



DUST

A SLAYERS SUPPLEMENT BY
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DUST

A SLAYERS SUPPLEMENT

This is a supplement for the tabletop RPG Slayers by Spencer Campbell. Inside you'll find a goldmine of information on the district known as Dust.

Like many things in Slayers, there are holes left intentionally unfilled, details left unanswered. It's here to give you a sense of what the Dust is like, and who lives in it. But what you do with it, and how you shape the folks and devils in this book is up to you and yours.

As a supplement, this zine assumes you have the core rules for Slayers already. If you need to get your hands on a copy, go to gilarpgs.com and grab one, then come back. Dust will be waiting for you.

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The sun hangs high in the sky, an oppressive heat scorching anyone fool enough to not seek the shelter of shade. Dust. A desert in the middle of a city; The City to be exact. Folks who call this land home live hard lives under a harsh sun. Farming, hunting, whatever will keep them fed.

But some things are scarier than the heat, drought, and starvation. Slingers. Wielders of legendary weapons, forged in Dust. They keep the peace, each with their own code that defines the meaning of the word. Some folk see them as guardians, others as warlords. They don't much care what you call them, as long as you respect the iron strapped to their side.

Slingers battle with one another for territory and control. The scant resources of Dust are vied for by all. To make matters worse, the Forges of Dust are firing up like never before. New weapons are being made, and an arms race between the factions of the district has begun. If someone doesn't step in, this powder keg will explode, and The City isn't ready for that kind of firepower to hit the streets.

Dust is a district of the infinite City. Unlike most districts however, you can't walk into Dust from any ol' road or walkway. It is hidden away, and for good reason. Dust has resources that can't be found anywhere else in The City. Those resources have been used to make the six-shooters that made Gunslingers famous, or infamous depending on your point of view. Nobody can get their hands on one of them unless you get it from the Dust, or somehow kill a Slinger and rip it from their cold dead hands.

Dust doesn't welcome outsiders. That's why you can't just walk there, but instead need an invitation, or to find another clever way in. But right now they need help. The district is experiencing an arms race the likes of which have never been seen. On top of that, rumors abound of a new firearm that blows even the revolver out of the water. If that's true, and mass production of it starts, the streets of The City will tear themselves apart with it. Read my words, learn from them before you come here. All that monster slaying isn't going to mean anything if you come here and piss off the wrong Slinger or Devil.

WELCOME TO
DUST

PEOPLE & PLACES

This land you call a district, that we call Dust, has a lot in the spaces in between. Folks live out there in the wastes, alone or in small communes. You'll no doubt stumble into all sorts of oddities if you decide to make a journey. Just make sure you don't let the heat play tricks on your eyes. Nothing out there is exactly as it seems.

Dust is carved up by the many factions that try to stake a claim to the land beneath their feet. Most of the district is cut up in small enough pieces that they aren't worth mentioning. For example, you'll find a different person or group in charge of each block you walk in Dustbowl. But the bigger locations, and the people inside them, are worth knowing.

The citizens of Dust, we call ourselves folks. We're the ones that live in Dustbowl, or in smaller communities or farms scattered across the desert. We try to get by with what we have. Farming, hunting, crafting. Honest work. We keep our heads down, and don't make eye contact with a Slinger if we see one.

You folks in The City know them as Slayers, but they're Slingers in the Dust. Slingers call the shots, both metaphorically and literally. They are the constant of this land. No matter where you travel, you're going to find one somewhere nearby.

Your run-of-the-mill Slinger typically calls Dustbowl home, or somewhere nearby. They like to play rough with one another, and the folks in the area tend to get in the way. Not much can be done about it though. They have the revolver, made by the Forge, giving them what seems to be unnatural powers.

Are your City Slingers like that? Can they take a bullet to the gut in the morning, and be throwing back shots that evening? Maybe it's the water here. Or those damnable guns. Either way, just be careful around them, you hear?

Now that that's out of the way, let me give you the tour.

NOTE: The hexmap at the back of the book is a representation of the Dust. It doesn't contain all the details, but highlights some of the important places you might want to visit.







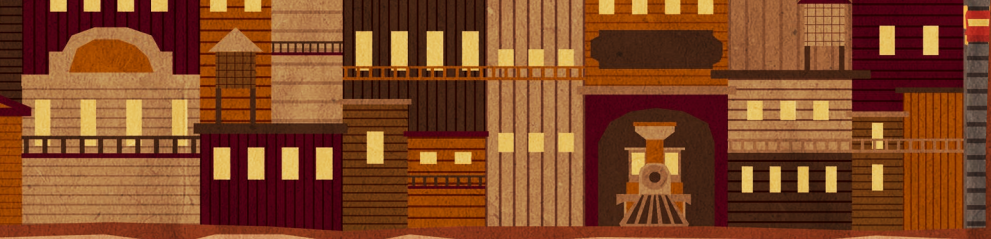
Dustbowl

Dustbowl is the biggest settlement in the whole district. Sitting at the center of all things, folks tend to pass through Dustbowl on their way to other places. Like most people in Dust, the locals are suspicious of outsiders, but less so than those out in the wastes. The town is cut up, nearly block by block, by various groups and Slingers who call the dust below their feet their territory.

The groups that make up Dustbowl are too numbered to mention here. Just look for runes, sewn onto clothing and carved in wood, that will be your guide. Slingers here don't work alone, they have networks of underlings that do street level work for them. Then you've got your run-of-the-mill gangs, groups, cults, anything you can imagine has a home in Dustbowl.

If you find your way to Dust, you'll probably start here. Visitors to these parts come in a few different ways as far as I can tell, but most come walking in on the main thoroughfare, a bit dazed from the journey. The Mirage is a saloon that situated itself right there, first thing you'll see. They'll give you a drink to stave off the heat, and a place to settle yourself before moving on.

Beyond that, these streets we call home might be strange to you, but then again I don't know much about this City you're from. Dustbowl was a single track road when it was first established, but more people arriving created an explosion of growth. Too fast actually. Thankfully the folks up in the Forge provided us with



the tech to build our town in ways we never would have imagined. Now we have spires and walkways, homes of all kinds of wood, some even of metal. We remember our roots though, and you'll still find a patch of dust floor in every establishment you enter.

NOTABLE NPCs

DECKARD "ACE" HIGH: Famed gambler in town. Infamous really, because this fella might have the worst luck anyone has ever seen.

DR. LEE: Calls themselves a spectrologist. Helped create the spectral shot that we use to hunt the especially foul beasts in these parts.

RAVEN: A Slinger with better connections than any other. They've got little birds that whisper secrets in their ear every evening.

LOCATIONS

SWIFT STREET: A stretch of road that is used exclusively for duels, always draws a crowd.

BULL'S EYE: Shop that has gear for hunting for all kinds of critters and specters.

THE TRENCH: A section of town kept by a veteran Slinger who just wants some peace and quiet.

SENSES

Two guns fired in a duel, sting of a strong whiskey, dust clogged nostrils, mechanized whirring, tradition mixed with innovation, fuel burning, a distrustful glance, feeling "other".



THE ROCK

Southwest of Dustbowl is the “research” camp, or so the outsiders who set up shop there call it. They aren’t local to Dust, and nobody is exactly sure when or how they got here. Occasionally you’ll find one of them making their way to town for supplies, sometimes to recruit locals to help with some work. Odd thing is, the Slingers don’t seem to pay them no mind.

They don’t dress like us, talk like us, or eat like us. Honest? They remind me a lot of you. Maybe they’ll be more forthcoming about any questions that come from you instead of us. Maybe they’ll tell you what’s so special about that rock they’re obsessed with. Maybe.

What are they doing out there, you ask? Digging. Lots and lots of digging. You can hear the work going on, at all hours of day and night. They’ve got folks that watch the perimeter of their camp, to make sure prying eyes don’t peep what they’re not supposed to. Lately we’ve noticed more permanent structures are being set up. Seems like they plan on being here a while. On top of that, their security is getting bigger each passing day.

There’s a big rock out there. A really big one. It’s got all kinds of etchings and writing on it. Us from Dustbowl haven’t ever really given it a second thought. It’s not bothering us, so we’re not going to bother it. But those outsiders have made a camp and are studying that big rock sticking out of the dirt. And they call us simple...

d6

LATEST "EVENT" CAUSED OF THE ROCK

- 1 Livestock in the area have been growing at an alarming rate before bursting
- 2 A hummed song was heard by every soul in Dust for 20 seconds
- 3 For one day, everyone's aches and pains were gone, back something fierce the next
- 4 Shades of people in odd clothing and speaking in strange accents wandered for a week
- 5 A second sun now hangs in the sky, coal black in color
- 6 The pulsing glow of the Rock matches the cadence of the echoes from the Forge

NOTABLE NPCS

DOC: Chief researcher and in charge of the whole camp. Nobody from Dustbowl has met them, so I can't tell you much about them...

BROCK SAMPSON: Head of security, and a complete hardass. Tries pushing the limits of what their security forces can get way with.

SYLUS BRACKWATER: A damn fool who is trying to get chummy with those outsiders. They are convinced there are riches inside that camp.

SENSES

A colorful glow, humming in various tones, a stern security guard, machine powering up, sulfur, rot, electricity crackling, excited shouts, terrified yells.



Hell

Hell, what we call the Dust Devil settlement, sits in the hills to the southeast. A long ways back, some families from Dustbowl and the surrounding area got tired of living under the heel of the Slingers, and decided to stake a claim to some land of their own. Dust Devils they call themselves. Their settlement is a day's journey from Dustbowl, but they don't make that trek with peace. Devils are bandits, stealing what they need to in order to survive outside the Slinger's law. They don't seem to realize they are becoming the very thing they hate so much.

For some reason the Slingers have acknowledged the Dust Devils' sovereignty, and now they do whatever it is they do up there in peace. Well, peace ain't exactly the right word. At night you can see the fires they burn, sometimes all the way from Dustbowl. They howl and make all kinds of noise, which has led to many folks believing they chose the name Devils for a reason. You ask them what it's about, and they'll rattle off whatever holiday they are celebrating that day.

The Devils scrape by, but do so through thievin'. They don't tend to tussle with Dustbowl, as the numbers aren't in their favor and there are a lot of Slingers who would see it as an act of war. But the families in the farmland between get bothered. Some of those researchers have been coming in lately complaining that they're being raided by demons in the night.



WHAT ARE THE DEVILS CELEBRATING TODAY?

d6	THE...	OF...
1	Destruction	Freedom
2	Revenge	Safety
3	Rebellion	Prosperity
4	Salvation	War
5	Sacrifice	Fear
6	Remembrance	Death

NOTABLE NPCs

DAG: An up and coming raider. They have inspired a number of Devils, and is rallying for a raid on Dustbowl.

FINCH: An undercover Slinger from Dustbowl, who is trying to keep tabs on the Devils. They are conflicted on seeing them as the “bad guys” all the time.

KINDLE: A pyromancer who holds a great deal of respect based on their ability to read the ashes of a bonfire and divine the future.

SENSES

Energy coursing through the air, dust below you thrumming, raw excitement, ash smeared into art, embers from before, scorching heat, hiss and pop of wood aflame.




FORGEWORKS

The sounds of smithing echo off the mountains to the north. Somewhere in that mess of cliff sides and sheer drops are the Forgeworks. The birthplace of the six-shooter revolver, and the Slingers, for better or worse. See, what most people don't realize is that Dust has resources, valuable ones, buried beneath the surface. But there was something else buried up in those mountains, and some fools had the idea to set up a factory. Dust, and your City, were never the same again.

You don't find the Forge unless it wants you to, so don't bother going without an invitation. The Forge folk are even more secretive than the Devils. Secreted away in the mountains, the people of the Forge are equal parts crafters and cultists. They worship the firearm like a god, and gunpowder and lead are their communion. That worship created the revolver, and the Slingers as a result. Slingers won't tell you how they got their guns, but everyone knows they come from the Forge. Those folks up there choose who becomes a Slinger, though there doesn't seem to be a method to that madness from down here.

A few folks have come back to Dustbowl with stories of what they saw up there. Shelters made of metal and wood, formed as if they were growing out of the rock itself. The folk up there prefer their privacy, and so most visitors think they've only seen a tenth of the structure that makes up the Forge. What they did see were vats the size of a barn, filled with molten rock. Tools and machinery that move to a steady beat, as if they were the percussion of a hymn. And the map.



As if that all weren't strange enough, they built what they call a railway between the base of the mountains and some of the major locations across Dust. A locomotive makes the journey, back and forth, mostly to shuttle supplies and people between the locations. We give them food and basic supplies, they forge tools and other technology to help improve our lot in life. Never a gun though...

WANDERING THE FORGE, YOU FIND...

d6

- 1** Hooded figures firing empty revolvers up into the air.
- 2** A prototype rifle being tinkered with. It whirs with cogs and gears.
- 3** A blessing being bestowed on an anvil.
- 4** A Slinger ceremony, the gun being gifted to a chosen.
- 5** An altar of metal and stone, drenched in still hot blood.
- 6** Boot prints, scorched into the ground, walking into walls.

SENSES

Lit gunpowder, rhythmic hammering, chants bouncing off walls, fire, a vibration through your boots, tang of iron in your mouth, roar of the forge, a hooded crowd.



THE HOLD

The last place you need to know about is the last place you want to find yourself. The Hold was once a fortress by the looks of it, but I'm not exactly sure who held court there. It was abandoned, and time and Dust had their way with the place. I told you the Slingers have their own individual codes, what they believe in and what that means in terms of keeping the peace. Turns out that causes a lot more bloodshed than they anticipated. Most Slingers are fine with it, it's a chance to show off their skills and use their iron. However, a group of them banded together some time ago to change things.

The Sentinels consider themselves guardians of this land. They repurposed that abandoned fortress and turned it into a prison, what the locals call the Hold. They claim to know what's best for Dust, and that includes dragging away criminals to their makeshift jail. Depending on the severity of your crime, you might not see the harsh light of the sun for years.

It's not uncommon for a Sentinel to be at odds with a Slinger in town, but rarely does it come to guns drawn. Instead, Sentinels are judge, jury, and executioner for the regular folk, and the Hold is their court house. I'm telling you, the place is a fortress, and full of people happy to shoot first, and ask questions later. Most people around here don't mind that, because the alternative is a lot worse.

The Horsemen, four of them, ride atop mounts that never tire. Where they ride, they leave a wake of death and destruction. Many have tried to stand before them,



the Sentinels hunt them, but they don't seem to die. There are always four, and when you spot one, know that the others are just around the bend. Hear their names: Revenge, Mercy, Fury, and Fire.

WHO'S BEING HELD AT THE HOLD

EMBER: Some people just want to watch the world burn. The only reason they don't have a bullet in their head yet is they claim to know something about the Horsemen.

MOUSE: Don't let their small stature fool you. The Sentinels are holding them because they blur the line between human and wolfen, and someone wants to study them.

JAY: Buzzards stopped circling the Hold when Jay came in. Now the Hold has a corvid problem, with crows, raven, magpies, and more holding court.


EVENTS AT THE HOLD

- A prisoner is being transferred to a more secure location, and everyone is on edge.
- A group of Sentinels have a lead on one of the Horsemen, and intend on hunting them.
- Rumors of a six-shooter cropping up are circling, and the Sentinels are looking to recruit.

SENSES

Howls of anger, keys on rings, unrelenting sunlight, hisses from shadowy cells, a single shot ringing from the courtyard, sickly sweat, eyes always on you.

DEADEYE



Deadeyes are the newest creation from the Forge. The rifle they wield has incredible firepower, and fires faster than anything out of The City. Not only that, but the smiths have given them an alchemical eye, allowing them to read their prey and strike with deadly aim.

STARTING STATS

HP: 7

SPEED: D6

BULLET: D8/D6/D4

DAMAGE: 3/2/1

CRIT: +2

READY ACTION - **SIZE UP**

At the start of combat, after the turn order has been established, you may Analyze for free.

ATTACK ACTION - **CRACK SHOT**

Choose a target at Near or Far range and roll your Bullet. On a Hit, the target takes damage depending on your Bullet size. If you roll the highest possible die value, you deal a Crit and add your Crit damage. If you roll a natural 1, reduce your Bullet die one size (e.g. d8 to d6). If you roll a natural 1 while your Bullet is a d4, you must spend your entire next turn reloading your rifle. Take no actions, and change your Bullet back to its maximum size.

QUICK ACTION - **ANALYZE**

Study the actions and behaviors of your foe, then choose one benefit. You cannot use Analyze if you take a Move action this turn.

- Learn a piece of information about them (HP, actions they can take, etc.).
- Next attack from any Slayer on them is with Advantage.
- Increase your Speed +1 if you are after them in the turn order. If they are higher, -1 to their Speed.

BASIC ADVANCES

- **THE SLOW WAY:** Hit targets lose 1 HP at the start of each of their turns.
- **WOUNDED PREY:** +1 damage to enemies that are at half HP or less.
- **BAYONET:** Deal 2 Harm when you Brawl during combat.
- **OPPORTUNE:** If you Crit, you may make a free non-Attack action.
- **COORDINATE:** When you Analyze, one ally can get +1 to their Speed instead of you.
- **RIFLING:** +1 to Crit damage.
- **AT THE READY:** Increase Speed die to d8.

EXPERT ADVANCES

- **HEADSHOT:** If you get a Crit while rolling with Advantage, the target takes +5 damage instead of your normal amount.
- **PIERCING SHOT:** Bullet hits everyone in a straight line from you.
- **QUICK CLIP:** When you get a Crit, increase your Bullet one die size, up to your max.
- **SPOTTER:** When you Analyze, all attacks against the target are with Advantage until its next turn, instead of just the next attack.
- **POCKET FULL OF BULLETS:** Increase Bullet size to d10, 3 damage still.

TACTICIAN ADVANCE

PROWLER: Deadeyes can take Move actions the same turn they use Analyze.

MONSTERS

Dust has its own share of monsters, creatures, beasts, whatever you want to call them. The locals rely on Slingers to keep them in check, so I guess they might hire you Slayers to do a similar thing. Before I give you a rundown of what's out there, you need to know something about Dust. This land is cursed.

Horrible beings haunt these wastes. They wander under the pale moon, taking a great number of fearsome forms. For a while, there was nothing we could do about it. Slingers fired away and it would spook the cursed critters, but not put them down. Then the folks in the Forgeworks came down from the mountain with a solution: spectral shot.

Spectral shot is a special type of ammunition that is highly effective against these cursed abominations. It's rare though, so don't expect to get any for free. They've even refined it down to an oil, so those of us armed with just knives and shovels can take a swing at the damned things and make it count.



SLINGER

HP: 10 SPEED: 6

Chosen, one way or another, by the Forge folk to wield the legendary six-shooter. They serve a number of codes, so there is no telling their disposition until they draw their iron.

ACTIONS: 2 + MOVE

Sling Lead: 2d6. Near. 1 damage per Hit.

Quickdraw: Increase Slinger's Speed by 1 for the rest of combat.

Fan the Hammer: All Slayers within Near range of Slinger make an Agile roll. On a Miss, take 1 damage.

REACTION:

Duck and Cover: After taking damage, Slinger may make a Move action.

SPECTER

HP: 7 SPEED: 4

Crueler than ghosts you'll find in The City. Maybe it's the heat. Maybe it's the fact that they probably met an untimely end. Either way, they're pissed.

PASSIVE:

Cursed: An attack against a Specter without spectral oil or shot can only do 1 damage maximum.

ACTIONS: 1 + MOVE

Howl: 1d8. Engaged & Near. Target Slayer takes 1 damage and 1 fewer action during their next turn.

Blind Rage: 1d4. Engaged. Target Slayer attacks their nearest ally during their next turn.

REACTION:

Lance: 1d6. Near. 3 damage per Hit.

DEVIL

HP: 14 SPEED: 8

A proper devil. Out in the wastes, you might find yourself at a crossroads. If your luck's gone dry, a devil will be waiting for you, ready to collect a debt you didn't know you owed.

PASSIVE:

Cursed: An attack against a Devil without spectral oil or shot can only do 1 damage maximum.

ACTIONS: 2 + MOVE

Scorch: 1d8. Near. Target Slayer and everyone at Engaged with them take 2 damage, and then 1 damage at the start of their next turn.

Skewer: 2d6. Engaged. 1 damage per Hit. If both dice Hit, roll another.

Siphon: Near. Target Slayer makes a Negotiate roll. On a Miss, they lose 1 HP and the Devil gains 1.

REACTION:

Collect: When a Slinger is brought to 0 health, their soul is snatched up by the Devil. No attempts to heal may be made. The Devil heals 3 HP and immediately takes a turn.

SCORPION

HP: 10 SPEED: 5

10 feet long, and covered in crystals, these monstrosities will burst from the ground and blind you. Before you get your wits about you, you've been cut to shreds I say.

PASSIVE:

Armored: Until reduced to at least half HP, the Scorpion reduces damage per Hit from incoming attacks by 1.

ACTIONS: 2 + MOVE

Blind: 1d8. Engaged & Near. On a Hit, everyone within range takes 1 fewer action on their next turn.

Pincer: 2d6. Engaged. 2 damage per Hit.

Sting: 1d8. Engaged. 2 damage per Hit and target loses 1 HP at the start of each of their turns until tended to by a Mend roll.

MARSHAL

HP: 8 SPEED: 5

A tormented soul hellbent on revenge can inhabit a corpse, and use it until it collapses. This creature of fire and fury is called a Marshal, and they intend to dispense justice.

PASSIVE:

Cursed: An attack against a Marshal without spectral oil or shot can only do 1 damage maximum.

ACTIONS: 2 + MOVE

Soul Fire: 1d8. Near. 2 damage per Hit.

Sever: 1d6. Engaged. 1 damage per Hit, and the target cannot Move for their next turn.

Vendetta: Choose a target. Until the end of combat, all actions the Marshal makes against that target are made with Advantage. Can only have 1 Vendetta at a time.

REACTION:

Revenge: When a Marshal is attacked by their Vendetta, they may immediately attack back.

WOLFEN

HP: 7 SPEED: 7

Wolves that eat the meat of a cursed man take on that curse. Their bones bend and break, and they become a mass of teeth and muscle, with an insatiable appetite.

PASSIVE:

Cursed: An attack against a Wolfen without spectral oil or shot can only do 1 damage maximum.

Clever: If a Wolfen attacks a target Engaged with another Wolfen, that attack is with Advantage.

ACTIONS: 1 + MOVE

Bite: 2d6. Engaged. 1 damage per Hit.

Pounce: 1d6. Near. Target Slayer makes a Brawn roll, or is pinned under the Wolfen. While pinned they can take no actions other than a Brawl roll to escape.

RUMORS

*Need a quick rumor to get your Slayers moving in a direction? Dust is full of them, so grab a **d10** and see what is going on today.*

1. A Dust Devil was caught trying to steal from Dustbowl and is being held at a saloon. They are speaking in tongues and have eyes of fire.
2. Someone is auctioning off a treasure map they claim will lead to a revolver, left in the sands by the Forge.
3. The cursed creatures haven't been as reactive to our spectral shot as they used to. Are they building a resistance to it? What happens if they become immune?
4. A Slinger body was found on the border of Dust Devil territory, a bullet wound like never seen before, clear through the skull.
5. The Forge folk are looking for someone to test their latest creation. Are you the wielder, or the target?
6. That Rock has started glowing now, and the research camp has doubled its efforts.
7. Someone is killing Slingers, and leaving their bodies in prominent places all around Dustbowl.
8. For the first time ever, buildings from neighboring districts of The City can be seen off in the horizon. Something is bringing Dust to the public.
9. A campfire lures folks to sit in safety at night out in the wastes. Those that sit down don't stand back up. Snuff it out.
10. Arcane playing cards are being found all around the district. If they are gathered up into a single deck, something certainly must happen, but what?

HOOKS

Unlike the Hunts you'll find in the core rulebook of *Slayers*, these hooks are a bit...looser. Dust is a place that plays tricks on the eye and mind, and so it's best to not try and prescribe what will happen on these expeditions.

Instead, these hooks will give you a basic premise, an issue that a region of Dust is dealing with. You'll get a framework to base your Hunt around, and some starting points. But from there, it's up to y'all to decide what happens. Think of these more as plot hooks than full-blown adventures.

These hooks don't line up with the traditional cycle of play using Hunts from *Slayers*. There isn't a monster that needs hunting, but a situation does need to be dealt with nonetheless. *Slayers* should advance their characters after resolving the situation, for better or worse.

How you spend your time in Dust is up to you.



GIDDYUP

One doesn't simply walk into Dust. The district may be a part of The City, but it doesn't behave like the others. There are no roads that get you there. The Wanderers can't even transport you, despite years of trying to find a route. But you've been hearing some distressing rumors about the place, and it's time you set monster hunting aside and look into the matter.

PREMISE

The Slayers hear rumors that Dust, the district where the Gunslingers get their legendary weapons from, is about to explode. Not literally, but maybe? A war of some kind is about to break out, and some new weapon might spill into the streets of The City, and that's going to make monster hunting a lot more complicated.

MAJOR OBSTACLE

Find entry into Dust. The district can't be accessed through normal means, so the Slayers will need to investigate how it can be done.

LOCATIONS

This Hunt can take place in any district. The Slayers should discuss where their most recent job took place. At some point they are going to need to learn more about Dust. Consider some options for where that information can be found:

- Librarium is a district filled with ancient writings, and something might be found in the stacks.
- If there is a part of town where Gunslingers congregate, one of them might have information to share.
- Dust seems to be in a parallel or pocket dimension. There are plenty of arcanists and cults that worship these types of places, and might be able to help you with a ritual.

FACTIONS & NPCs

Who is most immediately interested in the Slayers' activity is going to be based on which district the Hunt takes place in. Here are some suggestions:

THE WANDERERS: They've been looking for a consistent way into Dust forever. If they catch wind the Slayers are heading that way, they will want to help, if only to profit off of it.

TESS: A Gunslinger Slayer who has heard the rumors about Dust, and what's happening there. She's been having vivid dreams about it, and knows there is some truth to them.

ONE WORLD ORDER: A "religious" organization that believes there are multiple Cities, and that they must be joined together for us to reach peace. They are interested in bringing Dust into the fold, but they're also a little unhinged.

STRUCTURE & CONCLUSIONS:

This Hunt is unusual in that there is no specific monster to hunt. Instead, the Slayers are hunting a location, a place that doesn't want to be found. They should run into obstacles that require them to investigate options, and eventually break into Dust. Here are some ideas:

- A duel must be won against a masked Slinger.
- You have to die, for a moment, to enter Dust.
- Dust is a dreamscape, that can change reality.
- Strip a Gunslinger of their weapon, and wield it.



GHOST TOWN

When you first arrive in Dustbowl, you'll be invited to have a drink at the Mirage, where all outsiders congregate to gather their wits about them. Not long after settling in, you'll hear the rumors of a problem with this frontier town: it's haunted.

PREMISE

The Slayers need to make themselves useful around these parts if they are going to keep a roof over their heads and food in their bellies. Right now a large part of the town has been overrun by spectral monsters, and the locals need the problem taken care of. Deal with the ghost problem so folks can move back into their homes. Either kill 'em, or drive them off, it don't matter much to the locals.

FOLKS IN NEED

The Mirage is full of locals from Dust looking to find a use for any outsiders that make their way into the district. When monster hunters show up, they get especially excited.

MARTHA WITHER and her family have been uprooted by the ghost infestation. Now she and her neighbors crowd into the saloons and homes of others, and people are getting cramped.

TRAVIS HASKINS is one of the Slingers whose turf got infested. He's got spectral shot and oil to help fight the ghosts, but will only give it to you if you help him out. He wants a rival Slinger's turf to stay infested, or at least wrecked once everyone is allowed to move back in.

A GROUP OF DUST DEVILS are posing as refugees, claiming to have had their homes overtaken by ghosts. They promise the Slayers a handsome reward if they help them retake a home, though they don't intend on keeping their word.

EVENTS IN THE GHOST TOWN

When the Slayers enter the haunted part of town, they will need to find the source of the infestation. Along the way, a lot can happen.

- A Slinger is found trying to hold a last stand against a swarm of ghosts.
- A glowing playing card is found smouldering, stuck in the wall of an abandoned home.
- Dust Devils have established a foothold, building a keep out of an abandoned saloon.
- Some ghosts seem to have a better hold of their sanity than others, but why?

SOURCE OF THE HAUNTING

There are a number of possible causes.

- The Rock summoned a horde of ghosts because of an experiment gone wrong.
- One of the Horsemen's guns rips the ghosts out of its victims' bodies.
- Dust Devils left behind an artifact to attract ghosts, to leave Dustbowl vulnerable to raiding.



DUST UP WITH THE DEVILS

The Dust Devils share an uneasy peace with the Slingers of Dustbowl. This is mostly because the Devils don't have the firepower to be a real threat to the town. But the recent haunting has left the Slingers scattered, and the neighboring communities are vulnerable. One commune in particular has reported that Devils have been scouting them for a week now, and they worry they'll raid any day now. Find a way to stop the raid from happening, or help prepare the commune for a last stand against a Dust Devil storm.

ONE COIN, TWO SIDES

There are two sides to any story.

The folks of Wellspring, a small commune between Dustbowl and Hell claim they are being raided by Devils. Normally the Slingers from town will drive off the Devils, but they haven't been around for a week. Either someone deals with the Devils, or Wellspring is going to be wiped off the map.

A Horseman has infiltrated Wellspring, and the Dust Devils are trying to purge the corruption the only way they know how. If the curse isn't dealt with, it's only a matter of time before the Horsemen try to make a move on Hell itself. They aren't wrong about that, but the Horsemen actually want to see Wellspring slaughtered as part of a foul ritual they have planned.

The Dust Up takes part over 3 tense days. Each day events will unfold, depending on what the Slayers do.

DAY 1

- The Slayers arrive in Wellspring, and are told one side of the story.
- A dead Slinger rides into town, draped across their horse. They are an omen of what is to come, but also carry a curse and will corrupt the town further if the body is buried.
- Food begins to rot, water turns to alcohol, alcohol becomes vinegar. Supplies are dropping quickly, and folks are getting nervous.
- Some citizens of Wellspring will send for help from the Sentinels, who will arrive in two days. These citizens haven't been corrupted yet, but sense something is amiss.

DAY 2

- Tension in Wellspring rises as folks decide what to do.
- A Dust Devil scouting party is seen on the outskirts of town. They will try to determine Wellspring's defenses, and weak points.
- Infighting is frequent in the small town, and folks are quick to anger and violence.
- The folks of Wellspring will send a small group of poorly armed individuals to try and stop the raid from happening. They'll most certainly die.

DAY 3

- War breaks out, one way or another.
- A "Slinger" arrives in town in the morning, claiming they will help defend the town. They are actually one of the Horsemen, overseeing the sacrifice of Wellspring.
- The Dust Devils will attack at sunset, unless they are deterred.
- The Sentinels will purge the Devil raiding party, and Wellspring from the map once they arrive and detect the Horsemen's corruption.



TRAIN ROBBERY

The Forge has finalized a new weapon, a rifle that fires faster and more powerfully than any in The City. A shipment of them are making their way towards Dustbowl. Everyone wants to get their hands on the rifles, and the Slayers need to decide who they'll side with, or if they'll take the weapons for themselves.

"FRIENDS"

Each faction has likely tried to gain the Slayers favor from previous Hunts and interactions. They want the Slayers to help them with the train robbery.

SENTINELS: These rifles might give them the edge they need to help keep the peace. It also lets them dispense "justice" from afar...

DUSTBOWL: The citizens could use these to wrestle back control from the Slinger gangs. It will mean war, but you have to shed some blood to break some chains.

DUST DEVILS: They say the rifles will help them secure their settlement from outsiders and live in peace. You can't help but remember the raiding they are known for.

RESEARCHERS: They only want them to bring them back to The City, to make a profit and experiment on them. But they offer you passage out of Dust if you get them the guns.

"FOES"

Those who you don't help will try to interfere. And some groups just don't like you one way or another, or at least don't want to see the guns stolen by anyone.

FORGE FOLK: They don't want their new invention stolen, and have rigged the train with a number of countermeasures to prevent it.

THE HORSEMEN: They'll want to claim the weapons if they can, but will gladly see them destroyed to prevent anyone from threatening them.

PASSENGERS

The train isn't just delivering the rifles. There are folks on it riding for their own reasons. Make sure to include folks from each of the factions that the Slayers decided not to work with. If they are going solo, then there will be a lot of people fighting each other, and the Slayers, for those guns. Not only that, but there is an undercover Deadeye protecting the precious cargo. They'll only reveal themselves if it looks like someone is going to get away with the rifles.

WHAT'S IN THIS TRAIN CAR?

The trains built by the Forge folk serve multiple purposes.

d6

1

Intense card games, but glowing rocks are being gambled instead of money.

2

A mobile prison, with Sentinels bringing back criminals to the Hold.

3

Forge machines hum as weapons are made on the train itself.

4

An ambush, from one of the spurned factions you didn't choose.

5

One of the Horsemen, disguised, sharing an uneasy drink at the bar.

6

A shard of the Rock, being sent to the Forge for further inspection.



SLAYERS

IT'S SLAY OR BE SLAIN.

NAME

STYLE

HP - CURRENT/MAX

SPEED

WEAPON DICE

DAMAGE

READY ACTION - **SIZE UP**

At the start of combat, after the turn order has been established, you may Analyze for free.

AGILE

BRAWN

DECIEVE

HUNT

MEND

NEGOTIATE

STEALTH

STREETS

STUDY

TACTICS

ATTACK ACTION - **CRACK SHOT**

Choose a target at Near or Far range and roll your Bullet. On a Hit, the target takes damage depending on your Bullet size. If you roll the highest possible die value, you deal a Crit and add your Crit damage. If you roll a natural 1, reduce your Bullet die one size (e.g. d8 to d6). If you roll a natural 1 while your Bullet is a d4, you must spend your entire next turn reloading your rifle. Take no actions, and change your Bullet back to its maximum size.

QUICK ACTION - **ANALYZE**

At the start of combat, after the turn order has been established, you may Analyze for free.

- Learn a piece of information about them (HP, actions they can take, etc.).
- Next attack from any Slayer on them is with Advantage.
- Increase your Speed +1 if you are after them in the turn order. If they are higher, -1 to their Speed.

BASIC ADVANCES

EXPERT ADVANCES

TRAVEL

You can't just walk across the Dust and expect to arrive at your destination. The heat plays tricks on your mind, and if that doesn't kill you, the beasts will. Be smart about how you move about.

The following are optional rules for travel when playing in the Dust. You aren't required to play with these rules, or you may find you want to use some and not others. Do with them what you will, the Dust doesn't much mind your preference.

DISTANCE

When traveling, by horseback, you can move across 3 hexes in a single day, if you don't stop and take in the sights. You'll only make it 2 hexes if you're going it by foot.

OPPORTUNITIES & COMPLICATIONS

When you set out for a journey, pick a location on the hexmap. Have one Slayer make a Hunt roll. Count how many hexes away from Dustbowl your destination is, and roll that many d6. If the Hunt roll is higher than the d6, you find an Opportunity along the way, otherwise you face a Complication. If they are tied, you get both. You can find examples of these along with the hexmap at the back of this book.

RECOVERY

In the harsh environment between settlements, it's harder to recover from your injuries. Instead of healing back to full HP after resting a day, you only recover 1d6 HP.



MAP & TRAVEL

- Up to three hexes in one full day on horseback, two on foot.
- Only recover 1d6 HP when not in a named location.
- Choose a destination. Roll Hunt, and 1d6 for each hex away from Dustbowl it is. If Hunt is bigger, Opportunity; if smaller, Complication. If tied, you get both.

d6

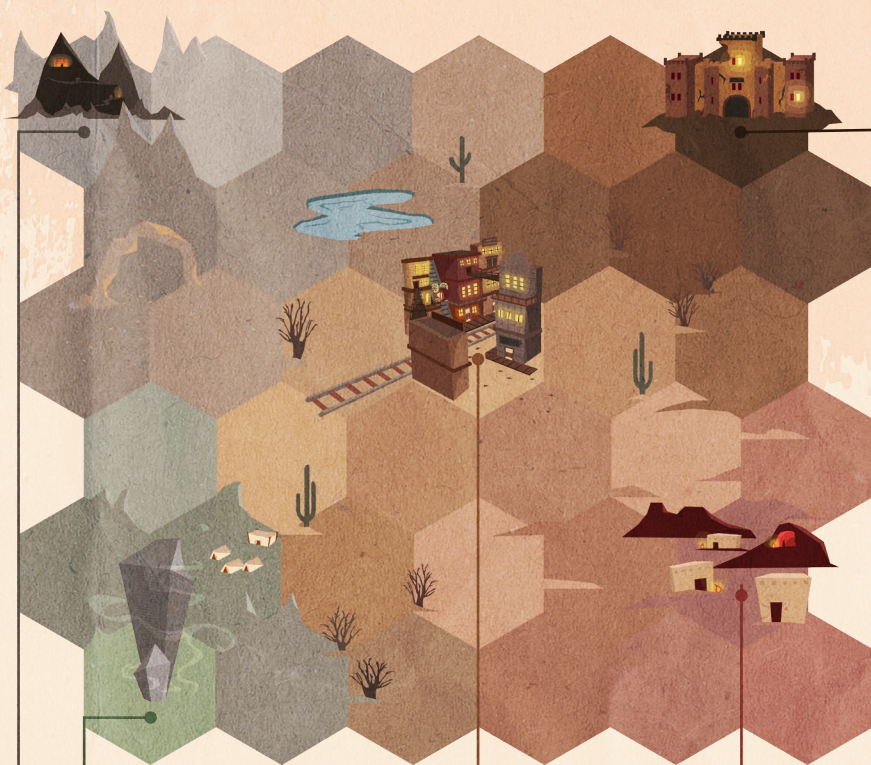
OPPORTUNITIES

- 1 Shelter to stay the night, or to catch your breath.
- 2 A wandering peddler has wares to sell.
- 3 Two figures stand at a distance, ready to duel.
- 4 Tracks for what you hunt, or towards something valuable.
- 5 A shortcut! You'll make it in good time.
- 6 Traveling caravan. Safety in numbers, or even jobs.

d6

COMPLICATIONS

- 1 A dust storm is on its way, it will be on you shortly.
- 2 Someone on a spectral horse has been following you.
- 3 Your food has gone bad, and the water has gone dry.
- 4 Wait a minute...you're going the wrong way.
- 5 The Rock pulses in the distance, and...changes things.
- 6 It's an ambush!



1 Dustbowl

Dustbowl is the biggest settlement in the whole district.

2 THE ROCK

A really big rock. It's got all kinds of etchings and writing on it.

3 Hell

What we call the Dust Devil settlement, sits in the hills to the southeast.

4 FORGEWORKS

The birthplace of the six-shooter revolver, and the Slingers, for better or worse.

5 THE HOLD

The last place you should know about is the last place you want to find yourself.

