four-wheeled vehicle pulled by one horse. Tabletop Pace is 12; it may run.						
Locomotive	11 (Huge)	-1	50 MPH	16 (2)	2+28	\$15K
Notes: Hauls train cars. Needs minimum crew of engineer, boilerman, and brakeman to function.						
Stagecoach	4 (Large)	-2	14 MPH	10 (2)	2+9	\$300
Notes: A larger, enclosed vehicle meant to carry passengers from place to place. Drawn by at least four horses; less than that reduces Top Speed to 10 MPH. Tabletop Pace is 12; it may run.						
Train Car	9 (Huge)	0	—	12 (2)	Varies	\$8,000
Notes: Holds up to 100 passengers, or serves as sleeper car, lounge, dining car, or the express car.						
Wagon	4 (Large)	+1	12 MPH	11 (2)	1+5	\$200
Notes: Four-wheeled vehicle drawn by two horses or oxen. Tabletop Pace is 12; it may run.						

WATER VEHICLES

Vehicle	Size	Handling	Top Speed	Toughness	Crew	Cost
Bateaux	2	-2	2 MPH	7 (1)	1+8	\$50
Notes: A flat-bottomed boat used to navigate shallow swamps or creeks.						
Paddlewheel, Small	13 (Gar)	-2	5 MPH	21 (3)	6+80	\$20K
Notes: A typical commercial river paddlewheel made for hauling common laborers or cargo, and usually used for day trips or ferrying.						
Paddlewheeler, Large	17 (Gar)	-2	5 MPH	25 (3)	18+400	\$50K
Notes: Luxurious vessel with cargo space, private rooms for first class passengers. Listed crew is for normal function. More crew may be on hand to serve passengers or perform special functions.						

INFERNAL DEVICES

Infernal devices are products of the “New Science,” and all use ghost rock in some way. Potions and elixirs require powdered ghost rock as a reagent, weapons and armors are made with ghost steel plates or shavings, and vehicles or powered devices use it for fuel.

Of course they’re called “infernal” for a reason. The price of progress is that infernal devices are subject to **Malfunctions**.

MALFUNCTIONS

When rolling a Trait to use an infernal device, a Critical Failure indicates a Malfunction. Roll on the table below to determine just how bad things are about to get.

For armor, Malfunctions occur when a Critical Failure is made on a Soak roll, which is really the worst possible time for things to go south, isn’t it?

MALFUNCTION RESULTS

Note: Use the table below as a guide unless the item has a specific Malfunction listed in its description.

d6	Result
1-2	Catastrophic: Vehicles and powered items explode for 3d6 damage in a Large Blast Template. Non-powered devices Stun the user and cause 2d6 damage as the ghost rock ignites, goggles shatter, spring boots propel the user into a wall, etc. Armor doesn’t protect against consumables that are injected, inhaled, or swallowed!
3-5	Major: The item breaks down and requires 2d6 rounds to Repair. One-shot devices are wasted with no effect, and cause Fatigue if they were rubbed on, injected, inhaled, or swallowed.
6	Minor: The item fails to work until a Repair roll is made as an action. One-use items have no effect and are consumed.

BUYING INFERNAL DEVICES

Hellstromme Industries, Smith & Robards, and scores of local inventors have showrooms or licensed sales outlets scattered across the West.

Customers can also have orders delivered to their doorstep. This takes 2d6 days via train (or post if the item is small enough). Payment must be made in advance at a bank or sales outlet, which wires the factory to confirm receipt.

RUSH ORDERS

A rush order can also be placed from Hellstromme Industries or Smith & Robards in a pinch. If the showroom doesn’t have the item built or on hand, it might take extra time to assemble or create. This is the Marshal’s call.

The cost is an extra \$100 via horse and rider or wagon, and takes as long as it takes to navigate the route under the current environmental circumstances.

Steam wagons and velocipedes take about half the time in general with reasonably good roads or flat terrain, but cost \$250 in delivery charges.

In a real emergency, S&R or HI can dispatch an auto-gyro for \$1,000. Air delivery takes d4 hours and must be within 50 miles of a city. Longer routes are possible but must be negotiated directly if they’re even possible.

REFINED GHOST ROCK

Vehicles and devices that use ghost rock run on refined and shaped fuel cores, which burn hotter than raw ore. The process requires a factory with a smelter, stamp, and other large engines, and produces a cylinder of ghost rock that weighs one pound and costs \$150.

Most vehicles and devices can use unrefined ghost rock, but this reduces their maximum range or duration by half.



COMMON INFERNAL DEVICES

The following gizmos can be found at private inventors and in the Smith & Robards and Hellstromme Industries' catalogs. Most have been improved since their first introduction, either in function, weight, or cost.

CLOTHES

Item	Cost	Weight
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Hat periscope	\$200	12
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Notes: Wearer can peer over and around obstacles. Notice rolls suffer a -2 penalty, and Trait rolls for more complex actions performed through the scope suffer a -4 penalty.

Noiseless shoes	\$500	1
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Notes: +2 Stealth.

Owl-eye goggles	\$600	1
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Notes: Wearer suffers no Illumination penalties except for Pitch Darkness. Notice at -2 needed to see things beyond 10". A Catastrophic Malfunction blinds the wearer for 1d6 hours.

Spring boots	\$400	2
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Notes: +2 Athletics made to leap or where it affects success (GM's call), +2" (4 yards) vertical jump, +4" (8 yards) horizontal.

Vapor mask	\$100	.5
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Notes: A rubber respirator that adds +4 to Vigor rolls made to resist poison gas, vapors, or similar effects. A filter is good for 30 hours' use and replacements cost \$25.

ELIXIRS & TONICS (PER DOSE)

Imbibers must make a Vigor roll when ingesting any of the liquids listed below. Critical Failure on the roll indicates a **Malfunction** (see page 33). Drinking a potion is an action.

Item	Cost	Weight
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Adrenal booster	\$200	—
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Notes: Increases Strength and Vigor a die type, Pace +2 for 10 minutes.

Dehydrated air tablet	\$30	—
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Notes: Provides 10 minutes' air when placed in the mouth, protecting the user from drowning, poison gas, smoke, etc.

Greased lightning pill	\$75	—
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Notes: Grants the user the Quick Edge for five rounds. If she already has it, her minimum card is now an Eight rather than a Five.

Healing unguent	\$80	—
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Notes: Success on the Vigor roll when applying this salve heals a Wound; two with a raise.

Liquid courage	\$30	—
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Notes: This shot steels the nerves. Success adds +2 to Fear checks for 30 minutes, but the user must succeed on a Smarts roll (-4) to run from life-threatening situations. A Catastrophic Malfunction makes the hero Berserk (per the Edge) and immune to Fear and Intimidation!

Restoration elixir	\$100	—
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Notes: The drinker recovers all Fatigue levels.

Samson's elixir	\$60	—
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Notes: Increases drinker's Strength by two die types for 10 minutes.

Tactile desensitizer	\$30	—
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Notes: The drinker ignores up to 2 points of Wound penalties for 10 minutes.

Vocal unction elixir	\$50	—
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Notes: Grants a free reroll on Persuasion rolls for one hour. A Catastrophic Malfunction means she can't speak for the next 24 hours!

MISCELLANEOUS DEVICES

Item	Cost	Weight
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Diving suit	\$2,000	45
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Notes: This amazing suit and metal helmet allows a user to walk on the bottom of large bodies of water at half her Pace (she can't run). Breathable air is provided via a hand-cranked pump and hose that can extend up to 100 yards. For an extra \$500, the suit comes with a brand-new device perfected by Smith & Robards (and quickly stolen by everyone else) called a "Rebreathable Oxygenated Filter Backpack" that pulls oxygen out of the water! The process isn't particularly efficient, but it allows the user to breathe underwater without an air hose for up to one hour before it must be recharged (by simply leaving it in the open air for four hours).

Electrostatic belt	\$1,500	7
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Notes: When activated via a Weird Science or Repair roll, this belt creates an electromagnetic field attuned to repel fast-moving metal objects—like bullets. Anyone shooting at the wearer with metal bullets subtracts 1 from his roll. It's coated with specially treated ghost rock powder that charges via static electricity! The device runs for five rounds per ounce of ghost rock expended. It remains on until deactivated or the ghost rock is exhausted.

Epitaph camera	\$1,600	7
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Notes: Powdered ghost rock mixed with emulsifier coats the photographic plates so this camera can clearly photograph objects in motion. Roll Repair to take photographs. Additional plates are \$5 each, and weigh 2 lbs.

Mechanical mule \$1,500 800

Notes: A steam-powered, mechanical, four-legged walking device that moves at a steady Pace 4 and can carry up to 1,000 pounds. The operator controls and steers it with a levered control stick. The mule can walk up to eight hours on flat terrain per pound of ghost rock expended. Size 1, Toughness 11 (2).

Powered de-moler \$120 5

Notes: Clockwork de-molers developed for lawn care inspired this powered and repurposed device, which is crucial for areas plagued by troublesome and deadly swarms of lesser vermin. The device comes in a metal cylinder with an extendable base. When deployed, four metal whips spin an inch off the floor for up to 10 minutes, causing 2d6 damage in a Small Blast Template to Normal or larger-Size beings it contacts. It's particularly effective against the multitudinous creatures of Swarms, causing 3d6 damage to any non-flying variety. The powered de-moler burns one ounce of ghost rock per 10-minute deployment.

Rattler detector \$100 5

Notes: When its parabolic dish is placed on the earth, the device detects subterranean activity, such as that caused by the giant worms called "rattlers." Any rattler attempting to sneak up on prey by tunneling beneath the earth does so at a -6 penalty when one of these devices is within 100 yards. The detector functions for one hour per ounce of ghost rock expended.



ARMOR

Ballistic Protection: Items marked with an asterisk reduce the damage from bullets by 2. (Ballistic Protection in this era is 2 rather than the 4 of more modern equipment, such as that listed in *Savage Worlds*.) Apply any Armor Piercing values after subtracting 2 from the bullet's damage. All are made from ghost steel, and subject to Malfunction.

Type	Armor	Min. Str	Weight	Cost	Notes
Inventor's apron	+2	d4	4	\$40	Torso and upper legs
Notes: The so-called "devil's apron" covers the front torso and upper legs. It reduces damage from fire or heat-based attacks to the wearer's front torso and upper legs by 4, including those from most powered infernal devices.					
Armored hat (light)	+1	d4	2	\$40	Head
Armored hat (heavy)	+2	d4	4	\$80	Head
Armored vest/corset (light)	+2*	d4	5	\$100	Torso
Armored vest/corset (heavy)	+4*	d6	10	\$500	Torso
Armored duster (light)	+2*	d6	10	\$200	Torso, arms, legs
Armored duster (heavy)	+4*	d8	20	\$400	Torso, arms, legs

WEAPONS

Type	Range	Damage	AP	RoF	Shots	Min. Str	Wt	Cost
Flamethrower	Cone Template	3d6	—	1	6	d6	15	\$700

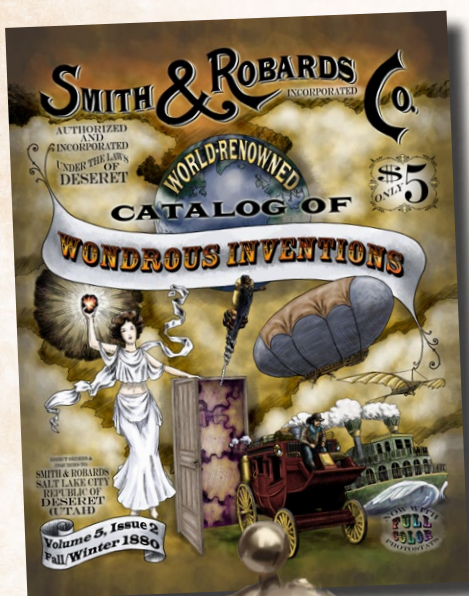
Notes: The mad science version of the flamethrower spews super-heated ghost rock vapor! Its fuel is a single, one pound chunk of ghost rock, keeping the weight down for those scientists who spend more time exercising their minds instead of their bodies. The attack is a Heavy Weapon, may be Evaded, and flammable targets may catch fire.

Steam saw	Melee	2d6+4	—	—	—	d8	20	\$800
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Notes: A revolving, steam-powered saw for slicing through trees. Very common in the Great Northwest among “steamjacks.” A Malfunction on a Critical Failure hits the user instead. The steam boiler is usually placed on the ground and connected via a 20-foot hose. It can be worn but weighs 30 pounds and includes a ghost steel backpack to absorb the heat. If the backpack is lost or unavailable, the user must make a Vigor roll every round or take Fatigue!

Steam Gatling	24/48/96	2d8	2	4	100	d6	50	\$3,000
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Notes: This is a standard Gatling gun (see page 29) attached to a high-pressure steam boiler. Gatlings must fire their full Rate of Fire. A Critical Failure when firing a Gatling means it jams, requiring a Repair roll as an action to get working again.



VEHICLES

LAND VEHICLES

Vehicle	Size	Handling	Top Speed (MPH)	Toughness	Crew	Cost
Rail Runner	4 (Large)	-1	40	12 (5)	1+7	\$2,500
<i>Notes:</i> A luxurious, enclosed cabin with rail wheels adjustable to any gauge track. When the tracks run out, the driver can retract the wheels with the pull of a lever and continue on a pair of armored wagon wheels. It can go 40 miles per one-pound ghost rock fuel core on land, or 80 miles on rails.						
Steam Cart	3	0	25	8	1+5	\$800
<i>Notes:</i> A railroad handcart adapted to steam. Travels 100 miles per one-pound ghost rock fuel core.						
Steam Wagon	4 (Large)	-1	50	10 (3)	1+5	\$1,500
<i>Notes:</i> A steam-powered wagon. Travels 50 miles per one-pound ghost rock fuel core.						
Velocipede	0	+1	75	10 (3)	1	\$1,000
<i>Notes:</i> A two-wheeled cycle. Travels 75 miles per one-pound ghost rock fuel core. 50% chance any uncalled shot hits the character instead.						

WATER VEHICLES

Vehicle	Size	Handling	Top Speed (MPH)	Toughness	Crew	Cost
Maze Runner	6 (Large)	0	18	13 (2)	1+7	\$15K
<i>Notes:</i> A medium-sized vessel created to navigate the treacherous canals of the Great Maze. It has a ghost rock boiler and two paddlewheels that can rotate independently for maximum maneuverability. It's common to equip a Gatling gun on either side to ward off pirates. Travels 25 miles per one-pound ghost rock fuel core.						
Submersible boat	6 (Large)	-2	8	13 (2)	2+5	\$20K
<i>Notes:</i> Smugglers and naval engineers have built various subs to navigate and explore the Maze or battle their enemies. Periscopes are standard, and most of those expecting combat are equipped with a deck-mounted Gatling gun and a single torpedo tube that can fire one of four clockwork torpedoes (Range 25/50/100, Damage 3d10, AP 10, RoF 1, SBT, Weight 200 lbs, Cost \$300, Reload 5, Heavy Weapon). Travels 20 miles per one-pound ghost rock fuel core.						

AIR VEHICLES

Vehicle	Size	Handling	Top Speed (MPH)	Toughness	Crew	Cost
Air Carriage	6 (Large)	-2	50	16 (4)	2+8	\$5,000
<i>Notes:</i> A small airship that can hold about 2,500 pounds of passengers and cargo. Travels 25 miles per one-pound ghost rock fuel core.						
Auto-Gyro	1	+2	75	7 (1)	1+1	\$1,500
<i>Notes:</i> Travels 25 miles per one-pound ghost rock fuel core. Can carry 200 lbs of passengers or cargo.						
Powered Ornithopter	5 (Large)	+1	100	11 (2)	1+3	\$3,000
<i>Notes:</i> Powered ornithopters are steam-powered devices (airplanes in modern parlance) with flapping wings to get them aloft. They're slow to take off and accelerate, but quite fast once they gain some altitude. Ornithopters require about 100 yards of flat terrain for take-off and landing. They can carry up to 1000 pounds for 50 miles per one-pound ghost rock fuel core (twice that if 200 lbs or less).						
Rocket Pack	-2	+1	100	3	1	\$2,100
<i>Notes:</i> Lifts up to 300 lbs (plus pack's weight) for 10 min per one-pound ghost rock fuel core.						
Super Gyro	5 (Large)	-2/0	50	10 (2)	1+3	\$4,000
<i>Notes:</i> Smith & Robards' famed pilot "Six-Hundred-Pound Sally" pioneered these stout transports. Super-gyros travel 50 miles per one-pound ghost rock fuel core fully loaded, or twice that if empty. Handling is -2 when loaded, and 0 when empty. Can carry 600 lbs of passengers or cargo.						
Whirligig (Personal)	0	-1/-2	30	6 (1)	1	\$1,000
<i>Notes:</i> Handling is -2 in rough conditions. Lifts 300 lbs for 60 minutes per one-pound ghost rock fuel core. 50% chance any uncalled shot hits the character instead.						



LIFE IN THE WEIRD WEST

The year is 1884. In this modern world one can cross the entirety of North America by steam train, traveling in style the whole way. But most of the Weird West remains a savage frontier, a shadowy land holding oases of humanity—with equal measures of opportunity and mortal danger.

This chapter covers the practical, day-to-day realities of life out West in 1884.

GETTING AROUND

The “civilized” world ends just west of the Mississippi. After that a traveler crosses into the High Plains, the Sioux Nations, the Coyote Confederation, or Texas, Lord help them. Travelers should tread cautiously and keep a six-shooter handy.

HOOFING IT

Given favorable weather, a decent trail, a healthy mount, and reasonably skilled riders, a posse can expect to travel 30 miles per day.

That being said, hoofing it across the West is typically a bad idea for anything but the shortest distances. The ride is long, hard, and uncomfortable, and horsemen tend to encounter outlaws, angry Indians, hungry varmints, and all sorts of weird critters.

Cowpokes who hit the trail in their own saddles make a Riding roll (–2) after each week’s travel to see how well they handle the trail’s rigors. A failure on the roll means a hero gains a level of Fatigue. On a Critical Failure the poor sod gains two levels of Fatigue.

Recovery requires 1d4 days of rest—preferably in a bath house where he can soak his brand-new aches and pains—which removes all Fatigue levels.

STAGECOACHES

For longer distances, the best bet is a stage. Drivers stick to well-known routes—often likely places for ambush, by the way—and change horses every 15 miles or so to keep up a steady pace. Most reputable stagecoach lines average about 100 miles a day, though less well-known ones realistically average about 70.

Stagecoaches are more comfortable than riding a horse. The coaches hang by leather straps to take away some of the bounce on rough trails, but riders still need to make a Vigor roll (+2) after the trip. Failure means one level of Fatigue that lasts a day. On a Critical Failure the Fatigue lasts a week—better spend it on some plush pillows, amigo.

Concords, by far the most popular model, fit nine in the passenger

compartment and as many as can hold on up top. Six horses are typical for a stage, though stages on shorter routes often use only four.

RIDING THE RAILS

Taking a train west is safer and faster than a stage or horse. If the train's unmolested, it covers 20 mph on average. This accounts for multiple stops along the way and fuel refills, most often the water tank. Express trains between larger cities—stopping only for fuel and water—go 40 mph but cost double.

A train can only go as far as a railhead. To reach remote communities, a cowpoke has to travel to the nearest railhead then hop a stage or ride a horse the rest of the way.

Trains run on schedules (or try!). If your game's set in a rail town, Marshal, you should create a schedule. Trains go to smaller towns once or twice a day, and larger cities twice as often. Half are express trains.

For games without a schedule, roll a d12 when the posse looks for a train. The number rolled is the next hour a train leaves during the day. If that hour has already passed, they have to wait until the next day. Best to check the train schedule in the morning! If the number is the same as the current hour or you need the exact time the train leaves, roll the d12 again and multiply by 5 to determine the minute it leaves. So a roll of 3 and 2 would have the next train leave at 3:10 (possibly to Yuma).

Train travel's still dangerous. Besides outlaws there are the other rail companies to worry about. Some lines have dynamited trestles and sent entire trainloads of honest folks to their doom—just to inconvenience other Rail Barons. Hopping lines between smaller companies can avoid this threat, but piecemeal passage costs twice as much.

There are other threats too. Sometimes overnight trains show up at their destination with trembling passengers—or none at all. So night trains are rare, and to make sure it's worth any potential loss the cost is five times usual. Piecemeal and express passage are mutually exclusive, but each stacks with overnight travel for 10× the cost!

DINERO

Only a fool or a madman ventures into the Weird West improperly outfitted. But to buy any gear, folks need a way to pay for it. Most merchants out West don't like paper money because its value tends to fluctuate. If a shop does take paper, it probably charges a 10–20 percent “exchange tax.”

Metal's always a safe bet. The United States issues coins minted from precious metals (in various denominations, as shown in the sidebar opposite), which can be spent on either side of the Mississippi River. Even if a particularly tight businessman won't



accept paper currency from Back East, he usually accepts hard coin for the value of the metal used in its minting.

ROCKS FOR CASH

Proprietors, especially in boomtowns and mining communities, often accept raw fundaments—gold, silver, ghost rock, etc.—as payment. Cash registers are equipped with scales to measure out payment by the ounce. See the **Gear Table** on page 27 for the values of various precious metals.

Precious metals can often be spent in frontier towns too, although most boomtowns also have an assay office where miners can exchange their finds for currency... for a price. That's typically a five-percent fee.

OTHER CURRENCY

There are a few more types of money floating around the Weird Western economy.

Most Indian tribes prefer barter, but some accept coins or paper at about a quarter its printed value. Tribes of the Coyote Confederation honor US scrip at half its value.

Deseret also prints its own money, called "bank notes." To begin with, there were some problems with so-called "Mormon money," and a lot of people lost their shirts (and pants and shoes). The problem seems to have been resolved since the foundation of Deseret.

Despite what the Bible says about money being the root of all evil, after the Edict of '77 even Grimme created his own currency and decreed that only church scrip was valid in the City of Angels. Now Grimme was a preacher, not a printer, so this stuff was cheaply made with red ink and tended to smudge if it got wet, lending it the nickname "blood money." Under current leader John Prosperi, church scrip is still printed but it's rarely accepted outside Lost Angels.

COMMUNICATION

Time was, communication was restricted to the speed of the fastest horse. But nothing stays the same for long. As people travel

CURRENCY

Coin	Value
Gold Eagle	\$10
Half Eagle	\$5
Quarter Eagle	\$2.50
Silver Dollar	\$1
Half Dollar	50¢
Dime	10¢
Half Dime	5¢
Copper Cent	1¢

more swiftly, communication becomes easier, and new inventions and incredible new technologies allow folks to converse faster than ever before.

A few years back, a dude named Bell invented an electrical speech machine that lets folks talk to each other over long distances, with voices and everything. Like most of the other newfangled gadgets those scientist types keep turning out, these machines aren't in common use Back East yet. Out West, they're practically unheard of.

Weird inventions and long journeys aside, there are two ways to communicate over long distances in the Weird West—telegraph or government mail.

TELEGRAPH

The telegraph is a staple in Western settlements of any size. Thanks to this device, it's practical for folks to communicate over long distances in a timely fashion. For the first time, a man can write an article in Denver and have it printed Back East the same day. That said, this service isn't cheap—a telegram costs about 5¢ per word.

Telegraphs aren't problem-free either. Even when messages get through they're often garbled, misinterpreted, or just plain wrong. Outlandish theories abound on the telegraph's unreliable nature, but most put it down to line sabotage and operator error—either intentional or otherwise.

GOVERNMENT MAIL

Postal rates vary based on the weight of the package, but the cost of a single-page letter usually hovers around 2–3¢.

The US runs a national mail service, so it's possible to get a letter delivered anywhere in the West. That said, customers should expect to pay double the usual postage or so, and avoid writing anything private—since the war, government agents generally open and read any letter that arouses their suspicion.

Assuming one ponies up the cash, neither rain, sleet, nor gloom of night keep the mailmen from their appointed rounds. It's usually the highwaymen—or more specifically the bullets—that prove a problem. Mail robbery is on the rise. Even if it's only a letter to Aunt Minnie in Boise, the bandits who sort through the mail bag don't usually bother delivering the leftovers once they've pulled out the currency.

GHOST ROCK

First discovered in the channels of the Maze following the Great Quake of 1868, ghost rock has revolutionized warfare, travel, and technology. In 1884 it might be found just about anywhere. Here we cover the properties every sodbuster should be aware of.

Ghost rock looks like coal, but with cloudy white veins running through it. A typical one-pound, unprocessed hunk burns for about a week with a slow, steady flame plenty hot enough to cook near. Cooking *over* it would incinerate most meals in a few seconds.

The processed cores used by many mad science gizmos have been drilled and shaped to increase the exposed surface area, so they burn hotter and faster. A lit core (not being used in a device) only burns for about three days.

The fireboxes of most gizmos that use ghost rock cores are drafted so a steady flow of air continually moves over the burning fuel. This greatly increases the speed at which it burns, and it normally gets hot enough to melt normal iron and

steel—we're talking *hot*, amigo. That's why ghost-rock boilers are made from ghost steel, which can withstand temperatures well over that put out by the burning ghost rock inside.

Ghost rock can only be extinguished by completely cutting off its air supply. Using water for this can be dangerous because at the temperatures found in most ghost-rock fireboxes the water can flash-boil, causing a steam explosion. (The steam explosion caused by attempting to douse the fire of a one-pound piece of ghost rock inflicts 2d10 Damage upon any gizmos the rock is powering and anyone within a Large Blast Template.) Instead, most ghost-rock boilers have an emergency sand canister on them. Yanking a cord opens the canister and floods the firebox with sand.

THE US ARMY

Most of the regular army units past the Mississippi are cavalry forces, though there are a few infantry regiments stationed at key points near Deseret, the Sioux Nations, and the Coyote Confederation. For US military organization and ranks, see **US Army Ranks** (page 21).

The basic rank is private: your ordinary, ground-pounding grunt. Ninety-five privates (plus NCOs and officers) officially make up a company, though a company very rarely achieves full strength, and a captain leads it.

Ten companies designated A–K (but not J) form a regiment under the command of a lieutenant colonel. Regiments are designated by a number (and their state of origin if it's a state unit): 18th Virginia Infantry Regiment, for example.

Three or four regiments make up a brigade, under the command of a brigadier general. US brigades are designated by number within their division (1st, 2nd, etc.).

Three or four brigades form a division, usually led by a major general. Divisions are numbered within their corps (1st, 2nd, etc.).

Three or four divisions make up a corps, commanded by a lieutenant general. Corps

are designated by Roman numerals within their army (I, II, etc.).

Finally, three or four corps make up an army, almost always under the command of a full general. US armies are named for major rivers in their area of operation (the Army of the Potomac).

THE LAW

There are three tiers of law in the West: town marshals, county sheriffs, and US Marshals and Territorial Rangers. Anyone wearing a badge gains +1 to Persuasion and Intimidation rolls within their jurisdiction. This doesn't stack with existing bonuses for Agents or Rangers.

TOWN MARSHALS

At the lowest level of legal authority is the town marshal. Most big towns have one, as do a few smaller ones with delusions of grandeur—or a lot of problems. Marshals are usually elected by the locals, though many towns allow the mayor or a town council to appoint them instead.

Officially, town marshals and their deputies only have jurisdiction within town limits. Troublemakers know that and high-tail it for the hills where the marshal has no official reach. County courts generally uphold a marshal's right to chase fleeing criminals though, especially the more dangerous ones.

"Hanging judges" have been known to ignore jurisdictional questions altogether, especially if the verdict comes with the promise of a hemp necktie for a deadly or repeat offender. That said, most judges follow the law, even in the Weird West.

COUNTY SHERIFFS

A step above a town marshal is the county sheriff and any deputies he's appointed. These men and women are the law throughout the county. The sheriff's also in charge of collecting county taxes, which tends to be a very lucrative job.

Western lawmen are a tough and independent breed, and this stubborn streak often leads to a head-butting contest when a sheriff rides into an ornery marshal's town. Strictly speaking, the sheriff holds all the cards, but that doesn't mean a marshal might not win an occasional hand. But sheriffs often wield real power and allies, whereas town marshals tend to be lone wolves, and rarely have much power or influence.

CRIME & PUNISHMENT

Here are a few of the more common offenses in the West, and the penalties prescribed by law. Don't forget about those hanging judges, though!

Criminals suspected of wielding black magic or consorting with the Devil typically find their sentencing falls under the catch-all of "unnatural acts." There are no official laws on the books since no one admits to believing in it, but when a thing can't be ignored or explained it's usually dealt with violently.

Offense	Sentence
Horse Thieving	Hanging
Rustling	Hanging
Murder	Hanging
Rape	Hanging
"Unnatural Acts"	Hanging
Attempted Murder	20+ years
Bank Robbery	20+ years
Train Robbery	20+ years
Theft from a Widow	20+ years
Theft from someone of authority	5+ years
Grand Larceny (Stealing \$300 or more in goods other than horses or cattle)	5+ years
Theft of less than \$300	1 week to 1 year
Drunk in public	Overnight and a \$10 fine
Disorderly	\$10 fine
Carrying a weapon in a no-weapon zone	Confiscation and a \$10 fine



Sheriffs are always chosen by popular election. Famous gunmen—good and bad—are often elected on the strength of their reputations, and sometimes take the post just to justify any killing they might have to do in or around a town. That said, all so-called “law dogs” must still prove self-defense after a fatal shooting. Most abusive lawmen are eventually dismissed by the state or territorial government. That is, assuming there’s no graft or corruption involved.

US MARSHALS & RANGERS

US Marshals have legal authority in the states. They can hire deputy US Marshals, authorize posses, cross state and territorial lines, and even call on county sheriffs and town marshals if need be.

Territorial Rangers have authority in the territories (or state in the case of Texas), and are colloquially named for their home turf (e.g., Arizona Rangers, Texas Rangers, Wyoming Rangers), but officially they’re all part of the same outfit.

Marshals and Rangers are usually based in the largest cities of the state or territory they’re stationed in, although some work out of district offices scattered in important areas elsewhere. When they leave their offices, it’s because they’ve been called on by a smaller town or are on the trail of some vicious varmint or desperado.

US Marshals and Territorial Rangers generally prefer to work alone unless there’s a major ruckus. They sometimes have to operate discreetly, slipping into towns without alerting their quarry. Inexperienced deputies with loud feet and loose lips can do more harm than good—the kind of harm that adds up to an unmarked grave in Boot Hill.

Both groups can also call on the military in times of great need as well. Companies of soldiers are scattered throughout the West (typically cavalry in territories and infantry in states), though convincing the commanding officer to turn over men and weapons always requires more than just flashing a badge. Such events require evidence and a good amount of willpower.

JUDGES & COURTS

Every county in a state has its own judge, and some sort of superior court for appeals or matters of state jurisdiction.

In the territories, the men who interpret the law are called circuit judges. Rather than holding court in a single place, they make a circuit through the towns of a territory. That can mean a long spell in an uncomfortable jail if you’re awaiting trial in some remote locale, amigo!

There just aren’t enough judges to maintain permanent courts out West. This means a

desperado might wait anywhere from two to 10 weeks for a fair and speedy trial. Worse, if the judge gets bushwhacked making his rounds, the accused has to wait even longer for the state to appoint a replacement!

Authorities aren't authorized to administer justice on their own—only enforce the laws, apprehend suspects, and defend themselves. Of course the West is a big place, and what an outnumbered law dog has to do in the middle of nowhere is up to his or her own conscience.

SUPERSTITIONS

Townsfolk harbor all sorts of superstitions. They avoid black cats, don't walk under ladders, toss a pinch of salt over the shoulder if they spill it, and are deathly afraid of breaking a mirror. Most folks know that weird things are out there somewhere, but they remain blissfully ignorant of the facts.

And even though most folks are avid readers of the *Tombstone Epitaph*, few admit they believe the fantastical stories spun by that rag on a regular basis. Certainly, weird critters creeping around out behind the outhouse and the dead rising from their graves are not subjects one broaches in polite company. As for the more outlandish tales, a sane adult can't do much else besides chuckle and consider it harmless entertainment.

At the same time, an unwillingness to admit belief or talk about a thing doesn't mean folks have dismissed it entirely—even if they publicly say so. A lot of regular folks believe in far more than they'll own up to. Others have had personal experiences with strange events they can't explain or forget.

So they adopt other habits, such as the cremation of the dead growing more popular. At the very least, folks pile a cairn of rocks on top of fresh graves. Ostensibly this is to keep critters out, but some say it's also to keep a corpse firmly rooted in the ground...





SETTING RULES

This chapter's Setting Rules help infuse your *Deadlands* game with the Weird West's hot and spicy flavor. Season to taste and you're ready to ride, amigo!

Deadlands uses the following Setting Rule from *Savage Worlds*:

- **Conviction:** Epic moments in a character's story grant a point of Conviction.

GUNS

Most people in the Weird West own some kind of firearm, whether it's grandpappy's Springfield or a brand-new Colt Peacemaker. Not all firearms in *Deadlands* are historical, but we do need to cover a few general terms.

SINGLE- & DOUBLE-ACTION REVOLVERS

If you're not a gun nut, these terms probably don't mean much to you. Don't worry, amigo—we've got you covered.

- **Single-action revolvers (SA)** require the user to cock the hammer before he can pull the trigger and fire. This means a gunhand can use the Fan the Hammer Edge with these guns (but not the Double Tap Edge).

- **Double-actions (DA)** are faster and more reliable. The weapon's action cocks the hammer for him, allowing a gunslinger to point and shoot. These revolvers fire single shots quickly, allowing use of the Double Tap Edge (but not the Fan the Hammer Edge).

DUELIN'

Truth be told, no special rules are required for duels. Two or more hombres can use the regular rules for a classic staredown. They can Test each other normally and draw down when they get just the right sequence of events in their favor, such as Testing someone one round and going first on the next before they lose any Distracted or Vulnerable condition.

In the *legendary* West, however, slappin' leather is a sacred ritual and requires a bit more formality. And it almost always results in someone riding away in a pine box.

Duels conducted in this way last exactly three rounds. Before the start of the first round, give each duelist a "Hole Card," face down—don't let your rival see it! Some Edges add to the number of Hole Cards a pistoleer gets, so be wary of a gunslinger with a fist full of cards!

BENNIES & FATE

Fans of previous versions should note we've brought *Deadlands* in line with our other *Savage Worlds* settings, where Fate Chips are called Bennies and Legend Chips are Conviction.

Bennies in *Deadlands* have the same effects as listed in *Savage Worlds*—rerolls, Soaking Wounds, new Action Cards, and so forth. There's no distinction between red, blue, and white chips.

On the first and second round, the bloodthirsty participants and any bystanders who might want to get involved are dealt an Action Card as usual. They can perform most actions (with a few exceptions noted below) except make an actual attack—that's reserved for the third and final round.

Tests: Distracted and Vulnerable conditions incurred during the duel remain until the *end* of the third round. A raise on a Test doesn't Shake a duelist, however. Instead, the "attacker" can either draw a new Hole Card for himself or force the foe

to randomly discard one of his. Ignore this if it's his last card—everyone finishes with at least one. A Critical Failure when making or resisting a Test also gives the foe an additional Hole Card.

Bystanders can Support an ally as usual. Testing a duelist's foe is frowned on and might even discredit the ally depending on how obvious it is, but can be done. Allies don't get to affect either duelist's Hole Card, however, and have no additional effect on a raise (the enemy isn't Shaken by Tests).

Otherwise, all the usual Combat Options are available—except Aiming since no weapons have been drawn yet. (The Marksman Edge is perfectly legal, however.)

The Third Round: At the start of the third round, don't deal Action Cards to the duelists (deal bystanders in normally). Instead, both characters simultaneously reveal the Hole Card of their choice (usually the highest). That's their Action Card for this round, and determines who goes first.

Duels are voluntary by frontier custom so firing first isn't generally considered murder. If a duelist doesn't want to shoot first though, he can let the other draw and try to interrupt him before he fires. See **Hold** in *Savage Worlds* for more, but a Joker doesn't *automatically* interrupt an action in a duel! It still adds +2 to the hero's Athletics roll, though.

Death & Damage: If the attacker has one or more additional Hole Cards higher than his foe's Action Card, he adds a single d6 bonus die to the damage of the shooter's first shot. Ignore the bonus damage if he shoots more than once, whether he hits or not.

The Grim Reaper loves a good duel and rewards the winner by making it a little less likely his opponent just Soaks the damage and fires back. For that reason, no one in a duel can Soak Wounds from anyone else in the duel. You gotta stand there and take it. It's the law of the West. You can Soak damage caused by low-down cheatin' varmints who *aren't* part of the throwdown, however.

After the third round of the duel, treat the carnage and bloodshed as normal combat. Bystanders can join in, folks can Soak as they wish, and so on.



HANGIN'

Sometimes the law moves too slow to suit people. Sometimes it's just not around at all. At such times, vigilante posses often take care of matters with a dose of frontier justice. This means chasing the suspect down like an animal. If caught, he's the guest of honor at a hemp party. That's a hanging for you tinhorns, and it's one of the worst Hazards to be found in the Weird West.

If a character is first dropped a few feet (usually from horseback or a gallows), he makes a Vigor roll (-4). Failure means his neck snaps and he's dead! A Critical Failure does exactly what you might think. Though if someone's being hanged, they're probably not gonna need that noggin of theirs anymore, are they?

Assuming the victim survives long enough to start worrying about little things like breathing, make a Vigor roll (at -6) each minute or suffer a level of Fatigue. Don't worry, Stretch, it won't take long.

STAMPEDES

The slightest noise can cause a herd of cattle to stampede, and when it does it brings a dang sight of difficulty for any cowpokes in its path.

Anyone caught in a stampede must Evade as an action on their turn or take 2d6 damage (more from certain critters, as listed in their description). Add a bonus d6 if the unfortunate soul Critically Fails to Evade.

It usually takes three successful Evasions to escape the tide of a typical herd, but shorter sprints to solid obstacles like rocks or buildings might also carry one away from danger. You don't have to make all three Evasion rolls in a row—just three total.

Rounding up a stampede of cattle usually takes a few hours for the unlucky cowpokes responsible for them.

THROWDOWN AT BLACK ROCK

Example: Gabe faces down Zeke, a low-down, thievin' rustler from Bleedin' Kansas. They agree to duel at high noon. Both are dealt Hole Cards. Zeke is a Duelist (giving him two extra Hole Cards) and he gets an Eight, a Seven, and a Four. Gabe gets a lowly Two!

On the first round, Gabe gets a Jack as an Action Card and Zeke gets a Nine. Gabe decides to Intimidate his rival with a steely gaze, and succeeds with a raise. He chooses to make Zeke Distracted, and draws a new Hole Card for himself. He gets a Nine.

Zeke goes next and Taunts Gabe, telling him he couldn't shoe a dead mule. The rustler's gang Supports Zeke with a few words of encouragement and gives him a +2 bonus, but Zeke still just gets a success. He decides to make Gabe Vulnerable.

On the second round, Gabe goes first and tells Zeke his mother dresses him funny. He rolls Taunt and gets a raise. Since Zeke is already Distracted, Gabe has to make him Vulnerable this time. With his raise, he also decides to make Zeke discard one of his Hole Cards—which turns out to be the Seven.

Zeke growls, "I'm gonna kill you, Gabe." He's still Distracted but gets a success. Gabe resists—with Support from his constant companion, Red, and beats Zeke's opposed roll.

The third round comes. Both men reveal their Hole Cards. Gabe's Nine beats Zeke's Eight, but Gabe's the lawful type and lets his foe draw first.

Zeke goes for his gun and Gabe tries to interrupt. He has Quick Draw which adds +2 to his Athletics roll, so he wins! Gabe fires in self-defense at the still-Vulnerable outlaw and causes two Wounds.

Zeke drops to a knee, Shaken. The beginning of the round has passed so Zeke doesn't get his free roll to recover, but he spends a Benny so he can fire back before the duel is over. He's Distracted with two Wounds but Gabe is still Vulnerable (-2 total). Zeke manages to hit and Gabe takes a Wound. The duel is now over, but the two gunslingers can keep gunning each other down in normal combat if they have the sand for it.



NO MAN'S LAND

Players – avert your eyes unless the Marshal told you to crack open this chapter and study up. Mystery is crucial to the Weird West's appeal and No Man's Land is where we hide all the secrets...

THE PROSPECTOR RETURNS

Looks like our Marshal is finally awake. And back a-hold of your senses, I calculate. You nearly punctured me with that coyote-sticker before I regained the upper hand with my trusty shovel. Seems you and I have ridden this trail before. I guess the more things stay the same, the more they change.

What's 'at? Oh, I'll tell you all about the atrocious brew I poured into your gullet. Suffice to say it's the only reason you and me are sitting here having a polite conversation. That is, instead of you making good on those nasty things you threatened to do to me. Not to mention my corpse. And my kin.

Well, of *course* you don't remember none of it. I declare, for a former lawman you've got all the intellectual power of a stunted saguaro. All them blackouts you had? Stretches of time simply vanished from your mind? You never got suspicious none of them times you woke up, hands greasy with someone else's blood? Way I figure it, you couldn't face the truth. It's a hard truth. I'll grant you that.

But now you have to come to terms with the reality of the situation. You have to face what you've become, Marshal. What's inside your worm-eaten mind. But here's a silver linin' for ya: You got the power to help folks.

Listen up — my name's Coot Jenkins. Most folks know me as the Prospector. And I've come here specifically to see you. So we can have a little powwow. Comprende? And quit workin' at them ropes. I tied 'em tight.

There's a group of folks spread all over the world called the Twilight Legion. They delve into the facts behind all those nasty things that go bump in the night. Because it's all *real*.

They're looking for folks to help root out evil wherever it lurks. And they need people to tell tales of their deeds, so we can spur a little hope in that huge, pooling darkness. You think you're up to the task, Marshal?

Well, of *course* I'm recruiting you. The Legion's got me rounding up all sorts of folks to do the job. Hucksters, gunslingers, scouts, shamans, martial artists, mad scientists, the works. Travel from place to place and help people in need is the basic job description.

Didn't you used to do that before you met up with that gunslinger, Killer Cade? I told you all this because you're going to work for the Twilight Legion now...or I'm gonna have to put you down.

Okay then. We'll just sit here a spell until I see you stop trying to work free of them ropes. You ain't fooling me none. Let me just set this here scattergun across my knees.

See, that was the very last of my special elixir. And I don't recruit Harrowed no more if they can't handle their own affairs. So just see what you can do about getting back in the driver's seat, Marshal.

Or else I'd have to blow yer head off. And that would be a damn shame.

AGENTS

- **Edge:** Agent
- **Requirements:** Novice, Smarts d8+, Fighting d6+, Occult d6+, Shooting d6+
- **Starting Equipment:** Gatling pistol (kept hidden until needed), badge (+1 Persuasion to law-abiding types), monthly pay. Agents are issued mnemomizers at Grade 2.

Note: If you're playing an Agent, read the Territorial Rangers' info too (page 73). These organizations know each other well.

THE AGENCY

The United States government employed the Pinkerton Detective Agency to explore the strange supernatural phenomena that occurred after the Battle of Gettysburg. Before he was assassinated in April 1865, President Lincoln decided the government needed tighter control of these strange affairs and issued Executive Order 347, creating the new Special Services Agency. Allan Pinkerton himself was retained to run it.

Since then, the Agency has become the Union's elite secret investigations arm with jurisdiction in all 37 states. Officially, they're responsible for rooting out sedition, corruption, and other activities that might lead to

another devastating civil war, and many in the Agency do just that. Behind the scenes, this means investigating and dealing with supernatural evil.

ORGANIZATION

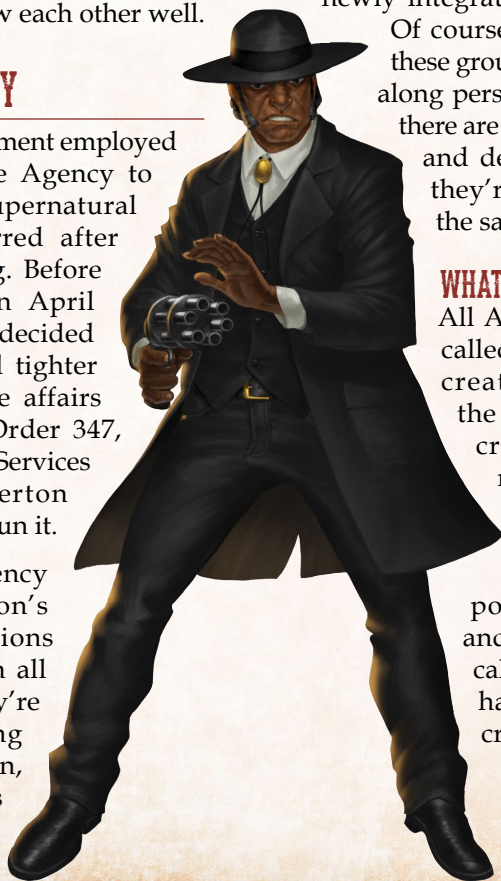
Agents operate in the shadows and operate independently in the field. Their headquarters in the West is located in Denver, Colorado, but most Agents rarely travel there. Individuals are instead assigned specific cases and track those down wherever they lead. The higher an Agent's grade, the more dangerous the missions.

During the war, the Texas Rangers were tasked with similar duties throughout the Confederate states and territories. They came into frequent conflict with the Agency until the leaders of both organizations, Allan Pinkerton and General William H. King, realized their common goal—to fight the strange rise of magic and monsters some called the Reckoning. Their agreement was called the “Twilight Protocol,” a truce that paved the way for the cooperation of the various legal authorities today, including the newly integrated Territorial Rangers.

Of course that doesn't mean all these groups like each other or get along personally—they just know there are greater threats out there, and despite their differences, they're all working toward the same eventual goal.

WHAT THEY KNOW

All Agents know something called the Reckoning either created or empowered the rise of supernatural creatures. They know magic is real and generally where it comes from, the Harrowed are possessed by demons, and that an ancient order called the Twilight Legion has been hunting such creatures for millennium.



RANK & ADVANCEMENT

New Agents are given a Gatling pistol upon completion of their training course (free of charge) and credentials showing their employment as an official Agent. Most operatives like to keep their job private, however, so as to better infiltrate all levels of the communities they work in.

Agents are ranked as Grade 0 through 6. Player character Agents start as Grade 0 and are limited to Grade 3 in regular play. Promotions come from taking the Agency Promotion Edge (see page 54).

Agents of Grade 0 through 3 know the basics of the Reckoning, who the four Servitors are (or were), what Harrowed and hucksters are, and that some critters are invulnerable until you find their specific weakness.

Grades 4-5 are regional directors or reserved for very special Agents in high places or sensitive locals. Grade 6 is reserved for the "Big Boss," Allan Pinkerton himself. They know much more about the Reckoning and the sinister forces behind it.

Agents are paid each month depending on their grade, wired to most any legitimate bank in the country.

By executive order, men, women, and persons of all backgrounds may be Agents. The only real requirement is allegiance to the United States of America.

FAVORS

Favors are requests an Agent can use to get a little help from the Agency itself. Of course the operative has to be able to contact them somehow—he can't just ask for a cleaner team in the middle of the wilderness with no one around. But generally, if he can get word to a known contact or a major city, he'll get what he asks for.

Every Agent starts play with one Favor, and gains another each time he helps lower the Fear Level (see page 84).

The maximum number of Favors an Agent can spend on a single request is based on his Grade, as shown below (along with the pay for his particular grade).

AGENCY RANK

Grade	Pay	Max. Value of Favor
0	\$40	1
1	\$60	2
2	\$80	3
3	\$120	4

FAVORS

Clean/cover up a small operation with fewer than dozen witnesses.	1
Strong-arm a newspaper into printing a particular version of a story.	1
Clean/cover up a large operation with more than a dozen witnesses.	2
Request specific information about a sensitive topic, such as the Reckoning or the corruption of a federal official.	2
Quietly remove a county or local official.	3
Quietly remove a state or minor federal official, evacuate a town, declare a disaster area, temporarily close down a rail line.	4

LESSER REQUESTS

Favors are big requests that require some off-screen pull from the Agency itself. But Agents can always ask the home office for lesser assistance, such as money or information.

Requesting aid costs a Benny and allows the hero to request up to \$200 for equipment, travel, bribes, or hired help.

He can also spend a Benny to get basic information about a critter previously encountered by the Agency telegraphed or delivered to him by courier (in code).

AUTHORITY

Agents have federal authority across the West, but like any law dog, must back it up with sheer willpower. Of course the badge helps, and if all else fails, a liberal demonstration of the Gatling pistol's deadly fire!

THE MNEMONIZER

When an Agent reaches Security Grade 2, he's issued an infernal device called—by those who can pronounce it—a *mnemonizer*. This palm-sized silver globe opens when the user presses certain panels in the correct sequence (to prevent others from using it or it going off in an Agent's pocket) and makes a Science roll.

With success, pockets of ghost rock vapor ignite in a mesmerizing sequence. Everyone in the front half of a Large Blast Template centered on the Agent, who isn't consciously closing their eyes, must make a Smarts roll. Those who fail are incredibly susceptible to suggestion for the next 10 seconds or so. Treat this as a successful casting of the *mind wipe* power with a raise.

Unfortunately, the devices aren't perfect and are subject to Infernal Device Malfunction as usual (see page 33). Minor and Major Malfunctions work as usual, but a Catastrophic Malfunction means everyone affected must make a Vigor roll. Those who fail find their eyeballs scorched from their sockets and are permanently blinded!

AGENT EDGES

AGENCY PROMOTION

REQUIREMENTS: Seasoned, Agent

This Edge reflects a promotion by the Agency for your hero's devotion, loyalty,

and effectiveness. The first time it's taken he becomes a Grade 1 Agent. This grants him a slight pay raise, the ability to spend higher Favors, and a light armored vest (or corset) if he chooses (see page 35).

The second time he takes this Edge he becomes a Grade 2 Agent. He gets another pay raise, the ability to call for greater Favors, and his *mnemonizer*.

A player character can take this Edge one final time at Heroic Rank. This makes him a Grade 3 Agent and allows him to ask for 4-point Favors.

MAN OF A THOUSAND FACES

REQUIREMENTS: Seasoned, Agent, Performance d8+

This Edge helps Agents infiltrate their foes, given some supplies and the ability to study the enemy. The Agent adds +2 to his Performance rolls when trying to impersonate a general "type" of roughly similar build. There's a -2 penalty for impersonating someone the target has heard of, a -4 for someone the target has seen before, or -6 for a specific individual or someone the target is familiar with. Use of this Edge requires clothing appropriate for the role. A disguise kit (see page 27) removes 2 points of penalties.



BLESSED

- **Edge:** Arcane Background (Blessed)
- **Requirements:** Novice, Spirit d6+, Faith d4+
- **Arcane Skill:** Faith (Spirit)
- **Starting Powers:** 3 (*holy symbol*, plus two of player's choice)
- **Power Points:** 15
- **Available Powers:** *Arcane protection, banish, barrier, beast friend, blind, boost/lower Trait, confusion, deflection, detect arcana (not conceal), dispel, divination, elemental manipulation, empathy, environmental protection, havoc, healing, holy symbol, light (not darkness), numb, protection, relief, resurrection, sanctify, sloth/speed, smite, speak language, stun, warrior's gift.*
- **Miracles:** Blessed may take Edges that require Arcane Background (Miracles).
- **Backlash:** A Critical Failure on a Faith roll causes the blessed a level of Fatigue and all currently active powers are terminated.
- **Sinnin':** Blessed who violate their core beliefs (see **Sin** on page 56) are forsaken by whatever forces of good grant them their powers. Minor sins give the character -2 to his Faith rolls for a week. Major sins rob him of all arcane powers for a week. Mortal sins cause the character to be forsaken until the penitent hero completes some great quest or task of atonement to regain his lost powers (Marshal's call).

PLAYING A BLESSED

Blessed are people who have been granted supernatural abilities by mysterious and distant powers of good. Some are priests or actual clergy while others are simply chosen for the nobility of their struggle or their soul. Though most are enlightened and good by nature they don't have to be—sometimes the light chooses even troubled souls to carry out its will.

Most folks on the frontier pay lip service to God—or Allah, or the Spirits, or whoever drives the wagon in their particular hallelujah hayride—but they don't really stop sinning unless they're about to meet him face to face.

A few chosen souls are nobler. They live the ideals of their faith and are beacons of hope for others. These are collectively called the "blessed." Not all blessed are preachers or nuns. The Lord truly works in mysterious ways, and sometimes the most ornery cusses seem to inherit the divine wind, so to speak, while the local padre can't even light a candle without a match.

Sometimes blessings are bestowed because the soul beneath the surface is pure, other times because a particular person just happens to fit the Almighty's divine—though often obscure—plan.





SIN

The blessed make their lives an example to others and abstain from sinful ways. The information on what constitutes a sin to Christians—the most common religion on the frontier—is a good guide for what rules apply to other denominations.

SINNIN' TABLE

Severity	Example
Minor	Taking the Lord's name in vain, getting drunk, lying, refusing aid to those in need, envying another's possessions.
Major	Theft, turning away from those in dire need, failing to take communion (for a Catholic).
Mortal	Adultery, killing other than in self-defense, blasphemy (denial of faith).

TRAPPINGS

Blessed powers are always subtle if not outright imperceptible—usually so much so that only the effects are visible.

The blessed are chosen by the divine beings of “goodness” as their champions. Yes, there are divine beings of good in *Deadlands*, they just have to work through humanity rather than clash with evil themselves. We don't make the cosmic rules, amigo, we just tell you about 'em.

BLESSED EDGES

TRUE BELIEVER

REQUIREMENTS: Novice, Spirit d10+, Arcane Background (Blessed), Faith d6+

This holy roller seems to have the ear of his deity. He gets a free reroll on Faith rolls.

FLOCK

REQUIREMENTS: Veteran, Arcane Background (Blessed), Persuasion d8+

The greatest prophets and preachers are attended by followers. These men and women have found salvation of one sort or another in the blessed, and devoted their lives to his cause.

Flock gives your padre five followers who serve at his side in whatever capacity you choose. They have the stats of Townsfolk (see page 151), though like any other Allies they may **Advance** (see *Savage Worlds*). They come with nothing but the clothes on their back and a few dollars, but can be armed and outfitted however the blessed sees fit.

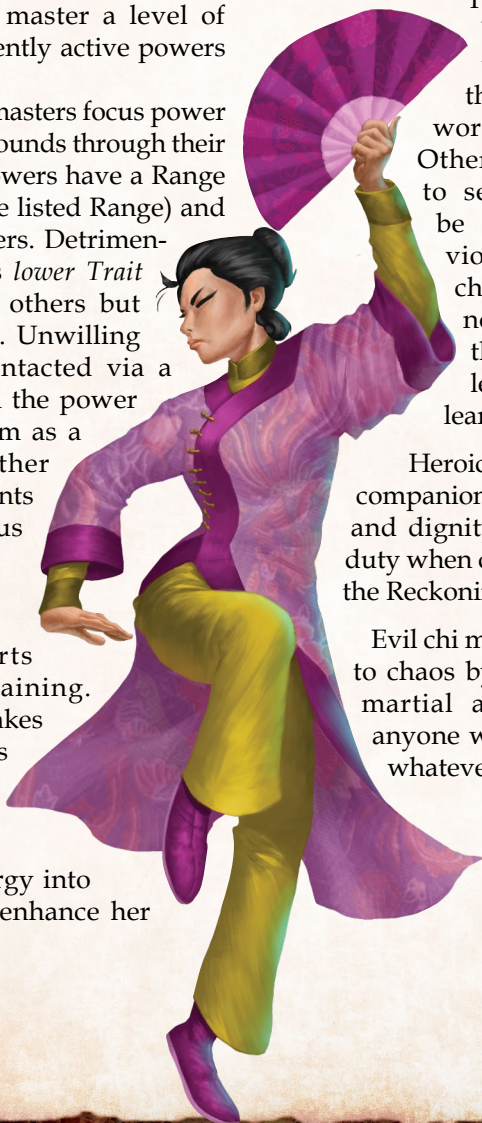
Members of the Flock who perish are slowly replaced over time (usually by giving a “revival”). The Edge may not be taken more than once until the blessed is Legendary. At that point he may take it as many times as he likes (as well as the Followers Edge, if he so chooses).

CHI MASTERS

- **Edge:** Arcane Background (Chi Master)
- **Requirements:** Novice, Agility d6+, Spirit d6+, Martial Artist, Focus d4+
- **Arcane Skill:** Focus (Spirit)
- **Starting Powers:** 3 (*deflection*, plus two of player's choice)
- **Power Points:** 15
- **Available Powers:** Arcane protection, boost/lower Trait, burrow, curse, darksight, deflection, detect arcana (not conceal), empathy, environmental protection, farsight, healing, numb, protection, relief, sloth/speed, smite (hands and feet count as weapons for this power), wall walker, warrior's gift.
- **Gifted:** Chi masters may take Edges that require Arcane Background (Gifted).
- **Backlash:** A Critical Failure on a Focus roll causes the chi master a level of Fatigue and all currently active powers are terminated.
- **Internal Focus:** Chi masters focus power from the Hunting Grounds through their bodies. Beneficial powers have a Range of Self (instead of the listed Range) and can't be cast on others. Detrimental powers (such as *lower Trait* or *sloth*) can affect others but the Range is Touch. Unwilling targets must be contacted via a Touch attack — then the power may be cast on them as a Multi-Action. Neither Range reduction grants the Limitation bonus for Self or Touch.

THE CUP OVERFLOWS

Learning martial arts requires years of training. Becoming a chi master takes even longer, and requires a teacher known as a *sifu*. The mentor teaches the student how to channel mystical energy into her body and use it to enhance her martial prowess.



A sifu might be the head of a renowned martial arts school or a wandering wise man most mistake for a saddletramp. Most of the sifu's students "graduate" as competent martial artists; only a few learn to master their chi. The key for these rare few is embracing a deep spiritual philosophy, finding harmony with nature and the world, and most importantly, the ability to channel power from the Hunting Grounds without an intermediary such as a demon or nature spirit.

PLAYING A CHI MASTER

Would-be chi masters must take the Martial Artist Edge (see *Savage Worlds*) to reflect the physical aspect of their training. The Arcane Background (Chi Master) Edge covers the mystical side of things.

The role of a chi master is to bring peace and harmony to the world. Sometimes that might require a quiet word or a shining example. Other times, the only way to settle a situation might be sudden and relentless violence. Even here most chi masters prefer to use nonlethal attacks so that the defeated may learn a lesson—"The dead do not learn," one sifu has said.

Heroic chi masters back up their companions, fight for human rights and dignity, and never shirk their duty when confronting the horrors of the Reckoning.

Evil chi masters seek to bring order to chaos by gathering like-minded martial artists and eliminating anyone who stands in the way of whatever it is they desire.

TRAPPINGS

Chi masters' powers are generally perceived as being part of the fighter's martial arts style rather than "magic," but those who know better always realize arcane energy is involved. Intricate forms, rapid strikes, and special breathing techniques can all focus the chi and funnel arcane energy.

CHI MASTER EDGES

Though it's not a requirement, chi masters should strongly consider the Chi Edge from *Savage Worlds* to augment their abilities as well.

SUPERIOR KUNG FU

REQUIREMENTS: Novice, Spirit d6+, Arcane Background (Chi Master), Fighting d8+

Through years of concentrated study under his wizened teacher, your hero has mastered several styles or stances that make up her particular practice of kung fu.

Choose one of the options below the first time you take this Edge, and another each additional time you take it.

As a free action at the start of her turn, she can assume any one of the styles she's taken below. The benefits of the style remain in place until she changes to a different one.

- **DRUNKEN STYLE:** The fighter weaves around like she's out of her tree on fire-water, making her moves hard to follow or predict due to her staggering gait. Opponents subtract 2 from attack rolls to hit her, but her Pace is reduced by 2 (she may still run).
- **EAGLE CLAW:** The warrior holds her hands like claws, then strikes quickly and viciously at the enemy like a pecking raptor. This gives her unarmed Fighting attacks AP 4, and it's considered a Heavy Weapon!

This ability is critical for those chi masters who find themselves pitted against heavily armored foes, like Dr. Hellstromme's metal automatons!

- **MANTIS:** A mantis student holds her hands like hooks, moving from mes-

merizing calm to startling strikes in a terrifying instant.

Once per round, anyone who fails a Fighting attack against the martial artist is Distracted or Vulnerable (martial artist's choice). This is particularly effective when combined with the Counterattack Edge.

- **MONKEY:** The hero shakes her limbs like a primate, contorting and twisting in odd ways that throw off surrounding foes.

The martial artist gains +2 Parry, rapidly slapping and blocking away his foes' strikes. She may also make an Athletics Test against all adjacent foes as a single action. Each one resists separately.

- **SHUAI CHAO:** This form emphasizes light grappling techniques followed by throws or strikes. Once per round, when a foe fails a Fighting attack against the martial artist, she may make a grapple attempt as a free action (see **Grappling** in *Savage Worlds*).
- **TAN TUI:** The chi master focuses her attack into a powerful snap kick—increasing her unarmed combat damage for one Fighting attack per round by one die type. If the attack causes the foe to be Shaken or Wounded, he's also knocked back 1d4" with success, or 1d4+2" with a raise. With a successful Athletics roll, she can also rise from being prone without costing her the usual 2" of movement.
- **WING CHUN:** Wing Chun focuses on fast blocks and flexibility against attacks, like bamboo before a storm. This gives the warrior +1 Parry and subtracts 2 from any melee damage she takes while using this style.

CELESTIAL KUNG FU

REQUIREMENTS: Veteran, Spirit d8+, Superior Kung Fu, Fighting d10+

More options become available to a martial artist as she masters the mystical and physical aspects of her art.

A hero with this Edge gains an additional style from Superior Kung Fu and may assume two styles at once using either or both options as she sees fit. She may change one or both as a free action at the start of her turn.

HARROWED

- **Edge:** Harrowed or Damned
- **Requirements:** Wild Card, Novice, Spirit d6+
- **Harrowed Edges:** Demonic power grants the character access to Harrowed Edges.
- **Let the Devil Out:** The Harrowed embraces his inner demon's power, though it may cost him his soul. See **Dominion** on page 60.
- **Undead:** +2 to Toughness and Spirit rolls to recover from Shaken, ignore additional damage from Called Shots except to the head, ignore 1 point of Wound penalties, doesn't breathe, immune to disease and poison, doesn't Bleed Out, and is only permanently slain by destroying the brain.

DAGGED FROM THE EARTH

Every so often, when a cowpoke's number comes up, an evil spirit from the Hunting Grounds captures the departing soul, drags it screaming back into its corpse, and prods it to crawl back out of the grave—whether the host wants to or not!

These evil spirits have many names, such as demons, devils, or shades, but the

Agency, perhaps mistakenly, chose the term “manitou,” an old Algonquin word for spirit. This creature—the manitou—not only brings the dead man or woman back to unlife, but slowly grants him or her powers as well. These undead are called the Harrowed—literally, “dragged from the earth.”

BECOMING HARROWED

Players can take the Edge to have a hero begin the game Harrowed or a Legendary Edge (Damned) to ensure they end up that way, but every Wild Card has a chance to join their deathly ranks just by getting killed!

When a hero dies, and still has most of a brain intact, the GM shuffles the Action Deck and deals one card for each of the hero's Ranks. If a Joker comes up, the hombre's on his way back from the bone orchard with a demon from the Hunting Grounds by his side.

THE UNLIFE OF A HARROWED

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



DEATH WOUNDS

Harrowed all have at least one scar that never quite heals—their death wound. Whatever puts a fellow down the first time leaves an indelible mark. Death wounds aren't as horrible as at death—they “heal” enough to be passed off and aren't actual Wounds—but they're always there and always ugly.

Most Harrowed do their best to cover up these ugly scars. But some wounds are easier to hide than others. A Harrowed who was strangled might wear high-collared shirts. A fellow who had some ornery critter use his guts for garters likely has a harder time of it.

DECAY

Harrowed have pale, pasty skin. They don't truly rot since a manitou sustains the body with supernatural energy, but they don't smell like roses either. Anyone who gets up close and personal with a Harrowed picks up the smell of decay with a Notice roll.

Drinking a quart or so of alcohol “pickles” a Harrowed for a day or two. He smells like a drunk, but at least he doesn't smell like a *dead* drunk.

Animals can always tell. Any Riding or other rolls involving the cooperation of animals suffer a -2 penalty when attempted by Harrowed.

And don't worry about your hero's luck in amorous affairs. Harrowed blood doesn't flow—anywhere. Males just can't...perform, and females draw no more pleasure from it than from a doctor's exam.

DOMINION

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

Occasionally the demon talks the Harrowed into giving it control in exchange for a burst

of infernal power. This is called “letting the devil out,” and adds +d6 to all Trait and damage rolls for the next five rounds!

In return, the Harrowed must roll on the **Dominion Table** on page 87 immediately (or draw a Dominion Card if you have them—shuffle after each draw). The Harrowed can let the devil out as often as she likes, but bonuses don't stack and she must roll (or draw) each time she turns her demon loose.

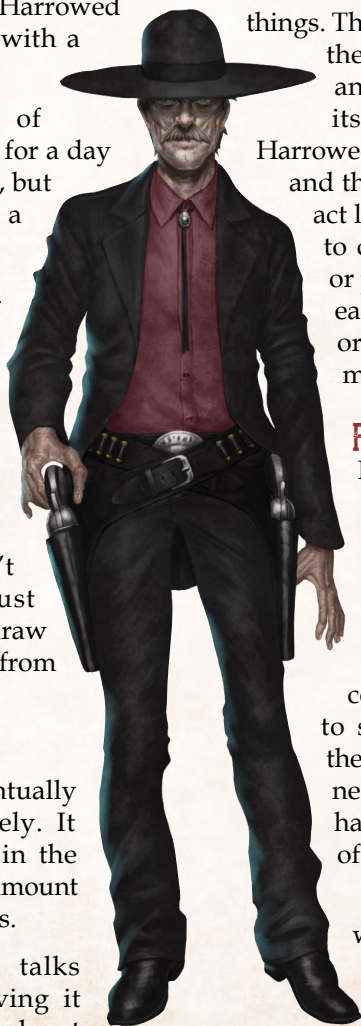
A Harrowed's initial Dominion score is equal to her Spirit die type when she kicked the bucket. If a Harrowed's Dominion is ever reduced to zero, she becomes a murderous villain under the Marshal's control. Increasing her Spirit later doesn't affect current Dominion, but does raise its maximum should it increase somehow.

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

FOOD & DRINK

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

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



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

SLEEP

Although a Harrowed doesn't need to sleep, the manitou requires 1d6 hours of rest every 24 hours to recharge its malevolent energies. When it's time to "sleep," the manitou simply shuts down the body. It entertains itself during this time by subjecting its host's consciousness to her worst nightmare or occasionally taking it for a walk to do something nasty (per the Mischief and Murder results on the **Dominion Table**, page 87).

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

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

WHAT THE HELL WAS THAT?

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

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

UNDEATH

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

Harrowed can only be killed by destroying the brain (a Called Shot to the head, or

massive damage if the GM thinks it would destroy the noggin). If the brain is mush, the manitou and the Harrowed are truly dead.

The *resurrection* power can restore a Harrowed to life. If this occurs, the demon is slain and he loses all his Harrowed abilities. Of course the manitou does everything in its power to prevent such a thing!

HEALING

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

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

COUNTING COUP

A lot of nasties lurk in the Weird West. Most of these creatures have at least a spark of supernatural energy in them, and the most powerful have a lot. When one of these critters dies, a Harrowed closer than the creature's Spirit die in game inches can "count coup" on it and absorb its essence.

Harrowed who count coup gain some pretty strange abilities, but some powers come with a drawback as well. Taking all that evil inside is no small thing. In any case, Harrowed can only count coup on the more powerful creatures of the Weird West. Lesser critters just don't have enough mojo to collect.

If more than one Harrowed is within range to count coup, they make opposed Spirit rolls to see which of them gets the honors. If a Harrowed can gain a coup power from a creature, it's listed in the creature's description. The Marshal has the details on what powers come from each creature.

UNCLEAN ABOMINATION!

Undeath isn't all posies and ice cream, hombre. By their very existence Harrowed are abominations and

affronts to life. Regardless of the host's nature, Harrowed always count as supernaturally evil due to the manitou inside them.

Any Harrowed who wants to persist in its undead state is forced to hide that status from most people. Ordinary folks who discover your hero's true nature aren't likely to settle in for a drawn-out explanation of how all this strangeness came to pass. Odds are they shoot first, hang second, dismember third, burn fourth—and forget to ask questions! Moreover, some authorities know about the Harrowed and might try to destroy those they deem dangerous, whether they've broken any laws or not.

HARROWED EDGES

A hero gets one Harrowed Edge the moment he comes back from the grave. When Advancing, the deader can choose a new Harrowed Edge instead of a regular Edge.

Sometimes your hero might come back not quite knowing he's dead. In this case the Marshal is within her rights to make you wait until your hombre figures out the truth before you take your first Harrowed Edge.

CAT EYES

REQUIREMENTS: Novice, Harrowed

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

IMPROVED CAT EYES

REQUIREMENTS: Seasoned, Cat Eyes, Harrowed

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

CHILL O' THE GRAVE

REQUIREMENTS: Seasoned, Harrowed

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

CLAWS

REQUIREMENTS: Novice, Harrowed

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

IMPROVED CLAWS

REQUIREMENTS: Veteran, Claws, Harrowed

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

GHOST

REQUIREMENTS: Heroic, Harrowed

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

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

The deader is Distracted as long as he remains in ghost form, but may remain so as long as he wishes. If he's Shaken, Stunned, or Wounded while incorporeal, he must make a Spirit roll or immediately become corporeal.

HELLFIRE

REQUIREMENTS: Heroic, Harrowed

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

IMPLACABLE

REQUIREMENTS: Heroic, Harrowed

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

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

INFEST

REQUIREMENTS: Novice, Harrowed

Like many aspects of nature, insects have spiritual counterparts in the Hunting Grounds. Manitous have a knack for controlling creepy-crawlies, and some pass this along to their hosts. A character with this icky ability can control swarms of biting or stinging insects.

Infest doesn't give the Harrowed the ability to actually create bugs or summon them from great distances. They must already be present in the immediate vicinity (Marshal's call), but the deader's swarm doesn't have to be composed of a single species. To summon the swarm, she uses an action and spends a Benny to call forth a mass of spiders, roaches, and millipedes into one wriggling, biting, unholy horde.

The Harrowed controls the swarm until it dissipates—when destroyed or after about five minutes. See Swarm in *Savage Worlds* for the critters' statistics and Special Abilities.

SOUL EATER

REQUIREMENTS: Veteran, Harrowed

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

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

SPOOK

REQUIREMENTS: Novice, Harrowed

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

As an action, a Harrowed can force a single target to make a Fear check at -2. The victim must be reasonably close or able to see the

deader (GM's call), and the power can't be used on the same target more than once in the same general encounter. The Harrowed can choose to take a level of Fatigue to instead affect all targets within 12".

STITCHIN'

REQUIREMENTS: Novice, Harrowed

A dead man with Stitchin' regenerates much faster than normal—he may make a natural healing roll every day, provided he consumes a pound of meat for each attempt.

IMPROVED STITCHIN'

REQUIREMENTS: Veteran, Harrowed, Stitchin'

As above, but the deader rolls every hour.

SUPERNATURAL ATTRIBUTE

REQUIREMENTS: Novice, Harrowed

Supernatural Attribute immediately improves any one attribute by two die types (e.g., a d12 becomes d12+2). This Edge may be taken up to five times, once for each attribute. This increases the limit for that Trait (and any linked skills) a like amount.

WITHER

REQUIREMENTS: Novice, Harrowed

This horrifying Edge lets a deader unnaturally age her victim. As an action, the Harrowed must touch her target and make an opposed Spirit roll. If the undead wins, the victim's flesh and bone wither and decay, reducing Strength a die type (to a minimum of d4) for one hour. With a raise, both Strength and Vigor are reduced a die type. Multiple uses of Wither on the same target don't stack, but the Harrowed may make secondary attempts to get the raise effect.

**"THIS LITTLE SCRATCH? AIN'T NOTHIN'
A POUND O' FLESH WON'T FIX. NOW
COME HERE AND LEMME GET AT IT."**

—The Gal With No Name

HUCKSTERS

- **Edge:** Arcane Background (Huckster)
- **Requirements:** Novice, Gambling d6+, Spellcasting d4+
- **Arcane Skill:** Spellcasting (Smarts)
- **Starting Powers:** 3
- **Power Points:** 10
- **Available Powers:** *Ammo whammy, arcane protection, barrier, beast friend, blind, bolt, boost/lower Trait, burst, confusion, damage field, deflection, detect/conceal arcana, disguise, dispel, divination, elemental manipulation, empathy, entangle, environmental protection, farsight, fear, havoc, illusion, intangibility, invisibility, light/darkness, numb, object reading, protection, puppet, sloth/speed, slumber, sound/silence, speak language, stun, summon ally, telekinesis, teleport, trinkets, wall walker.*
- **Magic:** Hucksters may take Edges that require Arcane Background (Magic).
- **Backlash:** A Critical Failure on a Spellcasting roll causes the huckster a level of Fatigue and all currently active powers are terminated.
- **Deal with the Devil:** Hucksters may not Short nor spend Bennies for Power Points (see *Savage Worlds*), but can Deal with the Devil for the ability to cast powers — even ones they don't have and are above their Rank! They might also gain additional Power Points or a bonus to their Spellcasting rolls from such castings. See **Dealing with the Devil** for the details.

HOYLE'S HUCKSTERS

Back in the old days—the *really* old days, when folks still believed the earth was flat—magic was a lot more common than it is today. For reasons unknown, it began to fade from the world some time toward the end of the Dark Ages. Soon magic became the subject of myth and legend.

Not all was forgotten. Around 1740, a fellow named Edmund Hoyle wandered Europe, putting some of the pieces back together. He knew what he learned would get him burned at the stake for being a witch were he to write it down, so he came

up with a cover story for his journal of the arcane. You and I call it *Hoyle's Book of Games*.

The key to Hoyle's power was communicating with certain mischievous spirits—he called them “Jokers” to confuse the uninitiated—and besting them in mental duels. He would wager some of his soul against a Joker's power, and if he won, he could force the Joker to carry out some task.

Hoyle eventually refined his mental duels by visualizing them as hands of poker. Poker was relatively new at the time, and quickly became Hoyle's game of choice whenever he cast his hexes.

The 1769 edition of *Hoyle's Book of Games* contains these secrets in their purest form. A proper reading of the complex bridge diagrams, numeric codes written into card play examples, and sample scores that litter the book can uncover secrets beyond imagining. Later editions of this arcane tome exist, though they're not as complete; unknowing editors often ruined the arcane formulae in the process of reorganizing and republishing the manuscript.

But those who knew the secrets of *Hoyle's Book of Games* were rarely able to muster much in the way of power. Jokers seemed rare as hen's teeth, especially those strong enough to accomplish powerful magic. Then, in 1863, the world was suddenly flooded with spirits—including Jokers—and it was much easier to make use of Hoyle's formulae.

These wizards of the Weird West call themselves “hucksters” after the snakeoil salesmen who so successfully pull the wool over the public's eyes. Other terms were borrowed (and often mistranslated) from the Indians, who have a different view of the supernatural. Jokers became “manitous” and the supernatural plane they call home became the “Hunting Grounds.”

Witches and warlocks are still considered evil by most folks, and a dabbler in the so-called “dark arts” had best keep his hobbies private. Otherwise, he risks being the guest of honor at a necktie party. What's more, there are more than a few stories of sorcerous types being hunted by authorities or overzealous preachers with a few mystical powers of their own.

PLAYING A HUCKSTER

If a Huckster wants to play it safe, he can cast hexes as usual and use up his precious Power Points in the normal way. If he's in a gambling mood, though, he can risk everything for more power.

The would-be warlock must first learn to communicate with the manitous. This is easier said than done, especially since the huckster is trying to do more than scream at the spirits to leave him alone (like most well-balanced folks would do in the same circumstances).

Assuming he's successful, the huckster tempts the manitou into a game of wits. This contest between hucksters and manitous is entirely cerebral, but most hucksters visualize the process as some sort of game. The vast majority "play" poker, though a few play cribbage, rummy, or mahjong.

DEALING WITH THE DEVIL

Instead of casting a spell normally, a huckster can choose to engage his manitou directly. This is more dangerous than the huckster's usual game, but has much greater potential as well.

Dealing with the Devil is an action which includes casting the spell but can only be attempted once per turn. While the game seems to take minutes or even hours in the Hunting Grounds, only a few seconds pass in the real world.

There are two main reasons a huckster might want to Deal with the Devil. First, he can cast any spell in his Available Powers list, even those he doesn't normally know, and including those above his current Rank!

Second, with a good hand, he

can add any leftover Power Points to his Spellcasting roll or his personal total.

Here's how to do it:

1. Ante Up: Spend a Benny. That's the cost the manitou requires to play, partner!

2. Choose a Power: Tell the Marshal which power your huckster is trying to cast and total up the number of Power Points it requires, including all Power Modifiers.

3. Gamble: Make a Gambling roll, then draw five cards plus one extra card for a success or two with a raise (no cheating on this roll, amigo, the manitou is watching). Failure simply means you get no additional cards. A Critical Failure means you get no additional cards, and *after* the spell is resolved, the Marshal rolls on the **Backfire Table!** (See page 88.)

4. Make a Poker Hand: Put together the best poker hand from the cards you drew and consult the **Dealing with the Devil Table**. Jokers are Wild Cards that can be used as any other card, and you get your ante (Benny) back!



You can only use the Power Points granted by the hand—not your own pool—when Dealing with the Devil.

If you didn't get enough Power Points, subtract however many points you came up short from the Spellcasting roll in the next step—the game ain't over yet!

5. Cast the Spell: Now make a Spellcasting roll at -2 for each Rank the power is above your current Rank, if any, and -1 for each Power Point you came up short in the last step. If the hand gave you more Power Points than you needed, you may *add* them to the Spellcasting roll to increase its total, or use them to recharge your regular Power Points for later – your call, but decide before rolling.

Critical Failure has the usual consequences and the Marshal rolls on the **Backfire Table!** (See page 88). Failure (after adding any leftover Power Points, if possible) means the spell fails. The huckster doesn't spend a Power Point but does lose the ante unless a Joker was used.

6. Resolve the Hex: If the power was successful, resolve its effects as usual.

TRAPPINGS

Casting a hex causes a hand of mystical playing cards to materialize in the huckster's hand. That's pretty obvious to anyone paying attention. Wise hucksters keep a deck of real cards in hand to conceal the truth. This nifty bit of legerdemain is why most hucksters are gamblers with a card-shuffling habit, and it

fools most folks who don't know exactly what they're looking for.

Effects are another matter. Attack powers take the form of thrown cards glowing with energy. Powers such as *boost Trait* don't have obvious effects, but something like *havoc* certainly does. A viewer with *detect arcana* or similar abilities active when the huckster casts a hex can see the arcane energy too.

HUCKSTER EDGES

HEXSLINGING

REQUIREMENTS: Seasoned, Arcane Background (Huckster), Shooting d8+

John Henry "Doc" Holliday was a huckster who learned the secrets of "rune magic," a process the ancient Vikings used to enchant their weapons in days long past. He carved the runes on his favorite six-gun and "hexslinging" was born.

Taking a cue from Hoyle, Doc passed those techniques on to his friends in a series of dime novels appropriately called *The Adventures of Doc Holliday*.

DEALING WITH THE DEVIL

Hand	Cards	Effect
Ace High	One Ace	2 Power Points
Pair	Two cards of the same value	3 Power Points
Jacks or Better	A pair of Jacks or better	4 Power Points
Two Pair	Two sets of two cards	5 Power Points
Three of a Kind	Three cards of the same value	6 Power Points
Straight	Five sequential cards	8 Power Points
Flush	Five cards of the same suit	10 Power Points
Full House	Three cards of one value, two of another	10 Power Points, Duration, effect, or damage is doubled
Four of a Kind	Four cards of the same value	15 Power Points, Duration, effect, or damage is doubled
Five of a Kind	Five cards of the same value (requires use of a Joker)	15 Power Points, Duration, effect, or damage is doubled. Huckster may retroactively add any available modifiers to the power (Additional Recipients, More Armor, etc.).
Straight Flush	Five sequential cards of the same suit	As Five of a Kind and the Huckster gains Conviction

Hexslingers who learn Holliday's secrets gain the *ammo whammy* power (page 75) and can create their own rune-engraved "hex guns." This takes four hours per weapon, most of which is spent inscribing the barrel with various runes. The weapon can be any firearm—a pistol is common, but nothing stops a hero from making a hex gun out of a derringer or even a Gatling if she wants!

Once complete, any hexslinger can use that weapon to cast any of the following powers (assuming they have them) on or with the hex gun without incurring a Multi-Action penalty: *ammo whammy*, *deflection*, *boost Shooting*, and *protection*.

These spells have a Range of Self when cast in this way and can't use the Additional Recipients modifier if they have it. Activation causes the runes on the weapon to glow subtly, throw sparks, or some similar effect.

HIGH ROLLER

REQUIREMENTS: Seasoned, Spirit d8+, Arcane Background (Huckster), Spellcasting d6+

Go high or go home. Your hero draws an extra card anytime he Deals with the Devil (see page 65).

IMPROVED HIGH ROLLER

REQUIREMENTS: Veteran, High Roller

Your inveterate gambler draws two extra cards (total) when Dealing with the Devil.

OLD HAND

REQUIREMENTS: Heroic, Arcane Background (Huckster), Spellcasting d10+

With knowledge comes power, and this huckster knows when to say when. After you form a five-card poker hand when Dealing with the Devil, you can discard up to three cards and redraw!

WHATELEY BLOOD

REQUIREMENTS: Novice, Arcane Background (Huckster)

Somewhere in your family tree is a crooked branch known as the Whateleys. This twisted family of inbred witches and warlocks is known by arcane types as being powerful—and

extremely crazy. Hucksters with Whateley spirit running through their veins have learned "blood magic."

Many of the Whateleys are deformed, although your hero doesn't have to be (take the appropriate Hindrance if he is). All have some telltale mark—pale skin, jet-black hair, long fingernails, sallow complexion, and so on, and all have green eyes.

Whatever mark you choose, there's something about their tainted blood that puts folks off. That unsettled feeling reduces the huckster's Persuasion rolls by 1, though many overcome it with other Edges taken separately (Attractive, Charismatic, etc.).

Now for the meat of the Edge. A huckster with Whateley Blood can voluntarily suffer a Fatigue level for 5 Power Points, or a Wound for 10. This is done exactly as you'd think—by cutting, carving, or otherwise maiming themselves (as a free action, which makes it pretty messy!). Whateleys are a slippery bunch, so if this Incapacitates the caster he completes his turn before keeling over for a dirt nap.



MAD SCIENTISTS

- **Edge:** Arcane Background (Mad Scientist)
- **Requirements:** Novice, Smarts d8+, Science d6+, Weird Science d4+
- **Arcane Skill:** Weird Science (Smarts)
- **Starting Powers:** 2
- **Power Points:** 15
- **Available Powers:** Arcane protection, barrier, beast friend, blast, blind, bolt, boost/lower Trait, burrow, burst, confusion, damage field, darksight, deflection, detect/conceal arcana, disguise, dispel, drain Power Points, elemental manipulation, empathy, entangle, environmental protection, farsight, fear, fly, havoc, healing, illusion, intangibility, invisibility, light/darkness, mind wipe, numb, protection, puppet, relief, shrink (not growth), sloth/speed, slumber, smite, sound/silence, speak language, stun, telekinesis, teleport, wall walker, warrior's gift, zombie.
- **Weird Science:** Mad scientists may take Edges that require Arcane Background (Weird Science). Unless contradicted here, they use the rules for Weird Scientists in *Savage Worlds*, including Jury Rig (which may require ghost rock, Marshal's call).
- **Malfunction:** When a mad scientist rolls a Critical Failure on a Weird Science roll, the Marshal rolls on the **Malfunction Table** (page 89) to see what happens.

PLAYING A MAD SCIENTIST

Pioneers on the bleeding edge of the New Science create and manufacture new inventions every day. Some wish to sell their designs to Hellstromme Industries, Smith & Robards, or even the United States Army. For most, however, pure invention is its own reward.

The New Science wouldn't be possible without the discovery of

ghost rock. Whether smelted into ghost steel to reinforce their boilers, or powdered and used as a reagent in chemicals and elixirs, ghost rock is the foundation of the Weird West's technology.

Most scientists believe ghost rock is a form of bauxite, and the strange wailing it produces when burned are just pockets of trapped oxygen or other impurities that act as a catalyst for its combustion.

But there are some who claim ghost rock was placed on the Earth by the Devil himself to cause greed, strife, and war among humans. It burns, they say, with Hell's own heat, and is composed of souls of the damned, which are heard screaming in infernal agony as it's consumed. They further say that most of the inventions that result from its study aren't born of the human mind, but whispered into the imaginations of inventors by demons from the netherworld.

Whatever the truth, ghost rock burns five times hotter than coal, and if used in place of coke during steel manufacturing, it produces a metal both lighter and stronger than steel, and with a higher melting point. Ghost steel has made many incredible engineering advances possible, including horseless carriages and flying machines, thanks to its reduced weight and boilers capable of withstanding higher temperatures than would otherwise be possible.

Both the North and South used ghost rock-powered weapons to great effect during the bloody Civil War. The ruined husks, scorch marks, and crushed bones of the dead can still be seen from California to Gettysburg.

TRAPPINGS

Mad scientists' arcane powers take the form of inventions, gizmos, and sometimes elixirs and potions. Most citizens accept their inventions as science rather than dark sorcery, but are all too aware of its generally unstable and volatile nature.



Mad scientists take great pride in their inventions, giving them outlandish names to differentiate their creations from others, whether they ultimately wish to sell their designs or market them for future manufacture once they “work out the kinks.” An inventor’s weapon is never just a flamethrower, for example, it’s “Dr. Jergen’s Amazing Incendiary Device” or “Professor Plum’s Pernicious Purifier.” The more outlandish, it seems, the more press one tends to get—perhaps even an invitation to join the prestigious “Collegium,” a loose society of New Science inventors.

You should do the same for your powers. Rather than a *healing* power, give it the Self Limitation and call it an “Electrifying Elixir for All Common Ailments & Maladies”!

MAD SCIENTIST EDGES

ALCHEMY

REQUIREMENTS: Seasoned, Arcane Background (Mad Scientist), Weird Science d8+

Weird scientists can already make potions, elixirs, tinctures, and the like depending on the Trappings of their powers. They can use them on others, but can’t “give” them to others unless they craft the item with the Artificer Edge (see *Savage Worlds*).

The Alchemy Edge is a bit of a cheat, allowing a character to create up to three potions or elixirs, investing a single Power Point in each. Creating the potions takes 30 minutes and \$5 worth of various reagents each, and always includes at least a pinch of ghost rock. No Weird Science roll is made—creation is automatically successful, and creates any mix of the potions listed below. These can be given away freely and last for 24 hours. The scientist doesn’t get the Power Points back until they’re used, discarded, or expire.

Drinking one potion is an action.

- **Snake Oil:** The recipient makes a natural healing roll. Success heals one Wound and a raise heals two.
- **Focusing Elixir:** Add +1 to any one Trait’s rolls (alchemist’s choice when created) for three rounds.
- **Peptonic:** The recipient makes a Vigor roll. Success removes one level of Fatigue, and a raise removes two.

IRON BOUND

REQUIREMENTS: Novice, Arcane Background (Mad Scientist)

Everyone has to learn their trade somewhere. Your mad scientist apprenticed to a master craftsman, or worked in a



Hellstromme Industries factory, Smith & Robards workshop, or even one of the secret facilities belonging to the government. The alumni of these difficult and groundbreaking trials in the New Science are said to be “Iron Bound.”

Your hero managed to leave his former employment with some of the equipment he worked on, and still has a few friends who can cut him a special deal when he's in a pinch. The mad scientist starts with up to \$2,000 in infernal devices or vehicles (see page 33), and reduces the listed price of any future devices purchased through that source by 25%. He might be able to get discounts through other outlets by reciting some of his *bona fides* and sharing experiences with other inventors (Marshal's call).

ORE EATER

REQUIREMENTS: Novice, Arcane Background (Mad Scientist), Weird Science d6+

Though your mad scientist probably doesn't want anyone to know it, he's developed a taste for ghost rock! Eating it raw isn't really possible—it's rock, after all—but it's easy to powder or crush and sprinkle it into his favorite whiskey or spread it like salt over his vittles!

This is obviously a dangerous practice, but greatly increases the Weird Scientist's connection to the Hunting Grounds. He gains 5 Power Points when this Edge is taken (in addition to any gained from the Power Points Edge).

The downside is that anytime he must roll on the **Malfunction Table** and rolls a 13, he gets ghost rock fever instead of the Gremlin result! He can only contract the fever once, and must live or die by the rules set forth under **Ghost Rock Fever**, page 86.

TRUE GENIUS

REQUIREMENTS: Novice, Smarts d8+, Arcane Background (Mad Scientist)

Some say the New Science is inspired by supernatural entities. Most inventors call that superstitious poppycock, but a true genius not only accepts it, she embraces it! After all, it doesn't matter where the idea comes from, it's what you do with the technology that matters! Right?

Anytime you have to use the **Madness Table** or infernal device **Malfunction Table**, you can spend a Benny to have the Marshal roll again, then choose the result you prefer. You may spend as many Bennies as you like until you're out or as satisfied with the result as you're gonna get!



SHAMANS

- **Edge:** Arcane Background (Shaman)
- **Requirements:** Novice, Spirit d8+, Faith d4+
- **Arcane Skill:** Faith (Spirit)
- **Starting Powers:** 2
- **Power Points:** 15
- **Available Powers:** *Arcane protection, banish, beast friend, blind, boost/lower Trait, burrow, confusion, curse, darksight, deflection, detect/conceal arcana, disguise, dispel, divination, drain Power Points, elemental manipulation, empathy, entangle, environmental protection, farsight, fear, growth (not shrink), havoc, healing, holy symbol, intangibility, numb, protection, relief, resurrection, sanctify, shape change, sloth/speed, slumber, smite, speak language, summon ally, teleport, wall walker, warrior's gift, wilderness walk.*
- **Miracles:** Shamans may take Edges that require Arcane Background (Miracles).
- **Backlash:** A Critical Failure on a Faith roll causes the shaman a level of Fatigue and all currently active powers are terminated.
- **Old Ways:** The shamans represented here are based on the Sioux and Plains Indians as described in the world of *Deadlands*. They don't have to take the Old Ways Oath (page 16) but most do. GMs are encouraged to research other Native American cultures and tailor Edges to particular customs and beliefs.

PLAYING A SHAMAN

"Indians," as Westerners call Native Americans, have known about the spirits for thousands of years. The most knowledgeable of all are "medicine" men or women, or collectively, "shamans."

In the modern era, the spirits rarely answered the shamans' calls. After the Reckoning began in 1863, they suddenly seemed a lot more talkative—and willing to lend their supernatural abilities to "the People."

With their aid, several tribes were able to carve out and hold territories for themselves, resisting the inevitable encroachment of Europeans.

Nature spirits are generally ambivalent about human affairs, but they do seem somewhat rattled and upset about the power their evil counterparts have gained in the last couple of decades. Perhaps this is why they seem more willing to help those who call upon them, though they still require proper sacrifice and ritual for their attention.

This is the shaman's responsibility, to contact the spirit world on behalf of his chief and tribe and ask for guidance and aid.

Most are spiritual leaders and healers for their people, though some are war leaders as well. Some shamans are feared, but all are respected. All must set an example for their people and live a life that pleases the spirits that grant their powers. Shaman characters who don't uphold these beliefs find the spirits rarely listen to their pleas, and a shaman ignored by the spirits isn't a shaman for long.

NATURE SPIRITS

Nature spirits watch over and nurture their particular charge. A river spirit protects the river, buffalo spirits guide the herd, and so on. Their sacrifice, and that of the physical flora and fauna they provide for humanity's needs, is sacred to Indians. Meat and clothing come from the animals they represent. Tools come from rocks and trees. Water and conveyances from rivers and streams. Breath from the air. These aren't just resources to the nature spirits, they are *wonders*—given freely to the humans through the great and terrible sacrifice of their creation's death or destruction.

The spirits have no affection for mass-produced items that have no connection to nature or a human soul. They're repulsed by machines that destroy or pollute the earth. They're appalled by steam-powered trains and wagons that crush the land beneath them, large mines operated by scores of men who sell the earth's riches for products made by others, and most of all, the cancer that runs through the earth's very veins—ghost rock.

This is why many shamans follow the "Old Ways." They respect and pay homage to the natural gifts and sacrifices the spirits grant humanity. Much like hucksters channel magical energy through manitous,



SHAMAN EDGES

shamans channel it through nature spirits. This is no gamble, however. It's a process of bargaining and submission on the shaman's part to convince powerful beings to dispense some of their magical life essence.

Shamans who follow the Old Ways can't use "modern" technology but gain other blessings from the spirits (see the Old Ways Oath on page 16). Those who embrace new ways still commune and bargain with nature spirits, but they don't rule out all technology. Many embrace rapid travel, guns, and all sorts of mass-produced items from clothing to medicines. They don't receive the blessing bestowed by the nature spirits, but gain the benefit of integrating modern devices into their tribes' lives as well as their own.

The Old Ways are particularly strong in the Sioux Nations, where technology is already handicapped thanks to a "Great Summoning" (see page 112) that occurred in 1881.

TRAPPINGS

Shamans constantly perform various rituals while they rest or pray. This opens the conduits to the spirit realm and allows them to activate powers later without beginning the appeal anew. Chanting is a large part of a shaman's powers, but no arcane energy is visible. If a shaman is silenced somehow, he subtracts 2 from his Faith rolls.

FETISH

REQUIREMENTS: Novice, Arcane Background (Shaman), Faith d8+

Fetishes are devices that help a shaman focus when he must contact the spirit world. It might be a stick figure that represents a favored animal, an icon of nature, or a rattle that helps draw the attention of the distant nature spirits.

A shaman with a fetish gets one free reroll when she makes a Faith roll. Should a fetish be lost or destroyed, the shaman may create a replacement with a one-hour ritual.

SPIRIT'S FAVOR

REQUIREMENTS: Seasoned, Arcane Background (Shaman), Faith d8+

The shaman has gained the favor of a particular spirit and the singular power it grants her.

Choose one of the shaman's powers each time this Edge is taken. The shaman may cast that power as an action without incurring a Multi-Action penalty, allowing her to invoke *protection*, for example, then make an attack, pray for another blessing, or perform some other action.

The shaman may only claim this benefit once per turn, even if she takes Spirit's Favor more than once.

TERRITORIAL RANGERS

- **Edge:** Territorial Ranger
- **Requirements:** Novice, Vigor d6+, Fighting d6+, Intimidation d6+, Riding d6+, Shooting d6+, Survival d4+
- **Starting Equipment:** Armored duster (+2), shotgun of the Ranger's choice, horse, badge (+1 Persuasion to law-abiding types, +1 Intimidation to outlaws), *Fugitives from Justice in the U.S. Territories*. Rangers are issued Chapter 13 of that book on attaining the rank of Lieutenant.

Note: If you're playing a Territorial Ranger, you can read the Agents' info too (page 52). These organizations know each other well.

THE RANGERS

After the Civil War, the United States officially acknowledged or created "ranger" outfits in the remaining territories. The new units were modeled after the Texas Rangers, who had proved so effective at policing the frontier during the war.

US Marshals would handle law in the states, and Territorial Rangers would bring law and order to the territories. Both groups can actively pursue cases "pertinent" to their jurisdictions anywhere they see fit, so in reality, the two organizations often work side-by-side west of the Mississippi River, and sometimes east of it as well.

The precedent for cooperation was set in the war's final days under an agreement called the "Twilight Protocol." Anytime Agents or Rangers felt there was an existential threat to humanity, they were obliged to set aside their "pistol-measuring contest" for the greater good.

ORGANIZATION

Ranger companies are organized by territory, and lettered A through F. An additional Company H is their

headquarters company, and is usually based in the largest city of the territory.

A company officially consists of 100 men and women led by a captain or major. Suitable recruits are hard to find and the job is dangerous, however, so most companies struggle to keep more than 50 butts in saddles.

Most Rangers are "Field Rangers." They're tasked with patrolling or wandering particular towns or counties for trouble, tracking down regular criminals, or escorting groups of Twilight Legionnaires when some abomination rears one or more of its ugly heads.

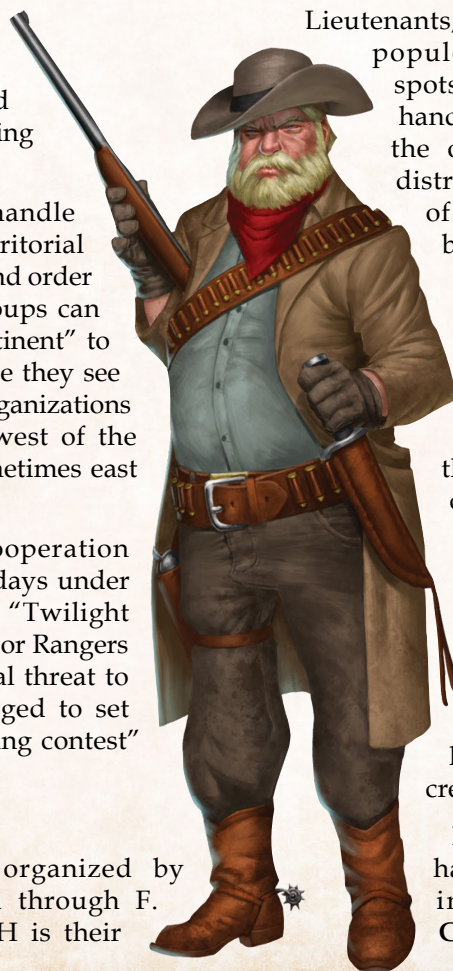
Those Rangers who show more sand than the rest—which is saying something—are promoted to sergeants. They operate in the same way, but are the first to be given command when a posse of other Rangers or hired guns are called for.

Next in command are two to three Lieutenants, stationed at the most populous or troublesome spots in the territory. They hand out assignments to all the other Rangers in their district and help keep lines of communication open between them.

WHAT THEY KNOW

Like US Agents, Rangers know something called the Reckoning either created or empowered the rise of supernatural creatures. They know magic is real and generally where it comes from, the Harrowed are possessed by demons, and that an ancient order called the Twilight Legion has been hunting such creatures for millennia.

Ranger Lieutenants have a bit more detailed information (see **Chapter 13**, below).



RANK & ADVANCEMENT

Player characters start as Field Rangers. They're given a badge, a horse, a shotgun, and a light armored duster (see page 35). They're also given a copy of *Fugitives from Justice in the US Territories*, which details the known habits and haunts of criminals and gangs wanted all over the West.

Pay is \$40 a month for Field Rangers, with a guaranteed voucher honored by most banks in the territory.

In 1870, the Rangers admitted women into their ranks. In 1872, the government replaced some personnel and merged the Rangers with other territorial law enforcement outfits to officially create the Territorial Rangers. The Rangers' current deputy director is Lydia Oakes, a former US Marshal.

FAVORS

Rangers are expected to handle most trouble themselves, hence the motto, "One riot, one Ranger." But the organization knows it's a big evil world out there, and even the toughest Ranger needs a little help now and then.

Rangers earn **Promotions & Favors** (page 53) just like Agents. They start play with one Favor and gain another each time they help lower the Fear Level.

The maximum number of Favors a Ranger can spend on a single request (any one of the categories listed on the **Favors Table** on page 53) is based on his rank, as shown on the table below. Of course the Ranger must also be able to reach someone in authority who can grant the request.

RANGER RANK

Grade	Pay	Max Value of Favor
Field Ranger	\$40	1
Sergeant	\$60	2
Lieutenant	\$80	3
Captain	\$120	4

CHAPTER 13

When a Ranger reaches the rank of Lieutenant, he's called to the territorial headquarters and thrown a shindig. Then he's given the

secret Chapter 13 of the *Fugitives from Justice in U.S. Territories* book.

Chapter 13 goes into detail on the many weird and unexplainable events Rangers have encountered since the Reckoning began in 1863. This includes a bestiary of common supernatural critters, the notion that the Reckoners are the Four Horsemen, a brief essay on "terrorforming," who the four Servitors are (or were), lore regarding the Harrowed, and the general truth about magic, miracles, and mad science.

Rangers with access to Chapter 13 add +2 to Occult rolls to identify supernatural critters and their capabilities or Weaknesses. Those who don't have access can always must wire headquarters and hope one of the "researchers"—Rangers retired by their injuries—dig up the necessary information and feel like sharing (use the system for Lesser Requests on 53).

RANGER EDGES

RANGER PROMOTION

REQUIREMENTS: Seasoned, Territorial Ranger

Your Ranger's been promoted to Sergeant. He gets a slight increase in pay, a Gatling shotgun or rifle if he likes, and he can request higher Favors.

You can take this Edge a second time for a promotion to Lieutenant. This grants him Chapter 13 of *Fugitives from Justice* (see above) as well as a little extra dinero and the ability to request greater Favors.

At Heroic Rank, a Ranger can take this Edge one last time to gain promotion to Captain, granting him access to 4-point Favors.

LIKE AN OAK

REQUIREMENTS: Veteran, Grit, Territorial Ranger

Few things settle the nerves of a posse like the sight of a Ranger standing toe-to-toe with some horrific abomination.

All allies within 12" of the Ranger negate up 2 points of Fear penalties when making a Fear check. If the Ranger fails his Fear check or is Shaken or Stunned, the allies do not get the benefit. If a group makes the check at the same time, the Ranger goes first.

NEW POWERS

The following new powers are found only in *Deadlands: The Weird West*.

AMMO WHAMMY

Rank: Seasoned

Power Points: 4

Range: Self

Duration: 5

This power can only be used by a huckster with the Hexslinging Edge (see page 66). Arcane runes on the barrel of a hex gun trigger various powers on the bullets inside, giving them extra punch and other surprises for those foolish enough to tangle with him!

While the power is active, the hexslinger can choose any one of the effects below to apply to each shot fired from his weapon (or two simultaneous effects with a raise!).

- **ARGENT AGONY:** The shot affects a being as though it were composed of its Weakness. The hexslinger must know the creature's Weakness, and it doesn't work against certain powerful foes, such as the Servitors. The manitous don't have the ability to match that kind of mojo.
- **BULLET WITH YOUR NAME ON IT:** Add +2 to the hexslinger's Shooting roll.

- **EXPLOSIVE:** The shot causes damage in a Small Blast Template.
- **FLARE:** Firing this "flare" shot into the night sky removes Illumination penalties in the immediate area for one minute. If fired indoors, roll a d6: On a 2–6, the bullet ignites flammable materials it strikes.
- **GHOST BULLET:** The shot is half in this world and half in the Hunting Grounds, giving it AP 6.
- **KENTUCKY WINDAGE:** Doubles the shot's Range.
- **LOADED FOR BEAR:** The shot is a Heavy Weapon and increases the gun's base damage one die type. A pistol that does 2d6 does 2d8 with this deadly round.

- **SACRAMENTO SURPRISE:** This shot surges with power of some sort—fire, electricity, cold, etc. It's especially useful against creatures with an Environmental Weakness!

BANISH

Rank: Veteran

Power Points: 3

Range: Smarts

Duration: Instant

Banish works as described in *Savage Worlds*, but using it on the Harrowed requires some additional description.



The manitou inside a Harrowed can never be permanently *banished* or destroyed with this power—it's bound to the host, body and spirit. A successful *banishment* does, however, render the hateful thing "inert" for an hour. During this time the Harrowed can't use any of his Harrowed Edges or Let the Devil Out (see page 59), but he retains the basic abilities granted by being Undead.

If the manitou has obtained total Dominion, the host's consciousness returns while it's inert, but is subjugated once more when the manitou reasserts its control (and is no longer inert).

CURSE

Rank: Seasoned

Power Points: 5

Range: Touch

Duration: Instant

Some practitioners of the arcane arts heal their allies. Others inflict sickness upon their enemies. To use this particularly nasty spell, the caster makes an arcane skill roll opposed by the victim's Spirit roll. Failure means the victim suffers a level of Fatigue immediately and at sunset each day thereafter (further castings of *curse* have no additional effect).

Once the accursed becomes Incapacitated, he makes a Vigor roll each day to avoid death.

Breaking the Curse: The *curse* can be lifted by the original caster at will, and ends automatically if she's slain. *Dispel* also removes a *curse*, though each individual may only try once—if failed it's beyond her abilities.

HOLY SYMBOL

Rank: Novice

Power Points: 3

Range: Self

Duration: 5

Evil critters find it hard to attack a pious wayfarer with true faith—and a symbol of her deity to back it up.

Once invoked, any supernaturally evil creature (Marshal's call) that wants to make a direct, physical attack on the bearer of the symbol must make a Spirit roll as a free action (the creature subtracts 2 if the blessed cast with a raise).

Attacks include area effect attacks that would catch the bearer in their template, but wouldn't affect knocking a shelf over to land on the bearer, for example. *Holy symbol* has no effect on Tests or other non-damaging attacks.

The blessed must have an actual holy symbol to invoke the miracle. No holy symbol, no *holy symbol*. Comprende, amigo? An improvised symbol works—a broken window frame in the shape of a cross instead of an actual crucifix, for example, but the blessed subtracts 2 from the invocation without a proper symbol.

Vampires: Bloodsuckers (those in the *Savage Worlds* core book and the nosferatu in this one) have a built-in Weakness to holy symbols. A character with this miracle may use either as she chooses—the power (using Power Points and requiring an arcane skill roll) or the less powerful rules outlined in the Weakness (which has no raise effect).

MODIFIERS

- **AREA EFFECT (+2/+3):** For +2 points the power affects all allies within a Medium Blast Template centered on the caster. It does not prevent creatures from entering the area, only their attacks against those within it. For +3 points the area of effect is increased to a Large Blast Template.
- **STRONG (+1):** Spirit rolls by the creature are made at -2 (-4 with a raise).

PUPPET

This power works just as in *Savage Worlds*, but the Mind Rider modifier can be used with it.

MODIFIERS

- **MIND RIDER (+1):** The caster can communicate and sense through any target under the effects of *puppet*.

NUMB

Rank: Novice

Power Points: 2

Range: Spirit

Duration: 5

Numb alleviates pain caused by injury. With a success on the arcane skill roll, the caster and all allies within the caster's Spirit in tabletop inches ignore 1 point of Wound or Fatigue penalties, or 2 with a raise.

Numb also nullifies any temporary **Injury Table** results for its Duration. A character made *Lame* by a hit to the leg, for example, can move normally while *numbed*. The power has no effect on permanent Injuries.

SANCTIFY

Rank: Veteran

Power Points: 10

Range: Special

Duration: Until the next sunset

Significant or important places might become permanently "sanctified"—a sacred area that causes harm to evil creatures. Such locales are the result of long-term affiliation with a religion or belief. They usually coincide with a structure of significant ceremonial significance, such as a cathedral, but might also arise from the scene of some great sacrifice, triumph, or tragedy.

A blessed can replicate these effects on a temporary basis by strenuous prayer and devotion. The process takes four straight hours of meditation and rituals appropriate to his religion or beliefs.

Once that's complete, the blessed makes his Faith roll. Failure simply means the time is wasted. A Critical Failure means the powers that be will not *sanctify* this particular place and the ritual can't be attempted at this location until some significant evil is defeated (Marshal's call).

Success means an area roughly 30 yards square is anathema to the forces of darkness. Any supernaturally evil creature (GM's call) that attempts to enter the sacred ground must make a Spirit roll at the start of each round (as a free action) or suffer Fatigue, at -2 with a raise on the Faith roll. This can lead to Incapacitation but not death.

TRINKETS

Rank: Novice

Power Points: 3

Range: Smarts

Duration: 5

Trinkets allows a huckster to create a minor mundane item weighing less than one pound—a Derringer, a playing card, hand mirror, and so on. With a raise, the Duration

is in minutes instead of rounds (and is Maintained in minutes as well if desired).

Conjured items typically appear in a pocket, pouch, or bag to hide the magic that conjures them, but it's not strictly necessary.

Once the Duration expires, the item fades from reality. If the shyster used conjured coins to buy something, he might be in trouble if the merchant figures out who swindled him.

MODIFIERS

- **COMPLETE (+1):** The object is a complete set or loaded (for firearms), though it still must fit under the weight limit. A deck of cards has all 54 cards in it, a firearm is completely loaded, and so on.
- **WEIGHT (+2):** The item can weigh up to two pounds.

WILDERNESS WALK

Rank: Novice

Power Points: 2

Range: Self

Duration: One hour

Wilderness walk asks the earth spirits to move the shaman in and out of the Hunting Grounds as he travels, shortening arduous treks and concealing his path. Shamans use this power to communicate with their allies across vast distances and spy on their foes!

After walking at least one mile in the wilderness (GM's call), every three miles count as one (it has no effect on Pace) and the shaman's tracks are impossible to trace other than short sections. With a raise on the arcane skill roll, every five miles count as one.

MODIFIERS

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

***"IT IS A SIMPLE MATTER TO CLOSE
ONE'S EYES AND LET THE SPIRITS
GUIDE YOUR STEPS. TRUST THEM."***

—Wovoka



THE RECKONING

Stop right there, pardner! Everything beyond this point is for the Marshal's eyes only. If you ain't her or him, we kindly suggest you vamoose.

If you've been paying attention, you might have figured out that things started going wrong with a capital W around 1863. That's both true and false. The fact is supernatural evil has been around a whole lot longer.

THE RECKONERS

There have always been monsters in the world—don't let anyone tell you otherwise, compadre. Sometimes they have big claws and nasty teeth and sure as Hell look like the horrors they are. Other times they might look like you and me. Which is to say like ordinary men and women across the globe of all cultures and backgrounds.

Some of these critters came about on their own. Vampires clawed their way from the grave in search of blood, the full moon's power drove werewolves in search of meat, ghosts lingered on the spot they perished. But other abominations were *created*, drawn from humanity's nightmares and given corporeal form by terrible cosmic entities called the Reckoners.

The Reckoners took the form of the Four Horsemen of the Apocalypse—just like the ones in the Bible. Don't get your dungarees in a bunch, friend. That doesn't mean the Christian religion is the one true way. Those in the know say certain prophets of old got a peek at the Reckoners and they wound up in the Bible. Others believe the spirits just took that form because they knew it'd cause even more fear and alarm.

And why do they give power to monsters, you ask? It seems the entities lead a tortured existence in the spirit world—what the Indians call the Hunting Grounds. They want *out*. But first they need to “terror-form” the Earth with negative magical energy. When they've done that long enough the earth would be a barren, tortured wasteland. We call this “Hell on Earth”—one possible ending for this whole devilish fiasco.

The Horsemen give power to monsters (human and otherwise) so they can terrify the living tarnation out of everybody else. It's a careful balance, though. If monsters become commonplace humanity would unite and fight them. That's why they lurk in the shadows, on the fringes of the unknown. From there they gnaw away at our will and good natures and cause us to hate and distrust everything around us.

BUSY BEES

The Reckoners are like big, horrific queen bees waiting in the Hunting Grounds to make a new hive on earth.

Their worker bees are lesser demons. Though it isn't technically correct, Westerners took to calling them manitous from an old Algonquin word and it stuck.

Manitous were once humans with evil souls. They passed on to the Hunting Grounds and became servants to all kinds of bad things, including the Reckoners. A few of them wield formidable power.

Most of them have almost none. These are given malignant chores like gathering fear energy—almost like worker bees gathering nectar. But bees are good. There's nothing good about manitous. These insidious minor demons take that fear energy back to the Horsemen, who drink their fill and bank most of the rest.

But they invest some of that fear back into the world, granting supernatural powers to human monsters and crafting new abominations from humanity's nightmares.

FEAR LEVELS

All this nasty business scaring folks is like a perpetual motion device. Once people get scared they tend to do bad things, which causes more violence and fear.

Eventually all that bad juju seeps into the landscape. At lower Fear Levels, people might just be a little jumpier and more wary when they have to walk home alone at night. At higher levels, shadows get a little darker, trees and boulders might look like they have screaming faces, and every little noise in the darkness sounds like something coming to gobble you up.

The big creepy finale to that escalation is a Deadland. This is where those trees and boulders *actually* scream. Hell, they might get up and try to eat you!

This is the Reckoners' ultimate goal. When enough of the world is a Deadland, they walk right out of the Hunting Grounds and onto God's green Earth. That's that Hell-on-Earth future we mentioned before.

Once more for those who need a little repeatin'—the Reckoners sow fear into the world and reap a bountiful harvest of the same. Everywhere that's touched by the deadly crop is transformed, eventually becoming a Deadland.

The only way to reduce a Fear Level is for heroes to eliminate the creatures that dwell there, protect the populace, and most importantly—inspire them. You'd be amazed what a few do-gooders can do to raise the spirits of a community. And that kind of mojo is the best resistance against fear and hatred.

SERVANTS & MONSTERS

The creatures of the Hunting Grounds are lousy neighbors and don't much like to share. Even when the Agency has captured manitous and made them talk—and got something beyond mad gibbering or unsavory and strangely personal cursing—they just don't know much beyond their immediate task.

A few of the Reckoners' minions know a bit more. Their four Servitors served as champions. A dead man named Jasper Stone served Death, Reverend Ezekiah Grimme catered to Famine, Dr. Darius Hellstromme devastated the world for Pestilence, and Raven, the Indian shaman who started the Reckoning anew in this era, was War's avatar.

Grimme was an awful perversion of faith summoned up by Famine, and as such knew exactly what he was doing—until his destruction. Stone and Raven are also in the know, and go about their business with devilish glee. At this point Hellstromme has no clue he serves any greater power, except for the towering might of his own intellect.

All four Servitors have now been killed, defeated, or at least thwarted (see **The Servitors** on page 109). Unfortunately, the Reckoners have learned a new trick. They're creating a whole new batch of servitors—little-s 'cause they aren't as powerful as the big four were—to spread their unholy plan around the world.

These servitors play the long game. There's no rush to turn a region into a Deadland right away. All that does is garner a whole lot of unwanted attention. Once a servitor has

drawn folks to a region by appealing to their greed despite the mortal dangers involved, there's no reason not to keep that cash crop paying out a steady bounty of fear energy.

So evil is cyclical. When the Fear Level gets to 5, the servitor goes to ground, hibernates, or otherwise makes itself scarce as manitous feed on the harvest. Over time the Fear Level decreases, or a band of heroes rides into town to take care of it. But just when folks feel like things are getting back to normal again, start to feel a little confidence as the Fear Level bottoms out—the evil returns.

WALKING NIGHTMARES

When the Reckoners create a new horror, they prefer to base it on dark legends or personal terrors of the local populace. If a man is terrified of wolves, for example, the Horsemen might pluck that from his mind and conjure up packs of shadowy canines to prowl the town's outskirts. Or they might bestow the "gift" of lycanthropy on one of the residents. Or create any number of other abominations that draw from that particular phobia.

A few abominations the Reckoners created or empowered transcend the general rule. Maze dragons and giant worms—folks out West call them "rattlers"—are accepted as natural creatures, although many have to see 'em to believe 'em. And they're big enough and scary enough most folks still soil their delicacies when they do!

THE PROSPECTOR

With all this talk of fear, Marshal, there's one character we ought to mention who may actually help out your posse. He's a little crazed after traversing time and space, but he has a lot of information about the material in this chapter. Plus he's a trusted ally of the Explorer's Society and Twilight Legion.

Coot Jenkins is a grizzled old prospector who met up with one of Raven's Last Sons long ago, shortly after the Reckoning began. You'd kinda figure an angry native might up and scalp old Coot, but this one did something different. He *confessed*. See, by this time the Last Son was dying, and guilt for what he'd done was eating away at him.

Coot was a bit skeptical at first, but as horrific changes began taking place across America, he began to believe. Over time, Coot figured out most of the truth about Harrowed folks, and he learned a whole lot about the Reckoning and the Reckoners as well. And he decided to go to war with them. So as one does, he started in to gathering an army—an army o' the dead.

He found an ancient recipe and brewed up a special elixir to put evil, spirit-controlled Harrowed back in control of their minds. Unfortunately, Coot didn't realize his newly "loyal" Harrowed were bound to turn bad again. He couldn't be convinced of it, either. He took his army of Harrowed into the Hunting Grounds, lost control of them, wandered for months, and ended up in the year 2094 to witness Hell on Earth and what he believes to be the Reckoners' final triumph.

Eventually Coot found his way back to 1884, addled and terrified. He doesn't know for certain if the terrible vision he witnessed can be avoided or changed, but he's thrown in his lot—and his elixir—with the Twilight Legion to help.





MARSHAL'S SETTING RULES

Howdy, Marshal. The rules in this chapter are primarily for you to use to torment and terrify your friends in the posse. Most of them build on the Setting Rules starting on page 47. We don't give the players quite enough rope to hang themselves. You get the rest, Marshal.

Additionally, we discuss how heroes can actually fight the Reckoners and attempt to take back the Weird West from the horrors running roughshod over it.

BATTLEFIELDS

Former battlefields are desolate, lonely places, where gray clouds always cover the sky and creeping fog pools in craters and clings to the broken earth. The wreckage of conflict is strewn about, broken war machines and pale corpses. Walkin' dead, 'gloms, and mourning mists (see **Rascals, Varmints, & Creatures**, page 145) are common in these places.

On and around a former battlefield in the Weird West, the Fear Level is automatically one level higher than the surrounding region, to a maximum of 5. Also, any Wild Card who meets her maker on a battlefield draws additional cards equal to the battlefield's Fear Level to determine whether they come back Harrowed.

BLACK MAGIC

In the twilight that has fallen across the West since the Cackler raised his sorcerous mama, practitioners of black magic find it a little easier to summon their powers.

Unless otherwise stated, Arcane Background (Black Magic) works like Arcane Background (Magic) in the *Savage Worlds* rulebook. How many Power Points the spellcaster has is up to the Marshal – villains don't progress like player characters so their Rank doesn't matter.

Best of all (or *worst*, depending on your worldview), when the Fear Level is 4 or better, the Reckoners grant dark sorcerers a little extra mojo:

- **Fear Level 4–5:** The character gets a free reroll on any *failed* Spellcasting roll (see **Rerolls** in *Savage Worlds*).
- **Deadland (Fear Level 6):** The character gets a free reroll on *all* Spellcasting rolls.

TRAPPINGS

Black magicians use spells, words of power, runes, and dark sacrifices to enact their hexes. Effects are tailored to their background, so a shaman who prays to insect spirits might cast *bolts* of locusts, *lower Trait* with a swarm of biting spiders, and so on.

FEAR

Each area your posse visits has its own “Fear Level” — a measure of the relative success of the Reckoners and their minions in turning the world into a living Hell. Unless otherwise noted, assume any locations within a geographic area share the general Fear Level.

FEAR PENALTY

The Fear Level inflicts a penalty to all Fear checks equal to -1 for each Fear Level above 2, as shown below. (Supernatural, evil creatures are immune to this penalty.)

Fear Level	Penalty
3	-1
4	-2
5	-3
6	-4

TALE-TELLIN'

The best way for your heroes to fight evil is to fight fear. When the posse defeats a deadly abomination, captures a murderous outlaw gang, or rescues missing children, the heroes can round up the locals and give them hope by making a Persuasion roll for gripping oratory or rhetoric, or a Performance roll to sing a song, recite poetry, or dramatically narrate a rousing tale of the group's victory over the forces of evil.

The epic needs to be recounted to a sizable audience—or at least an influential one, like the local press—and should always be accompanied by an actual recounting by one or more players. It must also be told within the area affected—an audience in Salt Lake City doesn't care so much what happens in Podunk, Montana.

Don't penalize a player if he's not a good storyteller—that's his character's job, as reflected by his skill roll and the Tale-Teller Edge—but make him try. The Performance or Persuasion roll is modified by the Fear Level penalty and any other appropriate situational modifiers (his audience doesn't like him, most don't speak English, etc.). Multiple heroes may Support the storytelling. And you can certainly give an additional bonus of +1 or +2 if it's a really *good* tale. Edges that negate Fear penalties don't help here, though—that's a personal thing.

With success the local Fear Level is reduced by 1. A Critical Failure on the Persuasion roll sends the wrong message and does little more than reinforce the notion that people *should* be afraid of the dark—the Fear Level actually increases by +1!

Conviction: When a hero with the Tale-Teller Edge successfully lowers the local Fear Level, she and anyone who Supports her automatically gain Conviction. This is a *major* event that steels a posse's resolve.



FEAR LEVELS

Now that we know how things get scary and how heroes might reverse the trend, let's talk about each Fear Level's look and feel.

Fear Level 0: This is happy land, folks. The people are friendly, the sky is blue, and even the little ones can safely walk the streets at night. Only a few of these places are left in the Weird West, and they ain't easy to find.

Fear Level 1: The locals believe monsters exist, they just haven't seen any. The sky is still blue, but if you must go out at night, best bring a buddy.

Fear Level 2: No one goes near the creepy old shack on top of the hill. The land looks about the same, but the shadows are just a little bit longer. It's not really safe to go out alone at night, but your odds are good. This is the prevailing Fear Level in most places these days.

Fear Level 3: Things are starting to get a little weird. There's an occasional disappearance, and probably more than a few weird creatures live close by (though folks don't really talk about them). Don't go out at night without a weapon or a friend.

Fear Level 4: There are mysterious disappearances, and when the bodies are found, it's piece by piece. The land itself starts to change: the shadows on the cliffs start to look like leering faces, or cornrows always seem to rustle as if something's hiding within. The winds of the High Plains might whisper your name...and not in a friendly way.

Fear Level 5: There's no doubt something's amiss. Folks have seen monsters, and almost everyone's terrified. Most flowers die, but weeds have no problem thriving. Don't go out at night without an armed posse.

Fear Level 6 (Deadland): This is as bad as it gets, Marshal—a full-blown nightmare landscape. Monsters run rampant, rocks look like skulls—and just might be! Not only do the winds of the High Plains whisper your name here, they do so in your dead friend's voice. Anyone out at night is dead meat. If the Reckoners have their way, the whole planet is destined to one day become such a place.

FEAR IN YOUR GAME

It's been said fear is the oldest and most primal of human emotions. That may be true, but those of us with any experience running roleplaying games know it's notoriously difficult to scare players in a horror game.

Every once in a while an evocative description might garner a whispered, "Creepy..." but most of the time you're up against a barrage of jokes, pop-culture references, and dice-fueled bravado.

It's easy to make players roll Fear checks and tell them how terrified their characters are when they fail. What's a little more challenging is making your jaded, seen-it-all-and-then-some roleplayers feel a little of that dread themselves. You've got to let them use their imagination. The unknown is the only thing that can cause true apprehension at the table.

In other words, wait a little bit before the beastie jumps out of the tall grass and bites down on some poor cowpoke's head. Describe the whispering of the wind through the grass, and the way the clouds cast malformed shadows on the earth. Create a little tension. Don't let the posse get a clear look at what they're up against. Draw out the suspense long enough and your players might just have their heroes run for the hills.

If your riders are traveling the Chisholm Trail and you roll up a hangin' judge, don't just have the spook leap out at the posse and start blazing away. Maybe at night, one hero hears a mysterious voice whisper his "crimes"—and a few of his deepest secrets. All the next day, the posse is stalked by a strange figure on the horizon. The following night, the hangin' judge drifts into camp while the lone hero is on watch and attempts to hang him, and the rest of the posse must struggle to save their comrade from a grisly death, despite not having the appropriate tools to knock off the abomination.

GHOST ROCK

We covered ghost rock's typical qualities and behavior back where the players can read about it. Here we delve into other, lesser-known aspects of the strange superfuel.

THE GRUESOME TRUTH

Despite what "rational" scientists think, ghost rock is not a natural ore. It was deposited by the Reckoners back in '63, and it's wreaked havoc ever since. The real reason it's so powerful is that it's made of exactly what those gloomy naysayers claim—the souls of the damned.

You see, when bad folks die, they don't go to Hell. Assuming the Reckoners don't resurrect them as abominations, the worst souls go to the Hunting Grounds where they become manitous (and no matter how much fun it seems like they're having, that's a pretty rotten existence).

The weakest of the manitous are forged into ghost rock by the Reckoners, then returned to Earth. Most of these spirits were pretty bad men and women in life. They were promised a little fun in the hereafter by the mischievous manitous that encouraged their evil deeds. To find they've been duped by spirits and forced into a chunk of ghost rock until they're burned up in agony is a rude awakening for them, and they learn pretty quick how insignificant they are in the cosmic scheme. That's why ghost rock shrieks when it burns—the sound is actually those damned souls screaming in pain and frustration.

GHOSTFIRE POWDER

Weaponized ghost rock—called "ghostfire powder" by those in the know—is exceedingly rare, and that's a lucky thing for most of the West.

Made from ghost rock purified by means of a secret refinement process (known only to Dr. Darius Hellstromme and his closest advisors) and then blended with gunpowder, ghostfire powder burns up entire battlefields—and just keeps burnin'. It's the main ingredient in Hellstromme's ghostfire bombs.

The powder is pure evil even on its own, and is essentially radioactive on both a physical and spiritual level! Anyone who comes in close proximity of the stuff for more than a few seconds must make a Spirit roll each round or gain Fatigue. If this Incapacitates the unfortunate soul, he spontaneously combusts. Lead-lined containers and suits prevent this effect.

Ghostfire bombs are more plot device than game mechanic, but if necessary, Hellstromme's current production bomb causes 6d6 damage in a 12" (24 yard) radius, and half that for the next 12" (24 yards). The damage is a Heavy Weapon and extremely flammable. Anyone in the blast radius burns for 2d6 damage per round on anything but a 1 (see Fire in *Savage Worlds*).

Ghostfire flames are extremely difficult to extinguish. Water flash-boils when it hits them. Cutting off all oxygen by being covered in sand or earth, or perhaps tightly wrapped in a fire-resistant inventor's apron, can put out the blaze. Such methods require an Athletics roll by the victim or an ally as fits the situation. If successful, the attempt has a 1 in 6 chance of extinguishing the flame (2 in 6 with a raise).

GHOST ROCK FEVER

With prolonged exposure to ghost rock, characters may contract a malady called "rock fever." Miners are the most frequent victims, as are mad scientists who handle rock shards frequently. Only those who work with it several hours a day or more—or those who spend much of their time in a mine filled with ghost rock vapors—have any real danger of contracting rock fever.

Miners, scientists who work in labs surrounded by the stuff, and others in constant contact with ghost rock develop the fever over weeks or even months. At some point, they either gain a tolerance to it and are effectively immune, or their brain boils and they become demented in some terrible way. In a rare few cases, victims become so saturated with ghost rock residue that they spontaneously combust!

DOMINION TABLE

Roll on this table whenever a Harrowed lets the devil out (or draw a Dominion Card if you have them).

d6	Effect
1	Magic: The demon draws Hellish power straight from the deepest part of the Hunting Grounds. It gives friends and foes within 5" (10 yards) +2 to Trait and damage rolls for the next five rounds. Those with an Arcane Background that uses Power Points recover 10 points. Best of all, the raw display galvanizes the host's will. She <i>gains</i> 1 point of Dominion.
2	Malevolence: The Harrowed's allies witness the true demonic nature of the manitou. Everyone who can see the thing clearly (GM's call) or is within 5" (10 yards) must make an immediate Fear check at -2.
3	Mischief: The Harrowed must make a Spirit roll at -2 or lose 1 point of Dominion. At some point, the demon takes control and causes trouble for the hero or his companions. The manitou might loosen a friend's saddle when he isn't looking, throw an ally's ammo into a river, or find a way to use his companions' Hindrances and backgrounds to start fights or otherwise cause strife.
4	Misfortune: The demon taunts the Harrowed with her failures, dark secrets, or tragic past, chipping away at her will. The hero must make a Spirit roll or lose 1 Dominion point.
5	Mayhem: As Mischief, but the deed is bigger or more vicious and the Spirit roll is made at -4.
6	Murder: The host loses 1 point of Dominion. The demon goes full psycho and murders someone. It might fire a "stray" shot at some troublesome hero right away, or it might wait to slip away and kill a stranger, innocent, or even one of the host's loved ones.

Ghost Rock Fever (Chronic Disease): At the start of every game session, the character makes a Vigor roll. Success means the victim is Fatigued for the game session, and a raise means he gets a second wind and suffers no ill effects. Failure means she's Exhausted with a high fever for that session. A Critical Failure means he expires before the session's end, bursting into shrieking flames, dying, and rising as a burnin' dead (page 159).

A victim who scores a raise on the Vigor roll for three consecutive game sessions gains tolerance and is immune. Three failures in a row, however, results in the character's brain boiling; she gains a mental Hindrance (Minor), or an existing mental Hindrance gets worse (Minor becomes Major).

Experimental treatments for ghost rock fever are being developed in the City o' Gloom, using electrically charged ghost steel plates to leech "exotic toxins" from the bloodstream. Each application of ghost steel treatment reduces Fatigue by one level for four hours, but it costs \$1,500 per session.

HARROWED

Harrowed aren't born, they're *reborn*. Of course, first they've got to die, then be dragged screaming back from the afterlife—and sometimes dig their way out of their own graves, but you get the point. If you don't, we're saying they're undead.

These aren't your everyday walkin' dead zombies. Those abominations are a dime-a-dozen for the manitous that reanimate them. When a walkin' dead dies—well, dies *again*—the manitou pulling its strings just returns to the Hunting Grounds. Harrowed, however, are a different story.

Harrowed are much more powerful than a simple walkin' dead. Bringing a Harrowed to unlife requires a much more powerful type of manitou, and it has to bind itself *forever* with its host. If the Harrowed dies, his soul goes to whichever side of the veil he deserves. But the manitou is destroyed.

The reward for the demon is that it gets to walk about on earth and enjoy its finer pleasures—at least compared to what awaits back in Hell.

Manitous are happy to latch onto villains. They tend to get in trouble and offer many opportunities to claim their corrupted souls. But they're also hungry for heroic spirits. Few things are more satisfying to a demented demon than putting a grimy tarnish on the shine of a once-great reputation.

In game terms, control is handled through the **Dominion** system outlined on page 60. Some effects happen right away. Others give you time to plot the manitou's nefarious actions and take advantage of "off-camera" breaks in the story. Be as insidious as you want here, Marshal. It is a vile, tainted, demon, after all. Just remember they won't usually do something that's likely to get their host killed outright.

A particularly crafty manitou might "save" a chance to take Dominion later, in case it needs to act decisively to save its unlife or its host starts thinking about *resurrection*.

A Harrowed with zero Dominion becomes a villain under the Marshal's control and can Let the Devil Out at will (page 59). This costs the Marshal a Benny each time, however.

HARROWED ABILITIES

A manitou has access to all the abilities possessed by its host. Should the thing get control of a Harrowed huckster, for example, it gets to use her powers.

The manitou can see and hear everything the Harrowed does, even when its host has the steering wheel. This makes it privy to anything the Harrowed knows.

The opposite isn't true. When the demon's in control, it's one big blind spot for the Harrowed. This can really complicate a hero's life if the manitou was particularly malicious when it had the reins.

A clever group might try to get information about the Reckoning or other occult matters out of a manitou. Even major manitous are pretty far removed from the Reckoners. They know the Horsemen filled the Earth with fear energy so they could walk on it in the flesh, but they don't have any insight into their current plans or the schemes of other manitous or abominations.

Arcane Backgrounds: Those who channel positive energy or commune with good or neutral spirits for their power, such as blessed, voodooists, shamans, and the like, access their powers normally. The manitou can't use their powers when it has Dominion, however.

Those who channel negative energy or deal with malignant spirits, such as hucksters, mad scientists, or witches also retain their powers, but so does the manitou! The latter even adds +2 to arcane skill rolls while it's in charge of the host.

HUCKSTERS

When a huckster Deals with the Devil and rolls a Critical Failure (see page 66), roll on the **Backfire Table** to see what the manitou does to the unfortunate gambler.

BACKFIRE TABLE

d20	Effect
1	Mindwipe: The manitou fries the huckster's mind with energy channeled from the darkest parts of the Hunting Grounds. Her Spellcasting die permanently drops one type.
2-3	Brain Drain: As Mindwipe, but the effect lasts only until the end of the encounter.
4-8	Corruption: The spell is twisted to have the worst possible result for the huckster. Damage-causing spells affect her or her allies, <i>protection</i> aids her foes, information-gathering incantations lie, and so on.
9-12	Overload: Supernatural energy overwhelms the huckster. She's Distracted, Stunned, and Vulnerable!
13-16	Backlash: The manitou overloads the huckster's nervous system with eldritch energy. She suffers 2d6 damage plus the number of Power Points she needed to successfully activate the power.
17-19	Madness: The manitou drives the huckster insane. Roll on the mad scientist's Madness Table (page 89). The condition lasts one week.
20	Dirty Dealer: The huckster catches the manitou cheating. Immediately after the hand is resolved, she's Shaken.

MAD SCIENCE

As you may have sussed from the rumor and innuendo, Marshal, most inventions of the New Science are the result of manitous "inspiring" mad scientists. Though most don't know it or won't believe it, these evil spirits whisper in their ears while they sleep, suggesting designs that would not work at all were it not for the supernatural properties of ghost rock.

Roll on the **Malfunction Table** when a mad scientist gets a Critical Failure on a Weird Science roll.

MALFUNCTION TABLE

d20	Effect
1	Mindwipe: The manitou fries part of the mad scientist's mind. The inventor's Weird Science die drops one level permanently.
2-3	Madness: Roll on the Madness Table below. The condition is permanent.
4-6	Kaboom!: The device explodes for 3d6 in a Large Blast Template!
7-10	Breakdown: The item requires extensive repairs and can't be used again this encounter.
11-14	Gremlin: The device attracts 2d6 gremlins from the Hunting Grounds! See page 168.
15-17	Mishap: The inventor takes Fatigue and all currently maintained powers stop working.
18-19	Glitch: The item can't be used until a Repair roll is made as an action.
20	Temporary Madness: Roll on the Madness Table below. The condition lasts one week.

MADNESS TABLE

If a result gives the scientist a Hindrance he already has, increase a Minor version to the Major version. If he already has the Major version, roll again.

d20	Effect
1-2	Absent-Minded: The character forgets little details. He might forget to boil his coffee, wear pants, or cinch his saddle. He gains the Clueless Hindrance.
3-4	Delusion: The inventor comes to believe something patently untrue. Maybe he thinks a member of the party is a werewolf or the sky is blue because the "Moon People" paint it that way every morning. He gains the Delusional (Minor) Hindrance.
5-6	Eccentricity: The scientist becomes more eccentric. Maybe he smothers his food in vinegar or eats lots of bran to keep his digestive system clear. The condition is basically harmless and amusing though occasionally annoying. He now has the Minor Quirk Hindrance.
7-8	Evil Deeds: An insidious manitou convinces the hero someone or something is evil and must be stopped. Each time he gets this result increases his mania. At first he may only talk badly about his "enemies." Later on he might attempt to ruin or even kill them.
9-10	Phobia: The scientist develops a strange fear of something completely irrational. He gains a Phobia (Minor) Hindrance the first time this comes up. It increases to a Major Phobia if it comes up again. If it comes up a third time he gains a new Minor Phobia.
11-12	Mumbler: The engineer talks to himself constantly and his sentences often trail off into meaningless drivel. He occasionally hears voices talking back, as well, and feels compelled to listen. This gives him the Impulsive Hindrance. And sometimes those voices might be real!
13-14	Paranoia: Everyone's out to steal the inventor's ideas, or so he believes. Or maybe sinister creatures from "Dimension X" are following his work so they can steal it and conquer the Earth! The inventor gains the Jealous Hindrance (Minor) in addition to his general paranoia.
15-19	Madness: Choose a new Minor Hindrance that reflects mental instability each time this result comes up. Work with the player to explain how his character is affected by this new madness.
20	Moment of Clarity: Things suddenly make sense for the inventor in some strange way. She gains Conviction, and may instantly remove any one madness condition obtained previously, if she has any.

SUPERSTITION

After 21 solid years of living with the Reckoning's daily horrors, people are more superstitious than ever. After all, some folks say monsters are real! Here we give you two ways to simulate this state of affairs, Marshal.

SUSPICION

In a small town, everyone knows everyone else and are soon aware of a stranger's arrival. These days one can't be too careful, especially with all these drifters in their peculiar get-ups, and those *things* lurkin' out there in the dark.

Whenever your posse arrives in a new town, apply a -2 penalty to rolls on the **Reaction Table** (in *Savage Worlds*) until the cowpokes can ingratiate themselves and prove they mean no harm. This takes a day or two at least, barring some overwhelming act of bravery, heroism, or charity.

SUPERSTITION

Most townsfolk in the Weird West are God-fearing folk who view magic as the work of Satan. When folks see something undeniably strange, they tend to run from it. Word spreads quickly, and if it's scary enough a mob gathers with as much rope as it can find, whether the local law's on board or not.

Obvious displays of magic, deathly looking folks who smell of rot, voodoo rituals, weird critters, and all such odd occurrences fit the bill. And of course someone who knows what they're looking for can spot a huckster or a witch from a country mile.

**"MONSTERS AIN'T REAL, YOU SAY?
GONNA COME AS NEWS TO THAT
CRITTER STANDIN' BEHIND YOU."**

—Coot Jenkins



TELEGRAPHS

Rail raiders, bandits, and storms often cause disruptions in the Weird West's telegraph service, but the real problem is gremlins! These nasty little spirits infest all the telegraph lines in the Weird West.

Whenever your posse sends or receives a telegraph and you want to mess with them, roll a d20 on the table below and see what happens.

TELEGRAPH RESULTS

d20	Result
1-9	The message goes through fine.
10-11	The receiving telegraph station receives no incoming messages for the next 1d4 hours. Unless they're expecting a message or are a larger station, they likely have no clue they've "gone deaf."
12-13	The gremlins respond with a random telegraph from another station elsewhere along the line. A desperate posse might telegraph for the authorities and receive a message that, "AUNT MINNIE ARRIVES BY STAGE ON TUESDAY."
14-15	Gremlins rearrange the words of the telegram to cause as much trouble and mischief as possible.
16-17	The gremlins change the message so that it's insulting and rude, but echo the right confirmation from the receiver.
18-19	The message goes to the wrong station. They might ask for the location of a contact in Dodge but get a reply back from Lost Angels. If the message isn't specific, the operator won't know it went to the wrong city.
20	The gremlins pretend to be a deranged operator at the other end. They reply to the message with crude taunts and cryptic responses. Feel free to do just about anything you want to vex the heroes as much as possible. Think like a lowdown, mischievous gremlin, Marshal!

VETERAN O' THE WEIRD WEST

This is the table for those power-hungry dudes who bit off more than they can chew. Don't forget to cackle with glee when you read the result, Marshal. In some cases, you may want to keep it a secret until the time is right to reveal it to the player.

If a result gives the buckaroo a Hindrance he already has, increase a Minor version to the Major version. If he already has the Major version, draw again.

Card	Result
Two	Jinxed: This hombre ran into something that jinxed him bad. He gains the Bad Luck Hindrance.
Three	Hunted: The veteran didn't finish the job. Something is looking for him, and it wants him dead. Or worse. The Marshal gets to whip up some nasty beastie to come looking for the poor bastard. It's something fairly powerful, certainly a Wild Card, and perhaps more clever than strong. It might look to make the hero's life a living Hell instead of just springing out of the darkness one night.
Four	Debt: The authorities have something on the hero that could make him swing if it were revealed to the public. A group of the Marshal's choice frequently recruits him for the roughest assignments, and "no" isn't really an option. When they come knocking, these organizations don't ask nicely, or twice.
Five	Addicted: The unfortunate soul would like to forget the things he's seen. He has a Habit (Major) for alcohol, or a drug like opium or peyote.
Six	Night Terrors: The cowpoke can never forget the horrors he's experienced. They even haunt him in his dreams, giving him the Night Terrors Hindrance.
Seven	Maimed: An encounter with some supernatural creature left one of the character's limbs maimed or entirely missing. Roll a d6. On a 1-3, he's Slow (Minor); on a 4-6, he lost his non-weapon hand and has the One Arm Hindrance.
Eight	Beat With an Ugly Stick: One of the abominations this unfortunate hero encountered rearranged the hero's face or some other visible body part. He has the Ugly Hindrance (Minor).
Nine	Insane: This dude's mind isn't what it once was. Gain a Minor Hindrance that affects the mind or behavior, or increase a Minor Hindrance to Major.
Ten	Paranoid: This tinhorn's seen things he shouldn't have. He's afraid of the dark, afraid to wander out of camp to relieve himself, and so on. He gains the Yellow Hindrance.
Jack	Infected: The last creature this hombre tussled with left a mark that won't go away. The hero has an injury that gives him the Ailin' (Minor) Hindrance.
Queen	Bollixed: This gunfighter has a bad case of gremlins. These buggers infect every device the hero touches, including guns and other non-Weird Science mechanical devices. Anytime the hero rolls a Critical Failure when using a mechanical device, it suffers a Malfunction and is unusable until someone spends 2d6 hours working on it and makes a successful Repair roll. True infernal devices (already prone to mishap) always suffer a Catastrophic Malfunction.
King	Marked for Death: Some intelligent and phenomenally evil abomination from the hero's past uttered a dying curse. All of the hero's Soak rolls are made at -2.
Ace	Forsaken: Long ago, this lone rider did something awful to survive an encounter with the supernatural. Ever since, the spirit world won't aid him on a bet. No beneficial magic works on him. Malignant mojo works just fine.
Black Joker	Harrowed: This gunhand met his maker sometime in the recent past. Difference between him and most folks, though, is that he got up again. The hero begins play Harrowed, but he doesn't know it. Don't let the deader take his first Harrowed Edge until he discovers the grisly truth.
Red Joker	Eternal Champion: This hero's the rarest of all — one who's been blessed by the powers of light. At the first appearance of supernatural evil in any scene, the hero gains a point of Conviction.



ENCOUNTERS

ADVENTURE GENERATOR

The Adventure Generator provides a range of hooks and ideas for the basics of an adventure. It's up to you to put them together to form a complete story. Use them as you see fit to create the best and most fun game for your group.

Tailor the results to fit your players' characters, but also the general area where they're located. The **Encounter Tables** help with that enormously, giving you a good idea of the threats and environment explorers are likely to encounter in any given region.

To use them, draw a card from the Action Deck for each element of the adventure: Objective, Obstacle, and Complication. Both the suit and the value play a role in determining the exact outcome. If you're feeling particularly nasty, you can draw more than once for Obstacle or Complication to make things tougher.

We recommend determining all the elements of the scenario with the Adventure Generator first, then figuring out how they fit together. At first, your results might not seem to make a lot of sense. Imagination and some cerebral exercise can often turn those types of draws into the most memorable adventures.

Regardless, if a draw doesn't work for you, draw again—or just pick a different result. You can also skim the tables for ideas, picking and choosing what appeals to you at the time.



OBJECTIVE

The card's suit determines how the heroes get drawn into the adventure, and the card's value decides what the objective of the adventure is.

- **Clubs (Unexpected Beginning):** The adventurers stumble onto the action — or it stumbles onto them.
- **Diamonds (Work for Hire):** A posse's got to have money to keep an infernal device roadworthy, reload those guns, or even just eat.
- **Hearts (Character Motivation):** One of the posse's Hindrances or past actions draws the group into the adventure.
- **Spades (Old Friend or Enemy):** An old acquaintance seeks out a cowpoke, but not always with his best interests at heart.

OBJECTIVES

Card	Result
Two	R&R: The heroes have their attempt at a little downtime interrupted rudely — maybe even lethally!
Three	MacGuffin Hunt: The crew has to recover an item, bit of information, or other object. More often than not, the goal of their quest is already in someone else's hands.
Four	Strong Right Arms: A powerful individual needs protection from a potential attack by rail warriors, Indians, outlaws, or another threat. This may be in one place or involve the characters accompanying their charge on a journey.
Five	There's Ghost Rock in Them Thar Hills!: One of the cowpokes hears a rumor of a trove of strange artifacts, gets her hands on a map to a lost ghost rock mine, or even finds an outlaw gang's hideout.
Six	Bounty Hunters: The posse seeks to collect a bounty. It could be for outlaws or pirates, but it may also be a dangerous predator or to thin the population of an invasive species.
Seven	Rescue: The heroes are called on to rescue someone from their captors.
Eight	Siege: The posse rides in to save the day for a group pinned down by some threat. Or maybe they're the ones pinned down.
Nine	Pony Express: Carrying a package from point A to point B isn't always as easy as it looks on paper...in fact, it <i>never</i> is.
Ten	Trailblazers: The posse sets out to parts unknown to establish a new route, locate a suitable site for a new settlement, or similar purposes.
Jack	Book Learnin': The group must either gather important data from a location or protect a bunch of eggheads while they do.
Queen	Parley: The heroes have to negotiate some agreement between two parties. It might be a treaty between Indians and local ranchers, a trade contract between two rail companies, or just a feud between two gangs.
King	Reconnoiter: The characters have to slip into hostile territory to gather information, whether it's on an Indian uprising, pirate stronghold, or some other target. Getting caught may mean disaster, not only for them but also others.
Ace	Shoot 'em Up!: Despite their best efforts (or maybe because of them), a fight or battle has broken out, and the adventurers find themselves smack dab in the middle of it.
Black Joker	Wild Goose Chase: The mission is just a shell game to keep the posse distracted while someone else pulls the real job. Draw twice more — once for the distraction and once for the true objective. The characters should have a chance to discover, and even thwart, the action.
Red Joker	Strange Bedfellows: Hellstromme Industries, a Rail Baron, or some other powerful individual needs a favor, something big enough to put aside any past issues. Draw another card to determine the Objective, ignoring the suit.

OBSTACLE

The second card determines who or what opposes the heroes. If adversaries or other hazards are called for, refer to the relevant region's **Encounter Table** (page 99).

The suit also dictates which Reckoner's influence casts a subtle pall over events. How — and even if — this manifests is up to you, Marshal.

- **Clubs (War):** Everyone concerned is particularly contentious and looking for a fight. Any attempts to avoid a conflict are made at a disadvantage.
- **Diamonds (Famine):** Supply and fuel shortages are always a part of life in the Weird West. Here they're a factor in the original problem or plague the posse's efforts.
- **Hearts (Pestilence):** Disease or health issues, like ghost rock fever, come into play.
- **Spades (Death):** Death's pale hand taints the entire affair. Foes may be undead or just particularly murderous.

OBSTACLES

Card	Result
Two	Underdogs: Standing in the posse's way is a group that's just plain outgunned, like a rancher and his family, a lone prospector, or a starving tribe of Indians. Hopefully, the posse has some moral conflict over riding roughshod across them.
Three	Robber Baron: The heroes find themselves opposed by a rich and influential entrepreneur or company who sees their efforts as a threat to profits or power. Their opponent prefers to rely on the law, but when that fails he is happy to bring in muscle.
Four	Red Tape: The posse has to overcome some sort of bureaucratic obstacle to accomplish their goal, like an existing treaty, contract, or other legal issue. Whatever form it takes, it's a problem that can't be solved with the business end of a shotgun.
Five	Natural Phenomena: Mother Nature's in a bad mood, and the adventurers suffer the consequences. It could be a tornado on the High Plains, a blizzard in the Pacific Northwest, or a drought in the Wild Southwest. See the region's Encounter Table for ideas.
Six	Hired Guns: Someone has brought in mercenaries to stonewall the team. These folks are better heeled than the average thug, too.
Seven	Competition: Another group of adventurers smells money, either on the posse or its objective. The posse has to pay them off, fight them, or otherwise dissuade them. The rival group usually includes some Wild Cards.
Eight	Critters: Some strange abomination of the Reckoning, like a 'glom or chupacabra, menaces either the heroes or their objective.
Nine	Varmints: You never know where a pack of coyotes, rattlesnakes, or a couple bears will appear. Pick a common critter or chose one from the region's Encounter Table .
Ten	Lynch Mob: A band of citizens becomes convinced the heroes mean trouble and take matters into their own hands. They may be vigilantes or just normal folk, but either way, shooting it out with them might lead to complications. Use the stats for Townsfolk (page 151) for an average member of the group.
Jack	Outlaws: A band of gunmen or Maze pirates is hornin' in on the characters' action.
Queen	Government Enforcers: The heroes have to deal with local law enforcement officers, Rangers, US Marshals, or even the Agency to accomplish their goal — hopefully without gunfire.
King	Big Trouble!: A major threat stands in the posse's way, like a hangin' judge, Los Diablos, or a US Army detachment.
Ace	True Believers: The heroes' goal is somehow tied to the ideological or religious beliefs of a band of fanatics — the Church of Lost Angels, cultists, etc. Regardless, they're not known for reasonable discourse.
Black Joker	No Luck at All: As in, "If it weren't for bad luck..." Draw twice more. The heroes must face both obstacles.
Red Joker	Strange Bedfellows: The posse discovers an unexpected ally. Draw twice more, and the first card represents their obstacle. The second result actually works in the heroes' favor!

COMPLICATION

The final card represents any additional hurdle the posse has to overcome to complete their mission. The card's suit determines the general nature or origin of the trouble, and the value identifies the specific problem.

- **Clubs (Tough):** There aren't any real twists or turns to the complication, but it's a tough one. Any skill rolls made to overcome it face a -2 penalty, as things just seem to be constantly tougher than they should be.
- **Diamonds (Monetary):** The fastest way to overcome the problem is to pull out the old wallet and fork over some bucks. To get a rough estimate, multiply the card value by \$100, with face cards counting as 10.
- **Hearts (Emotional):** The complication involves one or more posse members' Hindrances, or another powerful source of emotional conflict, like a former lover, old friend, etc.
- **Spades (Nemesis):** An old (or new) enemy works behind the scenes, at least initially, to thwart the posse's efforts by throwing obstacles in front of them. The crew may or may not identify the source of their woes by the end of the adventure.

COMPLICATIONS

Card	Result
Two	Mistaken Identity: A posse member is mistaken for another person. Whoever it is – a lawman, vicious outlaw, or war criminal – the identity comes with plenty of its own baggage.
Three	Can Anyone Hear Me?: Maybe the telegraph was garbled, and a crucial piece of info was lost in transmission. Or maybe the heroes just can't call for help when they most need it.
Four	Wagons Ho!: The adventure requires the posse to go on a journey spanning a long distance – passing through the Badlands, for example, or even traveling to or from Oregon.
Five	Shortages: The posse runs low on fuel, provisions, or ammunition unexpectedly. Getting resupplied becomes a priority.
Six	Nonlethal: For some reason, the adventurers can't use deadly force: a bounty must be taken alive, they're in a town with strict weapon laws, etc.
Seven	Led Astray: A guide, expert, or piece of information the posse relies on turns out to be completely wrong.
Eight	Tick-Tock: Time is the heroes' enemy. Within 2d4 days, some event occurs spelling failure for the entire mission if they're not done by then.
Nine	Malfunction: An important piece of equipment malfunctions, breaks down, or just goes missing at the worst possible time.
Ten	Outbreak: A virulent illness plagues the region – and the team. Each day, the characters must make a Vigor roll or gain a level of Fatigue. The disease can be treated, but not until the heroes complete their mission.
Jack	Shocking Revelation: Events unearth unexpected information. It may be something merely embarrassing about one of the cowpokes, or it might threaten a powerful individual or organization.
Queen	Celebrity: An important personality somehow gets mixed up in the heroes' affairs. It could be a hero or a villain, but either way it's a huge distraction.
King	Doublecross: A trusted ally of the cowpokes is revealed to be invested in their failure – probably at the worst possible time.
Ace	Sudden Death: An unexpected death throws a wrench in things. Hopefully, the recently deceased wasn't too important for the posse's plans!
Black Joker	Nothing But Trouble: It never rains unless it pours. Draw twice.
Red Joker	Black Hats: It turns out the heroes' opponents are actually the good guys. What they do once they realize this is up to them...



ENCOUNTERS

In this section we give the Marshal a quick way to play up the dangers of the wild spaces between towns. Don't worry about rolling encounters when the group is in a settlement of some sort. In town players tend to direct the action, the location largely determines the denizens, and heroes are involved in the ins and outs of whatever *Savage Tale* the Marshal's running.

CHECKING FOR ENCOUNTERS

In an area that's dangerous or lawless, draw a card from the Action Deck once per day that passes in-game (or even two or three times a day in particularly dangerous areas). A face card or higher means an encounter takes place, and the card suit determines the type—Enemies, Strangers, Treasure, or an Obstacle.

On a Joker, draw twice more and combine the suit results—such as Enemies and an Obstacle or Strangers and Treasure.

Use the **Encounter Location Table** below to nail down where and when the event takes place. Then take a short break for snacks and conversation while you plan things out. A little planning is essential before you hit the heroes with a terrible beast or outlaw gang. It can help transform a run-of-the-mill "random encounter" into something far more exciting and memorable.

ENCOUNTER LOCATION

d20	Location
1–11	On the trail.
12–15	In or near a town, village, or city.
16–18	While the posse stops to water the horses, or breaks to water the local bushes.
19–20	Once camp is made. Roll d8 to see how many hours after camp is made the encounter takes place.

ENCOUNTER DIFFICULTY

Deadlands encounters are created to reflect the natural—or in some cases *unnatural*—organization of the characters or creatures listed. That means your group had best be warned that this isn't like certain other games that automatically set the challenge level to something they can deal with. Sometimes a horrific abomination simply needs to be avoided, or clever tactics or hired guns employed to defeat it.

We do this both because it's more natural *and* it's more of a challenge. Besides, any system we create would have a difficult time fitting the nature of your posse. If a big game hunter hires a squad of expert riflemen to cover his back, it doesn't make sense that suddenly every rattler has four buddies as well. That means that just as in real life, exploring the world with a larger group is safer.

REGIONAL ENCOUNTER TABLES

BLEEDING KANSAS ENCOUNTERS

d20	Spades Enemies	Hearts Strangers	Diamonds Treasure	Clubs Obstacle
1-4	2d4 Walkin' Dead	2d12 US Cavalry	Currency	Ghost Town
5-8	1d6+1 Ghouls	Badman	Shelter	Epidemic
9-10	'Glom	2d4 Buffalo Hunters	Food	Good Samaritans
11	Jackalope	Cattle Drive	Infernal Devices	Knifegrass
12	Mourning Mist	Posse	Ghost Rock	Detour
13	Ghost	Stranger	Lost Treasure	Tainted Water
14-15	Bloodwire	Agent	Dynamite	Dynamite
16-20	2d6 Prairie Ticks	2d6 Rail Warriors	Vehicle	Battlefield

GREAT BASIN ENCOUNTERS

d20	Spades Enemies	Hearts Strangers	Diamonds Treasure	Clubs Obstacle
1-4	2d10 Razor Roaches	2d6 Cowboys	Food	Drought
5-7	2d8 Coyotes	2d12 US Cavalry	Ghost Rock	Tainted Water
8-12	2d6 Outlaws (Use Gunman)	2d6 Indian Warriors	Shelter	Heat
13-14	1d4 Rattlesnakes	2d6 Prospectors	Dynamite	Dynamite
15	Scorpion	Indian Shaman	Abandoned Mine	Abandoned Mine
16	Rattler	Badman	Lost Treasure	Humbug
17-19	1d6 Tumblebleeds	Fortune Teller	Currency	Knifegrass
20	1d4 Dust Devils	Stranger	Vehicle	Heat

GREAT MAZE—LAND ENCOUNTERS

d20	Spades Enemies	Hearts Strangers	Diamonds Treasure	Clubs Obstacle
1-6	2d6 Outlaws (Use Gunman)	1d6 Martial Artists	Abandoned Mine	Abandoned Mine
7-8	2d4 Guardian Angels	2d6 Rail Warriors	Infernal Devices	Ghost Town
9-12	1d6 Wall Crawlers	2d4 US Cavalry	Ghost Rock	Drought
13-18	1d4 Dusters	1d4 Prospectors	Vehicle	Good Samaritans
19	Gaki	Chi Master	Lost Treasure	Epidemic
20	1d6 Faminities	Territorial Ranger	Shelter	Tainted Water

GREAT MAZE—SEA ENCOUNTERS

d20	Spades Enemies	Hearts Strangers	Diamonds Treasure	Clubs Obstacle
1-4	2d6 Mudsuckers	1d6 Martial Artists	Food	Storm
5-7	Maze Dragon	2d6 Rail Warriors	Dynamite	Heat
8	River Leviathan	1d4 Prospectors	Ghost Rock	Good Samaritans
9	Nibbler Swarm	Martial Artist, Superior	Vehicle	Battlefield
10-16	1d8 Sharks	1d8 Townsfolk	Lost Treasure	Detour
17-20	Ship	Ship	Abandoned Mine	Abandoned Mine

REGIONAL ENCOUNTER TABLES

GREAT NORTHWEST ENCOUNTERS

d20	Spades Enemies	Hearts Strangers	Diamonds Treasure	Clubs Obstacle
1-2	Catamount	2d6 Townsfolk	Lost Treasure	Blizzard
3-4	Chinook	Stranger	Food	Tainted Water
5	Badman	Prospector	Infernal Devices	Ghost Town
6	Wendigo	1d6 Rail Warriors	Currency	Epidemic
7-8	1d6 Wolflings	2d4 Trappers	Ghost Rock	Detour
9-14	2d6 Outlaws (Use Gunman)	2d20 Settlers	Shelter	Good Samaritans
15	Werewolf	Territorial Ranger	Abandoned Mine	Abandoned Mine
16-20	Sasquatch	2d6 Indian Warriors	Vehicle	Blizzard

GREAT PLAINS ENCOUNTERS

d20	Spades Enemies	Hearts Strangers	Diamonds Treasure	Clubs Obstacle
1-2	Rattler	1d6 Prospectors	Lost Treasure	Epidemic
3-6	1d8 Devil Bats	2d12 US Cavalry	Food	Storm
7-8	1d4 Dread Wolves	2d8 Rail Warriors	Vehicle	Tainted Water
9-10	Bloodwire	2d6 Indian Warriors	Currency	Ghost Town
11-12	2d4 Outlaws (Use Gunman)	2d8 Townsfolk	Ghost Rock	Knifegrass
13-16	1d8 Pit Wasps	2d4 Buffalo Hunters	Shelter	Heat
17-19	2d8 Prairie Ticks	Indian Shaman	Abandoned Mine	Abandoned Mine
20	2d6 Rattler Young 'Uns	Badman	Infernal Devices	Good Samaritans

DESERET ENCOUNTERS

d12	Spades Enemies	Hearts Strangers	Diamonds Treasure	Clubs Obstacle
1-6	1d4 Wall Crawlers	1d4 Prospectors	Dynamite	Dynamite
7	Walkin' Fossil	2d10 Deseret Soldiers	Infernal Devices	Infernal Devices
8	Catamount	Agent	Ghost Rock	Ghost Rock
9	Rattler	Metal Mage	Food	Detour
10-12	Automatons (1d4)	Mad Scientist	Vehicle	Epidemic

SIoux NATIONS ENCOUNTERS

d12	Spades Enemies	Hearts Strangers	Diamonds Treasure	Clubs Obstacle
1-6	1d4 Devil Bats	2d12 Indian Warriors	Shelter	Storm
7	Pox Walker	Prospector	Lost Treasure	Epidemic
8	Uktena	Stranger	Abandoned Mine	Blizzard
9	Poison Woman	Badman	Vehicle	Ghost Town
10-12	2d6 Walkin' Dead	2d8 Veteran Indian Warriors	Food	Knifegrass

REGIONAL ENCOUNTER TABLES

COYOTE CONFEDERATION ENCOUNTERS

d12	Spades Enemies	Hearts Strangers	Diamonds Treasure	Clubs Obstacle
1-6	2d6 Prairie Ticks	2d12 Indian Warriors	Shelter	Storm
7	Pox Walker	Prospector	Lost Treasure	Epidemic
8	Skinwalker	Stranger	Abandoned Mine	Tainted Water
9	Uktena	Badman	Vehicle	Knifegrass
10-12	Texas Skeeter Swarm	2d8 Veteran Indian Warriors	Food	Drought

WILD SOUTHWEST ENCOUNTERS

d20	Spades Enemies	Hearts Strangers	Diamonds Treasure	Clubs Obstacle
1-4	Bloodwire	2d6 Indian Warriors	Shelter	Heat
5-6	Carcajou	2d12 US Cavalry	Food	Tainted Water
7	Chupacabra	Stranger	Infernal Devices	Epidemic
8-10	Desert Thing	2d8 Outlaws (Use Gunman)	Currency	Ghost Town
11-12	2d6 Prairie Ticks	2d4 Veteran Outlaws (Use Gunman)	Ghost Rock	Detour
13	Rattler	Hexslinger	Lost Treasure	Infernal Devices
14-17	Large Terrantula	Badman	Abandoned Mine	Abandoned Mine
18-20	1d6 Tumblebleeds	Territorial Ranger	Vehicle	Drought



ENCOUNTER RESULTS

When an encounter is indicated, roll on the appropriate regional **Encounter Table** (found on the preceding pages), using the column that matches the card suit. Here we've compiled the results into one handy list. Monster or character results not listed here are found in the **Rascals, Varmints, & Creatures** section beginning on page 145.

Abandoned Mine: Whether silver, gold, or ghost rock, all the miners are gone. They might have left when the vein played out, or maybe whatever currently lives in the mine chased them off—or ate them! When listed as Treasure, the mine also contains substantial riches (Marshal's discretion).

Badman: The posse meets a gruff but capable cowpoke (Marshal's choice of archetype), down on his or her luck. If someone befriends the badman he or she plays along until an opportunity to rob, kill, or otherwise betray the posse presents itself.

Battlefield: The blasted, haunted remains of a conflict from the Civil War or the Great Rail Wars (see page 108), or a live skirmish between two rival factions.

Blizzard: Those caught in a blizzard must make a Fatigue roll (–2) every hour until they find shelter (Survival at –4, one roll per group). A Critical Failure means the wandering character falls into a crevasse or canyon (2d12" deep). Blizzards cause a –4 penalty to Agility-based skills like Driving, Piloting, Riding, and Shooting. A typical blizzard lasts 1d20+5 hours.

Buffalo Hunters: Use Townsfolk stats (page 151) but they have Shooting d8.

Cattle Drive: A band of 2d6+4 hired Cowboys led by a Veteran Cowboy ramrod, all on horseback, driving a herd of 200–400 cattle to market. They're accompanied by a cook (use Townsfolk profile) and his wagon.

Currency: A satchel, gunny sack, or rail express pouch containing 1d10 × \$50 in local or foreign currency. Needless to say the cash belongs to someone and they want it.

Detour: A bridge is out, a sudden downpour washes out the road, a landslide

blocks the trail or waterway. The posse spends 1d4 days finding a route around it.

Drought: The locals aren't getting nearly enough water. Unless the posse brought their own, see **Thirst** in *Savage Worlds*.

Dynamite: A worksite, mine, or rail-laying operation left a crate of TNT behind. It contains 3d6+1 sticks. If it's listed as an Obstacle, the dynamite is old and has begun to sweat pure nitro (see page 32 for restrictions on handling this volatile stuff).

Epidemic: The heroes' location or the town over the next rise is stricken by disease. Consider it a Debilitating **Disease** (see *Savage Worlds*). Medicine is available, but not locally.

Food: Whether it's plentiful game or fish, a convenient apple orchard, a whiskey barrel that fell from a wagon, or good Samaritans willing to share their fare, the posse need not roll Survival to eat their fill today.

Fortune Teller: The fortune teller might be Romani, a huckster dealing cards, or a shaman staring oddly at the posse from a tall boulder. She asks a favor of the group in exchange for a reading. No matter if it's true or false, the reading leads to adventure.

Ghost Rock: Roll a d6: On a 1–4, this is a hogshhead barrel containing 1d6 lbs of unrefined nuggets; on a 5–6 it's 1d4 shaped fuel cores. Whoever lost it may be on the lookout for it.

Ghost Town: Anything from a dried-up well, to a dilapidated trading post, to a deserted settlement, fort, or boomtown. "Ghost" might merely refer to the fact that the locale is empty, or it might be because creepy abominations have taken up residence.

Good Samaritans: The posse finds a family of settlers or some other relatively defenseless group surrounded by hostiles, bandits, or supernatural creatures. The defenders might be in circled wagons, a besieged homestead, or an Indian village under attack.

Heat: The temperature skyrockets above 90 degrees for 1d6+1 days. See Heat and Thirst in *Savage Worlds*.

Infernal Devices: A lost, abandoned, or misrouted delivery crate from



Hellstromme Industries Ltd., Smith & Robards, or another manufacturer. It contains 1d4 chosen or random infernal devices. As an Obstacle, the gizmos are somehow dangerous or their rightful owner is looking for them.

Lost Treasure: A moldering skeleton hiding a tattered map, letter, or telegraph leading to a treasure—and danger. The loot may be valuable or it may be fool's gold. Either way, the danger remains.

Metal Mage: See the *Deadlands Companion* or substitute a Mad Scientist.

Posse: A Veteran Gunman marshal with 1d6 deputies (half Gunmen and half Townsfolk), all on horseback. They may ask for help catching a band of desperadoes or mistake the heroes for the felons!

Prospectors: Use Townsfolk stats (page 151) with the Trade (Mining) skill.

Rail Warriors: Choose a rail company appropriate to the area, or roll d10:

d10	Rail Warriors
1	Iron Dragon
2-4	Wasatch
5	Empire Rail
6-7	Black River
8	Lone Star
9-10	Bayou Vermilion

Rattlesnakes: See Snake, Venomous in *Savage Worlds*.

Settlers: These folks are traveling by Conestoga wagon to their new home. Use Townsfolk stats (page 151).

Sharks: See *Savage Worlds*.

Shelter: Warm shelter is its own reward. The posse stumbles across a cave, lean-to, or campsite all set to go, appropriate to the region and safe from the elements.

Ship: Roll on the table below to determine a ship's origin. On a Rail Baron result, roll on the **Rail Warriors Table** above to determine which railroad company it serves.

d12	Ship Type
1	US Ironclad
2-3	US Raider
4-5	Pirate
6-9	Civilian or Fishing Boat
10-11	Rail Baron
12	Mexican Armada

Snakeoil Salesman: A merchant in a brightly painted wagon hawking elixirs that may have magical qualities. If so, see page 34. Or make up an elixir—based on a single power—that confers its effect to the drinker. The rest of the con man's wares are castor oil, turpentine, and such. The vendor might be a twisted soul selling far more sinister potions.

Storm: A thunderstorm reduces visibility to 12", imposes a Dark Illumination penalty (-4), and turns the ground into a quagmire. Running characters must make an Agility roll or fall prone and become Vulnerable. Most Agility-based skills suffer a -2 penalty, including Driving, Piloting, Riding, and Shooting rolls (due to slippery ground, poor visibility, and high winds). When a character's Action Card is a black Joker, that cowpoke's horse or vehicle is struck by lightning for 2d10 damage (AP 10).

Stranger: Riding in the same direction is a tough but friendly soul (Marshal's choice of archetype), down on his or her luck. If someone befriends the stranger he or she becomes a stalwart friend to the posse.

Tainted Water: Travelers discover a watering hole, but its contents are tainted with Texas tummy twister (see page 187).

Trappers: Grizzled mountain men looking for pelts. Use Townsfolk stats (page 151).

US Cavalry: A patrol of Soldiers (one Veteran) led by an Officer, all on horseback.

Vehicle: A broken-down conveyance of some type determined by the Marshal and fit for the region. Roll a d6: On a 1-5 the vehicle is mundane; on a 6 it's a steam-powered infernal device. Either way, it requires either a successful Repair or Weird Science roll and 2d6 hours' work before it functions again. (A mundane wagon or stagecoach also needs horses; a gizmo needs ghost rock for fuel.)

ADVENTURE CREATION

Let's run through a quick example of adventure creation so you can see how it's done, Marshal.

First we draw a card for the **Objective** and it's a Seven of Hearts. That means the posse has to rescue someone, but it also means the villains responsible are related to the heroes' Hindrances or past actions. Let's say the Major Enemy of one of your cowpokes is the varmint responsible.

Next draw is for an **Obstacle**—Four of Diamonds. That means the posse has to deal with red tape; perhaps they're tasked with venturing into Sioux lands without permission. Thanks to the card suit, those lands are likely to be racked by famine.

For the **Complication** we draw a Six of Clubs. That means the pistoleros can't go around killing folks—doing so might jeopardize the United States' treaty with the Sioux—and the entire escapade is destined to be tougher than the usual outing.

So old rival "Rabid" Rance Hitchcock kidnaps the mayor's son, looking to collect a ransom. He runs off to the Sioux Nations with his hostage, which means the posse has to tread carefully, avoid violence, and resist hunger to see the job done.





THE WEIRD WEST

THE LAST SON

Hold onto your Stetson and make sure your spurs are tight, because the trail is about to get rocky. Just around the next bend are more terrible secrets and dire dilemmas than you can shake a Buntline at.

This chapter gives the Marshal the true and bitter history of *Deadlands*, an overview of all the strange locales and perilous regions of the Weird West, and information on the major players, their secrets, schemes, and hidden agendas. We also talk a bit about where things stand among the Rail Barons, a matter of special importance to the Reckoners.

To most folks, the West's weirdness is a recent development—started in 1863, like the man in the *Tombstone Epitaph* said. Fact is, it goes back near a thousand years to some shamans calling themselves the Old Ones.

These ladies and gents were fed up with evil spirits roaming the world and tormenting their people. So they gathered together from among all North America's Indian tribes and cooked up a plan to stop them spirits for good.

The Old Ones traveled into the twilit world of spirits, what they call the Hunting Grounds, to fight a Great Spirit War. They won, but there was a catch. They sacrificed their bodies to an endless state—not particularly alive yet not really dead—to seal the spirit world and trap its evil phantoms inside.

For a long time, the Old Ones' plan worked. But then along came Raven.

Raven was born more than a hundred years ago to the Susquehanna tribe. In 1763, when he was a young man of about 18, settlers in Virginia slaughtered his whole tribe. Whatever else you hear about Raven, know that those settlers made him what he became. He was the last son of his tribe, and he swore vengeance—no matter how long it took.

Turned out it took a Hell of a long time. Near a hundred years.

But Raven was patient and he lived on raw hate. He spent all that time wandering North America, studying the secret ways of the shamans, absorbing all the ancient lore he could find and gathering others of his temperament—whom he called his fellow "Last Sons," whether they really were or not—wherever he met them.

By this time Raven was bent and wizened, but then he found the legendary Fountain of Youth. What Ponce de León couldn't find in Florida, Raven discovered under an Anasazi ruin somewhere in the wild Southwest. Or something that did the exact same thing—grant eternal life! It prevents the effects of aging, at least.

With Raven's longevity guaranteed and his forces gathered, he and his Last Sons set about their bloody revenge. They'd do more than just war on the encroaching Europeans—they'd set loose all the evil of the Hunting Grounds and wipe them from the earth!

There was one catch though. First they had to murder the Old Ones, the selfless shamans who had sealed up the Hunting Grounds hundreds of years earlier.

They say it took a few weeks of running wild through the spirit realm, hacking down Old Ones who couldn't defend themselves. Made them scream. Watched them bleed out. The Last Sons' hands were forever stained black with blood.

But then they really brought the house down. You see, Raven had another goal in mind. He neglected to inform his Last Sons of it until they stood before the very gates of Hell. That's when Raven split the seven seals and set loose the greatest evil this world's ever known: the Reckoners.

War, Famine, Death, and Pestilence. Also known as the Four Horsemen of the Apocalypse. Few could imagine a more terrible quartet of demonic spirits than these ancient forces of destruction.

Raven set them loose from the Deadlands where they'd been trapped alongside all their evil minions. When the gates swung wide it was like a blast furnace of pure evil. It scarred the Last Sons' faces something fierce to remind them forever of the terrible things they'd done.

The Last Sons who survived made it back to our world, but evil came with them. And now's when the threads of our tale start to knit themselves into a pattern. Because the day Raven and his gang pulled their little trick was July 3, 1863, which just so happened to correspond with the horrific Battle of Gettysburg, the largest battle of the American Civil War.

At least up to that point.

THE CIVIL WAR

The Civil War started in 1861, and was fought between the northern and southern states, with a few others stuck between them. The South—which called itself the Confederate States of America, the Confederacy, or the CSA—seceded from the Union over their dependence and insistence upon that cruelest of institutions, human slavery, and the rights of individual states to decide whether it would be allowed within their borders or not.

The battles were relatively short but bloody the first few years, then things took a hard turn for the worse at Gettysburg. The dead rose from the battlefield, attacking and devouring enemies and allies alike.

The shocked generals on both sides withdrew to try to figure out what had gone wrong. The next time the Union Army of the Potomac clashed with the Confederate Army of Northern Virginia, the same thing happened. The bloodshed only escalated.

The war grew in scope and brutality, powered by the fear and hatred of each side, even when cooler heads should have prevailed. Then things got even worse!

GHOST ROCK

In 1868, the Great Quake shattered the California coast from crown to toe. Half the territory was sundered into a labyrinth of shattered sea canyons called "The Great Maze."

But the quake wasn't a natural disaster. It was Raven's next act of revenge. While the war raged on Back East, Raven and his Last Sons traveled the West Coast from Mexico to the Yukon, seeking out great spirits that live in the earth. They found *something* in the ancient sediment that triggered the largest quake the world has ever known, and set the entire world on a path to Hell.

Countless souls went on to their eternal reward during the latter weeks of August, 1868. Earthquakes roared all up and down the coast, tearing open wide channels the sea rushed in to fill. But the excavated coast revealed something entirely new: deposits of a substance that burned five times hotter and 10 times longer than coal.



Californians named the ore ghost rock because of the peculiar, moaning wail it makes when burned. Most folks believe impurities and pockets of gas create the wailing sound, but the crackpots have this one right—ghost rock is made of damned souls!

The new superfuel set off a scientific revolution, with famous inventors like Dr. Darius Hellstromme, Jacob Smith, and Sir Clifton Robards making all sorts of miraculous gizmos and doodads that run on the stuff.

The Union and Confederate governments started cranking out highly advanced weapons and armored vehicles to kill each other even faster, and a war that was already notorious for bloody excess became even more violent.

In 1869, after Ulysses S. Grant's election as Union President, CSA President Jefferson Davis annexed the Great Maze—or at least claimed to—which set off what some folks call the Maze Wars. It wasn't nearly so organized as it sounds—more like the Union

and Confederate navies, a handful of Chinese warlords, and a pack of rich industrialists locked in a chaotic dance of blood and death.

THE AGENCY & RANGERS

It took the bigwigs in the North and South a while to figure out what Raven had set in motion. All that dark, negative energy was fuel for something ancient and evil. Somehow the Four Horsemen came to be called the Reckoners, and their return to the world "The Reckoning."

The government's best operatives figured out the Reckoners fed on humanity's worst emotions, fear chief among them and easy to generate. Fear's the oldest, most primal emotion known to humanity, and it's the Reckoners' bread and butter. Fear and warfare walk hand in hand.

After a few more disastrous battles and epic tragedies, the United States charged the Pinkerton Detective Agency with figuring out how to stop it, a job soon taken over by a new government operation called simply the "Agency." The South gave the job to the stalwart Texas Rangers.

Coached by a shadowy organization known as the Twilight Legion and masquerading as the "Explorer's Society," the two groups finally realized the truth. They urged their governments to stop the war, and ensured tales of the things that lurked in the night were repressed so as not to spread even more fear. The Agents and Rangers even agreed to put aside the war when a greater threat loomed, an agreement that became known as the "Twilight Protocol."

Their leaders were slow to listen, however, and believed they could stop the war with one last titanic battle.

MECHANIZATION

Europe had withheld aid from the South for years. France and Britain in particular were sympathetic to the rebellion, but couldn't abide slavery. Hoping for one last push to the Northern capital, the CSA wrung out the last of its faltering economy to finance New Science industries while its citizens began to go hungry.

Ghost rock now made it possible to deal out death on a greater scale than ever before. Desperate to end the near decade-long struggle, the South put all their resources into an incredible legion of armored steam tanks, flamethrowers, Gatling weapons, and even flying machines. By the end of 1870, the metal army clattered north beneath clouds of screeching ghost rock, ready to destroy their brothers across the Mason-Dixon line once and for all.

THE BATTLE OF WASHINGTON

The Confederates attacked Washington with a vast, mechanized horde in February of '71. The Union forces were caught completely off-guard and pushed back into southern Pennsylvania.

But the Confederates' gizmos soon broke down and the rebel supply of ghost rock ran low. His back against the wall, General George Meade, Commander of the Army of the Potomac, gave the most inspiring speech of his career to his shattered forces. Perhaps sensing something even more important than the Union was at stake, the soldiers rallied and staged an epic

counterattack. Desperate infantry ran into the faltering but terrible steel jaws of the Confederate war machines, and prevailed.

Confederate General Robert E. Lee was forced to retire across the Potomac, his forces shattered and broken.

After 10 years, the Confederate war engine was spent. Meade vowed not to lose this opportunity. He gathered up every man he could find—and even some women—and chased the remnants of Lee's forces deep into Virginia, finally surrounding him at a place called Appomattox. Lee surrendered on April 9, 1871, and the long Civil War was over.

THE GREAT RAIL WARS

In late 1871, with the South in ruins and the United States grappling with Reconstruction, President Grant tried a new tack to get a handle on the chaos of the Maze and California Territory. He offered the first company to build a transcontinental railroad an exclusive contract to supply the United States with ghost rock. The nation needed a never-ending supply, and it had been discovered nowhere in greater profusion than in the Great Maze.

The race was on. A group of industrialists in the North funded Empire Rails and staffed it with shrewd, veteran officers from the Civil War. In Texas, a collection of cattle barons started up a line called Lone Star. Bayou Vermilion emerged from New Orleans, Black River from Kansas, and Iron Dragon, a Chinese concern, started from the Great Maze and worked back toward the East.

Even Dr. Darius Hellstromme, the world's most famous mad scientist, announced the Wasatch Rail Company, a subsidiary of his famous Hellstromme Industries.

The Rail Barons didn't play nice. A new war began in the US, primarily in the West. This one consisted of rail crews led by deadly enforcers sabotaging each other's lines, blowing up their trains, killing their workers, and blackmailing each other for those towns and chokepoints that would give them the final and lucrative link from east to west.

The conflict came to be known as the Great Rail Wars, and it was worse in many ways

than the Civil War, because the Rail Barons used the horrors of the Reckoning for their own ends! Bayou Vermilion put dead men to work laying track, actual witches worked for Black River, and Wasatch rolled out clanking metal men armed with Gatling rifle arms to demolish everything in their path.

THE SERVITORS

All that bloodshed wasn't the Reckoners' only egg in the basket. Each Reckoner also chose itself a "Servitor" to conduct its business on earth.

Raven was the first of these, and represented War. He didn't start the Civil War or the Great Rail Wars, but through his actions and his master's power, made sure there was plenty to fight over.

War made the job easier for the other three Horsemen to follow as well. Economies were shattered, untended crops rotted in the field or burned as one army denied it to another, and hatred grew in the hearts of men, women, and children. Folks who are broken apart have a harder time joining forces to fight the darkness of the world. Instead the fear grows and the Reckoners get more and more powerful.

In War's wake came the champion of Death, who tapped a no-good varmint called Jasper Stone to do his dirty work. Stone was so rotten his own men shot him in the back

at Gettysburg. But he was also too mean to die. Instead, he got up off the operating table where he'd expired and sauntered out, the first Harrowed spawned by the Reckoning. Now Stone is Death's red right hand, stalking the world looking for heroic types who get in the Reckoner's way.

It took a while for Famine to find her chosen servant, but the upheaval of the Great Quake in '68 provided a fire-and-brimstone reverend known as Ezekiah Grimme. Oddly enough, Grimme was about as pure a soul as ever walked the Earth—but the 13 sons o' bitches who ate him in the terrible aftermath of the quake weren't.

Those 13 cannibalistic murderers' actions somehow created Grimme's unholy form, then they established a new church—and eventually a new city—in his name. It was called the City of Lost Angels. Outwardly, it professed to feed the locals, starved as they were after the disaster and with all the good farmland inundated with salt water.

That was all a front, of course. The meat at the Sunday feasts—free and welcome to all—was composed of anyone who got in "Grimme's" way. Eventually, the Reverend's power grew such that he declared the Edict of '77, which he said made California a sovereign nation and Lost Angels and the land around it a protected community in which only the faithful could live. That all came to a calamitous end in 1880, but we'll get back to that in a minute.



The final Servitor is one known far and wide across the West as a great man, patron of progress, and foremost inventor of the "New Science." He is Dr. Darius Hellstromme, and he is the Servitor of Pestilence.

Hellstromme was born in England, but came to America in 1869 to study the ghost rock phenomenon. He took up with the Mormons in Deseret the following year, mining ghost rock from the Wasatch Mountains and crafting precious steam wagons that could outrun hungry salt rattlers on the surrounding flats.

Hellstromme's story is a sad and tragic tale that winds its way from the Weird West to the far future (explored in *Deadlands: Hell on Earth* and *Deadlands: Lost Colony*). In this time and place, though, he's a ruthless inventor who uses the people of Deseret as something of a shield while he works on opening a portal to Hell. Why on Earth would he want to do that? To retrieve his long dead wife, Vanessa.

This is not a cheap undertaking, so the doctor opened a passel of factories under the moniker of Hellstromme Industries Ltd. to pump out every sort of gizmo conceivable and compete with the crew over at Smith & Robards. Later on he started up Wasatch Rail, his tool for winning the race and securing the US ghost rock contract.

Both companies allow him to experiment with the weapons, devices, and funds he needs to accomplish his ultimate goal of venturing into Hell.

Despite the fact that all four Servitors were created by the Reckoners, they didn't necessarily get along or even know about each other's existence until much later. Grimme even had Stone locked up in his prison for a while as he studied him.

END OF THE RAIL WARS

Late 1879 rolled around and the Rail Barons' forces were all mired in one deadly region or another. A severe dust-up near Denver called the Battle of the Cauldron put a hurt on all them in '77, and none of them had yet recovered enough to complete a rail line to Lost Angels, California. Even

the Wasatch line vanished into the Rocky Mountains sometime in 1878 and hadn't been seen since.

But Hellstromme wasn't gone, he was just down. Literally. He was underground. With the aid of a stupefyingly advanced drilling machine called the Hellbore, Dr. Hellstromme burrowed right under the Rockies and made a beeline for Lost Angels. He popped out of the San Gabriel Mountains mere days ahead of his rivals.

The Battle of Lost Angels started out like most other skirmishes in the Great Rail Wars: with several Rail Barons' forces quarreling over a single patch of land or right of way. Bayou Vermilion sided with Lone Star on one side and Empire Rail hooked up with Black River's Wichita Witches on the other. Unfortunately for all of them, Hellstromme was there to plant the final, fatal spike.

Three black airships appeared overhead at the battle's bloody crescendo. They dropped their payload on hundreds of battling men and women and that's when the world got its first look at ghostfire bombs. Weaponized ghost rock, more or less. In a few seconds Hellstromme became the greatest mass murderer in the West, incinerated his enemies, and touched off a blaze on the outskirts of Lost Angels that *still* hasn't burned out.

This was before the Flood, and it was Reverend Grimme himself who appeared on the city wall to pronounce Wasatch the victor. President Hayes eventually acknowledged the result and Hellstromme Industries got the most lucrative contract in history for decades to follow.

THE TWILIGHT LEGION

As awful as it was, Hellstromme's fiery declaration garnered him and Reverend Grimme some attention they didn't want. A muckraking reporter by the name of Lacy O'Malley, famous for fantastic articles that made the tiny *Tombstone Epitaph* a nationwide phenomenon, got involved with the Explorer's Society.

The United States Agents and Territorial Rangers, retained by Grant to carry on their

work of rooting out the Reckoners' minions after the war, were already familiar with the Explorers—many of whom belonged to a secret society called the Twilight Legion.

The inquisitive reporter rooted this out pretty quickly, and discovered the Legion's roots could be traced back to the Roman Empire and maybe even beyond.

The Explorers were honest-to-goodness monster hunters, and the Twilight Legion had the whole scoop on the Reckoners, Raven, Stone, Grimme, and Hellstromme. And although details were hazy—they aren't fortune tellers—they knew the detonation of the ghostfire bombs signaled things were getting much, much worse.

DELUGE

The Legion knew it had to take immediate action, but the four Servitors were protected by their unholy masters. You can't just shoot Reverend Grimme between the eyes no matter how much he deserves it. No, each Servitor had a very specific and incredibly difficult weakness to lay them low.

But the Legion had faith and a plan. Despite their cooperation with the Agency and Rangers, they knew neither group would have the sand to do what needed to be done to kill the first Servitor in their crosshairs, the amalgamated abomination that called itself Reverend Grimme.

Using O'Malley's contacts, nose for trouble, and nationwide reach via the *Tombstone Epitaph*, they rounded up a posse of relentless heroes. Raven had triggered the Great Quake of '68 with a series of glyphs now scattered throughout the Maze. Using coded messages hidden in the *Epitaph*, O'Malley and the Legion were able to guide the party to the glyph's locations and warn them when the forces of evil were on their trail.

After close to a year of travails and drama from Lost Angels all the way to Shan Fan, these incredible heroes finally did what the Legion knew had to be done—set off a second Great Quake that washed over the City of Lost Angels and killed Reverend Grimme.

WEIRD WEST TIMELINE

Here's a quick summary of major events in the United States and the Weird West.

- 1861:** The Civil War begins.
- 1863:** Union outlaws slavery.
- 1863:** Battle of Gettysburg, July 1–3.
- 1863:** Texas Rangers reassigned to investigate weird events.
- 1863:** First sighting of "rattlers" in Utah.
- 1865:** Union establishes the Agency.
- 1865:** President Lincoln assassinated. Andrew Johnson takes office.
- 1866:** Brigham Young proclaims Utah the Independent Nation of Deseret.
- 1868:** The Great Quake cracks California open and creates the Great Maze. Ghost rock discovered.
- 1869:** Ulysses S. Grant elected president. George Meade leads the Union Army.
- 1870:** Hellstromme arrives in Deseret.
- 1871:** Battle of Washington.
- 1871:** Confederate states surrender on April 9 at Appomattox, Virginia.
- 1871:** Great Rail Wars begin.
- 1872:** Territorial Rangers formed, based on Texas Rangers and assigned to US territories.
- 1872:** Sitting Bull founds Sioux Nations.
- 1872:** Dodge City established.
- 1874:** Tombstone established.
- 1874:** Coyote Confederation is formed.
- 1875:** Deadwood established.
- 1876:** Deadwood Treaty signed.
- 1876:** Reverend Grimme establishes Free and Holy City of Lost Angels, California.
- 1877:** Rutherford B. Hayes elected president.
- 1879:** Battle of Lost Angels. Wasatch Rail wins the Great Rail Wars.
- 1880:** The Great Flood ravages Lost Angels and the Maze.
- 1881:** The Great Summoning. Technology ceases functioning inside the borders of the Sioux Nations forever.
- 1881:** President James A. Garfield assassinated after six months of his term. Chester A. Arthur takes office.
- 1882:** US passes Chinese Exclusion Act.
- 1883:** Hellstromme enters seclusion.
- 1884:** NOW.

Sure, they tried to warn as many innocents as they could, but the die had been cast and cruel destiny ruled the day.

THE GREAT SUMMONING

The Twilight Legion next turned its sights to Raven. In the Sioux Nations the following year, war broke out between the Indians and the United States over ghost rock rights in the Black Hills. With the help of shamans called the Ghost Dancers, another posse managed to outwit Raven and even a few of his Last Sons and summon up the greatest nature spirits of all—the tremendous thunderbirds.

The thunderbirds brought the Old Ways to “the People,” as the Sioux call themselves, and united the Sioux Nations once and for all.

Ever since the thunderbirds were summoned, modern conveniences give out way faster than they ought to inside the Sioux Nations’ borders. Guns, bullets, wagons, and even belt buckles and saddles all fail eventually in the Sioux Nations. Science can’t explain it and the locals have learned to live with it.

Fortunately, the Sioux elders, or *wicasas*, have granted Deadwood, the roads in and out, and certain mining areas an “exemption.” Technology is a bit sturdier there, but still breaks down far more often than it ought to.

But that just encourages outsiders to keep coming to Deadwood, mining ghost rock,

and inevitably fighting with the Sioux—which is just what the Reckoners want.

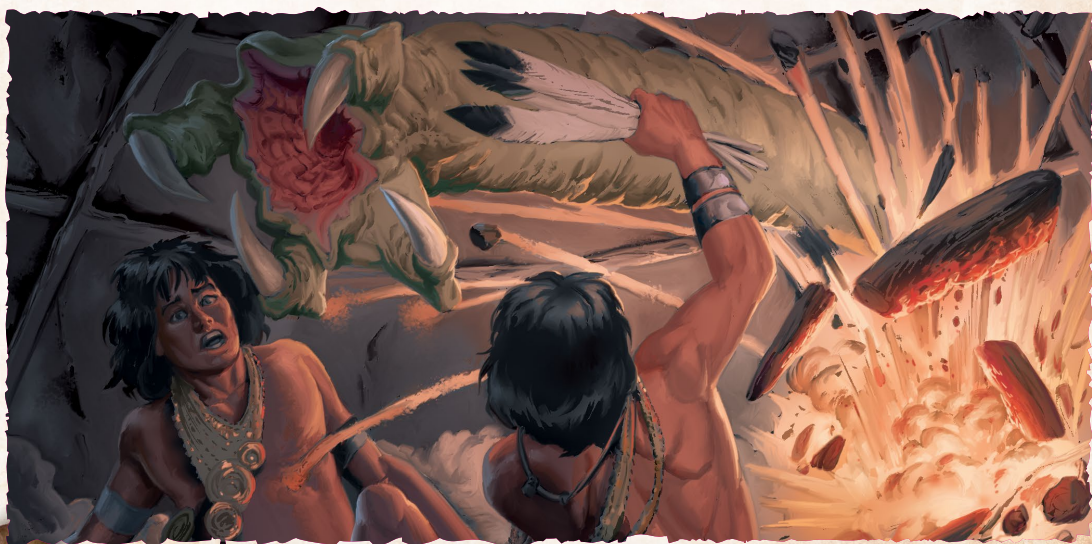
As for Raven himself, he’s still out there fomenting conflict and stirring up war’s fervor wherever he can. Every once in a while a story goes around about a sighting or encounter with the Last Son, but he’s so elusive as to be akin to a ghost. Rest assured he’s terribly real—and woe to any cowpokes who meet up with him on the trail.

A LONELY PLACE TO DIE

Next, events in the Wild Southwest demanded the Twilight Legion’s attention. The feud between the Earps and the Cowboy Gang in Tombstone, Arizona, reached a boiling point in late October 1881. Blood was shed at the OK Corral, and nothing would be the same.

In the months that followed, the feud became a war. It culminated with the Earps’ vengeance ride, when yet another valiant posse rode at their sides. They succeeded in hunting down most of the Cowboys...but all for naught.

During an apocalyptic shootout at the Clanton Ranch, who should appear but Stone—the Servitor of Death. The grim Harrowed took out all the Earps and Doc Holliday too with his blazing six-guns. But as for the youngsters who’d joined the Earps, he left them standing there as he scoffed, “You ain’t even worth the lead.”



Stick with us, Marshal, because here's where things get temporally twisted. The Morgana Effect (page 7) isn't the first time reality was *rewritten* by the forces of evil. The first time around, you see, brave heroes in some bright future defeated the Reckoners entirely. The Four Horsemen didn't like that, so they used their dwindling energies to pull one last trick: They sent their grizzled favorite son Stone back in time!

"Old Stone" appeared in 1876 and broke his past self out of the hoosegow in Lost Angels where Grimme had imprisoned him. The two Stones went on a bloody rampage like no one had ever seen. Their goal was nothing less than murdering every hero of the West, creating barren Deadlands along the way.

And Old Stone's plots went even deeper. He soon double-crossed his younger self in an insane attempt to trick the Reckoners themselves. Being trapped in a time loop for all eternity had driven Old Stone a little batty, and he was desperate to break the circle any way he could.

Stone's big mistake, though, was leaving that young posse standing at the Clanton Ranch. The Twilight Legion contacted them and set them on a path to find Stone's sole weakness—the very bullets that killed him at Gettysburg. Their quest took them Back East and through countless scrapes, but they finally tracked down the bullets and caught up to Old Stone in Death Valley, California.

In the end, the heroes were forced into a devilish bargain—helping out the younger Stone in return for his help in killing Old Stone. After blasting the Deathly Drifter with his own six-guns, they could only watch as his younger self moseyed into the sunset.

Like Raven, Stone still wanders the twisted trails, Marshal. But few who meet him live to tell about it.

THE ROAD TO HELL

By 1883, all Darius Hellstromme's plots since the Reckoning began were coming to fruition, or at least it seemed that way. His network of secret fear-generating laboratories—hidden in Wasatch roundhouses across the West—had succeeded in distilling a

sufficient quantity of "liquid fear" to fuel another daring assault on the gates of Hell. And that meant another chance to save his beloved Vanessa.

Unknown to Hellstromme, his prior trip to Hell was to have more dire consequences than mere failure. On that occasion, an interloping huckster named Dexter Crawford threw off the doctor's calculations and ruined his infernal expedition. A lover of evil irony, Hellstromme used Crawford as the human sacrifice needed to escape from Hell.

Crawford's damned soul languished in torment for years. But as Hellstromme ramped up his plans to open yet another doorway to the pit, Crawford saw his opportunity. As a ghost, he would help the doctor succeed...but when the gate opened the huckster would lead an army of demons to the City o' Gloom and lay it to waste!

Once again the Legion stepped in to nudge fate in another direction. They knew of a posse of wranglers and engineers who had stumbled into an undercover alliance with the Danites, Brigham Young's secret Mormon police force. Nevada Smith, the United States' most famous secret agent, soon made contact and recruited the posse for a slew of industrial espionage.

After traveling all over Deseret and getting into all manner of trouble, the pistoleros uncovered Hellstromme's secrets and pinpointed the date and time of his big ritual. In the end, they were powerless against the genius' mechanistic might as the Hell Gate swung open.

But Hellstromme was not impervious to logic. With moments to spare, the silver-tongued wranglers managed to talk him off the ledge and see the unhinged error of his ways. In the end Hellstromme helped to drive back Crawford's demonic army and close the gate, but the experience nearly broke his mind and soul. He retreated into seclusion, leaving his companies to their boards of directors, and hasn't appeared in public since.

But Dr. Hellstromme is an unstoppable force, and there are many chapters of his story left to be told...

IN THE TWILIGHT

Now it's 1884. Back East, ailing President Chester Arthur presides over the battered Union. Politicians in Washington just passed the Chinese Exclusion Act causing honest folks no end of trouble, and their try at Reconstruction of the South seems to be nearing its calamitous close.

The Reckoners have taken a big hit in the last few years and seem to be regrouping for a while. Rather than big, overt attempts to create Hell on Earth, they've turned their attention back to the lonely towns of the frontier where their evil can grow in the darkness. They need to reseed the earth with terror, and the chaos of a ghost rock boomtown, an isolated trading post in the mountains, or a scattered group of settlers crossing the High Plains is just the place to do it.

Raven's still out there somewhere. And so is Stone, the Deathly Drifter, hunting down heroes who earn the Reckoners' ire. Hellstromme vanished into seclusion late last year, but his company and railroad are going strong.

Reverend Grimme is dead for sure, but a few of his bones are said to be in the hands of his followers. They've spread through the West, using the power of these unholy relics to recruit a new "Cult of Lost Angels" and continue his insidious evil.

But despite all that, good was holding out. Even winning. Until the Cackler.

Some of the Twilight Legion's best men and women tracked this murderous huckster through the West as he sought some girl he called Rachel. As things turned out, Rachel was the last living blood relative of Morgan LeFay, or "Morgana," right out of Arthurian legend. And the Cackler? Well he was none other than her bastard son, Mordred.

Despite the Legion's best efforts, the Cackler was successful in his quest. He found Rachel and raised his mama's spirit in the girl's body. The pair disappeared after that and haven't been seen since, but the Legion knows they're up to something. Something terrible.

And they know that whatever it was changed the world somehow. Those who suspect the change call it "The Morgana Effect." What they don't know is that Morgana's soul is caught between times—something that tips off the Twilight Legion all the way back to the Dark Ages, allowing them to alter a few key events—like bringing the American Civil War to an end in 1871 in the Weird West era.

That's a big win for the country and humanity in general, but Morgana's influence is still felt out West. The nights seem a little darker after her return. The distances between towns a little farther. Every shadow seems alive. Every town and ranch has a boogeyman or two lurking under its beds.

Until Morgana's current plans are clear, the Legion has decided to turn its attentions back to rooting out bad seeds in local towns and settlements before they take hold. US Agents, Territorial Rangers, and numerous individuals from across the West have heeded the call. These are your heroes, Marshal. And it's time to tell their story.

GAZETTEER OF THE WEIRD WEST

Now that you know the backstory of *Deadlands*, it's time to explore those lonely towns we talked about.

We've divided the West up into regions. Each section gives you the overall Fear Level, the general goings-on, and a few places of interest to set your posse's adventures.

Some of these areas have been explored in great detail in previous editions of *Deadlands*. If you can get your hands on them, you'll find all kinds of plot ideas, villains, and monsters for your new game in those books. We don't want to sell you snake oil, friend, but while this book is a fantastic entry point for new and old Marshals alike, the setting has an incredibly rich history you might enjoy immersing yourself in.

All right, that's enough preachin'. Saddle up, partner. We've a long ride ahead of us. They say the night is dark and full of terrors. But in *Deadlands*, the daylight can be mighty scary, too.



THE GREAT BASIN

Southern California, Nevada

FEAR LEVEL: 2

Southern California and Nevada form the Great Basin. This arid land is mostly desert, though water can be found if one knows where to look—and of course there's a heapin' helpin' of death for the careless. A cowpoke who knows what's good for him doesn't venture out in this region without a map, several weeks' provisions, lots of water, and even more bullets.

To the east of Death Valley, the region is liable to eat a man alive—sometimes literally. Mojave rattlers, dust devils, tumblebleeds, and their ilk are common here, as are starvation, thirst, and exposure.

The Mexican army left southern California a few years back after a long, tenacious war with the territory's various factions. Raids from bitter holdouts or bandits are still common, however.

DEATH VALLEY

FEAR LEVEL: 5

Death Valley is one of the hottest places on earth—maybe even the hottest. Only the hardiest sort manage to survive here, including a few prospectors who scratch a living out of the volcanic mountains.

The lower portions of the valley are covered in salt flats, left behind by a rare wash from the Amargosa River, which is usually dry as a bone but fills with a few inches of water about three times a year.

The only reason people go there is for rich veins of borax, originally brought out by "20-mule teams" until a rail spur and a few steam wagons made it out this way.

Ghost rock has also been discovered in the hills, in deposits just big enough to warrant the search and just small enough to ensure it's never truly worth it. But locals swear there's a massive vein of ghost rock just waiting to be found somewhere out there in those scorched lands.

The Twilight Legion has noted a new type of devil bat circling the skies over the hard-headed miners. This particular breed breathes fire and explodes when it dies! See page 162 for their description, Marshal.

FORT 51

FEAR LEVEL: 2

Fort 51 was the United States Army's primary research center during the war. Their version of the ghost-rock-powered rocket pack was developed there as well as steam tanks and a number of other infernal devices.

The famous 10th Cavalry Regiment was stationed at Fort 51 in those days, protecting the base from Confederate



raiders and battling Apaches in the mountains. These were Captain Jay Kyle's famous "Flying Buffalos," a troop of all-black soldiers who gained significant notoriety through the 1870s.

After the war, the fort was moved to northern Nevada. The original Flying Buffalos were rotated out and Captain Kyle retired as a Colonel.

A mercenary group of former rail warriors took their place and are loyal to the coin of the sole remaining scientist, "Mr. Eddington." Only a few assistants know Eddington is actually the famous Thomas Alva Edison!

He's been corrupted by his studies and the Reckoners are helping "light his bulb," so to speak. It's only a matter of time before something terrible happens at this isolated research station.

MOJAVE DESERT

FEAR LEVEL: 4

The Mojave is a barren expanse in southern California. Part of the desert is hard and brittle, with only a few stray cacti and dry scrubs scattered across the landscape. The rest is made up of shifting sand dunes and bizarre rock formations.

There isn't much reason for sane folks to head out into the Mojave, though a few of the crazy sort make an honest—if dangerous—buck hunting massive

Mojave worms, the largest of the various rattlers, which can grow up to a hundred yards long!

Truth be told, the rattlers win most of the time. That's because they're actually ancient creatures some consider gods rather than the mindless predators everyone assumes. You can read all about them on page 180.

THE GREAT MAZE

California

FEAR LEVEL: 3

In August 1868, a disaster folks call the Great Quake shattered the California coast from San Diego to Crescent City. In 1884 the broken landscape of the Maze remains a terrible yet magnificent sight. From certain vantage points, a cowpoke can see thousands of settlements, some perched atop the many mesas, others in the rubble sea canyons below. But the shadowy canyons of the Maze are also haunted by famine and death, and crippling dread is ever-present.

The Great Maze is sometimes called the "Fast Country," because living a year there is said to be the equivalent of living five years anywhere else. But hopeful prospectors in rigs and harnesses still chip away at the cliff faces for gold, silver, or ghost rock, suspended hundreds of feet above the ocean.

Below them, ore barges and paddle-wheeled Maze runners scud back and forth in blue-green Pacific waters. The lucky ones are guarded by US ironclads. The less fortunate are preyed upon by pirates and raiders. Wider channels host a variety of colorful vessels, including Warlord Kang's sampans and junks and their enthusiastic fighters.

Food and fresh water are a problem all up and down the territory, as one might expect in Famine's domain. Water is often spoiled by salt seepage or runoff from ghost rock mines, and game is scarce in the scattered buttes and plateaus of the sea-canyons.

The inland side of California is somewhat better, but the vegetation is dry and sparse and starving settlers have killed off most anything they can eat.

A few inland settlements support and zealously guard small herds of cattle, but thieves, predators, and prairie ticks ravage the beeves on a regular basis. Folks in Lost Angels pay two to three times the going rate for meat or fresh fruits and vegetables, and not even water is free in the Maze.

This ravenous hunger occasionally leads some to the most terrible practice of cannibalism. Those who do have a good chance of becoming a Hunger Spirit (see **Faminites** on page 119).

LOST ANGELS

FEAR LEVEL: 4

Where the Maze's broken landscape meets the coast of California, perched atop the low inland cliffs overlooking Prosperity Bay, is what remains of the Free and Holy City of Lost Angels.

Lost Angels was once circular, with streets radiating from the cathedral at its center. Since 1880, when the Deluge took a bite out of its western quadrant, the city is shaped like a ragged half-moon on the Maze's edge.

To understand Lost Angels today, you must understand what it was before.

After the Great Quake of 1868, Reverend Ezekiah Grimme led a group of 13 survivors out of the newly formed sea canyons and managed to feed them with divine



inspiration. That's the official story, anyway. In truth, as we mentioned before, Grimme died and the 13 survivors lent a bit of their souls to create a new Reverend Grimme in the original's unholy image.

The "apostles" found a natural spring on the coast near what used to be part of Los Angeles, and proclaimed the site a new home for his "Lost Angels." The camp soon became a town, and within three years it grew into a city with a population just shy of 20,000. The City of Lost Angels was born.

Grimme's sanctuary eventually became the natural shipping point for more than half of everything coming into and out of the Maze. This gave Grimme monumental economic power, and the Sunday feasts for starving locals increased his social and political pull.

Remember, food isn't just scarce in California, this is Famine's home turf. *Everyone here is hungry all the time.* Supernaturally hungry. It doesn't take much pushing to get a starving man to try a little meat he can't identify, and a bit more to make the worst of the bunch eat it even when they wonder just where all those strangers disappeared to. Get hungry enough, the saying goes, and you'll eat anyone.

Grimme's law was absolute, and after the Edict of '77, where he declared California and the city's independence under his rule, his thugs took charge with authority. Special enchantments—he is a Servitor, after all—even allowed his more horrific minions to appear as angels and other divine beings.

Numerous trials and tragedies transpired under Grimme's administration before he was brought low in the Deluge by heroes of the Twilight Legion. The reverend and his 13 apostles were wiped out, but other hangers-on have since taken

up the mantle, slipping out into the Weird West with what they claim are some of Grimme's bones. For now the "Cult of Lost Angels" is just establishing followers and setting up secret bases. What comes after is anyone's guess.

THE REFORMED CHURCH OF LOST ANGELS

After the flood, the mostly normal followers of the church came together under a new leader, Reverend John Prosperi. They rebuilt the city on what dry land remained and expanded eastward. Rapid recovery of ghost rock refining and exports helped the city's economy to recover, and the slackening of Famine's grip after Grimme's walloping allowed local farmers to bring goods to market for the first time in more than a decade.

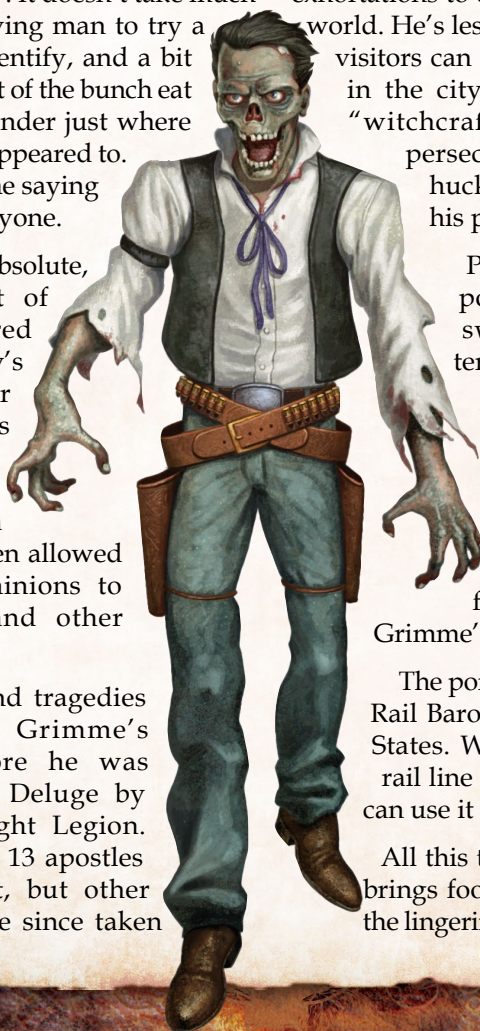
Prosperi is basically a good man, but he was never exposed to the Church's vile secrets during Grimme's reign. Thus, in his sermons he echoes Grimme's public exhortations to deny the taint of the outside world. He's less isolationist than Grimme—visitors can come and go as they please in the city—though rival faiths and "witchcraft" are still strenuously persecuted (Grimme considered hucksters a particular threat to his power).

Prosperi sees himself as a powerful mayor. He has no sway over the rest of the territory. That's for Kang and the US Navy to figure out.

The red-robed Guardian Angels act as the city's de facto police force and militia. Most are cut from Prosperi's cloth, though a few bad apples from Grimme's days remain.

The port is open to all, including the Rail Barons, Deseret, and the United States. Wasatch owns the exclusive rail line in, but even his competitors can use it for a fee.

All this trade is heavily taxed, but it brings food to the region and lessens the lingering effects of Famine's control.



FAMINITES

Every now and then, a disease called “faminism” breaks out in a community. Victims become ravenously hungry, devouring everything in sight and eventually going mad. Their bodies become thin and gaunt and they spread their disease by chowing down on anything—and anyone—they can sink their jagged teeth into.

California Rangers are quick to quarantine these areas and don’t hesitate to put down anyone who tries to break out. The locals believe this is a perfectly natural disease, but in truth it’s a supernatural malady caused by the presence of a hunger spirit. Some of the Rangers assigned to the quarantine keep the “faminites” in check, the rest go out hunting for the spirit, which is inevitably hidden in some grotesque lair.

The first hunger spirit was a cunning demon that came over on a ship from China. It wrecked somewhere in the Maze and was a difficult horror to put down for the wily posse tasked with that thankless job. Since then, however, anyone who knowingly eats of human flesh has some small chance of capturing the Reckoners’ attention and becoming a new hunger spirit. That’s why there are quite a few more of them than there used to be.

GHOST TOWN

The Great Rail Wars ended at the gates of Lost Angels. Gathered around those gates were thousands of rail workers, all hoping their iron horse would come in, so to speak.

Since Grimme wouldn’t let them live in the city, they lived in a ramshackle collection of tents and shanties called Ghost Town. Battle between the rail gangs raged as the Rail Wars came to a close, but it was Hellstromme who proved victorious. His black airships dropped ghostfire bombs on the battlefield—including Ghost Town—and leveled the playing field. *Literally* leveled it.

Ghost Town still burns to this day, waxing and waning with the winds and rains, but always reigniting here and there and giving off an unearthly wail.

PERDITION

FEAR LEVEL: 4

East of Lost Angels, on high and somewhat unstable cliffs overlooking the city and smoldering Ghost Town, Hellstromme founded a company town called Ore Collection Station #37. People started calling the town Perdition because, “It’s one step up from Hell.” The name stuck.

Most of Perdition’s residents make their living loading and unloading ghost rock and sundries from an unending procession of trains. The ore comes from the Great Maze’s channels or the surrounding mountains, arriving by the ton at the collection station. There it’s processed, refined, and stored, until eventually it leaves on trains headed Back East from Perdition Station or on ships departing from the Wasatch dockyards in Lost Angels. Ghost rock fever (page 86) is all too common in Perdition.

The town is composed of the ghost rock storage facility, Ore Collection Station #37, and a strip of watering holes and entertainment parlors called Sally Town. Two saloons, the Fallen Angel and Red’s, are particularly well-appointed and popular.

DRAGON’S BREATH

FEAR LEVEL: 4

Perhaps the most powerful player in the constant battle for the Maze is a mighty warlord known only as Kang. He claims the region surrounding Dragon’s Breath and Shan Fan, and has tens of thousands of loyal martial artists and other warriors under his command.

His fortresses of Bear’s Claw, Lion’s Roar, and the largest, Dragon’s Breath, provide staging areas for strikes against nearly any location in the Maze. They also provide venues for Kang’s profitable (and often illegal) activities, as well as headquarters for an extensive spy network run by his most trusted lieutenant, Red Petals Su. When Kang is in the Maze, he spends most of his time at Dragon’s Breath. A few hundred pirates inhabit each town, which are walled, well-defended enclaves atop tall mesas. Red

Petals Su is the official ruler of the towns, dividing her time between them.

Kang is also a fantastically rich Rail Baron who owns Iron Dragon Railroad (see page 141). Kang's vast criminal empire provides enough fear and misery in California alone to keep the Reckoners' fear train rollin'.

In 1880, Kang sparked what's remembered as the War of the Triads. His forces went up against those of General Kwan in a titanic battle, leaving Kang the victor and Kwan a corpse.

Kang's other illicit activities include the protection racket. His sampans "patrol" the channels of the Maze for "pirates," they claim, and demand protection fees from the settlements along their routes. Those who don't pay, oddly enough, get raided by "mysterious masked pirates" soon after.

The United States Navy has only begun to return to the Maze, and along with their marines, has been tasked with keeping order in various isolated towns throughout. They have a small but plucky force of gunships and do their best to fight off the region's terrifying Maze dragons, hordes of desperate pirates, and outbreaks of faminites (see page 119). Perhaps foolishly, they meet Kang's brigands head on, and have been surprisingly victorious given their small numbers. So far.

SHAN FAN

FEAR LEVEL: 4

Chinese warlords can count on one safe haven in the Maze: the port city of Shan Fan, located about 300 miles north of Lost Angels.

Shan Fan acts as a waypoint for ghost rock shipments heading south, as well as a convenient place for Maze pirates to fence their ill-gotten gains.

Rather than an elected government, the city is run by the Shan Fan Triad—the most powerful in California. Leader T'Sang Po Tam—popularly known as Big Ears Tam—oversees all of Shan Fan. Every tong gang in the city pays tribute to him.

Despite the triads' criminal endeavors in California—they run an assortment of gambling halls, opium dens, and

prostitution rings—they're popular with the miners. Further, since they're in charge of Shan Fan and everyone knows it, their business interests aren't actually illegal at all. Violence between the various gangs occasionally claims a bystander or two, but on the whole, the tongs keep their turf wars contained and inflict few casualties on innocents. When things get out of hand, Sheriff Long-Haired Tony steps in to restore order.

Shan Fan boasts two railheads providing transcontinental service: the Iron Dragon and Denver-Pacific depots. The Iron Dragon line runs south through the Maze as far as Lost Angels, and north to Seattle and all points east. The Denver-Pacific line runs east across the Great Basin to the City o' Gloom, which provides direct access to all manner of New Science imports.

KNIGHTS FERRY

FEAR LEVEL: 4

Southeast of Sacramento in the Sierra Nevada foothills, just a few miles east of where the Stanislaus River plunges over Styx Falls into the channels of the Maze, sits Knights Ferry. Founded during the Gold Rush by Dr. William Knight and Captain James Vantine as a ferry crossing, their operation soon expanded to include a hotel and general store. Knight was murdered in late 1849, and as the gold ran dry so did the town shrivel up.

Today, only a few people know Knights Ferry's deepest secret. It hides a mystic gateway to Evenfall, the secret fiefdom of Morgana and her son, Mordred the Cackler! The town's few full-time residents, like Old Vantine the ferry captain and Marshal Lance Boot, are on the Cackler's payroll. They misdirect anyone just passing through, and see to it that more dogged investigations of the Cackler's hideout result in the snooper's disappearance—and demise.

Without the proper key, visitors can't get past Evenfall's front door. To enter the Cackler's realm, a cowpoke has to acquire or fashion a 1-oz. gold coin, carve a pentacle into one side, and daub it with a drop of her blood. Pay that coin to the Night Ferryman to cross the Stanislaus River under clear



moonlight, and on the far shore a posse finds themselves strangers in a *very* strange land.

The Twilight Legion knows the Cackler is holed up somewhere near Knights Ferry. Little do they suspect that he hides in a dark, unseele realm in the Hunting Grounds, a strange melding of the Old West and the medieval world.

Its most prominent feature is Castle Camlann, where Mordred and Morgana dwell and scheme their diabolical designs.

MESA TOWNS

Some of the Great Maze's mesas are big enough to hold a town—or what passes for a town—on the plateau up top. There are hundreds of mesa towns in the Maze. Some are temporary and vanish in a few months when the vein's tapped out. Others last for years and harbor a few hundred souls.

Here are a few of the most well-known.

Devil's Armpit (Fear Level 4): This small mining town is run as a collective by the outlaw T'ou-Chi Chow—the self-styled God

of Bandits. Anyone is welcome to settle here as long as they're seeking redemption. To the rich and powerful, Devil's Armpit is a city of thieves run by a bandit king. To the poor and downtrodden, it's a haven from the deadly rigors of life in the Maze.

Fort Lincoln (Fear Level 2): Fort Lincoln is one of the US Navy's supply depots. A few hundred civilians live in and around the fort as well, vying for various jobs and the slightly more regular food supplies their earnings can buy.

Gomorra (Fear Level 4): Gomorra is a mining town located between Shan Fan and Devil's Armpit. Aptly named "Doomtown" because many of the poor souls who visit wind up in a pine box, dark forces turned it into one of the most dangerous places to visit in the Weird West.

Over the years, the town has been destroyed time and again by outlaws, demons, fanatical cults, and even a traveling circus. A few holdouts remain, and new veins of ghost rock are found in the surrounding mesas all the time, so it

seems Doomtowntown is fated to be around for a good while longer.

Lynchburg (Fear Level 2): For the most part, Lynchburg is your typical mesa town, full of miners with pockets full of fundamentals and debauchery on their minds, with many saloons and houses of sin ready to serve them. But the town's only law is the noose, and even minor infractions might lead to one's dancing at the end of a rope.

Manitou Bluff (Fear Level 4): The dregs of Maze society gather in this villainous burg. The only gainfully employed people in town are the bartenders and ladies of the night. There are few vices which can't be indulged here. Most people in their right mind avoid this place like the plague. Slowly torturing US Agents to death is a sport in which the Bluff's inhabitants take great pleasure. It takes second place only to doing worse to a California Ranger.

Progress (Fear Level 3): Progress is a small community comprised almost entirely of mad scientists. The shops here sell various infernal devices at cut rates (see **El Cheapo Gear** on page 25), and the master shipbuilders of Progress are legendary throughout the Maze. There's a six-month waiting list for one of their Maze runners.

Any infernal device purchased here is 25% off the listed price. Maze runners are sold at 25% more than listed, but have a Top Speed of 22 MPH and Toughness 15 (2).

THE GREAT NORTHWEST

Washington, Oregon, Idaho

FEAR LEVEL: 2

The Great Northwest's landscape is picturesque and serene: the Cascade Mountains' snow-covered evergreens, the siren call of crystal-clear lakes, Mount Rainier rising majestic from gray mists, miles of rugged and striking Pacific coastline.

But don't be fooled. Those howls in the distance aren't just wind. Many a pioneer has starved to death in the Northwest's clutches, left wide-eyed and frozen, buried by a blizzard come down off the mountains.

Those who don't starve might have it even worse. When escape is impossible and food scarce, many folks have been forced into acts they would otherwise shudder to consider.

There's a terrible price to pay for any who surrender to the cannibalistic urge. In the Maze, those who knowingly partake of human flesh might become a new hunger spirit. Those who do so in the Northwest are more likely to become horrific beasts known as wendigos (see page 192).

WINTER WARS

A number of strange creatures—wolflings, sasquatches, and wendigos—claim the Cascade Mountains as their territory. They get particularly nasty in the winter when



food is scarce and new wendigos tend to rise, leading to what the Agency calls the “winter wars.”

Sasquatches, it turns out, aren’t monsters of the Reckoning but a lost species of quasi-supernatural beings. They aren’t exactly fond of the encroaching humans, but seem dead set on fighting the wolflings and wendigos.

OLYMPIA

FEAR LEVEL: 3

Olympia’s the capital of Washington Territory, not by virtue of its fundamentals but because it’s always been at the center of the action. A major supplier of farm goods and produce, Olympia is located at the crossroads of three major trade routes—ghost rock and gold imported from British Columbia and Alaska, lumber and copper from Seattle and the Cascades, and firearms, heavy machinery, and luxury goods from Back East—headed into the Maze via the Iron Dragon line.

Located on the southern end of Puget Sound, Olympia was first settled by French Catholic missionaries in the 1840s, under the direction of the Hudson’s Bay Company. By the 1850s, American settlers were pouring into the area, which lay upon an important north-south trade route. These days the area exports produce and dairy goods, while playing host to the steady stream of ghost rock coming south out of British Columbia.

Most of Olympia was built by the labor of Chinese immigrants, many of whom arrived in the Puget Sound area in the past 20 years. Most found work with Iron Dragon, sending money home to their families in China. But others opened laundries in Olympia, worked as cooks for affluent households, or grew vegetables to sell door-to-door. The commercial produce market, now a major industry in Olympia, was begun by the Chinese. Fortunately for the locals, most of those vegetables are exported to the Great Maze for astronomical returns.

THE MIMA MOUNDS

A series of large mounds southwest of town are said to be anything from Paul Bunyan’s barrows to termite homes to extraterrestrial lairs.

The truth is the land here is befouled. The veil to the Hunting Grounds is thin, and the earth is responding much like the skin does to a pox. The things that emerge from the mounds in the small hours of the night leak into our world and steal into Olympia or the surrounding towns to cause mayhem and mischief.

PORTLAND

FEAR LEVEL: 4

Portland, Oregon, rose from humble beginnings as “The Clearing,” a stopover on the route to Oregon City or Fort Vancouver. Once folks discovered the waters near the Clearing were deeper and more suitable for shipping than those upriver at Oregon City, they filed a land claim and founded the city of Portland. It remained in the shadow of Oregon City for many years until its superior location on the river and access to the Iron Dragon rail line made it the port of choice.

Despite steady shipping and trading, Portland remains a frontier town. Stumps and trees lie strewn about, the roads are muddy mires, and during spring floods one might need a rowboat to reach the nearest saloon.

Snooty outsiders call Portland “Stumptown” or “Mudville.” The main worry for most folks in Stumptown is getting shanghaied. There used to be a mayor, and even a US Army fort, but then Kang’s people moved in at the invitation of the local timber barons. Within six months they’d seized control of government, turning the mayor and marshal into puppets. After that, the number of annual disappearances kept rising.

SALEM

FEAR LEVEL: 3

Salem, Oregon, is situated on the Willamette River, about 50 miles upriver from Portland. The city boasts a large capitol building in the Greek revival style, a thriving downtown filled with hotels and shops, and an economy based on the cherry-picking industry, which lends Salem the nickname, “Cherry City.” Others refer to it by whispering a lesser-known name—Witchburg.

The Indians who originally inhabited the Willamette Valley called their home *Chemeketa* ("resting place"). When trustees Barnabas Leslie and W. W. Willson filed land claims in 1850, Mr. Leslie named it after his birthplace—Salem, Massachusetts. No one knew the Leslie family had harbored an evil secret since the Puritan days. Barnabas Leslie came to Oregon to make a fresh start, where no one suspected the evil taint he carried in his blood—Whateley blood.

The Leslie and Willson families remain pillars of the community, along with local businessman and publisher, Asahel Bush. Bush is respected well enough, but something of a troublemaker. He uses his publication, the *Oregon Statesman*, as a vehicle for scathing editorials deriding the corruption that infects the capitol building, demanding the city's name be officially changed back to Chemeketa, and even accusing the Leslie family of black magic.

Barnabas' coven doesn't want a repeat of what happened in the original Salem, so they're slowly leaving town to create their own compound about 50 miles west, in the Valley of Giants. This old growth forest is filled with towering Douglas firs and 20-foot thick Western Hemlocks that offers the cult protection from those they see as their oppressors. Of course, the nearby timber jacks aren't likely to take kindly to their relocation.

SILVER CITY

FEAR LEVEL: 3

Silver City, Idaho, stands at the epicenter of the Owyhee River mining boom. Without a doubt, it's the liveliest burg in Idaho these days, with a population of 2,500 and about 75 businesses. It's also the most cutthroat boomtown east of the Snake River, so visitors ought to watch their step. Duels and brawls are daily occurrences in Silver City. Nobody's sure why the locals are generally so mean as to make hornets look cuddly.

Despite the hostile climate, Silver City stays busy, mostly due to the steady stream of silver dug out of War Eagle Mountain and the tons of ghost rock coming down the Owyhee River.

"Must be something in the water," outsiders shrug. They're right. Silver City's drinking water percolates through the layer of ghost rock that makes the town so prosperous before it reaches cups and lips.

Meanness: Over time, those who drink the local water get a mite ornery. A character who drinks the water regularly—and anyone *living* needs water, Marshal—gets the Mean Hindrance after a month or so in Silver City (and fades a month after leaving). Nonplayer characters are generally Unfriendly when using the **Reaction Table** from *Savage Worlds*, and some are downright Hostile.

THE GREAT PLAINS

Colorado, Kansas, Montana, Wyoming, Nebraska

FEAR LEVEL: 3

Most of the Great Plains looks harmless. Low, rolling hills seem open and inviting, and the gently swaying grasses seem incapable of concealing danger.

But no place in the Weird West is what it seems. These idyllic surroundings conceal horrific creatures behind nearly every hill. In the tall grass, fiends with bloodshot eyes and dripping fangs silently stalk lone travelers for meat—or entertainment.

War and Death partner up in this broad swath of the middle United States, so the whole region is still plagued by bandits, rail raiders, and outlaw bands larger than those elsewhere in the US. The villains are particularly hard on local law dogs—town marshals, county sheriffs, and the like. The pay is pretty good for most anyone willing to pin on a badge, but they don't seem to have much time to spend it.

Jackalopes, prairie ticks, and saddle burrs lurk in the tall grass between weary settlements. Walkin' dead, 'gloms, and mourning mists rise occasionally from the old battlefields or anywhere the bandits slaughter their unfortunate marks.

DENVER

FEAR LEVEL: 2

Colorado achieved statehood in 1876, with Denver as its capital, and the people are still prouder than peacocks. Denver holds railheads and major depots for Wasatch, Empire Rail, and Black River, through which thousands of passengers and tons of freight move every day.

Denver-Pacific maintains a large terminal on the west side of town. DP lines go north to Cheyenne and west over the Rocky Mountains to Deseret and Salt Lake City before arrowing across the desert to California.

The Reckoners' servants tend to operate subtly in Colorado. War's minions are rarely born of violence, but more frequently sow the seeds of violence themselves. Weeping widows mourn husbands and sons killed in battles long past; humbugs play on folks' nerves; manitous whisper in folks' dreams to inflame suspicions about their neighbors. And there are all too many mundane foes lurking in the mountain passes—outlaws and raiders for whom causing misery is a favorite pastime.

AGENCY SUPERNATURAL RESEARCH FACILITY

Behind an innocent-looking front establishment in Denver—the Nevada Land Basin Office—the Agency runs tests on some of the most dangerous things ever spawned by the Reckoning (or Event 070363 as they've classified it, after the date it started).

Known as the "Tank" by Agents—or the "SRF" (pronounced "surf") by operatives—the Supernatural Research Facility is responsible for the examination and exploitation of items of advanced technological or supernatural origin.

Most of the facility is underground, but the Agency also owns a dozen warehouses surrounding the Land Basin Office. Hattie Lawton administers the Denver Regional office, handles the day-to-day duties of running the Western Bureau, and "buzzes in" those who have business "downstairs."

BLEEDING KANSAS

FEAR LEVEL: 3

Kansas' early history was defined by the question of whether it would enter the Union as free soil or a slave state. Partisan guerrillas plagued the region, waging bloody campaigns of murder and electoral fraud. A few still roam the prairies, refusing to admit defeat.

The most notorious of these villains was Quantrill's Raiders, led by Bill Quantrill and "Bloody" Bill Anderson. Neither survived to see the end of the war, but both returned as Harrowed. Oddly enough, the two began a private war between themselves, each raising another cadre of thieves and killers to help hunt the other down. Neither side has won out yet, but once again, Kansans are the ones caught in the middle.

DODGE CITY

FEAR LEVEL: 4

Yankees and former Rebels live side-by-side in Dodge. You wouldn't think they'd tolerate each other for very long, but there's money to be made, and that's a powerful motivator.

Dodge has to deal with two competing railroads—Empire Rail and Black River—as well as a rowdy population of cattlemen.

Buffalo hunters, who illegally poach in the Sioux Nations or Coyote Confederation, can be found in some number too. The hunters are themselves hunted by Indian "skin hunters" who track them across the plains and sometimes to the dark alleys of Dodge. It's a big ol' mess of murder and intrigue, so let's take things one step at a time.

When Robert Wright founded the city in 1872, he envisioned it as a place where those tired of the constant fighting in Kansas could live in peace. Some still call Dodge "Peacetown," only with a heavy dose of irony.

The town's population grew quickly, thanks to buffalo hunting (before the buffalo went extinct outside of the Indian nations) and to Wright's insistence that both Black River and Empire Rail be granted a right-of-way. This placed Dodge along major rail lines from both the north and the



south and Dodge was soon flooded with newcomers. Some were war-weary folks tired of living in the shooting gallery that was Kansas, others just wanted to earn an honest dollar, and a few harbored more sinister motives.

THE MEAT MARKET

Most folks looking to make a legal buck in Dodge do so in the cattle trade, shipping, or catering to everyone else. There are numerous large abattoirs in Dodge, not to mention tanneries and all kinds of other businesses dedicated to making use of the enormous number of cows killed here every day, then shipped east or west.

The big outfits and cattle owners' associations have exclusive deals with local railroads to haul their beeves. Small-time ranchers have to drive their longhorns to Dodge the old-fashioned way. The rowdy cowboys who push steers all the way from Texas enter town tired of watching cow's asses for months at a time. They're eager for vice and adult-themed revelry, and often put the town law dogs through their paces when they "whoop it up" on payday.

CITY O' GHOULS

Most folks who spend any amount of time in Dodge hear tell of the body snatchers. Depending on who you talk to, these nasties loot the dead, eat the dead, or even raise the dead. They're described as anything from little green men, to shambling

corpses, to pink elephants. Some of these stories are even true. Some of the vanished folks are victims of the intrigues so common in Dodge, but others are victims of the colony of ghouls that lives in a vast network of warrens beneath Boot Hill.

Several secret attempts to clear out the warrens have been undertaken by Agents or hired guns, but they just seem to keep coming back. It likely has something to do with all the abattoirs, but no one has figured out the connection yet.

THE BADLANDS

FEAR LEVEL: 4

The Badlands south of the Black Hills host many dangers. These twisted foothills of the Rocky Mountains are home to all manner of predators—some human, some less so.

Even though the Californian desert is far from here, the occasional sighting of Mojave rattlers is enough to keep travelers on their toes.

Marauding Sioux war parties are not uncommon either. Ever since the Great Summoning (page 112), the Sioux Nations have enjoyed others' awe and trepidation. Belligerent young warriors occasionally roam the Badlands looking to exact a little vengeance for the white man's previous incursions into the sacred Black Hills.

DESERET

Utah

FEAR LEVEL: 4

Mormons, or Latter-Day Saints, are God-fearing folks who believe Christ visited America following his resurrection. They also believe Joseph Smith, their first prophet, was visited by an angel who gave him a set of golden plates that described the flight of God's chosen people from the Holy Lands to the Americas. Their beliefs are different enough from other Christian sects that they were driven from both Kansas and Missouri in the 1830s. They fled west, and eventually found a home in Utah territory in 1847.

The Mormons continued their unfortunate conflicts with others through the 1850s, massacring a group of passing pioneers at Mountain Meadows and even briefly warring with the United States in 1857.

The Civil War took the heat off Utah just in time to prevent further bloodshed. Fortunately, Brigham Young, Joe Smith's successor as leader of the Mormon people, realized the church's mistakes and earnestly took steps to prevent any more terrible tragedies.

As the war raged on and it became increasingly doubtful which side would win, Young declared the Utah territory the independent "State of Deseret" in 1866. Though at first he declared that Deseret's loyalties lay with the Union, the arrival of Professor Darius Hellstromme in 1870 changed everything. By war's end the following year, Brigham Young had no intention of joining the fold.

THE DOCTOR IS IN

The Mormons were initially slow to accept this new arrival, but his invention of the steam wagon, a device that aided the Mormons greatly in dealing with (read: escaping) the rattlers of the Utah salt flats, made him their new favorite person. Soon the incredible factories of Hellstromme Industries, Ltd. brought jobs and wealth to the Mormons, who until then had struggled in the hostile Utah territory.

The twisted valleys and canyons of the Badlands are home to swarms of devil bats who protect their aeries fiercely. They've been so effective in their hunts that the Fear Level of the area has shot up to 4 over the last couple of years.

HELENA

FEAR LEVEL: 3

Helena, Montana, was founded on July 14, 1864, by the men popularly known as The Four Georgians—John Cowan, D. J. Miller, John Crab, and Reginald Stanley. After long and fruitless searches throughout Montana, they dubbed a creek Last Chance Gulch, since they'd all agreed it would be their final stab at riches.

Their chance panned out. Other miners began to settle in the place and dubbed it Crabtown (after the aforementioned co-founder, John). With the town booming, many felt it needed a more respectable name, and after long debate Helena was selected and ratified. Pretty soon the area was full of gold prospectors and ghost rock miners plying their trades. Over the next few years, more than 500 businesses opened their doors, and the population swelled to over 3,000. In 1884 it's still growing.

THE VIGILANCE COMMITTEE

Helena is a tough town. During the Civil War the "vigilance committee" was quick to hang outlaws and criminals. Due process wasn't a notion they paid much attention to, and many of the criminals were Crow, Shoshone, Salish Indians, or Chinese who couldn't properly defend themselves.

The vigilance committee's reign of terror ended around 1870, but the damage was done. For some reason, it seems the spirits of those unjustly hanged have returned and taken their vengeance on several surviving committee members and their families.

This seems to be another of the Reckoners' attempts to shy away from big schemes and refocus on out-of-the-way places like Helena. The Twilight Legion is aware of the situation and will certainly send some able troubleshooters to town soon.



Most important, his inventions greatly enhanced the capabilities of the Mormons' own army, the Nauvoo Legion. Suddenly, the Mormons were Hellstromme's biggest boosters, and it didn't take long for him to be accepted among the Latter-Day Saints as one of their own. Little did they know the Servitor of Pestilence now walked among them. At this point, the technology that has infected their society is taken as just another side-effect of modern life.

HELLSTROMME'S FALL

Being a genius, Hellstromme was one of the few who suspected the true significance of the events surrounding the Reckoning, and one of fewer still who surmised that powerful beings – the Reckoners – were behind them.

The trouble is, Hellstromme didn't give a whit. Some time ago, his beloved wife Vanessa committed suicide and the event nearly shattered him. Only the Reckoning gave him hope, for he saw that the spirit world could be accessed from the mortal realm, and that death was no longer necessarily the end. He hoped the

Reckoning would give him the means to somehow resurrect his lost love.

He attempted several trips to the Hunting Grounds to retrieve her, even building train tracks in complex patterns to channel energy into his infernal inventions and break open the doorways to the abyss. Each of his schemes ended in disaster, however, and he's been in seclusion since 1883. (You can read about these forays into Hell in the short story "Out of the Frying Pan" and the Plot Point Campaign *Deadlands: Good Intentions*).

THE CITY O' GLOOM

FEAR LEVEL: 4

Salt Lake City is the capital of Deseret, but it's known more often by its nickname the "City o' Gloom" for the constant pall of smoke from Hellstromme Industries' many factories. It's the most technologically advanced city in the world. Thousands of high-voltage wires and pipes bearing natural gas sprawl through the urban tangle, bringing light, heat, and electricity to those who can afford it.

But Salt Lake City's mechanization doesn't come without a cost. Besides the choking smog, it's also attracted a rogue's gallery of prospectors, former rail warriors, and settlers down on their luck and hoping for a job in the factories. Most of these lost souls never leave the city's factory district, known locally as the Junkyard.

Even in this grimy subsection, life in the city is incredibly expensive, so laborers usually find themselves trapped in an endless cycle of wage slavery. Various blood sports are a common entertainment in the Junkyard, and some factory workers have been known to wager a week's salary on a single event.

Sandwiched between Junkyard and the Wasatch Mountains are the city's many ore-mining facilities, all mechanized. The lucky few who land jobs working the mines are able to escape the choking smog of Junkyard, only to risk life and limb operating Hellstromme Industries' enormous digging and ore-transport machines.

Despite the rapid advance of technology in the city, the Mormons themselves have weathered the change somewhat better than their neighbors in the Junkyard. The heavy, clinging smog only rarely drifts across the area of the Holy City reserved for Mormons, and those few who take jobs in the Junkyard fill managerial positions thanks to a long-standing deal with Hellstromme, rather than any of the more menial, dirty positions.

Hellstromme Industries, Ltd. soldiers on despite its founder's disappearance. Since Hellstromme's major-domo Mr. Hanuman took over as company president, profits have soared. With the company's factories, patents, and even Wasatch Rail no longer simply a means to gather funds for Hellstromme's experiments in terror, the company has begun to turn an enormous profit.

Hellstromme's primary rivals in Deseret are the manufacturers Smith & Robards, who have historically dominated the market for infernal devices. The company also owns Denver-Pacific Rail, which often leases its services to the United States Army. Lately, through a combination of industrial sabotage and shifting fortunes, Smith & Robards' fortunes have begun a slow decline.

In fact, Hellstromme Industries has overtaken Smith & Robards in the mail-order business. Certainly the industrial titan's mail-order catalogs are far more common than they were even a few years ago. Although the news has not yet gone public, Hellstromme Industries is rumored to have begun a bidding war with the US government to buy out Denver-Pacific Rail!

INDIAN COUNTRY

Dakota, Oklahoma, the Sioux Nations, the Coyote Confederation

FEAR LEVEL: 4

Indians are an enigma to most white folks. Some are viewed as noble and honorable, others savage and cruel. The truth is, they're people just like everyone else. There are good individuals, bad individuals, and everyone in between.

They are often tough for Europeans to understand, though. Each tribe has its own culture and customs, which may seem strange to those from other parts of the world.

There are literally hundreds of different tribes in North America, but three groups have played a large role in the tale of the Weird West. From largest to smallest, they're the Sioux, the Coyote Confederation, and the Apache (who are discussed in the Wild Southwest section on page 134).

THE SIOUX NATIONS

The Sioux Nations were formed in late 1871, when the Confederacy's defeat after the Battle of Washington convinced the tribes of the Dakotas it was time to exploit the situation and reclaim their borders. With the Union's political will, men, and materiel exhausted by 10 years of war, it could do little to prevent the Sioux from mobilizing.

Sitting Bull started the movement, but even he couldn't make the tribes unite under a single leader. Instead, the people reinstated the old council of the Sioux Nations, the *wicasa yatapickas*. The wicasas are four wise leaders appointed by the tribes to make decisions on behalf of the Nations.

Any formal dealings with the Sioux must be carried out through these men and women.

The four tribes directly represented by the wicasas are the Hunkpapa, Miniconjou, Brule, and Oglala. The other tribes of the Sioux Nations, including the Northern Cheyenne and the Sans Arcs, must win the ear of one of the wicasas to air their grievances.

THE OLD WAYS REIGN

On June 21, 1881, the Great Summoning brought the thunderbirds, and technology hasn't functioned correctly inside the Sioux Nations' borders ever since.

Mass-produced items fail quickly in Sioux lands, including all kinds of infernal devices, mad scientists' gizmos, rifles, pistols, telegraphs, locomotives, cotton gins, the whole shebang. Even modern wagons tend to go to pieces—wheels fall off, reins break, or traces snap (see sidebar on page 131).

Hand-made, “primitive” items like those favored by the Sioux work just fine. Most leather gear, including saddles and other riding gear, is reliable as well. Anything more modern has a short lifespan though,

so the Sioux are the uncontested masters of Dakota's open prairies.

A few US Marshals and bounty hunters have become experts at “non-technological” expeditions into Sioux lands, to root out outlaw gangs and fugitives brave enough to hide there. They need permission from the wicasas to enter anywhere but a few areas, but are often given it if they're of good standing and don't violate the Old Ways.

THE RAVENITES

Not every Sioux thinks the Old Ways are the proper path for the People's future. Numerous younger Indians, in particular, reject the movement. They think it's foolish to turn down modern weapons, transportation, medicines, and other inventions that would improve their families' quality of life.

These are deep, philosophical questions for the Sioux, and will greatly affect their future. They must either side with “progress” or stay loyal to the nature spirits.

One group of malcontents known as the Order of the Raven, or Ravenites, go to even further extremes. In their service to Raven



they seek to foment conflict and ultimately drive the white man from North America. It would be a great shock to most to learn that the secret leader of the Ravenites was none other than Sitting Bull himself! The duplicitous wicasa was buying and providing guns to young warriors for years. He fought Custer at the Little Big Horn in 1876 and well remembers what happened when the Indians had the superior technology for once (the Sioux had better weapons than the 7th Cavalry at the time).

In 1881, Sitting Bull's years of shady machinations culminated in the bloody Black Hills War. Unknown to the other wicasas, Sitting Bull granted Hellstromme rights to run an underground rail line to the Black Hills. Soon after, US forces commanded by General George Armstrong Custer (who died and rose Harrowed at the Little Big Horn) invaded the Sioux Nations. Shamans battled to the death with Wasatch automatons and rail warriors at Gehenna Station, and met US troops on the battlefield. But Sitting Bull's treachery was revealed during the fighting, and Oglala war chief Crazy Horse defeated him on Bear Butte.

That put an end to the Black Hills War, and permanently halted any US plans to retake the Sioux Nations.

US RELATIONS

Relations between the Sioux and the United States are chilly, but there isn't much the US can do about it. Crazy Horse leads his tribe as its wicasa, and is unofficially considered war chief of *all* the Sioux tribes. The Paiute shaman Wovoka is his trusted ally.

Whites may only enter the Sioux Nations via the Iron Dragon rail line. Then they must stay within a defined area that includes the treaty city of Deadwood and a few surrounding areas where the Sioux allow mining. The boundaries are clearly marked with totems, so anyone foolish enough to wander beyond what was agreed upon is fair game.

Individual Sioux are allowed to travel at will in the United States, but any group of more than five is considered a "raiding party," and escorted back to Sioux lands by armed cavalry.

THE OLD WAYS

Mass-produced devices, or any devices that use ghost rock, are less effective in the Sioux Nations. Narratively, an outlaw who carries a Winchester outside the boundaries around Deadwood might get off four or five shots, but then the cocking handle falls off his rifle, the chamber jams, or some other malfunction occurs.

In game terms, everyone inside the Sioux Nations has the All Thumbs Hindrance when using manufactured technology. (There's no further effect for those who already have it.) The only exceptions are Deadwood (out to the town limits) and the Iron Dragon rail lines. Beyond that, the Sioux may grant access to areas for their "guests" to mine or extract resources such as timber, but they do so at their own risk and the Hindrance is in full effect.

THE BLACK HILLS

FEAR LEVEL: 3

The Sioux are ruthless in patrolling the sacred Black Hills and enforce the Deadwood Creek Treaty to the letter. A miner who can't produce a legal claim is dragged to Deadwood without his gear. Anyone who fights back is killed, and his corpse mounted on poles along the trail to the Black Hills as a warning to other miners.

Wasatch's abandoned railhead, Gehenna Station, sits about 20 miles west of Deadwood. It's a disused ruin haunted by weird abominations and life-draining specters, its rolling stock rusting in the sun.

Nearby is the yawning entrance to Hellstromme's 300-mile-long subterranean railway, once known as the "Indian Branch." A few brave souls have used the tunnel as a secret route to the Black Hills, thus avoiding Sioux patrols, but it's extremely dangerous and filled with monsters of all kinds.

DEADWOOD

FEAR LEVEL: 4

Special totems surround Deadwood and run parallel to the Iron Dragon rail line that goes to it. Inside the area marked by the totem poles, technology works as usual. Outside, not a chance.

This helps keep Deadwood a wild, secluded place. Over a third of the population makes its living from saloons, gambling, or prostitution. The knowledge that a vast, primitive zone surrounds the whole town lurks in the back of every citizen's mind, and most eat, drink, and make merry, for they might never see tomorrow. This kind of debauchery just over the horizon is a powerful reminder to the Sioux—the Old Ways bought the Sioux their freedom, but they didn't expel the white man.

Despite the perception of the Sioux, Marshal Seth Bullock and his deputies do their best to keep the peace and round up any errant drunks. He tries to keep violence to a minimum—especially when Sioux are mixed up in an incident—but things don't always work out the way he'd like.

Some miners refuse to leave their stakes for fear claim jumpers will rob them blind. The Sioux leave these miners alone, provided they don't wander off their registered claims.

OFFICE OF INDIAN AFFAIRS

All miners are required to register their claims through the Office of Indian Affairs, which is run by a Sioux named Charley Bull. After a raid wiped out his village, Charley was taken by white scouts to England and educated. Back in the US, he was instrumental in helping Crazy Horse and Wovoka unmask Sitting Bull. In return for his bravery, Crazy Horse put him in charge of the Deadwood OIA. Bull's an irreverent sort, but works hard to keep local miners' claims on the up-and-up.

CHINATOWN

Many Chinese immigrants have set up house at the north end of town. Most work Iron Dragon-owned mines in the Black Hills (purchased through employees to circumvent the prohibition against company-owned mines), while others make a living as servants. Many have gone into business themselves. Some run laundries and restaurants, while others cater to less wholesome tastes.

Just on the north side of the Iron Dragon tracks, there are a number of establishments that serve customers looking for something a little stronger than whiskey. At night, you can smell the burning opium from a block away. Kang's man Huang Li runs these establishments, as well as a string of brothels. He is widely recognized by Deadwood's Chinese residents as their leader, though few outsiders even know he exists.





THE COYOTE CONFEDERATION

FEAR LEVEL: 4

The Coyote Confederation was formed in 1874, just a few months after the Battle of Adobe Walls, Texas. They're a loose coalition of Cheyenne, Comanche, and Kiowa, and a few smaller disparate but capable groups of Plains Indians.

Like the Sioux, the Coyotes gathered and bred buffalo after sealing their borders. Though the beasts have gone mostly extinct in North America, they are plentiful within the Confederation. Poachers from Oklahoma and other surrounding lands creep across their borders to hunt the beasts frequently. Vengeful warriors collectively called "skin hunters" hunt the intruders down, even tracking them outside the Confederation, and do to the poachers what they do to the buffalo—skinning them as a warning to anyone else who steals from the People.

Most Coyotes live in iconic villages of tepees, though a few have built more permanent settlements. Their warriors are excellent riders who can fire weapons accurately even while galloping, or stick a lance in a man's heart at a full charge.

Most of the Coyote Confederation doesn't follow the Old Ways, and technology functions normally in their lands. Cheyenne Dog Soldiers are particularly feared—they're "armed to the teeth with revolvers and bows... proud, haughty, defiant, as should become

those who are to grant favors, not beg them," as an Ohio reporter once wrote in 1867.

The Confederation is restless now that the American Civil War is over. Their allies in the CSA are gone and the Union grows more powerful. Many want better lands than those they were forced to settle with, and their leaders, the always volatile chiefs Satanta and Quanah Parker, are looking for a common enemy to keep their people united.

COYOTE

Somewhat confusingly, the "first shaman" of the Coyote Confederation is known as... Coyote. Coyote is actually a shaman named Isatai, who took part in the Adobe Walls attack in '74. He caught a bullet in the battle, and Parker and Satanta carried him to the sacred Black Mesa of Oklahoma to die.

He didn't. Instead, he was visited by a vision of Coyote, the trickster, who informed him that he would live only if he went on to form a new confederation of the People in the trickster's name. Further, Isatai must forever after guard his identity. When he asked why, Coyote only hinted at a dire fate that awaited the shaman should he fail. Isatai has maintained his secret in the hood of a voluminous vermilion cloak ever since.

Isatai's vision wasn't given to him by the trickster god, but by Raven. He uses the shaman as a pawn, manipulating the People of the Confederation into constant raids

against the surrounding whites, primarily in and out of Hell's Whole Acre.

Raven figures that if Isatai dies, he'll just find a new "Coyote" to manipulate—hence the hidden identity. He even appears as Coyote himself sometimes when he really wants to stir up trouble.

PERRY

FEAR LEVEL: 4

In northern Oklahoma near the Coyote Confederation border, the infamous burg called Perry festers. It's better known as "Hell's Whole Acre" by longtime residents (it used to be just a half-acre of pure sin but it's growing fast), because it has over 125 saloons! Not to mention dance halls, cathouses, gambling dens, and other businesses catering to humanity's worst vices. Folks say there aren't nearly as many bodies in Perry's cemetery as there are buried in shallow graves near town.

Perry's 125-plus saloons are the town's economic backbone, and their owners wield commensurate influence. Just about everyone in the Acre is dirty, and they like it that way. One wag suggested renaming the place "New Sodom," but after considering Gomorra's fate, folks thought better of it.

The Acre is a rollicking and dangerous place—especially after dark. Expect cowboys, miners from western Oklahoma, Indians from the Coyote Confederation (when they aren't in the middle of some local war), outlaws in from the wild for some R&R, and more thieves, confidence men, and two-bit operators than you can shake a stick at.

Most people laugh at the laws Mayor Philip Cromwell and his town council pass. They don't laugh at the men who enforce those laws, though. Chris Madsen, Bill Tilghman, and Heck Thomas—once called the "Three Guardsmen"—just about tamed early Oklahoma. When Madsen walks down the street, Oklahomans who'd cuss a saint stop and tip their hats. They know Madsen can outride, outshoot, and outfight them all. And he's as honest as a man can be, to boot.

Of course all this works as long as vice is legal. As "civilization" comes

to Perry, the Guardsmen will be called on to interrupt the business of vice. Those who profit from it won't take kindly to the interruption, and there are an awful lot of hired guns in and around Perry looking for work.

QUIVIRA

FEAR LEVEL: 3

The vanished Wichita tribe were a farming people who built their homes all throughout the Coyote Confederation. Decimated by smallpox, the few survivors were finished off by Comanches. Most Wichita settlements have vanished, but one large village called Quivira—built atop one of the ruins Coronado looked for all those years ago—remains to this day. No marked trails or roads lead to the place, just old Indian footpaths that are about as hard to discern as deer trails. Most Indians of the Coyote Confederation could find it in their sleep.

If a cowpoke doesn't make a habit of traveling with Quanah Parker and the Comanches or sharing smoke with Satanta of the Kiowa, finding Quivira is one Hell of a task. Those who don't call those men, or maybe Black Kettle, their allies aren't even likely to survive the trek to the ruined town.

Tribes gather at Quivira during the winter, for shelter and because the village is still attuned to the medicine of the Wichita tribe.

Place of Power: Arcane casters receive a +4 bonus to enact any power whose Trappings involve dancing, songs, or music. These powers also cost half as many Power Points as usual (round up), but the typical amount to maintain.

THE WILD SOUTHWEST

Texas, New Mexico, Arizona

FEAR LEVEL: 3

The Southwest has far more varied terrain than most think, but it's still the wide-open spaces and warm weather that attract those who come to this arid land.



ADOBE WALLS

FEAR LEVEL: 4

Most of the Southwest consists of scrub plains, with a few scattered deserts, lush river valleys, and concentrated forests thrown in for good measure. Some of it is fairly rugged, but appears more mountainous than it is since you can actually see them. With a little elevation, the lack of consistent forests and trees means a fellow can see for dozens of miles.

The northern highlands of Arizona and New Mexico are covered in pine forests and get plenty of rain and snow. In the lower south are found palm trees and the “green” Sonoran desert, and occasional patches of dry sand dunes.

West Texas is characterized by rolling hills, auburn fields, cottonwood stands, and scrub plains. East Texas throws in swamps, thickets, and scraggly forests to boot. There’s good farm and grazing land in all parts of Texas if a settler is willing to put in a little work, so this is currently where most of the West’s beef comes from. Cattle are either shipped up to Kansas by rail for those ranches big enough to join the various associations, or driven up on hoof for smaller outfits.

Stagnant Water: Water is often scarce in the Southwest, and thirst can make folks a mite careless on occasion. When a traveler in Texas rolls a Critical Failure on a Survival roll, it means she and any companions she provided for get Texas tummy twisters (page 187).

High in the Texas Panhandle is a ruined village by the name of Adobe Walls. It was built in 1843 by the Bent, St. Vrain & Co. trading company. Bent believed the town would give him an edge on his Indian competition for buffalo hides and stolen horses. The Indians didn’t take kindly to this, and sent Bent scurrying Back East with his tail between his legs.

Since then, Adobe Walls has been the site of several conflicts between Indians and whites, most recently in 1874. That last fight left the town in ruins and, according to the Coyote Confederation, haunted.

The leaders of the Coyote Confederation often meet with government officials here. The Coyotes figure it’s a reminder to the whites that they don’t win *all* the battles.

POTENTIAL

FEAR LEVEL: 3

Tombstone is the undisputed mining center of Cochise County. But upstart Potential to the north has also raised a ruckus. Potential is situated in the foothills of the Galiuro Mountains, in the northwest corner of Cochise County. It was surveyed in November, 1879, following the discovery of a 3-lb nugget of ghost rock in nearby Nugent’s Pass.

A whole mess o' folks thought there was a mother lode of "California coffee" to be found, and there was, all right—up on the slopes of Whistling Rock. From that moment the rush was on...and it hasn't stopped yet!

Spring 1881 saw Lone Star swoop in to secure the right-of-way and establish critical ties to local ghost rock mining interests. The technological might of Hellstromme Industries followed, along with new, powerful commercial interests like the Gage Export Co. These days, the Potential Miners' Coalition—as locals say, "the PMC"—also takes a strong hand in swaying town policies to meet their needs.

Recently, a mysterious sinkhole opened near the base of Whistling Rock. For a while it was a mere nuisance, causing locals to blaze new trails around it, but soon it widened into an unavoidable hazard. As it grew it threatened numerous claims. Now the hole is closing on 100 yards across, the sandy earth continually draining away into a deep subterranean cataract. Nobody, from Hellstromme's scientists to Tucson geologists, has figured out where it goes yet.

The sinkhole actually drains into a stygian underworld and newly exposed ancient caves...and their malevolent inhabitants.

ROSWELL

FEAR LEVEL: 3

As far as most visitors can tell, Roswell, New Mexico is a backwater trading post, freshwater spring, and Lone Star depot that achieves little beyond baking in the Southwest oven. The ruins of Fort Roswell stand a few miles away in mute testimony to the 1876 battle that left it ransacked.

Roswell has always had a reputation for strange occurrences. Back in the summer of 1876, rumors flew about odd "flying disks" in the night skies near town. Though public speculation continues to call this proof of visitations from other worlds, the truth is a little simpler.

The Confederate government used the fort here to develop their secret weapons of war, much as the Union did at Fort 51. When the war ended, those inventors

willing to pledge loyalty to the US kept their jobs and continued developing weapons for the United States Army and Navy.

The rivalry with Fort 51 continued as well, though this time it was for funds and talent rather than a war of infernal devices.

The new government in Washington didn't publicly acknowledge the base for a long while, figuring the best security was keeping things quiet. This resulted in a devastating raid by various Rail Barons in 1876. Now a platoon of infantry and several Territorial Rangers are stationed nearby for security. Ostensibly they're here to protect travelers, but the secret base is their primary responsibility.

TOMBSTONE

FEAR LEVEL: 4

The United States claims Arizona as a territory, but anyone who spends time near Tombstone knows better. Geronimo and his Chiricahua Apaches are masters of the surrounding countryside.

Tombstone was founded as a silver-mining town in 1874 by Ed Schieffelin, becoming a boomtown overnight. Folks told Ed all he'd find in the mountains was his tombstone, and the name stuck. In months the town was flooded with transients, merchants, outfitters, "soiled doves," and saloon-keepers.

The law in Tombstone is Marshal Virginia "Ginny" Earp, Wyatt Earp's kid sister. In late 1881 her older brothers wired the previously unknown relative from Tombstone, where they had their hands in a number of business interests as well as providing the town's law.

Big trouble was brewing, they said, between the Earps and a gang of no-account outlaws called the Cowboys. A bloody shootout had taken place at the OK Corral. Ginny high-tailed it south to help out, but by the time she reached Tombstone a wandering killer named Stone had shot all her brothers dead, along with Doc Holliday to boot. Once a posse had taken vengeance, the Cowboys were pretty much wiped out as well.

Ginny took over as town marshal not long after. Much like her brother Wyatt, Ginny is

almost as good at using the butt end of her pistols as the barrels. The Sheriff of Cochise County, John Behan, doesn't help much. He excels at one part of his job—collecting taxes, of which he's entitled to 10 percent. You can count the number of arrests he's made on one hand.

For obvious reasons, most of Tombstone's population at any given time doesn't maintain a permanent residence, and instead camps in a tent city just outside the town proper. Marshal Earp knows better than to even pretend she's got any kind of pull there, and stays well clear.

Tombstone feels the government's influence about once a month when an Arizona Ranger rides through to check on them.

THE EPITAPH

Tombstone is home to one of the most widely read publications in North America, the *Tombstone Epitaph*. This rag specializes in ghost stories, monster sightings, conspiracy theories, and other such reports that most folks dismiss as nonsense. But it's entertaining nonsense, and folks who read it do so for a chuckle and a good scare. The saying goes that everyone reads the *Tombstone Epitaph*, but no one is ever *seen* reading the *Tombstone Epitaph*!

Despite its reputation, the *Epitaph* actually has a fairly solid record compared to most newspapers—about 60 percent of its stories are at least close to the mark.

The lion's share of reports published by the *Epitaph* are composed by roving reporter Lacy O'Malley. Independent submissions are reviewed by the paper's editor, John Clum (also longtime mayor of Tombstone).

The Agency and Rangers were intent on shutting down the *Epitaph* to keep a lid on information considered too sensitive for the public for quite a while, and considered O'Malley a major pain in their collective boots. These days they get along, more or less, under the aegis of the Twilight Legion. O'Malley still ruffles the authorities' feathers, but he and Clum also circulate coded messages in the *Epitaph* to help operatives across the Weird West.

What this means for your posse, Marshal, is a clever and convenient way to let troubleshooters know where the monsters are—so they can go and deal with them!

CHINA MARY

Roughly 500 Chinese call Tombstone home. Sing Choy—better known in these parts as “China Mary”—is the community's undisputed head, and one of Tombstone's most influential leaders alongside Marshal Earp and Mayor Clum.

Mary owns her own general store, runs gambling and prostitution rings, and owns several opium dens. China Mary's husband, Ah Lum, owns the Can-Can Restaurant. Mary makes sure Chinese citizens can find work and fair treatment among Tombstone's whites. When China Mary sends workers to



a site, she always guarantees repayment for any breakage or theft—and she makes good on that promise.

At the same time, Mary is protective of Tombstone's Chinese and indeed all its citizens. She never turns away a sick or injured cowpoke, no matter their race, going so far as to pay the doctor's bill if the poor sod can't afford it himself. In fact, Mary has close ties to the Twilight Legion and is sympathetic to their goals.

One of Mary's primary advantages is her knowledge of the labyrinthine network of mine tunnels that runs all underneath the town. Mary controls an entrance in her general store's cellar, and her agents have mapped miles of tunnels leading to various establishments throughout Tombstone. The mine tunnels are extremely helpful to one in China Mary's line of work.

THE SWAMPER

China Mary's agents aren't the only ones lurking in the secret mine tunnels under Tombstone. There are also outlaws and skulkers of various affiliations, mundane critters, and a few weird abominations. Nastiest among the latter is a piteous thing known to Tombstone's gadabouts as the Swamper.

Once an odd-job man at the Grand Hotel named Otis Hitch, the Swamper spent his off-hours digging for silver in the hotel basement. Driven by a strange mania, he finally broke through—and plunged into a flooded tunnel where he drowned in a cold, thick slurry of mud and silver.

Now reanimated by the Reckoners' evil, the Swamper uses the tunnels to move secretly beneath the town. Terrified locals say the horror might appear anywhere, at any time. The Swamper's victims—seemingly drowned on dry land, their faces frozen in fright and their lungs filled with silver slurry—tell no tales.

GERONIMO'S APACHE

Raiding and warfare are a way of life for the Apache—southern Arizona's predominant Indian tribe—gaining them a well-deserved reputation as fierce warriors.

They battled Union troops before the Civil War, Confederate troops during the conflict, agents of Bayou Vermilion—including hordes of walking dead—afterwards, and now Union troops have returned once more.

Their current leader is Geronimo, who is playing a murderous game of cat and mouse with pursuers under General Crook.

Throughout the 1860s, the tribe proved a fierce opponent for American troops stationed in Arizona. When the Great Quake hit, many of these soldiers deserted for the lure of gold and ghost rock, leaving nothing standing between the Apache and domination of the area.

For a few months the Apache were masters of their own destiny, only to have that dream quashed by Confederate troops who arrived to seize Arizona from Union deserters. Again the Apache were forced to battle for control of their homes. Worse, the forces of Baron LaCroix have brought their own blight upon the land. Under the leadership of Chief Geronimo, the Apache now fight both the US “trespassers” and the evils of the Reckoning.

THE GREAT RAIL WARS

Over the years the Great Rail Wars raged, they affected nearly everyone out West in some way. The lucky ones wound up missing a train because it blew up before it reached them. The unlucky ones were *on* it. But the Rail Barons who run these companies didn't lose any sleep over casualties. They're some of the most ruthless people on earth.

The last major battle between Rail Barons took place east of Dodge City in 1881, but industrial espionage and bloody skirmishes continue among the major companies throughout the Weird West. With the coasts linked, rail lines now turn to expanding service within their territories. Railroading is a cutthroat business that breeds fear every place it reaches, which is most of the American West. This in turn helps to fuel the Reckoning's fearful twilight.



Here's an overview of the major railroad companies. For each, you'll find a brief history followed by the outfit's main territory, the typical rail warriors it fields for construction and confrontation, and finally its current driving goals.

BAYOU VERMILION

Baron Simon LaCroix founded and runs the Bayou Vermilion Rail Co. As far as the public knows, LaCroix is a wealthy New Orleans merchant of Haitian descent. They don't even know where he got his title or if he just made it up himself.



Baron LaCroix is a voodoo master of the first order, and he prefers dealing with the sinister loa—the *petro*—for his power. Once LaCroix was a servant to his sister Simone, a powerful voodoo queen. Ambition eclipsed blood, though, and he overcame her and stole her magic in a bizarre ritual.

Territory: Bayou Vermilion's headquarters is in New Orleans, and its rails run along the United States' southern border from Louisiana to Railhead, California, roughly 80 miles east of Lost Angels. BV has major depots in Houston, San Antonio, and El Paso, Texas, and in Tombstone, Arizona.

Rail Warriors: Bayou Vermilion's rail workers and warriors are honest-to-badness walkin' dead! Gang bosses do their best to keep them out of sight of townsfolk, though, sending them to barren, lonely stretches to lay track. Typical gangs consist of a dozen walkin' dead (page 190) led by a voodooist (see the *Deadlands Companion* or substitute a huckster, page 149). Baron LaCroix is also known to use fiendish skinwalkers (page 185) as spies and saboteurs.

Goals: LaCroix cares little for state or federal ghost rock shipping contracts, nor for his railroad's success. He got involved in the Great Rail Wars because a dark loa—actually a powerful manitou in service of the Reckoners—ordered him to join the fray. The only joy he derives from the competition is witnessing the misery and bloodshed Bayou Vermilion leaves in its wake. LaCroix doesn't know he's just a patsy. These days, he expands his rail line for one purpose: to carry more walkin' dead and barrels of phosphorescent green reanimation fluid to every corner of the Weird West.

BLACK RIVER

Black River is run by Mina Devlin, widow of the railroad's founder, Miles Devlin. These two were like peas in a pod...if peas could have cold, shriveled hearts and



souls as black as midnight. But for all their ruthlessness, they were quite enamored of each other.

Mina Devlin was no garden-variety grieving widow. In fact she's one of the most powerful witches in the Weird West. After Miles was assassinated, Mina tracked down his killer. Then she murdered the Tennessee Central executives who ordered Miles's assassination...and bumped off their families too, just for good measure. Her thirst for revenge sated, Mina took over Black River Railroad.

Mina is infatuated with Joshua Chamberlain of Empire Rail. Perhaps it's a case of opposites attracting, for his heart is pure and hers is black as ghost rock. The two are either bitter enemies or the best of allies, depending on the current state of flirtation.

Territory: Black River is based in Memphis, Tennessee. Its main line runs to Little Rock, Arkansas, and through the heart of the nation to its western terminus in Denver, Colorado. Major depots are located in Perry, Oklahoma, and Dodge City (where Mina can

be found most days, tending the girls at her "orphanage").

Rail Warriors: Black River gangs like the Wichita witches are some of the meanest in the Rail Wars. Mina can't match the technology or wealth some of her competitors wield, but witchcraft goes a long way. She teaches her most qualified (read: most vicious) female employees the dark arts. A typical fighting gang numbers five Wichita witches (page 152).

The Wichita Witches are very well known, though their numbers have dwindled in recent years as Agents and Rangers tracked them down. The heroine Morgan Lash was once a Wichita Witch before battling the Cackler alongside Agent Nevada Smith and Texas Ranger Hank Ketchum.

It was Morgan's lost sister Rachel who served as Morgan Le Fey's vessel. Lash has vowed to rescue Rachel somehow, but it's not entirely clear if that's possible. (See *The Cackler* graphic novel for the whole story.)

Goals: Mina Devlin is a canny double-dealer who's made and betrayed alliances



with other Rail Barons in the past, and she's become fantastically rich in the process. But Black River rarely ponies up cash for right-of-way through a town. Mina prefers campaigns of seduction, violence, or intimidation—sometimes all three at once! She has many enforcers, but her Wichita Witches are her most reliable and loyal. All are highly trained in aggressive negotiation, combat, and of course witchcraft.

EMPIRE RAIL

Joshua Lawrence Chamberlain, the hero of Gettysburg, is president of Empire Rail. Realizing the importance of the transcontinental competition to the country, he requested a leave of absence to lead the company and it was quickly granted.



Despite the government's involvement, Empire Rail is owned by a shadowy cabal of New York bankers and industrialists. Their ambitions often clash with the honorable Chamberlain, but so far the former general remains in charge.

Chamberlain's main advantage in business dealings stems from his deep-seated integrity and honor, which have won him many friends, including military commanders and captains of industry. Thus he quickly and cheaply negotiates rights-of-way.

Territory: Empire Rail is based in New York City, with a major hub in Chicago. The main line runs parallel to Wasatch's through Illinois and Iowa, then southwest to Dodge City and its western terminus in Denver. Three major Empire Rail depots are located in Kansas—at Topeka, Lawrence, and Salina.

Rail Warriors: True to its origin as a partner of the federal government, Empire Rail employs former soldiers to do its construction and fighting. A typical gang consists of a dozen veteran soldiers (page 151) led by an officer (page 151). Especially important trains might be guarded by a US Agent (page 145).

Goals: Empire Rail exists to import as much ghost rock and other supplies

as possible per its contract with the US government. And it does. Various forces inside the investment group have their own designs, however, and may eventually win out if Chamberlain can't control them.

IRON DRAGON

Everyone who lives in the Great Maze fears the colorful sampans of Warlord Kang, a ruthless warlord, master martial artist, and powerful sorcerer. Back in 1871, Kang bought out the Chicago and North Western Transportation Co. and extended its lines west. He didn't win the transcontinental race. But while other Rail Barons laid track toward Lost Angels he built a vast criminal empire in the Great Maze—one that will soon become a *literal* empire, if Kang has his way.



He also cleverly avoided much of the competition by making a killer deal with Sitting Bull of the Sioux Nations to create the only rail line through the territory and in and out of Deadwood.

Territory: Iron Dragon's official HQ is Kang's mesa fortress in the Maze, Dragon's Breath. From the Chicago railhead, the line runs west through Wisconsin, Minnesota, and the Sioux Nations to Seattle, Washington. There it turns south toward California and Shan Fan and runs to Lost Angels. Kang's historic deal with the Sioux wicasas allows him to maintain a Deadwood spur. And his pact with Big Ears Tam of the Shan Fan Triad—aka the Chinese mafia—grants right-of-way through Shan Fan.

Rail Warriors: Kang fields a variety of workers and warriors, depending on the theater of combat. Most common are martial artists (page 150) scattered among the rail workers. A typical fighting gang consists of five martial artists (page 150). They drive ghost-rock fueled velocipedes (page 37).

He occasionally uses his supernatural abilities to sic more horrific creatures on his foes, too. This gives him plausible deniability when a hunger spirit ravages a rail crew or a demon massacres his rivals.

Goals: Kang makes fistfuls of cash shipping ill-gotten ghost rock to points East—that's *Far East*, Marshal. The rest of his filthy lucre comes from the opium trade, prostitution, and any other vice he can dip his well-manicured hands into. And vice is a very big business in the Maze. The bottom line of Kang's activities is the spread of violence, despair, and fear.

Kang's longstanding, secret ambition is to establish his own nation in the northern Maze with Shan Fan as its capital. To achieve this he needs money, and lots of it. Piracy and graft are lucrative pursuits, but Iron Dragon has been his greatest income source for over 10 years. In 1884 he's much closer to founding the Kang Empire.

LONE STAR

Originally owned in part by Confederate General Robert E. Lee, Lone Star Rail Co. was conceived as a way to shuttle CSA troops across the American frontier during the war. With the discovery of ghost rock it joined the other railroads in striving westward. Not long after the Civil War's end, its former directors retired and a loose coalition of Texas ranchers acquired its assets. It's now run by the feisty Susan McSween, the "Cattle Queen of New Mexico."



Territory: From the headquarters in Dallas, Texas, the main line stretches east through the South to Richmond, Virginia, and west as far as Dead End, Arizona. Although the line's importance fades the farther west it goes, it maintains major depots in Dallas and Lubbock, Texas, Albuquerque and Santa Fe, New Mexico, and Potential, Arizona.

Rail Warriors: Lone Star hires retired and out-of-work cowboys to man their rail crews and fighting squads. This is also a big help given all the livestock the company ships. A typical gang consists of eight to 10 cowboys (page 146) with a veteran cowboy leader (page 146), all on horseback. Rarely, the company hires an off-duty Territorial Ranger (page 151) or two to guard particularly valuable trains on dangerous routes.

Goals: Most of Lone Star's business these days involves shipping cattle from the West's vast ranches to meat markets Back East, and from there to the world. But the company also gained a boost from its depot in Potential, Arizona, located at the center of a region rich with ghost rock. Lone Star has an exclusive contract with the Rangers to supply ghost rock to their scientific facilities at Roswell, New Mexico.

Little does the board of directors know, but McSween's involvement with the Rangers goes far beyond mere ghost rock deliveries. Her late husband Alexander was a Texas Ranger, and before he died he clued her in to a little thing called the Reckoning. Now she uses company resources to aid the Rangers in their goals, and by extension helps out the Twilight Legion from time to time.

For her part, McSween's unaware that remnants of the Santa Fe Ring—with whom she and her husband clashed during the Lincoln County War—are still gunning for her. Worse yet, the Santa Fe Ring's remaining members are undead abominations bent on placing the company's resources firmly in the Reckoners' greedy claws.

WASATCH RAIL

When the Great Rail Wars started in 1871, most folks bet on Darius Hellstromme and his Wasatch Rail Co. to win the race to Lost



Angels. As the Weird West's preeminent mad scientist, Hellstromme's amazing technology and financial might allowed him to lay track at an astounding rate. He never had trouble securing rights-of-way through the various boomtowns of the West. Where bribes of cash or marvelous inventions failed, setting loose legions of mechanized monstrosities to terrify the locals worked like a charm.

But Hellstromme came up against a wall called the Denver-Pacific Railroad, owned by his most prominent scientific rivals, Smith & Robards. He would have wiped them out, but that would have incurred the ire of his Mormon neighbors.

Instead, he created a drilling machine called the Hellbore, and burrowed clear under the Rocky Mountains and across the West to emerge clear of the Denver-Pacific line—and a stone's throw from the Great Maze. Following the Battle of Lost Angels (1879), won by Wasatch in decisive fashion, Hellstromme locked up exclusive ghost rock contracts with the United States and Deseret.

Territory: From the company headquarters in Des Moines, Iowa, Wasatch tracks run east to Chicago and west along the southern edge of the Sioux Nations. The line drops underground across most of the West—a stretch called the Plutonian Express—to emerge in Lost Angels, California. A spur off the Plutonian Express connects the main line to a depot in the City o' Gloom.

Wasatch uses ghost steel to manufacture their tracks, which attracts spirits, manitous, and monsters. When a posse travels within five miles of a Wasatch rail line, draw for **Encounters** (page 97) once every eight hours.

Rail Warriors: Almost all Wasatch trains benefit from weird science, whether it's increased speed, improved hill-climbing, or mounted Gatling guns and infernal devices. On the rails, men work alongside steam machines, automatons (page 155), and clockwork tarantulas (page 161). Wasatch fighting gangs, called X-squads (page 152), usually number five. Wasatch also employs rail agents to ensure their trains run on time.

Goals: After Dr. Hellstromme suffered a crushing personal setback and entered seclusion in 1883, his trusted lieutenant Mr. Hanuman took over the railroad and all the doctor's other concerns. Although Wasatch's activities continue to fuel the Reckoning, under Hanuman the company's goal is to become a commercial giant in mail-order gizmos. They've already made gains against rivals Smith & Robards, the industry leaders.

FLASHPOINTS

The titanic battles between rivals are done, but conflicts still erupt, resulting in death, financial loss, and ever-increasing fear. A few activities and areas are “hot spots” in the simmering Great Rail Wars.

Espionage: Where rail lines have depots, headquarters, roundhouses, workshops, or other facilities, you can be sure other Rail Barons' spies are nosing about. The Agency does its best to counter such activities on US soil, but its personnel are stretched thin.

Sabotage: Bombings, arson, torn-up tracks, hired outlaw gangs, assassinations, and even black magic rituals are all options when it comes to sabotaging another Rail Baron's holdings. These mishaps also lead to bad publicity that drives off passengers.

Denver, Colorado: With major depots for Wasatch, Empire Rail, Black River, and Denver-Pacific, Denver's on a knife's edge. Much of the conflict is between Wasatch and the rival Denver-Pacific, but Black River and Empire Rail are often pulled into disputes. Brawls and vendettas are common.

Dodge City, Kansas: The Black River and Empire Rail lines meet in Dodge City, and the lines' employees make a daily mockery of the city's nickname, “Peacetown.” Fistfights between rival workers and rail warriors are common. Occasionally they spill over into black magic, murder, and retribution.

El Paso, Texas: Lone Star and Bayou Vermilion have depots in El Paso, and the city has become a proxy battlefield for the rail lines' conflict near Potential, Arizona (see below). In El Paso, the companies wage a protracted campaign of sabotage designed to scuttle the other's ticket sales.

Potential, Arizona: Lone Star scored the right-of-way to Potential's rich ghost rock reserves a few years ago, but only after a protracted battle with Bayou Vermilion. Now the BV line runs as far north as Benson, Arizona, a fortified town with about 10 miles of cratered, barren no-man's-land between it and Potential. Rail warriors from both companies are active in this region, which is a former **Battlefield** (see page 83).



RASCALS, VARMINTS, & CREATURES

As your posse gets ready to saddle up and ride out, give some consideration to the varmints, critters, and rascals they'll meet on their wanderings. Sometimes humans are more monstrous than the foulest abomination, and other times the monsters lurking out by the barn are the prime threat. In this chapter are plenty of both.

Wild Cards are marked with a symbol like this: ⚠

MONSTROUS ABILITY

HORNS/TUSKS

Just like mounted riders, these animals add +4 when striking with their horns or tusks and can charge at least 5" (10 yards).

This is noted after the attack's damage value as "May charge."

LIMITED INVULNERABILITY

This works like Invulnerability except the individual or creature can be Wounded as stated in their description, but is only actually killed by their Weakness. When they've taken their maximum Wounds, they just can't take any more—but still feel the hurt of Wound penalties (up to -3, no matter how many Wounds they actually have).

RASCALS

Not all the Weird West's threats are Reckoner-spawned. Regular people turn bad too. They will fool you every time. Any of these characters can be a Wild Card if desired. Advance 'em as needed, Marshal—these profiles are just handy baselines to get you started.

AGENT

Employed by the shadowy Agency, US Agents investigate espionage and supernatural incidents.

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

Skills: Academics d6, Athletics d6, Common Knowledge d6, Fighting d6, Notice d8, Occult d6, Persuasion d6, Research d6, Shooting d8, Stealth d8, Survival d4

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Cautious, Vow (Major—Destroy or contain the supernatural)

Edges: Agent, Guts, Level Headed, Rock and Roll!

Gear: Gatling pistol (Range 12/24/48, Damage 2d6, RoF 3, AP 1), disguise kit, Agency badge.

BLESSED

A blessed might be a righteous crusader, restrained pacifist, or holy-rolling evangelist.

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

Skills: Athletics d4, Common Knowledge d6, Faith d8, Fighting d6, Healing d6, Intimidation d6, Notice d6, Persuasion d8, Stealth d4

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Heroic, Loyal, Pacifist (Minor)

Edges: Arcane Background (Blessed), Champion, Guts

Powers: *Boost/lower Trait, holy symbol, sanctify.*

Power Points: 15

Gear: Hickory club (Str+d6), Bible, cross.

CHI MASTER

A few martial artists dedicate their lives to pursuing philosophies of their art. Thanks to this dedication they're able to channel the Hunting Grounds' arcane energies into their martial arts maneuvers, making them a force to be reckoned with.

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

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Focus d10, Intimidation d8, Notice d8, Persuasion d6, Stealth d6

Pace: 6; **Parry:** 7; **Toughness:** 6

Hindrances: Code of Honor

Edges: Arcane Background (Chi Master), Block, Martial Artist, Superior Kung Fu (Eagle Claw, Monkey).

Powers: *Boost/lower Trait, deflection, smite.*

Power Points: 15

Gear: Cloak, straw hat.

COWBOY

The quintessential symbol of the American West, cowboys ride the range and drive cattle to market.

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

Skills: Athletics d6, Common Knowledge d6, Fighting d6, Gambling d4, Notice d6, Persuasion d4, Riding d8, Shooting d6, Stealth d4, Survival d6, Taunt d6

Pace: 6; **Parry:** 5 or 4 (lariat); **Toughness:** 6

Hindrances: Poverty, Quirk

Edges: Guts, Steady Hands

Gear: Colt Frontier (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), lariat (Parry -1, Reach 2), Winchester '73 (Range 24/48/96, Damage 2d8-1, RoF 1, AP 2), a steady horse, chaps, saddle.

COWBOY, VETERAN

Some old salts have been working the open range for years. They've got the experience and a trusty horse to ride for weeks.

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

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Gambling d6, Intimidation d6, Notice d8, Persuasion d4, Riding d10, Shooting d8, Stealth d4, Survival d6, Taunt d6

Pace: 6; **Parry:** 6 or 5 (lariat); **Toughness:** 6

Hindrances: Poverty, Quirk

Edges: Guts, Level Headed, Steady Hands

Gear: Colt Frontier (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), shotgun (Range 12/24/48, Damage 1-3d6, RoF 1), Winchester '73 (Range 24/48/96, Damage 2d8-1, RoF 1, AP 2), lariat (Parry -1, Reach 2), a damn fine horse, chaps, saddle.

CULTIST

Dark cults worshiping graven idols are evil's bread and butter. Rank-and-file cultists are blindly dedicated to their faith and happily murder for their dark gods. Most maintain lives as ordinary people and only practice their blasphemous rituals privately, so unless they're caught in the act of devotion, cults are hard to break up.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d6, Fighting d6, Notice d6, Occult d4, Persuasion d4, Shooting d6, Stealth d4, Thievery d6, Trade d4

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Bloodthirsty

Edges: Arcane Resistance, Guts

Gear: Cultists prefer quiet hand weapons such as ritual daggers (Str+d4) to kill their victims as silently as possible. They're not above resorting to gunplay when needed to defend their blasphemous activities.

⊗ CULT LEADER

These dark-souled bastards are the Reckoners' favorites. Believing them to be gods, cult leaders bargain with manitous in exchange for dark powers. The Reckoners needn't expend precious energy creating monsters with these vipers around!

Cult leaders are often pillars of the community in daily life—marshals, mayors, and other notables—so they naturally assume leadership roles for extracurricular activities.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Notice d6, Occult d10, Persuasion d8, Shooting d6, Spellcasting d10, Stealth d8, Thievery d8, Trade d8

Pace: 6; **Parry:** 7; **Toughness:** 6

Hindrances: Bloodthirsty, Overconfident

Edges: Arcane Background (Black Magic), Arcane Resistance (Imp), Command, Fervor, First Strike, Guts

Powers: *Bolt, boost/lower Trait, dispel, divination, fear.* **Power Points:** 20

Gear: Ritual dagger (Str+2d4 damage, for cult leader only).

⊗ DUELIST

Duelists travel the West looking to prove they're the fastest, or hiring themselves out to powerful interests for top dollar. Duelists know gunning down the leader of the opposition in a "fair fight" on Main Street is more effective (and safer in the long run) than taking on whole gangs in chaotic firefights. That's what the common hired guns are for.

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

Skills: Athletics d8, Common Knowledge d6, Fighting d6, Intimidation d8, Notice d8, Persuasion d6, Shooting d10, Stealth d8, Taunt d6

Pace: 6; **Parry:** 5; **Toughness:** 6

Hindrances: Greedy (Minor), Ruthless (Minor)

Edges: Duelist, Guts, Marksman, Quick Draw

Gear: Colt Frontier (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1).

GUNMAN

These men and women make their living with a gun, and somebody's always hiring. The unscrupulous among them typically work cheap and aren't too fussy about the moral issues involved, as long as their ammo is paid for and the cash arrives on time.

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

Skills: Athletics d6, Common Knowledge d6, Fighting d6, Intimidation d6, Notice d6, Persuasion d6, Shooting d8, Stealth d6, Taunt d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Greedy (Minor), Ruthless (Minor)

Edges: Guts, Quick Draw

Gear: Colt Frontier (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1).

⊗ GUNMAN, VETERAN

A few gunmen stand out from the herd and usually wind up leading the rest.

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

Skills: Athletics d8, Common Knowledge d6, Fighting d6, Intimidation d8, Notice d8, Persuasion d6, Shooting d10, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 6

Hindrances: Greedy (Minor), Ruthless (Minor)

Edges: Fan the Hammer, Guts, Menacing, Quick Draw

Gear: Colt Peacemaker (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1).

GUARDIAN ANGEL

The Guardian Angels are the police force, detectives, and peacekeepers for the Church and City of Lost Angels. They're rare as hens' teeth away from the city, but sometimes accompany Church officials when their business takes them elsewhere. Angels patrol individual parts of the city in pairs, or team up in "flights" of five when more pressing threats arise.

Most of the Angels are decent enough these days, if a little dogmatic. A few are also secretly members of the Cult of Lost Angels, corrupt souls dedicated to gathering Grimme's bones and resurrecting their fallen master.

SERVITORS

Originally, the Four Horsemen empowered four more or less mortal representatives on Earth: Raven, Grimme, Hellstromme, and Stone. Metaphysically, they put their eggs in four big, horrible baskets.

After the fall or defeat of the “Servitors,” the Reckoners have begun to experiment with “lesser servitors” — little “s.” Only the original four are capital “S.” They’re tough, but not “damn near impossible to kill” like the big four.

Servitors are still Invulnerable, but their Weakness is much less specific than the original four. And it’s always some form of poetic justice that fits their particular backstory.

RECKONER’S FAVOR

Servitors always serve one of the Four Horseman (though most don’t know it), and have the following additional abilities depending on their patron

- **Famine:** As a free action, but only once per encounter, Famine’s servitors can cause everyone within 12” to make a Vigor roll at -2. Those who fail suffer Fatigue from extreme hunger (add +1 for those who just ate a big meal). This can’t cause death.
- **War:** The general attitude of everyone in the area is one lower than usual on the **Reaction Table** (see *Savage Worlds*). It’s the GM’s call how far the effect reaches, but it generally starts in one town and extends to another every few months the servitor is able to poison the well, so to speak.
- **Death:** Anyone in the servitor’s presence (sight) subtracts 1 from all Soak rolls.
- **Pestilence:** Vigor rolls made to resist poison or disease are made at -2. Of course most servitors of Pestilence tend to have powers that focus on that very thing!

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

Skills: Athletics d6, Common Knowledge d8, Fighting d6, Intimidation d8, Notice d8, Persuasion d6, Shooting d6, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Stubborn, Ruthless (Minor), Vow (Major—Serve the Church of Lost Angels)

Edges: Guts, Menacing

Gear: Colt Thunderer (Range 12/24/48, Damage 2d6, AP 1), billy club (Str+d4).

★ HARROWED

Harrowed are rare because manitous are picky about who they drag from the earth for their nefarious purposes. When a Harrowed’s soul is utterly lost to the manitou’s dominion, he becomes a vile malefactor like this hombre.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d10, Vigor d8

Skills: Athletics d6, Common Knowledge d6, Fighting d8, Notice d8, Occult d6, Persuasion d6, Shooting d10, Stealth d8, Thievery d6

Pace: 6; **Parry:** 6; **Toughness:** 8

Hindrances: Bloodthirsty, Mean

Edges: Danger Sense, Guts, Harrowed, Marksman

Harrowed Edges: Stitchin’, Supernatural Attribute (Str)

Gear: Bowie knife (Str+d4+1, AP 1), double-barrel shotgun (Range 12/24/48, Damage 1-3d6, RoF 1), needle and thread.

Special Abilities:

- **Harrowed:** Must eat a pound of meat per day; sleeps 1d6 hours each night; only a head-shot can kill; other “death” only lasts 1d6 days.
- **Undead:** +2 to Toughness and Spirit rolls to recover from Shaken, ignore additional damage from Called Shots except to the head, ignore 1 point of Wound penalties, doesn’t breathe, immune to disease and poison, don’t Bleed Out, and are only permanently slain by destroying the brain.

HEXSLINGER

Doc Holliday died by Stone's undead hand in 1881—rest his soul—but he taught a good many hucksters the art of *triggernometry*, or “hexslinging” (page 66), before his demise.

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

Skills: Athletics d6, Common Knowledge d6, Fighting d6, Gambling d6, Intimidation d6, Notice d6, Occult d6, Persuasion d4, Shooting d8, Spellcasting d8, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Arrogant, Curious

Edges: Arcane Background (Huckster), Hexslinging, Quick Draw

Powers: *Ammo whammy, boost/lower Trait, deflection, protection.* **Power Points:** 15

Gear: Colt Frontiers ×2 (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), metal file, *Adventures of Doc Holliday* dime novel.

HUCKSTER

These cunning wizards of the Weird West keep a low profile by posing as gamblers, which explains their near-constant habit of shuffling cards. Most say it helps them concentrate on their devilish games of chance with the manitous that give them their power.

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

Skills: Athletics d6, Common Knowledge d8, Fighting d4, Gambling d8, Notice d6, Occult d6, Persuasion d6, Shooting d4, Spellcasting d8, Stealth d6, Taunt d6

Pace: 6; **Parry:** 4; **Toughness:** 5

Hindrances: Curious, Quirk (Always shuffles cards), Wanted (Minor)

Edges: Arcane Background (Huckster), High Roller, Wizard

Powers: *Bolt, boost/lower Trait, deflection.* **Power Points:** 20

Gear: Derringer (Range 3/6/12, Damage 2d4, RoF 1), deck of cards.

INDIAN WARRIOR

Warrior bands from various tribes roam everywhere in the Weird West. This profile represents a follower of the Old Ways.

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

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Intimidation d6, Notice d6, Persuasion d6, Riding d8, Shooting d6, Stealth d6, Survival d6

Pace: 6; **Parry:** 7; **Toughness:** 6

Hindrances: Old Ways Oath, Stubborn

Edges: Block, Steady Hands, Woodsman

Gear: Bow (Range 12/24/48, Damage 2d6, RoF 1), tomahawk (Str+d6), horse, native shield (medium). Plains Indians might also have a lance (Str+d6, Reach 2).

INDIAN WARRIOR, VETERAN

Veteran Indian warriors have survived many battles against US soldiers, the Reckoners' evils, and other tribes.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Athletics d8, Common Knowledge d6, Fighting d10, Intimidation d8, Notice d6, Persuasion d6, Riding d10, Shooting d8, Stealth d8, Survival d8

Pace: 8; **Parry:** 8; **Toughness:** 6

Hindrances: Old Ways Oath, Stubborn

Edges: Block, Fleet-Footed, Frenzy (Imp), Steady Hands, Woodsman

Gear: Bow (Range 12/24/48, Damage 2d6, RoF 1), tomahawk (Str+d6), horse, native shield (medium). Plains Indians might also have a lance (Str+d6, Reach 2).

INDIAN SHAMAN

Depending on the tribe and its traditions, a shaman might be a mighty warrior, medicine man or woman, or wise leader.

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

Skills: Athletics d6, Common Knowledge d6, Faith d8, Fighting d6, Notice d8, Occult d8, Persuasion d8, Riding d8, Shooting d6, Stealth d8, Survival d8

Pace: 6; **Parry:** 6 or 7 (spear); **Toughness:** 5

Hindrances: Old Ways Oath

Edges: Arcane Background (Shamanism), Brave

Powers: *Banish, boost/lower Trait, healing, holy symbol, shape change.* **Power Points:** 20

Gear: Bow (Range 12/24/48, Damage 2d6, RoF 1), spear (Str+d6, Parry +1, Reach 1), native shield (small).

MAD SCIENTIST

Folks can pick out a mad scientist from a country mile. Sure, some wear lab coats or fancified duds from Back East and throw around \$10 words like they're going out of style, but they're most often given away by their newfangled contraptions.

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d4, Vigor d6

Skills: Academics d6, Athletics d4, Common Knowledge d8, Driving d6, Notice d8, Persuasion d6, Repair d8, Science d8, Shooting d6, Stealth d4, Weird Science d10

Pace: 6; **Parry:** 2; **Toughness:** 5

Hindrances: Curious, Madness (Delusion), Quirk (Expounds on theories)

Edges: Arcane Background (Mad Scientist), Gadeteer

Powers: *Burst* (ether-condenser), *sloth/speed* (chrono-valve). **Power Points:** 25

Gear: Gadgets, lab coat, goggles, tool kit.

MARTIAL ARTIST

With the influx of Chinese immigrants in the Maze—thanks in no small part to Kang and other Chinese warlords—China's traditions are far from unknown in the Weird West.

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

Skills: Athletics d8, Common Knowledge d4, Fighting d8, Intimidation d8, Notice d6, Persuasion d6, Stealth d6

Pace: 6; **Parry:** 7; **Toughness:** 5

Hindrances: Loyal, Poverty (Minor)

Edges: Block, Martial Artist

Gear: Cloak, straw hat.

MAZE PIRATE

The Great Maze's channels are thick with common pirates and thieves looking to steal everything from food to ghost rock from those who can't properly defend themselves.

Larger or better-organized gangs use Maze runners with a couple of Gatlings to terrify their prey into giving up without a fight.

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

Skills: Athletics d6, Common Knowledge d4, Boating d6, Fighting d6, Intimidation d6, Notice d6, Persuasion d4, Shooting d6, Stealth d6, Thievery d4

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Greedy, Mean

Edges: Steady Hands

Gear: Colt Thunderer (Range 12/24/48, Damage 2d6, RoF 1, AP 1), large knife (Str+d4).

MAZE RAT

Warlord Kang calls his pirate gangs his "Maze rats." They generally operate independently, but sometimes gather under the banner of the famous Red Petals Su.

Most of Kang's pirates use Maze runners, but various types of colorful "junks" are also common (use Galley in *Savage Worlds*).



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

Skills: Athletics d6, Common Knowledge d4, Boating d6, Fighting d8, Intimidation d6, Notice d6, Persuasion d4, Shooting d6, Stealth d6, Thievery d4

Pace: 6; **Parry:** 7; **Toughness:** 5

Hindrances: Greedy, Mean

Edges: Block, First Strike, Martial Artist

Gear: Colt Navy (Range 12/24/48, Damage 2d6, RoF 1, AP 1), cutlass (Str+d6).

SOLDIER

United States soldiers, often cavalry patrols on horseback, are encountered throughout the Weird West. Former Confederate soldiers are common as well, looking for a new cause to serve.

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

Skills: Athletics d6, Common Knowledge d6, Driving d4, Fighting d6, Gambling d4, Notice d6, Persuasion d4, Riding d6, Shooting d6, Stealth d6, Survival d4

Pace: 6; **Parry:** 5 or 6 (bayonet); **Toughness:** 5

Hindrances: Obligation (Minor—US Army)

Edges: Soldier, Steady Hands (for cavalry)

Gear: Winchester '76 (Range 24/48/96, Damage 2d8, RoF 1, AP 2), bayonet (Str+d6, Reach 1, Parry +1).

SOLDIER, VETERAN

These men have seen the elephant and lived to tell the tale. Whether it's against Mexicans, Indians, or other Americans, they're experienced combat veterans and have the scars to prove it.

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

Skills: Athletics d6, Common Knowledge d6, Driving d6, Fighting d8, Gambling d6, Intimidation d6, Notice d8, Persuasion d4, Riding d6, Shooting d8, Stealth d6, Survival d6

Pace: 6; **Parry:** 6 or 7 (bayonet); **Toughness:** 6

Hindrances: Obligation (Minor—US Army)

Edges: Marksman, Soldier, Steady Hands (for cavalry)

Gear: Winchester '73 (Range 24/48/96, Damage 2d8-1, RoF 1, AP 2), bayonet (Str+d6, Reach 1, Parry +1).

SOLDIER, OFFICER

Officers are trained at a military academy or promoted from the ranks. They're responsible for their men's lives, the army's success, and any trouble their troops cause.

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

Skills: Athletics d6, Battle d8, Common Knowledge d8, Driving d6, Fighting d6, Gambling d6, Notice d8, Persuasion d4, Riding d6, Shooting d8, Stealth d6, Survival d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Obligation (Major—US Army)

Edges: Command, Hold the Line!, Inspire, Soldier

Gear: Colt Army (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), saber (Str+d6).

TERRITORIAL RANGER

The toughest hombres in the US Territories are no doubt the Rangers. They operate on their own. If several gather, you can bet there's some major trouble brewing.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d8, Common Knowledge d6, Fighting d10, Intimidation d8, Notice d6, Occult d6, Persuasion d6, Riding d10, Shooting d10, Stealth d6, Survival d8

Pace: 6; **Parry:** 7; **Toughness:** 8 (2)

Hindrances: Stubborn, Vow (Major—Destroy or contain the supernatural)

Edges: Brave, Guts, Territorial Ranger

Gear: Armored duster (+2), Colt Frontier (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), Bowie knife (Str+d4+1, AP 1), horse, Ranger badge, *Fugitives from Justice*. Most also keep a rifle or shotgun and a few sticks of dynamite on their horse for particularly dangerous critters.

TOWNSFOLK

The pioneer spirit runs deep in the folk of the Weird West, whether they're blacksmiths, cowhands, or saloon gals. Put aside whatever you think you know about frail, cowardly townspeople, Marshal. It takes folks with sand to make a life for themselves on the frontier. Townsfolk don't take guff and they look out for their own.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d4, Fighting d4, Notice d6, Persuasion d6, Shooting d4, Stealth d4, Trade d8

Pace: 6; **Parry:** 4; **Toughness:** 5

Hindrances: —

Edges: —

Gear: Items appropriate to their trade. Most own a firearm or knife (Str+d4).

★ WICHITA WITCH

The secret of Black River's signature enforcers is they're actual witches! Mina Devlin hires and trains only the most beautiful, ruthless women she can find for this role.

A team usually consists of five witches, all Wild Cards. There are only a few such teams in operation these days, but they're smart, deadly and more than a match for most other rail gangs they come up against. (See the *Deadlands Companion* for an alternate profile.)

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

Skills: Athletics d8, Common Knowledge d8, Fighting d8, Gambling d6, Intimidation d8, Notice d8, Persuasion d8, Riding d8, Shooting d8, Spellcasting d8, Stealth d10, Taunt d10, Thievery d8

Pace: 6; **Parry:** 6; **Toughness:** 7 (2)

Hindrances: Ruthless (Major)

Edges: Arcane Background (Black Magic), Attractive, Menacing.

Powers: *Blast, boost/lower Trait, deflection, smite.* **Power Points:** 20

Gear: Black armored duster (+2), Colt Frontier (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), whip (Str+d4, Parry -1, Reach 2), black horse, chaps, saddle.

X-SQUAD

Hellstromme Industries has its own force of hired guns, loaded for bear with devices fresh off the assembly line. The setup below is typical, but X-Squads are given whatever infernal devices they need to fulfill their mission.

Any group of five or more X-Squaddies is led by a Wild Card "captain" with the Mr. Fix It Edge.

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

Skills: Athletics d6, Common Knowledge d6, Driving d6, Fighting d6, Notice d6, Persuasion d6, Piloting d6, Repair d6, Riding d6, Shooting d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 7 (2)

Hindrances: Ruthless (Major)



Edges: Rock and Roll!, Steady Hands

Gear: X-Squads are outfitted with “Devil’s aprons” (Armor +2, -4 damage from fire), armed with Gatling weapons or flamethrowers, and other infernal devices depending on the mission and terrain.

VARMINTS

There are countless animals in the Weird West, some of which are found in *Savage Worlds*. Here are some more critters that your posse might stumble across. For unsettling encounters, add a few Monstrous Abilities to these beasts, courtesy of the Reckoners.

BLACK BEAR

Black bears are more common than grizzlies and range from coast-to-coast and from Texas to Montana. They’re not so fearsome as their larger cousins, but an angry black bear is more than a match for a sodbuster.

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d10, Vigor d10

Skills: Athletics d8, Fighting d6, Notice d8, Stealth d8

Pace: 8; **Parry:** 5; **Toughness:** 8

Special Abilities:

- **Bite/Claws:** Str+d6.
- **Size 1:** Black bears average 300 lbs, but some specimens may top 500 lbs.

BOAR

A big, ill-tempered, feral hog. These animals are the descendants of domestic pigs that were released or escaped into the wild.

Attributes: Agility d6, Smarts d4 (A), Spirit d12, Strength d8, Vigor d10

Skills: Athletics d6, Fighting d6, Notice d6

Pace: 6; **Parry:** 5; **Toughness:** 7

Edges: Berserk

Special Abilities:

- **Hardy:** A second Shaken result does not cause a Wound to a wild boar.
- **Tusks:** Str+d4, may charge.

BUFFALO (BISON)

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+2, Vigor d12

Skills: Athletics d6, Fighting d6, Notice d6

Pace: 7; **Parry:** 5; **Toughness:** 12

Special Abilities:

- **Horns:** Str+d6, may charge.
- **Size 4 (Large):** Buffalo are massive creatures.
- **Stampede:** Buffalo cause 2d6+4 damage in a stampede (see page 49).

CATTLE

This profile represents the average cow or steer in any cattle herd. Use the **Bull** in *Savage Worlds* for the more powerful varieties, and note that female longhorns—a type of steer common in Texas—also have horns!

Attributes: Agility d6, Smarts d4 (A), Spirit d4, Strength d10, Vigor d10

Skills: Athletics d6, Fighting d6, Notice d6

Pace: 8; **Parry:** 5; **Toughness:** 9

Special Abilities:

- **Horns:** Immature or female longhorn cattle cause Str+d6 damage with their horns and may charge. Use **Bull** in *Savage Worlds* for male longhorns.
- **Size 2:** Cattle weigh over half a ton.
- **Stampede:** See page 49.

COYOTE

These small canines range from the Rocky Mountains to the Pacific Ocean, but are most common in the Wild Southwest. They usually avoid humans, but this is the *Weird West*, so sometimes a pack grows bold.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d6, Notice d10, Stealth d8

Pace: 8; **Parry:** 5; **Toughness:** 4

Edges: Fleet-Footed, Quick

Special Abilities:

- **Bite:** Str+d4.
- **Size -1:** Coyotes are medium-size canines.

MOUNTAIN LION

Also called a cougar or puma, this is the largest cat in the Weird West. A mountain lion is usually a tawny color, though jet-black versions have been reported.

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d10, Vigor d8

Skills: Athletics d8, Fighting d6, Intimidation d6, Notice d6, Stealth d8, Survival d6
Pace: 8; **Parry:** 5; **Toughness:** 6
Edges: Frenzy (Imp)
Special Abilities:

- **Bite/Claws:** Str+d6.
- **Low Light Vision:** Lions ignore Dim and Dark Illumination penalties.
- **Pounce:** Mountain lions often pounce on their prey to best bring their mass and claws to bear. If it makes a Wild Attack, it adds +4 to damage instead of +2.

SCORPION

These small arachnids are common in southern climes, especially the Wild Southwest. For such tiny customers they pack a mean sting. Alone, they cause the most trouble when they crawl into a boot late at night and surprise the luckless owner who puts it on without checking. When controlled by powerful creatures, they're more likely to appear in swarms.

Attributes: Agility d6, Smarts d4 (A), Spirit d4, Strength 1, Vigor d4
Skills: Athletics d4, Fighting d6, Notice d8, Stealth d8
Pace: 4; **Parry:** 5; **Toughness:** 1
Special Abilities:



- **Poison (-2):** Anyone Shaken or Wounded by a scorpion's sting must make a Vigor roll versus Mild Poison. The sting is incredibly painful, but rarely lethal. At least from *real* scorpions. Those affected by the Reckoning or some local fiend might be altogether more deadly.
- **Size -4 (Tiny):** Scorpions are arachnids.
- **Stinger:** Str+d4.

CREATURES

Note: Supernaturally evil creatures are born of the Reckoning and ignore Fear Level modifiers. This includes the Harrowed if the manitou is in charge, but not the mortal.

ANIMATE HAND

When a human hand is severed in malice, the missing member sometimes takes on a disgusting life to exact revenge. These things skitter along on fingers and thumbs, and can even rise up on their stumps to manipulate other objects—they're fond of knives, cleavers, and anything sharp or pointy.

A hand always has a specific intended victim, but it terrorizes anyone who gets in its way. It loves to ridicule, tease, and insult victims before closing in for the kill.

Greater Hands: A hand sometimes bears an identifying mark, such as a birthmark, ring, or tattoo. Identifying it helps if it's a "greater hand," which is a Wild Card, has a Strength of d10, and a more difficult Weakness (see below).

Attributes: Agility d10, Smarts d10, Spirit d10, Strength d8, Vigor d8
Skills: Athletics d10, Fighting d10, Notice d6, Shooting d8, Stealth d6, Taunt d4, Thievery d8
Pace: 6; **Parry:** 7; **Toughness:** 5
Edges: Dodge (Imp)
Special Abilities:

- **Fear:** Anyone viewing an animate hand must make a Fear check.
- **Fearless:** Immune to Fear and Intimidation.
- **Invulnerability:** Animate hands can be killed, but they return the next night unless destroyed by their Weakness.

- **Size -3 (Very Small):** The hand is... well...about hand-size.
- **Strangulation:** When an animate hand scores a raise on a Fighting roll, it latches onto the victim's neck. The victim makes a Vigor roll then at the start of each of his turns thereafter or suffers a level of Fatigue from suffocation. The victim may tear the hand away with an opposed Strength roll. After the hand is removed the victim recovers one Fatigue level per round.
- **Undead:** +2 Toughness; +2 to recover from Shaken; Called Shots do no extra damage; doesn't breathe; immune to disease and poison.
- **Weakness (Fire, Acid):** Fire and acid permanently destroy an animate hand. "Greater" versions can only be destroyed by the original owner. If he's deceased, it can be rendered inert by placing it with his body (or some meaningful possession if the body is no longer available).

AUTOMATON

Hellstromme Industries builds these mechanical abominations in the City o' Gloom and deploys them all over the Weird West to protect its various interests. Automatons are roughly humanoid in shape, consisting of a large torso housing a ghost rock boiler, piston-driven limbs, and a vented, cylindrical head. One arm ends in a pincer-like claw while the other terminates in a Gatling gun or flamethrower attached at the elbow.

The key to the automatons' intelligence is a zombie brain! Hellstromme reanimates dead brains and installs them into his automatons, making them heavily armored walkin' dead.

The metal monsters can't be reasoned with, can't be bargained with, don't feel pity or remorse, and absolutely will not stop until their foes are dead. You get the picture.

Hellstromme has no desire to see the inner workings of its invention exposed. Each automaton is wired with a powerful explosive that destroys the brain and most of its internal parts should the automaton suffer a fatal Wound or be captured.

Although the *Tombstone Epitaph* "revealed" the secret years ago, few civilized folks take such stories seriously. They still give the automatons a wide berth, though...

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d12, Vigor d12

Skills: Athletics d8, Fighting d8, Intimidation d6, Notice d6, Shooting d8

Pace: 4; **Parry:** 6; **Toughness:** 13 (4)

Gear: Gatling gun (Range 24/48/96, Damage 2d8, RoF 3, AP 2), 100 rounds of ammo.

Edges: Brute

Special Abilities:

- **Armor +4:** Heavy Armor. Automatons have thick iron plating.
- **Claw:** Str+d8.
- **Construct:** +2 to recover from Shaken; ignore 1 point of Wound penalties; immune to disease and poison.
- **Fearless:** Automatons are immune to Fear and Intimidation.



- **Gyrostabilizer:** The automaton suffers no recoil penalty when firing its Gatling.
- **Hardy:** A second Shaken result does not cause a Wound.
- **Self-Destruct:** If an automaton is Incapacitated, it explodes in an area equal to a Medium Blast Template, inflicting 3d6 damage on anyone within.
- **Size 1:** Automatons are considerably bulkier than a human.

★ AZTEC MUMMY

During certain periods of their history, the Aztecs practiced a form of mummification, particularly for those who were considered blessed or important. Occasionally, one of these mummies—usually that of a mighty king or priest—returns to the world of the living. These revenants usually inhabit ruins or other areas tied to their past, and often attract cults of human followers.



An Aztec mummy has a specific upkeep requirement. Every 20 days, it must obtain a new heart, fresh from a live human being.

The appearance of an Aztec mummy varies according to the freshness of its heart. With a new heart, the mummy is similar to a Harrowed—only detectable as undead with some effort. As the heart weakens, the mummy's skin begins to dry and tighten until, on the last day, it becomes little more than a dried-up, withered bag of walking bones.

Some Aztec mummies are buried with a small jade stone under their tongues. These stones protect the mummy from all forms of attack while in place (see below).

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d12, Vigor d10

Skills: Athletics d8, Common Knowledge d4, Fighting d10, Intimidation d8, Notice d8, Occult d8, Persuasion d6, Spellcasting d10, Stealth d6

Pace: 6; **Parry:** 7 or 6 (war club); **Toughness:** 9

Edges: Brave, Level Headed

Gear: An obsidian-edged, bladed war club (Str+d8, Parry -1).

Special Abilities:

- **Black Magic:** Aztec mummies have 20 Power Points and know the *beast friend*, *curse*, *puppet*, *stun*, and *zombie* powers.
- **Fear (-2):** Those encountering an Aztec mummy make a Fear check at -2.
- **Invulnerability:** An Aztec mummy with a jade stone under its tongue can be Shaken, but not Wounded, by damage from any source, even if it's directed at the abomination's heart.
- **Undead:** +2 Toughness; +2 to recover from Shaken; ignore 1 point of Wound modifiers; Called Shots do no extra damage; doesn't breathe; immune to disease and poison.
- **Weakness (Heart):** If the mummy takes damage to the heart from a Called Shot that causes at least a Shaken result, it causes an additional Wound as well (which may be Soaked with any others).
- **Weakness (Jade Stone):** Called Shots to the jaw (-4) knock the stone from the mummy's mouth with a Shaken or Wounded result, negating its Invulnerability.

- **Coup (Unstoppable):** A deader who counts coup on an Aztec mummy gains +1 Toughness (only once).

BLACK REGIMENT

The Black Regiment consists of reanimated soldiers slain on both sides of the Civil War, their uniforms stained black by their own blood. The only members of the unit who seem to have any individuality are the Lt. Colonel and the Bugler, whose horn sounds a bloodcurdling charge.

During critical battles between the Blue and Gray, the Black Regiment sometimes appeared to tilt the battle in favor of the loser, solely in the interest of sustaining further bloodshed. With the war over, the Regiment has moved West, encouraging bloodshed in armed conflicts or testing units who have become lax in their discipline.

The undead of the Black Regiment prefer to fight viciously rather than effectively, favoring charges with their rusty bayonets. They attack their enemies mercilessly, but don't act in any way to protect their "allies."

The Regiment always fields at least 10 men, and sometimes as many as 500! When a battle ends, the regiment returns to the Hunting Grounds, swelling its ranks with the recently deceased.

Fear: The horrors appear with a shrill, bone-shaking blast from the bugler, subtracting 2 from the rolls of all who hear it. Individual members have Fear as a Special Ability, but typically their foes must only roll once when the regiment first appears.

BLACK REGIMENT SOLDIER

One member of the Regiment is always a bugler, with the Resilient ability.

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

Skills: Athletics d8, Fighting d8, Notice d4, Performance d6, Shooting d6, Stealth d8

Pace: 6; **Parry:** 6 or 7 (bayonet); **Toughness:** 8

Gear: Spencer carbine (Range 20/40/80, Damage 2d8, AP 2), bayonet (Str+d6, +1 Parry, Reach 1).

Special Abilities:

- **Fear:** The Black Regiment causes Fear.

- **Fearless:** Soldiers of the Black Regiment are immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from Shaken; Called Shots do no extra damage; doesn't breathe; immune to disease and poison.
- **Coup (Terror Bugle):** A Harrowed who counts coup on the bugler gets his bugle. He can blow it once per encounter with a Performance roll. Success causes everyone within 24" to make a Fear check (at -2 with a raise).

★ BLACK REGIMENT COMMANDER

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

Skills: Athletics d8, Fighting d10, Intimidation d6, Notice d6, Shooting d6, Stealth d8

Pace: 6; **Parry:** 7; **Toughness:** 8

Edges: Command, Command Presence, Fervor, Hold the Line!

Gear: Colt Dragoon (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), saber (Str+d6).

Special Abilities:

- **Fear:** The Black Regiment causes a Fear check.
- **Fearless:** The commander is immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from Shaken; ignore 1 point of Wound modifiers; Called Shots do no extra damage; doesn't breathe; immune to disease and poison.
- **Coup (Commander):** A Harrowed who counts coup on a Black Regiment commander gains any one Leadership Edge he's eligible for.

BLOODWIRE

Related to tumblebleeds, this thorny, vine-like abomination is nigh indistinguishable from barbed wire. It camouflages itself along fences until prey approaches then lashes out, wrapping around its victim and draining blood through its thorny tendrils. Following a meal, the engorged bloodwire resembles a fat, red milkweed. It slowly slithers along the fence to lay a new ambush. Bloodwire is to blame for many range wars. Gunmen employed by opposing cattle barons assume their counterparts are responsible for the bloodwire's victims, whose wounds resemble small-caliber gunshots.

Attributes: Agility d6, Smarts d4 (A), Spirit d4, Strength d4, Vigor d4

Skills: Athletics d4, Fighting d6, Notice d4, Stealth d12+2

Pace: 6; **Parry:** 5; **Toughness:** 2

Special Abilities:

- **Blood Drain:** A bloodwire causes 2d4 damage on a successful Fighting attack, draining the target's blood through its tendrils. If it Shakes or Wounds the foe, he takes Fatigue from blood loss as well!
- **Fear:** Bloodwires cause a Fear check.
- **Size -2 (Small):** All bundled up, bloodwires are a mass of strands forming a two-foot diameter sphere.
- **Whip Thin:** Bloodwires are difficult to hit thanks to their peculiar dimensions, so attack rolls suffer a -4 penalty, in addition to any Scale penalties.

★ BONE FIEND

Bone fiends come from charnel pits or mass graves full of bones. A manitou possesses a single human skull, turning it black as pitch, and builds a massive, new form from the bones that surround it.

The "ebon skull" hides inside the rib cage for concealment and protection. The creature's body varies in appearance based on the available supply of bones, but generally looks like a large, humanoid skeleton with a longhorn skull.

Attributes: Agility d10, Smarts d8, Spirit d12, Strength d10, Vigor d10

Skills: Athletics d10, Fighting d12, Notice d6

Pace: 8; **Parry:** 8 or 7 (bone scythe); **Toughness:** 11

Edges: Fleet-Footed, Sweep (Imp)

Special Abilities:

- **Bite/Claws:** Str+d4.
- **Bone Blast:** When a bone fiend is destroyed, it shatters into a barrage of bone shards for 3d6 damage in a Large Blast Template.
- **Bone Scythe:** Bone fiends form massive scythes to reap their foes (Damage Str+d10, Two Hands, Parry -1).
- **Bone Shards:** The fiend can hurl shards of bone: Range 4/8/16, Damage 2d4, RoF 3.
- **Fear (-1):** Bone fiends cause Fear.
 - **Fearless:** Immune to Fear and Intimidation.

- **Reform:** If a bone fiend is Incapacitated, the ebon skull hovers over the body, losing its next turn as it reforms the body. The skull has Dodge (Imp) in this mode, but does not get the Armor of the rib cage (see below).

- **Size 2:** Bone fiends are 10 feet tall.

- **Undead:** +2 Toughness; +2 to recover from Shaken; ignore 1 point of Wound modifiers; Called Shots do no extra damage; doesn't breathe; immune to disease and poison.

- **Weakness (Ebon Skull):** A Wound to the skull (-4 to hit) destroys the bone fiend. It has 4 points of Armor while tucked inside the rib cage.

- **Coup (Bone Shards):** A Harrowed that absorbs a fiend's essence can hurl bone shards: Range 4/8/16, Damage 2d4, RoF 1.

★ BOOGEYMAN

The boogeyman is a spindly abomination made of dried twigs and sticks with a tumbleweed for a head. Absurd, you say? In fact it's *terrifying*. Once a creature of children's nightmares, the Reckoners gave this horror unholy life. It takes joy in frightening the young, whose elders rarely believe their tales. The boogeyman is careful not to let adults see it, going out of its way to ensure its young victims witness its cruel and deadly mischief. If it can frame some poor child for its deeds, all the better—it lives for mischief as much as terror and death.

Attributes: Agility d12, Smarts d8, Spirit d10, Strength d8, Vigor d8

Skills: Athletics d12, Common Knowledge d6, Fighting d12, Intimidation d10, Notice d6, Persuasion d8, Shooting d10, Stealth d12+2, Taunt d8, Thievery d10

Pace: 6; **Parry:** 8; **Toughness:** 6

Special Abilities:

- **Claws:** Str+d4.
- **Fear:** Anyone who encounters a boogeyman must make a Fear check. A hero with the Young Hindrance suffers -2.
- **Limited Invulnerability:** Adults (GM's call) just can't seem to kill a boogeyman.
- **Unbelievable:** Adults are skeptical of the boogeyman, believing only when they manage to catch sight of it. Persuasion rolls to convince them suffer a -2 penalty.

- **Weakness (Young):** Only the Young can permanently destroy a boogeyman.
- **Coup (Stealth):** A Harrowed who kills the boogeyman gains a die type to his Stealth skill, and a +2 bonus to Intimidation rolls against anyone with the Young Hindrance. On the flip side, the Harrowed now suffers +2 damage from attacks made by Young assailants.

BURNIN' DEAD

Burnin' dead are charred, skeletal bodies wreathed in auras of crackling flame. They shriek in constant agony as their flesh melts away. Thanks to the manitou's unnatural influence, burnin' dead never run out of fuel — they just keep on burning.

Attributes: Agility d6, Smarts d6, Spirit d4, Strength d10, Vigor d10

Skills: Athletics d6, Fighting d6, Intimidation d10, Notice d8, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 9

Edges: —

Special Abilities:

- **Burning Touch:** Every attack that hits, whether it causes damage or not, including Grapples, has a chance to set the victim on fire on a 5–6 on a d6. This causes d6 damage, rolled separately from any attack, and can grow as described under **Fire** in *Savage Worlds*.
- **Claws:** Str+d4.
- **Fear:** The sight of a burning, shrieking corpse prompts a Fear check.
- **Fearless:** Burnin' dead are immune to Fear and Intimidation.
- **Infection:** A character Shaken or Wounded by a burnin' dead must make a Vigor roll at –2 or contract ghost rock fever, a Chronic Disease (see page 86). A Critical Failure on the Vigor roll means she spontaneously combusts and perishes in a screeching flash of ghost rock residue. There's little left but smoking boots, some scorched clothes, and an odd limb or two.
- **Undead:** +2 Toughness; +2 to recover from Shaken; Called Shots do no extra damage; doesn't breathe; immune to disease and poison.

CARCAJOU

A carcajou is a nightmarish wolverine-like creature, roughly three feet tall. Its muzzle holds two rows of triangular, serrated teeth and its paws are tipped by three-inch long claws capable of scoring stone. The monster's fur is dark brown, shot through with lighter coloring around its muzzle. Its eyes are large, with oddly shaped and disturbingly human irises.

The carcajou is ferocious and ravenously hungry at all times. It preys on any animal, and can even wipe out small herds of cattle that wander too near its lair. Carcajou often strip trap lines (and, on occasion, their unlucky owners) and once it sets up housekeeping in a new lair it drives away all other animal life.

In order to conserve their energy, carcajou hide under rocky overhangs or fallen logs near game trails and water holes. They lunge at their prey in a whirlwind of fangs and fur, and usually make short work of any animal up to and including full-grown bears.

Attributes: Agility d10, Smarts d4 (A), Spirit d12, Strength d10, Vigor d12

Skills: Athletics d10, Fighting d12+2, Intimidation d10, Notice d8, Stealth d12, Survival d8

Pace: 10; **Parry:** 9; **Toughness:** 10 (1)

Edges: Frenzy (Imp), Rabble-Rouser, Quick

Special Abilities:

- **Armor +1:** Thick fur gives the carcajou additional protection.
- **Bite/Claws:** Str+d6, AP 2.
- **Dense Body:** +2 Toughness.
- **Fearless:** Carcajou are immune to Fear and Intimidation.
- **Hardy:** When Shaken a second time, carcajou don't suffer a Wound.
- **Size –1:** A carcajou is about the size of a medium dog.

CATAMOUNT

The catamount is a large wildcat that is nearly impossible to spot thanks to its chameleon-like fur. It often conceals itself in trees and is an uncanny mimic, often imitating human screams or even cries for help.

As intelligent as the average cowpoke and twice as big, the catamount is

★ CHINOOK

a fearsome abomination. It stalks hunters and often turns their own traps against them. Catamounts are found primarily in the West's major mountain ranges: the Cascade, Sierra Nevada, Wasatch, and Rocky Mountains.

Attributes: Agility d12, Smarts d6, Spirit d8, Strength d12, Vigor d10

Skills: Athletics d12, Fighting d10, Intimidation d10, Notice d10, Performance d8, Stealth d12+2, Survival d10

Pace: 8; **Parry:** 7; **Toughness:** 9

Edges: Fleet-Footed, Frenzy (Imp), Quick

Special Abilities:

- **Bite/Claws:** Str+d6.
- **Caterwaul:** A catamount's yowl can be heard up to a mile away. Its Intimidation Tests affect everyone within 12".
- **Low Light Vision:** Catamounts ignore Dim and Dark Illumination penalties.
- **Mimicry:** A catamount can alter its cry to sound like a call for help or the scream of a woman or small child.
- **Pounce:** A catamount can leap to attack. If it makes a Wild Attack, it adds +4 to its damage instead of +2.
- **Size 2:** Catamounts are eight feet long.

The chinook's name is an Indian term for the warm winds that cause early thaws in the Pacific Northwest. Like those winds, the creature can cause extreme changes to local weather patterns, resulting in flooding, drought, storms, and other hazards.

The chinook is a massive, gray and brown beast that resembles a cross between a grizzly and a giant wolverine. It possesses wide, massive paws that allow it to move easily over snow or through mud, chasing down prey over any terrain type with startling ease.

The beast hibernates in summer but emerges from slumber in the late fall to wreak havoc through the following spring. Once awake, it's drawn to the fringes of human habitation and alters the local weather conditions to produce the most hardship possible. Indian tribes suffer most given their relationship with the environment, and might gather war parties to look for chinooks when something upsets their ecosystem.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d12+2

Skills: Athletics d8, Fighting d10, Notice d6, Stealth d10

Pace: 8; **Parry:** 7; **Toughness:** 12

Edges: Fleet-Footed

Special Abilities:

- **Bite/Claw:** Str+d8.
- **Size 3:** Chinooks are as large as a fully grown Kodiak bear.
- **Weather Control:** The creature can surround itself with an aura of biting cold or blazing heat the size of a Large Blast Template. Anyone else within is Distracted until the end of a turn after moving out of it.

CHUPACABRA

Legend says these small gray or brown creatures were once humans who betrayed their families. Now they scurry about in the shadows, joining hidden herds and feeding on their livestock (the name means "goat-sucker" in Spanish).

Greater or "true" chupacabras are those whose betrayal resulted in some great tragedy for their families. They're



Wild Cards with Strength and Fighting d10. They often lead herds of 20+ other chupas.

Chupacabra are vaguely monkey-like with large heads, long arms, and short legs. Their hands and feet end in vicious claws, and they have round mouths filled with jagged teeth. The creatures are nocturnal, and their large, round, milky black eyes provide excellent night vision.

Besides drinking blood, chupacabras also like eating the soft, tasty bits of critters, such as eyes and lips. They've even been known to stick their long arms down a critter's throat to pick out other "delicacies."

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d6, Notice d8, Stealth d12+2, Survival d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Edges: Dodge (Imp), Frenzy (Imp)

Special Abilities:

- **Bite/Claws:** Str+d6.
- **Fear:** "Chupas" cause Fear.
- **Low Light Vision:** Chupacabras ignore Dim and Dark Illumination penalties.
- **Trackless:** Chupas are hard to track. Survival (tracking) rolls to follow them are made at -4.
- **Coup (Trackless):** Harrowed who defeat a true chupacabra gain its Trackless ability. The deader can't turn the ability off if it ever becomes an issue though.

CLOCKWORK TARANTULA

Clockwork tarantulas stand about three feet tall and resemble enormous, mechanical versions of their namesakes. Eight gear-driven legs, each over a yard long, emerge from the bulbous, armor-plated body. Within this hard steel carapace are the pistons and devices that give the creature "life." The head contains a set of sharpened, hollow tubes that function as the mechanism's primary weapons, or "fangs."

These are another of Hellstromme's devices, originally designed for the Great Rail Wars. Like automatons, the duplication of these machines is beyond the ken of most inventors, and for the same reason. But clockwork tarantulas don't rate human brains. They get reanimated animal brains!

The mechanical arachnids are terrifying opponents, made more so by the potent acid they inject or spray at targets. Should a clockwork tarantula be defeated, its remaining acid is released to destroy the creature, thus concealing the method of its construction.

Attributes: Agility d8, Smarts d4 (A), Spirit d4, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d8, Notice d6, Shooting d8, Stealth d8, Survival d6

Pace: 6; **Parry:** 6; **Toughness:** 6 (2)

Gear: Acid sprayer (Range 1/2/4, Damage 2d6, RoF 2, AP 5). A target Shaken or Wounded by the attack takes 2d4 damage at the start of his next turn.

Special Abilities:

- **Acidic Bite:** Str+d4. A target Shaken or Wounded by the attack takes 2d4 damage at the start of his next turn from a painful inject of acid!
- **Armor +2:** Clockwork tarantulas are covered in metal plates.
- **Construct:** +2 to recover from Shaken; immune to disease and poison.
- **Fearless:** Clockwork tarantulas are immune to Fear and Intimidation.
- **Self-Destruct:** When a clockwork tarantula takes a Wound, it releases acid into its braincase to dissolve the brain.
- **Size -1:** Clockwork tarantulas are the size of medium dogs.
- **Wall Walker:** A clockwork tarantula can walk on vertical or inverted surfaces at its full Pace, and may run.

DESERT THING

Desert things are loathsome horrors lurking beneath the soft sands of southwestern deserts. They move slowly beneath the dunes, setting up shop along busy trails or in or near a water hole. When a hapless traveler passes by, the thing grabs its legs or hooves with long tentacles and drags it into its insatiable circular maw.

Attributes: Agility d8, Smarts d4 (A), Spirit d4, Strength d12+2, Vigor d12

Skills: Athletics d10, Fighting d8, Notice d6, Stealth d12+2

Pace: 2; **Parry:** 6; **Toughness:** 15 (2)

Special Abilities:

- **Armor +2:** This critter has rubbery skin.
- **Bite:** Str+d10, AP 3. Desert things only bite after grappling prey with tentacles.
- **Burrow:** Pace 6".
- **Seismic Sensors:** Desert things sense prey by vibrations in the sand. They can detect a human's movement up to 25" (50 yards) distant. Double that distance for heavy critters like horses, and triple it for steam wagons and the like.
- **Size 5 (Large):** The enormous bulk of the desert thing, as big as a hippo, is hidden beneath the sand.
- **Tentacles:** A desert thing has four tentacle actions and Reach 5. Bound or Entangled prey may be bitten as usual.

DEVIL BAT

Devil bats live in the Badlands of the Dakota Territory. The Sioux call them *kinyan tiwicakte*, which means, "flying murderer."

These critters are nocturnal predators that hunt in packs. They attack by hurtling from the night sky and grabbing prey with their taloned feet. If successful, the bat races into the air and drops its prey from the apex of its swoop, hoping to dash it to death on the ground below. The things then settle down to devour the victim, whether it's dead or merely stunned.

Attributes: Agility d10, Smarts d8 (A), Spirit d8, Strength d12+1, Vigor d8

Skills: Athletics d10, Fighting d10, Intimidation d10, Notice d8, Stealth d12+2

Pace: 4; **Parry:** 7; **Toughness:** 6

Edges: Quick

Special Abilities:

- **Claws:** Str+d4.
- **Death from Above:** When a flying devil bat hits with a raise, it doesn't cause additional damage. Instead, the prey is Entangled and the bat's movement stops for the turn. On its next turn, the bat soars into the air and drops its prey for 4d6 damage.
If the victim goes before the devil bat, he can try to hang on by making a Grappling roll himself. An Entangled result means he hangs on and can't be dropped (and is no longer Entangled himself). A Bound result means he forces it to ground low enough to drop safely. The bat can never Bind a foe while flying.
- **Fear:** Devil bats are freakish creatures with massive wings and snarling faces. They provoke a Fear check.
- **Flight:** Pace 16".
- **Sonar:** Devil bats "see" by sonar. If its prey has the guts to stand still among other obstacles (like rocks and such), the thing subtracts 2 from its Fighting roll. This requires a Fear check at -2. Failure means the victim flinches or moves, allowing the bat to "see" him and eliminate the penalty.



⊗ DEVIL BAT KING

Like the Reckoners' tactics, some of the creatures they conjured from travelers' nightmares have evolved and become even more deadly. Devil bat "kings" are larger and more powerful than most of their kind. More importantly, they breathe fire! The *Tombstone Epitaph's* Lacy O'Malley has coined the term "dragon bats," but since they rule their local flock, devil bat king has become the official name in Chapter 13 of the Rangers' *Fugitives from Justice*.

Devil bat kings have the same profile as devil bats, but are Vigor d12, Toughness 8, and can breathe fire once per turn:

- **Breathe Fire:** Cone Template, 3d6 damage.

DREAD WOLF

Dread wolves have blood-red eyes and constantly drool bloody saliva that coats their fur with gore. Their ferocious appearance is accentuated by the carrion stench that clings to their mangy pelts. The smell and sight of a dread wolf causes normal animals to flee, and it doesn't do much good for people either.

These creatures, also called blood wolves or banshee wolves, are sometimes created when a pack of normal wolves consumes a supernatural corpse. The corrupted flesh transforms the animals into the Reckoners' servants, infecting them with "bad blood," an unnatural form of rabies.

Otherwise, dread wolves act much like normal wolves, traveling in packs, coordinating attacks, and looking for easy prey.

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d8, Vigor d10

Skills: Athletics d8, Fighting d8, Intimidation d10, Notice d6, Stealth d8

Pace: 10; **Parry:** 6; **Toughness:** 7

Edges: Fleet-Footed

Special Abilities:

- **Bite:** Str+d6.
- **Howl:** As an action, dread wolves may make an Intimidation Test against a single target within 12". The pack can do this together as a group roll.

- **Infection:** Anyone Shaken or Wounded by the bite of a dread wolf must make a Vigor roll or gain the Berserk Edge and Night Terrors Hindrance, which can only be cured via magical *healing* with the Neutralize Poison modifier. This particular infection is highly supernatural and can even affect the Harrowed.

DUST DEVIL

These vicious killers are long, whip-like creatures. They lie dormant in the dusty deserts of the southwest until they sense prey. Then they whip themselves into a whirlwind and race in for the kill.

Dust devils attack by centering on their prey and whirling around it with their spiny, serpentine bodies. They attack from the center of their dirt-filled whirlwinds, making them difficult to see or hit with normal weapons.

Attributes: Agility d8, Smarts d6 (A), Spirit d4, Strength d12+2, Vigor d8

Skills: Athletics d8, Fighting d12, Notice d8

Pace: 12; **Parry:** 8; **Toughness:** 6

Special Abilities:

- **Deflection (-4):** Physical attacks against a dust devil are made at -4. Ranged projectiles that miss are sucked into the whirlwind and spat back out at a random target, hitting automatically for regular damage (no raise)!
- **Whirlwind:** The dust devil is the size of a Medium Blast Template. Anyone inside the template takes Str+d4 in damage and is Distracted until the end of their next turn after moving out of it (this stacks with its Deflection). Goggles protect against the Distracted effect.
- **Coup (Reap the Whirlwind):** Once a Harrowed absorbs a dust devil's essence, ranged attacks against him subtract 2. This stacks with Dodge and similar Edges, powers, or abilities.

DUSTER

Dusters are scrawny, emaciated, rabbit-like creatures that blend in well with their surroundings. In the Weird West, looks can be deceiving, and the duster is no exception. Per ounce, they're the cutest little killers in the Weird West.

These critters live by sucking the water out of other living beings. Those who live to tell of encounters with them believe the desert wouldn't be dry if it wasn't for these malevolent furballs.

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d4-1, Vigor d6

Skills: Athletics d6, Fighting d6, Notice d10, Stealth d10, Survival d10

Pace: 8; **Parry:** 5; **Toughness:** 3

Edges: Alertness, Fleet-Footed, Quick

Special Abilities:

- **Size -2 (Small):** Dusters are the size of jackrabbits.
- **Water Drain:** A duster dehydrates a victim up to 12" distant with a sorrowful gaze. This is an action but requires no roll by the duster. The victim must make a Vigor roll or take a level of Fatigue. This can lead to death.
- **Water Sense:** A duster can sense even a cup-full of water within a mile.
- **Weakness (Water):** Oddly, splashing a duster with water causes 2d4 damage! Immersion in water kills it instantly.

FAMINITE

Victims of a hunger spirit (see page 171) become "faminites." These piteous creations aren't undead, though they may look it with their emaciated forms, jagged fingernails, and snarling, ravenous features.

Faminites lose all sense of self and are relatively mindless. They chase anything edible, including humans if there's nothing else on hand. They might take a shot or two at fleeing prey, but then drop the weapon and run after them.

Faminites don't eat their own, but it might take a few bites before they realize a new victim is infected. Sadly, no matter how much a faminite manages to wolf down, its hunger is never sated. The only way to cure a faminite outbreak is to kill the hunger spirit that spawned it.

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

Skills: Athletics d6, Common Knowledge d4, Fighting d6, Notice d4, Persuasion d4, Shooting d4, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 4

Gear: None. It's rare, but they can pick up and use gear if needed.

Special Abilities:

- **Bite/Claw:** Str+d4.
- **Fear:** The very unsettling sight of a faminite causes a Fear check.
- **Infection (-2):** Anyone Shaken or Wounded by a faminite's bite or claw must make a Vigor roll at -2 or become a faminite in d4 rounds. *Healing* with the Neutralize Disease modifier eliminates the condition, as does killing the hunger spirit who spawned the outbreak.
- **Size -1:** Faminites are thinner than your average Joe.

FLESH JACKET

Flesh jackets are fashioned by evil cults who desire to control others, usually a powerful figure who can cover their insidious actions.

The jacket is created by black magic and ritually excising the skin of a willing victim. It's often kept in brine, vinegar, or on ice to preserve it until the victim is vulnerable, usually either sleeping or captured.

The thing is then sent after a specific target. It has enough intelligence to hide and ambush a foe, wait until he's sleeping, or follow the basic instructions of its creator, but is otherwise non-sentient.

On its own, a flesh jacket is a disgusting, slithering mass of human skin, intact save for a slit up the back and the absence of all skin above the neckline. When hunting, it crawls slowly across the ground to its victim, then envelops him or her. If it's successful, the unfortunate is under the complete and total control of the black magician who created it. The victim will do anything instructed, including harming those he or she loves.

Use the host's profile when the jacket has enveloped a victim, or the profile below when it's just a blubbery skin sack.

Attributes: Agility d4, Smarts d4 (A), Spirit d8, Strength d4, Vigor d4

Skills: Athletics d6, Fighting d4, Notice d6, Stealth d8

Pace: 2; **Parry:** 4; **Toughness:** 4

Special Abilities:

- **Damage Allocation:** The flesh jacket can't be targeted unless the host is

Bound or helpless — then it can be flayed off with a Healing roll at -2. Failure causes the host a Wound (two on a Critical Failure). The *healing* power can't be used to remove a skin jacket, but can be used to heal the victim.

- **Envelop:** Flesh jackets take over a host by grappling. Their stretchy, fleshy skin adds +2 to Grappling attempts. Once a victim's Bound, he's controlled.
- **Fear (-1):** Seen without its host, a flesh jacket prompts a Fear check.
- **Wall Walker:** Hostless flesh jackets can walk on vertical or inverted surfaces at their full Pace, and may run.

GAKI

The gaki is an emaciated spirit with an unquenchable desire for something strange — it could be ghost rock, animals, people, or stranger things. This is why they're sometimes called "hungry ghosts."

The creatures were drawn from the nightmares of Asian immigrants, and in the American West have gained the ability to shape-change as well. They might appear as joyful travelers asking for whatever it is they crave or seductive strangers luring in those they think have whatever they're looking for.

After it's taken what it wants from a victim it may use their appearance as a lure to capture others, but it has no knowledge of the person's memories or personalities. It can only mimic the physical form.

If the thing decides to attack, it first shifts into its normal visage — requiring a Fear check — then screams and transforms over the round into a monstrous-looking cat-like horror.

This profile is for the humanoid form. Use the profile for a **Mountain Lion** (page 153) when in cat form, including the Invulnerability, Slow Regeneration, and Weakness Special Abilities. Most gaki are not Wild Cards, but leaders of gaki clans are.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d8, Vigor d8

Skills: Athletics d6, Common Knowledge d6, Fighting d8, Notice d8, Occult d6, Persuasion d6, Stealth d8, Survival d10

Hindrances: Greedy, Ruthless (Major)

Edges: Frenzy (Imp)

Pace: 6; **Parry:** 6; **Toughness:** 6

Special Abilities:

- **Bite/Claws:** Str+d4.
- **Invulnerability:** Gaki take no damage from non-magical attacks.
- **Fear:** Anyone who sees a gaki in its true or cat-like form must make a Fear check.
- **Shape Change:** A gaki can mimic another human or appear as a monstrous cat. Changing form takes a full round. It can't do anything else during this time.
- **Slow Regeneration:** A gaki makes a natural healing roll once per day.
- **Weakness (Magic):** A gaki takes full damage from magical attacks.

GHOST

Ghosts come in a wide variety of types. Poltergeists tend to throw things, shades haunt particular families or places, and phantoms are frenzied killers. Exactly what powers your ghost has are up to you, but here are the details on the most common.

Particularly powerful ghosts are Wild Cards and should have additional skills or Special Abilities as fit the person they were in life.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6

Skills: Athletics d12, Common Knowledge d6, Fighting d6, Intimidation d10, Notice d10, Persuasion d4, Stealth d12

Pace: 8; **Parry:** 5; **Toughness:** 5

Special Abilities:

- **Anchor:** Some ghost have anchors which tie them to the world of the living. An anchor may be any thing, place, or person important to it in life. Such spirits may not travel more than one mile from their anchor.
- **Chill of the Grave:** A ghost may make a Touch Attack that deals 2d6 damage. Only magic armor protects against this damage. The damage is usually non-lethal, but particularly vicious spirits can kill if they choose to do so.
- **Ethereal:** Ghosts can become invisible and immaterial at will and can only be harmed by magical attacks.

- **Fear:** Anyone who sees a ghost must make a Fear check. Some ghosts are more terrifying; subtract 2 to 4 from Fear checks if they're particularly grisly.
- **Nightmares:** Some ghosts can affect the dreams of those who sleep in their haunting place. This gives a target the Night Terrors Hindrance (page 16).
- **Poltergeist:** Once per encounter, a ghost can create a storm of objects in an area the size of a Large Blast Template. The storm may move up to 12" per round, and lasts up to 5 rounds. Anyone inside suffers 2d4 damage per round.
- **Terror:** The ghost reveals its most heinous form, forcing witnesses to make a second Fear check with a -2 modifier.
- **Weakness (Banishment):** Ghosts are susceptible to the *banish* power, but they return to the anchor in 2d6 hours as long as it remains intact. Most ghosts can be permanently laid to rest if a hero manages to rectify whatever caused them to remain in our world. This might be anything from finding out some hidden truth to avenging a murder, or properly burying their remains.

GHoul

Ghouls are pale, clammy creatures that lurk in graveyards and scavenge the dead or dying. They prefer fresh meat so they're often found near battlefields, grabbing those too badly wounded to defend themselves and dragging them into hidey-holes to finish their grisly feast.

Ghouls are humanoid in appearance. Sometimes they're created from pure nightmare by the Reckoners; other times they're actually a transformed man or woman who committed the blasphemy of consuming human flesh.

Ghouls are pitiful wretches with a stooped, shuffling gait. Their skin is corpse-gray and covered in sores and pustules from the constant infections that plague them.

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d8, Vigor d10

Skills: Athletics d8, Common Knowledge d6, Fighting d6, Notice d8, Persuasion d4, Stealth d10

Pace: 6; **Parry:** 5; **Toughness:** 7

Special Abilities:

- **Bite/Claw:** Str+d4.
- **Fear:** Seeing a ghoul spurs a Fear check.
- **Low Light Vision:** Ghouls ignore penalties for Dim and Dark Illumination. Their eyes have a slight red glint.
- **Poison:** Anyone Shaken or Wounded by a ghoul's bite or claws must make a Vigor roll against Paralyzing Poison (see *Savage Worlds*).
- **Weakness (Light):** Ghouls suffer a -2 penalty to all Trait rolls in light brighter than a torch.

★ GHoul KING

Ghouls live in large groups underground, where they're led by a bloated, bestial Ghoul King or Ghoul Queen. Each is different, but the profile below serves as an example of one such creature currently ruling the brood beneath Dodge City, Kansas.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d12, Vigor d10

Skills: Athletics d8, Common Knowledge d10, Fighting d10, Notice d8, Persuasion d8, Stealth d8

Pace: 6; **Parry:** 7; **Toughness:** 7

Edge: Command, Counterattack, Fervor, Sweep (Imp)

Gear: Large bone club (Str+d8).

Special Abilities:

- **Bite/Claw:** Str+d4.
- **Fear (-2):** Ghoul kings are terrifying creatures.
- **Low Light Vision:** Ghouls ignore penalties for Dim and Dark Illumination. Their eyes have a slight red glint.
- **Poison:** Anyone Shaken or Wounded by a ghoul's bite or claws must make a Vigor roll against Paralyzing Poison (see *Savage Worlds*).
- **Weakness (Light):** Ghouls suffer a -2 penalty to all Trait rolls in light brighter than a lantern.

★ 'GLOM

A 'glom — short for conglomerate — is a group of corpses joined together into a horrifying mass and animated by an especially strong manitou. The parts of the component bodies can be seen clearly, although they're merged inseparably into a single abomination. The creation of a 'glom requires at least two

corpses. One corpse, in which the manitou houses its primary essence, must be relatively intact, but the others needn't be so tidy.

Most 'gloms are formed from considerably more than two corpses, usually at the site of a recent battle. Even more terrifying is the 'glom's ability to join additional corpses to its seething mass, increasing its power proportionately.

'Gloms use their limbs and whatever weapons are handy to kill any living person in sight, then add those corpses to their mass. 'Gloms can wield guns if available, though since their limbs often flail wildly, any shots they fire are made at a -2 penalty.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d8 (see '**Glom**', below), Vigor d8

Skills: Athletics d8, Fighting d8, Intimidation d6, Notice d10, Shooting d6, Stealth d4

Pace: 6; **Parry:** 6; **Toughness:** 9

Gear: 'Gloms carry weapons according to the number of hands they possess.

Special Abilities:

- **Claws:** Str+d4.
- **Fear (-2):** Anyone seeing a horrible 'glom must make a Fear check at -2.

- **Fearless:** 'Gloms are immune to Fear and Intimidation.
- **'Glom:** A 'glom takes a full round to add a corpse to its mass. For every additional corpse it adds, the thing gains a die type in Strength and Vigor and +1 Size. A 'glom may grow as large as 10 corpses (Strength and Vigor d12+7, Size 9, Toughness 22); after that it splits into two equal 'gloms.

A 'glom can take three Wounds, plus one additional Wound for every corpse after the third. A 'glom made of five bodies, for example, can take five Wounds before it's destroyed.

- **Size 1:** 'Gloms start as two corpses.



- **Undead:** +2 Toughness; +2 to recover from Shaken; ignore 1 point of Wound modifiers; Called Shots do no extra damage; doesn't breathe; immune to disease and poison.
- **Weakness (Head):** A Notice roll at -1 for each 'glommed body (-4 max) reveals which of a 'glom's many heads is the primary. If it's destroyed the entire thing dies instantly.
- **Coup ('Glom):** Deaders who absorb a 'glom's mojo gain its 'Glom ability to absorb a corpse, but only one. It takes a full round to add or remove a 'glommed corpse, and using this power provokes a Fear check for witnesses, and probably an angry mob if townsfolk see it!

GREMLIN

Gremlins are devious little critters that infect mechanical devices. Their spirit form resides within, and causes the device to malfunction more often than usual.

Gremlins sometimes come into the world when a mad science device malfunctions and temporarily rips a hole into the Hunting Grounds. The things flock to the breach in a mad frenzy, hungry to escape. Most immediately inhabit a device, but some roam for a time in physical form looking for juicier targets.

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

Skills: Athletics d10, Common Knowledge d4, Fighting d8,

Notice d8, Stealth d10, Thievery d10

Pace: 5; **Parry:** 6;

Toughness: 2

Special Abilities:

- **Claws:** Str+d4.
- **Inhabit:** As a free action, a gremlin may become ethereal and inhabit any type of machine (though the inventions

of mad scientists and infernal devices are their favorites). Once inside, they're trapped there until forced out (see below). The number of gremlins a device holds depends on its size. Small items hold up to four creatures, medium devices (bigger than a breadbox) up to eight, and large machines (e.g., a steam wagon), may contain up to 12 gremlins.

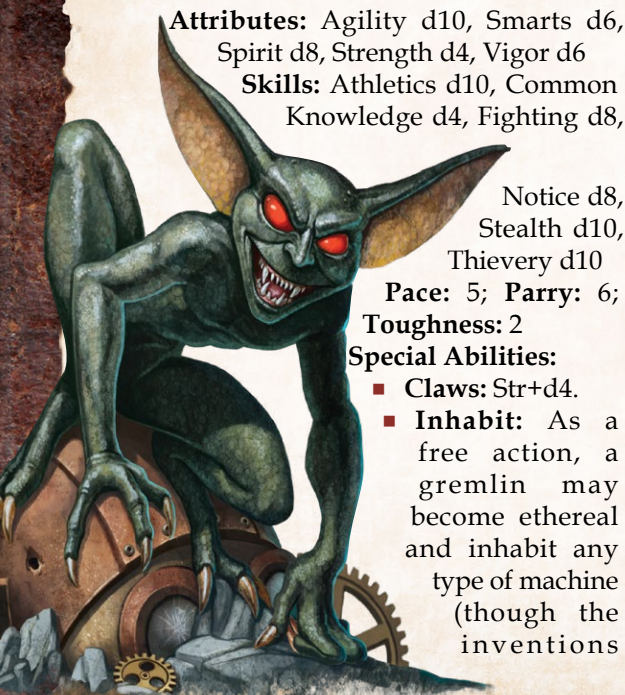
- **Invulnerability:** As long as they're inhabiting a device, gremlins are impervious to mundane and magical attacks. They can't even be Shaken or Stunned while nestled in a cozy device.
- **Jinx:** Every two gremlins in a device (round up) inflicts a -1 penalty to use it. If the device is a mad scientist's gizmo (his power) or an infernal device, all Malfunctions are Catastrophic!
- **Size -3 (Very Small):** A gremlin is thin and 18" tall.
- **Weakness (Destruction):** Gremlins remain in a device until it's destroyed, a successful *banishment* is performed on it, or the device enters consecrated ground. If any of these things happen, the creatures erupt from the device in physical form and may be slain normally. They can't inhabit another device for at least 24 hours, so they try to escape as quickly as possible.

★ HANGIN' JUDGE

From 1863-69, five Confederate circuit judges—Hiram Jackson, Cyrus Call, Luther Kirby, Moses Moore, and Marcus Lafayette—formed a secret alliance to steal land, ruin rivals, and eliminate anyone who stood in the way of their wealth and fame. All who opposed them were framed for "hangin' offenses," and hauled to the lynching tree.

After six years of tyranny, the hot-blooded Texas locals fought back. They rounded up the judges and hanged them from trees all along the Chisholm Trail as a warning to other authorities who would abuse their power. The Reckoners seized this opportunity to infuse the judges' spirits with unholy energy and send them back to earth.

Now the hangin' judges stalk the Chisholm by night, terrorizing anyone who crosses their path. They might decide blue is illegal



one day and whistling is a hangin' offense the next. Being from Texas is always a heinous crime in these horrors' evil book of law. Whatever "charge" they bring, the judges' sentences are always of the fatal variety. And death is the judges' stock in trade.

Hangin' judges are solitary and relentless hunters but avoid towns and other large congregations of people. Hangin' judges never speak except to whisper their prey's offense over and over. Their prey is often found lynched from a tree with their offense written on their forehead in blood.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12, Vigor d8

Skills: Athletics d8, Common Knowledge d8, Fighting d12, Intimidation d12, Notice d8, Persuasion d10, Shooting d12+2, Stealth d12

Pace: 8; **Parry:** 10; **Toughness:** 6

Edges: Ambidextrous, Block (Imp), Dodge (Imp), Level Headed (Imp), Marksman, Master (Shooting), Nerves of Steel (Imp), Quick, Two-Gun Kid

Special Abilities:

- **Colt Revolvers:** Judges carry two single-action Army revolvers that never need reloading (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1).
- **Fear (-2):** Hangin' judges provoke a Fear check at -2.
- **Fearless:** Hangin' judges are immune to Fear and Intimidation.
- **Invulnerability:** Hangin' judges can't be Wounded by anything other than their Weakness, see below.
- **Pistol Scythes:** Str+d6. The pistols of these horrors are fitted with scythes the judges can use in melee combat.
- **Weakness (Bullets of a Law Dog):** Hangin' Judges can be Wounded by bullets fired by a duly authorized law man or woman. If this "kills" the creature, it dissipates and comes back the following night.
- **Weakness (Hangin':)** The only way to permanently destroy a judge is to hang 'im high. Otherwise it returns

the following night, likely Hell-bent on revenge.

- **Coup (Revolvers):** Hangin' judges are horrors of the highest order. A Harrowed who counts its coup gets one of its revolvers as coup. The gun won't fire a single shot in the hands of a living person, but a Harrowed need never reload.



HORNED SERPENT

A horned serpent's belly is solid black, while the rest of its long body is covered with scales of varied green and blue hues. Its head is viper-like, similar to a rattlesnake or water moccasin. But from the crown of its head to the base of its neck runs a series of small, bony horns. On either side of this crest is a sharp, two-foot-long horn.

These creatures dwell in the deeper rivers of the Southwest. They lurk just beneath the surface, waiting for unwitting prey to approach for a life-saving drink.

When the serpent strikes, it delivers a poisonous bite, then coils around its victim to hold the poor sap while it feasts. The horned serpent uses its shape-changing ability to hunt outside its normal domain, but if its true nature is discovered, it reverts to its serpent form and attempts to escape. If it's cornered, it doesn't give up without a fight.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d10, Vigor d8

Skills: Athletics d8, Fighting d8, Notice d8, Stealth d10

Pace: 6; **Parry:** 6; **Toughness:** 6

Special Abilities:

- **Aquatic:** Pace 12".
- **Bite:** Str+d4.
- **Constrict:** +2 to Athletics and Strength rolls when grappling.
- **Horns:** Str+d6. May charge.
- **Poison (-2):** Anyone Shaken or Wounded by the serpent's bite must make a Vigor roll at -2 or suffer the effects of Knockout Poison (see Poison in *Savage Worlds*).
- **Shape Change:** Horned serpents have the *shape change* power, activated with Athletics and costing no Power Points. It can change its shape to become identical to any creature it preyed on in the last 24 hours. It may remain in that form indefinitely.

HUMBUG

The mercifully rare humbug is related to the common cicada. It mostly keeps to itself, but when it gets the urge to mate it lets out a terrible screeching whine intended to attract a humbug of the opposite sex. Unfortunately, the noise covers a

huge range of frequencies at a ridiculously high volume.

The humbug's mating call is so piercing it prevents anyone from sleeping for miles around. Sadly for the humbug, they're rare and it usually takes a solid month to find a mate.

The random, on-and-off nature of the humbug's sonic drone drives locals into a tizzy. After a couple of days without sufficient shut-eye or even the ability to hold a decent conversation, the locals get irritable and prone to violence.

The humbug is a cowardly little critter that loves to hide in hard-to-reach places and flies away quickly when it feels cornered. Finding its specific hidey-holes takes an hour of searching—the sound reverberates in such a way as to make them hard to pin down—and a Survival roll at -4. Once found, it emits its sonic attack (see below) and flies to a new hiding place.

Attributes: Agility d6, Smarts d4 (A), Spirit d4, Strength 1, Vigor d4

Skills: Athletics d4, Fighting d4, Notice d8, Stealth d12

Pace: 1; **Parry:** 4; **Toughness:** 1

Edges: Danger Sense

Special Abilities:

- **Bite:** Str.
- **Flight:** Pace 20".
- **Size -4 (Tiny):** A humbug is the size of a scarab beetle.
- **Shatter:** Glass shatters within 10 yards of the humbug, including vials, eyeglasses, camera lenses, scopes, and even glass eyes!
- **Sonic Attack:** A threatened humbug emits a sonic screech as an action. Everyone in a Large Blast Template centered on the critter must make a Vigor roll or suffer 2d4 damage. Armor doesn't protect, but thick wax earplugs reduce the bone-rattling damage by 2.
- **Sonic Drone:** Everything within five miles of the humbug vibrates at a frequency that drives humans mad, even the deaf. Sleeping with a humbug nearby takes a Spirit roll at -6, or -2 with thick wax earplugs or the Hard of Hearing Hindrance. See Sleep in *Savage Worlds* for the effects of sleep deprivation.

HUNGER SPIRIT

A mighty, demonic creature once ravaged the Far East. It ran rampant, causing blights, destroying villages, and killing thousands. The grotesque spirit looks like a nine-foot-tall, dessicated corpse with gangly arms and legs. A groaning, tentacled face protrudes from its open, gory chest cavity, gibbering and screaming its rage.

Those who came in direct conflict with the demon began to starve, eventually becoming so consumed by hunger they became ravenous, near-mindless creatures called “faminites” (see page 164). The bite and claws of those infected spread the condition further, until entire villages were devastated.

Eventually, a band of Chinese heroes tracked the horror and drove it to the sea. But the creature survived and eventually found its way onto a ship bound for the New World—America!

The spirit hid in the shadows of the hold, driving the crew mad with insatiable hunger. The vessel soon became a ghost ship, drifting across the Pacific until the Reckoners guided it into the western edge of the Maze.

Ensconced near the City of Lost Angels before the Flood, the spirit went to work again, lairing in the wreckage and driving the locals insane with hunger. Once again, desperate heroes cornered the thing and killed it. But this time it had learned to spread its essence in the faminites it had already turned. Some of those same tortured individuals became new hunger spirits, lairing in dark seclusion across the West and spreading starvation at Famine’s whim.

Attributes: Agility d10, Smarts d10, Spirit d8, Strength d12+2, Vigor d10

Skills: Athletics d10, Fighting d10, Intimidation d12, Notice d10, Stealth d10, Taunt d12

Pace: 4; **Parry:** 7; **Toughness:** 9

Edges: Sweep (Imp)

Special Abilities:

- **Claws:** Str+d8, Reach 2.
- **Fear (-2):** The creature is truly terrifying to behold, causing a Fear check at -2.
- **Immunity:** The spirit is immune to mundane attacks. Magical attacks do half damage.

- **Induce Hunger:** The spirit’s top head can scream once per round as an action, inducing intense hunger in every foe within 12”. Those who fail take a level of Fatigue. Anyone Incapacitated by the attack rises as a faminite the following round! If given blessed food of some kind (like a holy wafer), or magically *healed* with the Neutralize Disease modifier, the victim remains Incapacitated but can no longer become a faminite from this particular hunger spirit.
- **Laughing Head:** The head inside the hunger spirit’s ribs can Taunt a foe, gibbering and laughing incoherently at them. This doesn’t incur a Multi-Action penalty for the horror.
- **Regeneration (Fast):** The hunger spirit makes a natural healing roll as a free action at the end of its turn.
- **Size +2:** The spirit’s body is tall and lanky with a wide, exposed ribcage.
- **Weakness (Chest):** A magical, Called Shot (-4) that causes a Wound to the laughing head destroys the spirit forever!
- **Coup:** The Harrowed finds herself with a nagging hunger that never quite goes away, but she can now attempt natural healing rolls without having to consume meat — though at a -2 penalty.

JACKALOPE

Jackalopes are bad omens. They stalk a party and wait for bad luck to strike, then feed off the remains of those who don’t survive it.



These little beasts look like jackrabbits with antlers, and they're damned hard to kill. They have a sixth sense that warns them of danger, and they're fast enough to get out of the way of it.

On the plus side, jackalope feet are good luck charms. Anyone wearing one starts each session with an additional Benny (this stacks with the Luck or Great Luck Edge). This lasts for about a month before the magic runs out and the foot rots away.

Attributes: Agility d8, Smarts d10 (A), Spirit d4, Strength d4-3, Vigor d6

Skills: Athletics d6, Fighting d6, Notice d8, Stealth d10, Taunt d10

Pace: 8; **Parry:** 5; **Toughness:** 2

Edges: Danger Sense, Dodge (Imp)

Special Abilities:

- **Antlers:** Str+d4. May charge.
- **Bad Luck:** A posse stalked by a jackalope suffers from horrible luck. They can't spend Bennies until the thing loses interest — usually after a cowpoke dies — or it's killed.
- **Size -3 (Very Small):** Jackalopes are the size of a jackrabbit, meaning most cowpokes must subtract 4 from attacks against them.
- **Weakness (Running Water):** The easiest way to get rid of these tenacious critters is to cross running water. Jackalopes can't swim, so unless they find a bridge or some other way across, they hop off to find easier prey.
- **Coup (Luck):** A deader who absorbs a jackalope's essence gets an extra Benny at the start of each game session (this stacks with Luck Edges).

KNIFEGRASS

Knifegrass isn't a critter, per se, but it's definitely an abomination of the Reckoners' design. Knifegrass is bright green and grows three feet high in thin, bladelike leaves that hum and "sing" against each other when the wind blows. It spreads quickly, voraciously taking over prairies and grasslands.

Knifegrass feeds on blood, blooming with bright red flowers after it feeds.

It does so by lashing and slicing anyone who moves through it unprotected — it can't penetrate even a single point of armor. Anyone moving through knifegrass must make a Vigor roll or take a level of Fatigue — this can lead to death! This Fatigue lasts 24 hours.

The only good way to get rid of knifegrass is to burn it.

LOS DIABLOS

Los diablos have haunted humanity for thousands of years in the form of minotaurs, gorgons, and other bull-like creatures. In the Weird West, they take the form of devilish Texas longhorns. They're the ultimate harbingers of doom, for they're one of the mysterious Reckoners' only direct servants.

Los diablos hunt posses who become thorns in the Reckoners' sides. But fate rules even these mighty beings, so los diablos are only allowed to walk the earth on certain occasions. When all the characters in a posse are at least Heroic rank and gain the attention of the Reckoners in some way, los diablos pay them a visit.

Portents of Doom: The coming of los diablos begins with a

distant and ominous rumbling sound, four nights before the herd finally arrives. That night at midnight, and for the next four nights thereafter, every posse member of Heroic Rank or higher must make a Fear roll (don't forget the local Fear Level!). Those who fail *any* of these rolls are



DENTON
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Marked—they can't spend Bennies to Soak damage until the impending los diablos are defeated!

On the fifth night of the hunt, at 13 minutes after midnight (if possible), the bulls arrive, smashing through walls, doors, or windows to get at their prey.

There's one diablo for every character of Heroic rank or higher in the group. They're the devil bulls' sworn enemies and the only individuals Fate allows them to hunt.

The bulls fight until they or all their prey are dead. And if their prey hides in some impenetrable place, the bulls just wait for them to emerge. They're patient, undying, and have nothing else to do but enforce the Reckoners' will.

The Devil's Own Herd: Those who die fighting los diablos join the Devil's Own Herd, a ghostly stampede of lesser diablos that follow los diablos for all eternity.

The herd can't harm characters of Heroic rank or higher, but other unfortunates in the area are caught in the stampede, requiring three Evasion rolls to escape the phantom tide (see **Stampedes**, page 49). Those who perish become yet another damned soul in the Devil's Own Herd.

Nothing on earth can harm or deter the herd. They dissipate instantly only when the diablos leading them, or their prey, are dead.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+4, Vigor d12+2
Skills: Athletics d12, Fighting d12, Intimidation d12, Notice d8, Stealth d6
Pace: 8; **Parry:** 8; **Toughness:** 20 (8)
Edges: Fleet-Footed, Nerves of Steel
Special Abilities:

- **Armor +8:** Diablos have scaly hides forged in the pits of Hell.
- **Fear (-2):** Those targeted by the coming of the bulls don't have to roll again when they finally arrive. Others who see them are fair game though.
- **Fearless:** Diablos are immune to Fear and Intimidation.
- **Horns:** Str+d12. May charge.

- **Immunity (All):** Diablos are immune to all attacks except those of their chosen targets.
- **Size 3:** Diablos are massive, brawny bulls.
- **Weakness (Target):** Diablos may be harmed normally by their chosen targets.
- **Coup (Armor):** A deader who absorbs a diablo's infernal spark gains natural Armor +2.

★ MAZE DRAGON

All kinds of strange creatures emerged when California broke apart and fell into the sea. One of the biggest is the California Maze dragon. These tremendous serpents attack ships hauling ore and prospectors mining the canyon walls of the Maze.

Unlike most abominations, Maze dragons are known and accepted as terrifying yet ordinary creatures by the populace. Most folks figure the Great Quake awoke or released them somehow. The Chinese warlords of the area started calling them dragons and the name stuck.



Attributes: Agility d8, Smarts d6 (A), Spirit d4, Strength d12+9, Vigor d12+2
Skills: Athletics d10, Fighting d10, Intimidation d10, Notice d8, Stealth d8
Pace: 0; **Parry:** 7; **Toughness:** 26 (5)
Special Abilities:

- **Armor +5:** Heavy Armor.
- **Aquatic:** Pace 10".
- **Bite:** Str+d12.
- **Size 12 (Gargantuan):** These massive serpents are over 100 feet long and have three extra Wounds. Its attacks are Heavy Weapons.
- **Slam:** A Maze dragon can rise from the water to crush boats or prey beneath its massive body. Place a Cone Template to represent the portion of the creature's body used to crush. Everything within must beat the monster in an opposed Athletics versus Agility roll or take its Str as damage. Ignore Scale modifiers when making a slam attack.
- **Swallow:** A dragon that hits with a raise swallows Normal Size or smaller prey whole. The victim suffers 2d6 damage every round from the crushing gullet and acidic bile. The only way to get out is to kill the beast. On the plus side, the hero can still attack the Maze dragon from the inside, where the creature doesn't benefit from its Heavy Armor.
- **Coup (Thick Skin):** Maze dragons grant +1 Toughness to deaders who claim their mojo.

MOURNING MIST

When it wants to be seen, a mourning mist is a large, dark red cloud. It's amorphous with thick tentacles and thin tendrils extending from the core. A close study of the mist reveals shadowy human faces distorted by silent screams of agony, moving furtively throughout the cloud.

Mourning mists are born at the sites of tragic battles where cowardice or treachery resulted in disastrous defeat or lives lost. Most mists lurk on the infamous battlefield where they were born, but a few have been known to follow museums and traveling displays filled with relics that serve as an anchor for the vengeful spirits trapped within.

A mourning mist has no statistics, but is a floating cloud of negative energy. At the end of its turn, anyone inside it takes 2d4 damage. Those who are Shaken or Wounded also get a vision of whatever betrayal called the cloud into being. Resolving that betrayal somehow is the only way to destroy it. This might mean bringing a traitor to justice or telling the true story of the event to a crowd with a successful Persuasion or Performance roll.

Special Abilities:

- **Weakness (Banishment):** A mourning mist can be *banished*, but returns the following sunset.

MUDSUCKER

These large, leech-like creatures lair in muddy banks near stagnant waters, including bogs, ponds, lagoons, and swamps. Individual mudsuckers hollow out small chambers to store their meals for later consumption. When hunting, they lie in shallow murky water and grab their prey as it passes nearby.

Although their bite isn't particularly formidable, mudsuckers are venomous, incapacitating their prey so it can be safely dragged underwater.

Attributes: Agility d6, Smarts d4 (A), Spirit d4, Strength d10, Vigor d8
Skills: Athletics d10, Fighting d6, Notice d6, Stealth d10
Pace: 2; **Parry:** 5; **Toughness:** 7
Special Abilities:

- **Aquatic:** Pace 6".
- **Bite:** Str+d4.
- **Poison:** Anyone Shaken or Wounded by a mudsucker makes a Vigor roll versus Paralyzing Poison.
- **Size 1:** A mudsucker is slightly larger and heavier than a human.

NIBBLER SWARM

These fish resemble their larger South American cousins, the piranha. They're between three and four inches in length and fairly narrow. Their scales are blood-red and their mouths feature a pugnacious underbite bristling with needlelike fangs.

Due to the Reckoning's influence, these ferocious biters live in fresh and saltwater, and pass freely between the two. They travel

in schools of 300 or more; infested waters may contain thousands. An animal entering such waters is likely stripped of its flesh in minutes.

Attributes: Agility d10, Smarts d4 (A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d6

Pace: 0; **Parry:** 4; **Toughness:** 7

Special Abilities:

- **Aquatic:** Pace 10".
- **Bite:** Nibbler swarms inflict 2d4 damage per round against every target in a Large Blast Template. Apply damage to the least armored location.
- **Split:** Nibbler swarms split into two smaller swarms when Wounded. Reduce the Blast Template one size after a Wound. Small swarms are destroyed.
- **Swarm:** Parry +2. Nibbler swarms cover the area of a Large Blast Template. Cutting and piercing attacks inflict no damage. Area effect weapons work normally. Neither splashing, stomping, nor flailing bothers them.

NIGHT HAUNT

Night haunts are evil creatures of corrupted shadow that subsist on human souls. These lone hunters appear at dusk and follow travelers across the plains, waiting for them to camp for the night.

Night haunts are patient hunters. When one spots prey, it hides away in the enshrouding darkness and waits until most of the travelers are asleep. Then it uses mimicry and illusion to draw out its chosen foe and rend him with its night-black claws.

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d8, Vigor d4

Skills: Athletics d10, Fighting d10, Intimidation d10, Notice d8, Performance d10, Persuasion d10, Stealth d10, Taunt d10

Pace: 0; **Parry:** 7; **Toughness:** 4

Special Abilities:

- **Claws:** Str+d10. Night haunts attack corporeal beings at will, ignoring all but magical armor.
- **Ethereal:** Night haunts can become invisible and immaterial at will and can only be harmed by magical attacks.
- **Fear (-2):** When seen, night haunts cause a Fear check at -2.

- **Fearless:** Night haunts are immune to Fear and Intimidation.
- **Flight:** Pace 10".
- **Soul Eater:** When it kills, a night haunt feasts on the victim's fleeing soul. As a result, a haunt's victims never return from the grave Harrowed, and can't be *resurrected*.
- **Weakness (Banishment):** Successful use of the *banish* power permanently destroys a night haunt.
- **Weakness (Light):** Night haunts are Distracted in the presence of bright light (a torch, lantern, etc.).

NIGHT RAVEN

Night ravens are an Indian myth come to life. When the mystical birds sense a human with vivid dreams, they land nearby and link with them psychically. The thing then enhances and exacerbates the victim's nightmares and feeds off the fear and anxiety they cause.

Night ravens sometimes serve other abominations or evil sorcerers. They're frequently tasked with inflicting nightmares on their master's enemies to soften them up for some impending confrontation.

Night ravens are clever birds. With each visit the terror they inflict increases. They never attack physically and flee the moment they sense danger. When threatened, the bird tries to make eye contact and frighten the attacker into inaction long enough to escape.

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength 1, Vigor d6

Skills: Athletics d4, Notice d10, Stealth d12

Pace: 2; **Parry:** 2; **Toughness:** 1

Special Abilities:

- **Fear:** A night raven can cause Fear as an action, gazing into the eyes of a foe in an attempt to scare him off.
- **Flight:** Pace 20".
- **Nightmares:** A night raven must be within 12" (24 yards) of a victim to link into his dreams and turn them into nightmares. Each night it does so, the victim must make a Fear check. When failed, the victim has a level of Fatigue for the next 24 hours. This can't cause Incapacitation, but the longer it goes on, the more the victim evidences faint scars and injuries from his night-

mares. This continues until the night raven is killed or the victim perishes in some unrelated way.

- **Size -4 (Tiny):** These birds are indistinguishable from other ravens.

NOSFERATU

Nosferatu are voracious, bloodsucking abominations intent on little more than finding their next meal. These creatures' presence in the Weird West is thanks to Baron LaCroix's infamous "Night Trains."

Originally found only in a few isolated areas of the American Southwest, LaCroix released trainloads of the horrors into the Great Plains region. Although the Rangers and Agency have been fairly successful in eliminating the resulting nests, smaller packs of these bloodsuckers still lair in pockets scattered throughout the West.

Nosferatu are lesser vampires with a distinctive look. They are uniformly bald with solid black eyes broken only by a tiny spark of red at the center. Coarse, yellowed claws tip their fingers and toes, while chisel-like incisors protrude from between their withered lips like rats. When they bother to speak, it's in sibilant, hissing growls.

Attributes: Agility d10, Smarts d6, Spirit d4, Strength d12, Vigor d10

Skills: Athletics d10, Fighting d10, Intimidation d8, Notice d8, Stealth d12

Pace: 8; **Parry:** 7; **Toughness:** 9

Edges: Frenzy (Imp)

Special Abilities:

- **Bite/Claws:** Str+d4.
- **Fear (-1):** Nosferatu provoke a Fear check at -1.
- **Infection:** Anyone Incapacitated by a nosferatu's bite rises as a nosferatu under the Marshal's control in 1d6 hours.
- **Invulnerability:** Nosferatu can be Shaken by normal weapons, but they can't be Wounded by anything but their Weaknesses.

- **Undead:** +2 Toughness; +2 to recover from Shaken; Called Shots do no extra damage; doesn't breathe; immune to disease and poison.
- **Weakness (Heart):** A nosferatu hit by any weapon with a Called Shot to the heart doesn't take extra damage per the Undead ability, but must make a Vigor roll versus the damage total. If successful, it takes damage normally. If it fails, it disintegrates to dust. Being lesser vampires, any hit to the heart, not just wood, can destroy them.
- **Weakness (Holy Symbol):** A character may keep a vampire at bay by displaying a holy symbol. A vampire who wants to directly attack the victim must beat her in an opposed Spirit roll.
- **Weakness (Sunlight):** Nosferatu take 2d4 damage at the end of their turn if in direct sunlight. Concealing their bodies beneath thick blankets, coats, etc., reduces the damage by 4.

★ PATCHWORK MAN

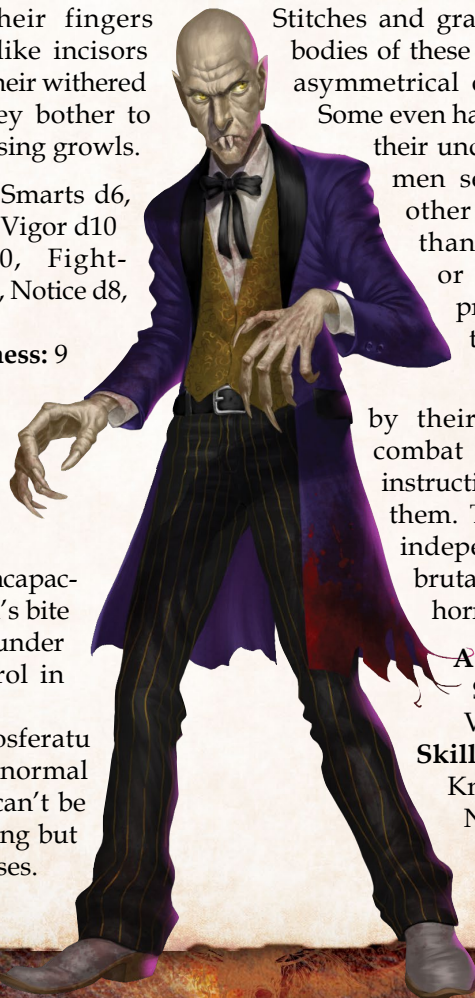
Stitches and grafting scars crisscross the bodies of these creations. Their limbs are asymmetrical or jut out at odd angles.

Some even have animal parts grafted to their undead flesh! But patchwork men seldom decay or rot like other types of walkin' dead thanks to hardened tissue or strong, embalming-like preservatives used to render the blood sluggish.

The monsters are bound by their creator's will, and in combat tend to follow whatever instructions have been laid out for them. Those with a measure of independent thought are often brutal killers, enraged by their horrid state.

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

Skills: Athletics d6, Common Knowledge d4, Fighting d8, Notice d6, Persuasion d4, Shooting d6, Stealth d8



Pace: 6; **Parry:** 6; **Toughness:** 8

Edges: Alertness

Special Abilities:

- **Bite:** Str+d4. Patchwork men with claws, horns, fangs, or other grafted parts inflict Str+d6 or Str+d8 damage.
- **Fear (-2):** Patchwork men force any who see them to make a Fear check (-2).
- **Hardy:** A second Shaken result does not cause a Wound on a patchwork man.
- **Limited Invulnerability:** A patchwork man can be *healed* by those with an Arcane Background, even if Incapacitated. The only way to permanently kill a patchwork man is to destroy the head.
- **Undead:** +2 Toughness; +2 to recover from Shaken; ignore 1 point of Wound modifiers; Called Shots do no extra damage; doesn't breathe; immune to disease and poison.
- **Coup (Fresh Flesh):** A patchwork man's essence reverses decay slightly. Subtract 2 from Notice rolls made to detect the smell of death (see **Decay**, page 60).

PIT WASP

The pit wasp is a two- to six-foot-long wasp. Folks unfortunate enough to live close to a hive of the critters call them "redcoats" on account of their spiky, red exoskeletons.

Pit wasps consume wood so they usually build nests in forested regions, but have also been known to demolish small towns in search of sustenance.

A pit wasp nest looks like a huge dome made out of bark. It's usually 12–30 feet tall and 20–90 feet across, with tunnels and pits dug beneath it. The tunnels branch out into the ground, so the entrance to the nest can be located up to a mile from the main structure. These underground passages can run close to the surface; it isn't unheard of for a person or animal to fall through the ground into one. Fortunately for any wasp hunters, nests have the consistency of paper and burn easily.

★ PIT WASP QUEEN

Attributes: Agility d6, Smarts d8 (A), Spirit d12, Strength d4, Vigor d8

Skills: Athletics d8, Fighting d6, Intimidation d8, Notice d10, Stealth d6

Pace: 3; **Parry:** 5; **Toughness:** 8 (2)

Edges: Command, Fervor

Special Abilities:

- **Armor +2:** Exoskeleton.
- **Flight:** Pace 12".
- **Hive Mind:** Pit wasps within 100 yards of the queen (even through solid barriers) use her Smarts, Spirit, and Notice Traits.
- **Poison (-2):** Anyone Shaken or Wounded by the queen's stinger makes a Vigor roll versus Lethal Poison (-2).
- **Stinger:** Str+d6.

PIT WASP WARRIOR

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d4, Vigor d6

Skills: Athletics d10, Fighting d10, Intimidation d8, Notice d6, Stealth d6

Pace: 3; **Parry:** 7; **Toughness:** 3

Special Abilities:

- **Flight:** Pace 15".
- **Hive Mind:** Pit wasps within 100 yards of the queen (even through solid barriers) use her Smarts, Spirit, and Notice Traits.
- **Poison:** Anyone Shaken or Wounded by a warrior's stinger makes a Vigor roll versus Knockout Poison.
- **Size -2 (Small):** Warriors are about three feet long.
- **Stinger:** Str+d6.

PIT WASP WORKER

Attributes: Agility d10, Smarts d4 (A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d6

Pace: 3; **Parry:** 4; **Toughness:** 5

Special Abilities:

- **Flight:** Pace 10".
- **Sting:** Pit wasp swarms inflict 2d4 damage per round against every target in a Medium Blast Template. Apply damage to the least armored location.
- **Swarm:** Parry +2. Wasp swarms cover the area of a Large Blast Template. Cutting and piercing attacks inflict no damage. Area effect weapons work normally. The swarm is foiled by immersion in water.

★ POISON WOMAN

Sioux legends suggest that whenever a woman kills a man with poison she might become a “poison woman.” She then wanders away from her tribe, pretending to be a lost maiden but actually a servant of the Reckoning with madness and murder in her mind – literally.

At first glance, a poison woman looks exactly as she did in life, but close examination beneath her scarf, hat, or other covering reveals the top of her skull is missing and her brains are exposed!

Poison women are often taken in by other tribes where they’re asked (or forced) to take part in the chores, including cooking. That’s when they pick out pieces of their brain and use them to poison the camp’s food! Once that tribe is destroyed, she moves on to the next.

Attributes: Agility d4, Smarts d12, Spirit d10, Strength d10, Vigor d8

Skills: Athletics d6, Fighting d6, Intimidation d8, Notice d10, Persuasion d8, Spellcasting d10, Stealth d4, Survival d8, Taunt d10

Pace: 6; **Parry:** 5; **Toughness:** 6

Gear: Knife (Str+d4), miscellaneous gear.

Special Abilities:

- **Black Magic:** Poison women wield powerful black magic. They have 20 Power Points and know the *bolt*, *darkness* (not *light*), *fear*, and *stun* powers.
- **Invulnerability:** A poison woman may be Shaken but never Wounded by anything but her Weakness.
- **Poison (-2):** A poison woman can pull parts of her own brain out through the opening in her skull and use it to taint food. Anyone who consumes it makes a Vigor roll at -2 versus Lethal Poison.
- **Weakness (Back o’ the Head):** Called Shots to the back of a poison woman’s head (-4) cause normal damage and can kill her.
- **Coup (Poison):** A Harrowed who counts coup on a poison woman gains her peculiar brain chemistry. He may inflict a Wound on himself to pull out a bit of gray matter (through his nose), and poison anyone who consumes it.

★ POX WALKER

When a particularly angry Indian warrior or shaman dies of smallpox or other disease brought by encroaching whites, the Reckoners sometimes take note and grant the deceased new life as an abomination.

Pox walkers can appear normal when needed, but once exposed they reveal pockmarked skin oozing with yellow pus, and flesh hanging limply where sores have burst. Its eyes are milky and its body is wracked by fierce tremors. Froth gathers at the corners of its mouth and it dribbles gobbets of sputum as it exhales.

Pox walkers are solitary creatures who use stealth and vicious cunning to spread disease among those they feel have wronged them. Pox walkers victimize white settlements over all others. Some have won out over the dark influence of the Hunting Grounds and thrown themselves off cliffs or into rivers rather than attack their fellow tribesmen, but this is rare.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d10

Skills: Athletics d6, Common Knowledge d6, Fighting d8, Notice d6, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 9

Gear: Varies.

Special Abilities:

- **Fear:** A pox walker’s ravaged flesh provokes a Fear check.
- **Disease (-2):** Each time the victim comes into close contact with a pox walker, or is Shaken or Wounded by one of its tainted weapons, he must make a Vigor roll at -2 or contract a Chronic Disease. Symptoms manifest a day later, and can then be spread to others as well (but ignore the -2 penalty when contacted by someone other than the pox walker). The disease is magical in nature, so even Harrowed may be infected – though they can’t spread it.
- **Disguise:** A pox walker can hide its infection with an illusion. *Detect arcana* detects it as such, and *dispel* negates it. The walker can resume the illusion as an action on its turn, but in the meantime, others see it for the horrid thing it truly is (and make a Fear check!)

- **Undead:** +2 Toughness; +2 to recover from Shaken; ignore 1 point of Wound modifiers; Called Shots do no extra damage; doesn't breathe; immune to disease and poison.
- **Coup (Cure Disease):** A Harrowed who absorbs a pox walker's coup may cure another's diseases by taking the infection into himself. He uses an action to lay hands on the victim, then suffers one level of Fatigue for the next week. At the end of that week, the disease is flushed from his system.

PRAIRIE TICK

Prairie ticks are the scourge of the High Plains. These horrid bloodsuckers live in underground burrows and are controlled by a single, giant queen that rules over each nest.

PRAIRIE TICK, ADULT

When prairie ticks sense prey, they burst from their burrow and bound through the tall prairie grass at top speed. They leap for the mouth and crawl down a victim's throat. When the host dies of blood loss, it bursts the ribcage and crawls from the guts or throat.

Attributes: Agility d10, Smarts d4 (A),

Spirit d8, Strength 1, Vigor d4

Skills: Athletics d8, Fighting d6, Notice d10, Stealth d10

Pace: 8; **Parry:** 5; **Toughness:** 2 (1)

Special Abilities:

- **Armor +1:** Prairie ticks have a hard, chitinous carapace.
- **Hooks:** A raise on a Fighting roll means the tick yanks its victim's lip down with its two front hooks and crawls into his throat. Every hour thereafter, the victim must

roll Vigor or suffer a level of

Fatigue. Death means the tick has grown large enough to burst out of the ribcage in a gory explosion (seeing it provokes a Fear check at -2).

- **Seismic Sensors:** Prairie ticks sense prey by vibrations in the earth. They can detect a human's movement up to 25" (50 yards) distant. This is an opposed Notice versus Stealth if prey is trying to step lightly (-2 if running), otherwise it's a simple Notice roll for the tick. Horses double the distance; wagons triple it.
- **Size -4 (Tiny):** A tick is the size of a man's fist.
- **Weakness (Castor Oil):** The only way to remove a prairie tick inside a host is to pour a quart of castor oil down the victim's throat. The host needs to make a Vigor roll (-2) to get the stuff down. If he does, the awful tick comes crawling out and can be easily squished.

PRAIRIE TICK HATCHLING SWARM

Prairie tick hatchlings ride on the abdomen of the queen or nest in the central chamber of the warren until they reach full size. If the queen comes under attack, she mobilizes the hatchlings into swarms to combat intruders.

Hatchlings are in every respect just like a larger prairie tick, except they have an easier time slipping down some poor sap's throat.

Attributes: Agility d10, Smarts d4 (A), Spirit d12, Strength d8, Vigor d10

Skills: Fighting d8, Notice d4, Stealth d12

Pace: 10; **Parry:** 4; **Toughness:** 7

Special Abilities:

- **Bite:** Hatchling swarms inflict 2d4 damage per round against every target in a Medium Blast Template. Apply damage to the least armored location.
- **Hooks:** Each round, a swarm of hatchlings may make a Fighting roll against one target under the swarm template. This attack inflicts no damage, but on a successful attack a few hatchlings get into a victim's nose or throat.

After an hour, the target must make a Vigor roll each hour or suffer a level of Fatigue. If the



victim dies from this Fatigue, the now full-grown prairie tick bursts from his guts in a shower of blood and gore.

- **Swarm:** Parry +2. Hatchling swarms cover the area of a Medium Blast Template. Cutting and piercing attacks inflict no damage. Area effect weapons work normally, and a character can stomp to inflict his damage in Strength each round. The swarm is foiled by immersion in water. They split into two Small Swarms when they take a Wound.
- **Weakness (Castor Oil):** Drinking at least a half-a-quart of castor oil requires a Vigor roll at -2, and kills all the hatchlings in one's system.

★ PRAIRIE TICK QUEEN

A prairie tick queen lives in the central chamber of the warren, hidden deep within the earth. Her chamber is typically more than 20 feet in diameter, but most tunnels leading to it are no more than two feet around. The queen is fed by the bloated drones from the prairies above. New queens evolve from drones when the old queen dies, or when a drone strays far enough from one colony to start another.

When she's receiving an adequate supply of blood, the queen lays many eggs and spawns many hatchlings—often enough for a swarm a week. Some of the swarms stay nearby to defend her while the rest venture out looking for prey. A queen is too fat to fit down most critters' throats, so she simply uses her hooks to flay her opponent's flesh.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d10, Vigor d8

Skills: Athletics d10, Fighting d10, Notice d8, Stealth d6

Pace: 6; **Parry:** 7; **Toughness:** 5 (2)

Special Abilities:

- **Armor +2:** A prairie tick queen has a hard carapace.
- **Bite/Claw:** Str+d8. A queen causes damage and Entangles her foe with a raise on her Fighting roll.
- **Hive Mind:** The queen can control all prairie ticks within 100 yards, coordinating their activities for hunting and defending the nest. This allows prairie

ticks to increase the Gang-Up bonus to a maximum of +6 instead of +4!

- **Size -3 (Very Small):** A prairie tick queen is about the size of a small dog.... though some say there are *far* larger out there.
- **Coup (Pet Tick):** A Harrowed who counts coup on a prairie tick queen gains a prairie tick "pet." It's psychically linked to the host as if he's its queen, and it can even live inside the Harrowed's guts if it wants! If it's squashed or dies, it's gone, but of course a new one could be captured...

★ RATTLER

They call these great worms "rattlers" because a person's teeth start chattering as the rattler rumbles through the earth beneath him. Though they're most common in the Mojave, rattlers are also found in isolated flatlands in Montana and Utah.

Those of each region have their own colors, behaviors, and personalities. Mojave rattlers go straight for the kill while the ones in Montana are skulkers. Utah rattlers are smaller but faster, and they absolutely love to chase steam wagons across the great Salt Flats.

Like Maze dragons, rattlers are accepted near the regions they terrorize as natural creatures. Folks Back East think Westerners exaggerate, but the locals know better.

The greatest secret of the rattlers is that they're not creatures of the Reckoning, though they were awakened by it. Long ago, the rattlers were a race of near-gods, ruling over the primordial creatures of Earth's past. Their reign ended under mysterious circumstances, but they have been slowly recruiting new worshipers from the odd creatures (humans) who now tread upon their former domain. (An evolution that occurs by the time of *Deadlands: Hell on Earth*.)

Rattlers are ambush predators, slithering through the earth to arise beneath their prey, entangling it with their tentacles and pulling it into their voracious maws.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d12+9, Vigor d12

Skills: Athletics d8, Fighting d8, Intimidation d10, Notice d10, Stealth d10

Pace: 6; **Parry:** 6; **Toughness:** 24 (4)

Special Abilities:

- **Armor +4:** Heavy Armor. The worms are covered in thick, scaly skin.
- **Bite:** Str+d8. A rattler can only bite after grappling prey with its tentacles.
- **Burrow (20'')**: Rattlers spend most of their lives underground, surfacing only to feed. They tunnel swiftly through the earth, stopped only by heavy rock or other solid obstacles.
- **Fear (-2):** Anyone who encounters a rattler must make a Fear check.
- **Seismic Sensors:** Rattlers sense prey by vibrations in the sand. They can detect a human's movement up to 100" (200 yards) distant. This is an opposed Notice versus Stealth if prey is trying to step lightly (-2 if running), otherwise a Notice roll for the rattler. Horses double this distance; wagons triple it.
- **Size 12 (Gargantuan):** These great worms are over 100 feet long with Heavy Armor and three extra Wounds. Its attacks are Heavy Weapons.
- **Slam:** Rattlers can crush prey beneath their massive bodies. Place a Cone Template to represent the portion of the creature's body used to crush. Everything within must beat the worm in an opposed Athletics versus Agility roll or take its Str as damage. Ignore Scale modifiers when making a slam attack.
- **Tentacles:** The creature has four tentacle actions and Reach 8. The tentacles are designed to grapple smaller prey, so they ignore up to 4 points

of Scale penalties against smaller targets. Bound or Entangled prey may be bitten as usual.

- **Weakness (Nerve Cluster):** Rattlers have a cluster of nerves deep in their mouth at the nexus of their tentacles. If hit with a Called Shot (-6), damage ignores the rattler's Size modifier and Heavy Armor.
- **Coup (Burrow):** A deader who kills a rattler gains the ability to *burrow* up to 2× their Spirit (per the Monstrous Ability in *Savage Worlds*).

RATTLER YOUNG 'UN

Rattler larvae are found wherever rattlers dwell. Strangely, all the baby rattlers trappers kill are about three feet long. The theory goes the creatures stay underground until they reach this size, prowl around the surface for a while, then go down for further incubation. Young rattlers travel in packs of six or more.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4-1, Vigor d6

Skills: Athletics d8, Fighting d6, Notice d8, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 3

Edges: Quick

Special Abilities:

- **Bite:** Str+d4.
- **Tentacles:** Young rattlers get two tentacle actions with a Reach of 1.
- **Burrow (15'')**: The creatures can burrow through all but solid stone.
- **Size -2 (Small):** Rattler young 'uns are three feet long.



RAZOR ROACH

These nasty critters—ravenous, possum-sized roaches—are nocturnal and swarm in chittering hordes. They're always hungry for fresh meat, but they consume anything even vaguely edible. Boots, cloth, paper, saddles, horses, your Uncle Bill—all are fair game.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d6, Vigor d8

Skills: Athletics d8, Fighting d6, Notice d8, Stealth d8

Pace: 8; **Parry:** 5; **Toughness:** 8 (4)

Edges: Fleet-Footed

Special Abilities:

- **Armor +4:** The roach has a hard shell.
- **Bite:** Str+d6, AP 2.
- **Size -2 (Small):** A razor roach is the size of a large possum or raccoon.

RIVER LEVIATHAN

The river leviathan, sometimes called a "river fiend," is an octopus-like horror about 40 feet across with 20-foot-long tentacles. The creature rests on the bottom of a river, housed in a wreck or cave, tentacles extended upward to grab passing prey.



Most victims of the leviathan see nothing but tentacles, which they often claim are eyeless snakes of black or crimson. Those captured by the tentacles might glimpse the leviathan's body just before they're popped into its beak-like mouth.

Attributes: Agility d6, Smarts d6 (A), Spirit d12, Strength d12+12, Vigor d12+4

Skills: Athletics d12, Fighting d12, Notice d6, Stealth d8

Pace: 2; **Parry:** 8; **Toughness:** 28 (5)

Edges: Frenzy (Imp)

Special Abilities:

- **Aquatic:** Pace 12".
- **Armor +5:** These beasts "wear" drifting shipwrecks or ruined houses as Heavy Armor.
- **Bite:** A river leviathan can only bite a target once it's been Bound by a tentacle attack. The thing can't bite on the same round it Bound its foe—it takes a few seconds to drag them to its mouth!
- **Fear:** Sighting a river leviathan's tentacles spurs a Fear check. Seeing its horrific, central body increases the penalty to -2.
- **Slam:** As an aquatic creature, a leviathan can't bring its full weight to bear when stomping (using a tentacle to slam). Add only half its Size (round down) to damage when "stomping." Ignore Scale modifiers when making a slam attack.
- **Size 13 (Gargantuan):** These gigantic abominations average 40 feet across. They have three extra Wounds and their attacks are Heavy Weapons.
- **Tentacles:** The creature has two tentacle actions and Reach 4. The tentacles are skilled at grappling smaller prey, so they ignore up to 4 points of Scale penalties against smaller targets.

SADDLE BURR

Saddle burrs are about the size of walnuts, with brown quills sticking out of them like a prickly pear cactus. They're light enough to be carried by the wind, so you can find 'em most anywhere.

Accidentally squishing a burr pushes quills into the skin. They deliver a little jolt of poison that causes swelling and pain for a few days, along with a numbing effect—the

kind that renders someone unable to use a gun hand in a duel the next day. Or maybe the posse flees a lynching party only to find the horses can barely stand, much less gallop. The possibilities are endless, Marshal.

Attributes: Agility d4, Smarts d4 (A), Spirit d4, Strength 1, Vigor d6

Skills: —

Pace: 1; **Parry:** 2; **Toughness:** 1

Special Abilities:

- **Immunity (Slashing/Piercing):** Saddle burrs are too small to be targeted by piercing and slashing weapons, but see proliferation below. Magic and bludgeoning attacks affect them normally. If it suffers a Wound, a burr is destroyed.
- **Poison:** Anyone touching a saddle burr with bare skin is stung by the quills. The poor sap must make a Vigor roll or suffer a -2 penalty to Agility and Agility-based skill rolls requiring the use of the stung area for 1d4 days. If the area that's stung isn't obvious, roll on the **Injury Table** in *Savage Worlds*. Multiple stings may affect different body parts.
- **Proliferation:** When squished, cut, or flicked off, a saddle burr bursts into d4 smaller pods, each of which flies off and automatically hits some other sidewinder within a Large Blast Template. Smaller pods don't split until they mature (about a week).
- **Size -6 (Tiny):** Saddle burrs are one inch diameter, walnut-sized varmints.

SAND VIPER

A sand viper looks like a three-foot-long, greenish-black conch. A long spike projects from the narrow end of the shell when it's attacking, and short tentacles emerge from the crown to pull the abomination through the sand. Beneath its shell the sand viper is a large, saltwater mollusk that buries itself in sand just offshore. It's usually found in colonies of 20 or more.

This creature uses its spear-like appendage to inject a powerful paralytic toxin into its victims. Once the target is paralyzed the sand viper uses the same organ to drain vital fluids, leaving only a desiccated corpse behind.

Attributes: Agility d4, Smarts d4 (A), Spirit d4, Strength d6, Vigor d6

Skills: Athletics d4, Fighting d6, Notice d6, Stealth d8

Pace: 2; **Parry:** 5; **Toughness:** 5 (2)

Special Abilities:

- **Armor +2:** Sand vipers have a shell.
- **Burrow:** Pace 2". Sand vipers can only burrow through sand or similar substances. Solidly packed soil and rock are too dense for the critter to penetrate.
- **Fearless:** Sand vipers are immune to Fear and Intimidation.
- **Fluid Drain:** A sand viper drains bodily fluids from a paralyzed victim at the rate of one Fatigue level per minute. This Fatigue can kill, and recovers at the rate of one level per day.
- **Poison (-2):** Anyone Shaken or Wounded by a viper's stinger makes a Vigor roll (-2) versus Paralyzing Poison.
- **Size -2 (Small):** A sand viper is a three-foot-long conch weighing around 30 lbs.
- **Stinger:** Str+d4.

SASQUATCH

The Salish Indians of Seattle believe sasquatches live in tremendous, hollowed-out tree trunks high in the Cascade Mountains. They're right. Where the Salish are wrong is their belief that sasquatches remain, as they always have been in the past, benevolent protectors of nature, harmless to those who treat the land with respect.

Long ago, sasquatches existed in harmony with the Salish, but an increase in numbers of their age-old enemies, the wendigos, caused the sasquatches to adopt a fiercer stance.

Sasquatches often leave food for small parties of starving humans. Large parties are more problematic—sasquatches can only provide so much and they know from long experience some of the bad apples in the party will hoard the food or grow hungry enough to engage in cannibalism. Though they don't enjoy the task, sasquatches often arrange for avalanches or other disasters to dispatch such groups—saving women and children when they can—before they spawn a wendigo.

Sasquatches are intelligent and primitive beings. Crafty woodsmen, they use simple tools and traps to hunt and elude the eyes of man. They only recently

learned the secrets of fire from humans and take pleasure in its warmth and ability to harden their spears.

Sasquatch are humanoids, ranging from seven to eight feet tall and covered with thick fur coats of brown to silver gray.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12+1, Vigor d12

Skills: Athletics d8, Fighting d8, Healing d6, Intimidation d8, Notice d10, Persuasion d6, Stealth d10, Survival d12+2

Pace: 8; **Parry:** 6 or 7 (spear); **Toughness:** 9

Gear: Spear (Str+d6, Reach 1, Parry +1), stones (Range 3/6/12, Damage 2d6).

Special Abilities:

- **Size 1:** They're called "bigfoot" for a reason.

★ SCARECROW

This abomination is a mundane scarecrow animated by the Reckoning's dark magic and filled with the desire to scare more than just crows. In growing season it spends the day pretending to be an ordinary scarecrow. At



night it descends from its pole to spread fear and death. A scarecrow has a body of hay-stuffed clothes and a leering jack-o'-lantern head with burning orange eyes.

Whenever a scarecrow takes a life, a black seed pops out of its stuffing. If not destroyed, it grows into a corn stalker a month later (see below)—or faster in areas with high Fear Levels (GM's call).

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

Skills: Athletics d8, Common Knowledge d4, Fighting d10, Intimidation d10, Notice d8, Stealth d10, Taunt d10

Pace: 6; **Parry:** 6 or 5 (scythe); **Toughness:** 5

Gear: Scythe (Str+d8, Parry -1, Reach 1, requires two hands).

Special Abilities:

- **Construct:** +2 to recover from Shaken; ignore 1 point of Wound penalties; immune to disease and poison.
- **Fear (-2):** Scarecrows are terrifying.
- **Fearless:** Immune to Fear and Intimidation.
- **Invulnerability:** A scarecrow destroyed by any means other than its weakness returns the following night.
- **Weakness (Fire):** A scarecrow killed by fire is permanently destroyed.
- **Coup (Scary):** A Harrowed who absorbs a scarecrow's mojo gains the *fear* power once per encounter, activated with Occult. The deader also takes +2 damage from heat- and fire-based attacks from now on.

CORN STALKER

A corn stalker is a two-foot tall, humanoid corn husk. It has a black corn-kernel head with arms of brittle leaves that end in sharp claws.

Corn stalkers often accompany scarecrows, and scurry off once their "master" is destroyed to find new fields and eventually grow into scarecrows themselves!

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

Skills: Fighting d8, Notice d6, Stealth d10

Pace: 6; **Parry:** 6; **Toughness:** 2

Special Abilities:

- **Claws:** Str+d4.

- **Construct:** +2 to recover from Shaken; immune to disease and poison.
- **Go to Ground:** As a free action, a corn stalker can enter the soil of a corn field, reappearing on its next turn anywhere in the same field, often getting The Drop on unsuspecting victims.
- **Size -3 (Very Small):** Corn stalkers are two-foot-tall ears of demon corn!

★ SIN EATER

The sin eater looks like a deformed human with shadowy, writhing forms under its skin. A hand or face comes occasionally to the surface of the creature's skin as if attempting to escape its awful prison.

All this abomination requires to work its malicious mojo is the grave of a person buried in unconsecrated ground in the last week. Once it finds the grave, the sin eater consumes the corpse and absorbs the soul. It soon rises with the dead person's appearance, personality, and memories—a perfect copy.

Then it sets out to cause mayhem, mischief, and grief among the victim's former friends and enemies alike.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d10, Vigor d12

Skills: Athletics d6, Common Knowledge d6, Fighting d8, Notice d10, Performance d10, Persuasion d8, Shooting d6, Stealth d8, Taunt d8

Pace: 6; **Parry:** 6; **Toughness:** 8

Hindrances: Vengeful (Major)

Edges: Any the victim had in life.

Special Abilities:

- **Fear (-2):** Seeing a sin eater in its natural state causes a Fear check.
- **Invulnerability:** A slain sin eater is reborn the next night, rising from a grave in unhallowed ground. If there are no such graves within 10 miles, the sin eater is permanently destroyed.
- **Regeneration (Fast):** A sin eater makes a Vigor roll

every round to heal its Wounds, even after being Incapacitated. It can't regenerate damage caused by metal blades, however.

- **Sin Eating:** Sin eaters become twisted versions of the people they consume.
- **Weakness (Metal Blades):** A sin eater can't regenerate damage from a blade, though it can heal naturally. If it's chopped limb from limb and each part buried in hallowed ground, the creature does not return to life.
- **Coup (Brain Picker):** A Harrowed who counts Coup on a sin eater can absorb memories from a human corpse. The deader has to consume a few bites to do so, but if he does he gains fleeting memories or whatever the Marshal feels fits the victim and the adventure.

★ SKINWALKER

Skinwalkers are so named because they murder someone and magically “wear” their skin as a disguise, literally taking over that person's life!

In their normal, skinless state, these abominations look like a flayed corpse with a weird greenish tint—muscle, tendon, cartilage, and bone unveiled for all to see. They have razor sharp claws they use to kill then skin their prey.

Unlike sin eaters, skinwalkers gain a person's voice and appearance but only the most basic knowledge of self (key memories) and mannerisms—just enough to fake it pretty well with all but their close friends and family.

Baron LaCroix, owner of Bayou Vermilion, has formed a strange alliance with a cabal of New Orleans skinwalkers. He tasks them with spying, terrorism, and assassinations.



Attributes: Agility d10, Smarts d12, Spirit d6, Strength d8, Vigor d10

Skills: Athletics d8, Common Knowledge d10, Fighting d10, Notice d8, Performance d10, Persuasion d10, Stealth d12

Pace: 6; **Parry:** 7; **Toughness:** 7

Edges: Ambidextrous, Two-Fisted

Special Abilities:

- **Claws:** Str+d6, AP 2.
- **Disguise:** A skinwalker's skeleton is mutable so it can impersonate any size human – child, adult, or elderly – as long as it has their skin (see below). An alert hero may make a Notice roll at -4 to detect anything amiss with a disguised skinwalker. If a hero knows the skinwalker's victim well, the penalty may be reduced to -2, or even no penalty at the Marshal's discretion.
- **Fear (-2):** Seeing a "naked" skinwalker provokes a Fear check.
- **Skin Stealer:** It takes a skinwalker about five minutes to skin a corpse and lap at its brain to steal enough personality and memories to ensure a convincing disguise.

TERRANTULA

A subspecies of tarantula that infests the Wild Southwest, these horrid beasts swarm when spawning. The spider – identified by a unique set of markings resembling a grayish human skull – has been given the rather colorful sobriquet of "terrantula" by some frontiersmen.

SMALL TERRANTULA SWARM

The terrantula has two growth stages, the first similar to the common tarantula. These small spiders – roughly the size of a grown man's palm – are mere hatchlings. But they're still capable of overcoming much larger prey.

Attributes: Agility d10, Smarts d4 (A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d6

Pace: 10; **Parry:** 4; **Toughness:** 7

Special Abilities:

- **Bite:** Terrantula swarms inflict hundreds of bites each round, hitting automatically and causing 2d4 damage to everyone in a Medium Blast Template.

- **Split:** Terrantulas split into two Small swarms when Wounded.

- **Poison:** Anyone Shaken or Wounded by the swarm makes a Vigor roll versus Paralyzing Poison.

- **Swarm:** Parry +2. Hatchling swarms cover the area of a Medium Blast Template. Cutting and piercing attacks inflict no damage. Area effect weapons work normally, and a character can stomp to inflict his damage in Strength each round. The swarm is foiled by immersion in water.

- **Wall Walker:** A terrantula swarm can walk on vertical or inverted surfaces at its full Pace, and may run.

LARGE TERRANTULA

Picture a hairy spider as big as a dog, and twice as mean. That's your adult terrantula. Territorial critters, they hunt similarly to trapdoor spiders. Luckily they also hunt each other, so few terrantulas grow to giant size.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8

Skills: Athletics d8, Fighting d8, Notice d8, Stealth d12

Pace: 10; **Parry:** 6; **Toughness:** 3

Special Abilities:

- **Ambush:** Terrantulas of this size dig trapdoor-covered holes near trails, which may be spotted with a Notice roll at -4. The terrantula gets The Drop on anyone unaware of its trap.
- **Bite:** Str+d6.
- **Fear:** Terrantulas provoke a Fear check.
- **Poison:** Those Shaken or Wounded by the terrantula's bite make a Vigor roll against Lethal Poison.
- **Size -3 (Small):** These terrantulas are the size of a small dog.
- **Spring:** Terrantulas can spring up to 3", gaining a +2 bonus to their first Fighting roll when they do so.
- **Wall Walker:** A large terrantula can walk on vertical or inverted surfaces at its full Pace, and may run.

GIANT TERRANTULA

Terrantulas' tendency to cannibalize each other keeps their numbers down, which is lucky for pioneers. But every so often a



terrantula carves out a territory of its own and grows to truly horrific proportions.

Attributes: Agility d12, Smarts d8, Spirit d10, Strength d12+8, Vigor d12

Skills: Athletics d8, Fighting d12+1, Notice d8, Stealth d6

Pace: 8; **Parry:** 8; **Toughness:** 16

Special Abilities:

- **Bite:** Str+2d8, AP 2.
- **Fear (-2):** Spotting a giant terrantula is always cause for a Fear check!
- **Poison (-2):** Anyone Shaken or Wounded by a terrantula's bite makes a Vigor roll against Lethal Poison.
- **Size 8 (Huge):** A giant terrantula is 20 feet tall, 40 feet long, and has two extra Wounds.
- **Wall Walker:** A giant terrantula can move on vertical surfaces at full Pace. It's too large and heavy to walk on inverted surfaces.

TEXAS SKEETER SWARM

These insects are big versions of normal mosquitoes, about the size of a man's hand. The skeeters travel in swarms, descending on animals and humans alike to feast on their blood. Unlike their smaller cousins skeeters need a *lot* of blood to survive, so they attack to kill rather than simply annoy.

The name "Texas skeeter" refers to this critter's size, not its habitat. They range up and down the Mississippi and farther west, preferring swamps, bayous, and bogs.

Attributes: Agility d10, Smarts d4 (A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d6

Pace: 0; **Parry:** 4; **Toughness:** 7

Special Abilities:

- **Bite/Blood Drain:** Skeeter swarms inflict hundreds of bites each round, hitting automatically and causing 2d4 damage to all in a Large Blast Template.
- **Flight:** Pace 10".
- **Split:** Skeeter swarms split into two Medium swarms when Wounded. Reduce the Blast Template one size after a Wound; Small swarms are destroyed.
- **Swarm:** Parry +2. Texas skeeter swarms cover the area of a Large Blast Template. Cutting and piercing attacks inflict no damage. Area effect weapons work normally. The swarm is foiled by immersion in water.
- **Weakness (Fire):** Skeeters don't like fire or smoke, so they don't attack anyone within 3" (six yards) of a bonfire. Large amounts of smoke (Marshal's call) drive off a swarm.

TEXAS TUMMY TWISTER

The most insidious plague to wrack the Southwest is a microscopic critter that lives in still ponds and muddy swimming holes. When it infects a human host, it grows quickly and takes over the poor sod's mind!

A human under a tummy twister's control isn't particularly bright. The parasite can manage a few words and remember its close friends' names, but that's about it. A successful Notice roll reveals only that the victim is suffering some sort of delirium. The twister can see through its host's eyes, but prefers to burrow out through the gut and use its own! When this peephole isn't in use, it leaves a long oozing wound on the host's belly.

Attributes: Agility d4, Smarts d4, Spirit d4, Strength d4, Vigor d8

Skills: Athletics d4, Fighting d6, Notice d6, Stealth d8

Pace: 4; **Parry:** 5; **Toughness:** 3

Special Abilities:

- **Disease:** Tummy twisters start out as a nasty microbe. A cowpoke who drinks infested water makes a Vigor roll at -2. Failure means he's infected; the parasite latches onto his gut and starts drinking blood. This presents as Debilitating Disease (see Disease in *Savage Worlds*). If it's not removed within a week, the critter grows as big as a house cat and inserts an appendage into the host's spine. This allows the twister to control the body as a "vehicle" of sorts.
- **Fear (-2):** Seeing a tummy twister in someone's gut is just nasty.
- **Human Shield:** Being nestled in somebody's gut gives the twister some protection. The twister's host is considered an adjacent target per the Innocent Bystanders rule in *Savage Worlds*.
- **Size -3 (Very Small):** Full-grown, these creatures are the size of a cat.
- **Tentacles:** The creature has two tentacle actions. With a raise on a twister's tentacle Fighting roll, it impregnates its target with a larval tummy twister. The sickness proceeds as if the hombre had drunk diseased water (see above).
- **Weakness (Spicy Heat):** The only way to get rid of a twister is to eat something incredibly spicy (or force-feed the host). Jalapenos make the nasty critters come crawling out in a few minutes where they can be easily squished.

TOMMYKNOCKER

These carnivorous abominations lurk deep in mines, where they damage supports, mine car tracks, and other structures. Miners and watchmen hear the creatures tapping away down in the depths after the workers go home for the night.



If their work eventually causes a cave-in, the things hunt down and feed on any trapped miners, picking them off one by one as lack of food and oxygen weakens them. The mere rumor of a tommyknocker can raise a mine's Fear Level overnight.

Tommyknockers are four-foot-tall humanoids with oversized heads. They're perpetually hunched over, skin mottled blackish-gray, with solid black eyes as large as saucers. Their hands have only three digits, but all three end in vicious claws.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d10

Skills: Athletics d10, Fighting d6, Notice d10, Stealth d8, Survival d8

Pace: 6; **Parry:** 5; **Toughness:** 6

Special Abilities:

- **Burrow:** Pace 4". Tommyknockers can burrow through solid stone and earth.
- **Claws:** Str+d6.
- **Fear (-2):** Anyone spotting a tommyknocker must make a Fear check at -2.
- **Night Vision:** Tommyknockers can see just fine in the dark, ignoring Dim and Dark Illumination penalties.
- **Size -1:** Tommyknockers are somewhat smaller than humans.
- **Weakness (Light):** Anything brighter than torchlight Distracts a tommyknocker until the source is removed. A tommyknocker dragged outside or trapped in bright light takes Fatigue each round until it dies, boiling away in a putrid cloud of steam.

TUMBLEBLEED

Even the tumbleweeds are out to get you in the Weird West!

Tumblebleeds are vicious critters that look much like tumbleweeds, the dried plants that blow across desolate desert plains. They attack by rolling into a victim and entangling him in their thorny branches. Then the ornery things'

mouth and spiny thorns penetrate the skin and drain the prey's blood til he's bone dry.

Tumblebleeds travel in packs for more efficient hunting. Hungry tumblebleeds stay well away from any prey carrying fire—they burn like dry tinder when they haven't fed recently. A tumblebleed that's just feasted looks like a pile of wet, bloody seaweed.

Attributes: Agility d6, Smarts d4 (A), Spirit d4, Strength d6, Vigor d4

Skills: Athletics d8, Fighting d4, Notice d10, Stealth d10

Pace: 10; **Parry:** 4; **Toughness:** 2

Special Abilities:

- **Size -2 (Small):** Tumblebleeds are a little over three feet in radius when dry.
- **Blood Drain:** A tumblebleed can drain blood from an Entangled or Bound foe with its thorns. Instead of "crushing" a Bound or Entangled foe with its Strength, the thorny vines automatically cause 2d4 points of damage.
- **Weakness (Fire):** Dry tumblebleeds take +4 damage from fire. They're extremely flammable and catch Fire on 4–6 on 1d6 (see *Savage Worlds*).

TUNNEL CRITTER

Tunnel critters are monstrous subterranean insects with centipede-like bodies. They have large mandibles and vestigial eyes in front. Each segment has four claw-tipped appendages, which the creature uses for movement, digging, and limited manipulation of objects.

Tunnel critters are blind but have highly developed sonar. If they have a choice between living in deep mines or caverns they favor mines—primarily for the ready food supply of miners!

TUNNEL CRITTER, ADULT

Typical adult tunnel critters are dog-sized centipedes. One's a tough fight, but a dozen or more can ruin a miner's week.

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d8, Vigor d8

Skills: Athletics d6, Fighting d6, Notice d6, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 6 (1)

Special Abilities:

- **Armor +1:** Hard, chitinous shell.
- **Bite:** Str+d4.
- **Egg Insertion:** The round after a victim is paralyzed (see below), the critter injects him with eggs (an Athletics roll) which hatch in 1d4 hours. If the victim is alive when the eggs hatch, his death is as gruesome as you might imagine (and those who see it make a Fear check). A surgeon can remove the eggs before they hatch with a Healing roll at -2.
- **Poison (-2):** Anyone Shaken or Wounded by a critter's bite makes a Vigor roll versus Paralyzing Poison.
- **Sonar:** Tunnel critters navigate in total darkness by making tiny clicks and sensing the echoes from solid objects. They ignore all Illumination penalties.
- **Size -1:** Adult critters are the size of a large dog.

★ TUNNEL CRITTER, ELDER

Tunnel critters feed on anything living—even each other—so old specimens are rare. These stats represent a beast nearly 10 feet long.

Attributes: Agility d4, Smarts d8 (A), Spirit d8, Strength d10, Vigor d10

Skills: Athletics d8, Fighting d8, Notice d8, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 11 (2)

Special Abilities:

- **Armor +2:** Hard, chitinous shell.
- **Bite:** Str+d6.
- **Burrow:** Pace 2". Elder tunnel critters can burrow through solid rock.
- **Egg Insertion:** The round after a victim is paralyzed (see below), the critter injects him with eggs (an Athletics roll) which hatch in 1d4 hours. If the victim is alive when the eggs hatch, his death is as gruesome as you might imagine (and those who see it make a Fear check). A surgeon can remove the eggs before they hatch with a Healing roll at -2.
- **Poison (-2):** Anyone Shaken or Wounded by a critter's bite makes a Vigor roll versus Paralyzing Poison.
- **Sonar:** Tunnel critters navigate in total darkness by making tiny clicks and sensing the echoes from solid objects. They ignore all Illumination penalties.
- **Size 2:** Elders are about nine feet long.

UKTENA

The uktena is a 30-foot-long snake as thick as a good-sized tree trunk. Between a pair of horns on its head rests a small, brilliant, diamond-like crystal. Its neck has seven faint bands of color, one for each in the spectrum, and its heart rests under the violet stripe.

This beast appears in the mythology of both the northern tribes of the Great Plains and in that of the Southeastern groups. All these people fear its power, but those with arcane abilities occasionally hunt uktena in an effort to secure its unique gemstone.

The crystal, about the size of a rifle cartridge, is embedded in the uktena's skull. It serves as a conduit to the Hunting Grounds, constantly feeding the monster supernatural energy. This makes it nearly immune to injury and has a hypnotic effect on its prey.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d12+2, Vigor d12+2

Skills: Athletics d12+2, Fighting d10, Intimidation d12, Notice d10, Stealth d10

Pace: 8; **Parry:** 7; **Toughness:** 16

Special Abilities:

- **Bite/Horns:** Str+d8.
- **Fear (-2):** Anyone who encounters an uktena must make a Fear check at -2.
- **Hypnotism:** As an action, an uktena can make an opposed Spirit roll to subvert the will of anyone looking directly at it. This works like the *puppet* power but costs no Power Points and can't be maintained. Uktena use their hypnotic power to render victims helpless, then force them to approach the creature so it can feed on them.
- **Invulnerability:** Uktena may be Shaken, but don't suffer Wounds from anything but their Weakness.
- **Size 7 (Large):** An uktena is more than 30 feet long and has an extra Wound.
- **Weakness (Heart):** If a cowpoke makes a Called Shot to the uktena's heart (-6), the beast suffers damage normally.

WALKIN' DEAD

Walkin' dead aren't slow or stupid in the Weird West. They might act mindless to get close to a victim, but these suckers are mean and clever. They use guns and knives, hurl insults, demand more delicious brains—anything to spread terror.

The Harrowed are inhabited by powerful manitous willing to take a risk on a long-term habitation. If they die while inside their hosts, they're destroyed forever. Walkin' dead are animated by far weaker manitous—when their hosts are put down, they just go right back to the Hunting Grounds.

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

Skills: Athletics d6, Common Knowledge d4, Fighting d6, Intimidation d6, Notice d4, Persuasion d4, Shooting d6, Taunt d6

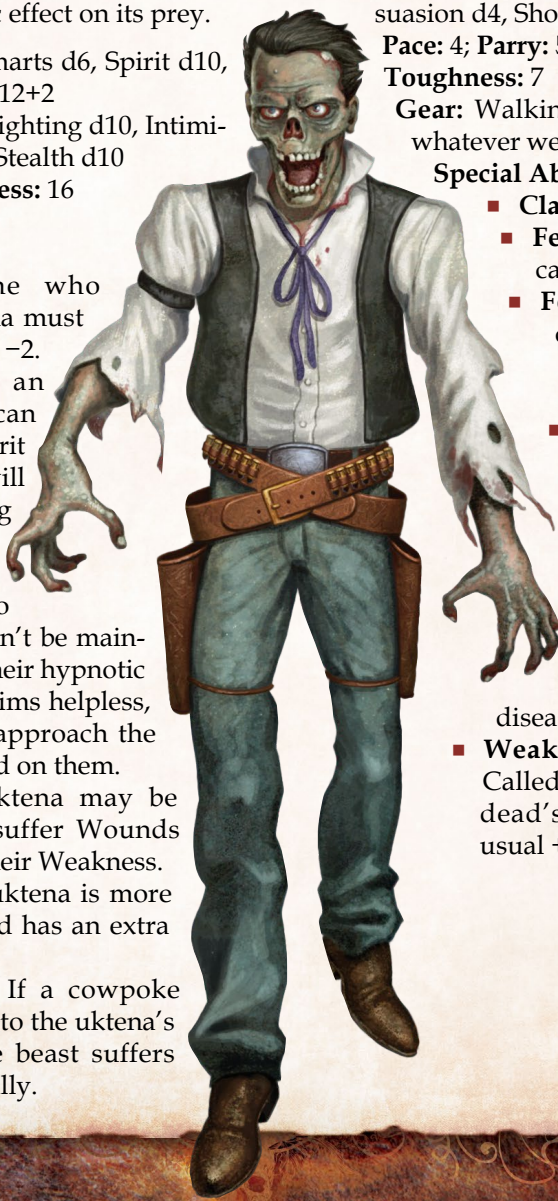
Pace: 4; **Parry:** 5;

Toughness: 7

Gear: Walkin' dead fight with whatever weapon they can find.

Special Abilities:

- **Claws:** Str+d4.
- **Fear:** Walkin' dead cause a Fear check.
- **Fearless:** Walkin' dead are immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from Shaken; Called Shots do no extra damage; doesn't breathe; immune to disease and poison.
- **Weakness (Head):** A Called Shot to a walkin' dead's head does the usual +4 damage.



WALKIN' FOSSIL

Walkin' fossils are dinosaur bones, skeletons, or even stony fossils come to unlife, their empty eye sockets glowing with unholy light.

Walkin' fossils come in many shapes and varieties depending on the creature they're drawn from. The profile below represents a utahraptor with vicious teeth and claws, and curved hind claws ideal for rending.

On the move the creature's fossilized bones grind together loudly, so it's difficult for the thing to catch prey unaware. But this version is a speedy devil, so folks who take off running soon become fast food.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12, Vigor d10

Skills: Athletics d6, Fighting d8, Notice d6, Stealth d4, Survival d6

Pace: 8; **Parry:** 9; **Toughness:** 14 (2)

Edges: Fleet-Footed, Frenzy (Imp)

Special Abilities:

- **Armor +2:** Petrified bones.
- **Bite/Claw:** Str+d8.
- **Fear:** Walkin' fossils spur a Fear check.
- **Fearless:** Walkin' fossils are immune to Fear and Intimidation.
- **Immunity (Fire):** Walkin' fossils suffer no damage from fire.
- **Pounce:** Utahraptors pounce to better rend prey with their hind claws. If it makes a Wild Attack, it adds +4 to its damage instead of +2.
- **Size 3:** Utahraptors are 20 feet long (including an eight-foot-long tail).
- **Undead:** +2 Toughness; +2 to recover from Shaken; ignore 1 point of Wound modifiers; Called Shots do no extra damage; doesn't breathe; immune to disease and poison.
- **Weakness (Head):** Called Shots to a walkin' fossil's head inflict the usual +4 damage bonus.
- **Coup (Fossilized):** A Harrowed who absorbs a walkin' fossil's essence gains hardened bones, increasing his Toughness by +1.

WALL CRAWLER

Wall crawlers are predators that hang on the shadowy sides of mesas or canyon walls, waiting for travelers to pass below. When they spot prey, they race down to strike with lightning speed. Victims almost never see them coming before it's too late.

Wall crawlers combine the scariest aspects of spiders and monitor lizards with nasty spiky bits all over them. Before they strike they're silent; when attacking they emit a hissing sound like a riled serpent.

Attributes: Agility d10, Smarts d4 (A), Spirit d6, Strength d10, Vigor d8

Skills: Athletics d8, Fighting d10, Intimidation d10, Notice d8, Stealth d12

Pace: 10; **Parry:** 7;

Toughness: 8 (2)

Edges: Fleet-Footed, Free Runner, Quick

Special Abilities:

- **Armor +2:** Wall crawlers have thick, spiny hides.
- **Bite:** Str+d8.
- **Charge:** Wall crawlers charge on their first round of attack, scrambling down from a high perch. Add +4 damage to the first successful Fighting roll in a turn when it moves at least 5" (10 yards).
- **Fear:** Wall crawlers are weird, creepy, and mean!
- **Wall Walker:** Wall crawlers can walk on vertical or inverted surfaces at their full Pace, and may run.

★ WEEPIN' WIDOW

This abomination is the spirit of a woman who witnessed her family's murder and died of overwhelming grief. Without time to mourn its loss, the spirit's rage and sadness bind it to our world.

The widow appears as it did in life. She dresses in funereal clothing, sobbing





behind the veil that covers her tear-streaked face.

Weepin' widows attack the living without mercy, wailing at the top of their lungs and cursing their family's murderers. A widow weeps over the bodies of those she slays as if they were her lost family. Then the spirit moves on to find more victims.

Attributes: Agility d6, Smarts d8, Spirit d12, Strength d4, Vigor d4

Skills: Athletics d6, Common Knowledge d6, Fighting d8, Intimidation d12, Notice d4, Persuasion d6, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 4

Hindrances: Vengeful (Major)

Special Abilities:

- **Acid Touch:** Str+d8, AP 4. Touch Attack.
- **Anchor:** Weeping widows can't leave the spot where they died unless they possess a living woman. If the host is killed, the widow returns to her anchor until she takes another host.
- **Fear (-2):** Widows cause a Fear check at -2 when their true form is revealed.
- **Limited Invulnerability:** A widow can be Shaken and even Wounded by magical attacks, but returns to her anchor the next night unless *banished* (see below).
- **Possession:** The widow is an insubstantial spirit and remains so until she possesses a living woman who comes within 10" (20 yards) of the widow's anchor (see above). This is an opposed Spirit roll. With success, the widow assumes the host's Agility, Strength, Vigor, and linked skills and Derived Traits, but retains her own mental Traits.
- **Tears:** If she's been revealed, the widow sprays bloodstained tears from her eyes in a radius the size of Medium Blast Template centered on her. This causes 2d6 damage to everyone in the template at the end of her turn.
- **Weakness (Banishment):** Successful use of the *banish* power slays a weeping widow.
- **Coup (Acid Spit):** A Harrowed who absorbs a widow's mojo gains the ability to spit a gob of acid as an action (Range 1/2/4, Damage 2d4, AP 4). The deader also becomes a sad sack with the Quirk (Melancholy) Hindrance.

Winters are tough in America's northern latitudes. In such savage cold, lack of food can drive men and women to resort to the unthinkable—cannibalism. But there's a high price to be paid for such a feast. The survivor becomes a wendigo that craves only one thing: human flesh.

Wendigos are the twisted spirits of people who consumed their fellows to survive. Their eerie howls ring out in colder climes, particularly the Cascade Mountains of the Great Northwest. They are sometimes active farther south during harsh winters, but migrate north again when spring approaches.

A wendigo looks like a vaguely humanoid, furred mountain of muscle with vicious claws and a mouth full of dagger-like teeth. Most have baleful red eyes and jet-black or snow-white fur.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d12+2, Vigor d12

Skills: Athletics d12, Fighting d12, Intimidation d12, Notice d10, Stealth d10, Survival d10

Pace: 8; **Parry:** 8; **Toughness:** 10

Special Abilities:

- **Claws:** Str+d8, AP 2.
- **Fear (-2):** Wendigos are terrifying creatures.
- **Fearless:** Immune to Fear and Intimidation.
- **Immunity (Cold):** Wendigos are immune to cold-based attacks and effects.
- **Low Light Vision:** Wendigos ignore Dim and Dark Illumination penalties.
- **Size 2:** A wendigo is nine feet tall and as thick as a tree trunk.
- **Weakness (Hot Tallow):** A wendigo is killed instantly if someone pours hot tallow down its throat. We didn't say it was easy, but if a posse can figure out how to do it, the monster's screams and melts into a mess of steaming blood and bones.
- **Coup (Cold Blood):** Deaders who feast on a wendigo's spark reduce damage from cold based attacks by 4, and gain +4 resistance to cold-based effects.



WERECRITTER

There are a host of lycanthropes scattered across the Weird West—everything from werewolves to bears, jaguars, and mountain lions.

Use the notes below to customize these horrors and add a little variety to your lycanthropic stew. Start with the profile for Wild Card werewolves in *Savage Worlds*, then customize based on the notes below. “Lesser” versions aren’t Wild Cards, and don’t have Fast Regeneration or Infection.

- **BEAR:** Increase Strength to d12+4, Size to 2, and Toughness to 9. Reduce Fighting to d10 and Parry to 7.
- **JAGUAR:** Add Combat Reflexes and Frenzy (Imp). Reduce Fighting to d12 and Parry to 8.
- **MOUNTAIN LION:** Add Counterattack and First Strike. Reduce Fighting to d10 and Parry to 7.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+2, Vigor d10

Skills: Athletics d8, Common Knowledge d8, Fighting d12+2, Intimidation d10, Notice d12, Stealth d10, Survival d10

Pace: 8; **Parry:** 9; **Toughness:** 8

Special Abilities:

- **Bite/Claws:** Str+d8.
- **Fast Regeneration:** Roll natural healing every round unless the Wounds were caused by magical or silver objects.
- **Fear (-2):** All lycanthropes cause Fear.
- **Infection:** Anyone slain by a were has a 50% chance of rising as one themselves, involuntarily transforming every full moon. Most gain control after 1d6 years.
- **Infravision:** Halve Illumination penalties when attacking warm targets.
- **Size 1:** Werecritters are hulking brutes.
- **Coup (Wolf’s Heart):** Harrowed gain +1 Toughness but take +4 damage from silver weapons.

★ WILL O' THE WISP

WOLFLING

This abomination looks like a hovering, darting ball of brilliant light. Some believe they're ghosts of folks drowned in quicksand, crushed in mining accidents, or dead via other misfortunes. No one knows the truth, but everyone agrees they're dangerous.

Will o' the wisps are difficult to harm, and are themselves incapable of causing injury. Instead they tempt nighttime travelers to follow them toward some hazard—a mineshaft, raging river, quicksand, or high cliffs. When unfortunates get hurt or killed, wisps feed on their pain and suffering.

Wisps are intelligent and communicate via flashing patterns of light. They rarely communicate with humans, though, unless they're trying to manipulate a foolish mortal into a fatal mistake.

Attributes: Agility d12+4, Smarts d8, Spirit d10, Strength 1, Vigor d4

Skills: Athletics d6, Common Knowledge d6, Notice d8, Persuasion d10, Stealth d12

Pace: 0; **Parry:** 2; **Toughness:** 4 (3)

Special Abilities:

- **Armor +3:** Supernaturally tough.
- **Ethereal:** Will o' the wisps can become invisible and immaterial at will. They are only harmed by magical attacks or their weakness.
- **Flight:** Pace 24".
- **Puppet:** Will o' the wisps have the *puppet* power and 20 Power Points, activated with Spirit. Will o' the wisps use *puppet* on stubborn folks who won't be lured into danger.
- **Size -3 (Very Small):** Will o' the wisps are the size of a person's head.
- **Weakness (Electricity):** Electricity-based attacks affect a wisp normally.
- **Coup (Nightflyer):** A deader who eats a wisp's spark can float when she falls from any height, ignoring falling damage altogether. She can carry whatever she can lift as she plummets, but any more than that and she's gonna hit bottom just as hard as anyone else.

Indian tribes of the Northwest tell of wolflings, predatory wolf-men with pure white coats that live in the lost valleys of the Cascade Range. They're often mistaken for werewolves, but these creatures don't change from human to animal form. They remain savage beasts regardless of the moon's phase.

Wolflings have fingers and opposable thumbs and use crude hand weapons in their hunts, and have only recently discovered the secret of fire. They occasionally wear jewelry, scarves, or other clothing claimed from victims to imitate the humans they find so curious.

Wolflings venture from their homes in winter to prey on humanity, honing their pack tactics to a bloody edge. A few rare packs have befriended lone individuals, typically shamans or those of a spiritual nature who can figure out how to communicate with the pack and teach it the ways of humanity.

Wolflings aren't creatures of the Reckoning—they existed long before it—but their numbers have certainly increased since the return of magic to the world.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d10, Vigor d8

Skills: Athletics d10, Common Knowledge d4, Fighting d10, Intimidation d8, Notice d10, Stealth d12, Survival d12

Pace: 8; **Parry:** 7 or 8 (spear); **Toughness:** 6

Hindrance: Loyal, Vengeful (Minor)

Edges: Fleet-Footed, Frenzy (Imp)

Gear: Spear (Str+d6, Reach 1, Parry +1), axe (Str +d6).

Special Abilities:

- **Bite:** Str+d6.
- **Pack Tactics:** Wolflings gain a bonus to damage equal to their Gang Up bonus, slashing and gnashing at exposed areas as they whirl about their prey in a confusing dance of death.

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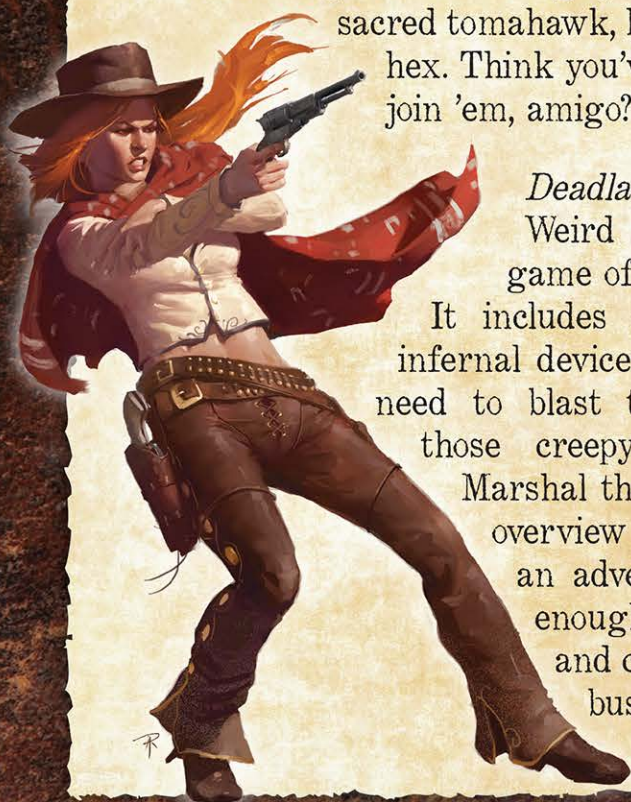
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