

GURPS®



By Andrew Hackard and Stephen Dedman

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STEVE JACKSON GAMES

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RETURNED TO THE FRONTIER



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INTRODUCTION



Welcome to the Weird West – a land of miracle-workers and mad scientists, manitous and maze dragons, poker hands and Pinkertons, shamans and shootists.

The year is 1877. The Civil War rages on. Much of California has fallen into the sea. The Sioux Nation has reclaimed the Dakotas. A whole passel of dead folks walk the Earth, as do stranger things. Jackalopes. Wendigos. Mojave rattlers. And that's not mentioning the varmints that fly or swim. Just as well you've got God and the Great Spirit on your side, and a trusty Gatling pistol at your side.

This book contains new character types, new magic systems, new advantages, new weapons, and detailed background information for the Weird West. GMs will need the *GURPS Basic Set*, *GURPS Compendium I*, and *GURPS Compendium I* as well as the usual dice, paper, pencils, and junk food.

ABOUT THE AUTHORS

Andrew Hackard recalls reading the *AD&D to Boot Hill* conversion chart, way back when, and thinking that a Western roleplaying game couldn't possibly work. He's thrilled, two decades later, to eat his words. He has edited or co-edited several SJ Games books, including *GURPS Atlantis*, *GURPS Low-Tech*, *GURPS Old West, Second Edition*, and *Transhuman Space*, and co-edited the *Ravenloft* book *Denizens of Darkness* for Arthaus. Andrew lives in Austin, TX.

Stephen Dedman began roleplaying in 1977, and sold his first *Villains & Vigilantes* adventure in 1985. He's the author of *GURPS Dinosaurs* and the novels *The Art of Arrow Cutting* and *Foreign Bodies*, and co-author of *GURPS Martial Arts Adventures*, *GURPS Space Atlas 4*, and *GURPS Old West, Second Edition*. His fiction has been nominated for the Bram Stoker Award for Horror Writing and the Sidewise Award for Alternate History. Stephen lives in Weird Western Australia.

ABOUT GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources include:

Pyramid (www.sjgames.com/pyramid/). Our online magazine includes new *GURPS* rules and articles. It also covers *Dungeons and Dragons*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, and many more top games – and other Steve Jackson Games releases like *In Nomine*, *INWO*, *Car Wars*, *Toon*, *Ogre Miniatures*, and more. *Pyramid* subscribers also have access to playtest files online!

New supplements and adventures. *GURPS* continues to grow, and we'll be happy to let you know what's new. A current catalog is available for an SASE. Or check out our website (below).

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are available from SJ Games; be sure to include an SASE. Or download them from the Web – see below.

Gamer input. We value your comments, for new products as well as updated printings of existing titles!

Internet. Visit us on the World Wide Web at www.sjgames.com for an online catalog, errata, updates, Q&A, and much more. *GURPS* has its own Usenet group, too: rec.games.frp.gurps.

GURPSnet. This e-mail list hosts much of the online discussion of *GURPS*. To join, e-mail majordomo@io.com with "subscribe GURPSnet-L" in the body, or point your web browser to gurpsnetsjgames.com.

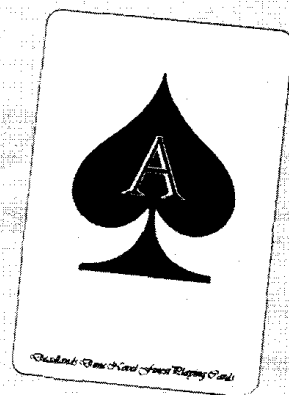
The *GURPS Deadlands* web page is at www.sjgames.com/gurps/deadlands/.

PAGE REFERENCES

Rules and statistics in this book are specifically for the *GURPS Basic Set, Third Edition*. Any page reference that begins with a B refers to the *GURPS Basic Set* – e.g., p. B102 means p. 102 of the *GURPS Basic Set, Third Edition*. Page references that begin with CI indicate *GURPS Compendium I*. Other references are CII for *Compendium II*, M for *Magic*, MY for *Myth*, SU for *Supers*, and TT for *Time Travel*. For a full list of abbreviations, see p. CI181 or the updated web list at www.sjgames.com/gurps/abbrevs.html.



THE WEIRD WEST



I looked at my cards, and I didn't like them. The reverend across the table didn't seem none too happy with his, either; but that might have been an act. He sure didn't seem as drunk as he smelled, but he'd been losing just as heavy as me to the dude in the derby and the fancy waistcoat, the one they called Diamond Jack. But it wasn't until the old geezer with the thick specs showed up that I started feeling like a buffalo being skinned.

It was Diamond Jack that took it hardest, though. I could tell he wasn't used to losing, but four-eyes seemed like he knew exactly what was in everybody's hand. I was about to fold when the old geezer stood and reached for his gun. "Why you cheatin'-son-of-a-bitch!" he snarled, and before any of us could move, the biggest goddamn revolver I ever saw was pointing at that fancy waistcoat.

Another jive cards suddenly appeared in the dude's right hand. He must have had some real fancy holdout device up his sleeve, because one second they weren't there and the next they were. Maybe he got confused and thought that was the sleeve with the derringer; because even jive aces weren't going to help him now.

Next thing I knew, though, there's a flash like lightning and the geezer's slumped face-down on the table. The reverend grabbed the oldtimer's hair and pulled his head up to look at his face, and his specs fell off. I picked them up, and happened to see the cards through them – and I saw right through the cards, too, like they were colored glass.

"Mr. Webster?" Jack said, politely.

I looked up, and saw Jack's face through the specs. His skin looked like dirty water poured over his skull. I dropped the specs right quick.

"I fold," I said. I had just enough left for a ticket to Tombstone, and the place never sounded better:

The Weird West isn't a nice place to visit, and you wouldn't want to die there . . . even temporarily. There are gamblers here who can do card tricks that you've never seen before. There are mad scientists who can fly or breathe fire, and dragons who can't. There are sorcerers who've already lived for centuries and don't figure on having any difficulty outliving you.

There are monsters that only want to eat your body – and they're the good kind. Worst of all, there are evil spirits known only as "the Reckoners." They feed on fear and are trying to turn the whole countryside into a "Deadland," a place so frightening that only the bravest souls would venture there.

If you're looking for allies, though, there are gunslingers and soldiers, muckrakers and lawmen, cowpokes and soiled doves, holy men with the strength of Samson, and Indian shamans with the speed of wolves. And there are dead men who do tell tales. And walk. And fight. And eat (and you don't want to know what they eat). And, if you believe some of the tales, hold high office.

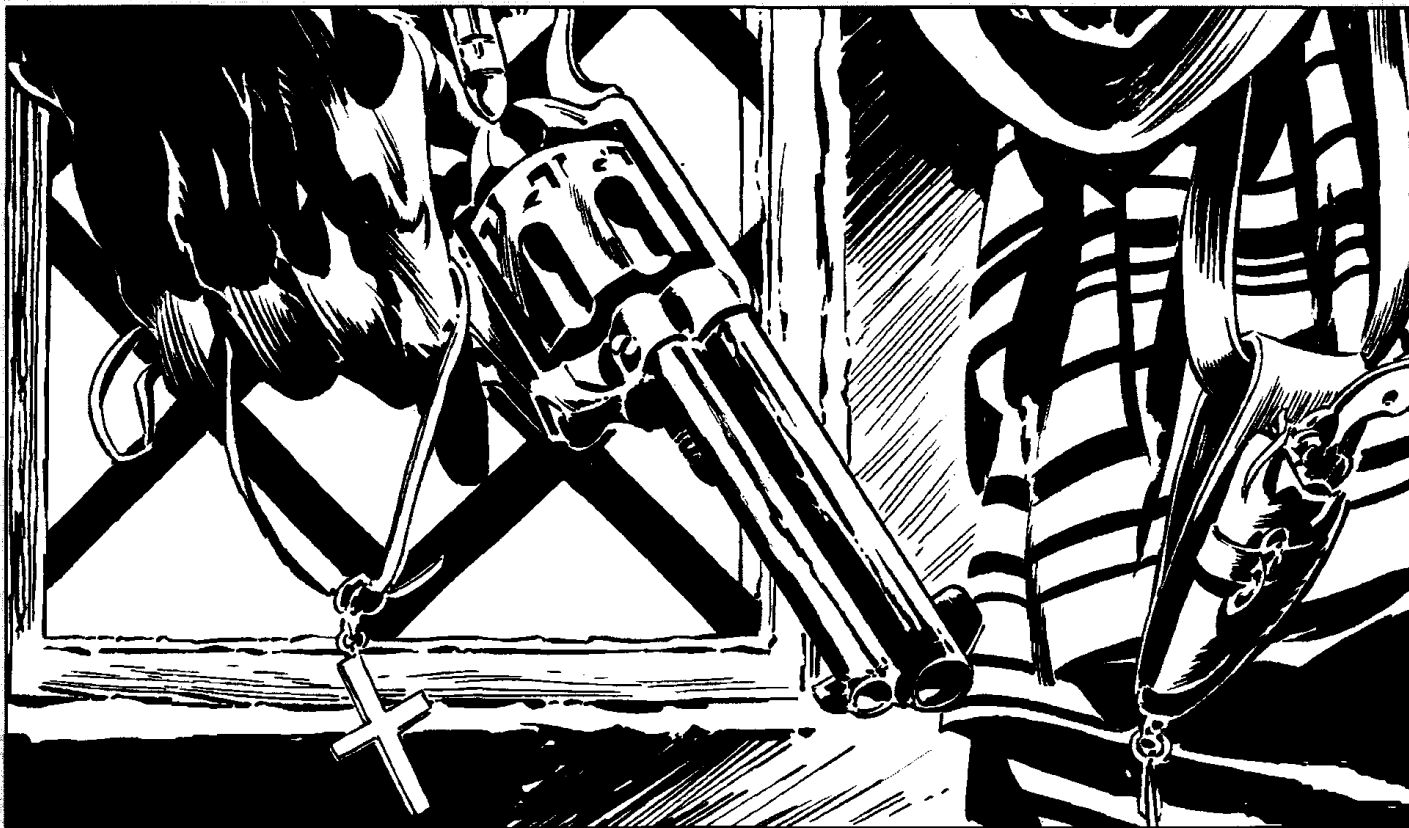
And believing some of the tales may be your best hope. The ones with happy endings, anyway. Of course, the ones that end "And then they killed me" may be true, too . . .

Welcome to the Weird West.

A HISTORY LESSON

It's 1877, and the Civil War is still raging.

The history of the world of *Deadlands* diverged from the one you know 16 years ago, when a Susquehanna shaman named Raven decided to avenge his people on the white man. Promising a "Reckoning," he began forming the "Last Sons," a band of young shamans and braves.



In 1863, the Last Sons followed Raven into the "Hunting Grounds" via a Micmac burial ground, killing the older and wiser shamans and warriors who tried to restrain them. Once there, Raven released the manitous – evil spirits – into the world. Or, as the preachers say, they walked into hell and set the demons loose.

Either way, on the day Raven returned from the Hunting Grounds – July 3, 1863 – the dead rose at Gettysburg, 5,000 Union troops were mysteriously slain in New Orleans, and mad scientists began dreaming up new inventions inspired by the manitous. Later that year, people began seeing monsters in the west, and both the Union and Confederate governments sent troubleshooters to investigate these incidents.

These troubleshooters – the Pinkertons and the Texas Rangers – discovered that horrors like the walking dead and other abominations were attracted, or maybe even created, by violence and fear. The more people knew, the more frightened they became, and their fear summoned more monstrosities. Hearing this, Lincoln and Davis called a ceasefire, and soldiers were told that they'd suffered hallucinations brought on by "battle fatigue." Things returned to normal – but not for long.

By 1864, the Civil War had flared up again, especially after Lincoln was assassinated by John Wilkes Booth, but that wasn't enough for Raven and the Reckoners.

THE GREAT QUAKE

Early in 1868, Raven traveled to California, and vandalized ancient rock paintings that were sacred to the earth

spirits. He further angered the spirits by casting a spell to start a minor tremor. The earth spirits amplified the tremor into a massive earthquake. Huge cracks opened across California and were flooded by the ocean, turning the land that remained into a vast labyrinth.

Thousands were drowned or crushed by the quake, while many survivors had to choose between starvation and cannibalism, but that was only the beginning of the terror. More fortunate survivors discovered veins of black rock in the walls of the canyons near San Diego. It burned much hotter, brighter, and longer than coal, and emitted low, eerie moans as it did. This was "ghost rock."

Some inventors, inspired by manitous, discovered that ghost rock could be used to power machines such as the world had never seen. The press branded these men "mad scientists"; the name stuck even after these "madmen" started producing flying machines, horseless carriages, and new weapons for the armies. The price of ghost rock hit \$100 a pound, and the "Great Maze" was soon the most hotly disputed piece of ocean-front real estate on Earth.

WAR MACHINES

In January 1869, President Jefferson Davis declared that the Maze was now a Confederate Territory. Inspired by the efforts of the mad scientists, he planned to use ghost rock to make new, powerful war machines to counter the Union's numerical superiority. Teams of Texas Rangers combed the West to recruit inventors with knowledge of ghost rock. Those

THE RECKONERS

When Raven gathered the Last Sons, he promised them a "Reckoning" – revenge against the white man. Since then, the evil forces that live in the Hunting Grounds have been known as "the Reckoners." Before that, voodoo practitioners knew them as the *Mayombe*, the cannibal spirits; they have also been called Corruptors, Eaters of Life, Devourers, demiurges, and demons. Most of the dark gods worshipped by black magicians and feared by saner people are only manifestations of the Reckoners' awesome power.

The Reckoners are spirits, like their servants the manitous, but faceless, apparently deathless, and incredibly more powerful. They live on fear the way humans live on food or water or air, but they also use it to create yet more fear – rather like farmers, keeping some seed grain for next year's crop. In the case of the Reckoners, the "crop" is mostly monsters and abominations, but it might be anything else that can increase the fear level in an area; for example, Reckoners created the ghost rock which has mechanized warfare and inspired a newer and bloodier "gold rush."

Perhaps fortunately, Reckoners never physically emerge from the Hunting Grounds, so the best way to fight them is to dispel the fear they have created. Attacking their servants – the manitous and abominations – and sending them back to the Hunting Grounds is a good start, but convincing people that the lands are now safe can be just as important. That's why Bard skill may be as useful around the Deadlands as magic or combat skills or a fancy gun.





scientists who signed up with the Rebels were taken to a secret Confederate base at Roswell, New Mexico. Those who refused couldn't pass their knowledge on – at least, not without a séance.

The Maze is now the haunt of navies, pirates, miners, and monsters, including the great marine reptiles known as maze dragons. Davis has been able to establish enough Southern-supported settlements there to secure a decent supply of ghost rock for his war machines. Mile-long mule trains carry tons of it to Roswell along the now-famous "Ghost Trail."

THE BATTLE OF WASHINGTON

The scientists at the secret base in Roswell conducted every conceivable experiment (and a few inconceivable ones) to create infernal devices. In less than a year, Davis demanded the scientists turn over their gizmos – ready or not.

In February of '71 the Confederates attacked Washington with their new gizmos. The Union forces, caught completely off guard, were pushed back into southern Pennsylvania – until the Rebel supply of ghost rock ran low and their machines ground to a halt. Ulysses Grant, Commander of the Army of the Potomac, rallied his forces and staged a massive counterattack, forcing Lee to retire across the Potomac.

Fortunately for the Union, the Confederate war engine was spent. The overworked inventors back at Roswell did not fare well. Many went mad while developing the new weapons. Some had been killed in experiments or while attempting to repair their gizmos on the battlefield. Many more, tired of the horrible conditions at Roswell, deserted; some took their weird gizmos with them. It is said the bones of many of these mad scientists still lie bleaching in the desert beside their priceless inventions.

To make matters worse for the Rebels a famous band of Union soldiers known as the "Flying Buffaloes" raided the base in early '72 using rocket packs and stole many of the South's best designs. Davis, furious, ordered the base moved

to a secret, underground location with only one entrance. To hide the base, the Confederates detonated tons of ghost rock and low-grade coal to create burning ore piles, and leaked word that a horrible experiment had caused a disaster. The public believes the "secret" base was destroyed, but figures the Confederates have another one somewhere else. In fact, the new base lies beneath the smoldering ruins of the old. Only a few senior Texas Rangers and the special infantry detail that guards the camp know the safe routes in – and they make sure there are no safe routes out, in case any more scientists decide to desert.

After the battle, Grant commissioned "Fort 51," a secret base in southern Nevada designed to be the equivalent of the Confederate laboratory in Roswell. To ensure a supply of ghost rock, he proposed that the government support the construction of a transcontinental railroad.

THE TEXAS RANGERS

The Confederacy has declared martial law throughout the South, giving the military jurisdiction over local town marshals and county sheriffs. The elite of the military mounted-police forces are the Texas Rangers, still based in Austin but with their authority extended to cover the entire Southwest.

Like their counterparts in the Agency, the Texas Rangers have secret orders to detect and stop supernatural activity in the borders of the Confederacy "by any means necessary," and to clean up any messes afterward. This sometimes includes attempts to *enlist* monsters instead of killing them.

The Rangers have changed their motto from "One Riot, One Ranger" to "Shoot It or Recruit It." Frequently, though, they have to do both; few abominations prove to be trustworthy, and those that turn against the Rangers are quickly returned to the Hunting Grounds.

Across the border, Jefferson Davis realized the first country to have rail access to the Maze would not only have an edge on creating new war machines (not to mention billions of dollars to build them), but could also quickly mass troops along its length. He urged the Confederate Congress to match the U.S. offer. They did. The Confederate Rail committee was created days after the U.S. legislation passed. The Great Rail Wars (see p. 25) began a second or two later.

MACHINES, MAGIC, AND MIRACLES

Not all of the inventions dreamed up by mad scientists went to the military. The Mormons in independent Deseret found steam wagons ideal for crossing the dangerous Salt Flats, and bandits found them well-suited for robbing trains. The Pinkertons adopted the Gatling pistol – but there are times when even a Gatling pistol can't beat four aces.

As well as inspiring mad scientists, manitous made it easier for risk-takers to perform magic. "Hucksters," as these magicians are called, get their knowledge of magic from secret messages in *Hoyle's Book of Games*. When they cast spells, playing cards appear in their hands, disappearing when the spell takes effect. Their power, however, comes from deals made with manitous, so the backlash can be unpleasant, and hucksters aren't popular in many towns.

The Indians had known about magic long before Hoyle wrote his book, and some of their shamans are even more powerful than hucksters. Sometimes they ally with whites against the Reckoners. Their spells take longer to cast, but

their power comes from nature spirits, not manitous, so it's much less dangerous – though accidents do happen.

Manitous can also animate the dead – though sometimes the body's original occupant is able to overpower the manitou and take control, at least temporarily. The manitou doesn't take kindly to this, and it will try to regain control of the body at times when it can cause the most trouble. Westerners call these walking corpses "Harrowed."

Sometimes even the Almighty will lend a hand against the Reckoners. Faith can protect you from abominations (sometimes, and a preacher can exorcise, possessed, or consecrate ground so that evil spirits cannot enter. A few particularly holy individuals can even perform miracles, healing the sick or smiting the ungodly.

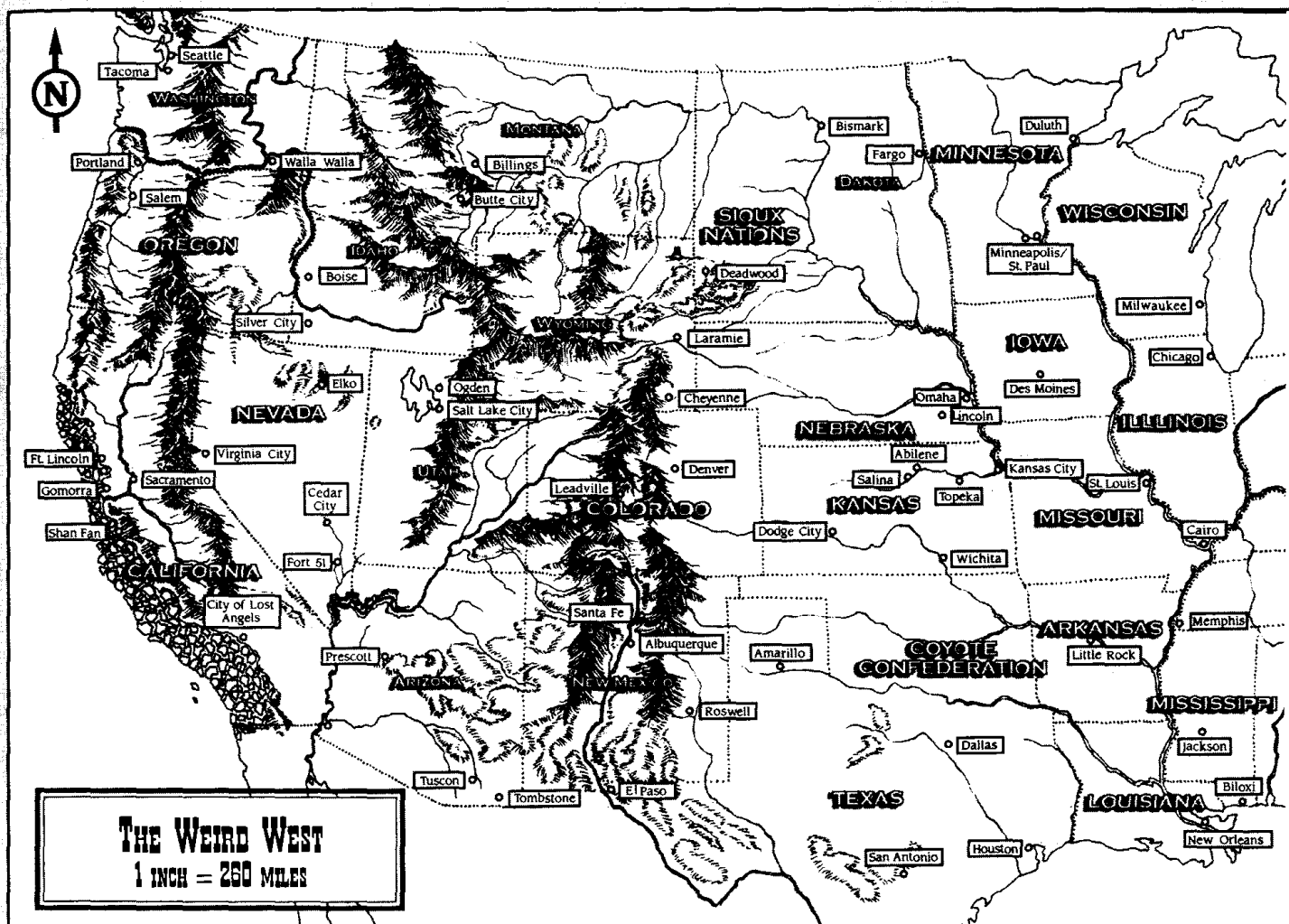
TODAY

Ulysses S. Grant and Jefferson Davis were both reelected in '76, defeating Samuel Tilden and Robert E. Lee respectively. The Civil War rages on, with the Union launching offensives all along the Mason-Dixon line since the election, but the Great Rail Wars seem to have ended, at least temporarily. War has also broken out on the Union's northern border, with British forces capturing Detroit.

California, Colorado, Oklahoma, and Kansas are disputed territories, and not just for the Union and Confederacy. The fear and violence there are attracting abominations, and the more scared people become, the stronger the Reckoners are. Eventually, they may even succeed in turning these areas into Deadlands – unless someone stops them.



A TOUR OF THE WEIRD WEST



The Weird West stretches from the lawless Disputed Lands to the California Maze, and from the Canadian border down to the Rio Grande. Each territory has its own dangers, and Fear Levels (see p. 11) rarely fall below 2.



THE DISPUTED LANDS: KANSAS, OKLAHOMA, COLORADO, UTAH

The Disputed Lands are those states and territories where neither the Union nor the Confederacy is in control, despite occasional claims to the contrary. Towns and cities in the Disputed Lands switch sides frequently – and often violently. This keeps the average Fear Level at 2. When raiders strike, a settlement's Fear Level rises by 1. If Quantrill's Raiders, the James Gang, or the Revenant strikes, the Fear Level jumps by 2 overnight.

BLOODY KANSAS

Kansas has been torn by guerrilla warfare for more than 20 years. Back in 1854, President Franklin Pierce signed the Kansas-Nebraska Act, opening the territory to settlement and allowing its people to vote on whether it should enter the Union as a free or slave state.

Almost immediately, pro-slavery groups from Missouri, dubbed "border ruffians" by settlers, began swarming into Kansas to try to sway public opinion – at gunpoint, where necessary. They were met by equally well-armed abolitionists, known as Jayhawkers, and despite the border ruffians' best efforts, Kansas was admitted to the Union as a free state in January 1861. The Civil War began a few months later.

No major campaigns have been fought in Kansas, but old grudges and the ongoing war provide plenty of excuses for a new round of hostilities. Guerrilla fighting is particularly intense along the Kansas-Missouri border, bringing the Fear Level up to 4 in hotly contested areas.

QUANTRILL'S RAIDERS

Diamond Jack looked at the clock in the railway station, then at his pocket watch, then walked up to the stationmaster. "What time did you say the train was due?"

"Due an hour ago," replied the stationmaster: "When it's gonna get here, though, I don't rightly know. Had a telegram a while ago said they was late gettin' into Dodge on account of Quantrill and his boys attacking the train."

"I heard Quantrill was dead – got himself all shot up ten years ago or more."

"Yep, I heard that, too," said the stationmaster; "but I reckon folks was too afeard to tell him, and he ain't caught on yet."

In 1863, Confederate guerrilla Bill Quantrill and his raiders burned the town of Lawrence, Kansas, killing over 150 men, women, and children. Later the same year, he defeated a small unit of Union cavalry and put 17 non-combatants to death. Quantrill was killed in Louisville in '65, but he didn't stay dead long enough to suit most people.

Harrowed, with his manitou almost constantly in control, Quantrill (p. 54) is even more murderous than when he was alive, showing no mercy to anyone. He also has the power to create undead servants – "Quantrill's marauders," veteran walkin' dead (p. 116) as bloodthirsty and sadistic as their leader.

On the few occasions when Quantrill is in his right mind (or, more accurately, when his right mind is in his body), he tries to escape from his undead gang, but even his former allies are unwilling to help him. He holds out hope that Jesse James might be able to fight off the marauders, so whenever he can, he heads for Missouri, keeping to the woods and back roads so he won't be recognised and lynched. As soon as the manitou regains control of his body, it quickly reunites with its pursuing servants, always hot on their master's trail.

THE JAMES GANG

Missourians Jesse and Frank James had ridden with Quantrill's Raiders in the 1860s, taking part in his attack on Lawrence and other massacres. When the Raiders broke up after hearing reports of Quantrill's death in '65, the James brothers turned to robbing banks, stagecoaches, and trains – especially those of Union Blue.

After one train robbery, Jesse (p. 53) handed the engineer a press release which stated that the railroad's owner, Joshua Chamberlain, was a Union general, and the gang therefore considered the train a "military" target. This helped gain him the sympathy of many of his fellow Missourians as well as the

enmity of Union Blue. The railroad and an association of bankers and former victims called on the Pinkerton Detective Agency (operating in their civilian capacity as a private security force) to solve their problems with the James gang. Unfortunately, an overzealous agent who thought he had the James brothers cornered in their mother's house threw an explosive inside, leveling the building. The boys' mother lost her arm in the explosion, and their young half-brother lost his life.

After this incident, the James boys became even more popular in the Confederacy, and even gained some sympathizers in the Union. Even so, the gang – the brothers plus Bob, Cole, and Jim Younger – were little more than murderous bandits, who recently hired on with a minor rail baron named Richard Bamey.

Barney operates the Kansas City & Little Rock rail line, making a handsome profit running contraband across the Disputed Lands down into the Confederacy, and has no wish to join in the chaos of the Rail Wars. The James gang ensures that while his competitors in the territory are frequently raided, Barney's shipments of contraband always arrive safely.

DODGE CITY, KANSAS

FEAR LEVEL 3

"All they raise around Dodge is cattle and hell."

Dodge is as badly divided as Kansas itself, but few of the town's citizens let politics stand in the way of making money. Both Union Blue (Northern) and Black River (Southern) railroads operate here, and the town's charter explicitly states that people of all political persuasions are welcome. The charter also has provisions for a large police force to keep the peace.

Dodge was founded to serve buffalo hunters (known in town as "stinkers") and nearby Fort Dodge, and most of its wealth still comes from buffalo on the surrounding plains. When beef herds in both the North and South experienced large numbers of mysterious deaths in 1874 (mostly due to Texas Fever, p. 19, but also because of the strange parasites known as prairie ticks, p. 115), buffalo were unaffected, their value soared to roughly \$30 a head.

CALIFORNIA

THE REVENANT

The Revenant was created by the Reckoner, embodying all the hatred felt by all the outlaws ever killed in the Weird West, complete with the outlaws' collected skills. Looking like a tall cowboy dressed in black, mounted atop a pale horse, the Revenant rides ominously into a town in the Disputed Lands at high noon on the 13th of each month and looks for a lawman to kill. When he spots a likely victim, the Revenant pats his six-gun, silently challenging the man to a duel. Whether the lawman draws or not, the Revenant shoots him, then rides away.

The Revenant only kills those with Legal Enforcement Powers, and only they can destroy it. They're also the only ones who can hear it whispering the names of its victims – the only words it ever utters.

The Revenant has visited Lawrence, Abilene, Wichita, Dodge, and Denver. Where he's headed next is anyone's guess. (For his stats, see p. 116.)

FEAR LEVELS

The unknowing minions of the Reckoners, the abominations, create an "atmosphere of fear" – their deeds cause those in the area to generate fear and terror. The amount of "fear energy" in an area is called its Fear Level.

On a scale of 0-6, the normal state of the world is Fear Level 0. In these areas, the worst thing most folks have to worry about is a bad rash or the tax collector. They might shy away from "haunted" places, but they rarely admit their fears to their neighbors. Fear Level 0 places are pretty rare in the Weird West.

In areas with higher Fear Levels, folks begin to get more superstitious and wary of just about everything around them. People avoid haunted locales and try not to wander out after dark if they can help it. In some drastic cases, people start to distrust their neighbors and even their friends and family.

Even the land is affected by fear. A canyon with a Fear Level of 1, for example, seems a little darker than normal, even in the middle of the day.

At level 2, its rocks look more jagged and sharp. At level 3, its cliff walls are more foreboding and the shadows may appear to flicker or move.

At level 4, there seems to be something even blacker than shadows lurking in the corners and overhangs. Cacti take on the appearance of grasping hands.

Level 5 is oppressive, as if a heavy dew were about to settle and seep into one's skin – and burn it right off. Some flora and fauna begin to die, wither, or take on strange and horrific forms. In its place grows a mix of tangled weeds and stunted scrub that looks like it would swallow anyone who walked into it alive – but it doesn't. . . yet.

A Deadland (level 6) is a twisted and macabre landscape. No sane person can deny the supernatural in such an area. Trees look like splintered skeletons or haunted souls, rocks resemble groaning faces, weeds grow impossibly tall and cut flesh, and water turns dark and stagnant. Nothing is as it seems. The very landscape may devour an unwary traveler. If the Reckoners have their way, the entire earth is destined to one day become such a place.

In areas with a Fear Level higher than 0, everyone suffers a penalty to Fright Checks (see pp. B93-94) equal to the negative of the Fear Level. Abominations add the local Fear Level to their HT and Will rolls.

A QUESTION OF BALANCE

Abominations can raise a Fear Level one step once every month or so, and become more powerful as it rises, but the Reckoners know they cannot simply create thousands of abominations out of the blue to ravage the Earth. They sometimes gamble great amounts of power, but only when the pay-off well outweighs the risk. Reverend Grimme and Professor Darius Hellstromme are occasionally entrusted with such tasks, but the Reckoners know humanity is very resilient and would quickly fight back against an overt attack. Fear and dread of the unknown are far more effective weapons in their mysterious quest to "terrorform" the Earth.

Abominations that get too blatant in their attacks can even stagnate or lower the Fear Level. The rumor of some unknown

creature on the prowl for young maidens strikes fear into the hearts of everyone. A werewolf that wades into Dodge and starts eating people wets a few chaps, but then becomes just another varmint and a boon to the local silversmith. Folks who meet a certain type of creature fairly often should receive bonuses to their Fright Check. Alternatively, let the PCs buy levels of Fearlessness with the character points they earn in combat. They'll probably need them sooner or later.

SPREADING THE WORD

When a great evil is inactive or defeated, the Fear Level drops by 1 about every two months – but only if people realize that they're now safe from that particular abomination. This makes the Bard skill particularly useful.

Every adventure that takes place in *GURPS Deadlands* matters, no matter how insignificant it might seem at first. After any victory against the forces of darkness (usually at the climax of an adventure), one of the victors should tell the tale to an influential portion of the community or group that was most affected by the horrors. The largest church congregation in town or the local newspaper are likely targets. Muckrakers and preachers with good Bard or Writing skills are good candidates, though anyone can tell the tale if they wish.

At the conclusion of the tale, the speaker makes a Bard roll, minus the modifier shown on the Tale-Tellin' Table. If the speaker is successful, the Fear Level drops 1 level immediately. Further tales have no effect on the area until another horror moves in and begins a campaign of terror.

TALES OF TERROR

The down side of telling incredible stories is that if some big-mouth fails his Bard roll, the audience hears only that horrors beyond their wildest imagining exist in their own backyard. They may not publicly acknowledge their fears, but they're not likely to grab their pitchforks and shovels to help the hero out, either. A critical failure on a Bard skill roll to dispel the local Fear Level instead raises it by 1 point. This is why Texas Rangers and the Agency's "men in black dusters" don't like troublemaking adventurers to talk about what they've seen. A few bad speakers can sow enough chaos and confusion to turn the whole Weird West into a Deadland.

When a tale-teller successfully lowers a Fear Level, he should get at least 1 character point. This award represents the forces of Good smiling down on the hero for trying to save the world from the Reckoners.

TALE-TELLIN' TABLE

Fear Level	Modifier to Bard Skill
1	-1
2	-2
3	-4
4	-6
5	-9
6	-13

Buffalo hunters are skilled with guns and knives, and they don't just use them on buffalo. Indian warbands still attack the hunters occasionally, hoping to preserve the buffalo, and guerrilla bands also travel across the plains. Dodge's town council does what it can to keep the peace, but 15 people are killed in Dodge every year, which keeps the Fear Level at 3.

THE LAW IN DODGE

In addition to the problems common to most Western towns, Dodge's lawmen have to deal with two competing railroads and their enforcers, rowdy groups of buffalo hunters and Texas cowboys, saloons that never close, and a secret war between USA and CSA spies. Worse still, guerrilla bands sometimes come to Dodge for supplies or relaxation. Confederate gangs include Morgan's Marauders, Henley's Hellions, and the Confederate Kansas League; Anderson's Raiders, Bob's Boys, and the Unionizers support the North. There are also rumors of a band dubbed the "Night Riders," who bum

small villages with pro-Union inhabitants and hang everyone, including women and children. No one has managed to track this gang, or survived an encounter with them, so no one has yet realized how close to Dodge Bloody Bill Quantrill and his marauders are roaming.

Another rumor often heard around Dodge concerns body snatchers . . . shambling corpses that loot, eat, and/or raise the dead. Unfortunately, this rumor is true, too. The large number of corpses scattered about Kansas has given rise to a population of ghouls (p. 111), and one of the largest ghoul dens in the area is beneath Dodge City's Boot Hill. Twenty ghouls dwell there, and sometimes emerge to scavenge for corpses on Dodge's streets.

The mayor of Dodge, Richard Wright, does his best to ensure that the law is enforced equally for Northerners and Southerners, but the town's peace officers don't always measure up to this lofty ideal. Larry Deger serves as town marshal, and his deputies include Wyatt Berry Stapp Earp and Ed Masterson.

WHERE TO GO IN DODGE

Alamo Saloon: The Alamo, owned and operated by Henry Cook, is one of the classier saloons in town. The bar is in the front room. A good meal and cigar can be had in the parlor in back.

Alhambra Saloon: The Alhambra is popular with buffalo hunters. It's a rough place, but good for rumors about the Sioux or Coyotes.

City Jail.

Courthouse: Judge Wells Moreland presides here when there are cases to be heard (which is most days). Moreland, a friend of Wright, has gained a reputation as a "hanging judge." (Jail space in Dodge is limited, so most offenders are either fined or hanged.)

Dodge City Times.

Dodge House: One of the finer hotels in town. Rooms cost \$2 a day.

Great Western Hotel: Dodge House's major competitor. Rooms are \$1.50 a day. The Great Western's kitchen specializes in wild game, mostly buffalo, venison, and turkey. No liquor is sold on the premises; the owner's wife is a member of the local Temperance League.

Ham Bell's Livery: One of the few reputable businesses on the south side of the tracks. Horses left here are always well cared for.

Hoover's Liquors & Saloon: Carries foreign and domestic wines, liquor, cigars, and lots of good Kentucky bourbon.

Kelley's Opera House: Seamus Kelley runs the only spot for fine culture in the entire state, but he's not above featuring lowbrow entertainment when a cattle drive's in town.

Lady Gay Dance Hall: Dances 50 cents.

Lone Star Saloon: Not fancy, but popular with Confederate guerrillas and Texas cowboys.

Long Branch Saloon: The best saloon in town. The main room has a full bar and a billiards table. During the summer months, a five-piece orchestra plays. Off the front hall is a small room for private gambling – no professionals allowed.

There is also a small room in the back equipped with a number of cots where drunks can sleep it off.

McCarty's City Drug Store: The bottom floor serves as both a drugstore and the city post office. Dr. McCarty sees patients in an office upstairs.

Mueller's Boot Shop.

Occident Saloon: A favorite haunt of northern partisans. The Occident is run by Henry Sturm, an immigrant from Germany, and the house specialty is sausage and Limburger cheese with Rhine wine.

Railroad Depot: Serves both the Union Blue and Black River railroads. A constant procession of trains passes through here daily on both sides of the station (Union Blue's to the north, of course). Union Blue's daily passenger train usually arrives at about noon (roughly two hours late), Black River's at about 4 p.m.

Schoolhouse: This small building was built by volunteers. Mrs. Margaret Walker teaches the children of Dodge here.

Swemburgh & Begley's Buffalo Emporium: One of the largest buffalo buyers. Usually pays \$30 for a large bull with an unblemished hide.

The Globe: Newspaper office.

Union Church: Used by a number of denominations and congregations.

Varieties Dance Hall: The Varieties introduced the cancan to Dodge. Lonesome cowboys can dance with the hostesses here – 75 cents for 10 minutes of (vertical) dancing. Most of the dancers earn extra money by offering other services, including selling information to spies.

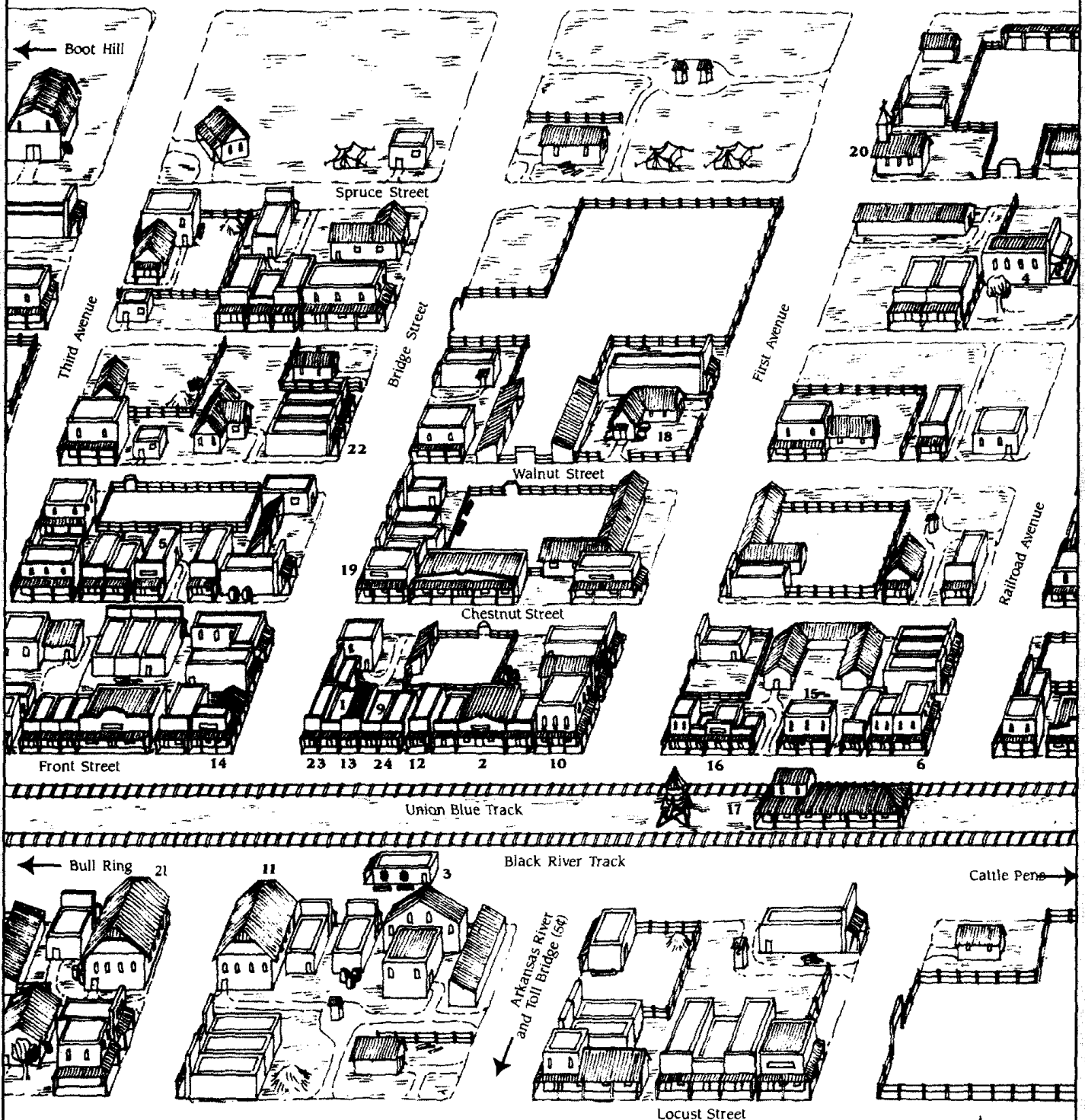
Wild Irish Rose's: This house of ill repute is distinguished from the average brothel by one simple fact – all of the "employees" are fabulously beautiful Irish women. The girls run this place themselves.

Wright, Beverly, & Co.: As the sign on the storefront says, "Dealers in everything" – including Smith & Robards gizmos.

Zimmerman's Hardware: Sells guns as well as other tools.

DODGE CITY

KANSAS, DISPUTED LANDS



Building Key

1. Alamo Saloon
2. Alhambra Saloon
3. City Jail
4. Courthouse
5. Dodge City Times
6. Dodge House
7. Great Western Hotel
8. Ham Bell's Livery

9. Hoover's Liquor & Saloon
10. Kelley's Opera House
11. Lady Gay Dance Hall
12. Lone Star Saloon
13. Long Branch Saloon
14. McCarty's Drugstore
15. Mueller's Boot Shop
16. Occident Saloon

17. Railroad Depot
18. Schoolhouse
19. Swemburgh & Begley's Buffalo Emporium
20. Union Church
21. Varieties Dance Hall
22. Wild Irish Roses
23. Wright, Beverly, & Co.
24. Zimmerman's Hardware



Earp, a northerner, has made quite a reputation for himself in Dodge City – largely by "buffaloing" troublemakers with the butt of his gun (rather than shooting them). Locals in Dodge refer to anyone with a knot on his head as having an "Earp."

Dodge's town council has passed a number of strict vagrancy laws. The statutes give the marshal and his deputies the power to run anyone out of town who does not have either a visible source of income or at least \$10 in cash on his person. Enforcement of these laws is irregular at best. They are usually used to encourage troublemakers to move on.

Spies – Pinkertons, Texas Rangers, and freelancers – are plentiful in Dodge. Because the city is located in disputed territory and served by railroads from both countries, a Confederate spy can hop onto a train for Chicago and from there reach any place in the Union, or a Union agent can catch a train directly to Richmond. Both sides also lend assistance to the guerrilla bands in the area in exchange for information. Most of their time, however, is spent hunting down and eliminating the opposition. The Mayor, town council, and lawmen take a dim view of this activity, and being convicted of spying or supporting spies in Dodge – for the North or South, Deseret, or even the Indians – is punishable by hanging.

THE AGENCY

In the West, Agency operatives (or simply Agents) are the Union's elite secret investigations branch. Originally, this duty fell to the Pinkerton Detective Agency, but the Union government revoked their contract in early 1877 for more direct control of operations.

In reality, the name changed, but that was about all. The branch of the Pinkertons that handled secret operations was split from the detective agency and absorbed whole by the U.S. government, and Allan Pinkerton, founder of the agency, became chief of operations in the East. In the West, a mysterious figure known as "the Ghost" is in charge. Only Allan Pinkerton, President Grant, Generals Sherman and Sheridan, and a few other high-level officials know how appropriate this name is.

In addition to watching for sedition, sabotage, and espionage, the Agency secretly investigates the paranormal. Most agents won't admit this, or even that they're working for the Agency, but when anything supernatural occurs in Union territory, the "men in black dusters" are usually on the scene within hours.

TROUBLESHOOTERS

The Agency hires experienced local freelancers when full-timers are unavailable, or for missions where they expect high casualties and need a few expendables. The Agency tells the troubleshooters as little as possible, and rarely use someone twice in the same area for fear of them learning too much.

Though they may be working for the Agency, these troubleshooters have no authority. Local lawmen often work with them only if they share interests. If they don't, the lawmen usually take the opportunity to pay the Agency back for usurping their authority in the past.

THE GUN LAW

Dodge's controversial "gun law" requires that anyone coming to town go immediately to the town marshal's office to check his guns (if any) with the Marshal. The Marshal's office issues a claim slip that is brought back to claim the gun when the owner leaves town. Anyone who carries a gun in town is subject to arrest (with a jail term of up to three months), confiscation of the weapon, and a \$50 fine per violation. The more violations you have, the more time you spend in jail.

A brisk trade in gun claim slips has sprung up since the ordinance was enacted. Slips have been stolen, traded, sold, even lost in poker games. They're fast becoming a sort of underground currency in Dodge.

DENVER, COLORADO

FEAR LEVEL 2

Denver is the largest city between Dodge and the City of Lost Angels, and between Texas and Seattle. There's a saying that goes, "all rails lead west to Denver," and the Denver Pacific (owned by Smith & Robards) connects with three of the major lines in the Disputed Lands, and reaches west as far as Salt Lake City.

Denver seems quieter than Dodge (hence the lower Fear Level), but there are just as many spies (for both sides) in the city. Hidden in a warehouse in Denver's stockyards is one of the Agency's best-kept secrets: the Star Chamber.

Agents are under orders to bring any Harrowed they've captured to Denver, alive, and hand them over to the elite agents known as the Spooks. The Spooks take the Harrowed to the Star Chamber, where hucksters try to bind the manitou by engaging it in a contest of wills, then interrogate it. If this fails, the Agents eliminate both manitou and host with a flamethrower.

SALT LAKE CITY, UTAH

FEAR LEVEL 3 (OR HIGHER)

Salt Lake City was founded in 1847 by the Mormons, or Latter-day Saints. Mormons believe Christ visited America shortly after his resurrection, and that their first prophet, Joseph Smith, was visited by an angel of the Lord and given a set of golden plates describing the flight of God's chosen people from the Holy Land to the Americas. Other than their continuing practice of polygamy (having more than one spouse), their outward beliefs differ little from most other Christians – but this hasn't protected them from persecution. The Mormons clashed violently with their neighbors in Kansas and Missouri, and after their first prophet was murdered by a mob in 1844, they fled west. Smith's successor, Brigham Young, saw the Great Salt Lake and proclaimed, "This is the place." In 1866, Young declared the Utah Territory the independent "State of Deseret." While he publicly claims that Deseret remains loyal to the Union, few believe him – but neither the Union nor Confederacy can spare the manpower necessary to dispute Deseret's sovereign status.

DARIUS HELLSTROMME

In 1870, Professor Darius Hellstromme joined the Mormon community, winning them over by creating a horseless carriage that helped them outrun the salt rattlers (see p. 114) that dwell in the local salt flats. "The Mad Scientist of Salt Lake" later built factories in Salt Lake City, which brought jobs to the Mormons and made them the most technologically advanced people in the world – but at a price.

Thousands of high-voltage wires and pipes bearing natural gas riddle Salt Lake City, bringing light, heat, and electricity to those who can afford it. The once-clean city now lies hidden under a pall of dirty smoke. Prospectors and settlers down on their luck come to the factory district, a polluted sprawl known as the Junkyard, in search of work. However, the cost of living in Salt Lake City is even higher than their wages; few ever escape the slums.

Because meat is in short supply around the lake, a riskier but better-paying job in Salt Lake City is hunting the rattlers. Parties hunt the worms from massive steam-powered land ships, or drop sticks of dynamite on the rattlers from gliders. Worm armor and meat fetch good prices – especially if you only divide the money among the survivors.

Some Salt Lakers have realized that Hellstromme is even more dangerous than the rattlers, and are making plans to drive him out of town. This rebellion is led by the Danites, a secret society charged with protecting and serving Brigham Young. The Danites do what they can to sabotage Hellstromme's more insidious schemes while searching for proof that will discredit him. Meanwhile, many of those who speak against Hellstromme or his work are killed by Hellstromme's own forces.

Hellstromme lives just south of Salt Lake, between the urban sprawl and the ore-rich Wasatch Mountains. His manor, where he tinkers with new gadgets, is surrounded by barbed wire, hired gunmen, and guard dogs. Even the Danites are scared to attack him there – and with good reason. Hellstromme is fascinated by the Reckoners, and has deliberately been raising the Fear Level in Salt Lake City with one of his most grandiose inventions. The mad scientist has created

arcane machines that generate concentrated fear as though it were electricity, and the rails of the Wasatch railroad around the city serve as distribution conduits.

Apart from driving up the Fear Level in Salt Lake City, the rails have two side effects that Hellstromme didn't intend. First, because of the concentrated fear flowing through them, they tend to attract manitous and other creatures of the Reckoning. Encounters with abominations are far more frequent along the rails, and those mortals who die near them are slightly more likely to come back Harrowed. To reflect this, anyone dying within 50 yards of Hellstromme's mysterious rails gets an extra roll to become Harrowed. Anyone with the Nightmares disadvantage suffers a -2 penalty to his Will rolls if he falls asleep while riding the Wasatch.

Hellstromme also experiments with this concentrated fear in his arcane laboratories, observing how it changes the living and unliving alike. Somehow he's remained unscathed, though his lab assistants and guards aren't always so lucky – some of his experiments are still roaming Utah.

THE HIGH PLAINS: MONTANA, WYOMING, NEBRASKA, DAKOTA

The northern end of the Great Plains looks harmless. Low, rolling hills seem open and inviting, and the gently swaying grass seems to welcome the weary traveler. Despite this, the High Plains has an average Fear Level of 2, with a few areas rating much higher.

THE BADLANDS FEAR LEVEL 4 [AVERAGED]

The twisted valleys and canyons of the badlands are home to devil bats (p. 110). The Fear Level in the valley around their lairs is 4, and would be higher if there were more people around. Government agents who investigated the area late in '75 claim these "bats" are giant condors and warn travelers to avoid this area.



WORM CANYON

FEAR LEVEL 5

One of the most dangerous areas in the badlands is "Worm Canyon," home to a number of giant worms similar to Utah and Mojave rattlers (p. 114).

The canyon swarms with young worms, and a few trappers have taken to skinning them and selling their tough hides for use as hatbands. A single young rattler hide can fetch as much as \$2 a yard. Unfortunately, the canyons are also home to adult rattlers . . . and a cult that worships the creatures.

The Cult of Worms is led by "Queen" Ursula, an insane sorceress who is both prisoner and queen of the worms. The rattlers demand a human sacrifice once a week. Ursula will feed them one of her coven if no one else is available, but prefers to sacrifice prospectors and hunters foolish enough to stray into her territory.

THE ALTAR OF WORMS

FEAR LEVEL 6

The cult makes its sacrifices at a bizarre altar high on a twisted peak overlooking the badlands. The unfortunate victims are placed on the altar, stunned or bound, while the cultists chant and stamp their feet to alert the rattlers below. In five minutes, giant rattlers gather in a great circle at the base of the cliff. In their midst are hundreds of their young.

The sacrifice is pushed off the altar and into the squirming mass of worms 50 feet below. The victim is cushioned by the bodies of the worms (treat as a 9-yard fall) and then torn to pieces by the young. Both body and soul are consumed, and the victim cannot return as a Harrowed or be resurrected by any means.

THE BLACK HILLS

PEAR LEVEL 3

The Black Hills have had a bloody history – the Deadwood Creek Massacre in '75 and the Battle of the Little Bighorn in '76 being just two of the more recent incidents – but on July 1, 1876, Sitting Bull (representing the Sioux Nations) and Generals Terry and Sherman (representing the United States) met at the site of the massacre and signed the Deadwood Creek Treaty. A year later, the treaty, which allows limited mining, is still holding.

The Black Hills are sacred to the Sioux, who call them "paha sapa." This hasn't stopped miners tearing them up in search of gold and ghost rock, and the \$100 fee to stake a claim there has barely even slowed them down. The Sioux patrol the hills looking for miners, and anyone who can't produce his claim documents is chased or dragged back to Deadwood without his gear. Miners who resist are slain by the braves, who have mounted seven corpses on poles along the trail to the Black Hills as warnings to other claim jumpers. The other 13 were strung there by the Pole Men themselves.

On rainy nights, the corpses on the poles are possessed by manitous, but they don't move unless someone is foolish enough to travel the trail alone. When a lone victim passes beneath the Pole Men (p. 114), their dead eyes snap open, their legs elongate to reach the ground, and their rubbery arms slip from their bonds. The intended victim must make a Fright Check at -5.

If the pole men capture a victim, they erect a new pole and tie him to it, looping the rope around his neck so that he strangles (see p. B91).

DEADWOOD CREEK TREATY

1. The U.S. government recognized the borders of the Sioux Nations as we know them today. No U.S. troops are allowed within these borders.

2. The settlement on Deadwood Creek could be rebuilt under Sioux supervision. All non-Indians residing in the Sioux Nations must live there unless given special permission by the Council to live elsewhere.

3. The only access to the settlement from outside the Sioux Nations is by rail, so white folks found where they shouldn't be can't claim they're on their way to Deadwood.

4. Mining is limited to the Black Hills themselves. Miners must pay a \$100 fee for a prospecting permit and a \$200 fee to stake a claim. Finds must be assayed in Deadwood, and 5% of the cash value must be given to the Sioux Nations.

5. Mines may only be registered by individuals, not companies.

6. No single mine may be worked by more than five people at a time.

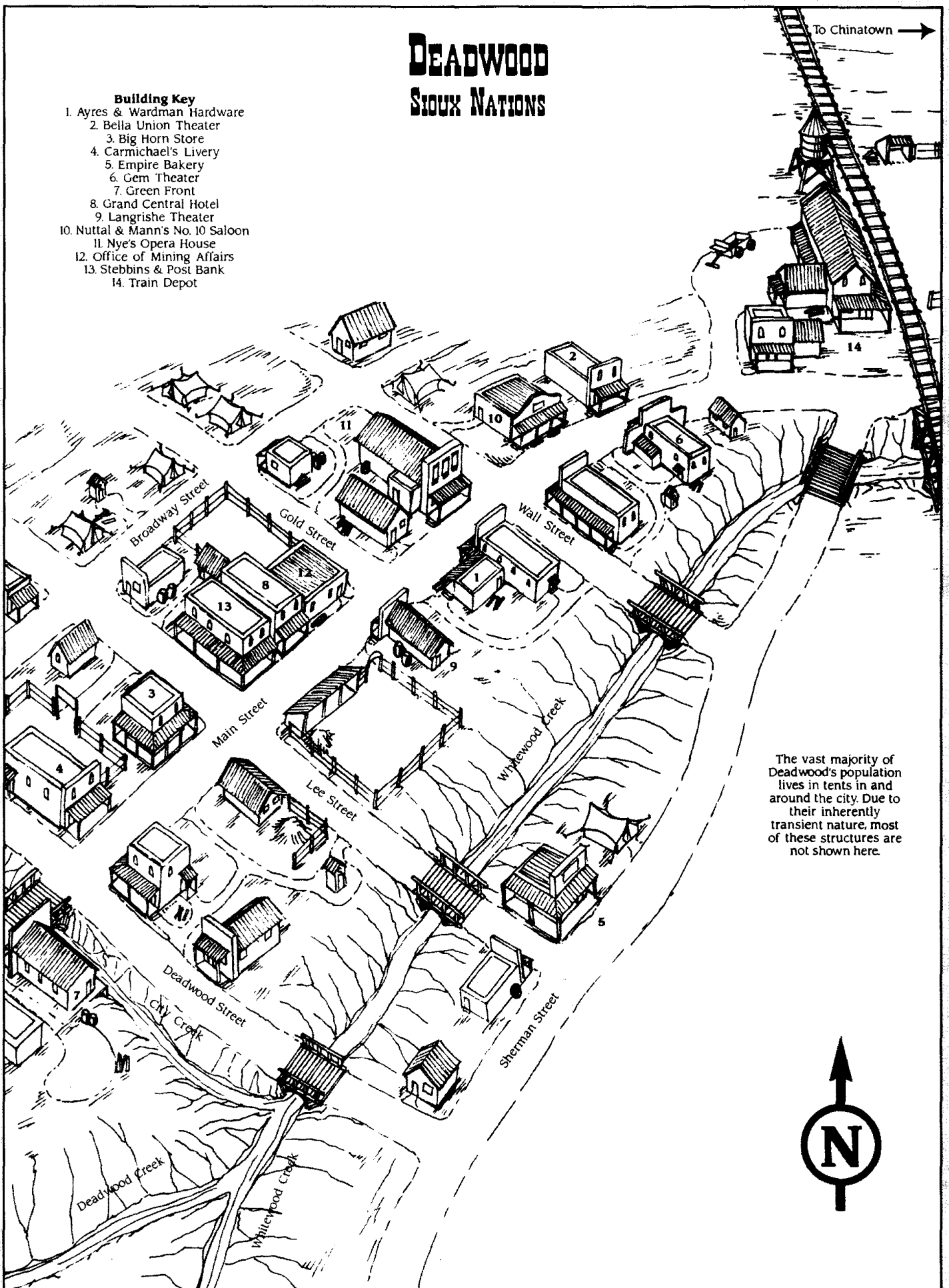
7. Mines found in violation of these rules are shut down. Anyone violating these rules is immediately ejected from the Sioux Nations.



DEADWOOD SIOUX NATIONS

Building Key

1. Ayres & Wardman Hardware
2. Bella Union Theater
3. Big Horn Store
4. Carmichael's Livery
5. Empire Bakery
6. Gem Theater
7. Green Front
8. Grand Central Hotel
9. Langrishe Theater
10. Nuttal & Mann's No. 10 Saloon
11. Nye's Opera House
12. Office of Mining Affairs
13. Stebbins & Post Bank
14. Train Depot



The vast majority of Deadwood's population lives in tents in and around the city. Due to their inherently transient nature, most of these structures are not shown here.

DEADWOOD

FEAR LEVEL 4

Deadwood sits in the middle of the Sioux Nations, at the northern edge of the Black Hills. Its only connection to the USA is a single rail line run by the Iron Dragon railroad, completed a few months after the Deadwood Creek Treaty was signed. Prospectors have flocked to the town, followed by merchants, gamblers, and horizontal dancers. Sol Star became the first elected mayor, and Seth Bullock the marshal, but the survivors of the Deadwood Creek Massacre weren't about to rely on them to protect them from the Sioux. They revived the Deadwood Miners Alliance, which comprises close to 70% of the male (and much of the female) population of the town. Members are required to own a functioning firearm and spend one day a month on duty, patrolling the mines of fellow members. Sioux braves pawl the same territory, so the two groups clash frequently.

The horribly mutilated corpses of a number of Sioux have been found dead in the hills around Deadwood. Some have been scalped and others dismembered. The Sioux blame the miners, and have promised the perpetrators a slow and agonizing death.

Some prospectors working claims that had belonged to those killed in the Deadwood Creek massacre have returned to their mines to find their equipment smashed and dripping with blood. Many Sioux and miners alike believe that this is the work of restless spirits, but the real perpetrator is a small group led by Frank Bryant, a survivor of the massacre. Though the cause is not supernatural, it has helped raise the Fear Level.

WHERE TO GO IN DEADWOOD

Ayres & Wardman Hardware: Specializes in building materials and heavy mining equipment.

Bella Union Theater: Offers bawdy stage shows, games, and booze.

Big Horn Store: Basic supplies and mining equipment.

Carmichael's Livery: Boards horses for \$1.50 a day.

Empire Bakery.

Gem Theater: Better known for the hospitality of its "hostesses" than the quality of the stage shows.

Grand Central Hotel: Rooms \$3 a day, with excellent food.

Green Front: Another of Deadwood's brothels.

Langrishe Theater: A respectable theater with solid performances. Episcopalian services are also held here, on Sundays at 9 a.m.

Nuttall & Mann's No. 10 Saloon: The site of Wild Bill's murder has been roped off with curtains; \$1 to see "the spot where Wild Bill met his end."

Nye's Opera House: It doesn't get much business, but its few patrons are rich enough to keep it going.

Stebbins & Post Bank: Deadwood's biggest bank sometimes does as much as \$100,000 a day in business.

SATAN'S GARDEN

Satan's Garden lies five miles southwest of Deadwood. It was the site of the Chance Venture Mine, one of the biggest ghost rock strikes outside of the Great Maze. It's now a pillar of fire, a monument to the Chance brothers who accidentally ignited a huge deposit of the rock.

Fountains of flame light the sky every night, and the eerie wail of burning ghost rock echoes through the hills. When the wind is right, the sound can be heard in Deadwood. There are those who claim they can hear the Chance brothers screaming in agony, locked in a prison of flame. The ground for 100 yards around the mineshaft is hot enough to raise blisters, and the stifling air is thick with sulfurous fumes. The vegetation within a quarter-mile of the site has died, buried under a thick blanket of ash and cinders.

Many entrepreneurs have tried to stop the fire, to prevent a fortune in ghost rock going up in smoke, but all have failed.

Over a third of Deadwood's population makes its living from saloons (most of them open around the clock), gambling, or prostitution. Bullock's deputies are kept busy rounding up drunks and keeping the peace. A town ordinance prohibiting people from throwing garbage in the street is widely ignored, and the muddy streets smell like open sewers.

CHINATOWN

A large number of Chinese immigrants live in the north end of town. Most work in the mines, laundries, or restaurants, or as servants, but others run Chinatown's opium dens. Kang's Iron Dragon railroad brings opium from the City of Lost Angels. His enforcer in Deadwood is Huang Li, a leader of the Chinese community, who uses a band of hatchetmen to protect Kang's interests.

YELLOWSTONE

FEAR LEVEL 3

Yellowstone, declared a national park by President Grant in 1872, is home to a number of geological wonders: the Black Cliff, a sheet of pure obsidian over 100 feet tall; hot springs; and geysers which shoot scalding water high into the air. The most regular geyser is Old Faithful; the most violent is Excelsior, which can spit nearly 200 feet straight up.

Excelsior is also a natural gateway to the Hunting Grounds. Strange creatures – mostly minor abominations – emerge from it periodically, but few can wander far from the geyser. Manitous that escape from the Hunting Grounds can survive indefinitely up to a mile from Excelsior; if they stray outside that zone, they must make Will rolls daily or be sucked back into the Hunting Grounds and trapped there for 100 years.

Nature spirits never intentionally enter the physical world, but occasionally become lost in the mists surrounding the gate. When they realize they have left the sacred Hunting Grounds, the spirits become angry and cruel to mortals who cross their paths. They can rarely be reasoned with and must be led – usually by mortal "bait" – back to the gateway. They cannot be harmed by normal means.

THE WILD SOUTHWEST: TEXAS, NEW MEXICO, ARIZONA

Wild Texans, the war among the Apaches, Confederates, and Yankees, and the constant threat of a combined Foreign Legion/Mexican invasion keep the average Fear Level at 2.

NACOGDOCHES, TEXAS FEAR LEVEL 1

In late October 1876, a Bayou Vermillion train plummeted into the Angelina River near Nacogdoches. The train was carrying vats of an experimental formula devised by Baron Simone LaCroix to animate the dead, and this formula washed downstream to the Nacogdoches cemetery.

Fortunately, the brew was not one of Baron LaCroix's better batches, so the walkin' dead that arose on Halloween came out slow, stupid, and hungry for brains. Once the townsfolk worked out that the zombies could be killed by a bullet through the head, well-armed Nacogdochans began wandering the streets with a gun in one hand and a bottle of whiskey in the other. They had so much fun that they plan to stage a carnival to mark the anniversary of the event.

THE GRAND CANYON FEAR LEVEL 3

Known to the Navajo as "house of stone and light," the Grand Canyon is a much darker place than it was before the Reckoning.

THE LAUGHING MEN

The most dangerous threat in the Grand Canyon area is posed by a former Black River gang known as the Laughing Men. Their leader, "Chuckles" Ryan (see p. %), is wanted in every state and territory in North America. Little is known about him except that he smokes cheap cigars and has a distinctive rasping laugh. His gang, over 200 like-minded thugs, has learned to laugh when Ryan does.

The Laughing Men make a living raiding Indian and white settlements from Texas to Colorado. Ryan usually rides with a band of 5d gunmen, though more may be waiting nearby to ambush any pursuers.

The Texas Rangers know that the Laughing Men have a camp in the Canyon, but Ryan moves every month or so — though never to the bottom of the Canyon, where ghouls are rumored to lair in the caves. Anyone who blunders into Ryan's camp will be put through a gauntlet of traps, critters, and hand-to-hand combat. Ryan promises his victims their freedom if they can survive the gauntlet, but so far, no one has.

TOMBSTONE, ARIZONA FEAR LEVEL 3

Tombstone, county seat of Cochise County, makes most of its money serving the needs of travelers passing east toward the Maze in search of ghost rock, as well as the local ranchers and silver miners.

PESTILENCE

Three particularly nasty epidemics hit the Southwest hard in 1876-77: Prairie Ticks (see p. 115), Texas Fever, and the Texas Tummy Twister.

TEXAS FEVER

Texas Fever is a cattle disease that has driven the price of beef through the roof and revived the business of buffalo hunting. Cattle exposed to an animal carrying ticks infected with Texas Fever must roll against HT+4 or contract the fever. The disease attacks the red blood cells, causing anemia. The animal loses 2 ST each day, starts foaming at the mouth, and attacks nearly anything in sight. There is no known cure; only a critical success on a daily HT roll will allow the animal to recover.

TUMMY TWISTER

The "Texas Tummy Twister" is an unnatural plague. Any living creature drinking water tainted with this parasite suffers from hunger pangs for a few days, then becomes feverish and starts coughing up blood. The disease is caused by a microorganism that lives in still ponds and muddy swimming holes. Any time someone drinks from a stagnant Texas watering hole, roll 3d. He contracts the disease on a 7 or less if north of Dallas, 8 or less in southern Texas.

Once in a host's gut, the twister clings to the stomach and begins to absorb blood and water. In three days, the thing is the size of a fist. In seven days, it's the size of a cat. During this time, the twister grows a spiny appendage which it inserts into the spinal column. One week after infection, the host becomes a quasi-mindless puppet. The twister sees poorly through its host's eyes, so it prefers to burrow through the abdominal wall to peek outside the victim's stomach. This causes 1d damage to the host, but the twister secretes a sticky purple ooze that stops bleeding almost instantly. Anyone who spies the creature peeking out must make a Fright Check at -2. When the twister remains inside, the only visible sign of the infestation is a long, oozing scar. Hosts of a grown tummy twister seem feverish and delirious; they can remember a few words, and identify their close friends, but that's about all.

If a twister's host can lure another host within a few inches, the twister will lash out with its thorny tentacles. If it hits and breaks the skin (Brawling-11, 1d-4 cutting damage), tiny tummy twisters race into the new victim's bloodstream and eventually wind up in his stomach.

Because a tummy twister is linked to its host's spine, removing one requires a roll on Surgery at -10 and takes at least 10 minutes. The twister will attack anyone cutting into the host's stomach, several doctors have been infected in this way.

The best way to get rid of a tummy twister is for the host to eat something spicy. Jalapeños make the nasty critters come crawling out in a few minutes (doing 3d+6 internal damage to the guts as they scratch and claw their way out). Some mad scientists have used hydrochloric acid to destroy the bellies of suspected hosts: it works, but the hosts rarely survive.

- Building Key**
 1 Bird Cage Theater
 2 Cochise County Courthouse
 3 Crystal Palace Saloon
 4 Episcopal Church
 5 Fly's Gallery
 6 Grand Hotel
 7 Ike's Place
 8 OK Corral
 9 Oriental Saloon
 10 Schieffelin Hall
 11 Tombstone City Hall
 12 Tombstone Epitaph Office

TOMBSTONE ARIZONA, CSA

As is true in Deadwood, the vast majority of Tombstone's population lives in tents and around the city in s to their inherently transient nature, most of these structures are not shown here.



WHERE TO GO IN TOMBSTONE

Bird Cage Theater: The Bird Cage often has some splendid entertainment, including comedians, singers, and dancers, while lesser entertainers give the audience something to aim at.

Cemetery.

Cochise County Courthouse: Justice of the Peace Wells Spicer presiding.

Crystal Palace Saloon: Lunch is free here – provided it's washed down with the expensive house beer.

Episcopal Church: The Reverend Endicott Peabody holds services every Sunday.

Fly's Gallery: C.S. Fly will immortalize a likeness for posterity for \$2.

Grand Hotel: A fine establishment with comfortable rooms, currently home to Doc Holliday and Big Nose Kate.

Ike's Place: Ike Clanton owns this restaurant, so it's a favorite hangout of the Cowboys. The food is mediocre but cheap.

OK Corral.

Oriental Saloon: The best gambling den in town; Doc Holliday deals faro.

Schieffelin Hall: A fine theater, and the largest adobe building in North America.

Tombstone City Hall: John Clum's other office. (He's also mayor of Tombstone.)

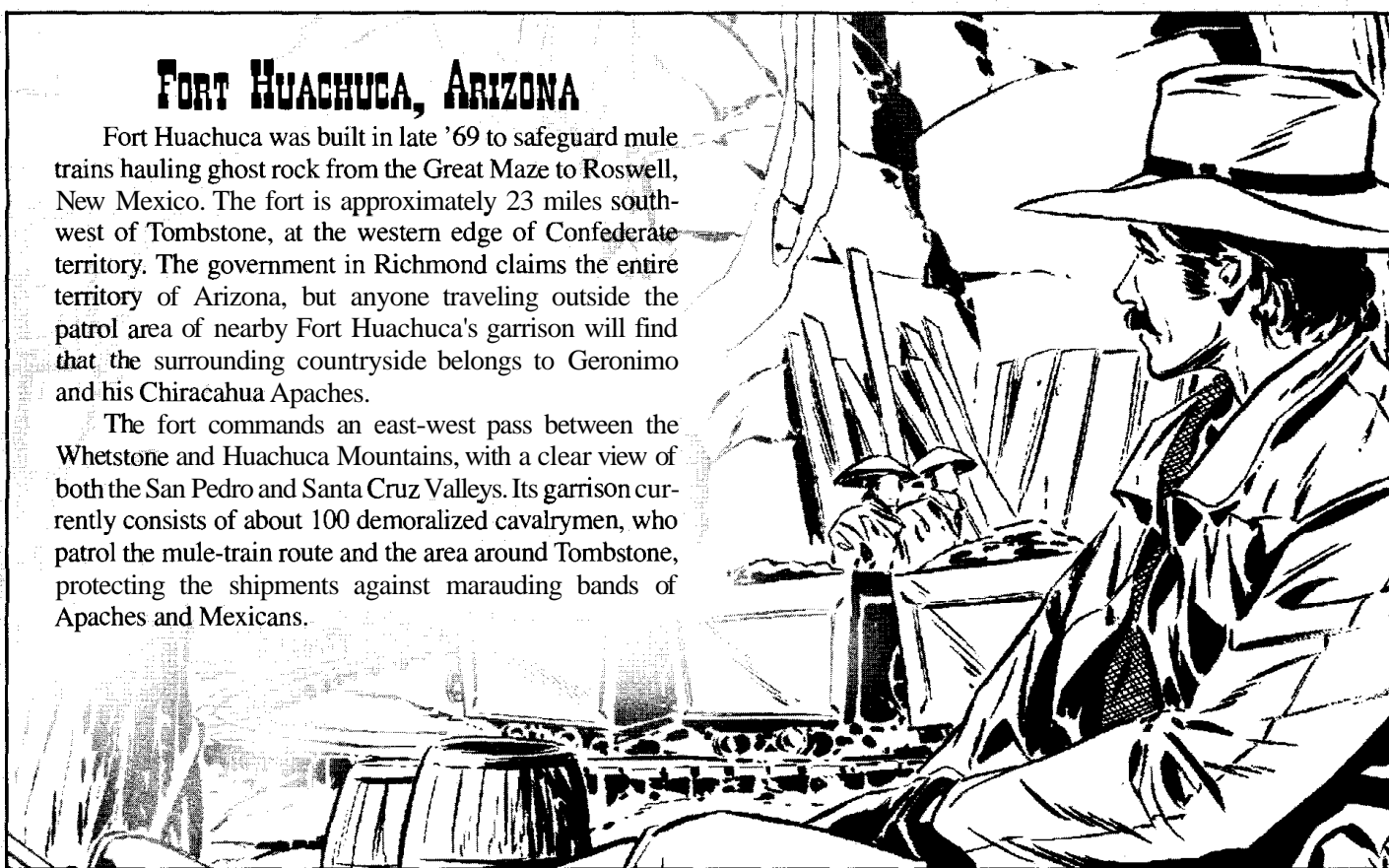
Tombstone Epitaph: The home office of the most controversial paper in North America.



FORT HUACHUCA, ARIZONA

Fort Huachuca was built in late '69 to safeguard mule trains hauling ghost rock from the Great Maze to Roswell, New Mexico. The fort is approximately 23 miles southwest of Tombstone, at the western edge of Confederate territory. The government in Richmond claims the entire territory of Arizona, but anyone traveling outside the patrol area of nearby Fort Huachuca's garrison will find that the surrounding countryside belongs to Geronimo and his Chiracahua Apaches.

The fort commands an east-west pass between the Whetstone and Huachuca Mountains, with a clear view of both the San Pedro and Santa Cruz Valleys. Its garrison currently consists of about 100 demoralized cavalymen, who patrol the mule-train route and the area around Tombstone, protecting the shipments against marauding bands of Apaches and Mexicans.



Mayor John Clum is also the editor of the *Tombstone Epitaph*. John Behan, the elected sheriff of Cochise County, has his office here. He's an industrious tax collector (he gets to keep 10%), but rarely arrests anyone, leaving Tombstone's town marshal, Fred White, and his deputy Spence Walker, to deal with the rowdy soldiers, drunken miners, travelers, and the Cowboys.

It's been said that "Tombstone has a man for breakfast," and that's not far from the truth. Except when the Texas Rangers are passing through, the real law in town is the Cowboys, a gang of rustlers led by Old Man Clanton. The gang includes Curly Bill Brocius, Johnny Ringo, Clanton's three sons - Ike, Phineas, and William - and Frank and Tom McLaury. The Cowboys have recently been employed as enforcers by the Bayou Vermillion railroad, and a few of the gang also serve as advance scouts for General Santa Anna.

The only person who ever stands up to the Cowboys is the consumptive Doc Holliday (a friend of Wyatt Earp), who isn't scared of dying.

THE EPITAPH

John Clum and his staff at the *Tombstone Epitaph* are convinced that something sinister is happening in the west, and are determined to let the public know the truth. The paper is read by too many people for either the USA or CSA to risk trying to close it down, for fear of increasing its credibility.

Adventurers can make a little extra cash selling stories of their encounters with the supernatural to the *Epitaph*. Clum pays a half cent a word for articles, \$10 for sketches, and \$15 and up for photographs. He's not as gullible as people think, and has a good eye for a fake.

GREAT BASIN: SOUTHERN CALIFORNIA, NEVADA

FEAR LEVEL 1

Southern California and Nevada form the Great Basin, a vast desert broken by a few lakes and rivers and even fewer settlements. Venturing into the Great Basin without a map and provisions for several weeks is suicide.

THE GHOST TRAIL

FEAR LEVEL 3

The Ghost Trail used to run to Santa Fe, where it turned into the Santa Fe Trail. After Roswell exploded in '72, it was diverted to the railhead at Tombstone. A trip along the Ghost Trail to the Maze takes about a month each way if you take a guide; the best ones charge \$50 a day, and greatly improve a party's odds of crossing the rugged, abomination-infested terrain and reaching California alive. Bandits and the ghosts of their victims haunt the trail, bringing the Fear Level to 3.

The Confederate government is still shipping ghost rock overland from the Maze, but in much smaller quantities than before. Each caravan is made up of 15 to 20 wagonloads of ghost rock, escorted by two companies of troops - usually one company of cavalry and one of infantry. The regular troops are often supplemented by Indian scouts and the occasional steam wagon or artillery piece. Despite this, two caravans were lost in 1876, and three have gone missing since January of '77.

THE SANTA FE TRAIL **FEAR LEVEL 3**

The Santa Fe Trail has an even worse reputation for bandit attacks than the Ghost Trail, but a few wagon trains still follow it. Wagon masters pay up to \$10 a day plus a \$25 bounty on the head of every bandit killed along the way, so folks short of money may be attracted to this dangerous work.

DEATH VALLEY **FEAR LEVEL 5**

Death Valley is one of the hottest, driest, least hospitable places on Earth, so few people venture there except the occasional prospector searching for borax. Still, some visitors to the area have reported seeing strange black-clad phantoms riding through the volcanic mountains of the Funeral Range. The Agency and Texas Rangers dismiss these as mirages, but the Black Riders do exist – they are minions of the Reckoners, living on the fear of the rare visitors. These abominations despise all life and kill any living beings they see.

THE DEVIL'S POSTPILES **FEAR LEVEL 5**

The Devil's Postpiles are huge, octagonal columns of blue basaltic rock, some topping 60 feet in height. Local legend says a corpse buried near the Postpiles will return to life, which has led many to bury their loved ones at the feet of these awesome columns.

The Apaches believe this, but also hold that returning from the dead in such a way taints the victim's soul. They're right.

Any dead buried in the rocky ground near these strange rock formations gets an extra roll to see if they come back Harrowed. The corpse must be fresh, no more than a week old, and completely buried in the stony earth. Unfortunately, the cursed ground gives the Harrowed's manitou total control after the victim returns from the grave.

Spending a night at the Postpiles waiting for a companion to rise is dangerous, as the smell of fresh brains will bring 5d walkin' dead out of their graves. Fortunately, they won't pursue their prey more than a half mile from the Postpiles, and they return to their graves by sunrise if not destroyed.

THE MOJAVE DESERT **FEAR LEVEL 4**

The Mojave (pronounced mo-HA-vee) is a huge expanse of barren landscape in southern California, a mess of shifting sand dunes and bizarre rock formations livened only by a few stray cacti and dry scrubs. Most travelers who try to cross it die from lack of food and water, or become food for Mojave rattlers (p. 114).

THE GREAT MAZE **FEAR LEVEL 2**

The Maze is a chaotic tangle of canyons, channels, and islands that makes Dante's Inferno look flat, orderly, and underpopulated. Miners chip away at every cliff face in search of gold, silver, and ghost rock. In the waters below, Union and Confederate monitors, Mexican ironclads, Chinese sampans loaded with pirates, maze dragons (p. 113), and sharks all wait for their favorite prey. The City of Lost Angels overlooks the

Bay of Prosperity from inland cliffs, hiding its hideous secrets, while to the north, Shan Fan provides a haven for pirates with loot to sell.

Wind-powered ships can't sail in the Maze; not every channel has a breeze, and those that do can force sailing ships into the cliff walls in seconds. So ships that ply the Maze channels are powered either with ghost rock or human sweat.

The Pacific fleets of both the USA and the CSA patrol the Maze, frequently clashing. Union sailors outnumber the Confederates, but the Maze pirates outnumber both navies. Chinese, Mexican Armada, Union and Confederate raiders, and independent rogues rob each other as well as the Maze's miners.

UNION AND CONFEDERATE RAIDERS

Both the Union and Confederate navies outfit small bands of raiders to assist in harassing the other side, and turn a blind eye to most of their depredations.

The Northern navy, based out of Fort Lincoln in the northern Maze, treats its raiders as regulars. They use small, open boats with steam-driven propellers and no mounted guns – the volunteers use rifles, pistols, dynamite, and stealth. Their favorite tactic is to slip aboard Confederate ore-haulers by night, hold the crew hostage while the raiders remove any ghost rock on board, then put the seamen ashore (unless they resist) and scuttle or dynamite the barge.

Confederate raiders are fewer in number and shorter on mercy. The CSA has given letters of marque, and well-armed and armored experimental boats, to the most bloodthirsty pirates who agree to attack only Northerners.

THE MEXICAN ARMADA

The Mexican Armada has fast clipper ships that patrol the coastline and ironclads that steam through the Maze itself. In the open sea, the shipping lanes are menaced by independent pirates, commissioned by France and commanded by "Capitán Sangre" ("Captain Blood"). Sangre, an infamous pirate along the Barbary Coast, has a fleet of clipper ships crewed by undisciplined and merciless French expatriates, rogue mercenaries, and his own Spanish compatriots. He raids ships that leave the Maze for the Pacific, while ironclads with well-disciplined Mexican crews and the latest in weaponry – heavy cannons, flamethrowers, grapnels, and gizmos designed by European mad scientists – rob those in the Maze.

This Armada outguns the Union and Confederate Pacific navies, which have occasionally allied against their common foe in self-defense.

CHINESE WARLORDS

The Chinese warlords of the Maze build their fortresses atop small but high-walled islands in the heart of the Maze. Most have more waniors than they can house in these forts, and their less-favored followers live in leaky sampans around the islands.

The most powerful of the warlords is the enigmatic rail baron Kang. Kang's waniors are expert martial artists, but they also carry guns. Their boats search for productive mines, and the warriors tell the miners that the land belongs to Kang. Few miners disagree – at least, not for long.



SHAN FAN

The port city of Shan Fan, located about 300 miles north of Lost Angels, is run by a consortium of murderously competitive Chinese criminal gangs called triads. Most Maze pirates sell their loot there, though only the Chinese are welcome to stay.

ROGUES

Many other pirates – including some who will kill for a handful of ghost rock dust and are too vicious for even the Confederates to tolerate – loot miners and occasionally attack smaller pirate ships. Their own ships range from salvaged ironclads to small craft barely larger than rowboats, but their crews are invariably tough and well-armed.

THE CITY OF LOST ANGELS FEAR LEVEL 5

After the Great Quake of '68, a preacher named Ezekiah Grimme led his congregation to a safe island in the Maze. More refugees wandered into his camp, and Grimme somehow managed to provide them with food as well as fresh water from the natural spring. The camp became a town, named for Grimme's "lost angels," and grew rapidly after ghost rock was discovered. Within three years, the population hit 20,000, and the City of Lost Angels was born.

Food is in short supply in Lost Angels. Strange plant diseases wipe out most crops, and Texas fever and prairie ticks run rampant amid cattle herds. Meat in Lost Angels costs five or six times what it would anywhere else, and you may not want to know where it came from.



WESTERN FOOD

Though some Western eating houses offer "fancy groceries" for those who can afford them, and butchers sell whatever game hunters bring in, meals in the Weird West are rarely elaborate. The cowboy's standard fare is sourdough biscuits, strong black coffee, beans, and well-done steak or "son-of-a-bitch stew," a casserole of veal and offal. "Prairie oysters" – fried bull's testicles – are considered a real delicacy.

Army rations are notoriously bad. Army cooks receive only 10 days of training; bread and biscuits are often riddled with weevils and maggots, and epidemics of scurvy (see p. CII172) are common.

Buffalo hunters boil the cuts from the buffalo's hump, eat the intestines cooked or raw, roast other pieces, and make "trapper's butter" (a thick soup) from the marrow bones. Hunters compete by starting at opposite ends of a raw intestine and swallowing as much as they can before meeting near the middle.

Explorers eat almost anything they can find, often starting with their own moccasins and going from there to their dead companions (see *Wendigo*, p. 116).

Grimme still preaches fire and brimstone at Sunday services, which are always well-attended because of the free meal given afterward. The bad news is that Grimme actually starved to death in '68 rather than resort to cannibalism, but new flesh grew on his bones after the cannibals had gnawed them clean. This abomination ordered his starving companions to seek out other refugees and murder them for food.

When hordes of survivors arrived at his camp, Grimme took a more subtle tack. He supplied food and shelter for them while his inner circle quietly took the weak in their sleep. He established the Church of Lost Angels to maintain his power, and secretly does everything he can to keep food prices high. The Reckoners prevent his followers from becoming ghouls or wendigos (the fate of most cannibals). Most believe the Preacher is "the savior of California," capable of genuine miracles. In the city and for 75 miles around the City of Lost Angels, Grimme has absolute power. In 1877, he declared the city and this area a free and independent state, with himself as head of the theocratic government and his "Guardian Angels" as the police force. Citizens can choose to join his church or leave; outsiders visiting the city have virtually no rights. Neither the USA nor the CSA recognizes Grimme's authority or the city's sovereignty, but they lack the manpower for an invasion.

THE RAIL WARS

Six railroad companies were building lines to the Maze when **Grimme's** edict shut them out of Lost Angels: Bayou Vermillion, Black River, Dixie Rails, Iron Dragon, Union Blue, and Wasatch Railroad.

Bayou Vermillion is run by a wealthy but reclusive New Orleans merchant of Haitian descent, Baron Simone LaCroix. LaCroix is a voodoo master, named "Baron" after Baron Samedi, and "Simone" after the sister he devoured alive in a bizarre ritual. He is building a railroad simply to generate terror. When his railroad is far enough from civilization, LaCroix allows young, ambitious houngans (voodoo priests) to raise the dead and put them to work on the line. Most witnesses end up joining these undead gangs, but stealthy Apache scouts around Tombstone have survived to spread the word to their tribal elders. Since then, Apache raids have slowed down **B.V.'s** expansion and forced the railroad to recruit more guards. These guards aren't particularly observant, but they are dangerous and difficult to put down in a fair fight.

Black River Railroad was run by Miles Devlin, until gunmen hired by the **Tennessee Central** railroad murdered him in '67. Miles' wife, **Mina**, a powerful and megalomaniacal witch, took over the business, and within six months, many of the Tennessee Central's executives and their families had died mysteriously. Black River continued building a line through the Disputed Lands, gaining right-of-way by intimidation, violence, or seduction. Mina's gangs are among the most vicious in the Rail Wars; the most feared is the "Wichita Witches," led by a whipcracking Mexican beauty named Violet Esperanza.

Dixie Rails is owned in part by retired General Robert E. Lee, and managed by his nephew, Fitzhugh Lee. The railroad runs along the borders of the Confederacy, and derives much

of its income from shuttling Confederate troops to the front lines. Many of their trains are well-armed, and a few even rival Hellstromme's for firepower.

Iron Dragon is owned by the Chinese warlord **Kang**, who became rich by shipping ghost rock from the Maze to the east. To avoid paying freight, he bought out the old Chicago and North Western, renamed it Iron Dragon, and quickly extended its lines west – straight into the Sioux Nations. He met with resistance from the Old Ways movement, but struck a bargain with the elders: If he could defeat the "paha wakansica" ("mountain devils") that were attacking the Sioux, he could build a single track to Deadwood. Kang assembled a motley band of martial artists, samurai, gunslingers, and mad scientists, and successfully battled the wakansica on their own ground, Devil's Tower. Since then, Kang has been building a track between Deadwood and the Maze, and using his railroad for smuggling opium as well as shipping ghost rock.

Union Blue runs just south of the Sioux Nations, often straying into the Disputed Lands, where Confederate guerrillas and Black River saboteurs are slowing down the work. Its president is Joshua Lawrence Chamberlain, one of the heroes of Gettysburg and formerly Grant's aide de camp. His sense of integrity and honor has won him many friends along his path, including many military commanders and the leader of the Agency's Western Bureau – the Ghost. His workers are the best-treated of all the rail crews, and take the job of protecting the line very seriously.

Wasatch Railroad, named after the mountains around Salt Lake City, Utah, is owned by mad scientist **Darius Hellstromme**. Hellstromme needs ghost rock for his fabulous inventions, but puts his railroad to even darker uses (see p. 15).

For more about railroads and other means of transportation, see **GURPS Old West**.



TIMELINE



1769: First edition of *Hoyle's Book of Games* published.

1861: Raven begins gathering braves from other tribes who are angry with the advance of the white man. Five Civilized Tribes (Cherokee, Chickasaw, Choctaw, Creek, and Seminole) ally with Confederacy; granted voting rights in Confederate Congress. Pinkerton contacted by General McClellan to provide espionage and counterespionage services for the Union; foils a possible assassination plot against Abraham Lincoln.

1862: A Union executive order appoints the Secret Service as the "bodyguard" for the President, Vice President, and other federal politicians.

1863: Raven and his "Last Sons" enter the Hunting Grounds to release the manitous. Confederate raider, William **Quantrill** sacks and burns Lawrence, Kansas. Union issues its first national currency, the "greenback." The French place Emperor Maximilian on Mexican throne; Santa Anna given control of Mexican Army. Dr. Jacob Smith experiences the first inspirations of mad science. General Lee withdraws Texas Rangers from standard military duty and orders them to investigate "weirdness." Raven and Last Sons return from Hunting Grounds, having killed the last of the Old Ones restraining the manitous; the Reckoning begins (July 3). New Orleans Massacre takes place; 5,000 Union troops slain mysteriously (July 3). Union relief flotilla sent to retake New Orleans is destroyed in Mississippi River. Mojave rattlers first sighted in Utah salt flats (October); travel in area soon becomes very dangerous due to rattler attacks.

1864: Chiricahua Apaches begin to turn the tide of Western expansion. French and British governments officially recognize Confederate States of America (CSA) as sovereign state and offer aid; Prussia and Russia offer assistance to Union. President Lincoln issues executive order instructing local law-enforcement representatives to comply with Pinkerton detectives investigating "unexplained phenomena." General Grant assigns the Pinkerton Detective Agency the task of investigating and taking appropriate action to counteract supernatural occurrences (April 9). Jefferson Davis signs emancipation act freeing any slave who enlists. CSA Army (November 11); later addendum broadens act to all slaves in Confederate territories. First Battle of Adobe Walls fought (November 24).

1865: Frank and Jesse James begin careers as bank and train robbers, claiming to be Confederate patriots. Sioux leadership declares technology responsible for much of recent supernatural upheaval, and instates "Old Ways" among people.

Lee pushes Grant to outskirts of Washington, D.C. Lee's troops break through Union lines and seize Union supply base at Ft. Stedman in March. Wasting disease begins to devastate Union forces. Lincoln shot by John Wilkes Booth on April 14. General Grant agrees to reinstate prisoner exchange program; Confederate Andersonville POW camp closes (May).

Sherman abandons supply and communications lines near Atlanta and marches on Savannah, Georgia (November).

1866: Sherman arrives in Savannah, Georgia and learns CSA General Cleburne has recaptured Nashville, Tennessee, cutting him off. British and French warships arrive in Savannah harbor; Sherman forced to retreat all the way back to Kentucky. Constitutional amendment passed in CSA allowing Jefferson Davis to seek re-election. Southern Arizona largely controlled by Chiricahua Apaches. Brigham Young declares Utah independent, renaming it Deseret. Lucien Crepin, a murderous voodoo bokkor, arrives in New Orleans from Haiti and begins spree of ritual murders; he is soon captured and lynched with behind-the-scenes aid from Baron LaCroix. Jefferson Davis appoints the Texas Rangers to act as a national police force; Rangers given authority over local officials.

1867: Jefferson Davis reelected as President of Confederacy; his opponent, Senator Robert M.T. Hunter, dies mysteriously days prior to vote. Cleburne drives Sherman out of Confederacy borders.

1868: Raven vandalizes rock paintings that were placed by earlier tribes to mollify earth spirits in the region, then triggers small tremor to further anger those same spirits. Great Quake shatters California coast, creates the Maze. Survivors form small, isolated communities, often cut off from civilization and food sources. Reverend Grimme founds small community of Lost Angels to shelter survivors. Enormous strikes of gold and silver exposed by Quake; discovered; ghost rock veins also first encountered. A new "rush" to the devastated area begins. Grant agrees to join Presidential candidate Andrew Johnson as Vice President; retains position as Union General-in-Chief upon victory.

1869: Ghost Trail linking southern Maze to rest of Confederacy blazed across southern Arizona desert. Vatican Council convenes to discuss the ramifications of the Reckoning; forms the Order of St. George to further study it. Stroke forces Allan Pinkerton to relinquish day-to-day control of Pinkerton Detective Agency; he steps down in favor of Colonel George Sharpe. General Kwan arrives in Maze from Canton, China.

1870: Prussians defeat the French in decisive battle on European continent; French eyes begin to turn to the New World for ghost rock supply. Dr. Darius Hellstromme creates the first "steam wagon" in Salt Lake City; birth of mad science. General Robert E. Lee enters "semi-retirement," but occasionally aids nephew Fitzhugh in running Dixie Rails railroad. Secret Service given authority to investigate all acts

of fraud against the Union government. General Kwan meets "Emperor" Joshua Norton in Shan Fan. A ghost rock explosion destroys Confederate experimental facility at Roswell; Dr. Jacob Smith and a few other scientists escape in the ensuing confusion. Smith meets Sir Clinton Roberts in the Great

Maze; they plan to combine Smith's ingenuity and Robards' finances to form company.

1871: City of Lost Angels (population 20,000) officially founded. Secret Service given mission to monitor and evaluate expansion of "new technologies." Confederate forces (led by reactivated General Lee) armed with mad-science war machines advance on Washington; Grant forces them back after a number of their machines break down. President Johnson impeached and removed from office; Grant steps up to Presidency, yields command of the Army of the Potomac to Meade. Sherman named Union General-in-Chief; Union Army of the Ohio placed under the command of General Oliver Howard upon Sherman's promotion. Meade dies in July, succeeded by General Edward Ord. Jefferson Davis killed and eaten by a doppelganger-like abomination, which assumes Davis' identity and the reins of power of the Confederacy.

1872: Doc Holliday, diagnosed as dying with tuberculosis, heads West for his health. "Walking Death" moves among the Five Civilized Tribes. Disease devastates all tribes – only Cherokee survive in any numbers. Sioux Nations declare independence from Union. President Grant secretly orders founding of Fort 51 in Nevada. Grant offers 10-year exclusive government contract for ghost rock transport to the first Northern railroad to reach the Maze; Davis follows suit in Confederacy one week later. Great Rail Wars begin. Grant declares Yellowstone area a "national park" under Federal control. Confederate secret agents attempt to falsify votes in Union presidential election. Union "Flying Buffalo" troop under Jay Kyle raids Confederate base at Roswell, New Mexico; they succeed in stealing numerous advanced-technology devices. Grant enters Presidential race at urging of Generals Sherman and Sheridan.

1873: Harrowed Lincoln infiltrates the White House, appears to President Grant, and informs him of true nature of the Reckoning. At Grant's behest, Lincoln assumes a position in the Pinkerton Detective Agency as "the Ghost," heading up Pinkerton operations in the West. Smith & Robards acquires the Denver Pacific Railroad, which soon links to three of the larger rail lines: Wasatch, Union Blue, and Black River.

1874: Coyote Confederation founded in Indian Territory; remnants of the Five Civilized Tribes instrumental in its formation. Geronimo assumes leadership of Chiricahua Apaches. Chiricahua chief Cochise "dies" (actually enters a trance to bind an earth spirit to his people's assistance). His comatose body is hidden in Dagoon Mountains by Chiricahua shamans (June 8). Second Battle of Adobe Walls fought (June 27). Train carrying load of Baron LaCroix's reanimation fluid derailed near Nacogdoches, Texas (October 31); hordes of feral zombies rise from local graves and plague population.

1875: Pinkerton detectives investigate Devil Bat attacks in Badlands. Stagecoach bandit "Black Bart" makes his first appearance in the Maze/Nevada region. Union Blue tracks cross Dodge City limits (May 23). Black River tracks cross Dodge City limits (May 26).

1876: General Sheridan deploys Union troops in Kansas; CSA General Gano dispatched along with Confederate troops to offset them. Colorado recognized as state in Union; CSA recognizes it as Confederate state as well. Coyote Confederation/CSA alliance becomes public knowledge. Custer enters

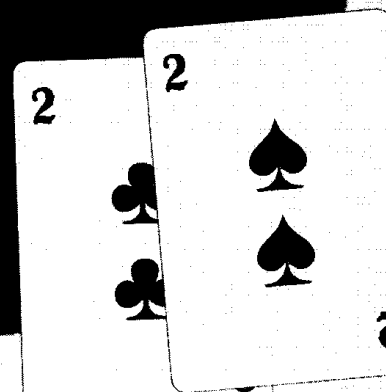
Sioux Nations to avenge Deadwood Creek massacre; troops are slaughtered and only he survives. Crazy Horse counts coup on Custer during the battle. First mass-market catalog released by Smith & Robards. Wyatt Earp hired as deputy town marshal in Dodge City, Kansas. Deadwood Creek Treaty signed between Union and Sioux Nations (July 1) allows Deadwood to exist peacefully within Sioux Nations' borders; town immediately begins to boom with ghost rock miner influx. Wild Bill Hickok arrives in Deadwood, is killed by Jack McCall (August 2), and becomes Harrowed. Jefferson Davis defeats Robert E. Lee by a razor-thin margin; winning votes come from Disputed Territories, causing rumors of electoral fraud. President Grant is reelected, defeating New York Governor Samuel Tilden. British forces cross Canadian border and enter Detroit on November 5; they successfully seize the city the next day. Explorer's Society prints first edition of *Rascals, Varmints, & Critters*, but it is intercepted by Pinkerton agents prior to public release.

1877: Three ghost rock mule trains disappear along Ghost Trail in first few months of year. Pinkerton Detective Agency loses government contract to investigate the unexplained; the "Agency" formed as arm of Union government to accomplish same goal but with greater federal control. Former Pinkerton detectives with experience in supernatural investigations form core of the Agency. Grimme takes control of City of Lost Angels; only members of his church are allowed to reside within the city proper. Grimme issues the "Edict of '77" declaring Lost Angels and 75-mile radius around it a sovereign state; arcane influence of Grimme and church members expands to 75 miles as well, thanks to "Bloody Sunday" ritual.





CHARACTERS *AND* CORPSES



The coroner took out a pen that looked as though it was more often used for cleaning horse's hooves, which was likely the case. The coroner was also the undertaker, blacksmith at the livery stable, and probably the closest thing this town had to a doctor. She looked at the death certificate and wrote, "So far as I could -" She looked at me and asked "You that writer fella from the Epitaph?" I nodded. "How do you spell 'ascertain'?"

I told her, and she continued "ascertain, he came to his death from a natur cause comely called hart failure." She nodded, then handed the certificate to the town marshal.

"Damn," he said. "Old coot said he could make me another arm." He pried the gun from the geezer's cold dead fingers and shoved it in a leather-lined pocket. "You figuring on staying in town long, Mr. Webster?"

"Just passing through," I said. "My editor's sent me out chasing some story about people disappearing."

The marshal snorted. "You come out here, Mr. Webster, you've already disappeared."

I watched him walk out of the saloon and strike up a conversation with a pretty young Chinese woman who was sauntering past. I asked quietly, "Did he lose that arm in the war?"

"Ayuh. But he's a good marshal, anyway"

"Honest?"

The coroner laughed "He ain't never been hanged to my certain knowledge," she said. "That passes for honest in these parts. You want to go up to the Professor's shack? There might be a story for you there."

There are hundreds of basic types of heroes available in the Weird West, from gunslingers to explorers to saloon girls to hucksters. Let your imagination run wild.

The cinematic campaign rules (p. B183) for character creation are recommended when designing PCs for **GURPS Deadlands**. PCs may be created with 100, 150, or even 200 points, and cinematic advantages such as Sharpshooter, Weapon Master, and Hard to Kill are not only appropriate, but may be essential. Death isn't necessarily the end of a character's career in *Deadlands* - but since only the toughest individuals come back from the dead, it still pays to be cautious.

The character sketches and templates on the following pages are intended to help design heroes. Feel free to mix these; many people in the Weird West have to do whatever work will pay. A lawman forced to take a pay cut when the town becomes quiet might hunt for gold or ghost rock, a cattle baron might hunt buffalo after Texas fever hits his herd, a scientist might fund his researches by playing poker, and a saloon girl might turn in a customer for bounty.

THE FAIRER SEX

In the world of *Deadlands*, the Civil War has dragged on for more than 16 years - from 1860 to the present date of 1877. Manpower in both the North and the South is at an all-time low, and women can fill roles they could only dream about before - marshals, gunslingers, gamblers, sheriffs, bank robbers, Indian shamans and warriors, explorers, politicians (at local levels), and just about any other position you can think of.

CHARACTER SKETCHES

BOUNTY HUNTERS

Bounty hunters chase down outlaws and turn them in for the reward. This is a dangerous job, so a bounty hunter needs some good combat skills, and Tracking skill is almost mandatory.

Combat Reflexes, Danger Sense, and Streetwise skill are all useful. Greed, Obsession, and Paranoia are common disadvantages. Bloodlust is appropriate only if the dodgers (wanted posters) say "Wanted Dead or Alive" or, better still, "REWARD for Dead Bank Robbers, Not One Cent for Live Ones."

See also *Deserters*, *Gunslingers*, and *Marshals*.

BUFFALO HUNTERS

Buffalo hunters saw a strange development in their trade in the 1870s, after the Sioux Nations gathered most of the larger buffalo herds into their borders and plagues wiped out many head of cattle. This made buffalo meat and hides increase in price. A carcass brings \$15 to \$30, depending on size, freshness, and hide quality. The Sioux have tired of warning buffalo hunters who trespass - now they shoot on sight. Buffalo hunting is also the main source of cash in Dodge City, where hunters come in from the Kansas plains every day with wagonloads of dead animals for the slaughterhouses.

Buffalo hunting is the perfect job for those who enjoy gunning down animals that are too stupid to run away . . . including other buffalo hunters. Some hunters specialize in relieving others of their kills, waiting in ambush on the main trails leading toward towns such as Dodge. Even where the buffalo are plentiful, armed men are more so, and hunters also have to worry about Sioux braves. For this reason, most hunting parties number at least five, with a wagon for hauling kills back to town; usually three hunt while the other two keep an eye out for trouble.

Some hunters hire laborers to skin their kills and help get the huge animals up on the wagon. Skinners will usually work for about 10% of a haul.

Buffalo hunters need to be sneaky sorts with a powerful gun and few scruples. Above-average ST is useful when firing weapons such as a Sharps Big .50 rifle (p. 64) or 10-gauge shotgun. Animal Empathy and Squeamishness are inappropriate. Combat Reflexes and Toughness help in a stampede. Alcoholism and Greed are common disadvantages.

Essential skills include Black Powder Weapons (Rifle) or Guns (Rifle), Stealth, Survival (Plains), and Tracking. Animal Handling helps predict herd movements. Merchant gets top dollar, and Carousing helps the hunter spend it. Now that the days of shooting buffalo from the windows of railway trains are over, most hunters shoot while standing; those who follow fleeing herds on horseback must have Riding. A powerful rifle or shotgun is essential. Popular weapons include .50-caliber guns such as the Sharps Big 50, Bullard Express, or Remington Model 71.

CATTLE KINGS

Cattle kings spend most of their time on their ranches raising hundreds of head of steers.

A cattle king needs some Area Knowledge of the land and trail routes; he'll also need the Wealth advantage to buy a herd, unless he's recently lost it to disease, rustlers, or some other mishap. Common disadvantages include Greed, Bloodlust, and Megalomania. Intolerance of less successful ranchers and suspected rustlers (most cattle kings don't distinguish between them) and sheepherders is almost obligatory. Essential skills include Accounting, Administration, and Merchant, and Streetwise is useful if a cattle king wants to hire mercenaries and assassins to deal with his competition. Weapon skills may also be useful: some isolated ranchers protected their properties with cannon!

Some cattle kings came by their wealth honestly, or at least legally, but others may be successful rustlers, gamblers, or confidence tricksters, with appropriate Secrets and Enemies. With the plagues that hit cattle in 1876-77, many cattle kings will have to look for other sources of income.

Because of their reduced mobility, cattle kings may make better patrons than player characters in a long-running campaign, but a rancher who discovers abominations on his land is likely to fight harder than most.

See also *Cowboys*.

COWBOYS

Cowboys spend most of their days on the open range, tending to steers owned by cattle kings. They need to have good Guns (Rifle), Riding (Horse), Animal Handling, Herdaldry, and Lasso skills. (A lariat can come in just as handy for roping monsters as it does cattle. Of course, longhorns are rarely known to rip a fellow's head off after they're roped.) Singing skill helps calm the cattle at night. Animal Empathy and Alertness are useful advantages. Carousing and Gambling are favorite pastimes. Wealth is rare.

Any "good" cowboy has the Cowboy's Code of Honor (see p. 40) and a Duty to his employer. Odious Personal Habits (Colorful language and Tobacco spitting) are common. Experienced cowboys may be Bowlegged as well (see p. CI80).

Most cowboys own their "outfit" – saddle, bridle, lariat, personal basics, and bedroll. Clothing should include a pair of custom-made boots, a Stetson with a fancy sweatband, chaps, spurs, and leather gauntlets. Employers supply horses, although many cowboys have a few of their own.

See also *Gunslingers*.

DESERTERS

Deserters have left their posts for various reasons. Some leave out of fear, some because their officers were insane, some because they've seen their fair share of death and misery and just can't be a party to it any more. Some men collect their bounty from one regiment, desert, and then sign up with another – sometimes even with the other army! Whatever their motives, deserters are branded cowards and traitors by the military branch they've left behind. In both the Union and Confederate armies, deserters are usually executed (a deserter from either army should have a -30-point Secret among his disadvantages!).

A deserter's skills should fit the branch of service he deserted from. He may not have access to the Army's equipment, but he has more freedom of movement than a soldier, and may be just as strongly motivated to prove that he isn't a coward. A deserter will need some source of income, or enough Survival skill to live off the land. Stealth, Disguise, and Fast-Talk may also be useful.

Both CSA and USA offer a \$30 bounty for each deserter recaptured – alive, of course. See *Bounty Hunters*.

See also *Soldiers*.

EXPLORERS

Explorers know there is no longer a true frontier, but many areas have yet to be fully explored – or at least, no explorers have returned alive to tell the tale.



Explorers need good **Survival skills**, and a way to defend themselves when they're hundreds of miles from civilization. This need not be violent – one famous scientist of the times became known to the Sioux as "Man Who Picks up Stones While Running," and another kept Indians entranced by removing his false teeth – but many prefer to rely on Winchester rifles, Colt revolvers, and Bowie knives. They should also have **Cartography** and **Orienteering**. **Animal Handling**, **Bard**, **Boating**, **Climbing**, **Packing**, **Riding**, and **Teamster** may also be useful, and the **Absolute Direction** advantage can be a life-saver.

GAMBLERS

Professional gamblers ride the riverboats and the railroads, and every settlement has at least one cardsharp. Of the 2,000 or more riverboat gamblers, it's estimated that about four were honest, relying only on **skill** and card sense; most others had **partners** to help them cheat. A good gambler can win \$100,000 a year, but his expenses include **kickbacks** to the riverboat captain, train conductor, or saloon keeper.

Because many gamblers are dishonest and most **Hucksters** are also card-sharps, professional gamblers generally suffer from a bad **Reputation**. **Charisma** and other reaction-bonus advantages may be useful to counteract this.

Gambling is the primary **skill**. Acting supplies a poker face; **Detect Lies** helps identify bluffs. **Sleight of Hand** and **Holdout** are useful for cheating. Gun skills may be necessary if caught. Allies may be essential.

See also *Hucksters*.

GREENHORNS

Greenhorns come West to see if all the wild stories they've heard Back East are true. These pampered "dudes" wouldn't dream of touring the West in anything less than the comfort of First Class, even if it means paying cash. Some are con men, relying on **Fast-Talk**, a prosperous appearance, and a strongbox filled with bricks or a wallet stuffed with counterfeit notes to hoodwink the "yokels." However, some "yokels" are willing and able to return the favor.

Gullibility plays well. Most of a Greenhorn's **skills** will be of limited usefulness in the West. Odious Personal Habits such as continual small talk may annoy stagecoach companions. Phobias of Indians, insects, snakes, or other wildlife are likely. A few greenhorns are actually good at something useful, such as **Boxing**, **Guns** (Shotgun or Rifle), or **Riding**. . . much to the surprise of their would-be tormentors.

GUNSLINGERS

Gunslingers are feared **killers** and revered desperadoes. Some are **tinhorn** dandies with fancy New York target pistols; others are Texas outlaws **looking** to escape some past misdeed. A few are noble souls struggling to protect the weak; others work for crooked rail or cattle barons, **terrorizing** towns and ranches that won't sell them the right-of-way.

The primary **skill** is **Guns** (see p. 43) – usually pistols, although a few prefer rifles or sawed-off shotguns. **Fast-Draw** is essential for showdowns. **Bard** is useful for creative bragging and helps enhance a **Reputation**; **Intimidation** stops some fights before they begin. **Speed-Load** comes in handy during

shoot-outs. The **Combat Reflexes**, **Danger Sense**, and **Sharpshooter** advantages make a long career more likely.

Any gunslinger worth the name has a **Reputation** as a fast gun – a reaction bonus from anyone who recognizes him. (See *Reputation*, pp. 35, 41). Gunslinging lawmen have positive **Reputations** among law-abiding citizens, and negative **Reputations** with outlaws. Gunslinging troublemakers may have negative **Reputations** with everyone except the readers of the dime novels Back East. Gunslingers often have **Enemies** (see *Gunslingers' Enemies*, p. 41). These annoying young bloods, hoping to try their skill, crop up as long as the shootist has a **Reputation** as a fast gun.

See also *Bounty Hunters*, *Cowboys*, *Marshals*, and *Sheriffs*.

HUCKSTERS

Hucksters are magicians who use secret knowledge from *Hoyle's Book of Games* to contact manitous and force them to perform tasks in the real world. Hucksters learn various **spells** (hexes) which these manitous can perform; these range from summoning and controlling animals to limited forms of **teleportation** and **telekinesis** and ghostly "soul blasts" which ignore armor and damage living creatures. Huckster magic is fairly difficult to learn, and very dangerous – each hex cast carries a risk of retribution (or worse) from the **manitous**. These Weird West wizards need the **Magical Aptitude** (Huckster) advantage – as many levels as they can afford. See p. 38.

See also *Gamblers*.

INDIAN BRAVES

Indian braves have won new respect in the West. The long War between the States means neither the USA nor the CSA has been able to gather the manpower to subjugate the new Sioux Nations or the Coyote Confederation. Most braves are fiercely loyal to their tribes and spend their time providing for them or patrolling their borders, but some wander outside their homelands to learn the ways of the white man.

A brave on a journey has weapons, a lasso, emergency rations (dried meat or pemmican), tailored **skin** clothing, and a robe for cold or rainy weather. Personal items carried everywhere include medicine bundles, war paint, and a fire-drill for lighting fires.

High Pain Threshold is common, and any fighting man's advantage is appropriate, as is Spirit Advisor. Good disadvantages include **Overconfidence**, **Berserk**, and **Code of Honor**. A few **take** a Vow to never retreat in combat (Great Vow, -15 points). Indian braves need survival skills, **Area Knowledge** of the tribe's territory, **Tracking**, **Stealth**, and some weapon skills: **Bow**, **Axe/Mace**, and **Lance** for those who follow the Old Ways, **Guns** for others who prefer the white man's weapons.

INDIAN SHAMANS

Shamans perform magic by communing with the Great Spirit and less powerful nature spirits. This is less dangerous than dealing with manitous, but the vows the spirits demand may isolate them from the rest of their tribe and require painful ordeals and sacrifices. It was malignant young shamans who brought about the Reckoning, and many wiser or older shamans feel honor-bound to stop it.

Shamans need the Initiation (Shamanic) and Spirit Advisor (Great Spirit) advantages, and the Great Vow disadvantage. Voice, Charisma, Autotrance, and Empathy are useful. **High Social Status** is common, although some shamans face **Social Stigmas** within their tribes. Epilepsy, Addiction (to hallucinogens), and Split Personality can be interesting. Ritual Magic (Native American) is the most important skill (see p. CI144). Most shamans have Acting, Bard, Fast-Talk, Theology, and Dancing skills; Animal Guise and Symbol Drawing may be needed for some rituals.

MAD SCIENTISTS

Mad Scientists are inventors and engineers who use ghost rock to create infernal devices of steam and steel. These often deranged individuals need the Gadgeteer advantage, and Science!, Mechanic, and Engineering skills. See p. 48.

MARSHALS

Marshals and their deputies chase fugitives and criminals all over the West. Though they have the authority to assemble posses on occasion (see p. 35), they usually have to work alone. Marshals need Tracking as well as good combat skills, and are expected to know some Law. Legal Enforcement Powers are required, for 10 points (see p. 35). Duty is also required. Many older marshals responsible for large territories concentrate on Administration, leaving the legwork to their deputies.

Strong Reputations (good and bad) are common, as is a Status level of 1 or 2. Leadership skill may be needed to call together a posse. Diplomacy, Fast-Talk, or Intimidation can

resolve some situations peacefully. Contacts and the Area Knowledge and Streetwise skills help marshals keep track of fleeing bandits and outlaws.

Marshals and deputies are expected to bring outlaws in alive; no fees or allowances are paid for dead prisoners.

See also *Bounty Hunters*, *Gunslingers*, and *Sheriffs*.

MUCKRAKERS

Muckrakers are journalists who believe in reporting the truth above all else – no matter who it offends. Most are curious beyond belief, and it amazes them that common folk can't see what's going on right before their very eyes. The only paper willing to publish their wilder stories is the notorious *Tombstone Epitaph*. The "truth" often needs some embellishment to appeal to the skeptical masses, so muckrakers need Bard and Writing skills to get their messages across. Many of them have extensive networks of Contacts as well.

PHOTOGRAPHERS

Photographers are rare and often in great demand in the Weird West. Traditional cameras of the day are too slow to capture action, but they can certainly record the aftermath of a gunfight or an encounter with an abomination. Of course, most people think the latter pictures are staged phonies, but at least the *Tombstone Epitaph* usually buys the plates. Photographers can also make a few bucks off famous outlaws looking to get their portraits made as well. It's steady work, but occasionally dangerous. Photographers need Photography/TL5 skill to operate their equipment, and Merchant to run the business.

ROCK FEVER

Mad scientists and miners who spend too much time working with ghost rock can catch something called "rock fever."

Anyone who spends a week of handling ghost rock for more than four hours a day, or working in a mine filled with ghost rock vapors, should roll on HT. If he fails, he contracts rock fever. The first symptoms are light-headedness and a high fever – some victims even some report feeling as though their blood were on fire.

If the roll succeeds, nothing happens – that week. The victim has to roll after each week of direct, prolonged contact with ghost rock, at a cumulative -1 penalty for every week until he's rolling at -8. After that, check once per month at HT -8.

Treat Rock Fever as an ordinary disease as covered on p. B133; HT loss is -1/day, and other attributes and skills receive a -2 penalty until the disease breaks. If the victim's HT drops to 3 before he recovers, he suffers brain damage and acquires a -10-point mental disadvantage.

If the victim suffers a critical failure while rolling on HT, he spontaneously combusts and is consumed by fire from the inside out. Little remains except some ashes, a few fillings, and a lump of ghost rock about the size of his heart. Anyone witnessing this event should make a Fright Check at -3.





PIRATES

Pirates are common in the Maze, a labyrinth of flooded sea canyons left in the aftermath of the Great Quake of '68, and can also be found on the Mississippi. Most prey on miners and other pirates, but some also fight for their country against Union or Confederate patrols or their common enemy: the Mexican Armada.

Pirates need Seamanship and combat skills: cutlasses are traditional, though pistols, knives, axes, belaying pins (treat as baton), and cannon are also popular. Swimming, Boating, and Climbing may also be useful. Squeamishness, Thalassaphobia, Motion Sickness, and Honesty are inappropriate.

PREACHERS

Preachers, whether they be pastors, reverends, rabbis, or leaders of any other flock, are often humanity's most powerful weapons against the Reckoning. Preachers should also be well versed in Performance/Ritual skill, and a few levels of Strong Will can help resist temptation. Clerical Investment, and a good Bard or Performance skill to deliver sermons of hellfire and brimstone, are tools of the trade – though sometimes a stout stick and a loaded gun can be even more useful.

The Divine Favor advantage enables holy sorts to invoke miracles, and the Faith Healing, Higher Purpose, Pious, and True Faith advantages are also appropriate to the blessed. Disciplines of Faith and Duty (to the Church) are necessary disadvantages: other common disadvantages include Codes of Honor, Fanaticism, Honesty, Intolerance (sinners and/or other religions), Sense of Duty, Truthfulness, and Vows.

PROSPECTORS

Prospectors know there's a fortune in gold, silver, and ghost rock out there – if they can just find it.

Apart from Prospecting skill, Demolitions and Survival skill are also useful, and Guns skill enables them to deal with potential claim jumpers. Useful advantages include Acute Vision, High Pain Threshold, and Temperature Tolerance. Common disadvantages include Age, Compulsive Spending, Delusions, Greed, Loner, Obsession, Odious Personal Habits, Overconfidence, Poverty, Skinny, and Stubbornness. Wealth is rare, and rarely lasts long.

SALOON GALS

Saloon gals – "soiled doves," "horizontal singers," "girls of the line," "fancy women," "ladies of the evening," and so on – abound in the Weird West. Saloon gals know everyone – though their clients often claim they don't.

Appearance can range from Beautiful to Ugly. Addiction (Opium), Alcoholism, Social Disease, and Youth are unfortunately common. Wealth is rare, except for the few who become madams, as is Age. Some have Dependents. Reputations may be good (with customers) or bad (with the "upstanding" citizens). Many men react to French, Mexican, Chinese, and other "exotic" women at +1 or +2.

Acting and Sex Appeal skills get the men interested; Pickpocket and Holdout relieve them of their valuables once they're drunk. Combat skills may help versus dangerous drunks and unwanted advances; pepperboxes, derringers, and knives are the most popular weapons.



SHERIFFS

Sheriffs have a tough job in the West. They are often the only thing that stands between a ruthless gang and the common citizens of the towns they've sworn to protect. Worse, their authority stops at the county limits, making it easy for outlaws to escape their limited grasp – unless, of course, the sheriff and his deputies are in hot pursuit.

A sheriff needs Intimidation or Diplomacy skill to make troublemakers back down before gunplay begins. He needs good Fast-Draw and Guns skills for when all hell breaks loose anyway. Legal Enforcement Powers (10 points) and Duty are compulsory. Politics skill may be needed to get the job, Administration or Accounting to keep it, and Leadership to call together a posse (see p. 35).

See also *Gunslingers* and *Marshals*.

SNAKE OIL SALESMEN

Snake oil salesmen are sometimes called "hucksters," but there's a big difference between these fast-talking hawkers and their hexslinging counterparts. These fakes are known for their worthless elixirs of flavored water and extracts from dubious roots and herbs. Some believe they are peddling genuine "miracle cures"; most don't.

A snake oil salesman needs Fast-Talk and Merchant skills, and the Voice advantage or high Charisma might also help sell his wares. The Delusion (Product actually works) disadvantage may be appropriate. A snake oil salesman should also have some weapons skill to protect himself in case the suckers catch on.

SOLDIERS

Soldiers serve in the armies of both the USA and CSA. They act as scouts, Indian fighters, and occasionally raiders; they also build roads and bridges, repair telegraph lines, fill water barrels, and muck out stables.

Enlistment is for five years, with room, board, and clothing provided. Cavalry recruits must be between 5'5" and 5'10" tall and weigh not more 150 lbs; infantry and artillery are less fastidious. Wages are poor, and soldiers wait up to six months for their pay. Regulations require a weekly bath – if water is available. Daily drills are practically nonexistent, despite Army policy, and ammunition for target practice is in short supply. A few officers actually train and drill their men – Guns (Rifle) and Spear for infantry; Guns (Rifle and Pistol), Fencing or Shortsword, and Riding (Horse) for cavalry; Gunner (Cannon) and Teamster for Artillery.

Every soldier must have the Military Rank advantage (see p. 35) and the Duty disadvantage. Officers have one level of Social Status for every three levels of Military Rank – rounded to the nearest number – at no extra point cost, and need skills such as Leadership, Administration, and some skill with a saber or pistol. Only raw recruits lack the Heraldry skill with a special familiarity with military insignia. The Army may be a Patron in the fight against the Reckoners, providing cannon and Gatling guns, but chances are they're the ones who got you into this mess in this first place.

Common disadvantages for soldiers include Alcoholism, Code of Honor, Illiteracy, Overconfidence, Poverty (for the ranks), Sense of Duty, Social Disease, and Youth.

See also *Deserters*.

TEAMSTERS

Teamsters drive wagons, stagecoaches, and other beast-drawn vehicles. They act as couriers, messengers, and freight haulers, carrying valuable loads and passengers through hostile country. They often have to outrun warbands, robbers, and critters most folks don't believe in. Most teamsters have high Teamster and Animal Handling skills, as well as Guns skill for "riding shotgun." Area Knowledge, Mechanic (wagon), Packing, and Veterinary are also useful. The company may be a Patron, but demands a Duty.

ARMY POSTS

Most Army posts in the Weird West are isolated, temporary forts thrown up in the wilderness to protect the advancing tide of civilization. A *command* might be housed in tents or makeshift houses. A *cantonment* is a more permanent post with buildings but no extensive fortifications. Most truly permanent forts are walled and well-protected, but rarely well-constructed. Even the officers suffer poor quarters. The barracks for enlisted men are overrun with tarantulas and snakes in the Southwest and rats on the northern plains. Privies are outside. Soldiers take weekly baths in half-barrels brought into the mess hall – if enough water is available.

ADVANTAGES, DISADVANTAGES, AND SKILLS

Many of the standard *GURPS* advantages, disadvantages, and skills have special twists in a *Deadlands* campaign.

ADVANTAGES

DIVINE FAVOR

SEE P. C136

An individual with the Divine Favor advantage is called a Blessed or holy person (not to be confused with the Blessed advantage, p. C134). This person has the ability to petition the deity for a miracle . . . with some chance of being heard!

Having God as a Patron is costly: 25 points, modified by the *Frequency of Appearance* multipliers (p. B23), plus 5 points for every +1 to affect the Reaction roll (up to a maximum of +5).

To count as divinely favored, a character must make Vows or Disciplines of Faith worth at least -10 points that are appropriate to the tenets of his religion. See *Disciplines of Faith*, p. C189 and p. 40 for examples. GMs and players of Blessed characters should come to some covenant on what the particular religion requires before play begins.

Whenever a Blessed character commits a sin of some sort, he risks losing Divine Favor and any other advantages that come from his faith or his deity. Each sin gives a -1 to -3 penalty to all reaction rolls when invoking miracles, depending on the severity of the sin. If a divinely favored character loses favor in God's eyes (e.g., if his modifiers to Reaction Rolls become negative), the GM may permit him to buy them back by paying the necessary character points – if he believes those points have been earned doing the Lord's work. If not, the GM may rule that the Blessed character must fulfill some special goal or go on a quest for atonement.

See pp. 80-83 for more on invoking miracles.

GADGETEER

SEE P. C125

Mad scientists in the Weird West build incredible machines which often defy the laws of conventional reality. Players may choose between the 25-point "Realistic" and the 50-point "Quick" version of this advantage, using the rules on pp. C123-126. Divide costs by 10.

See pp. 58-62 for more on Gadgeteering.

GIZMOS

SEE P. C1124

Gadgeteers may also buy up to 3 Gizmo advantages at 5 points each. See *GURPS High-Tech*, *GURPS Steam-punk*, or *GURPS Steam-Tech* for appropriate TL5 and TL6 inventions.

LEGAL ENFORCEMENT POWERS

SEE P. B21

In territory that expects honest lawmen, Legal Enforcement Powers cost 5 points – the marshal or sheriff and his deputies may arrest criminals and hold them for trial. Legal Enforcement Powers in wilder communities cost 10 points –

citizens tend to ignore violations of suspects' civil rights, and some sheriffs are *expected* to kill with impunity.

Agents, Marshals, Pinkertons, and Rangers generally have Legal Enforcement Powers worth 10 points, which include permission to engage in covert investigations. Most lawmen can deputize citizens, temporarily granting Legal Enforcement Powers.

MILITARY RANK

SEE P. B22

Soldier in both the U.S. and C.S. Armies hold Military Rank, as follows:

Rank 8: Generals and Lieutenant Generals

Rank 7: Major Generals and Brigadier Generals

Rank 6: Colonels

Rank 5: Lieutenant Colonels

Rank 4: Majors and Captains

Rank 3: First and Second Lieutenants

Rank 2: NCOs including sergeant majors, quartermaster sergeants, ordnance sergeants, and first sergeants

Rank 1: Junior NCOs – sergeants and corporals

Rank 0: Enlisted men

Regular Army ranks (RA) rarely extend above Rank 6 – the few generals in the army stay in the East. A cavalry officer's active rank will be in the Regular Army; a militia captain's active rank will be in the militia.

Militia units may be called into service for Indian campaigns, anti-riot duty, or natural disasters – rank is **granted** by the state governor, rather than the national government. The Rank for members of volunteer units lasts no longer than the units themselves.

Soldiers or ex-soldiers may retain rank from previous service as a Courtesy Rank (seep. C123), for a point cost of 1 per level of rank. This courtesy rank is for social situations only – it entitles the holder to a fancier title. Some military men have the Quirk of insisting on being addressed by their courtesy rank (usually an old USV rank), regardless of their active rank.

REPUTATION

SEE P. B17

Gamblers: Honest (or dapper) gamblers may gain Reputations as dashing and romantic figures. As long as they're not suspected of cheating or hexslinging, they elicit a +2 reaction from everyone who recognizes them as a gambler. 5 points (Sometimes recognized) or 10 points (Always recognized).

Gunslingers: Anyone with a Reputation as a Fast Gun gets a +1 or better reaction bonus. Further Reputations (good or bad) are encouraged – as an honest lawman, for instance, or for killing a man because he snored. See also *Gunslingers' Enemies*, p. 41. 1 or more points, depending on frequency of recognition.

Lawmen: Lawmen with Reputations for honesty get a +2 reaction from law-abiding citizens within their territory, and from any honest fellow lawmen. Reputations for corruption gain a +2 reaction from outlaws within the lawman's jurisdiction. Either reputation affects a large class of people; the lawman is always recognized in his own territory. 5 points.

Saloon Gals: Individual prostitutes may gain positive reaction bonuses from potential customers. Exotic foreign women are considered desirable. Reaction bonuses of up to +4 are possible, but rarely apply to more than a small class of people. 1 or more points.

STATUS AND COST OF LIVING

Status	Monthly Cost of Living
7 (President)	\$10,000
6 (Governor, senator)	\$5,000
5 (Cattle king)	\$3,000
4 (Large business owner)	\$1,500
3 (Big-city mayor)	\$750
2 (Mayor, federal judge)	\$300
1 (Merchant, lawman, Military Rank 4 or 5)	\$120
0 (Average citizen, Military Rank 2 or 3)	\$60
-1 (Laborer, Military Rank 0 or 1, Outlaw)	\$30
-2 (Street beggar, Reservation Indian)	\$0

Reduce monthly cost of living by 50% if the job provides room and board.

UNUSUAL BACKGROUND

SEE P. B23

A white with high levels of Indian skills may have the Unusual Background "Raised among Indians" (10 points). For a white with both Indian and "civilized" skills – such as Photography and Writing – the GM may require 15 points for an Unusual Background such as "Adopted by an Indian tribe as an adult." White users of Indian magic should have the Unusual Background "Raised by Shaman" or "Taught by Guardian Spirit" (25 points), in addition to the extra costs involved in becoming a shaman (p. 83).

NEW ADVANTAGES

HARROWED

208 POINTS

All Harrowed characters have the following advantages: Doesn't Eat or Drink [10]; Fearlessness +3 [6]; Independent Body Parts (Limitation: Reattachment only, -50%) [23]; Injury Tolerance (No Blood) [5]; Less Sleep 4 [12]; Regrowth (Limitation: Reattachment only, -50%) [20]; Temperature Tolerance [10]; Vampiric Immortality [60]; and Vampiric Invulnerability [150]. Harrowed have the following disadvantages: Bad Smell [-10]; Eunuch [-5]; Nightmares [-5]; Pallor [-10]; Secret (Harrowed) [-20]; Unhealing (Must eat raw meat to regenerate lost HT) [-20]; and Voices (Diabolical) [-15]. See pp. 92-94.

HARROWED POWERS

The Harrowed first emerge from the grave with only the powers common to all undead (see Harrowed, pp. 92-94). If they unlive long enough to accumulate the character points, though, they can buy certain super advantages listed below. They can also improve these advantages when they have more points to spend: e.g., a Harrowed with 15-point claws only needs another 10 points to grow sharp claws, and one with Cat's Eyes (Night Vision) only needs 14 points to improve it to Cat's Eyes (Dark Vision).

These advantages should fit the Harrowed's character or personality – someone with the Bloodlust disadvantage or a good Knife skill, for example, might be able to grow Claws. The GM is the final arbiter of what is appropriate.

Harrowed can also gain powers from defeating certain powerful abominations. These abilities, gained by stealing the abominations' essence as it dies, are known as Coup Powers: see p. 97.

Cat's Eyes

Varies

Cat's Eyes grants an undead the ability to see things others cannot. When used, the Harrowed's eyes glow slightly, as an animal's do when they catch the moonlight just right. Harrowed characters with this power should be careful how and when they decide to use it. Sometimes the glowing side-effect can show an enemy just where to put his bullet if a Harrowed with Cat's Eyes is trying to sneak up on him in the middle of a dark night. (Treat as an Unnatural Feature, "Glow only in darkness," -50%.)

The undead has to concentrate for 2 turns to use this ability; it is not always on. For 6 points, he can buy Telescopic Vision 1 (p. CI68); for 9 points, Night Vision (p. B22); for 14 points, Infravision (p. CI58); for 23 points, Dark Vision (p. CI52).

For 67 points, the Harrowed can buy Soul Sight. When activated, this gives him Telescopic Vision 1, Infravision, Dark Vision, Empathy (p. B20), Second Sight (p. CI43), and +4 to all Vision rolls.

Claws

seep. CI67

This ability lets a Harrowed turn his hands into claws and back again at will. 15 points for claws; 25 points for sharp claws; 40 points for talons; 55 points for long talons; and 91 points for super talons, which do damage as long talons, with armor protecting against them at 1/2 DR.

Insubstantiality

seep. CI59

The character has the Insubstantiality advantage with the No Encumbrance enhancement and the Costs Fatigue (p. CI110) and Takes Extra Time (p. CI112) limitations. The amount of Fatigue it requires to remain Insubstantial depends on the point cost: 32 points for 10 fatiguelminute; 40 points for 8 fatiguelminute; 48 points for 6 fatiguelminute; 56 points for 4 fatiguelminute; and 64 points for 2 fatiguelminute. Characters may buy off the "Costs Fatigue" limitation in installments until they reach 2 fatiguelminute, but not the "Takes Extra Time" limitation.

An insubstantial undead is not invisible: he appears solid until somebody tries to touch him. The Harrowed can still be affected by supernatural attacks, such as the huckster spell Soul Blast.

Soul Eater

Varies

A Harrowed with the Soul Eater power can draw a victim's life force from his body and absorb it to revitalize himself.

A soul-eating undead must first make a successful unarmed attack to an opponent's neck (-5 to hit). When he does, he has the victim by the throat and can begin to drain out his life force. This requires a Contest of Wills; the amount the Harrowed succeeds by determines the amount of fatigue he

drains. If he fails, nothing happens. Once the opponent is reduced to ST 0, the Harrowed begins draining hit points instead (this applies to Abominations, Critters and other Harrowed as well as human victims).

This power is most appropriate for those who hungered in life – whether for power, money, simple creature comforts, or addictive drugs.

Example: "Bitter" Creek, Harrowed muckraker, has his old publisher by the throat. He wins the Contest of Wills by 2, and drains 2 points of fatigue. Bitter has Soul Eater at Level 2, so this enables him to regenerate 2 hit points.

Level Power

- 1 *Restoration* – Stolen fatigue or hit points restores the undead's fatigue on a 1 for 1 basis. Stolen life force fades if not used immediately. 9 points.
- 2 *Regeneration* – Every point of stolen fatigue regenerates 1 hit point. Stolen life force fades if not used immediately. 15 points.
- 3 *Bolster* – Every 5 points of stolen fatigue raises the undead's ST by one level. A level of the stolen ST is lost every 10 minutes until it eventually returns to normal. 30 points.

Unholy Host

22 points

Some Harrowed have the power to raise the dead! These newly risen dead are walkin' dead, rather than Harrowed; individuals who were particularly powerful in life may come back as veteran walkin' dead, instead. Unholy Host acts as the Zombie spell (p. M73) at IQ [4], with One-College Only Magery (Necromancy) [10] (p. CI39) and Extra Fatigue 8 (Zombie Spell Only) [8] (p. MY27).

INDEPENDENT BODY PARTS

36 points

Your limbs continue to fight after they've been severed. Harrowed, walkin' dead, cinematic zombies, and some other critters have some form of this ability, which works as follows:

Cutting attacks that would normally cripple a hand or foot (damage over HT/3) will separate it from the arm or leg without injury. Similarly, cutting attacks that would normally cripple an arm or leg (damage over HT/2) will detach it from the torso without harm. The severed limb falls to the ground and starts fighting as the ally of its owner, who *does* suffer the usual crippling effects (p. B127). It may be reattached later (see below). If the limb's owner is killed, the limb lives on as independent undead entity that will pursue and attack its former owner's enemies.

Non-cutting damage, or cutting damage to already-severed body parts, will damage parts normally, but each part is treated as a separate entity. Hands and feet have their owner's HT and 113 hit points (round up), while arms and legs have his HT and 112 hit points (round up). Damage to limbs is never applied to body hit points for creatures with this advantage. Other abilities are as follows:

Arm: Has its owner's DX. Wiggles along with a Move of ST/4 and a Dodge of DX/2 (round down). It has full ST for striking and strangling, but only ST/4 for grappling or dragging things around. It can attack a foe in its hex (roll vs. Combat/Weapon skill to hit), but can only attack his feet or legs if he is standing. An arm with a hand can punch, grapple, or use a one-handed weapon at -2 damage; one without a hand can only club foes (treat as a punch). A disembodied arm is attacked at -2.



Leg: A leg with a foot has a DX equal to its owner's DX-2. It hops along at its owner's Move-3 and dodges at his DX/2 (round down). It cannot grapple or wield weapons, but may leap in the air and kick foes, using the owner's unarmed combat skills and damage. Treat a leg without a foot as an arm without a hand (above) and -2 DX. Animated legs are attacked at -2.

Hand: Has its owner's DX. It can run along on its fingers with Move and Dodge equal to DX/2 (round down). Its only effective attack is to crawl up someone's body and strangle. Treat this a grapple attempt (p. B111); use the rules for strangling (p. B112) on successive turns. The hand may use its owner's full ST for this attack only. Hands are targeted at -4.

Foot: A foot has a DX equal to its owner's DX-2. Its Move and Dodge are 1. Its only effective attack is to trip a moving person. Anyone moving through a foot's hex or leaving close combat with a foot must win a Quick Contest of DX with the foot or fall down. A foot is targeted at -4.

When an undead body part is reduced to 0 or fewer hit points, it is crippled and can no longer attack. Roll against HT to see if the injury is permanent or not (see p. B129). Body parts can be reattached by holding them in place for 1 minute. Crippled body parts can be reattached if the injury is temporary or lasting, but remain crippled. Permanently crippled body parts are lost forever.

Special Enhancement: Detachable Head. You can be decapitated normally (see p. CII53), but you suffer no ill effects and can reattach your head, as above. Your severed head has your DX and HT, HT/2 hit points, Move 0 and Dodge 0. It is targeted at -5 in combat and can bite foes in its hex (see p. B111). Your head is your seat of consciousness; while it is detached, your body fights on as its ally, like a limb severed from the body. +15%.

Special Enhancement: Instant Reattachment. You can reattach your limbs as above, but you only have to hold them in place for one second. +50%.

Special Limitation: No Reattachment. Your severed limbs are animated, but can never be reattached. Cannot be combined with "Instant Reattachment" or "Reattachment Only." -60%.

Special Limitation: Reattachment Only. Your limbs can be cut off without affecting body hit points, and can be reattached as above, but are inert and lifeless on their own. -50%.



INITIATION

SEE BELOW

This advantage enables shamans, voodooists, and witches to perform ritual magic. It costs 5 points for the first level, 15 for the second, and 30 for the third. See p. 83.

MAGICAL APTITUDE [HUCKSTER]

15 POINTS FOR FIRST LEVEL

+ 10 POINTS/LEVEL FOR 2ND AND 3RD LEVELS

+ 15 POINTS/LEVEL FOR 4TH AND 5TH LEVELS

+ 20 POINTS/LEVEL FOR 6TH AND 7TH LEVELS

This enables Hucksters to learn the magic spells (hexes) concealed in *Hoyle's Book of Games*, as described on pp. 76-79.

As with Magery, when a Huckster learns any spell, he learns it as though his IQ was equal to (IQ + Aptitude). Most hucksters will buy 4 or more levels of aptitude, which enables them to cast more powerful spells in less time.

Hucksters gain +1 to Gambling skill for every 2 levels of Magical Aptitude (Huckster).

Unlike mages, hucksters are not dependent on the mana level of an area, and their hexes rarely have a fatigue cost or prerequisites (except for Magical Aptitude (Huckster) and Occultism skill). The price Hucksters pay for this is a much greater risk of dangerous backlash.

MYSTIC SYMBOL

10 POINTS/LEVEL

Initiates of second or higher level can take this advantage. The focus may be a medicine bundle, pipe, rattle, musical instrument, costume, or some other physical item used in shamanic rituals. It focuses Will, granting a bonus of +1 per level on any ritual casting roll, and adds +1 to any rolls to resist possession attempts, hostile rituals and any attack that can be resisted by the mind. The maximum bonus that can be purchased is equal to the character's level of initiation, up to +5. If the focus is stolen or destroyed, the dreamer or shaman loses those points until he recovers or repairs it.

SPIRIT ADVISOR

VARIES

A Spirit Advisor (see p. 47) shares its wisdom with the character. This spirit is roleplayed by the GM and should be built like any other NPC contact. These spirits have Occultism-16 and other skills: Bear might advise on Diagnosis, Eagle on Strategy, etc., with an effective skill of 16. The base cost of this power is 10 points. Use the Frequency of Appearance modifiers on p. B23 to determine the actual cost.

Indian characters can start play with a Spirit Advisor, acquire one by roleplaying a *vision quest* (see p. 83), or be approached by a spirit directly. Indian Spirit Advisors may require those seeking their aid to keep certain vows (see p. 87). This advantage gives +1 to Status to Indian braves and Clerical Investment to Indian shamans.

Second level initiates in other other forms of ritual magic (Voodoo, Witchcraft, etc.) may also have Spirit Advisors – ghosts, minor loas, etc. See *GURPS Spirits* or *GURPS Voodoo* for more details.

TERROR

30 POINTS

+ 10 POINTS/-1 TO FRIGHT CHECK

Others are smitten by irrational, supernatural fear in your presence. Anyone who sees you must roll a Fright Check immediately; a new roll is required after an absence of one hour or more.

Modifiers: the modifiers on p. B93: +1 per appearance after the first within 24 hours. Penalties can be purchased for 10 points per -1. Multiple beings with Terror cause *one* Fright Check at the highest penalty among them, with an additional -1 for 5 creatures, -2 for 10, -3 for 20, -4 for 50, and -5 for 100 or more.

Special Limitation: Terror can normally be turned off to let you engage in social activities. If you can't turn it off, you have a Homfic Appearance (p. C180) *instead* of Terror, and suffer a -6 reaction penalty at all times. This is a disadvantage worth -30 points.

Most abominations have this disadvantage and at least one level of this power.

DISADVANTAGES

ADDICTION

SEE P. B30

Common addictions in the Weird West include opium, morphine, tobacco, and alcohol. The following point values are adjusted to 1876 prices and include the +5 modifier due to legality of the available drugs. (Consult pp. C1162-166 for more information on various addictive pharmaceuticals.)

If each daily dose costs less than \$1 per day: 0 points.

If each daily dose costs \$1 to \$5 per day: -5 points.

If each daily dose costs over \$5 per day, or is otherwise difficult to obtain: -15 points.

Tobacco is the most common addiction. Many cowboys chew tobacco or roll their own cigarettes. Drummers hand out "two-fer-a-nickel" cigars to their customers. Indians use tobacco both for pleasure and for religious rites. It is cheap and highly addictive, but does not cause withdrawal. -5 points.



Opium is fairly inexpensive throughout the century and sold by doctors, druggists, grocers, and mail-order houses. It is usually taken in patent medicines, such as Mrs. Winslow's Soothing Syrup, or as laudanum (opium in alcohol). Chinese prefer to smoke opium. The drug is highly addictive (-5 on withdrawal roll). Users may develop tolerance to opium, drastically increasing the daily dose required. Most users spend less than \$1 per day (-5 points). Habitual users may have an opium addiction for -10 points (daily dose costs \$1-\$5 per day). The addiction is worth -20 points for heavy users with high tolerance. Any addict who openly uses opium for pleasure rather than for medical reasons may take an additional Odious Personal Habit – Opium Abuse – for -5 mints.

Morphine, a derivative of opium, becomes common during and after the Civil War. Some soldiers, given morphine for pain, became addicted. It may be injected or taken as patent medicine. Morphine is totally addictive (-10 on withdrawal rolls), but otherwise similar to opium. -10, -15, or -25 points.

CODE OF HONOR

SEE P. B31

The Weird West has its own ideals of honor.

Code of the West: Always avenge an insult. Protect the honor of all women, even "Soiled Doves." Never shoot anyone in the back. Never draw on an unarmed man. -10 points.



Cowboy's Code of Honor: A man's word is his bond. Never abandon a friend. The end of a noose awaits any horse thief. Welcome all visitors with food and/or tobacco. Never borrow another man's horse without his permission (rarely given). A dismounted man doesn't grab the bridle of a mounted man's horse (it's an insult to interfere with the rider's control). -10 points.

Outlaw's Code of Honor: See *Pirate's Code of Honor*, p. B31. -5 points.

Warrior's Code of Honor: Many Indian warrior societies have a specific Code of Honor or Vow which all members of the society follow. Examples include: The best death is an honorable one in battle; the bravest act is to count coup on a live enemy; it is more honorable to kill with a lance or a club than from a distance with a gun or bow; rescue wounded comrades. The player and the GM may decide specific details of an individual warrior's Code of Honor. -10, -15, or -20 points.

DELUSION

SEE P. B32

Superstitions are common in the Weird West. A superstitious character believes that owls never hoot "just for the hell of it," and black cats should be shot if they try to cross your path. He keeps a rabbit's foot in his pocket, and rarely wonders why it didn't seem to do the rabbit any kind of good.

Mild superstitions are merely quirks, such as a lucky charm or fear of black cats. Superstitions which affect the character's behavior may be worth -5 points – believing that coiling a horsehair rope around the bedroll will stop a rattlesnake, for instance. A player who wants to roleplay this disadvantage should check out a book of superstitions from the local library.

At the other extreme, some Doubting Thomases have a hard time believing in supernatural events even when they're halfway down some critter's gullet, and always look for some more mundane source than the blatantly paranormal. This can range from a quirk to potentially deadly – refusing to believe that dust devils or tumblebleeds are dangerous, for example.

DISCIPLINES OF FAITH, VOWS

SEE P. C189

Disciplines of Faith or appropriate Vows are necessary if a character wishes to use the Divine Favor advantage to invoke miracles. A Divinely Favored character must take at least 5 points worth of Disciplines of Faith, and receives +1 to Reaction Rolls when invoking miracles for every further 5 points worth of Disciplines (rounded down).

Apart from those listed on p. C189, appropriate vows include abstinence (never drink alcohol, -1 point), celibacy (-5 points), duty (to the Church; see p. B39), honesty (-10 points), pacifism (any level may be appropriate, depending on the religion, as is "cannot draw blood," -10 points), poverty (same value as Poverty disadvantage; being a mendicant who owns no more than his robe and begging bowl is worth -25 points), silence (-10 points), tithes (pay 10% of your income to the church, -1 point), truthfulness (-5), or vegetarianism (-5 points). Mormons abstain from swearing and a variety of drugs (a collection of minor vows, worth -5); Amish and Mennonites abjure some technology (-5 points per TL).

ENEMIES

SEE PP. B39-40

These types of enemies are common in the Weird West:

Gunslingers' Enemies: Anyone with a Reputation as a fast gun attracts challengers hoping to make a name for themselves. These are single above-average individuals, worth -5 points. They appear on a roll of 6 or less if the Reputation is worth 5 points or fewer (Enemy disadvantage of -3 points). A Reputation worth 6-10 points provokes a challenge on a 9 or less (Enemy for -5 points). A Reputation worth more than 10 points earns an Enemy for -10 points, with young hotheads challenging on a roll of 12 or less. When checking for Enemies, the GM may substitute another gunslinger, of the same point value as the character, whenever a 3 or 4 is rolled. This disadvantage may not be bought off unless the Reputation is also.

Outlaws' Enemies: A character who is Wanted Dead or Alive effectively has an Enemy (all lawmen and bounty hunters, -30) who appears quite often (double listed value), modified by frequency of recognition. Even some of his supposed friends may be tempted to turn him in if the reward is sufficiently large; treat as an Unknown Enemy (p. CI77).

ILLITERACY

SEE P. B33

The "default" condition for the Weird West is literacy in your native language, whatever that may be. However, the disadvantage of Illiteracy is common, and worth -10 points.

NIGHTMARES

SEE P. C192

The Indians say nightmares are glimpses into the Hunting Grounds – a mad limbo where evil spirits devour the souls of the newly dead.

A character who suffers from nightmares may actually be a plaything of evil spirits. They drag his "dream self" into the "Hunting Grounds" and torment him with his own worst fears. Occasionally, however, these dreams reflect reality and can impart important clues into the hero's current predicament. Hidden within the symbolism and pseudo-reality of the dream should be an important clue about something in the current adventure or the character's own background. It's up to the player to interpret the dream, but the GM should give the tormented hero something good for all his suffering.

ODIOUS PERSONAL HABITS

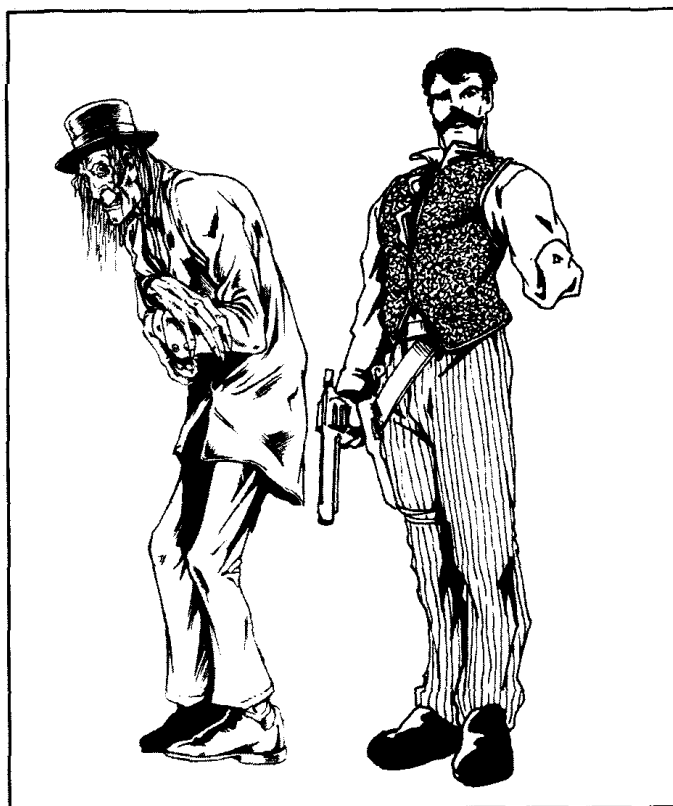
SEE P. B26

The Weird West is a rough-and-tumble place, and what "civilization" thinks of as crude is often considered normal on the frontier. When assessing a habit's value, the GM should consider the company the character will keep. An Odious Personal Habit is worth points only if it affects many people the PC is likely to meet, or if roleplaying the habit is likely to affect the other players. Colorful swearing is only a Quirk (no modifier to Reaction rolls) if you live and work on a typical ranch, but a -15-point habit in church or a schoolhouse.

OVERWEIGHT

SEE P. B29

Cavalry, cowboys, and any others who spend much of their time on horseback react at -1 to the overweight.



PHYSICAL DEFORMITY

VARIES

The following physical disadvantages are relatively common in the Weird West, but are worth only a few points in game terms: Bowlegged (p. CI80), Missing Digit (p. CI82), and Scalped (p. CI84). Missing hands, arms, and legs are common among Civil War veterans.

PRIMITIVE

SEE P. B26

Primitive characters cannot learn Mental skills having to do with technology above their normal Tech Level until they buy off the disadvantage. Physical skills, including weaponry, can be learned at no penalty if a teacher is found. Thus, Indians with the Primitive disadvantage (usually for -10 or -15 points) often have Guns skills, using weapons bought or stolen from the white men, but are unable to learn the Armoury/TL4 or TL5 skill, and cannot repair these weapons.

Indians who have taken a vow to follow the old ways do not also receive points for the Primitive disadvantage.

REPUTATION

SEE P. B17

The following are common Weird West Reputations.

Deserters: Known deserters receive a -4 reaction from almost everyone, except other deserters.

Dudes and Tenderfeet: Easterners and foreigners have a Bad Reputation for being unsuited to hardship and easy to fool. This is usually a -1 reaction, affecting a large class of people. Englishmen elicit a -2 reaction. A successful night of Carousing counteracts these reaction penalties. -2 points or -5 points.

Gamblers: Some well-dressed gamblers may be mistaken for Dudes (see above), suspected of cheating (a -4 reaction from other gamblers), or thought to be hucksters (-4 from everyone who recognizes them).

Lawmen: A corrupt lawman may provoke a -2 reaction from all honest citizens. Most lawmen have Bad Reputations among outlaws: even corrupt lawmen don't always welcome competition. "Always gets his man" elicits a -4 reaction from anyone on the wrong side of the law. A lawman is always recognized in his own territory. -5 or -10 points.

Outlaws: Most outlaws eventually gain Reputations as killers, for being ruthless, and so on. Law-abiding citizens react at -4. People *suspected* of crimes receive the full -4 reaction modifier whenever recognized (-10 points) and may also acquire Outlaws' Enemies (see p. 41).

Saloon Gals: Soiled doves provoke a -2 reaction from most upstanding citizens, at least in public (-5 points). Their customers' wives react at -4 (-6 points).

SECRET

see P. 827

Many Westerners may have secrets – often the reason they came West in the first place. Apart from faked qualifications and shady pasts, they may be concealing their ancestry, their gender, or the fact that they're actually dead.

SKINNY

see P. 829

In a world where horses are the usual means of transportation, there are compensations to being known as "Slim." Cavalry recruits must weigh no more than 150 lbs, and the Pony Express drew the line at 125 lbs. Skinny characters may also find it easier to hide behind narrow trees and crawl through small windows, but are also more likely to be picked on by bullies or picked *up* by devil bats.

SOCIAL STIGMA

see P. 827

The toll from the continuing Civil War means that most jobs in the Weird West are open to anybody with enough limbs and wits to perform them, regardless of gender, race, or death. Despite this, minorities still suffer a Social Stigma in most territories.



Blacks, Chinese, and Half-breeds. -2 on all reaction rolls – except from others of their kind, who react at +2. -10 points.

Dead. -4 on all reaction rolls. and covers the social inconveniences of being legally dead (where applicable). -20 points.

Indians. A "tame" Indian has a -2 reaction from all but other Indians. A "wild" Indian gets a -4 reaction from all except his own tribe, who have a +4, and members of allied tribes, who apply a -2. -10 or -15 points.

Irishmen. -1 from all non-Catholic whites. -5 points.

Mexicans. -1 from all Anglos and most minority members; -3 from Texans near the Mexican border. -10 points.

Mormons. The Mormons are persecuted by Protestants for polygamy. "Gentiles," as Mormons call all non-Mormons, react at -3. -15 points.

Undead. -4 on all reaction rolls – except from other Harrowed, who react at +4. -20 points.

SKILLS

Technological skills have their standard default for white men. Some Indians have the Primitive disadvantage (see p. 41), and cannot use higher-TL equipment without training.

SARD

SEE P. 847

The ability to capture an audience's attention with an exciting if improbable tale is a rare but valuable talent. Preachers use the skill to deliver their fiery Sunday sermons, and politicians use it all the time to get themselves re-elected. Spreading the word of your victories against the Reckoners (few people get to tell the stories of their defeats) is essential to reducing the local Fear Level, not to mention becoming a legend of the Weird West.

BLACK POWDER WEAPONS

see P. 851

Muskets and muzzle-loading pistols and rifles are still used in the Weird West, especially by Indian tribes and other people without ready access to newfangled cartridges. For more information, see p. 63.

EXORCISM

see PP. C1153-154

This is a Mental/Hard professional skill taught to clerics, but those with Divine Favor may perform it without the -4 penalty. Someone with both the Clerical Investment and Divine Favor advantages receives a +4 to Exorcism skill.

FORENSICS/TL5

SEE P. B61

Forensics does not become a recognized science until after 1877, but doctors, detectives, lawmen, and mad scientists may use it at default level.

Doctors performing a post-mortem exam should be able to determine cause of death, make rough estimates of time of death, come to some conclusions about any weapons used (caliber of bullet and range from which it was fired, size and shape of a blade or blunt instrument) and possibly the attacker (height, strength, handedness). Getting a judge and jury (or lynch mob) to listen may require a separate skill; see p. 120.

Guns/TL5

SEE P. B51

The most commonly used firearms in the Weird West are pistols, shotguns, and rifles, but **Guns/TL5** (Machine Pistol) and **Guns/TL5** (Flamethrower) may also be useful for mad scientists and others with access to weird gadgets. Rifle and Shotgun default to each other at -2, to Pistol at -4. Pistol defaults to Rifle, Shotgun, and Machine Pistol at -4; Machine Pistol defaults to Pistol at -4, and to Rifle and Shotgun at -5. Flamethrower does not default to any other gun skill, only to DX -4.

HERALDRY

SEE P. B58

Characters taking the Heraldry skill in the Old West will most likely be familiar (as described on p. B43) with brands, Indian tribes, or military insignia.

On a successful Heraldry roll, a cowpoke familiar with brands can recognize the owner of livestock by the brand and/or ear-mark. The skill roll is modified if the design is well known (up to +5), rare (-1), or from far away (up to -5). The cowpoke may add +1 to his skill roll if successful in an appropriate Area Knowledge check.

Branding an animal requires a successful Animal Handling roll. Failure indicates a blurred brand; critical failure results in a deep bum which will become infected. Drawing a brand with a running iron (no preformed brand) is at -2.

In addition to brands, marks are sometimes cut in beeves' ears. Ear-marks make identification easier if the brand is obscured. It also makes it more difficult for rustlers to alter the brand (+4 to designer's skill). Horses are often branded as well, but rarely ear-marked.

Familiarity with Indian tribal heraldry lets one recognize an Indian's tribe by clothing and decoration. The Indian's status within the tribe may also be determined by the feathers, beads, or other distinguishing decorations displayed. The prominence or obscurity of the tribe modifies the skill roll.

LANGUAGES

SEE P. B54

Most Indian languages are **Mental/Average**, though Navajo is **Mental/Hard**. Many Indian tribes communicated with each other in Comanche or the Plains sign language; a few speak English, and individuals in southwest tribes may also speak some Spanish.

RIDING [HORSE]

SEE P. B46

This includes grooming, caring for, and saddling horses. Riding bareback is at -2 unless the rider initially learned to ride bareback. Spanish and Indian riders mount from the right side of the horse, Americans mount from the left. (This makes a difference when placing weapon sheaths and other items, and can confuse stolen horses.)

RITUAL MAGIC

SEE P. C1144

The Ritual Magic skill is a prerequisite to any use of the five paths of magic (see pp. 86-92). Furthermore, each of the Paths defaults to Ritual Magic-6 (to a maximum level of 14). This means that anyone with the Ritual Magic skill can conduct any ceremony he can envision – although this does not necessarily mean it will be effective!



Ritual-magic specializations practiced in the Weird West include Shamanism (Native American), Voodoo, and witchcraft. See pp. 84-86 for Shamanic magical rituals.

SIGN LANGUAGE

see P. B55

Plains Indians use sign language to overcome the profusion of Indian languages and dialects. Most Indians from the Great Plains know the standardized gestures, and many trappers and scouts learn as well. When two people try to sign, and one or both has a skill level of 10 or less, the GM may want a roll to see if the idea comes across. Roll against the *poorer* language skill plus 1/5 of the better signer's skill (round down). For hurried gestures, distance, or complex ideas, roll with a -2 to -8 penalty.

TRACKING

SEE P. B57

Experienced trackers can read the type of animal, estimated number, speed, direction, and age of tracks. Such information may be crucial. As an example, Indian tracks which include furrows among the hoof prints signify a group on the move with their women and belongings – the furrows are made by horse and dog travois – and not a party of young braves. Unfortunately, even an experienced tracker won't be able to identify the tracks of an abomination which he hasn't heard of or doesn't believe in.

TRAPS/TL5 AND SURVIVAL

see P. B68

These skills cover everything from rabbit snares to camouflaged pits; use Survival skill for small game, Traps skill for human-sized and larger. It includes knowledge of the proper baits and the animal's habits and habitats. Familiarity rules apply (see p. B43), penalizing attempts to take unfamiliar prey.

Roll when setting the trap. Failure requires resetting. Critical failure injures the trapper. Time required depends on the type of trap; rabbit snares take 15 minutes, buffalo pits require three hours. Manufactured spring traps take five minutes.

Muskrat, mink, and beaver traps are set underwater. Trappers looking for beaver generally set the traps at sunset and check for catches the next day at dawn. Some trappers set a string of traps in a wide loop, starting and ending near a base camp. A two-or three-day schedule of following the line – checking each trap and resetting it before moving on to the next – and camping out each night is common. The trapper moves on when the area is trapped out.

Roll against the skill once per day for each trap. Where game is scarce, the GM may increase the interval between rolls. A success means an animal is caught; a critical success means a fine specimen, of triple value. A critical failure means that the trap caught something unwanted, such as a skunk; that the animal is still alive, and must be dispatched; or that the animal escaped – perhaps taking the trap with it, or leaving a paw behind.

If the trapper has an Area Knowledge of 15 or higher in the area, add +1 to the skill roll. Manufactured traps, as opposed to home-made or improvised, add +2.

Metal spring traps may be dangerous to domestic animals and humans, causing crushing damage. A rabbit or mink trap can cause 1d-4 damage – enough to break a finger or a toe. Beaver traps cause 1d damage. Wolf traps cause 2d damage. Bear traps inflict 3d+2 damage. Pits inflict falling damage. Traps and snares made out of natural items normally won't harm a human, though a large deadfall does 1d+1 crushing damage.

Humans may make a quick contest of their IQ versus the trapper's skill to avoid a trap. Traps and snares set on land rarely kill the animal outright: suffocation, bleeding, thirst, predators, or the trapper finish them off.

NEW SKILLS

HEXES

NO DEFAULT

All Hexes are Mental/Hard skills. See p. 76-79.

SANCTIFY (MENTAL/HARD)

DEFAULTS TO THEOLOGY -6

In its simplest form, taught to most invested clerics, this is a ritual designed to purify a given object or area, cleansing it with divine power. Any cleric performing this ritual can successfully restore the sanctity of a desecrated area, or perform a simple blessing on a religious symbol (including holy water), but the truly blessed are able to ask their deity to consecrate hallowed ground, making it painful for evil creatures to walk upon it.

A character with the Divine Favor advantage can use this skill to turn an area into Hallowed Ground. This ritual takes a week, but once it's completed, a circle with a radius in yards equal to twice the character's Will or Theology skill (whichever is better) is hallowed.

When an evil creature steps upon hallowed ground, it must make an HT roll at -10 every turn. If it fails, it begins to smoke and steam as if burning, and loses one point of fatigue every turn for each point by which it failed the roll. This damage is spiritual and so can actually affect undead as well as other abominations. Evil creatures detect hallowed ground on an IQ roll, and must make a Will roll to enter it.

TEMPLATES

COWPOKE

75 PBINTS

"Sure, I seen some ornery lookin' critters out here on the range. Maybe it's jes'the lack of sleep. If it ain't, maybe I'll rope me one and sell it to a rodeo, or one of them newfangled zoos. After I've ridden the varmint around the ranch a few times.

"Or maybe I'll just give it to the biscuit shooter to cook. Couldn't taste any worse than the s.o.b. stew we had to eat t'other night."

Attributes: ST 11 [10], DX 13 [30], IQ 10 [0], HT 11 [10].

Advantages: 20 points selected from Alertness [5/level]; Animal Empathy [5]; Collected [5]; Combat Reflexes [15]; Fit [5]; High Pain Threshold [10]; Military Rank [5/level]; and Strong Will [4/level].

Disadvantages: Code of Honor (Cowboy's Code) [-10] and -20 points selected from Compulsive Carousing [-5]; Compulsive Gambling [-5]; Compulsive Spending [-5]; Curious [-5]; Glory Hound [-15]; Intolerance (City Slickers) [-5]; or Overconfidence [-10].

Primary Skills: Animal Handling (M/H) IQ [4]-10; Area Knowledge (Ranch) (M/E) IQ+2 [4]-12; Lasso (P/A) DX+1 [4]-14; Riding (Horse) (P/A) DX+1 [4]-14; Survival (Plains) (MIA) IQ [2]-10.

Secondary Skills: Bard (MIA) IQ-1 [1]-9; Brawling (P/E) DX [1]-13; Guns/TL5 (Any) (PE) DX+2 [2]-15*; Heraldry (Brands) (M/A) IQ [2]-10; Singing (P/E) HT [1]-11.

Background Skills: A total of 10 points in Fast-Talk, Gambling, Language, or Leadership, all (MIA); Carousing, Stealth, or Whip, all (P/A); Fast-Draw (Any), Guns (Other), or Knife, all (P/E); or any primary and secondary skill.

* Includes +1 for IQ 10.

FRONTIER LAWMAN

100 PBINTS

"We may not have the trainin' of the Texas Rangers or that fancy Pinkerton gear; but we're doing the best job we can out here on the frontier.

"Between the folks who think that the War Between the States oughta be fought on Main Street, and the weird stuff comin' down from the mountains, I sure do find things to Jill my days. And that new rail spur is just gonna stir things up more. No sir; a lawman's job is never done."

Attributes: ST 12 [20]; DX 13 [30]; IQ 11 [10]; HT 12 [20].

Advantages: Legal Enforcement Powers [10] and a total of 25 points selected from Acute Hearing [2/level]; Acute Vision [2/level]; Alertness [5/level]; Ambidexterity [10];

Collected [5]; Combat Reflexes [15]; Common Sense [10]; Danger Sense [15]; Daredevil [15]; Fit [5]; Luck [15]; and Reputation [Varies].

Disadvantages: Duty (Law enforcement, on 15 or less) [-15] and a total of -20 points chosen from Cannot Harm Innocents [-10]; Enemy (criminals; 6 or less) [-15]; Honesty [-10]; Overconfidence [-10]; Sense of Duty [-5 to -20]; Stubbornness [-5]; or Workaholic [-5].

Primary Skills: Guns/TL5 (Any) (PE) DX+3 [4]-15*; Professional Skill (Law Enforcement) (MA) IQ-1 [1]-10; and either Diplomacy (M/H) IQ [4]-11 or Intimidation (MA) IQ+1 [4]-12.

Secondary Skills: Brawling (P/E) DX [1]-13; Riding (Horse) (P/A) DX-1 [1]-12; and any three of Administration (MIA) IQ [1]-10, Detect Lies (M/H) IQ-1 [1]-9, Interrogation (MA) IQ [1]-10, Leadership (MA) IQ [1]-10, or Tracking (MA) IQ [1]-10.

Background Skills: A total of 6 points in Language or Survival, both (MA); Climbing or Stealth, both (P/A); or any primary and secondary skill.

* Includes +1 for IQ 11.

GUARDIAN ANGEL

24 POINTS

Angels, Grimme's police, are organized in "flights" of five. They may be encountered outside Lost Angels while accompanying proselytizing church priests on their "crusades." Most are little more than well-armed thugs with badges.

Attributes: ST 11 [10]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Advantages: Legal Enforcement Powers (Only in Lost Angels) [5].

Disadvantages: Fanaticism [-15].

Primary Skills: Brawling (PE) DX+2 [4]-12; Fast-Talk (MA) IQ [2]-10; Guns/TL5 (Pistol) (P/E) DX+3 [4]-13*; Guns/TL5 (Rifle) (PE) DX+3 [4]-13*; Guns/TL5 (Shotgun) (P/E) DX+3 [3]-13*; Intimidation (MA) IQ-1 [1]-9; Knife (PE) DX+1 [2]-11; Seamanship (M/E) IQ [1]-10; Stealth (P/A) DX-1 [1]-9; Streetwise (MA) IQ [2]-10.

Equipment: In a flight of five angels, two carry double-action pistols, two carry rifles, and one packs a double-barrel shotgun.

GUNSLINGER

150 POINTS

"Son, the most important part of gunfighting is avoiding the fight if you can. No matter how fast you are, eventually you'll slow down, and someone who thinks he has to make a name for himself is gonna look to do it over your dead body. It's not worth it.

"Now, you may think you're that kid, and I'm the old guy who's lost his touch. But you're wrong. Walk away. You don't got to prove nothing. And I've got enough notches on my pistol already."

Attributes: ST 11 [10]; DX 16 [80]; IQ 10 [0]; HT 12 [20].

Advantages: A total of 55 points in Acute Vision [2/level]; Alertness [5/level]; Combat Reflexes [15]; Danger Sense [15]; Fearlessness [2/level]; Fit [5]; High Pain Threshold

[10]; Increased Speed [25/level]; Reputation [Varies]; Sharpshooter [45]; and Strong Will [4/level].

Disadvantages: A total of -40 points in Bad Temper [-10]; Bloodlust [-10]; Code of Honor (Code of the West) [-10]; Enemies (Rival Gunslingers, appear on a 6 or less), [-3]; Glory Hound [-15]; Jealousy [-10]; Obsession (To be best with a gun) [-10]; On the Edge [-15]; Overconfidence [-10]; Phobia (Being too slow on the draw) [-10]; Paranoia [-10]; and Reputation [Varies].

Primary Skills: Fanning (PE) DX [1]-16; Fast-Draw (Pistol) (P/E) DX [2]-17; Guns/TL5 (Pistol) (P/E) DX +3 [4]-19*; Intimidation (MA) IQ+1 [4]-11.

Secondary Skills: Brawling (PE) DX [1]-16; Stealth (P/A) DX-1 [1]-15; Survival (Any) (MA) IQ [2]-10.

Background Skills: A total of 10 points in Area Knowledge (ME); Bard, Gambling, or Language, all (MA); Climbing or Riding (Horse), both (P/A); Guns (Other) (P/E); or any primary and secondary skill.

* Includes +1 for IQ 10.

HUCKSTER

130 POINTS

"Want to see a trick?

"I know a few that'll make your head spin. I've dazzled some of the best, from New Orleans to the City of Lost Angels. You think that gunslinger's fast? He's moving in slow motion compared to me. Well, maybe not. But I can do things that make his Peacemakers look like pop guns.

"And I know things, too. Things man was not meant to know. I've looked into the depths of Hell and invited the demons into my soul. The price is steep, but the power is incredible. It's a gamble, but what's life without a little chance?"

Attributes: ST 10 [0]; DX 12 [20]; IQ 14 [45]; HT 10 [0].

Advantages: Magical Aptitude (Huckster) 4 [50] and 20 points selected from Acute Vision [2/level]; Alcohol Tolerance [5]; Alertness [5/level]; Charisma [5/level]; Collected [5]; Fearlessness [2/level]; Fit [5]; Language Talent [2/level]; Lightning Calculator [5]; Luck [15]; Manual

Dexterity [3/level]; or Strong Will [4/level].

Disadvantages: -30 points selected from Alcoholism [-15/-20]; Compulsive Carousing [-5]; Compulsive Gambling [Varies]; Compulsive Lying [-15]; Curious [Varies]; Greed

[-15]; Odious Personal Habit (Constant card shuffling) [-5]; Overconfidence [-10]; or Poverty (Struggling) [-10].

Primary Skills: Acting (MA) IQ-1 [2]-14; Gambling (MA) IQ+3 [4]-17*.

Secondary Skills: Occultism (MA) IQ [2]-14; Sleight of Hand (P/H) DX-1 [2]-11; either Detect Lies (M/H) IQ-1 [2]-13 or Fast-Talk (MA) IQ [2]-14; and any two of Missile Shield (M/H) IQ+3 [4]-17*, Phantom Fingers (M/H) IQ+3 [4]-17*, Shadow Man (M/H) IQ+3 [4]-17*, or Soul Blast (M/H) IQ+3 [4]-17*.

Background Skills: A total of 5 points in Language or Streetwise, both (MA); Climbing or Riding (Horse), both (P/A); Guns (any) (PE); or any primary and secondary skill.

* Includes +2 for Magical Aptitude (Huckster).

INDIAN BRAVE

110 POINTS

"We all must stand against the evil spirits that have infested our world. As our ancestors fight the greater evil in the Hunting Gmunds, so we fight the lesser evils on the plains and in the mountains. One of our people unleashed these horrors; it is our task to rein them back in . . . or destroy them."

Attributes: ST 12 [20]; DX 14 [45]; IQ 10 [0]; HT 12 [20].

Advantages: Fit [5]; Spirit Advisor [5]; and a total of 30 points selected from Acute Hearing [Uevel], Alertness [5/level], Ambidexterity [5], Combat Reflexes [15], Fearlessness [2/level], High Pain Threshold [10], or Strong Will [4/level].

Disadvantages: Illiteracy [-10]; Primitive (TL2) [-15]; and a total of -15 points selected from Delusion (Superstitious) [-5]; Glory Hound [-15]; Overconfidence [-10]; Poverty (Struggling); Social Stigma (Tame or Wild Indian) [-10 or -15]; Stubbornness [-5]; Vow (Do not use anything TL3+); or Youth [-Uevel].

Primary Skills: Area Knowledge (M/E) IQ+2 [4]-12; Survival (Any) (M/A) IQ [2]-10; Tracking (MIA) IQ+1 [4]-11; and either Axe/Mace (P/A) DX [2]-14 or Guns/TL5 (Any) (PIE) DX+2 [2]-16*.

Secondary Skills: Stealth (P/A) DX [2]-14 and any three of Animal Handling (M/H) IQ-1 [2]-9; Bard (MIA) IQ [2]-10; Climbing (P/A) DX [2]-14; Detect Lies (M/H) IQ [4]-10; Leadership (MIA) IQ [2]-10; Riding (Horse) (P/A) DX [2]-14; Tracking (M/A) IQ [2]-10; or Wrestling (P/A) DX [2]-14.

Background Skills: A total of 5 points in Bard, Gambling, Language (English), or Sign Language (Plains Indian), all (MIA); Fast-Draw (Axe/Mace) or Thrown Weapon (Axe), both (PIE); Bow (P/H); or any primary and secondary skill.

* Includes +1 for IQ 10.

INDIAN SHAMAN

110 POINTS

"I have seen Raven murder the Old Ones. I have seen ancient evils loosed upon the world. And I know that the reason is because we have strayed from the Old Ways, and the spirits are angry. We must return to our mots and reclaim our traditions, and then the spirits will be well pleased."

Attributes: ST 10 [0]; DX 10 [0]; IQ 14 [45]; HT 11 [10].

Advantages: Fit [5]; Initiation (Shamanic, Third Level) [40]; Spirit Advisor (Wakan Tanka; appears on 9 or less) [10]; and a total of 25 points from Alertness [5/level], Charisma [5/level], Common Sense [10], High Pain Threshold [10], Language Talent [2/level], Longevity [5], Reputation [Varies], Strong Will [4/level], or Voice [10].

Disadvantages: Illiteracy [-10]; Primitive (TL2) [-15]; Vow (Respect nature, never refuse a request for aid) [-15]; Vow (Use nothing TL3+) [-10]; and a total of -30 points selected from Age [-3/level], Curious [-5], Delusion (Superstitious) [-5], Epilepsy [-30], Poverty (Struggling), or Social Stigma (Tame or Wild Indian) [-10 or -15].

Primary Skills: Occultism (MIA) IQ+1 [4]-15; Physician/TL2 (M/H) IQ [4]-14; Ritual Magic (Shamanic) (M/VH) IQ-1 [4]-13; and either Performance/Ritual (M/A) IQ [2]-14 or Symbol Drawing (M/H) IQ-1 [2]-13.

Secondary Skills: Area Knowledge (M/E) IQ+1 [2]-15; Path of Dreams (M/VH) IQ-1 [4]-13; Path of Health (M/VH) IQ-1 [4]-13; Path of Protection (M/VH) IQ-1 [4]-13; Path of the Spirit (M/VH) IQ-1 [4]-13; and a total of 18 points in rituals.

Background Skills: A total of 5 points in Bard, Language, Performance/Ritual, Sign Language (Plains Indian), or Survival, all (M/A); Dancing (PIE); Bow (P/H); or any primary and secondary skill.



SPIRIT ADVISORS

The vows which a Spirit Advisor demands may outweigh the benefits. Any character on a Vision Quest for a Spirit Advisor may decline the offer, taking care not to offend the spirit.

BEAR

Bear is hard to kill, and able to heal its own wounds – abilities it may bestow on those it patronizes, who often become Herbalists. It advises on all TL3 medical skills at Level 16. It also governs sleep, and has particular power over dreams. Non-initiates with Bear as a Spirit Advisor may ask for favors from the Path of Dreams or Path of Health without using Ritual Magic (see p. 43). In return, it demands that those who accept its medicine aid the wounded (Major Vow, -10).

BUFFALO

Buffalo protects young girls, and is the patron of generosity, abundance, love, and family. It counsels peace and negotiation. Initiates with Buffalo as a Spirit Advisor know when and where the buffalo herds will appear, and how best to approach them. Buffalo Dreamers must always use their magic for the welfare of others, cannot refuse a request for aid (Great Vow, -15), and must live in black tipis with a lone buffalo painted on the back (Trivial Vow, -1). Effective skills: Diplomacy-16; Sex Appeal-16; Tracking (Buffalo)-16; Love Charm ritual.

EAGLE

Eagle can grant powers of vision and hunting; it favors hunters and war chiefs (Intelligence Analysis-16; Strategy-16; Tactics-16; Tracking-16; Guiding Wind, Soar with Eagles and Spirit Warrior rituals). Eagle demands a Minor Vow – its protégés may never allow anyone to walk behind them while

eating. It may also demand Dreamers make an additional Minor Vow of never eating the flesh of birds.

THUNDER

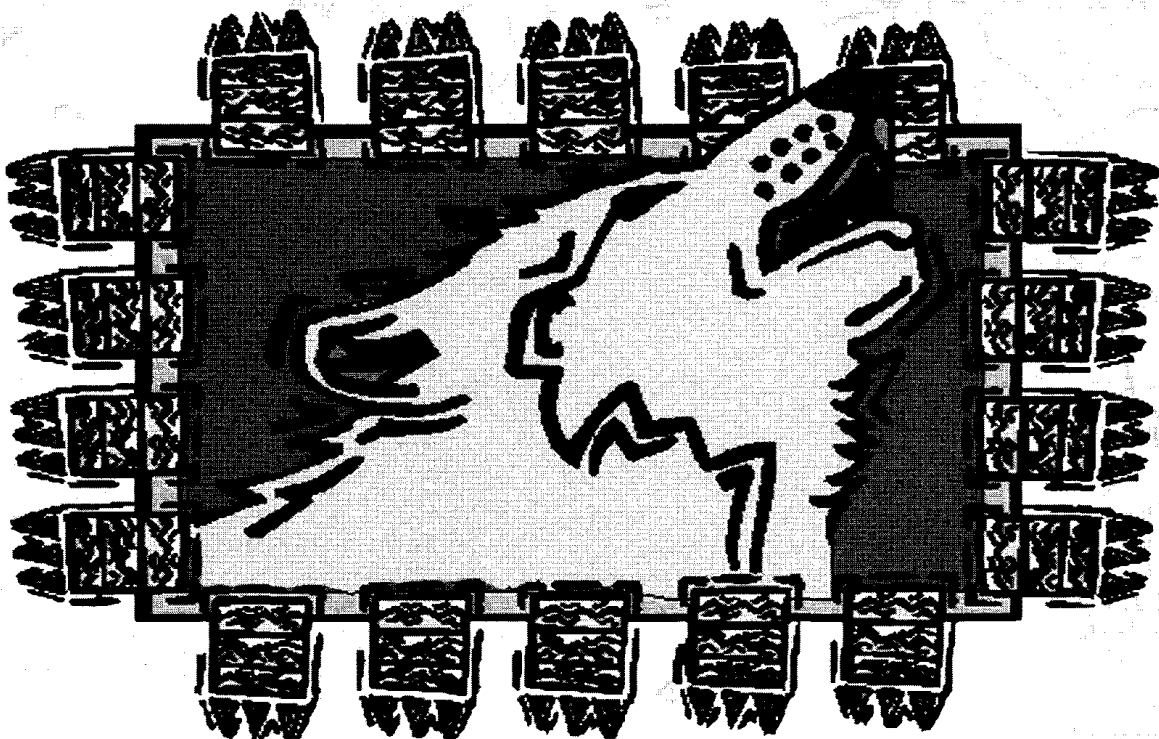
The seeker granted a vision of Thunder must accept the power or risk being struck by lightning. Thunder can grant Initiates long life, luck, healing abilities, and power over fire, lightning, and weather. In return, the medicine man must live on the edge of camp in a rotting tipi, wear buffalo robes in summer and breechcloth in winter, and eat burning-hot food with his bare hands (-15 points). Effective skills: Medical skills/TL3-16; Meteorology/TL3-16; Survival (any except Urban)-16; Paths of Luck and Protection.

WOLF

Wolf magic grants invulnerability to bullets and cold. Wolf Initiates walk barefoot on cold snow and are not bothered by winter. They put red paint between their toes and vow never to harm their brethren (-11 points). Wolf patronizes warriors (Armoury/TL3-16; Strategy-16; Tactics-16; Firewalker, Ghost Shirt, Spirit Warrior, and Speed of the Wolf rituals), and may reveal the whereabouts and strengths of enemies.

GREAT SPIRIT

The Great Mystery or Great Spirit, known to the Sioux as Wakan Tanka, demands a Great Vow to Show Respect for all Nature, which includes never refusing a request for aid (-15 points). Only those patronized by the Great Spirit can achieve 3rd level or higher of Initiation and call themselves Shamans. Wakan Tanka can bestow any of the abilities of any lesser spirits.





MAD SCIENTIST

150 POINTS

"Just a minute, please. I need to douse this jire. Hair catchesjire so easily, you know DON'T TOUCH THAT."

"Yes, Apache Joe was here. He stole my temporal accelerator; a time-travel device I was working on. Years of work down the - DON'T TOUCH THAT!"

"The temporal engine? Yes, of course it works. It propels the device and its passenger into the past or the future at the rate of a month a second."

"It's a confounded nuisance that he stole it when he did. I'd nearly finished designing a temporal brake that would stop it. DON'T TOUCH THAT!"

Attributes: ST 10 [0]; DX 11 [10]; IQ 15 [60]; HT 10 [0].

Advantages: Gadgeteer, Quick [50]; Gizmos ×3 [15]; Lightning Calculator [5]; Manual Dexterity 1 [3/level]; Mathematical Ability [10]; Versatile [5].

Disadvantages: -40 points from Absent-Mindedness [-15]; Age [-3/level]; Bad Sight [-10]; Delusion, Major (Greatest scientific genius ever) [-10]; Insatiably Curious [-15]; Odious Personal Habit (Speaks in scientific jargon constantly) [-10]; and Paranoia (Everyone's out to steal his inventions!) [-10].

Primary Skill: Science! (M/VH) IQ+1 [12]-16 and Weird Science (M/VH) IQ-1 [4]-14.

Secondary Skills: Chemistry/TL5 (M/H) IQ-1 [2]-14; any two Engineer/TL5 skills (M/H) at IQ+1 [4]-16†; Mechanic/TL5 (Any) (MIA) IQ [1]-15*; Research (MIA) IQ [2]-15; Scrounging (ME) IQ [1]-15; and 6 points from one or more of Demolitions/TL5 (MIA), Explosives Ordnance Disposal/TL5 (MIA), Guns/TL5 (Any) (P/E), or Guns/TL6 (Flamethrower, Machine Pistol, etc.) (P/E).

Background Skills: A total of 7 points in Language (MIA); Climbing or Riding (Horse), both (P/A); Area Knowledge or First Aid/TL5, both (ME); or any primary and secondary skill.

* Includes +1 for Manual Dexterity.

† Includes +1 for Versatile.

MUCKRAKER

100 POINTS

"Tell me everything you know, fast. I've got to wire in my story by morning to make the Sunday Epitaph."

"Can I take a picture of the critter you killed? Good. A picture really makes you sit up and look at what's happening in the world."

Attributes: ST 11 [10]; DX 12 [20]; IQ 13 [30]; HT 12 [20].

Advantages: Collected [5] and a total of 30 points selected from Acute Hearing [2/level]; Acute Vision [2/level]; Combat Reflexes [15]; Contacts [Varies]; Danger Sense [15]; Daredevil [15]; Language Talent [1/level]; Luck [15]; or Reputation [Varies].

Disadvantages: Duty (To his employer, 9 or less) [-5]; Extremely Curious [-10]; Obsession (Learn the truth and print it) [-5]; Overconfidence [-15]; Workaholic [-5].

Primary Skills: Detect Lies (M/H) IQ [4]-13; Fast-Talk (MIA) IQ [2]-13; Interrogation (MIA) IQ [2]-13; Writing (MIA) IQ [2]-13.

Secondary Skills: Area Knowledge (M/E) IQ [1]-13; Bard (MA) IQ-1 [1]-12; Savoir-Faire (M/E) IQ [1]-13; Streetwise (MIA) IQ-1 [1]-12.

Background Skills: A total of 11 points in Disguise, Language, Lockpicking/TL5, Photography/TL5, Sign Language, Shadowing (all MIA); Brawling or Guns/TL5 (Pistol) (both P/E); Climbing, Riding (Horse), or Stealth (all P/A); or any primary and secondary skill.

PREACHER

135 POINTS

"There are demons walking this Earth, punishing us for our sins. My brothers back East may scoff, but the Devil has truly returned to our world."

"But fear not. Though we walk through the valley of the shadow of Death, the power of the Good Book and a Colt .45 will comfort thee."

"Now get thee back in thy grave, you varmint. I am a man of the cloth and a humble servant of peace, but you're standing where I intend to shoot."

Attributes: ST 11 [10]; DX 10 [0]; IQ 13 [30]; HT 11 [10].

Advantages: Clerical Investment 1 [5]; Divine Favor (Appears on a 12 or less) [60]; and 20 points selected from Charisma [5/level], Collected [5], Fearlessness [2/level], Higher Purpose [5], Patron (Church) [Varies], Pious [5], Strong Will [4/level], Reputation (Holy Man) [Varies], or True Faith [15].

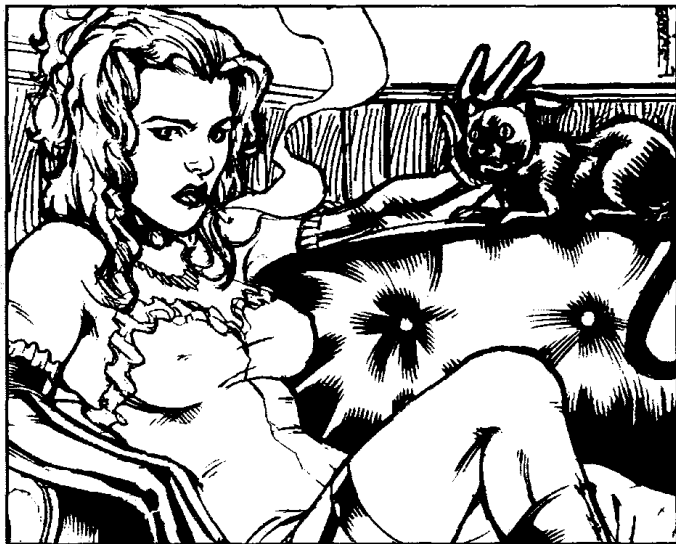
Disadvantages: Vow (Missionary; attempt to convert heathens, give a sermon every Sunday, reduce the Fear Level) [-10]; and -30 points from Fanaticism (Religious fanatic) [-10], Intolerance (Religious) [-10], Odious Personal Habit (Constantly quotes the Bible) [-5], Pacifism (Self-Defense Only) [-15], Poverty (Poor) [-15], or Sense of Duty (Everyone) [-15].

Primary Skills: Bard (MIA) IQ [2]-13; Performance/Ritual (MA) IQ+3 [8]-16; Theology (M/H) IQ+2 [8]-15.

Secondary Skills: Detect Lies (M/H) IQ+1 [6]-14; Exorcism (M/H) IQ [2]-16*; Intimidation (MIA) IQ [2]-13; Sanctify (M/H) IQ [4]-13; Savoir-Faire (ME) IQ [1]-13.

Background Skills: A total of 7 points in Language or Streetwise, both (MA); Riding (Horse) or Broadsword (Club), both (P/A); Guns (Any) (PIE); or any primary and secondary skill.

* Includes +4 for Clerical Investment and Divine Favor.



SALOON GAL

85 POINTS

"Howdy, handsome. Is that a gun in your pocket, or – oh. That the new double-action model?"

"The shoot-out last night? Yeah, I saw it. Fingers drew first, shot the Professor in the chest twice, but the old guy didn't even flinch, just pulled out that funny pistol and bang, no Fingers.

"I don't know, handsome. I never saw him with his shirt off I can arrange it, but I don't come cheap.

"Don't worry about my safety. I've got something in my garter for that sort of emergency. Do you always carry two guns?"

Attributes: ST 10 [0]; DX 11 [10]; IQ 12 [20]; HT 13 [30].

Advantages: 30 points selected from Acute Hearing [2/level]; Acute Vision [Uevel]; Alcohol Tolerance [5]; Appearance [Varies]; Charisma [5/level]; Disease-Resistant [5]; High Pain Threshold [10]; Less Sleep [3/level]; Manual Dexterity [3/level]; Reputation [Varies]; and Voice [10].

Disadvantages: 40 points selected from Addiction (Cocaine or Opium) [Varies]; Alcoholism [-15/-20]; Compulsive Gambling [-5 to -15]; Compulsive Spending [-5 to -15]; Greed [-15]; Illiteracy [-10]; Laziness [-10]; On the Edge [-15]; Poverty [Varies]; Reputation [Varies]; Sadism [-15]; Secret [Varies]; Social Disease [-5]; Social Stigma [Varies]; Sterile [-3]; and Youth [-2/level].

Primary Skills: Acting (MA) IQ+1 [4]-13; Dancing (P/A) DX-1 [1]-10; Disguise (MA) IQ+1 [4]-13; Sex-Appeal (MA) HT+1 [4]-14.

Secondary Skills: Area Knowledge (ME) IQ [1]-12; Savoir-Faire (ME) IQ [1]-12; Streetwise (MA) IQ [2]-12.

Background Skills: A total of 8 points in Gambling, Holdout, Language (all MA); Brawling, Fast-Draw (Knife or Pistol), Guns/TL5 (Pistol), Knife, or Singing (all PE); Riding (Horse) or Stealth (both P/A); Pickpocket (P/H); or any primary and secondary skill.

SOLDIER

75 POINTS

Dearest Sue,

I hope someone finds this letter and brings it to you. We're all writing to our families tonight, because we don't expect to live through tomorrow.

The Captain tells us we're still on the trail of a bear, but I've seen bear tracks, and these ain't them. Whatever it is, it's killed half the men so far Captain says we've got it trapped in a box canyon, and we'll take it down at first light.

What's got the boys scared – hell, all of us – is that when that thing ran into the canyon, hooting and hollering . . . something inside there answered. Maybe several somethings, we couldn't tell with all the echoes. So maybe we're the ones who're trapped.

Looks like the sun'll be up soon, Sue, so I have to wrap this up and get ready. We may not win, but we'll put up one hell of a fight before we go down.

Give my love to my family. Tell Ma that it was quick, even though from the screams we've been hearing over the last week, I don't think it will be. And tell Roddy not to come chasing after me – once I'm gone, he's got to be the man of the house and protect Ma and the girls.

And someday, tell Billy about me. Tell him that his Pa loves him, and always will, and that I'll be watching him from Heaven. Just keep him out of the army, Sue. Keep our boy alive.

They're sounding reveille. Time to go protect the Union. See you soon.

*All my love,
William*

Attributes: ST 12 [20]; DX 12 [20]; IQ 11 [10]; HT 12 [20].

Advantages: 35 points selected from Acute Hearing [2/level]; Alertness [5/level]; Collected [5]; Combat Reflexes [15]; Fearlessness [Uevel]; Fit [5]; High Pain Threshold [10]; Military Rank [5/level]; and Strong Will [4/level].

Disadvantages: Duty (Military, 12 or less) [-10]; Sense of Duty (Fellow soldiers) [-5]; and -20 points selected from Alcoholism [-15], Bad Temper [-10], Bloodlust [-10], Bully [-10], Code of Honor (Code of the West) [-10], Compulsive Carousing [-5], Compulsive Gambling [Varies], Lecherousness [-15], Poverty (Struggling) [-10], Illiteracy [-10], Overconfidence [-10], or Youth [-2 to -6].

Primary Skills: Area Knowledge (M/E) IQ [1]-11; Guns/TL5 (Rifle) (PIE) DX +3 [4]-15*; Savoir-Faire (Military) (ME) IQ+1 [2]-12; and Spear (P/A) DX [1]-11.

Secondary Skills: Brawling (PE) DX [1]-12; and Survival (Any) (M/A) IQ [2]-11.

Background Skills: A total of 4 points in Gambling, Language, or Leadership, all (M/A); Climbing or Riding (Horse) (P/A); Gunner/TL5 (Cannon) (P/A); Guns (Any) (PIE); or any primary and secondary skill.

* Includes +1 for IQ 11.



TEXAS RANGER

140 POINTS

"Hush up. That's crazy talk. There ain't no 'jackalopes.' This paw here? It's a rabbit's foot. I don't care if you think it's too big. We grow 'em big in Texas.

"Those remains I saw didn't have horns. It was just an old hare that got all tangled up in some buckhorns. And if you don't quit arguing, I'm gonna let Jim Bowie settle the discussion for me.

"I thought that'd shut you up. Now show me where you didn't see Uncle Earl crawl outta his grave. I gotta do some carvin'."

Attributes: ST 12 [20]; DX 15 [60]; IQ 12 [20]; HT 13 [30].

Advantages: Legal Enforcement Powers [10]; and a total of 50 points selected from Acute Hearing [2/level]; Acute Vision [2/level]; Alertness [5/level]; Ambidexterity [10]; Collected [5]; Combat Reflexes [15]; Common Sense [10]; Danger Sense [15]; Daredevil [15]; Fit [5]; Imperturbable [10]; Luck [15]; Sharpshooter [45]; and Strong Will [4/level].

Disadvantages: Extremely Hazardous Duty [-20]; Overconfidence [-10]; Reputation (Southerner, always recognized; Northerners react at -2) [-5]; and a total of -40 points chosen from Bloodlust [-10]; Enemy (Supernatural creatures, 6 or less) [-20]; Paranoia (The evil critters are everywhere!) [-10]; Sense of Duty [-5 to -20]; Stubbornness [-5]; Vow (Destroy all supernatural creatures) [-10]; and Workaholic [-5].

Primary Skills: Guns/TL5 (Any) (P/E) DX+3 [4]-19*; Professional Skill (Law Enforcement) (M/A) IQ [2]-12; and either Diplomacy (M/H) IQ [4]-12 or Intimidation (M/A) IQ+1 [4]-13.

Secondary Skills: Brawling (P/E) DX [1]-15; Fast-Draw (Any) (P/E) DX+2 [4]-17; Riding (Horse) (P/A) DX+1 [4]-16; and any two of Detect Lies (M/H) IQ-1 [2]-1, Interrogation (M/A) IQ [2]-12, Leadership (M/A) IQ [2]-12, or Tracking (M/A) IQ [2]-12.

Background Skills: A total of 2 points in Language or Survival; both (M/A); Climbing or Stealth, both (P/A); or any primary and secondary skill.

* Includes +2 for IQ 12.

UNION AGENT

106 POINTS

*"Now, son, just put that book down and step back. I know you think you know what you're dealing with. I assure you, you **don't**. Let me take that back to headquarters in Denver, and we'll deal with it ourselves. No need for anyone else to get involved — they might get hurt. Follow me?"*

Attributes: ST 10 [0]; DX 12 [20]; IQ 11 [10]; HT 10 [10].

Advantages: Legal Enforcement Powers [10]; Patron (Agency, 12 or less) [30].

Disadvantages: Extremely Hazardous Duty [-20].

Primary Skills: Animal Handling (M/H) IQ+1 [6]-12; Brawling (P/E) DX+2 [4]-14; Climbing (P/A) DX [2]-12; Detect Lies (M/H) IQ [4]-11; Disguise (M/A) IQ+2 [6]-13; Fast-Talk (M/A) IQ+1 [4]-12; Guns/TL5 (Machine Pistol) (P/E) DX+4 [7 1/2]-16**; Guns/TL5 (Pistol) (P/E) DX+4 [8]-16*; Intimidation (M/A) IQ+1 [4]-12; Occultism (M/A) IQ [2]-11; Riding (Horse) (P/A) DX+1 [4]-13; Stealth (P/A) DX-1 [1]-11; Swimming (P/E) DX [1]-12; Teamster (Horse) (M/A) IQ-2 [1/2]-9; Tracking (M/A) IQ [2]-11.

* Includes +1 from IQ.

** Includes +1 from IQ; bought up from Pistol default.

Equipment: Gatling pistol; a disguise kit; badge.

Customization Notes: An Agent could be made a Spook by giving him the High Pain Threshold and Strong Will advantages, the Guns (Rifle), Interrogation, and Leadership skills, and bumping up levels on his existing skills. A Spook should be roughly a 200-point character. All Spooks carry a secret letter of authority directly from President Grant.

WHO'S WHO OF THE WEIRD WEST

Here are some characters posses may encounter in their travels.

CURLY BILL BROCIUS

110 POINTS

Attributes: ST 14 [45]; DX 11 [10]; IQ 11 [10]; HT 11 [10].

Speed 5.5; Move 5.

Dodge 5; Parry 8 (Brawling).

Disadvantages: Addiction (Opium, \$1/day) [-5]; Bad Temper [-10].

Skills: Animal Handling-11 [4]; Brawling-13 [4]; Climbing-9 [1/2]; Detect Lies-10 [2]; Fast-Draw (Pistol)-14 [8]; Fast-Talk-10 [1]; Gambling-11 [2]; Guns/TL5 (Pistol)-15 [8]*; Guns/TL5 (Shotgun)-15 [7 1/2]**; Intimidation-12 [4]; Leadership-11 [2]; Riding (Horse)-11 [2]; Stealth-10 [1]; Tracking-12 [4].

* Includes +1 from IQ.

** Includes +1 from IQ; bought up from Pistol default.

Equipment: Double-action Colt Peacemaker.

A plain-looking man with a vicious look in his eye, Curly Bill is the #2 man in the Cowboys – and he is getting tired of waiting for Old Man Clanton to die. He's also tired of rustling cattle, so he has brokered the gang's deal with Bayou Vermilion as a step to moving on to more profitable projects.



SETH BULLOCK

94 POINTS

Attributes: ST 10 [0]; DX 13 [30]; IQ 13 [30]; HT 12 [20].

Speed 6.26; Move 6.

Dodge 6; Parry 9 (Brawling).

Advantages: Legal Enforcement Powers [10]; Reputation +1 (Lawman, to townspeople) [5]; Wealthy [20].

Disadvantages: Duty (To Deadwood, 12 or less) [-10]; Enemy (Outlaws, 9 or less) [-10]; Extra Sleep 1 [-3]; Pacifist (Cannot kill) [-15].

Skills: Area Knowledge (Deadwood)-13 [1]; Brawling-14 [2]; Climbing-12 [1]; Detect Lies-11 [1]; Fast-Talk-13 [2]; Guns/TL5 (Pistol)-16 [2]*; Guns/TL5 (Rifle)-16 [2]*; Intimidation-15 [6]; Riding (Horse)-12 [1]; Street-wise-12 [1].

* Includes +2 for IQ.

Equipment: A double-action Colt Peacemaker; a Winchester '76 rifle.

Bullock is Deadwood's town marshal, sits on the Board of Health & Street Commissioners, and owns a number of local businesses. An easygoing man, average-looking except for piercing eyes, he rarely looks for trouble but is perfectly able to stare it down when it finds him.

CALAMITY JANE

134 1/2 POINTS

Attributes: ST 11 [10]; DX 11 [10]; IQ 11 [10]; HT 14 [45].

Speed 6.25; Move 6.

Dodge 6; Parry 5 (Knife).

Advantages: Ally (Wild Bill Hickok, 9 or less) [40].

Disadvantages: Reputation -1 (Lies a lot) [-5]; Ugly [-10]; Unluckiness [-10].

Quirks: Claims to be Hickok's wife; Mild Compulsive Carousing. [-2]

Skills: Area Knowledge (The Dakotas)-15 [8]; Climbing-9 [1/2]; Detect Lies-10 [2]; Fast-Talk-11 [2]; Guns/TL5 (Pistol)-14 [4]*; Guns/TL5 (Rifle)-14 [4]*; Guns/TL5 (Shotgun)-14 [4]*; Intimidation-15 [10]; Knife-12 [2]; Riding (Horse)-11 [2]; Stealth-12 [4]; Survival (Mountains)-11 [2]; Tracking-11 [2].

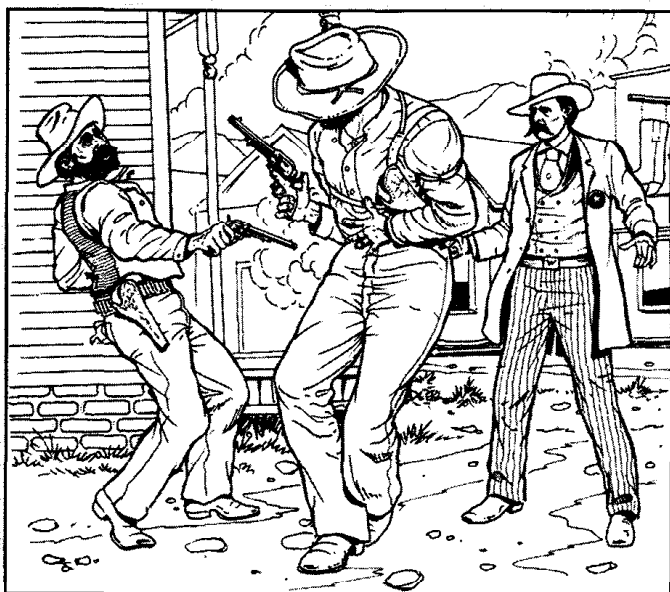
* Includes +1 for IQ.

Equipment: A single-action Peacemaker; a Winchester '73; a Bowie knife.

Calamity Jane (aka Martha Jane Canary) has posed as a man to get jobs as a teamster and a scout, but has also worked as a "sporting lady" upon occasion. Despite her toughness, Calamity has a soft streak, she's tended the sick during plagues, and "collected" groceries for the poor from wealthy donors who didn't care to be staring down the barrel of her gun.

Calamity was an acquaintance of Hickok's, and has been claiming (since his death) to have been his wife. She also claims to have spoken with him after his violent death, but because she has a reputation for telling tall tales even when she's sober, few people believe that story, either.

Calamity Jane is a plain-looking woman with brown hair. Her personal motto is "Never go to bed alone, sober, or with a red cent left in your pocket."



WYATT BERRY STAPP EARP 195 POINTS

Attributes: ST 11 [10]; DX 12 [20]; IQ 12 [20]; HT 12 [20].

Speed 6; Move 6.

Dodge 7; Parry 11 (Brawling), 8 (Axe/Mace).

Advantages: Combat Reflexes [15]; Extraordinary Luck [30]; Legal Enforcement Powers [10]; Reputation +1 (As lawman, to townspeople) [3]; Strong Will +2 [8].

Disadvantages: Bad Temper [-10]; Code of Honor (Code of the West) [-10]; Duty (To town, 9 or less) [-5]; Reputation -1 (As tough and stubborn lawman, to lawbreakers) [-2]; Sense of Duty (To family and friends) [-10]; Sense of Duty (To Union) [-10]; Stubbornness [-5].

Quirks: Mild aversion to killing. [-1]

Skills: Area Knowledge (Kansas)-14 [4]; Axe/Mace-15 [16]; Brawling-16 [16]; Climbing-11 [1]; Detect Lies-13 [6]; Fast-Draw (Pistol)-15 [4]; Fast-Talk-11 [1]; Gambling -14 [6]; Guns/TL5 (Pistol)-17 [8]*; Guns/TL5 (Rifle)-17 [7 1/2]**; Guns/TL5 (Shotgun)-17 [7 1/2]**; Intimidation-18 [14]; Law-12 [4]; Leadership-13 [4]; Riding (Horse)-12 [2]; Stealth-13 [4]; Streetwise-13 [4]; Survival (Plains)-12 [2]; Tracking-11 [1].

* Includes +2 from IQ.

** Includes +2 from IQ; bought up from Pistol default.

Equipment: Colt Buntline Special; Winchester '73; double-barrel shotgun; Earp's badge (see p. 98).

Earp's career as a lawman began in Wichita, Kansas. He served as a deputy marshal until he got into a fistfight with a man who was running for marshal at the time. Following the scuffle, Earp was fined and sacked.

Earp was hired by the Dodge City marshal's office in May 1876. Despite a reputation for depopulating the country, he prefers to use his Buntline Special to "buffalo" troublemakers rather than shoot them. He's unswervingly loyal to his family, to close friends such as Bat Masterson and Doc Holliday, and to the Union. He's liked, or at least respected, by most of the business people in Dodge, but is less popular with buffalo hunters, cowboys, and rebels.

Earp has dusty brown hair, solid features, a luxuriant mustache, and a stare that cuts right through his foes. He usually wears a suit and a duster, but is slightly careless of his appearance.

WILD BILL HICKOK

426 POINTS

Attributes: ST 11 [10]; DX 16 [80]; IQ 12 [20]; HT 12 [20].

Speed 7; Move 7.

Dodge 8; Parry 12 (Brawling).

Advantages: Ally (Calamity Jane, 9 or less) [5]; Combat Reflexes [15]; Harrowed [208]; High Pain Threshold [10]; Reputation +1 (As gunslinger) [5]; Strong Will +2 [8].

Disadvantages: Bad Sight (Nearsighted) [-10]; Bad Temper [-10]; Bloodlust [-10]; Enemy (Gunslinger's enemies, 6 or less) [-5]; Enemy (Unknown, 9 or less) [-10]; Stubbornness [-5].

Skills: Bard-13 [4]; Brawling-17 [8]; Detect Lies-12 [4]; Fast-Draw (Pistol)-18 [2]; Fast-Talk-11 [1]; Gambling-15 [8]; Guns/TL5 (Pistol)-22 [16]*; Guns/TL5 (Rifle)-22 [15]**; Guns/TL5 (Shotgun)-22 [15]**; Intimidation-15 [8]; Riding (Horse)-17 [4]; Stealth-16 [2]; Survival (Plains)-13 [4]; Tracking-13 [4].

* Includes +2 for IQ.

** Includes +2 for IQ; bought up from Pistol default.

Equipment: Two .36 Navy revolvers (not the relics); a Winchester '73; a Bowie knife.

Already a legend, the gunslinger and marshal Wild Bill Hickok came to Deadwood in the summer of 1876. With his vision failing, he spent most of his time in the saloons, drinking and gambling – always sitting with his back to the wall and pouring his drinks with his left hand to keep his gun hand free.

On August 2, Bill was playing cards in a local saloon. No seats against the wall were available, so he was forced to sit with his back to the door. A drifter, Jack McCall, came in and shot Wild Bill in the back of the head. Bill died, clutching the Dead Man's Hand: two black aces, two black eights, and the jack of diamonds.

McCall was tried by a miner's court. He claimed that Hickok owed him money for a poker debt and that he was the brother of Samuel Strawhim, a man killed by Hickok in 18159. The jury acquitted him, giving rise to rumors that one or more of them had actually hired McCall in the first place.

Hickok didn't stay buried for long, and is planning his revenge on McCall and his employers. He's tried to avoid being seen by anyone who might recognize his distinctive face, but he made the mistake of contacting the drunken Calamity Jane to get the information he needed to hunt down those involved in his murder. Fortunately for Bill, few people believed Jane when she claimed to have seen him – she's told more than a few tall tales in her time – and since she sobered up, she's trying to make amends by keeping him hidden.

Bill is tall, with long hair and a prominent nose, and looks wilder than ever since digging his way out of Mt. Moriah Cemetery. He has control of his body most of the time, but he's become even more bloodthirsty as a Harrowed than he was in life.

Doe HOLLIDAY

153 POINTS

Attributes: ST 9 [-10]; DX 12 [20]; IQ 12 [20]; HT 8 [-15].

Speed 5; Move 5.

Dodge 5; Parry 7 (Brawling).

Advantages: Ambidexterity [10]; Magical Aptitude (Huckster) 4 [50].

Disadvantages: Alcoholism [-15]; Bad Temper [-10]; Sense of Duty (To close friends) [-5].

Skills: Brawling-11 [1/2]; Climbing-10 [1/2]; Detect Lies-11 [2]; Fast-Draw (Pistol)-16 [16]; Fast-Talk-11 [1]; Gambling-20 [14]*; Guns/TL5 (Pistol)-18 [16]**; Guns/TL5 (Shotgun)-18 [15]†; Intimidation-14 [6]; Physician/TL5 (opt. spec. Dental Medicine)-10 [16] [2]; Riding (Horse)-13 [4]; Spell Throwing (Curse-missile)-16 [16]; Stealth-13 [4]; Surgery (opt. spec. Oral Surgery)-8 [14] [1].

* Includes +2 for Magical Aptitude (Huckster).

** Includes +2 for IQ.

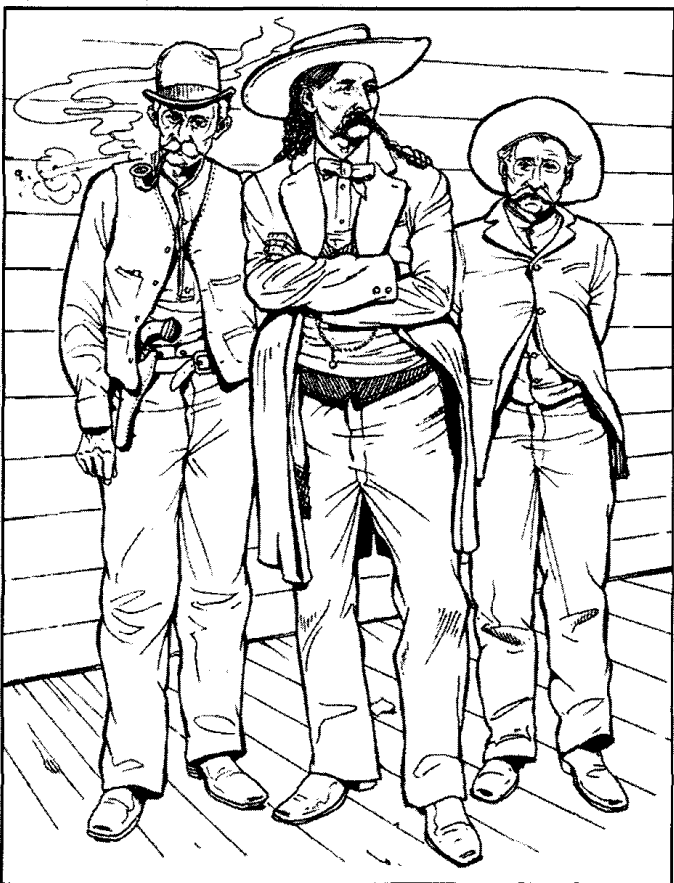
† Includes +2 for IQ; bought up from Pistol default.

Languages: English (Native)-12 [0]; Latin-11 [1].

Hexes: Helping Hand-14 [1]; Hunch-14 [1]; Missed Me!-15 [2]; Phantom Fingers-14 [1]; Soul Blast-15 [2]; Soul Rider-14 [1]; Trinkets-14 [1].

Equipment: Twin double-action Colt Peacemakers; a deck of cards; a selection of bloodstained handkerchiefs.

John Henry Holliday came west in 1872, hoping that the dry weather would cure his tuberculosis. Although he was a dentist (hence the nickname "Doc"), he made most of his money playing cards.



Doc has a quick temper, and intends to die with his boots on. His readiness to take offense and reach for his gun has earned him a lot of enemies. He can also reach for cards and cast a hex when that seems a more effective way of settling a dispute.

Among Doc's few friends are Wyatt Earp, who he once saved from a band of angry cowboys while in Dodge, and his mistress, Big Nose Kate. Doc is scrawny and pale from his illness, with brown hair and a mustache.

JESSE JAMES

144 POINTS

Attributes: ST 10 [0]; DX 15 [60]; IQ 12 [20]; HT 12 [20].

Speed 6.75; Move 6.

Dodge 6; Parry 10 (Brawling).

Advantages: Alertness +1 [5]; Ally Group (Friends and sympathizers throughout Disputed Lands, 12 or less) [60]; Claim to Hospitality [5]; Patron (KC & LR railroad, 12 or less) [20]; Reputation +4 (To sympathizers, 10 or less) [5].

Disadvantages: Enemy (Outlaw's enemies, 9 or less) [-20]; Enemy (Pinkerton Agency and Union law enforcement, 9 or less) [-10]; Reputation -4 (To most Northerners, 7 or less) [-5]; Terminally Ill (Lung injury) [-50].

Skills: Area Knowledge (Disputed Lands)-14 [4]; Brawling-16 [2]; Climbing-14 [1]; Disguise-11 [1]; Fast-Draw (Pistol)-17 [4]; Gunner/TL5 (Cannon)-17 [2]; Guns/TL5 (Pistol)-19 [4]*; Guns/TL5 (Rifle)-19 [4]*; Intimidation-12 [2]; Riding (Horse)-16 [4]; Stealth-16 [4]; Survival (Plains)-12 [2].

* Includes +2 for IQ.

Equipment: Two Colt Army revolvers; one Sharps "Big Fifty"; a Bowie knife; a saddle horse.

Full information about Jesse James' current whereabouts and activities may be found on p. 10.

HANK "ONE-EYE" KETCHUM

239 1/2 POINTS

Attributes: ST 14 [45]; DX 13 [30]; IQ 13 [30]; HT 16 [80].

Speed 7.25; Move 7.

Dodge 8; Parry 11 (Brawling), 7 (Knife).

Advantages: Collected [5]; Combat Reflexes [15]; High Pain Threshold [10]; Legal Enforcement Powers [10]; Military Rank 4 [20]; Status 1 [0]*; Strong Will +2 [8].

* Free from Military Rank.

Disadvantages: Enemy (Cowboy gang, 6 or less) [-5]; Extremely Hazardous Duty [-20]; One Eye [-15]; Overconfidence [-10].

Skills: Area Knowledge (Weird West)-13 [1]; Brawling-15 [4]; Climbing-11 [1/2]; Detect Lies-11 [1]; Fast-Draw (Pistol)-12 [1/2]; Fast-Talk-11 [1/2]; Gambling-11 [1/2]; Guns/TL5 (Pistol)-16 [2]*; Guns/TL5 (Rifle)-16 [2]*; Guns/TL5 (Shotgun)-16 [2]*; Intimidation-16 [8]; Knife-15 [4]; Riding (Horse)-13 [2]; Stealth-13 [2]; Streetwise-13 [2]; Survival (Desert)-13 [2]; Tracking-13 [2].

* Includes +2 for IQ.

Languages: English (Native)-13 [0]; Spanish-11 [1/2].

Equipment: Two double-action Colt Peacemakers; a Winchester '76 rifle; a Bowie knife; three speed-load cylinders.

Texas Ranger Hank Ketchum has plenty of first-hand experience of the supernatural. His first encounter with a manitou occurred in the field hospital at Gettysburg on the last day of the battle, when a possessed surgeon began removing patients' body parts, including Ketchum's eye. Ketchum managed to save his other eye and put the Butcher to flight. Since then, he's been hunting abominations across the southwest and the Disputed Lands. A huge man with a bushy white beard and an eye patch, he's not the best shot or fastest gun in the west, but he keeps firing until either he or his target quits twitching.

WILLIAM BARCLAY "BAT" MASTERSON

145 1/2 POINTS

Attributes: ST 11 [10]; DX 13 [30]; IQ 12 [20]; HT 11 [10].

Speed 6; Move 6.

Dodge 7; Parry 11 (Brawling), 8 (Shortsword).

Advankzges: Attractive [5]; Combat Reflexes [15]; Legal Enforcement Powers [10]; Reputation +1 (As a lawman, to townspeople) [3]; Reputation +1 (As a gunslinger, 10 or less) [3]; Voice [10].

Disadvantages: Code of Honor (Code of the West) [-10]; Duty (To town, 9 or less) [-5]; Insatiably Curious [-15]; Reputation -1 (As a dude, to westerners) [-5]; Sense of Duty (To family and friends) [-10].

Skills: Area Knowledge (Kansas)-14 [4]; Bard-14 [2]; Brawling-16 [8]; Climbing-11 [1/2]; Detect Lies-11 [2]; Diplomacy-13 [2]; Fast-Draw (Pistol)-13 [1/2]; Fast-Talk-12 [2]; Gambling-11 [1]; Guns/TL5 (Pistol)-15 [1]*; Guns/TL5 (Rifle)-19 [16]*; Guns/TL5 (Shotgun)-19 [12]**; Intimidation-13 [4]; Law-11 [2]; Leadership-12 [2]; Politics-12 [1/2]; Riding (Horse)-12 [1]; Shortsword-15 [8]; Stealth-13 [2]; Streetwise-12 [2]; Survival (Plains)-11 [1]; Tracking-11 [1].

* Includes +2 for IQ.

** Includes +2 for IQ; bought up from Rifle default.
Equipment: Double-action Colt Peacemaker.

Bat Masterson is undersheriff of Dodge County. Something of a dandy, Masterson always keeps his mustache neatly trimmed and dresses impeccably, preferring a black suit, black bowler, and matching tie. He's tougher than he looks, though – he was one of the heroes of the Battle of Adobe Walls. He's also accurate enough with a rifle and fast enough with a pistol that he's rarely challenged. He's fairly well-liked in Dodge (though less so than his brother Ed, an assistant city marshal who relies more on diplomacy than intimidation), and has little trouble summoning a posse when necessary.

BILL QUANTRILL

487 POINTS

Attributes: ST 16 [70]; DX 13 [30]; IQ 12 [20]; HT 12 [20].

Speed 6.25; Move 6.

Dodge 7; Parry 11 (Brawling), 7 (Knife).

Advankzges: Combat Reflexes [15], Harrowed [208].

Disadvantages: Homfic Appearance [-30].

Skill: Brawling-15 [4]; Detect Lies-12 [4]; Fast-Draw (Pistol)-15 [2]; Fast-Talk-12 [2]; Guns/TL5 (Pistol)-16 [2]*; Guns/TL5 (Rifle)-16 [2]*; Guns/TL5 (Shotgun)-16 [2]*; Intimidation-13 [4]; Knife-15 [4]; Riding (Horse)-13 [2]; Speed-Loam 5 (Revolver)-14 [2]; Stealth-14 [4]; Survival (Plains)-13 [4]; Teaching-12 [2]; Tracking-13 [4].

* Includes +2 for IQ.

Special Abilities: Unholy Host x5 (see p. 37). [110]

Equipment: Two .44 Colt Dragoons, a Winchester '73, and a Bowie knife.

Quantrill was ugly when he was alive, and death hasn't improved him any. Anyone seeing him must make a Fright Check at -3. More information about Quantrill and his raiders can be found on p. 10.



JOHNNY RINGO

95 POINTS

Attributes: ST 11 [10]; DX 13 [30]; IQ 12 [20]; HT 11 [10].
Speed 6; Move 6.

Dodge 6; Parry 9 (Brawling).

Advantages: Ambidexterity [10].

Disadvantages: Addiction (Opium, \$1/day) [-5]; Bad Temper [-10]; Bloodlust [-10].

Skills: Brawling-14 [2]; Climbing-11 [1/2]; Detect Lies-11 [2]; Fast-Draw (Pistol)-16 [8]; Fast-Talk-11 [1]; Gambling-11 [1]; Guns/TL5 (Pistol)-18 [8]*; Guns/TL5 (Rifle)-18 [7 1/2]**; Intimidation-13 [4]; Riding (Horse)-14 [4]; Stealth-12 [1]; Tracking-11 [1].

* Includes +2 for IQ.

** Includes +2 for IQ; bought up from Pistol default.

Equipment: Twin single-action Colt Peacemakers.

A good-looking man with a bushy black mustache and slicked-back hair, Johnny Ringo (aka John Ringold) is the most feared of the Cowboys, especially when he's drunk. He and Doc Holliday seemed to take an instant dislike to each other, and most folks around Tombstone expect this to prove fatal to someone.

"CHUCKLES" RYAN

157 POINTS

Attributes: ST 10 [0]; DX 11 [10]; IQ 13 [30]; HT 10 [0].

Speed 5.25; Move 5.

Dodge 6; Parry 9 (Brawling), 5 (Knife).

Advantages: Combat Reflexes [15]; Strong Will +3 [12].

Disadvantages: Bad Temper [-10]; Sadism [-15].

Skills: Area Knowledge (Grand Canyon)-15 [4]; Brawling-12 [2]; Climbing-11 [2]; Demolitions/TL5-15 [6]; Detect Lies-15 [8]; Disguise-13 [2]; Fast-Draw (Pistol)-14 [4]; Fast-Talk-14 [4]; Gambling-14 [4]; Gunner/TL5 (Cannon)-13 [2]; Guns/TL5 (Pistol)-17 [16]*; Guns/TL5 (Rifle)-17 [15]**; Guns/TL5 (Shotgun)-17 [15]**; Intimidation-14 [4]; Leadership-14 [4]; Knife-11 [1]; Riding (Horse)-12 [4]; Scrounging-14 [2]; Stealth-13 [8]; Streetwise-12 [1]; Survival (Desert)-13 [2]; Tracking-12 [1].

* Includes +2 for IQ.

** Includes +2 for IQ; bought up from Pistol default.

Languages: Apache-13 [2]; English (Native)-13 [0]; Spanish-13 [2].

Equipment: Army .44 revolver; Winchester '73; small knife; 1 stick of dynamite.

Ryan is a thin, beardless man who wears smoked glasses against the glare of the sun. More information about him can be found on p. 19.

QUEEN URSULA

124 POINTS

Amibutes: ST 10 [0]; DX 10 [0]; IQ 13 [30]; HT 10 [0].

Speed 5; Move 5.

Dodge 5; Parry 7 (Brawling), 4 (Knife).

Advantages: Power Investiture 3 [30].

Disadvantages: Fanaticism [-15]; Megalomania [-10].

Skills: Area Knowledge (Worm Canyon)-16 [6]; Brawling-11 [2]; Climbing-11 [4]; Detect Lies-15 [8]; Disguise-13 [2]; Intimidation-13 [2]; Knife-10 [1]; Leadership-14 [4]; Occultism-16 [8]; Physician/TL5-12 [2]; Spell Throwing (Curse-Missile)-14 [16]; Stealth-12 [8]; Surgery/TL5-12 [4]; Survival (Desert)-13 [2].

Black Magic Spells: Bolts of Doom-18 [8]; Dark Protection-16 [4]; Stun-18 [8].

Equipment: Arkansas toothpick.

Ursula was attractive before she dyed her skin purple and stopped washing; now it's difficult to tell she's human, much less female.

XITLAN

314 POINTS

Attributes: ST 10 [16]; DX 11 [10]; IQ 13 [30]; HT 12 [20].

Speed 6.75; Move 6.

Dodge 6; Parry 5 (Knife).

Advantages: Dark Vision [25]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; DR 2 (vs. all attacks) [6]; High Pain Threshold [10]; Immunity to Disease [10]; Immunity to Poison [15]; Increased Speed +1 [25]; Injury Tolerance (No Blood, Brain, or Impaling Bonus) [30]; Power Investiture 3 [30]; Temperature Tolerance 10 [10]; Unaging [15]; Unfazeable [15]; Vacuum Support [40].

Disadvantages: Bloodlust [-10]; Disturbing Voice [-10]; Eunuch [-5]; Fragile [-20]; Hideous Appearance [-20]; No Sense of Taste or Smell [-5]; Social Stigma (Dead) [-20]; Unhealing [-20]; Unliving [-50].

Skills: Bow-11 [4]; Detect Lies-14 [6]; Fast-Talk-15 [6]; Intimidation-15 [6]; Knife-13 [4]; Leadership-16 [8]; Occultism-20 [16]; Physician/TL2-15 [8]; Scrounging-20 [14]; Spell-Throwing (Curse-Missile)-15 [16]; Stealth-13 [8]; Surgery/TL2-14 [12].

Languages: Aztec (Native)-13 [0]; Spanish-14 [4].

Black Magic Spells: Bolts of Doom-22 [16]; Cloak of Evil-15 [2]; Forewarning-16 [4]; Pact-19 [10]; Puppet-14 [1]; Scrye-16 [4]; Spook-16 [4]; Zombie-17 [6].

Xitlan is neither Harrowed nor a zombie, but a Lich, an undead sorcerer. He wears the costume of an ancient Aztec priest, and looks like a mummified corpse. His undead focus (seep. 102) is his heart.

WORM CULTISTS

46 POINTS

Amibutes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Speed 5; Move 5.

Dodge 5; Parry 7 (Brawling).

Advantages: Power Investiture 3 [30].

Disadvantages: Fanaticism [-15].

Skills: Area Knowledge (Worm Canyon)-12 [4]; Brawling-11 [2]; Climbing-11 [4]; Guns (Pistol)-12 [2]; Intimidation-10 [2]; Occultism-10 [2]; Stealth-12 [8]; Survival (Desert)-10 [2].

Black Magic Spells: Dark Protection-11 [1]; Stun-13 [4].

Equipment: A few keep double-action pistols, but most rely on black magic to bring down their opponents.

JOB TABLE

POOR

Indian Brave (Survival 12+), R&B	PR	2d/4d
Indian Shaman (Ritual Magic 12+), R&B	PR	2d/LJ
Private (Guns 10+), \$13+R&B	PR	-1i/3d

STRUGGLING

Cowpoke (Animal Handling 12+, Lasso 10+), \$40+R&B	Best PR	-2i/2d
Hunter (Guns 12+, Survival 12+), \$40	Best PR	2d
Indian Interpreter (Indian Language 10+), \$50	PR	LJ/scalped
Laborer, railroad (ST 10+), \$50	ST	LJ
Sergeant (Guns 12+), \$20+R&B	PR	2d/demoted
Snake Oil Salesman* (Fast-Talk 10+, Merchant 10+)	Worst PR	-2i/2d
Teacher (Teaching 9+, Academic skill 9+), \$20+R&B	Best PR	LJ
Trail Cook (Teamster 12+, Cooking 8+), \$50+R&B	Best PR	LJ/1d
Trapper (Traps 12+, Survival 12+), \$40	Best PR	2d/-3i

AVERAGE

Blacksmith (Blacksmith 10+, Animal Handling 10+, ST 10+), \$75	Best PR	2d
Bounty Hunter* (Guns/TL5 12+, Survival 10+, Tracking 13+), \$100	Worst PR-2	LJ, 2d/LJ, 6d
Buffalo Skinner* (Butcher 10+), \$60	PR	-2i/LJ
Doctor* (Physician 12+), \$100	PR	-1i/-6i
Gambler* (Gambling 11+), \$100	PR	-3i/-6i or 3d
Mad Scientist* (Gadgeteer advantage, Science! 10+), \$100	IQ-2	1d/6d, -2i
Marshal (Combat skill 12+, Law 10+), \$50+fees	PR	2d/LJ
Muckraker* (Research 12+, Writing 12+), \$75 + \$50 per +1 general Reputation	Best PR	-3i, 1d/LJ, 3d
Newspaper Editor* (Writing 14+, Mechanic (Printing Press) 12+), \$85	Best PR	-2i/LJ
Outlaw* (Guns 14+, 2 or more Thief skills 12+), \$100	Worst PR	2d/jail
Packer (Packing 12+), \$75	PR	LJ
Pinkerton* (Criminology 13+ or Streetwise 12+), \$80	PR	2d,-2i
Pirate (Shortsword 11+, any shipboard skill 12+), \$100	Worst PR	-3i, 4d/hanged
Preacher (Bard 10+, Theology 11+), \$75	Rest PR	-2i/LJ, 2d
Prospector* (Prospecting 12+), \$85	PR	-2i/3d
Ranch Foreman (Administration 10+, Leadership 10+), \$65+R&B	Best PR	LJ
Saloon Gal* (Sex Appeal 10+), \$100	PR	-2i/2d
Sheriff (Weapon skill 12+, Administration 10+, Politics 10+), \$60+fees	IQ	2d/LJ
Stage Driver (Teamster 12+), \$75	PR	2d/LJ
Teamster (Animal Handling 12+, Teamster 12+, Whip 12+), \$65	Best PR	LJ
Trail Boss (Leadership 12+), \$100+R&B	PR	-2i

COMFORTABLE

Lawyer* (Law 12+), \$150	PR	-2i/-5i
Lieutenant (Leadership 10+, Tactics 10+), \$120+R&B	Best PR	3d/Rank-1
Photographer* (Merchant 11+, Photography/TL5 12+), \$250		
Stationmaster (Administration 12+), \$100+R&B	PR	LJ
Steamboat Engineer (Mechanic/Steam Engines 12+), \$150	PR	LJ/3d
Steamboat Mate (Ship Handling 10+, Leadership 10+), \$150	Worst PR	-1i/LJ

WEALTHY

Buffalo Hunter* (Guns 14+), \$1000	PR	2d/-3i
Large Business Owner* (Merchant 11+, Administration 12+, Status 2+), \$1,500	Administration	-3i/-10i
Pilot (Ship Handling 12+, Area Knowledge of river 14+), \$600	Worst PR	LJ
Steamboat Captain (Ship Handling 11+, Leadership 10+), \$300	Worst PR	-1i/-6i

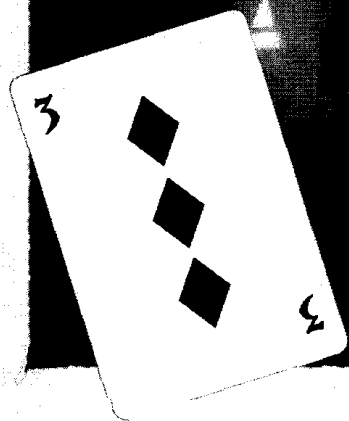
FELTY RICH

Cattle King* (Merchant 12+, Administration 12+, Status 2+, Ranch), \$3,000	Administration	-3i/-10i
Politician or Governor* (Politics 12+, Status 2+, Constituency), \$5,000	PR	-3i/LJ

* Freelance jobs. Base income is earned when the skill roll is made *exactly*. For other successful rolls, increase the month's income by 10% for every point the roll was made by. If the roll is failed, reduce income by 10% for every point the roll was missed by. A Critical Success triples the month's income. If a Critical Failure is rolled, earn nothing – and check the table for other penalties.



GUNS, GEAR, *AND* GADGETS



The door was a huge metal slab with an impressively large lock. The blacksmith whistled, then walked around the house until she found a window she could open with her Barlow knife. "Godalmighty," she whooped. "What the Sam Hill are these contraptions?"

I wriggled through the window, and stared at the machines, which ranged in size from a steam wagon too big to fit through the door to gizmos little bigger than a watch which might have been part of something unfinished. The place smelled of dust, ghost rock vapor, and other, even stranger fumes. I shook my head, and looked around until I found a stack of papers. It didn't seem like a good time to remind her that she was supposed to be looking for a suit to bury the old geezer in; she might remember that I wasn't supposed to be here at all.

"Hey!" she said. "I think this is meant to be that arm he was making for the marshal." She pointed to a gadget which looked like a huge backpack with an arm attached. The inventor had done a good job with the shoulder and elbow, but instead of fingers, it had the barrel of a pistol and a retractable blade. The blacksmith whistled again. "Now that's what I call a winning hand," she said, and tried to pick the contraption up. I heard her grunt with the effort. "God-damn, it's heavy," she said. "What's in here? Gold? Lead?"

I rifled through the papers until I found his plans for the arm and managed to decipher the inventor's scrawl. "The batteries," I replied.

There are all sorts of things for sale in the Weird West, but what follows on the next few pages should be enough to get you up and going. If a character wants to buy something not on the list, it's up to the GM to set a reasonable price – or unreasonable, depending on the situation. A more complete list of mundane gear can be found in *GURPS Old West*.

Some of the items listed on the tables below were not available in our world's 1877. Remember . . . this is not the Old West, it's the Weird West. The appearance of mad scientists and ghost rock has ratcheted the technology level of the *Deadlands* world up a few notches.

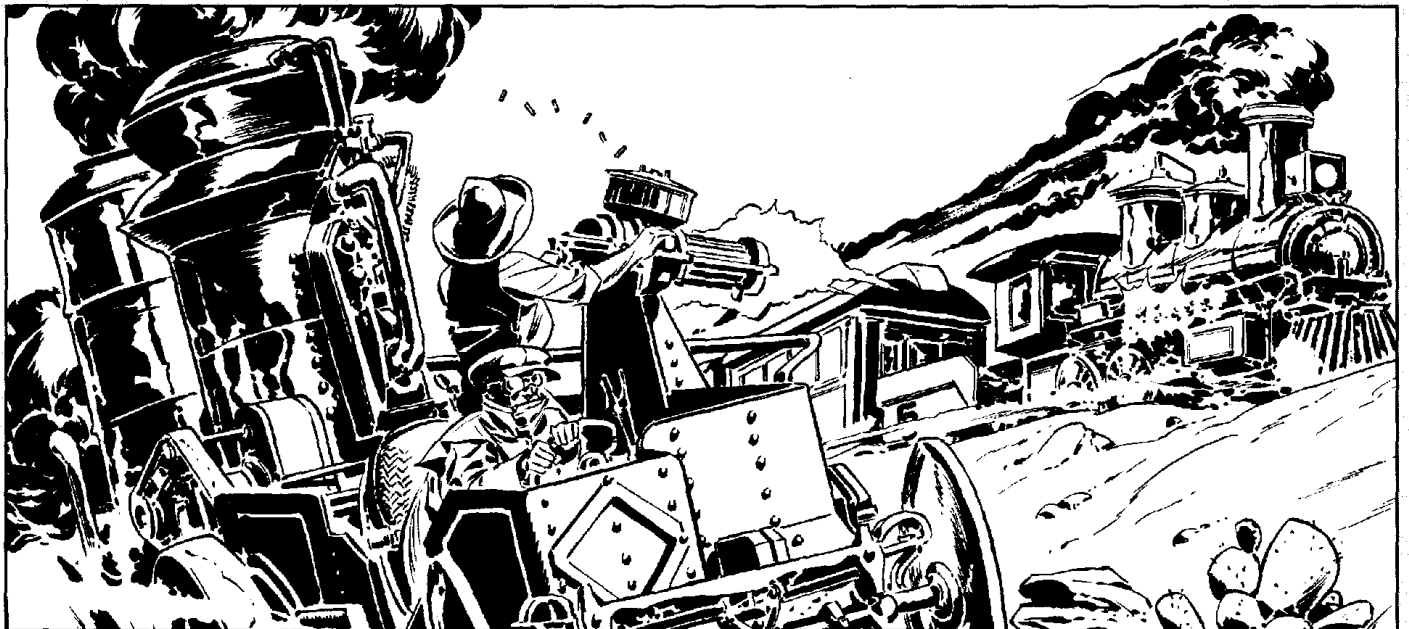
GHOST ROCK AND GADGETS

Ever since ghost rock was discovered, scientists have been trying to divine its secrets and uses. The first really high-profile breakthroughs (not counting those scientists who were blown into the stratosphere) occurred in Utah in 1870, when Professor Darius Hellstromme created a steam engine fueled by ghost rock that could power a horseless carriage across the Salt Flats. His success inspired countless other inventors, and soon scores of fantastic devices were appearing – most on Civil War battlefields.

Though these gadgeteers claim their inventions herald the dawn of an age of reason, some of them parted company with reason a long time ago. Some "mad scientists" have lived up to the name, becoming raving lunatics, paranoid recluses, or homicidal psychopaths. Oddly enough, this doesn't stop them from producing amazing gadgets, some of which actually do what they're supposed to, and all of which do *something*.

Some people believe that creating fantastic devices is actually a form of sorcery, and that scientists are being driven mad by consorting with the manitous. Some believe that the insanity is caused by rock fever (see p. 32), and many others hold that only maniacs would dream up gadgets such as the Gatling pistol, flamethrower, or cigarette rolling machine. While there may be some truth to this last argument, even those gadgeteers who seem sane to begin with tend to develop serious mental disadvantages after a while.

Mad scientists must take the Gadgeteer advantage (quick gadgeteering suits the *Deadlands* cinematic style better, while "realistic" gadgeteering is more practical in campaigns for 100-point characters), and at least 1 point in an appropriate Engineer skill. Science! skill (with its prerequisites) and Weird Science represent the basic knowledge that a scientist has to have to make the cognitive (and fairly crazy) leap to mad scientific thinking. Mechanic skill is necessary if they want to actually build the weird contraptions they design, and a Gizmo advantage or three comes in useful in tight spots.



CREATING WEIRD GADGETS

Making devices that defy common sense is easier than some might expect – for a mad scientist at least. See pp. CI121-127 for guidelines.

Critical failures at any stage of the inventing or gadgeteering process can leave Mad Scientists open to attack by manitous – hence their reputation for insanity. See the box, above. Manitous, gremlins, and the inventor's fallibility (not to mention insanity) can also occasionally cause gadgets to malfunction. See box.

WEIRD GADGETS

These are some of the gadgets most likely to be encountered in the Weird West. A large selection of additional devices well-suited to mad scientists can be found in *GURPS Steampunk* and *GURPS Steam-Tech*.

The listed cost of these gadgets is what is charged by Smith & Robards, a famous mail-order firm in Salt Lake City that custom-builds weird devices for clients around the world. Since many of these items are unique, and most of their components cannot be made on an assembly line, the cost is usually quite steep.

Starting Gadgets: A mad scientist can start the game with as many gadgets as he can afford (as approved by the GM, of course). These can be paid for with character points, one point equaling a month's income for the scientist (see *Job Table*, p. 56), or by using the *Quick-and-Dirty Gadget* rules. Mad scientists may also purchase up to three Gizmos (see p. CI124) for 5 points each.

BULLETPROOF VEST

This ghost-steel vest, with silk padding, protects against most Weird West handguns. It is lighter and more easily concealable (and much more expensive) than TL5 body armor or mail vests (see p. 67). The vest covers areas 9-10 and 17-18, giving PD 3, DR 12. It has a Holdout modifier of -2. \$1,800; 8 lbs.

THE EPITAPH CAMERA

The *Tombstone Epitaph* publishes weekly reports of bizarre creatures and events, but getting good pictures is difficult. Most cameras of the period require a long exposure time to make a plate (anywhere from one to 30 minutes!), and any movement ruins the picture. So John Clum, editor of the *Epitaph*, commissioned Smith & Robards to manufacture a camera that could take pictures of moving subjects. The result is the Epitaph camera, which uses a flash of powdered ghost rock. The plate only needs to be exposed for one second, but the camera itself requires three minutes to set up for each shot.

Unfortunately, the very success of these cameras, and their use of ghost rock, makes skeptics believe the images are faked by the people who claim to have taken them. \$1,600 + \$25 per plate; 12 lbs. + 0.25 lbs. per plate

Malfunctions

Minor: The picture is smeared. This shot is lost.

Major: The shot is lost and the plate shatters inside the device. It takes a Mechanic roll at -3 and 1d seconds to get it out.

Catastrophe: The ghost rock flash explodes, causing 1d damage to the photographer.

QUICK-AND-DIRTY GADGETS

Some Gadgeteer PCs will want gear that is not available at *any* reasonable tech level. If the GM wishes to allow these, the easiest way to construct enchanted items is with the Super Equipment rules (pp. SU68-71), with the GM determining which advantages, powers, and skills are available, and the gadgeteer paying the required cost in character points.

Example: Mad scientist Dr. Simon "Cyclops" Dekker decides to create the perfect pair of spectacles, with *Spectrum Vision*, *Acute Vision* +1, and two levels of *Penetrating Vision* (blocked by lead), as well as *compensation* for his myopia. These advantages add up to 60 points, but the glasses are *Breakable* (DR less than 15, -15%), -6 to hit (-10%), and can be snatched with a DX roll (-40%). The GM rules that while the glasses are not obviously powerful, the Doctor's foes are still likely to target them in combat; however, the prescription lenses make them unusable by almost anyone who steals them (halve modifier for easy theft, -20%). This reduces the cost by 45%, to 33 points.

These rules can also be used for creating magic items: after all, any sufficiently advanced magic is indistinguishable from technology.

MADNESS

Whenever a mad scientist rolls a critical failure while devising a gadget's blueprint, he develops a mental illness of some sort.

Sometimes this madness doesn't take hold until triggered by a later event. A phobia, for instance, might develop as a result of some incident that occurs the first time the mad scientist uses the device; the creation of a flamethrower might trigger pyromania. The goal here is to provide a disadvantage that reflects the mad scientist's precarious walk along sanity's edge.

Some appropriate forms of madness are *Absent-Mindedness* (very common), *Chronic Depression*, *Confused*, *Delusions*, *Flashbacks*, *Lunacy*, *Manic-Depressive*, *Paranoia*, *Phobias* (but *not* *Technophobia*), *Reclusive*, *Solipsist*, *Split Personality*, *Stuttering*, and *Voices*.

MALFUNCTIONS

Weird gadgets are prone to break at nearly any time. Mad scientists are known for creating noxious fumes and spectacular explosions, often endangering their own lives as well as those of the people around them.

Every time a weird gadget is abused somehow, the user must roll 3d. On a 17-18, a malfunction of some sort has occurred. Roll 2d on the table below to determine how bad the malfunction is.

2d Roll	Malfunction
2-5	Major Malfunction
6-10	Minor Malfunction
11-12	Catastrophic Malfunction

FLAMETHROWER

These devices were pioneered by Confederate munitions experts. The galvanized tank is filled with fuel stored under high pressure. When the trigger of the rifle stock is pulled, it ignites a sliver of ghost rock and launches a jet of superheated burning fuel at whoever or whatever is unfortunate enough to be the target.

When filled with fuel, a flamethrower has 10 "shots" in its holding tank. Each shot is a one-second burst of flame treated as a four-round burst of automatic fire. Use the Automatic Weapon rules (p. B120); as with lasers, add damage from multiple hits together for penetrating DR. Unsealed armor gets only 1/5 DR vs. flame. A flame hit bums for 10d seconds doing 1d extra damage per second (armor protects as above). Damage is to the entire body, not one location, and isn't limited by blowthrough. Flamethrowers are awkward, taking two seconds to ready. The flamethrower has a maximum range of 20 yards.

On a critical failure with a flamethrower, roll 3d. A result of 5 or less means a simple non-ignition; the target is sprayed, but there is no flame unless the target has a source of flame. On 6 to 17, the flamethrower doesn't spray any fuel. An 18 is a backfire; the weapon explodes and does the equivalent of one second's damage to the wielder's hex and all adjacent hexes.

On any malfunction result except a backfire, the user may attempt an Immediate Action; this requires 10 seconds. A success returns the weapon to action; a failure lets the wielder try again; a critical failure explodes, as above.

Flamethrowers can explode if struck by a bullet or fragment of shrapnel. An opponent can deliberately target a flamethrower; the modifier is 0 for a shot at a completely exposed flamethrower and -4 if the flamethrower's wielder is facing the opponent. The flamethrower has PD 1 and DR 2. If it takes damage above DR, roll 1d. On a 2-6, the thrower is put out of action. On a 1 the thrower explodes as above. Mad scientists create very interesting fireworks . . . \$2,000; 40 lbs.

Malfunctions

Minor: The selector dial malfunctions. Roll 1d-2 each time the weapon is fired to determine the number of shots in a burst. An Armoury roll at -3 and 1d seconds corrects the problem.

Major: The trigger jams. Roll 1d. 1-3, the weapon won't fire. 4-6, the flamethrower won't stop firing. An Armoury roll at -5 and 1d actions remedies the situation.

Catastrophe: The user takes 2d times the number of shots remaining in the tank as damage. The shape of the tank tends to channel the blast upwards, so the burst radius is only 2 yards. There's unlikely to be enough left to become Harrowed.

OTHER GADGET MALFUNCTIONS

If a gadget not listed in this chapter malfunctions, figure out which of the charts below best fits the device in question and consult it.

If none of these descriptions fits the gadget, the GM may invent an appropriate malfunction, rolling 2d to determine the severity of the disaster.

MECHANICAL GIZMOS — NO MOVING PARTS

Examples: Armored vests, diving suits

Minor: The device fails, falls out of position, or otherwise has no effect until it is repaired with a Mechanic roll at -2 (2d seconds).

Major: The device falls to pieces and must be reassembled from scratch. This takes a considerable amount of time. Certainly, it can't be repaired in the middle of a combat unless it's incredibly simple. If he's lucky, the mad scientist can find all the pieces. If not, he must rebuild it from scratch.

Catastrophe: The device proves dangerous. Perhaps it leaks some toxic substance, or it gives off noxious fumes. Or if the gadget is worn, it could collapse with the wearer trapped inside, potentially injuring him. In any event, the device is ruined and likely causes some sort of ill effect as it passes to the great Junkyard in the Sky.

MUSCLE- OR MECHANICALLY POWERED DEVICES

Minor: The gadget's mechanism jams and won't operate again until the user makes a Mechanic roll at -2 (2d seconds).

Major: The gizmo jams, but much more severely. Locomotion devices won't steer or brake; guns misfire, or worse,

can't stop firing. Requires a Mechanic roll at -5 and 2d minutes to fix.

Catastrophe: Gatling weapons backfire and injure the firer, cameras burst into flames, or gears munch on tender fingers. If a gadget is a locomotion device, it goes completely out of control and crashes into the nearest obstacle (the ground counts as an obstacle). Should do a minimum of 2d damage.

STEAM- OR GHOST ROCK-POWERED DEVICES

Minor: The engine, stove, or boiler conks out. A Mechanic or Gunsmith roll at -2 and 2d seconds gets it moving again with no other problems.

Major: The power source grinds to a halt, goes w t, or falls apart. If the gadget is a locomotion device, it continues on its path uncontrolled or comes to a grinding stop. Fixing the situation requires a Gunsmith or Mechanic roll at -8. The amount of time needed depends on the device's complexity; halve the time shown on p. C1121.

Catastrophe: The device's engine explodes! The damage depends on the size of the engine; the explosion has a burst radius of 10 unless otherwise specified.

CATASTROPHIC DAMAGE

Gizmo Size	Damage
Small (steam gun)	5d
Medium (steam car)	13d
Large (train boiler)	30d

GATLING PISTOL

A Gatling pistol fires on automatic (see pp. B119-121); a windup gear releases a three-round burst every time the trigger is pulled. The user can pull the trigger twice per turn, and the pistol has a 12-round magazine. Its major limitations are that it is incapable of firing single shots, and that after every magazine, the clockwork must be rewound, taking 5 seconds. The Gatling pistol is standard issue for Pinkertons, and is available to anyone else who can afford one. \$800; 4 lbs.

Malfunctions

Minor: The weapon jams. An Armoury roll at -3 and 1d seconds fixes the problem.

Major: The gears in the chambers strip. The weapon may not be fired until the chamber is replaced (\$500).

Catastrophe: A round cooks off while the chamber is in the wrong position. The round backfires and hits the user, causing him the weapon's normal damage. Roll 1d for location. If the user was making an aimed shot, it hits the head (1-4), brain (5), or eyes (6); if he was making a snap shot, it hits the gun arm (1-2), upper torso (3-5), or vital organs (6).

ROCKET PACK

The Smith & Robards rocket pack can lift up to 300 pounds (plus the weight of the pack) for up to 20 minutes. The body is a stove, made of iron galvanized in one of Smith & Robards' special kilns. When the fuse at the top is lit, the ghost rock "rod" at the center is ignited and heats the water stored inside the boiler. The steam pushes the pack's wearer into the air. He can control the amount of thrust by venting extra steam from a large side panel.

The rocket pack has a top speed of 24 mph (Move 12); vertical movement costs 2 yards of movement for every yard climbed, or 1 yard for every yard dropped in elevation.

Controlling the rocket pack is done by a "fishing rod" handle that changes the angle of the pack's thrusters. This requires Piloting (Rocket Pack) skill; on a critical failure, the wearer heads for the nearest obstacle. If there isn't a vertical obstacle within range of his current move, he takes a steep dive at the ground instead.

If the user hits something, he takes 1d x Move/4 (round up) dice of damage, then must make another Piloting roll to avoid falling. Determine falling damage normally.

A rocket pack wearer's Dodge is equal to half his Piloting (Rocket Pack) skill. Anyone using a weapon while flying with a rocket pack does so at -2.

The rocket pack has been enthusiastically adopted by the buffalo soldiers of Fort Apache, New Mexico – now famed as the "Flying Buffaloes." \$2,100; 100 lbs.

Malfunctions

Minor: The rocket pack stutters. The pack and its wearer lose 4d yards of altitude. If this brings him in contact with the ground, he takes normal falling damage.

Major: The rocket nozzles fire unpredictably, moving the wearer in completely random directions. Roll 2d each turn – one to determine the direction in which it moves 5d yards (as for scatter, p. B119), the other for altitude (1-3, the pack

dives 2d yards; 4-6, it climbs 2d yards). If this causes the rocket rider to collide with something, figure damage from the distance as if he fell from that height.

Catastrophe: The vapor collector overheats, causing the ghost rock vapor tank to detonate. The pack and its helpless victim rocket 3d x 5 yards into the air and then make a spectacular airburst for 10d damage. Resolve the fall and the funeral immediately afterward.



STEAM WAGON

When the Mormons came to Salt Lake City, they lost many people to the giant rattlers of the salt flats. In 1870, the infamous Professor Darius Hellstromme visited their community and offered them the secret to a new invention: the steam wagon. The wagons don't work well in bad terrain, and can't enter rocky areas at all, but in the desert they easily outpace a horse over long distances. Steam wagons gained such fame that bandits in Nevada and other relatively flat areas started using them to rob trains. Some bandits even mount Gatling guns on their steam wagons.

Steam wagons take 9 minutes to build up a head of steam; once started, they have a top speed of 35 mph (Move 18) on the desert (treat as average road), accelerate at 5 mph/s, and decelerate safely at 10 mph/s; off-road on average terrain, top speed is 18 mph (Move 9). They have an exposed bench that provides a roomy seat for one person or a cramped seat for two (driver and gunner or passenger), with standing room for a stoker and a cargo-carrying capacity of 800 lbs. DR is 4 (TL6 expensive metal armor), but this doesn't protect the crew or cargo.

The Gatling gun used by Hellstromme has an RoF of 20, adds \$2,000 to the price, and reduces carrying capacity to 400 lbs. \$1,500 (but available only from Hellstromme); 3,750 lbs.

Malfunctions

These results apply only to the boiler. If the wagon has other mad-science devices attached (such as a Gatling gun), check those parts separately. Check for malfunction every 4

hours of use, more often if traveling through rough terrain (GM's call).

Minor: The boiler loses pressure. The steam wagon moves at only half speed. A Mechanic roll at -3 and 1d6 actions fixes the problem.

Major: The boiler blows a gasket and spews steam. The wagon moves at one-quarter speed; the stoker and one passenger (chosen at random) take 1d damage.

Catastrophe: The boiler explodes, causing 20d damage with a burst radius of 2 yards; divide damage by 4 for each additional 2-yard increment.

Subassemblies: Body +3, four Heavy Off-Road Wheels +1.

Powertrain: 11-kW triple-expansion steam engine with TL6 all-wheel drivetrain.

Fuel: 1.5 cf/75 lbs. coal or coal/ghost rock mix. Pure coal, 2.5 hours, 7.5¢ load (1¢/10 lbs.); 99% coal/1% ghost rock 5 hours, \$75/load (\$1/lb.).

Occupancy: 1 XRCS, 1XCCS, 1XRS **Cargo:** 10 cf

Armor	F	RL	B	T	U
Body:	2/4	214	214	2/4	214
Whl:	214	214	214	214	214

Statistics

Dim.: 4.5'x5.5'x9' **Payload:** 975 lbs. **Lwt.:** 4,725 lbs.
Volume: 159 cf **SizeMod:** +3 **Price:** \$1,500

HT: 12 **HP:** 450 [Body] 45 [Whl]

gSpeed: 35 **gAccel:** 2 **gDecel:** 10 **gMR:** 0.75 **gSR:** 4
 Low GP. Off-road speed: 18.



WEAPONS

BLACK POWDER WEAPONS

Firearms using metallic cartridges are a fairly new development in 1877. Many people – particularly Indians and those who have problems buying cartridges – still carry guns which require the Black Powder Weapons skill.

LOADING BLACK POWDER WEAPONS

Loading a smoothbore with powder and ball takes 45 seconds standing, 55 sitting or kneeling. Paper cartridge loading takes 20 seconds standing and 35 sitting or kneeling. Loading on horseback requires an additional roll against Riding -3; time is as for sitting.

Loading a rifled weapon with loose powder, ball, and greased patches takes 40 seconds; without patching, 60 seconds. Cartridges take 30 seconds.

Loading a flintlock with a paper cartridge takes 20 seconds. A rifled weapon requires 30 seconds. A percussion weapon loads in 15 seconds.

Taking three times as long to load the gun carefully adds +1 to effective skill. A successful roll against Speed-Load (Black Powder Weapons) reduces time by 10%. A failure adds 10% to normal loading time. A critical failure drops or damages the ammunition or jams the gun.

AMMUNITION

Ammunition is plentiful in the West, but a given store might not have the caliber you need. The most common calibers are .45 and .38. Ammo for a gun like the Evans Old Model Sporter probably has to be specially ordered.

AMMUNITION TABLE

Ammo	Number	Price
Arrow	20	\$2
Pistol (.22-.38)	50	\$2
Pistol (.40-.50)	50	\$3
Rifle (.38-.52)	50	\$4
Rifle (.56+)	50	\$5
Powder & Shot	20	\$1
Percussion Caps	60	\$.50
Shotgun shells	20	\$2

Fifteen lead balls or cartridges weigh about a pound. A pound of black powder provides 100 charges. A handful of cartridges is about 7 to 10. For more precise weights, see p. CII38.

Powder and shot: Flintlocks use black powder and lead balls. To ensure high velocity, balls must fit tightly and be forced down the barrel with a ramrod. Rifled barrels require tighter fits and either greased wadding or much hammering.

Paper cartridges: Paper cartridges with pre-measured powder and a lead ball make loading easier. The gunner tears open the cartridge, pours the powder into the barrel, and uses the paper as wadding.

Cap and ball: Loose powder and a ball are loaded into the muzzle or, with a revolver, directly into the chamber. A percussion cap goes over a nipple under the hammer and ignites the powder when struck.

Shot: A shotgun's "gauge" is the number of lead balls, equal to the barrel's diameter, that add up to one pound in weight – the gun may be loaded with anything this size or smaller. Small pellets are called birdshot. Buckshot is for larger game. See *Shotguns*, p. 66.

Centerfire cartridges: The centerfire cartridge stores primer in the center of its metal case head. Spent cartridges can be reloaded after use. Most weapons in the Weird West fire these.

WEAPON DESCRIPTIONS

These are some of the more common weapons available in the Weird West. For weapon stats, see the *Weapon Table*, pp. 71-72. For more information and detailed rules on these and other weapons of the period, see *GURPS High-Tech* and *GURPS Old West*.

AUTOMATICS

GATLING GUN, .45-70

Gatling guns have become commercially available from the Colt company since the Great Rail Wars. Most towns won't allow them (even pistols – there's too much risk of hitting innocent bystanders).

Gatlings are made to fire a variety of ammunition; the most common after 1873 is .45-70 in a 100-round gravity-feed drum. One-inch Gatlings, less widely available but used for fortress defense and naval weapons, can fire solid bullets (damage 10d, 1/2D 900, Max 2,500, weight 450 lbs., Rcl -2, \$240) or buckshot (damage 6d, 1/2D 50, Max 200, +1 to skill).

RoF for a Gatling gun depends on Gunner/TL5 (Machine Gun) skill – maximum RoF is (Gunner skill +DX)/2. A Gatling coupled with an electric motor can fire 3,000 rounds a minute (until it jams); some mad scientists use these to defend their laboratories.

GATLING PISTOL, .44-40

Uses Guns/TL5 (Machine Pistol) skill. See p. 61.

CARBINES AND RIFLES

BALLARD '72 MILITARY, .56

A lever-action single-shot gun, firing the same round as the Spencer carbine.

BULLARD EXPRESS, .50

A powerful lever-action hunting rifle, popular with buffalo hunters.

COLT-PATERSON 1836 RIFLE, .69

A revolving-cylinder rifle, reloaded like a Colt revolver.

SAMPLE INVENTIONS

Silencer (Simple, TL6)
 Gas-seal revolver, for use with silencer (Average, TL6)
 Grenade (Simple, TL6)
 Gas mask (Simple, TL6)
 Scuba (Average, TL6)
 Plastic surgery (Complex, TL6)
 Dirigible (Complex, TL6)
 Infrared goggles (Average, TL7)
 Bionic parts (Complex, TL8)
 Chameleon suit (Complex, TL10)
 Robot horse (Complex, TL10)
 Disintegrator (Average, TL15)
 Time machine (Complex, TL16?)

DON'T LEAVE HOME WITHOUT . . .

For more devices real and/or improbable, see *GURPS High-Tech* (TLs 5-7), *GURPS Uba-Tech* and *GURPS Uba-Tech 2* (TLs 8+), *GURPS Steampunk*, *GURPS Vehicles*, *GURPS Robots*, and *GURPS Mecha*.

ENFIELD .577 AND SPRINGFIELD .58

The British Enfield, a muzzle-loading single-shot percussion-lock rifle, is a common Confederate weapon. The Springfield .58, standard issue for Union soldiers until 1870, is so similar that the ammunition is interchangeable. Either may take an 18-inch bayonet.

EVANS OLD MODEL SPORTER, .44 EVANS

This high-capacity rifle has a four-column magazine in its stock. It uses special .44 caliber ammo made by the manufacturer. This is extremely hard to come by out West, but can be ordered directly from the company. Delivery takes about three weeks.

LEMAT CARBINE, .42

These "grapeshot carbines," issued to some Confederate troops, combine a revolving rifle and scattergun. The revolver holds nine shots. Below the 20-inch revolver barrel is a breech-loading 16-gauge smoothbore scattergun.

Early models were caplocks, but modern (1876) models use cartridges and the SW loading system. A switch moves the hammer to one or the other, taking one turn, so only one or the other can be fired in a single action.

REMINGTON MODEL '71, .50-70

A copy of the Springfield Trapdoor (below), popular with buffalo hunters. The model '70 has a slightly shorter barrel, and can take a saber bayonet, but is otherwise identical.

SHARPS BIG 50, .50-90

The favorite of affluent buffalo hunters.

SHARPS CARBINE, .52

Sharps carbines are available in either metal cartridge or caplock models (stats are for metal cartridges). The Sharps Coffee Mill carbine features a coffee grinder with a detachable crank in the stock. Coffee beans go in a hole on the top of the stock and ground coffee comes out a slot on the side.

SPENCER CARBINE, .56

The Spencer fires metal cartridges; it takes 6 seconds to insert a loaded magazine into the stock. Loading a magazine takes 2 seconds to open the magazine, 1 second per round inserted, and 2 seconds to close.

SPRINGFIELD TRAPDOOR, .45-70

A single-shot breechloading rifle used by the U.S. Army. The U.S. cavalry uses a lighter Springfield carbine: stats are the same except Damage 5d-3; SS 13; Acc 7; 1/2D 500; Max 1,700; Wt 7; HO-5.

Army-issued cheap copper-cased ammunition tended to cause jams, particularly in rapid fire. On a "jam" result, a stuck case has to be pried out with a knife; 2d seconds to clear.

The Springfield is also available in SO-70 caliber. Use the same stats as the .45-70 except Acc 7; 1/2D 600; Max 1,900. The .50-70 was a popular civilian caliber, particularly among buffalo hunters – the government sold them as surplus for \$2 each.

WINCHESTER '73, .44-40

This is Winchester's most popular rifle. Originally made in .44-40, later versions take the .38-40 cartridge (3d-2) and .32-20. The '73 is available in many barrel lengths, including carbine, with magazine capacities from 17+1 to 6+1.

WINCHESTER '76, .45

A larger version of the '73. Available in several barrel lengths, including carbine, and magazine capacities from 6+1 to 13+1.

PISTOLS, SINGLE-ACTION

Early caplock or "cap-and-ball" (CB) revolvers use percussion caps, black powder, and lead balls. It takes 10 seconds to load each chamber with a paper cartridge or 15 seconds with loose powder and ball. Replacing a cylinder with a pre-loaded one takes 30 seconds, although not all models allow this. Placing a cap requires one turn per chamber. Carrying out any of these actions while performing other actions requires an Armoury roll. Shooters cannot load loose powder and ball while performing any other action.

Colt metal cartridge (CR) revolvers take up to 14 seconds to load: one to open the gun, two per chamber to eject the cartridge and load a round, and one to close the chamber. The Smith & Wesson loading system (SW) takes 9 seconds for a six-shooter – 1 second to open the gun, 1 to empty all the cartridges, 1 per round inserted, and 1 to close.

Few revolvers in the Old West have safety catches. Careful gunmen carry their weapons with the hammer down on an empty chamber.

COLT, ARMY, .44

The Colt Army Model 1860 revolver, a much smaller version of the Dragoon (below), was the most popular handgun of the Civil War.

COLT BUNTLINE SPECIAL

The original model was made specially for Ned Buntline. It has a 16-inch barrel and a detachable shoulder stock. Buntline had others made and gave them as gifts to prominent Western personalities. These pistols cannot normally be bought, but must be ordered directly from the Colt factory in New Jersey (for \$500) or taken from one of the individuals that received one as a gift. Since this list includes Wyatt Earp, Bat Masterson, and Wild Bill Hickok, ordering one is likely the better option.

Buntlines are slow on the draw due to their long barrel (-2 to Fast-Draw), and require a custom-made holster. When used with the stock, increase Acc by +2.

COLT, DRAGOON, .44

The power of this 14-inch handgun approaches that of military rifles. Some models have a detachable wooden stock: +2 to Acc, +50% to cost.

COLT, NAVY, .36

Confederates liked the Navy revolver; Union soldiers prefer the heavier .44 Army model.

COLT "PEACEMAKER," .45

This gun has many names and nicknames, including Single-Action Army, Thumb-buster, and Hog-leg. Barrel lengths range from 3 to 7 1/2 inches; a civilian model with a 4 3/4" barrel is ideal for fast draws. The "house" or "storekeeper's" models have 3-inch barrels to allow for easy concealment (Holdout +2). Some are fitted for shoulder stocks, adding +2 to Acc and increasing cost by 50%.

LeMat, .40

This weapon, issued to the Confederate Army and Navy, mounts a muzzle-loading 16-gauge smoothbore shotgun barrel under the revolver barrel. The overall length is about 14 inches. See *LeMat Carbine*, p. 64.

SMITH & WESSON, MODEL 1, .22

These cartridge revolvers are dependable and easy to conceal. To reload, the cylinder must be completely removed and the empty cartridges punched out.

PISTOLS, DOUBLE-ACTION

COLT LIGHTNING, .38

Lighter than the Peacemaker, the Lightning comes with barrels as short as 2 inches (Holdout +1).

COLT "PEACEMAKER," .45

A double-action version of the Colt Army or "Peacemaker" becomes available in the Weird West in 1877.

STARR ARMY REVOLVER, .44

An early double-action revolver. The double-action model proved expensive and difficult to make, and in 1863 Starr issued a more popular single-action version for the U.S. Army.

WEBLEY BULLDOGE, .450

A British double-action revolver. Custer carried a pair to the Little Bighorn.

DERRINGERS AND PEPPERBOXES

Demngers and pepperboxes are designed to be hidden and only used at close quarters, if at all. As they quickly run out of ammunition, many are fitted with small blades. Like most combination weapons, this makes them -1 to both Guns skill (when the blade is extended) and Knife skill.

DERINGER, .44

These small pistols are ideal for concealment in a pocket or in a spring-clip holster up a sleeve: overall length may be as short as 3 1/4 inches. The original Deringer was a one-shot .44 percussion pistol; one-shot and two-shot metal-cartridge demngers, usually in .41 caliber (1d+ damage), became popular later.

ENGLISH 1840 MODEL PEPPERBOX, .36

These short multi-barrel weapons (some fire directly from the cylinders) are popular with gamblers and rivermen, and ideal for settling disputes across a card table. A malfunction may spread the flash to the other barrels, causing a hail of bullets. The English 1840 has eight barrels and is fitted with a small knife blade.

KNUCKLEDUSTER, .32

This is a tiny revolver with a solid brass frame and handle. It has a ring grip that allows it to be used as a set of brass knuckles. It is available in three calibers - .22, .32, and .41. The .22 has seven shots, with Damage 1d-2; 1/2D 10; Max 200. The .41 has five shots, with Damage 1d+ and all other stats as for the .32-caliber model.

FIREARMS IN MELEE

Fighters may have to strike or parry with their guns. Critical failure indicates a damaged or discharged weapon (GM's choice). A damaged weapon can not be fired until repaired. Roll a die to determine the direction of a discharged shot. Use the rules for hitting the wrong target (pp. B117-118), *beginning with the shooter*. No dodge is allowed.

Pistols: Use the Blackjack skill for thrust damage, or the Mace skill for swing. A weapon over 2 lbs. adds +1 to damage; over 4 lbs. adds +2. Use Brawling for parries.

Long arms: Use the Staff or Mace skill for muskets and rifles without bayonets. Weapons between 4 and 8 lbs. do sw+2 damage; heavier ones do sw+3. Use the Spear skill for bayonets. Parries use the same skill as strikes.

RUPERTUS PEPPERBOX, .22

A less powerful but extremely popular pepperbox.

WESSON DAGGER-PISTOL, .41

A double-derringer with a small knife blade (treat as a dagger) attached under the barrel.

SHOTGUNS

These smoothbore guns take small pellets for birds and small game, or buckshot for deer and other large game. Breechloading hammerless double-barreled shotguns – much like modern shotguns – appear by the 1870s, and modern shotshells by 1880. Stagecoach guards and emigrants prefer shotguns; the shot spreads out, compensating for poor aim caused by lurching vehicles.

Single-barrel weapons have a RoF of 1/L, while the more popular double-barrel weapons have a RoF of 2/L. Firing both barrels simultaneously avoids the Rcl modifier: this increases the ST of the weapon by 25% and the Rcl by 50%, rounded up. Sawing off the barrels makes Holdout -5; sawing stock and barrels gives Holdout -3.

The gauge determines the Damage, Recoil, and minimum strength (ST):

Type	Damage	Recoil	Min ST
8-gauge	5d+2	-5	15
10-gauge	5d	-4	14
12-gauge	4d	-3	13
16-gauge	3d	-3	12
20-gauge	3d-2	-3	11

COLT REVOLVING SHOTGUN

A revolving cylinder shotgun, reloaded like a Colt revolver.

OTHER RANGED WEAPONS

FLAMETHROWER

See p. 60-61.

ARKANSAS TOOTHPICK

The second-most popular knife of the frontier, the Arkansas Toothpick has a straight pointed blade with a double edge. It is primarily a fighting blade – with stats as for the Bowie knife (below) – but its balance and symmetry make it suitable for throwing as well.

BOWS AND ARROWS

Most Indian bows are single-curved short bows, 3-4 feet long (see *Weapon Table*, p. 71-72). Warriors on foot preferred the slightly larger regular bow (see p. B207 for stats).

Sinew-backed or "compound bows are made of laboriously shaped strips of buffalo, elk, or mountain-sheep horn fitted together, glued, and wrapped. They are worth 6 to 20 ponies apiece, and add +1 to effective skill. (They shouldn't be confused with modern compound bows, which utilize cables and pulleys to increase accuracy and power.)

A warrior typically carries 30-40 arrows in his quiver – some hold up to 100.



Poisoned Arrows – Some Indians coated their arrowheads with snake or spider venom or "medicine" ritually prepared from such things as deer gall bladders and rotting skunk corpses. These don't cause extra damage, but may lead to illness. The victim rolls against HT, modified by -1 for every 2 hits taken from the arrow wound. Failure indicates infection, as per a spike envenomed with dung (see p. B134).

Flaming Arrows – Flaming arrows were made by wrapping oil- or fat-soaked cloth or grasses around the shaft just behind the arrowhead. They are -2 to skill. A flaming arrow does ordinary damage plus 1 point for the flame. The chance of the flame spreading depends on what the arrow strikes (see pp. B129-130).

LASSO

A lasso, or lariat, may be made of oiled rawhide, hemp, or linen. Texas cowboys favor 30-40 foot lassos; Californians and other cowboys on the open range prefer them longer.

TOMAHAWK

The stats listed are for an iron tomahawk, manufactured for trade with Indians. Some tomahawks are spiked like a small fireman's axe and could be used for piercing skulls (impaling damage) or digging holes.

Pipe tomahawks are ceremonial objects which function as both pipe and weapon, and are highly prized by Indians.

HAND WEAPONS

BAYONET

It takes four turns to draw and fix a bayonet to the end of a gun; carbines cannot use bayonets. Loading a bayonet-equipped muzzle-loader takes an additional 3 seconds. Shooting a weapon with a bayonet attached is at -1. The thrusting bayonet, with an 18-inch triangular blade, can be used as a large knife, but only for thrusting attacks. Knife-bayonets are lightweight and useful for opening rations, cutting kindling, and other nonlethal purposes. Use the stats for a Bowie knife, except that Reach is 2 when affixed to a gun.

BOWIE KNIFE

Bowie knives are single-edged with a false edge running along the back for a few inches – this allows a backstroke in combat. They are rarely thrown; a genuine Bowie is balanced for throwing, but cheap copies are not.

CLOTHES AND ARMOR

Fancy dress in the Weird West is linen shirts, black silk bow-tied cravats, and a fancy paper collar – worn once, then thrown away. A black broadcloth frock coat with tails, fine trousers, and polished leather boots complete the outfit. A brocaded vest sports a derringer or two in the pockets. A soft felt slouch hat, "planters' hat," bowler, or silk high hat tops it all.

A cowboy's bandanna can be put to many uses; hat tie, mask, bandage, tourniquet, towel, a sling for a broken arm, a blindfold for a skittish horse, or to hang a horse thief. Soldiers wear nonregulation cotton bandannas in the branch color (yel-

low for cavalry, red for artillery, and blue for infantry). Officers wear silk neckerchiefs.

Frontier ladies wear bustled dresses with ruffles and lace when they go socializing. Accessories include drawers, petticoats, bust pads, garters, fancy hats, purses, mitts, and earrings. Split riding skirts let women ride astride.

PROTECTIVE CLOTHING

To protect themselves from bushes, thorns, and so on, Westerners wear leather jackets, boots, gloves, and cloth hats. (Use the protective stats given on p. B210.) A cowboy's chaps – leather leggings – protect him from brambles and thorns. They also offer some protection in a fight. Chaps cover the legs (areas 12-16; PD 2, DR 1), but not the groin.

A cloth overcoat (10 lbs.) gives PD 0, DR 1 (see p. B210); a fur or buffalo coat (20 lbs.) gives PD 2, DR 2 to the same areas. Either adds +3 to Holdout skill, as does a lighter frock coat or duster.

BODY ARMOR

Concealed breastplates were worn by officers in the Civil War, and by some gunslingers afterwards. The armor is hot, uncomfortable, and quite unpopular in the West. See p. B211.

BULLETPROOF VEST

PD 4, DR 12; \$1,800, 4 lbs. Protects locations 9-11 and 17-18, front and back. See p. 59.

INDIAN ARMOR AND SHIELDS

Some Indian warriors wear cuirasses or breastplates of leather (PD 2, DR 2, torso only; \$10, 10 lbs.), cane (PD 1, DR 2, protects torso from front only; \$5, 4 lbs.), or wooden slats over an elkskin undershirt (PD 1, DR 3, torso only; \$12, 10 lbs.).

The Sioux and other Plains Indians use shields of thickened buffalo hide, thought to grant magical protection. Medicine men construct and decorate them according to a ritual revealed in a vision (see *The Vision Quest*, p. 83). A hoop of light wood large enough to cover the chest and reinforced with four sticks provides the framework. Boiling and drying the hide thickens and hardens it. (PD 2, plus any magical bonuses. With the optional shield damage rules, p. B120, the shield has DR 3 and Damage of 5/30. 5 lbs.)

Comanche shields are of layered hide stuffed with feathers, hair, or paper. (Pioneers were amazed at the Comanche interest in books.) Nearly any angled blade or missile must penetrate so many layers of material it will never reach the warrior. Even bullets from smoothbore weapons aren't likely to penetrate. (PD 3, plus any magical bonuses. DR 6 and Damage 10/40. 20 lbs.)

MAIL VEST

Worn by Chinese warlords and their hatchetmen. Protects areas 9-10 and 17-18; PD 3, DR 3. \$10, 8 lbs. See p. CII43.

HOLSTERS

Holsters were originally designed to protect guns from dust and prevent them from falling out while the wearer was riding; military holsters still have flaps (-2 to Fast-Draw), but many shootists cut these off. See p. CII87-88 for holster types.

EXPLOSIVES

Black powder is still a common explosive in the Weird West. One pound does 6d damage.

Nitroglycerine is a very unstable liquid. A jarred vial of nitro explodes on a 12 or higher. If the nitroglycerine is exposed to fire, it explodes on any result except a 3 or 4. Eight ounces does 3d×3 damage.

Dynamite is a compound containing nitroglycerine; if it's in good condition, impact or fire does not make it explode (though it bums nicely). Old dynamite "sweats," oozing its nitroglycerine. The GM decides what die roll will set off old dynamite if it is jarred by a bullet, hand-to-hand weapon, or other physical force. Dynamite can also be detonated normally with fuses. It takes a turn to cap or fuse a stick, and a turn to light the fuse. Wire or fuses can be run 1 yard per turn. It takes 2 seconds to hook the wire into an electrical detonator, 1 second to charge the detonator, and 1 second to push or turn the plunger. Quick fuse burns at 2 yards per second; slow fuse takes 5 seconds to burn one *inch*.

A 1/2-lb. stick of dynamite does 5d-2 damage; a half stick does 3d. Electrical blasting caps do 1d-2 by themselves, with a minimum of 1 hit.

The Demolition skill (p. B65) is required to use explosives safely – especially important when throwing dynamite. A short fuse may kill the thrower, while a long one will let the target get away or even throw it back. Thrown nitroglycerine explodes on impact, but on a critical miss the thrower and anyone nearby is blown to pieces instead.

See pp. B121-122 and CII64-65 for explosives rules.

COMMON GEAR

CLOTHES

Boots	3.5 lbs.	\$8
Chaps	6.5 lbs.	\$4
Duster	5 lbs.	\$10
Longjohns	negligible	\$2
Shirt/blouse, dress	negligible	\$3
Shirt/blouse, work	negligible	\$1
Silk stockings	negligible	\$1
Shoes	2 lbs.	\$2
Suit/fancy dress	6 lbs.	\$15
Trousers/skirt	3 lbs.	\$2
Overcoat, cloth	10 lbs.	\$15
Overcoat, fur	20 lbs.	\$30
Spurs, plain	negligible	\$0.50
Spurs, fancy	negligible	\$10

HATS

Bonnet	1 lb.	\$2
Derby	0.5 lb.	\$1.5
Fedora	0.5 lb.	\$3
Sombrero	1 lb.	\$3.5
Stetson	1 lb.	\$5

EXPLOSIVES

Blasting cap	negligible	\$1
Dynamite (per stick)	0.5 lb.	\$3
Fuse (per foot)	negligible	\$0.05
Nitro (per pint)	1 lb.	\$2.50

FOOD & DRINK

Bacon (per pound)		\$0.15
Coffee (per pound)		\$0.25
Restaurant, good		
Breakfast		\$0.50
Lunch		\$0.25
Dinner		\$1
Restaurant, cheap		
Any meal		\$0.25
Trail rations (1 day)	0.5 lb.	\$0.50

LIQUOR

Beer (glass)		\$0.05
Cheap whisky		
Shot		\$0.10
Bottle	3 lbs.	\$2
Good whisky		
Shot		\$0.25
Bottle	3 lbs.	\$5

GENERAL EQUIPMENT

Backpack, small	3 lbs. empty	\$2
(holds 30 lbs.)		
Barbed wire (50 yds.)	20 lbs.	\$2.50
Bed roll	10 lbs.	\$4
Camera	10 lbs.	\$50
Canteen	1 lb. empty	\$1
Cigar	negligible	\$0.05
Detonator, plunger	1 lb.	\$10
Detonation wire, 50'	negligible	\$2.5
Drill	1 lb.	\$2
File	.5 lb.	\$0.25
Ghost rock (per pound)		\$100
Guitar	10 lbs.	\$8
Hammer	2 lbs.	\$0.50
Handcuffs	1 lb.	\$3.50
Harmonica	negligible	\$0.50
Hatchet	2 lbs.	\$1
Iron skillet	4 lbs.	\$0.5
Lantern	4 lbs.	\$2.50
Lantern oil (per gallon)	8 lbs.	\$0.10
Matches (box of 100)	negligible	\$0.50
Mess kit	1 lb.	\$2
Photographic plate	1 lb.	\$1
Pick	6 lbs.	\$2
Pipe	negligible	\$2
Playing cards	negligible	\$0.25
Rope (3/8", 50')	2.5 lbs.	\$5
Shovel	6 lbs.	\$1.50
Spectacles	negligible	\$5
Tobacco, chewing (tin)	negligible	\$0.50

Tobacco, smoking (pouch)		\$0.50
Watch, pocket	negligible	\$2.50
Watch, gold	negligible	\$10

GUN ACCESSORIES

Gun belt	2 lbs.	\$2
Holster		
(Flap, Loop, or Slim Jim)	0.25 lb.	\$3
Quick-draw holster		
(Swivel or Hollywood rig)	0.25 lb.	\$11
Wrist-spring holster	0.25 lb.	\$11
Rifle scabbard	2 lbs.	\$3
Shotgun thong	negligible	\$0.25
Speed-load cylinder	0.5 lb.	\$3

TRANSPORTATION

Buckboard	500 lbs.	\$75
Buggycab	380 lbs.	\$200
Conestoga wagon	1,085 lbs.	\$200
Horse	see <i>Critters</i> , p. 118	
Riverboat (per mile)		\$0.05
Saddle	20 lbs.	\$25
Saddle bags	10 lbs.	\$5
Stagecoach (per mile)		\$0.10
Train ticket (per mile)		\$0.05

SERVICES

Bath	\$1
Burial	\$5
Doctor visit	
Office	\$3
House Call	\$5
Photo	\$10
Room (per day)	
Boarding house (w/meals)	\$3
Low-class hotel	\$2
High-class hotel	\$10+
Shave and a haircut	\$0.25
Telegram (per word)	\$0.05

CHEAP GEAR

Most anything in the equipment tables can be bought at a discount, but they will be used or shoddily built. This is primarily a social disadvantage, but cheap guns and saddles can have life-threatening drawbacks!

Gear: Clothes are ratty and torn, hats are crumpled, and playing cards are bent and waterstained, etc. There may or may not be a game effect to using cheap gear (such as a Reputation as a cheapskate). 50% discount.

Guns: The layers of rust and grime attest that these weapons have seen better days! **Cheap** guns are -1 to Acc and Malf, 60% off; **Very Cheap** guns are -2 to Acc and Malf at 80% off.

Knives: Made of cheap iron or a railroad spike, a cheap knife is twice as likely to break when used to parry a heavier weapon or on a critical miss; see p. B74. 60% discount.

Saddles: Cheap saddles are technically usable, but the rider will fall off on a Riding roll of 16+. 25% discount.

MOUNTED COMBAT

One-Handed Weapons: Any one-handed weapon, such as a saber, tomahawk, or spear, can be thrust or swung from horseback. Apply -2 to damage if fighting from horseback without stirrups. A critical failure to hit while mounted requires a Riding roll to stay on the horse, in addition to any other result.

Lances: Indian and Mexican lances are lighter than those described on pp. B136 and B206. Indian lances are 6 to 7 feet long. They are always thrust from under the arm, never hurled or used overarm. If fighting bareback, treat a lance as a spear, for thrusting only – the mount's ST doesn't affect the combat. Mexican cavalry lances are less than 12 feet long and do thrust+1 damage, based on the horse's ST (see p. B136). Lances can become stuck (see sidebar, p. B96): the wrist loop adds +3 to the ST roll to retrieve the lance. Critical failure requires a Riding or a Lance skill roll (whichever is lower) to avoid being dragged off the horse.

Ranged Weapons: Firing from horseback modifies the chance to hit based on the horse's effective Move: the Speed/Range Table (p. B201) determines the penalty. A galloping horse's Move is usually 12, for a -5 to the rider's weapon skill – in addition to any modifier for the target's speed and range.

Falling Off: When falling from a horse, roll against Riding or Equestrian Acrobatics to determine the severity. Success indicates a non-dangerous fall; failure indicates the rider takes 2d-8 damage on soft to normal ground. Use the *Hit Location from a Fall* table (p. B131) if desired.

Critical failure means the rider's foot is caught in a stirrup. Damage is taken as for a 2-yard fall. A DX, Riding, or Acrobatics roll to free the foot may be attempted each turn. Failure results in 1 point of damage for each 3 hexes of speed. This "widowmaker" accident ended the lives of many cowpokes, who were dragged to death behind panicked horses. A second critical failure should be treated as a trample attack (p. B142).





READING THE WEAPON TABLE

(See also *Ranged Weapons*, pp. B114-122; *Critical Tables*, p. B202).

MalF: The die roll on which the weapon can malfunction. The superscript note next to the malF number indicates consequences of malfunctions for that weapon type:

1. Normal malfunction: a *flintlock* must be re-primed, requiring 5 seconds. For a *percussion weapon* the cap must be replaced (2 seconds). If two malfunctions occur in a row, the charge must be drawn and the weapon reloaded (drawing a charge takes twice as much time as loading). A dud or weapon jam on the Firearm Critical Miss Chart (p. B202) also requires drawing the charge.

2. When a *breech-loading* metal cartridge weapon malfunctions, the round is a dud. Reload single-shot weapons; for repeaters, work the action.

3. Normal malfunctions with *caplock revolvers* indicate dud rounds; the cap must be replaced, taking 2 seconds. With a critical malfunction, a roll of 16 or 17 on the Firearms Critical Miss Table (p. B202) indicates that an additional chamber discharges. A chain firing handgun startles the shooter (roll vs. Will or be stunned for 1d turns).

4. A critical miss is the only way these weapons malfunction. Roll on the Firearm Critical Miss Table (p. B202).

5. Malfunctioning machine guns require 2-12 seconds of repair (*Gunner* skill). Critical failure – or three successive failures – jams the weapon beyond field repair. Any unrealistic result on the Firearms Critical Miss Table means a jam.

Damage: The number of dice of damage that the weapon inflicts. + or ++ means a caliber-based *wounding modifier* applies to remaining damage after subtracting DR: “+” means multiply by 1.5, “++” means double remaining damage.

SS: The Snap-Shot number, the final to-hit number necessary to avoid a snap-shot -4 penalty.

Acc: The weapon's Accuracy modifier. See p. B15.

1/2D: The range at which the weapon's Acc drops to 0 and the damage is halved.

Max: The weapon's maximum range.

Wt: Weight of the loaded weapon in pounds.

AWt: Weight of the listed amount of ammunition including any detachable magazine, etc. Wt. minus AWt. is empty weight.

RoF: The weapon's rate of fire. When there are two numbers, the second is the delay (in turns) until it can be fired again. An L indicates that the weapon must be reloaded before

it can be fired again. Each successive shot has the full recoil penalty. Non-repeating shotguns can have a RoF of 1/L or 2/L, representing one- or two-barreled versions.

Shots: The number of shots a weapon holds when ready for action. Some are followed by +1, indicating an additional round can be kept in the chamber. Most revolvers have six chambers, but careful gunners loaded only five and kept the hammer down on an empty to prevent accidental firing; safety catches weren't introduced to revolvers until the 1880s.

Ld: Loading system; muzzle-loading (ML), breech-loading (BL), tube magazine (Tube), Winchester magazine (Win), cap-and-ball (CB), LeMat (LeM), Smith and Wesson revolvers (SW), Colt metal cartridge revolvers (CR), or detachable magazine (Mag). See *Weapons*, pp. 63-67, for more information.

ST: The minimum strength needed to avoid a turn readying the weapon after firing, and extra recoil penalties.

Rcl: The weapon's recoil penalty. See p. B120.

Cost: Typical cost of the weapon between 1860 and 1880. Weapons produced before 1850 are more expensive in the first half of the century. Most become less expensive with time.

NOTES

Per: Percussion muzzle-loaders – all other muzzle-loaders are flintlocks.

SB: Smooth-bore weapons – double all size and range penalties.

HO: Holdout modifier for any attempt to conceal the weapon. Weapons with no HO modifier cannot normally be concealed.

Sap: Knuckledusters are useful in close combat, adding +2 to damage done with a fist.

F: The weapon can be fired by Fanning or Slipping the Hammer. See pp. CI133, CI135.

MONEY

Out West, short-lived banks, irredeemable notes, and inflation have caused distrust of paper money, particularly Confederate money. Only metal is accepted – silver or gold, raw or minted.

The following coins circulate in the Weird West.

Gold Eagle, \$10 (27 coins per lb.)

Half Eagle, \$5 (52/lb.)

Quarter Eagle, \$2.50 (104/lb.)

Silver Dollar (17/lb.)

Half Dollar (36/lb.)

Quarter Dollar (72/lb.)

Dime (182/lb.)

Half Dime (365/lb.)

Copper Cent (42/lb.; 97/lb. beginning 1857)

Silver and gold coins are 90% pure. The U.S. government began minting gold dollars and \$20 double eagles in 1849. In 1853, \$3 gold coins joined the currency.

Other coins found in the West included Civil War cents – small **bronze** coins issued by merchants when government-minted coins disappeared – and copper pennies, the size of a half-dollar.

WEAPON TABLE

Type	Malf	Damage	SS	Acc	1/2D	Max	Wt	AWt	RoF	Shots	Ld	ST	Rcl	Cost	Notes
AUTOMATICS															
Gatling, .45-70	15'	5d+	—	4	700	2,100	390	11	Spec.	100	Mag	—	-1	120	
Gatling Pistol, .44-40	16'	2d+	12	2	130	1,500	4	.5	6*	12	SW	12	-2	800	HO-2
CARBINES AND RIFLES															
Ballard '72, .56	crit'	4d	13	6	300	2,100	10	.1	1	1	BL	9	-3	24	
Bullard Express, .50	crit'	6d+	15	7	600	3,300	10.5	.1	1/L	1	BL	12	-3	30	
Colt-Paterson	16'	7d+	15	7	1,000	4,000	12.5	1.2	1	7	CB	13	-3	25	
Colt Revolving Rifle, .56	16'	4d-1+	15	7	700	2,100	10	—	1	6	CB	10	-2	24	HO-5
Enfield, .577	16'	4d+	15	8	700	2,100	8.5	.1	1/L	1	ML	10	-2	10	Per
Evans Old Model Sporter, .44 Evans	crit'	3d+	13	7	300	2,200	9	1.6	1	34	Tube	10	-2	30	
LeMat Carbine, .42	crit"	2d+1+	13	6	300	2,000	6.5	.37	1	9	LeM	11	-2	35	HO-5
shotgun, 16g	crit ²	3d	11	4	10	50		.05	1/L	1		11	-4		
Remington '71,	16 ²	4d+	15	7	600	1,900	9.25	—	1/L	1	ML	10	-2	20	Per
Sharps Big 50, .50-90	crit'	6d+	15	7	600	3,300	11	0.11	1/L	1	BL	12	-3	17	
Sharps Carbine, .52	crit'	5d+	13	8	400	2,000	6.5	.3	1/L	1	BL	10	-2	11	HO-4
Spencer Carbine, .56	crit"	4d+	13	6	300	2,100	10	.3	1	7+1	Tube	10	-3	18	HO-5
Springfield, .58	16'	4d+	15	8	700	2,100	8.5	—	1/L	1	ML	10	-2	10	Per
Springfield Trapdoor .45-70	crit ²	5d+	15	8	700	2,100	9	—	1/L	1	BL	11	-2	1873	12
Winchester '73, .44-40	crit'	3d+	13	7	300	2,200	7.1	2	var.	var.	Win	10	-2	20	HO-5
Winchester '76, .45	crit"	4d+	14	7	500	2,500	7.25	2	var.	var.	Win	10	-2	22	HO-5
PISTOLS, SINGLE-ACTION															
Colt Army, .44	crit'	2d+	12	1	130	1,500	2.75	.3	1	6	CB	11	-2	14	HO
Colt Buntline Special, .45	crit'	2d+1+	13	6	150	1,700	3	.3	1	6	CR	11	-2	Special	HO-3, F
Colt, Dragoon, .44	16 ³	2d+1+	11	2	150	1,500	4	.3	1	6	CB	12	-3	6	HO-1, F
Colt Navy, .36	16 ³	2d-1	9	2	120	1,300	2.5	.25	1	6	CB	10	-1	6	HO, F
Colt Peacemaker, .45	crit'	2d+1+	11	2	150	1,700	2.5	.3	1	6	CR	11	-2	10	HO, F
LeMat pistol, .40	crit'	2d+	11	1	150	1,600	3.5	.37	1	9	LeM	11	-2	17	HO-2, F
shotgun, 16g	crit ²	3d	11	4	10	50		.05	1/L	1		11	-4		
S&W, Model 1, .22	crit'	1d-1	9	3	40	900	1	.05	1	7	SW	9	-1	6	HO+1, F
PISTOLS, DOUBLE-ACTION															
Colt Frontier, .32-20	crit'	1d+1	10	2	120	1,200	2	.1	1	6	SW	10	-1	10	HO
Colt Lightning, .38	crit'	2d-1	11	1	120	1,300	2.25	.2	3~	6	CR	10	-1	13	HO
Colt Peacemaker, .45	crit'	2d+1+	11	2	150	1,700	2.5	.3	3~	6	CR	11	-2	10	HO
Starr Revolver, .44	16 ³	2d+	12	2	130	1,500	3	.25	3~	6	SW	11	-2	9	HO
Webley Bulldog, .450	crit'	2d-2+	11	1	120	1,400	2.5	.3	3~	5	SW	10	-2	20	HO
DERRINGERS & PEPPERBOXES															
Deringer, .44	16'	2d-1+	10	1	10	300	.5	—	1	2	BL	11	-2	8	HO+2
English 1840	16'	2d-2	12	1	40	250	1.5	.1	1	8	CB	11	-2	5	SB, HO
Model Pepperbox, .36															
Knuckleduster, .32	crit'	1d-1	9	1	15	250	.5	.09	1/2	5	SW	10	-1	7	HO+3, Sap
Rupertus Pepperbox, .22	16 ³	1d-2	12	1	40	250	1.5	.1	1	8	SW	9	-1	6	HO
Wesson Dagger-Pistol, .41	crit'	1d+	10	1	15	400	—	.5	2	2	BL	10	-1	6	HO+1

SHOTGUNS

Type	Malf	Damage	SS	Acc	1/20	Mar	Wt	AWt	RoF	Shots	Ld	ST	Rcl	Cost	Notes
Colt Revolving Shotgun, 12g	1 6	4d	13	5	25	150	12.5	0.6	1	5	CR	13	-3	45	
Single Barrel	crit'	var	13	5	25	150	6.5	var	1	1	BL	12	-3	15	HO-5
Double Barrel	crit'	var	13	5	25	150	7.5	var	2-	2	BL	var	var	15	HO-5
Winchester Lever-Action	crit'	var	13	5	25	150	9	var	2-	4+1	Win	var	-4	35	HO-5

FLAMETHROWER

Weapon	Malf	Damage	SS	Acc	Mar	Wt	RoF	Shots	Rcl	Cost	Notes
Flamethrower	16	3d/sec	14	6	20	68	1	10	-3	2,000	See p.00

OTHER RANGED WEAPONS

(This is not a complete list; for additional weapons, see p. B207.)

Weapon	Type	Damage	SS	Acc	1/20	Mar.	Cost'	Wt'	ST	Notes
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AXE THROWING (DX-4)

Tomahawk	cut	sw+1	10	2	ST x 1.5	ST x 2.5	3	2.5	8	
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BOW (DX-6) 2 hands to fire, 2 turns to ready

Short Bow	imp	thr	12	1	ST x 10	ST x 15	3	2	7	Max. dam. 1d+3
Regular Bow	imp	thr+1	13	2	ST x 15	ST x 20	3	2	10	Max. dam. 1d+4

LASSO (No default)

Lasso	Special	Special	16	0	—	—	8	4	—	See p. 67
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HAND WEAPONS

(This is not a complete list; for additional weapons, see p. B206.)

Weapon	Type	Amt.	Reach	Cost	Wt	ST	Notes
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BAYONET (DX-5 or Spear-1)

Thrusting Bayonet	imp	thr+3	2	2	1	9	4 turns to fix.
Sword Bayonet	cut	sw+1	2	3	1.5	9	4 turns to fix. May be used as a saber.
	imp	thr+2	2				

FENCING (DX-5)

Saber	cut	sw	C	15	2	7	
	imp	thr+1	C,1				Thrust: Maximum damage 1d+2; may be used with Shortsword skill.

KNIFE (DX-4)

Bowie Knife	cut	sw-2	C,1	4	1	—	Throwable.
	imp	thr	C				

AXE/MACE (DX-5)

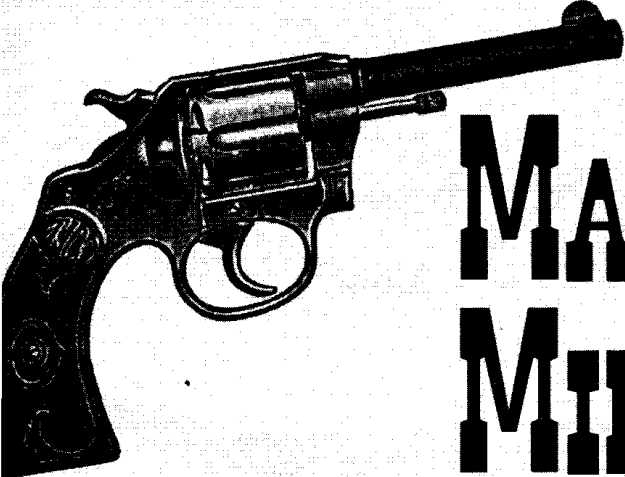
Tomahawk (metal)	cut	sw+1	1	3	2.5	8	May be thrown.
spike	imp	sw	1	1	2.5	8	

SHORTSWORD (DX-5 or Broadsword-?)

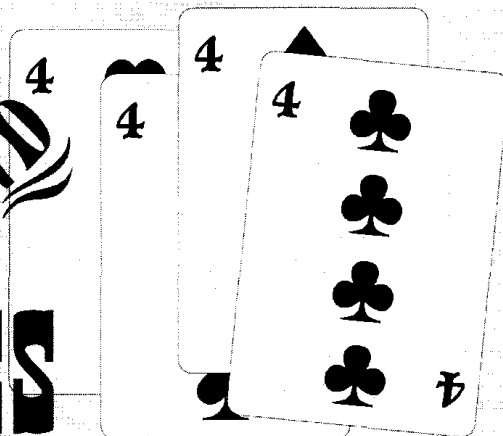
Cutlass	cut	sw	C,1	15	2	7	
	imp	thr	C,1				Thrust: Maximum damage 1d+2; may be used with Shortsword skill.

WHIP (No default)

Bullwhip	cr	sw-2	1-7	10	6	10	See p. B52.
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MAGIC AND MIRACLES



Daguerre waited impatiently while Dog Nose examined the sand. Dog Nose was supposed to be the best damn tracker in the territory, hence his name. Daguerre guessed it was some Sioux medicine man's notion of flattery. "Wind," said Dog Nose. "Wind blew away tracks." He sounded nervous.

The bounty hunter snorted. "You ain't gonna give me no more of that bushwah 'bout dust devils, are you? How many times I gotta tell you, there's no such goddamn thing, and even if there was, that lowdown varmint couldn't whistle 'em up."

Dog Nose straightened up and looked towards the hills. "I've seen Diamond Jack walk from one shadow to another: He stinks of manitous and bad medicine."

"He stinks of whiskey and cigars and money," snarled Daguerre. The huckster had a price of \$1,000 on his head. "And if he stinks of goddamn jokers, how come you can't smell him now?"

"Wind blowing wrong way," said the tracker, flatly, then considered. "Nearest water north, nearest town west."

Daguerre sighed. He knew that once Jack got to a town where he could sell some of his rings, have a bath, change his clothes and name (again), and buy a railroad ticket, even Dog Nose wouldn't be able to track him. "West, then."

Dog Nose looked around – unaware that the huckster was watching through his eyes and able to see all that he saw. They headed west. Half an hour later, Dog Nose reined in his pinto and scrambled out of the saddle. He stared at the sand for a few seconds, then laughed. "Jack?" asked Daguerre.

"Yes. This way, and not far; his horse has a bad leg, he'll be moving slow."

They saw the huckster a few minutes later; sitting by a water hole and filling his canteen. Daguerre dismounted hurriedly and took cover behind a boulder, and a moment later; Dog Nose followed suit. The bounty hunter drew his old Army Colt, raised his head, and peered down the barrel at the huckster: Diamond Jack looked up and around, then smiled. "Hello, Paul," he said. "Might have known you'd be the one to find me." He concentrated for a second, until an unearthly howling and a sulphurous stench told him that a manitou had answered his challenge. "Draw," it snarled.

Two pair – Jacks and fives – appeared in the huckster's hand, and as Daguerre squeezed the trigger, a huge cone of dust and sand sprang up between them. Dog Nose howled something in his own tongue, and Daguerre swung around and pointed the Colt at his ear: "It's just a goddamn twister," he shouted, over the roar of the approaching storm. "You give me any more of that dust devil bushwah and I'll blow your brains out." He twisted his old cavalry bandanna around and pulled it up over his face.

Diamond Jack cast another hex, and waited. A moment later, he heard Daguerre shout again, this time in genuine alarm and pain.

The huckster smiled. Even he couldn't summon dust devils – but rattlesnakes were a dime a dozen.



HUCKSTERS

The root of the huckster's art lies in the early 18th century, when a man named Edmond Hoyle wandered Europe, learning arcane secrets and processes – what most people called "magic." To avoid being burned at the stake as a witch, he invented a cover story that would help him travel and talk to people about such things as Tarot cards. Saying that he was compiling a book of games, he soon learned more about the world of the supernatural than any mortal alive, and more than a little about card games.

Like sorcerors before him, Hoyle learned that all magic came from communicating with spirits. Most of these spirits were malicious, but they were also unable to pass up a chance to gamble. If they could be defeated in a mental duel, they would perform a magical task for the magician who bested them; if not, they would attack. Hoyle called these spirits "Jokers" rather than admit to dealing with demons.

Hoyle eventually refined his mental duels by visualizing them as games of skill. Poker was a relatively new game at the time, and this quickly became Hoyle's game of choice whenever he cast his spells – or hexes, as he preferred to call them.

Before he died, Hoyle encoded everything he learned throughout the years in the 1769 edition of *Hoyle's Book of Games*. A person who knows what to look for in the complex bridge diagrams, numeric codes written into card play examples, and sample scores that litter the book can discover secrets beyond their imagining. Other editions of the tome exist, corrupted by unknowing editors' work, but they're not as complete.

Those who knew the secrets of *Hoyle's Book of Games* actually profited from the Reckoning, which released a horde of powerful spirits eager to play. Casting hexes was so much easier than it had been before 1863 that suddenly there were magicians everywhere. Predictably, many people began blaming their own bad luck or incompetence on spells and curses, and many suspected "witches" and "warlocks" were hanged, burned, drowned, or otherwise told in no uncertain terms that they were no longer welcome in town. Preachers railed against them, Union lawmen shot at them, and the Texas Rangers did their best to recruit them. For this reason, most magicians don't exactly advertise.



The wizards of the Weird West call themselves "hucksters" after the snake-oil salesmen who conned so many out of their money. Other terms were borrowed from the American Indians, who had a different view of the way things worked. Jokers became "manitous," and the supernatural plane in which they lived became known as the "Hunting Grounds."

Becoming a huckster isn't easy. Before a person can get a manitou to do his bidding, he must first get its attention. That done, he has to challenge it to a game of wits.

The game takes place in the Hunting Grounds, where time moves at a different rate (usually much faster) than it does in the physical world. To the huckster and the manitou, it may seem to take minutes, hours, or even days. It's difficult to be exact, because watches don't work in the Hunting Grounds (which may be why there are no clocks in casinos). To an observer in the physical world, however, the huckster only seems to be concentrating for a few seconds before casting his hex. A really good (and lucky) huckster can cast a spell before a gunslinger can draw a Buntline Special.

THE GAME

The game the huckster plays with a manitou is entirely cerebral, but most hucksters find it helps to visualize a familiar game, and the most common game among hucksters in the Weird West is show poker. If the huckster wins his game, the manitou is forced to do his bidding.

The drawback is that a manitou cannot normally affect the physical world directly, so the huckster must actually allow the spirit to inhabit his body for a short time in order to accomplish its task. Beating the manitou means it is "controlled" and cannot harm the huckster while it enters his body.

From there, it can manipulate the energy it needs to do the huckster's bidding.

If the huckster loses, nothing happens – usually. Hucksters are free to play again, or return from the Hunting Grounds, knowing the manitous can't follow. But manitous are cunning, and sometimes they can trick hucksters into thinking they've won so they allow the manitous into their body uncontrolled. When an out-of-control manitou cuts loose, it can cause massive damage, insanity, and even death.

CASTING HEXES

A character must purchase at least one level of the Magical Aptitude (Huckster) advantage and spend at least 1 point on Occultism skill to become a huckster, then buy his spells (hexes) as Mental/Hard skills. That's it.

To cast a spell, the huckster simply concentrates for a turn as he stares into the Hunting Grounds and makes his deal with the manitous that live there. A huckster with a skill of 15-20 in a spell may move one yard per turn while taking the Concentration maneuver; at skill 21+, casting time is halved (round up) and a spell that would normally take one second can now be cast without a turn of concentration, even while taking another maneuver – drawing a weapon, running, etc. Even the most skilled huckster can't cast two spells at once. A huckster with a skill of 11 or below in a spell takes *double* the listed time to cast it.

To cast a hex, a huckster uses the rules for spellcasting found on pp. B146-149, except that he doesn't pay a fatigue cost. To cast a spell, the huckster must roll against his skill with that spell. If this succeeds, the huckster has managed to make contact with a manitou and engaged it in a game of wits. If it fails, there are no manitous around, or they're not interested.

If a manitou appears, cards appear in the huckster's hand, the number depending on how powerful and lucky the huckster is (see *Casting the Hex*, below). The player draws the required number of cards from a 54-card deck (leave the Jokers in); five for the first level of Magical Aptitude (Huckster), one for every two levels after that, plus one for every five points by which he makes the roll. The goal is to put together the best poker hand possible with all the cards drawn. Jokers are counted as wild cards. The Red Joker is free, but the Black Joker has a high price (see *Manitous*, below).

Most spells require a certain minimum hand (usually a pair) to work. If the hand isn't good enough, the spell is unsuccessful. If you're not familiar with poker hands, or don't want to use cards to determine hex results, use the table in the sidebar on p. 77.

Since cards materialize in a huckster's hand when he casts a spell, someone who knows what he's looking for can spot a huckster with relative ease. A huckster who wants to hide what he's doing usually holds a real deck of cards and attempts to deceive observers by using Sleight of Hand skill (see p. B67). This fools all of the people most of the time and most of the people all of the time, which is why most hucksters pose as gamblers. It's also resulted in many gamblers being lynched in case they were hucksters. No one ever said life in the Weird West was fair.

MANITOUS

Whenever a huckster rolls an 18 while casting a spell, or draws the black Joker, a manitou has tricked the huckster into letting it in uncontrolled. The black Joker still counts as a wild card, so the huckster might get his spell off, but if he can't survive the manitou's mischief, it doesn't really matter to him. The GM rolls on the *Hex Backlash* chart (p. 77) to get some idea of what the manitou is up to.

HEXES

The following are some of the spells detailed in full in *Hoyle's Book of Games*. Hucksters can buy any of these hexes by spending character points, as with any other skill. Other hexes have to be learned from other hucksters, arcane books or forgotten scrolls. The player and GM can also adapt many of the spells from pp. B155-164 and GURPS *Magic*; most spells with a Time to Cast of no more than 5 turns should be easy to convert, but the GM has the final say on what spells will work.

Hex Descriptions

All of these hexes are MentalNard skills, with no prerequisites except Magical Aptitude (Huckster). The minimum hand for all of these spells is a Pair; better hands may or may not have any further effect.

Power costs for spells are normally zero (the energy comes from the manitou), though a huckster can spend fatigue to boost the effectiveness of Body Control and Healing spells such as Clumsiness, Dexterity, Fatigue, Might, and Healing, as indicated in the descriptions. Fatigue can also be used to maintain some spells, as listed below.

Hexes found in Hoyle include:

CALL OF THE W

REGULAR

Lets the caster call one creature of a named type.

Duration: 1 minute.

Hand Modifier: None.

CLUMSINESS

REGULAR; RESISTED BY IQ

Reduces the subject's DX temporarily. Ability with all DX-based skills is also reduced.

Duration: 1 minute.

Hand	Modifier
Pair	-1
Jacks (or 1 fatigue)	-2
Two Pairs (or 2 fatigue)	-3
Three of a Kind (or 3 fatigue)	-4
Straight or better (or 4 fatigue)	-5



DEXTERITY

REGULAR

Raises the subject's DX temporarily. Speed and ability with all DX-based skills are also raised. A caster *can* raise his own dexterity to increase his chances of hitting with missile spells, etc.

Duration: 1 minute. Maintaining the spell for longer costs 2 points of fatigue per minute per extra point of DX.

Hand	Modifier
Pair	+1
Jacks (or 2 fatigue)	+2
Two Pairs (or 4 fatigue)	+3
Three of a Kind (or 6 fatigue)	+4
Straight or better (or 8 fatigue)	+5

DIVERSION

REGULAR

Makes the target harder to see, and thus harder to hit. Reduces the skill of any attack used on the huckster, by the value found on the table below.

Duration: 1 minute.

Hand	Modifier
Pair	-1
Jacks (or 1 fatigue)	-2
Two Pairs (or 2 fatigue)	-3
Three of a Kind (or 3 fatigue)	-4
Straight or better (or 4 fatigue)	-5

FATIGUE

REGULAR; RESISTED BY HT

Reduces the subject's ST temporarily. Note that this *will* affect the subject's basic damage with weapons. It also affects encumbrance, but GMs are free to ignore this detail in the interest of playability.

Duration: 1 minute. Maintaining the spell for longer costs 1 point of fatigue per minute per point of ST reduction (round up). Range:

Hand	Modifier
Pair	-1
Jacks (or 1 fatigue)	-2
Two Pairs (or 2 fatigue)	-3
Three of a Kind (or 3 fatigue)	-4
Straight or better (or 4 fatigue)	-5

FOOLISHNESS

REGULAR; RESISTED BY IQ

Temporarily reduces subject's IQ, by an amount determined by the hand drawn.

Duration: 1 minute.

Hand	Modifier
Pair	-1
Jacks (or 1 fatigue)	-2
Two Pairs (or 2 fatigue)	-3
Three of a Kind (or 3 fatigue)	-4
Straight or better (or 4 fatigue)	-5

HELPING HAND

REGULAR; RESISTED BY HT

Restores up to 8 HT to the subject. Does not eliminate disease, but will cure harm already done by disease.

This spell is risky if used more than once per day by the same caster on the same subject. Skill will be at -3 the first repetition, -6 for the second, and so on.

Duration: Permanent

Hand	HT restored
Pair	+2
Jacks (or 4 fatigue)	+4
Two Pairs (or 6 fatigue)	+6
Three of a Kind or better (or 8 fatigue)	+8

HUNCH

INFORMATION

Cast on any inanimate object (or 1-hex section of a large object), lets the caster determine the recent past of that object, user's personality, etc. — but no names!

The better the huckster's hand, the better the information he gets about the target's history. The huckster can concentrate on a specific question, but the target doesn't "know" about events that did not happen in its presence.

MIGHT

REGULAR

Raises the subject's ST temporarily. This will affect damage, encumbrance, fatigue, and possibly readying times for weapons. A caster *can* raise his own strength, but note that if the subject's fatigue is higher than his ST when the spell wears off he will immediately lose consciousness.

Duration: 1 minute. Maintaining the spell for longer costs 2 points of fatigue per minute per extra point of ST.

Hand	Modifier
Pair	+1
Jacks (or 2 fatigue)	+2
Two Pairs (or 4 fatigue)	+3
Three of a Kind (or 6 fatigue)	+4
Straight or better (or 8 fatigue)	+5

MISSSED ME!

REGULAR

Turns any missiles harmlessly aside by the tiniest fraction needed to ensure they miss the target; the game effect is that the missile continues in a straight line past the target. Works on nearly all kinds of missiles — arrows, bullets, falling rocks, missile spells, shrapnel, cream pies — everything except blast from explosives, fire from a flamethrower, and other area-effect attacks. The GM should conceal the existence of the spell from the caster's foes as long as possible, saying they just missed! The huckster must Concentrate to maintain the spell. Minimum hand required is one pair; better hands have no further effect.

Duration: 1 minute.

PHANTOM FINGERS

REGULAR

Allows manipulation of items. Ropes may be untied, doorknobs or keys turned, etc. Hucksters often use this hex to cheat at cards or pull an enemy's gun from his holster. The caster need not touch the subject. Any activity complex enough to require a DX roll at a penalty to perform requires the same penalty to this hex.

Duration: 1 minute.

Time to cast: 3 seconds.

POKER HANDS

The object of poker is to build a hand consisting of certain card combinations. The more rare the combination, the more valuable the hand is. If you aren't familiar with poker hands, or want to dispense with playing cards and just judge the success of any hex with a dice roll, here's a handy cheat sheet

Hand	Cards	Spell roll made by:
Pair	2 cards of the same value and any suit	0-3
Jacks	A pair of jacks or better	4-5
2 Pairs	2 pairs of cards of the same value	6-7
3 of a Kind	3 cards of the same value and any suit	8-9
The following hands are extremely rare (less than 0.5% probability); if using dice, these results will only crop up on a critical success. Roll 3d and consult the table below.		
Hand	Cards	Roll:
Dead Man's Hand	2 black aces, 2 black 8s, Jack of Diamonds	3
Straight	5 sequential cards	4-10
Flush	5 cards of one suit	11-13
Full House	3 of one card, 2 of another	14-15
4 of a Kind	4 cards of the same value	16
Straight Flush	5 sequential cards all of the same suit	17
Royal Flush	10, Jack, Queen, King, Ace, all of one suit	18

Note that in most cases, a Dead Man's Hand merely counts as Two Pair.

If you're not using cards at all, any Critical Failure while casting a Hex counts as drawing a joker — the huckster must roll against Hex Backlash, but can roll again to see whether the Hex succeeded anyway.

Hex BACKLASH: ROLL 3d

Roll	Effect
3-9	Brain Drain: The manitou fries part of the huckster's mind with energy from the Hunting Grounds. The huckster's spell fails, and he must make a Will Roll at -5 or his skill with that spell drops by 1.
10-12	Backlash: The manitou rebels and overloads the huckster's system with magic from the Hunting Grounds. The huckster takes 2d damage to the torso (armor doesn't protect, but Toughness does).
13-14	Spirit Drain: The manitou tries to take over. The huckster manages to retain control but loses 2d Fatigue in the spiritual struggle. The hex fails only if the huckster goes unconscious.
15-16	Madness: The manitou ruins the spell and, worse, drives the huckster insane (see p. 59).
17-18	Corruption: The manitou twists the spell's effects. Damage-causing hexes hit friendly characters, protection hexes protect the enemy or make the huckster more vulnerable, etc.

SHADOW WALK

REGULAR

Hucksters with this spell can step into one shadow and emerge from another. The shadows they enter and leave from must be large and dark enough to engulf their entire form. The GM gets the final call as to what works.

The hand needed to shadow walk depends on the distance between the two shadows. The huckster has to be able to actually see the shadow he wants to emerge from.

Time to cast: 1 second.

Range: Self

Hand	Distance
Jacks	2 yards
Two Pairs	5 yards
Three of a Kind	10 yards
Straight	20 yards
Flush	40 yards
Full House	100 yards
Four of a Kind	500 yards
Straight Flush	1 mile
Royal Flush	Line of sight

Soul BLAST

MISSILE

The hexslinger's best friend is the soul blast spell. When cast, an almost invisible stream of ghostly white energy races from the huckster's palm toward his target. The stream slams into the victim like a bullet, ignoring the DR of any armor (but not Toughness). This hex has no effect on inanimate objects, but is very useful against spirits and insubstantial beings.



Just because the spell comes off doesn't mean it hits its target. The huckster must use Throwing skill, the default of DX-3, or learn the Spell Throwing (Curse-missile) skill (p. CII49). The spell has SS 13, Acc +2; it ignores all modifiers for range, but not for target size or speed.

For some reason, drawing a Dead Man's Hand (two black Aces, two black 8s, and a Jack of Diamonds) kills the target automatically.

Time to cast: 1 turn

Duration: Instant

Range: 50 yards per level of Magical Aptitude (maximum)

Hand	Damage
Pair	1d-1 fatigue
Jacks	2d
Two Pairs	4d
Three of a Kind	5d
Straight	6d
Flush	7d
Full House	8d
Four of a Kind	9d
Straight Flush	12d
Royal Flush	20d

Soul RIDER

REGULAR; RESISTED BY IQ

Caster becomes able to see through the subject's eyes, hear through his ears, etc., whenever he concentrates. (Caster also remains aware of his own body and may act normally.) Caster exerts no control whatsoever over subject, and does not know subject's thoughts. Subject must be intelligent (IQ 7 or above).

Duration: 1 minute.

Time to cast: 3 seconds.

TRINKETS

This spell can be used to create any sort of simple artifact with which the caster is familiar – e.g. a coin, a card, a hat, a knife. It cannot create a magical item or a living creature, and large or complex devices require high levels of magical aptitude.

Limitations: Food created this way will seem nourishing, but in fact is not. **Information** cannot be created; a book could not be created unless the caster knew all its contents by heart. A work of art will be only as good as the caster could make it by hand. A **mechanical device** cannot be created unless the caster successfully rolls against the appropriate Mechanic or Armoury skill.

Duration: The created object lasts indefinitely – as long as it is in contact with a living, thinking being. Thus, a huckster can create a Bowie knife and use it himself or hand it to a friend – but if thrown, it will disappear! If he creates a coin to cheat a merchant, it will vanish if the merchant drops it on the counter or tosses it in the air! A gun created with this hex will enable the huckster to bluff, but if he wants to *shoot* anyone, he'll need a very good hand (see below), or to load the gun with real bullets.

A created item does not actually have to touch flesh, but it must be very close to someone. It could be held in a gloved hand, carried in a pocket or holster, etc., but not stored in a backpack.

Time to cast: 2 turns for every 5 lbs. the object weighs (minimum 1 turn).

Hand	Duration
Pair	Vanishes when dropped/thrown
Jacks	Endures one turn after being dropped thrown/fired (the minimum hand needed for a loaded gun)
Two Pairs	Face value of lower pair (or 1d+1) turns
Three of a kind	One minute
Straight	1d+1 minutes
Flush or better	1d × 10 minutes

VIGOR

REGULAR

Raises the subject's HT temporarily. This will affect basic speed and damage sustainable, but will not heal wounds or restore the use of already-crippled limbs. If the subject's wounds when the spell wears off put him below -HT, he will have to make a HT roll to live if he has not already done so.

Duration: 1 minute. Maintaining the spell for longer costs 2 points of fatigue per minute per extra point of HT.

Hand	Modifier
Pair	+1
Jacks (or 2 fatigue)	+2
Two Pairs (or 4 fatigue)	+3
Three of a Kind (or 6 fatigue)	+4
Straight or better (or 8 fatigue)	+5

WINDSTORM

AREA

Lets the caster create a circular windstorm with an "eye" of calm inside (a good place for the caster to stand). The radius of the storm equals the caster's level of Magical Aptitude (Huckster), plus any bonuses for a good hand – though it can be smaller, if the caster wishes. The radius of the eye can be up to that of half of the storm, or smaller if the caster wishes. By

concentrating, the caster can move the storm any distance up to its own diameter per turn; the eye moves with it. The caster may move up to 3 yards per turn inside the eye while concentrating on this spell. The minimum hand for this spell is a Pair; better hands will usually have no further effect.

Anyone within a full-strength Windstorm must roll vs. ST each turn to avoid being knocked over. All DX-based skills are at -5, and ranged attacks will succeed only on a critical hit.

Duration: 1 minute after reaching full strength.

Time to cast: The storm starts immediately, but the caster must concentrate for a number of seconds equal to the storm's radius in hexes to bring the storm to full strength.

Hand	Maximum Radius
Pair	Caster's level of Magical Aptitude (Huckster)
Jacks	Caster's level +1
Two Pairs	Caster's level +2
Three of a Kind	Caster's level +3
Straight or better	Caster's level +4

THE HOLY

This section deals with western religions, particularly those Christian in nature. If you want to play an Indian holy person, see pp. 82-92.

To count as "holy," "blessed," or "divinely favored," a character must first take Disciplines of Faith (see p. C189 for examples) or make Vows worth at least -10 points that are appropriate to the tenets of his religion. For example, a Devout Buddhist could be holy, because his actual Vows are worth -10 points (the disadvantage costs -5 points because the +1 he receives on reactions from other Buddhists is worth 5 points, as though he had the Pious advantage). Other appropriate vows include abstinence (never drink alcohol, -1 point); celibacy (-5 points); duty (to the Church; see p. B39) honesty (-10 points); pacifism (any level may be appropriate, depending on the religion, as is 'cannot draw blood', -10 points); poverty (same value as Poverty disadvantage; being a mendicant who owns no more than his robe and begging bowl is worth -25 points); silence (-10 points); tithes (pay 10% of your income to the church, -1 point); truthfulness (-5) or vegetarianism (-5 points). Mormons abstain from swearing and a variety of drugs (a collection of minor vows, worth -5); Amish and Mennonites abjure some technology (-5 points per TL). GMs and players of divinely favored characters should come to some covenant on what a religion requires before play begins – and remember, these disciplines must be role-played.

Having chosen these disciplines, the character only needs the Divine Favor advantage to be able to invoke miracles – which ones depends on the traditions and teachings of the religion. A high "Frequency of Appearance" and positive Reaction roll modifier makes it more likely that the Deity will intercede on their behalf. Other advantages appropriate to the Holy include Clerical Investment, Faith Healing, Pious, and True Faith.

If a holy person fails to follow the tenets of his religion, he starts losing divine favor, slowly but surely. Whenever a holy character commits a sin of some sort, it gives a -1 to -3 penalty to all reaction rolls when invoking miracles, depending on the severity of the sin.

This means that holy characters should be on their best behavior at all times, or the GM may remind them just exactly what their hero's job is supposed to be. Remember, this character is on a mission "from God." Even relatively minor sins, such as swearing or taking the Lord's name in vain, might get a hero in trouble. This is the cost the blessed must pay for the ability to cast miracles without the aid of manitous and with no chance of backlash.

If a Blessed character loses favor in God's eyes (negative modifiers to Reaction Rolls), the GM may permit him to buy them back by paying the necessary character points – if he believes those points have been earned doing the Lord's work. If not, the GM may rule that the blessed character must fulfill some special goal or go on a quest for atonement.

INVOKING MIRACLES

Calling on the divine is easy. Getting him, her, or it to listen is a little more difficult.

Whenever the Blessed wants to invoke a miracle, he must first roll against the *Frequency of Appearance* of his divine patron, then on the *NPC Reactions/Requests for Aid* table (pp. B204-205). Subtract 1 from the reaction roll for each time the god has been called upon since the beginning of the play session, as well as any penalties for sins committed and not atoned for. A Good or better reaction will usually be required (see individual miracle descriptions). *Luck cannot be applied to these rolls.*

If he's unsuccessful, the holy one hasn't convinced his deity that he's deserving of aid in this particular case. Usually nothing happens, except the blessed might end up with a deep blush on his face. A Very Bad or Disastrous reaction indicates that the character receives a further penalty to any requests until some gesture of atonement is made (-1 for Very Bad, -2 for Disastrous). This doesn't mean that the blessed individual is necessarily unfaithful. He may have made a mistake in the invocation, or his deity may be testing him.

INVOCATIONS AND MIRACLES

I hadn't had so much trouble stopping myself smiling at a funeral since they buried my mother-in-law. The coffin looked as solid as a bank vault, and it was the first time I saw folks at a vigil armed with scatterguns, Bowie knives, and a Sharps Big .50. Even the preacher had a Peacemaker in his right hand and a Bible in his left as he prayed over the corpse.

The blacksmith dug the inventor's grave the next day, with some help from the folks in the saloon. They dug it deep, too, not stopping until the cowpoke they called Highpockets could stand in it and not be seen. Then they dropped the coffin in while the preacher muttered a few more words, then they lowered the big metal door from the old coot's house on top of it. The preacher prayed over the soil they threw over that, then, as carefully as a man aiming to sit on a cactus, stuck a cross into the pile of soil, while most of the mourners took a few steps back. "Lord," he said, real quiet, "please bless this holy ground, that no evil thing may set foot on it." He glanced down at everybody's boots as though he expected them to start smoking. "Amen," he finished, and everybody vamoosed as fast as

they could tiptoe. I glanced at the cmss, and realized that it was made of sticks of dynamite, beaded with ctystals of nitro that had sweated out.

The preacher wasn't much more than a shrinking black dot at the bottom of the hill by the time I got out of that graveyard, but I caught up with him later in the saloon. "I've never seen a funeral quite like that one," I said, which I reckoned wasn't an exaggeration. "Did the deceased ask for those things to be done?"

The preacher looked at me through eyes that were mostly red. "Yup," he allowed, grudgingly "The professor was afeard of coming back. Hallowed ground and a heavy slab might not stop him, but they should slow him down."

"And the dynamite?"

"That too. Leastways we'll hear the bang if anything comes crawlin' out of that hole." He poured a slug of whiskey down his throat like communion wine. "Round these parts, son, the Lord ain't the only one who moves in mysterious ways."

Most clerics are taught the Exorcism and Sanctify skills, and any character with Theology skill at 6+ is able to invoke Protection, but true miracles are only possible for the divinely favored.

MIRACLE DESCRIPTIONS

Miracles have four elements you need to know before your character tries an invocation.

Reaction is the minimum Reaction roll required to invoke the miracle.

Speed is the number of turns it takes to invoke the miracle.

Duration is the length of time the miracle stays in effect.

Range is the distance at which the miracle can take effect.

HOLY ROLLER

Reaction: Good.

Speed: 1 turn.

Duration: Instant.

Range: Self.

A divinely favored character can use this miracle to make up to three rolls for some one thing once per hour of playing time (as with the Luck advantage). The downside is that if the invocation receives a Very Bad or worse reaction, he receives twice the normal penalty to his next invocation roll, and may also suffer a mishap as though he had the Unluckiness disadvantage. It's a gamble – hence the name "holy roller."

INSPIRATION

Reaction: Neutral.

Speed: 1-minute "sermon."

Duration: Special.

Range: Special.

When holy folks are fortunate enough to survive their adventures, their tales often inspire those around them. Successfully invoking Inspiration adds +2 to the character's Bard skill when he uses it to reduce the Fear Level in an area. He has to tell his tale immediately: he can't "save up" an inspiration bonus to use later on.

LAY ON HANDS

Reaction: Good to Excellent.

Speed: 1 minute.

Duration: Permanent.

Range: Touch.

This is a request to be temporarily granted the Faith Healing advantage (p. CI36), with a few changes. This request normally requires a Good reaction, but requests to regrow missing limbs, eyes, etc., require an Excellent reaction. Holy rollers who expect this to become a habit may buy the Faith Healing advantage (p. CI37).

If the target is conscious, the caster may add any Will bonuses the victim has if he is of the same basic religion. Conversely, he must *subtract* any Will bonuses if the target considers himself of an opposed religion.

On a disastrous reaction, the patient isn't cured and the healer takes on the same maladies or wounds. Even the holy can never bring back the truly dead, or undead.

PROTECTION

Reaction: Contest (see below)

Speed: 1 turn.

Duration: 1 turn.

Range: Self.

A minor miracle common to all major religions is protection. This is simply reliance on one's deity or deities to protect the faithful from supernatural evil. *Anyone* with Theology-6 or better may attempt this miracle by presenting his holy symbol or otherwise declaring the power of his deity.

This is a contest of the character's Will or Theology skill (whichever is better; a divinely favored character can add the reaction roll modifiers he applies to his invocation rolls, minus any penalties for recent sins) against the Will of a

SINS

Sin	Penalty	Example
Minor	-1	Taking the Lord's name in vain, refusing to aid those in need.
Major	-2	Theft, turning away others in need.
Mortal	-3	Adultery, theft of something of great importance, killing in other than self-defense.

supernaturally evil opponent. If the evil creature loses, it cannot touch the character or otherwise cause him direct harm. It could still push over a bookshelf the blessed happened to be standing under, but it couldn't fire a weapon, cast a hex, or use its special abilities on him until it wins the contest.

This doesn't do the rest of the posse a bit of good, but truly valiant heroes who have protection often find they can help the rest of their party by standing directly between the horrific creature and their hapless friends. This can be a really awkward place to be should the miracle suddenly fail.

Even holy characters shouldn't rely on this miracle too often, since the winner of the contest is likely to waver back and forth. And any creature affected by protection probably doesn't need more than one opening to finish the fight permanently.

This miracle has no cost (though spending a few points on Strong Will or Theology may be a wise investment). The True Faith advantage (p. CI47) acts as a permanent Protection miracle at a cost of 15 points.

(This invocation will be familiar to any watcher of horror movies: it's what the heroes do when they try to hold a vampire at bay with a cross, Star of David, Communist Party badge, American Express card, or other symbol of their faith.)



SMITE

Reaction: Very Good.

Speed: 1 turn.

Duration: Special.

Range: Touch.

When this miracle is invoked, the deity grants his divinely favored follower the Hyper-Strength advantage (p. CI58) until Fatigue is reduced to 1.

SHAMANS

Mebbe it warn't all the Captain's fault, but I ain't feelin' forgivin' right now.

The Captain was third in his class at West Point, but he hadn't never been west of the Missouri before. When a girl from one of the farms was found dead, he blamed the Injuns, even though the Injuns is too busy scrappin' with each other to trouble us none, and it was plain to the rest of us that those wounds was made by claws and teeth, not arrows or knives. Mebbe if he wasn't itchin' to try that newfangled flamethrower he wouldn't have ridden out to their camp so quick, and mebbe we wouldn't have killed those squaws. There warn't no men there at all, nor no guns, and I don't mind saying I felt sick when we found that out – but not as sick as I did when we found that White Bear warn't there neither.

I tried to tell the Captain 'bout White Bear, but he warn't the sort to let an old buffalo soldier learn him nothing. "Superstitious nonsense," he scoffed. "What's he supposed to be able to do?"

"Whistle up the wind," I said. "Call down the rain and the lightnin'. Break a machine jes by lookin' at it. Walk across the desert without bein' seen or heard or leavin' tracks. Or so I hear tell."

"Have you ever seen him do any of these things, Corporal?"

"Seen him put his hands in afire and not be burned, Captain. Seen braves disappear where there ain't nowhere a man could hide."

The Captain just shook his fool head, but I reckon nobody else was surprised when the mail coach was ambushed a few days later. This riled the Captain even more than the rest of us – seems he was expectin' an important letter – and we rode out towards the camp again.

We weren't more than a mile from the fort when the Injuns suddenly appeared all around us, like they'd sprung up from the soil. Half of 'em must have been hidin' on ground we'd just rid over

I saw Atticus, who had the flamethrower, riding toward White Bear; who was standing atop a small hill. The fire wrapped itself around him like the fancy blanket he always wore, but it didn't seem to bother him none. Then I reckon a bullet must have hit the tanks Atticus wore on his back, 'cause the next thing I see there's just this pillar of fire where he used to be; I can't hear nothin' at all for a while, but I reckon somebody's sounded the retreat. We must have ridden for a mile or more before we realized the Captain wasn't with us.

We went back there a few days later, but there wasn't no sign of him, or of the fight. Same with the Injuns' camp. It looked like they'd both been washed clean by the rain – but none of us recollects seein' any clouds.



Indians have known about spirits, good and evil, for thousands of years. Those who know a little magic are called "medicine men," "herbalists," or "dreamers," but the most highly trained are known as "shamans."

Mad scientists deal directly with manitous, though most often they do so unwittingly. Hucksters are foolish enough, in a shaman's opinion, to actually contact the demons deliberately and attempt to bind them to some supernatural task. Medicine men consider themselves far wiser in the ways of spirits. They never deal with manitous except by accident. They rely instead on asking other denizens of the Hunting Grounds, the nature spirits, for help. Nature spirits are ambivalent toward the affairs of humanity, but they sometimes help those who call upon them in exchange for some sort of sacrifice or a commitment to the spirit's ways.



SPIRIT ADVISORS

Indians believe in the Great Mystery or Great Spirit, known to the Sioux as Wakan Tanka, as well as other Superior Gods, Associate Gods, and their children the lesser gods, including Thunder, Buffalo, Bear, and other nature spirits. As with the Divinely Favored of other religions, any character who seeks favors from a Spirit Advisor must agree to certain vows, which may outweigh the benefits. The seeker may choose to decline the offer of power, taking care not to offend the spirit (see sidebar, p. 87). If he accepts, though, he gains the Spirit Advisor advantage. Those selected by Wakan Tanka may become shamans.

Wakan Tanka demands a Great Vow to Show Respect for all Nature, which includes never refusing a request for aid (-15 points). Some other Spirit Advisors and the cost of their medicine are listed on p. 87.

HERBALISTS, DREAMERS, AND SHAMANS

Indian characters who want to use magic ("medicine") must buy at least one level of Initiation (Shamanic). The point cost is not cumulative; i.e., 2nd Level Initiates who wish to advance to 3rd Level pay only 25 points (40-15), or 10 if they already have the Empathy advantage.

1st Level Initiates

5 POINTS

A 1st Level Initiate, also known as a Herbalist, is aware of the supernatural, although only at a very basic, intuitive level. A successful IQ roll allows him to sense any spirit presences within IQ/2 yards. This manifests as a "gut feeling," a tingling sensation, or some other indirect means. A failed roll reveals nothing; a critical failure misleads him. If an intense supernatural event is taking place within his sensory range, the GM may roll against his IQ to see if he senses it. 1st Level Initiates are at -3 to perform any rituals and ceremonies, but +1 to resist hostile rituals or spiritual activities. 1st Level Initiates may purchase the Visualization (p. CI47) advantage.

2nd Level Initiates

15 POINTS

2nd Level Initiates, also known as Dreamers, are able to sense spiritual manifestations within IQ yards with an IQ roll as above. They receive a +2 on reaction rolls from those who share their belief system, and -2 from unbelievers, people with fragile egos, and members of antagonistic groups or religions. The reaction roll modifier is always positive in potential combat or Intimidation rolls; if nothing else, they can always inspire fear in others. Dreamers can learn and perform rituals and ceremonies at no penalty, and are +2 to resist hostile rituals or spiritual activities. They can purchase the Visualization, Channeling (p. CI34), and Mystic Symbol advantages (p. 39).

3rd Level Initiates

40 POINTS

3rd Level Initiates receive their power directly from the Great Spirit (Wakan Tanka) and can perform powerful magic, as the Great Spirit has power over all things. They see more of the world's supernatural forces than do most other humans, and automatically get the Empathy advantage. They can sense paranormal manifestations within IQ yards (no roll required), and can pinpoint their source on an IQ roll (sentient manifestations and other magicians can try to hide themselves by a Quick Contest of Wills). 3rd Level Initiates can learn *hanboglaka*, the language of the spirits (M/VH), to communicate with them directly. Even without using rituals, they can try to command spirits within their sensory range (Quick Contest between the spirit's Will and the shaman's Will-3). As with Dreamers, they inspire instinctive feelings (both positive and negative) in those around them; the reaction modifier is +3 or -3, as above. 3rd Level Initiates can purchase one or two levels of Metabolism Control (p. CI60) and the same advantages as a 2nd Level Initiate, and receive a +3 bonus to Will rolls against hostile rituals or spirit activities. Initiates of 3rd Level and higher are entitled to call themselves Shamans.

To create more powerful Shamans, use the higher levels of Initiation in *GURPS Spirits* or *GURPS Voodoo*.

LEARNING THE TRADE

The greatest medicine men show aptitude early on. Children who experience visions or demonstrate unusual luck or abilities are apprenticed to the tribe's best medicine men. Medicine men will share their knowledge only with an apprentice with the same Spirit Advisor. The student must learn and observe all the taboos and restrictions their Spirit Advisor requires. Chastity (minor vow, -5) may be mandatory during the seven-year training period. The final initiation ceremony often involves ritual scarification and other trials.

MAKING MEDICINE

All magic paths are Mental/Very Hard skills (see pp. B82-83), defaulting to Ritual Magic-6 (to a maximum default level of 14); they can be improved from the default (see sidebar, p. B45).



Magic Rituals default to the appropriate Path at a level of -0 to -10 (see the specific rituals). Any default penalty can be bought off: 2 character points eliminate -1 penalty. A Shaman or other Initiate cannot have more skill with a ritual than he has with the path that controls it.

Unless the Spirit Advisor reveals the ritual in a vision, the student must learn the ritual from a teacher. A list of rituals and favors commonly asked for by Indians is presented on the following pages. More rituals, favors, deeper mysteries of shamanism, and information on magical items and specific tribes can be found in *GURPS Old West* and *GURPS Spirits*.

Curses and hostile rituals require two rolls: one to conduct the attack successfully, and the other to shield the caster from the effects of the ritual. A critical failure means that the spell backfires on the caster.

Medicine men usually perform their magic alone, except during the community dances when dancers, drummers, and spectators contribute their energy (see *Ritual Modifiers Table* p. 91) to attract the attention of the spirits. A medicine man must pay for his magic; simple favors usually require only a pledge to the spirit's ideals, but greater favors may require fasting, scarring, or even mutilation.

SPECIAL AID

Medicine men rarely call for special aid in any but the gravest matters. Their Spirit Advisors are very demanding, usually requiring a Vow to perform some difficult or dangerous task or sacrifice in return for the aid. They are reluctant to aid even those who show them proper respect, and if a medicine man continuously disturbs them for the same favor, they become angry. For this reason, each time after the first that a shaman requests a particular favor in a 24-hour period, he receives a -1 modifier to the ritual roll (see *Ritual Modifiers Table*, p. 91).

MANITOUS

Speaking with the denizens of the Hunting Grounds is a tricky process. The rituals performed by shamans are intended to attract the attention of the nature spirits, but every once in a while a shaman is duped into communicating with a clever manitou. Worse, performing a ritual opens the shaman to spiritual forms of attack. And the manitous have little love for shamans since the Great Spirit War.

If a shaman ever rolls a natural 18 on Ritual Magic, he's been tricked into dealing with a manitou instead of a nature spirit, and must make a quick Contest of Wills (see sidebar, p. 97, for generating a random Manitou's will). If the shaman defeats the manitou, the manitou retreats to the Hunting Grounds in search of easier prey. If the manitou wins, the shaman takes 2d damage to his torso, plus an additional 1d-2 for every point by which the manitou wins (armor doesn't help, but Toughness does).

FAVORS FOR NON-SHAMANS

Although only shamans and dreamers can perform powerful medicine, knowledge of the spirits is an important part of most Indian cultures. Warriors, for example, call on the spirits to help them in battle, while successful hunters give

thanks to the animal spirits for providing food. This means that even Indians without the Initiation (Shamanic) advantage may ask minor favors of the spirits.

The warrior asking the favor must have the Spirit Advisor advantage, and roll on or under the Frequency of Appearance number to see if it appears. He can learn Ritual Magic at -5; if he lacks it, his default skill is IQ *minus* 11! While his chances of success are low, his chances of communicating with a manitou instead of a nature spirit are as high as a shaman's.

THE VISION QUEST

Indians gain magical abilities by making a *vision quest*. An individual may attempt any number of vision quests, and have more than one Guardian Spirit (see p. 87). Most Shamans have made repeated vision quests in search of more powerful medicine.

The vision quest is a solitary undertaking typically lasting four days and nights. The seeker fasts and may forego sleep as well. Sponsors may bring water – rarely more than a sip each day.

Each seeker chooses his own way to contact the spirits. He may offer up his blood or his flesh to them, or stand naked throughout the day, arms outstretched with a pipe offering, moving only to follow the motion of the sun. The vigil continues until the seeker receives a vision or abandons the quest. Visions usually come by the fourth day. The seeker may prolong the quest if no vision arrives.

A seeker undertaking a Vision Quest must make both a Health and a Will roll each day. Each day after the first bears a cumulative -1 penalty. The quest fails on a critical failure of either roll, or a normal failure of both.

Each day, the GM rolls a reaction roll for the spirits (see pp. B204-205). Modifiers include -4 if the seeker failed the HT or Will roll that day; +2 for a critical success; +6 for critical successes on both HT and Will; and a cumulative +1 for each day after the first. Ritual Modifiers for Consecrated Ground (see p. 91) apply; seekers who already have been initiated receive a bonus equivalent to their level of initiation. A result of Very Good or Excellent results in a vision and the acquisition of a Guardian Spirit. A result of Very Bad or Disastrous indicates the supplicant will *never* receive a vision, although the player shouldn't know this.

A vision seeker who undergoes self-torture, including self-mutilation, scarification, tattooing or fasting, may trade penalties on his Will and HT rolls for bonuses on the spirit reaction roll. For each -1 to either roll, apply a +1 to the spirit reaction roll. Penalties to his Will roll reflect the amount of pain he ritually inflicts on himself. Penalties to the HT roll represent more tangible sacrifices; -1 for any wound left to bleed on its own (see sidebar, B130), -1 for each square inch of skin offered up, and -5 for each finger joint sacrificed. The maximum reaction bonus self-torture gives is +6. Any character points gained from lost HT, physical deformities, or a worse appearance may be spent on magic. Facial scars or tattoos may reduce Appearance by one level.

SHAMANIC RITUALS

Listed below are the five basic Paths of ritual magic, and some sample rituals. This list is not exhaustive; for more paths and rituals, see *GURPS Old West*, *GURPS Voodoo*, or *GURPS Spirits*.

Where two names are given for a ritual, the first is the *Deadlands* name, the second is the name given to the ritual in another *GURPS* worldbook.

CHARMS

Many rituals are conducted around a charm, a small object empowered to grant benefits or protection. Only one charm of each type can be worn at a time. Most charms also work best when worn in direct contact with the skin at all times – painting them on works well.

THE PATH OF DREAMS

Through these rituals, medicine men gain access to the dream world, which in turn enables them to reach and manipulate other people's dreams, as well as their own. While in the dream world, the caster can conduct other rituals, although these only affect any "dream selves" in the area, and not the physical bodies of normal people.

DREAMWALK

DEFAULTS TO UNMODIFIED PATH OF DREAMS

After conducting this ritual, the magician enters a trance. After a period of disorientation, he will start to dream. The sojourn to the dream world can last as long as the magician wills it; to leave, all that is necessary is a Path of Dreams roll – unless an outside force is attempting to detain the visitor there. This may be used as a way of contacting spirits or captive souls when the shaman is unable to make a Vision Quest: reaction rolls are at -4, but these can be improved with ritual modifiers.

DREAM-DELVING

DEFAULTS TO PATH OF DREAMS -7

The caster performs a 1-hour ritual to reach into the target's mind and retrieve a particular piece of information. This can be everything relevant the target knows about a particular person, place, or thing, or an answer to a specific question the caster has (provided the target knows the answer). The target need not be sleeping for the ritual to work, but an awake and alert target resists at +4. If the caster is successful, he gets the desired information in the form of a vision or "gut feeling." A failure results in no information, and a critical failure results in misleading information, so the GM should make the roll for this ritual in secret.

NIGHT TERRORS

DEFAULTS TO PATH OF DREAMS-5

This ritual inflicts terrifying nightmares on the victim the next time he goes to sleep. He resists with Will against the magician's Night Terrors roll. The ritual takes 1 hour to cast;

during that time, the caster visualizes the basic elements of the nightmare. The nightmare itself lasts 1d minutes; during that time, the subject's body becomes totally rigid. Even if the target realizes he is suffering a nightmare, waking up before the dream is over requires a Will roll at -6. At the end of the dream, the target must make a Fright Check, at -2 for every point the caster won the contest. Failed Fright Checks may result in psychological or even physical harm (see p. B94).

If the ritual is used successfully against the same target for several consecutive days, the Fright Checks become more severe, suffering an additional -1 per day. Magicians can drive targets insane, or even kill them, through repeated use of Night Terrors.

SLUMBER

DEFAULTS TO PATH OF DREAMS-2 OR PATH OF HEALTH-2

This ritual causes the target to fall into a deep, natural sleep. The ritual takes 10 minutes to perform, and the target must make an immediate Will roll to avoid falling asleep. For every two hours the target has been awake past 16 hours, subtract 1 from his Will roll; a target that has been up for 24 hours straight makes his Will roll at -8. The target must make another Will roll every 2 hours until he falls asleep. The target's slumber is normal in every way, and untroubled (unless some outside force intervenes, like another ritual). If left undisturbed, the target sleeps for 2+1d hours before waking. The target can be awakened normally at any time. Magicians often use this ritual as a prelude to other Dream rituals, although it can also be used to provide rest and comfort, or to enable raiders to avoid guards.

SOAR WITH EAGLES

DEFAULTS TO THE PATH OF DREAMS-4

The shaman's spirit is guided by nature spirits into the body of the nearest raptor – a bird of prey. The shaman may see through the bird's eyes. If he makes his ritual roll by 4 or more, he has full control of the bird's actions.



If the bud is hurt while inhabited by the shaman, the shaman must roll on his *own* body's HT, or take the same damage. If the subject body dies, the shaman must roll vs. HT or die himself!

The shaman's own body lies unconscious for the duration, and must be safeguarded.

THE PATH OF HEALTH

MEDICINE [SUCCOR]

DEFAULTS TO PATH OF HEALTH-4

This ritual includes dressing an open wound and applying a plaster of curative herbs and other substances that also act as rudimentary antiseptics. This takes 5d minutes. At the end of the ritual, the wounds are considered to be bandaged, and if the caster has First Aid or Physician, the patient gains the benefits of a successful First Aid roll at the appropriate tech level (see p. B128). The caster then rolls against his Succor skill; on a successful roll, the effects of the ritual will last for one day per point by which the roll was made (a minimum of 1 day). A failure means the patient will receive no extraordinary benefits. Success means the subject can make three HT+1 rolls per day to regain lost hit points.

CURSE [MALAISE]

DEFAULTS TO PATH OF HEALTH-5

This ritual inflicts a disease on the subject. Depending on the skill and the intent of the medicine man, this illness can be light, severe or life-threatening. Like most curses, two rolls must be made, the second to protect caster and client. The subject resists with Will, at +1 if a Herbalist, Blessed or Huckster; +2 if a Dreamer; and +3 if a Shaman. A successful Curse infects the target with a disease of some sort (see p. B133). Every 2 points by which the medicine man won the contest modifies the HT roll to resist the disease's effects by -1 (if the contest was won by less than 2 points, the victim resists the disease with his unmodified HT). Medical attention will help in the usual way, unless the caster won the contest with a critical success, in which case the disease is extremely rare or resistant to normal antibiotics. The caster cannot specify the nature of the disease (that is up to the spirits, and the GM).

The curse may be lifted at any time by the shaman who first invoked it, or other spells may be used to lift it.

SLUMBER

DEFAULTS TO PATH OF HEALTH-3 OR PATH OF DREAMS-2

See *Path of Dreams*.

SPEED OF THE WOLF

DEFAULTS TO PATH OF HEALTH-8

Speed of the Wolf endows the recipient with the graceful speed of a running wolf. The target's Move is increased by one for every two points by which the shaman made his roll, to a maximum bonus of +3. This ritual may also be cast on horses.

THE SUN DANCE

Almost all Plains tribes observe some form of the Sun Dance – a complex religious rite celebrating tribal unity and ensuring spiritual favor. The focus of this midsummer gathering is the "Gazing at the Sun" dances. Warriors may undertake a Sun Dance to fulfill a vow (Major Vow, -10 points) to a Guardian Spirit or to secure supernatural aid (see *The Vision Quest*, p. 83).

Celebrations and preparations precede the Sun Dance. People chosen for their virtue erect the Sun Lodge while shamans prepare each candidate for the dance he will undertake. When the Sun Dance begins, usually on the 12th day, previous Sun Dancers act as the dancers' "captors." They ceremonially pierce dancers' skin and muscles with wooden skewers. The candidates then begin to dance.

There are four separate dances performed at the same time in the sacred Sun Lodge. Each dance has four stages, with rests between. The dancer rolls against HT and Will at each stage to avoid crying out or losing consciousness – hence losing honor.

Gaze at the Sun – Dancers must bear the pain of their wounds without a sound, and gaze continually at the sun as they dance. **No modifiers** to vision quest reaction rolls.

Gate at the Sun Buffalo – The dancer's skin is usually skewered below each shoulder blade. Heavy thongs secure two or four buffalo skulls to the skewers. These skulls drag on the ground behind the dancer. +1 to vision quest reaction rolls. In addition, HT and Will rolls are at -1 each, with corresponding bonuses to the spirit's reaction roll.

Gaze at the Sun Staked – Two skewers pierce the dancer's back and one each breast. The captor secures the dancer in the center of four upright poles, tying the skewers to the poles with buffalo-hair ropes. The dancer must struggle against these bonds, being careful *not* to break free. +2 to vision quest reaction rolls. HT and Will rolls are at -2 each.

Gaze at the Sun Suspended – This highest form of the Sun Dance requires only two skewers, piercing the breast or back. Heavy buffalo-hair ropes suspend the dancer from the ceremonial Sun Pole. Between stages, assistants lower him so he may rest. +3 to vision quest rolls. HT and Will rolls are at -3 each.

In the fourth stage of the dances, the captives struggle in earnest to tear themselves from their bonds. To escape without help brings great honor. Failure of the Will roll in the final stage means the dancer requires assistance from friends. A warrior who fails his HT roll loses consciousness and a friend must free him.



SPIRIT WARRIOR [WARRIOR'S BLESSING]

DEFAULTS TO PATH OF HEALTH-6

Spirit Warrior increases the subject's speed and combat skills or strength. The one-hour ritual produces a charm for a particular individual (usually war paint). Any time thereafter, that person can use the charm to invoke one of two benefits. First, he can gain Combat Reflexes and +1 to Basic Speed by paying 1 Fatigue per turn. (If the character already has Combat Reflexes, double the normal benefits.) Or he can increase his ST by 50% at a cost of 1 Fatigue per turn. When the subject stops paying Fatigue, the effect ends and the charm no longer has any power. If the subject of this ritual already has Hyper-Reflexes or Hyper-Strength (p. C158), the normal Fatigue costs for those advantages is halved (1 Fatigue every other turn).

STRENGTH OF THE BEAR

DEFAULTS TO PATH OF HEALTH-6

The subject is imbued with the powerful strength of the bear spirit. Indians with the Spirit Advisor advantage can see the hazy outline of a huge grizzly around the warrior. The target's ST is increased by 1 for every 2 points by which the shaman made his roll, to a maximum bonus of +5.

THE PATH OF LUCK

These ceremonies directly affect probability, as directed by the will of the caster and the power of his Spirit Advisor. Both good luck (blessings) and bad luck (curses) can be 'created' through the effects of these rituals. The weather can also be affected in this way, although it requires a great deal of effort. Luck ceremonies also allow the magician to get visions of the future, although such predictions are not always reliable. Listed below are several common examples.

THE OLD WAYS

To nature spirits, "natural" clothing, weapons, or other belongings made by and for a particular human being have a history and carry a bit of the maker's soul. This is why they dislike mass-produced items with no past, things that are so commonly used by the white men and are symbolic of their ways. Only natural tools and pigments can be used in warpaint, sand paintings, and magical rituals. Artificial substitutes just don't cut it.

Shamans are also repulsed by machines that pollute and ravage the earth, such as steam-powered trains and wagons, particularly since they may have been created by mad scientists who have had contact with manitous in the building of their unnatural creations. These are the worst of the artificial things to be found upon the earth.

Shamans believe the spirits' disapproval of such things has weakened their relationship with the People. Many shamans are attempting to remedy this by urging their tribes to resort to the "old ways." Not everyone is heeding their call, particularly the younger braves, but their voice is still a strong one, not to be ignored.

GREMLINS

DEFAULTS TO PATH OF LUCK-4

The forces of luck are powerful tools when dealing with complex machines. This ritual casts a strong jinx on a particular machine, causing it to break down and suffer from various failures that render it inoperative; a Gatling gun may jam, a steam wagon might develop engine trouble, and so forth. The ritual takes 30 minutes. If successful, the machine breaks down within 1d hours.

The machine is not actually infested with gremlins (see p. 112), merely their curse, and can only be fixed with Mechanic skill. On a critical success on the ritual roll, the machine is damaged beyond any repair.

GUIDING WIND

DEFAULTS TO PATH OF LUCK-6

Using this ritual, the shaman calls upon the wind spirits to guide the flight of an arrow, spear, or other "natural" weapon to its target, and is usually performed as a 4-day dance to bless every arrow owned by a war party (one hour, penalty of -1 per pound of the weapon's weight). Duration is determined normally, and the shaman can cast the ritual over multiple weapons by taking the normal penalties for multiple targets. A successful ritual roll allows the weapon's wielder to ignore 1 point of skill penalties for every 2 points the roll succeeds by. This does not increase the wielder's skill, but does allow him to overcome penalties to make more difficult attacks or maneuvers with the weapon. For example, the wielder could reduce penalties for visibility or those caused by pain and injury, or the penalties to hit a target in a specific location. This allows those favored with a Guiding Wind to achieve "impossible" feats on occasion. The ritual also changes the next critical failure rolled with the weapon to a normal failure, although this ends the effect of the ritual.

LOVE CHARM

DEFAULTS TO PATH OF LUCK-3

One of the most demanded abilities of ritual magicians, this creates a charm to attract a suitable romantic partner for the client. The magician performs an hour-long ritual to empower the charm, which must be carried by the client. If the ritual is successful, the client will meet a suitable person within 3d days. On a critical success, the potential partner is absolutely ideal for the client, and the magician gets some hint of how the client will know that person. On a failure, nothing happens. A critical failure attracts someone who *seems* right, but ultimately is bad for the client (a member of a hostile tribe, someone who's already married, etc.)

Note that this ritual does not guarantee love or romance; it only provides an opportunity. Because the ritual attracts a suitable person, it does provide a +8 on that person's initial reaction roll towards the client.

PREDICT WEATHER

DEFAULTS TO UNMODIFIED PATH OF LUCK

As per p. B157. Time to cast: 10 minutes per day forecast.

RAIN DANCE

DEFAULTS TO PATH OF LUCK-5

This ritual increases the probability of a desired climate change. The ritual affects an area, but does not use the area



modifiers on p. 91. Instead, a successful ritual will affect a radius of 1/2 mile for Herbalists, 1 mile for Dreamers, and 1.5 miles for Shamans. For every point the ritual roll succeeds, add +1 to the chance of the desired weather. The GM must decide the normal chance of the weather condition happening in the first place, and convert the percentage to a 3d roll (use the chart on p. B45). Obviously mild weather conditions (like fog or light rain) are more likely than severe ones (like thunderstorms, hurricanes, or snow in warm weather). The effects of the ritual occur within 12 hours; if the caster wants them to happen sooner, he is at -1 for each hour he wants to subtract from the total; when reduced to one hour, each minute subtracted increases the penalty by -1. Having the weather change occur one minute after the ritual is complete puts him at -70!

CALL LIGHTNING [THUNDERBOLT]

**DEFAULTS TO
PATH OF LUCK-7**

One of the most physically spectacular rituals, Call Lightning causes a bolt of lightning from the sky to strike a target designated by the shaman!

The ritual has two parts. The first is the preparation of a small charm that serves to "draw" the lightning down. This charm must be placed on or near the target of the strike (although it can be done without their knowledge or permission). The second part of the ritual takes only 10 minutes. If the caster is successful and the target fails to resist, a lightning bolt strikes the target, doing 1d damage for every point the ritual roll succeeded by. The bolt cannot be dodged, since the charm "draws" it to the target. The lightning bolt destroys the charm if the ritual is successful. If the caster fails the second ritual roll, then a similar lightning bolt strikes both him and the client! The bolt does damage for every point the magician misses the ritual roll by.

Lightning strike may only be used during a thunderstorm (see Rain Dance, above).

EARTH SPEAK [SEEKER]

**DEFAULTS TO
PATH OF LUCK-5**

This ritual calls upon the spirits of the earth to guide the shaman along the path of his quarry. It can be used to find both people, objects, and lost or stolen souls. The ritual lasts 10 minutes, and its effects apply to one person (who may or may not be the caster). On a success, every 2 points the ritual roll was made by (minimum of +1) give the recipient a +1 to any search rolls (using Alertness, IQ, Area Knowledge, Tracking or any other applicable skills) relating to the ritual's target. This bonus acts as a "gut feeling" indicating whether the searcher's efforts are aimed in the right direction, increasing the likelihood that the search will be successful. The effects of the ritual last until the object or person is found, or until 2d days have passed without success.

VISION QUEST [VISION OF LUCK]

**DEFAULTS TO
PATH OF LUCK-5**

This divination ritual shows whether good or bad luck awaits the subject in the future. Spirits don't like to grant these requests. They are wild and chaotic beings themselves, and they realize the future can change in a heartbeat. Still, they can be talked into providing the most likely answer to a particular question if they are sufficiently appeased.

The shaman may ask the spirits a single question. Nature spirits' answers are always strange and indecipherable, but they never lie, and on a successful roll, they will describe what may happen if the subject picks a course of action. The answer will tend to be simple, preferably limited to one or two words. For example, if the question were "Should I return to Tombstone?" some possible answers could be, "No," "It's dangerous," "Yes, but great danger awaits," "Yes, but don't go to the dentist," and so on.



THE PATH OF PROTECTION

Protection ceremonies keep spiritual or physical threats away from the subject.

FIREWALKER

DEFAULTS TO UNMODIFIED PATH OF PROTECTION

Subject becomes immune to the effects of "ordinary" fire, heat, cold, or ice (see pp. B129-130). Thunder Dreamers use this 10-minute ritual to keep their vows, which forbid the use of utensils no matter how hot the food. Wolf Dreamers use it to walk barefoot through snow. It's also useful against flamethrowers.

GHOST SHIRT

DEFAULTS TO PATH OF PROTECTION-7

This ritual works to turn away bullets, spears, and other ranged attacks by reducing the chances that they will hit someone. Since most war injuries result from random events (shrapnel, fire that is not aimed at a particular person, etc.), the spell will be very effective at keeping people from being hurt in combat, but will do little in the way of defending them from attacks deliberately aimed at them. Furthermore, it is not the caster's but the recipient's link to the supernatural that determines the effectiveness of this ritual!

The caster draws a symbol on the subject's skin (war paint) or a garment worn next to the skin. The garment will only work for the person it was made for; anybody who steals the amulet will get no benefits from it. The modifiers on p. 91 determine the duration of the protection.

If the subject has no Spirit Advisor, the ritual will prevent random attacks from hitting him, unless the attack roll was a critical success. It will not affect deliberate attacks (during a duel, or if a sniper specifically aims at the subject, for example). If the subject has a Spirit Advisor, it protects him from random attacks completely (no attack that wasn't specifically

intended to hit him will ever hurt him — he will never be an "innocent bystander," or hit by "friendly fire"), and even deliberate attacks are at -3 to hit.

This ritual does not protect against hand-to-hand attacks, which require a deliberation and effort of will that magic rituals cannot easily deflect.

SANCTUARY

DEFAULTS TO PATH OF PROTECTION-4

This very powerful area-effect ritual, when cast at a high enough Power level, virtually guarantees that no hostile rituals or spirit entities will enter the protected area. The caster deter-

mines the Power of a sanctuary. Subtract this Power from any ritual roll directed across the ward's boundaries, or from the Will of a spirit attempting to enter or leave the area (the spirit must roll against his modified Will to penetrate the barrier). In addition to normal duration and area penalties, the ritual is at -1 per 2 Power levels of the refuge. Wards can be as powerful as the medicine man can make them.

Sanctuaries are not impregnable, however. Hostile spirits can slowly wear them down and eventually break through. For every (Sanctuary Power level) Fatigue points that a spirit spends, the spell's Power drops by 1, for that spirit only. If (Power level) spirits all manage to reduce a ward's Power by 1, then the overall level is reduced for every spirit or hostile ritual!

Once a ward is set up, a new one cannot replace it unless the first is removed by another ritual (which takes 10 minutes). This means that a group besieged by hostile spirits cannot keep recasting the Sanctuary ritual to keep them out. The casters of the original ritual can check the state of the spell by making an unmodified Path of Protection roll: they will perceive it as an energy sphere, and can sense any weakening in it.

WILDERNESS WALK [Obscurity]

DEFAULTS TO PATH OF PROTECTION-6

Wilderness walk allows the shaman or the target to move through the outdoors quietly and without leaving a trace. This is not invisibility; the subject is still visible, but others are more likely to overlook him. In effect, the subject of the ritual (which takes 10 minutes to perform) gains +1 to Stealth and related skill rolls for every point the magician makes the ritual roll; it is also impossible for someone to track the walker without magical aid.

This ritual can also be cast on a place or object. It renders the subject "obscure," less likely to be noticed or found by others. Objects affected by this ritual provide a similar bonus to Holdout skill. Places affected by Obscurity apply a penalty equal to the ritual's success to skills like Area Knowledge when it comes to unwanted people finding or entering them.

RITUAL MODIFIERS TABLE

TIME

Reducing time to 1d+2 minutes	-2 to ritual roll
Reducing time to 1d seconds	-5 to ritual roll
Taking normal amount of time	No bonus/penalty
Repeating ritual daily	
for several days ¹	+1 for every two days
Extending ritual	
(three times required time)	+2 to ritual roll

CONSECRATED GROUND

No consecrated ground	-5 to ritual rolls
Makeshift consecration	
(1d-minute ceremony)	-1 to ritual rolls
Consecrated ground	No bonus or penalty
Old mystic area	
(20 years or more)	+1 to ritual rolls
Traditional worship site	
(50 years or more)	+2 to ritual rolls
Historical ritual place	
(100 years or more)	+3 to ritual rolls
Timeworn religious center	
(500 years or more)	+4 to ritual rolls
Truly ancient ritual space	
(over 1,000 years old)	+5 to ritual rolls

MATERIAL COMPONENTS

SYMBOLIC REPRESENTATIONS OF TARGET:

None	-6 to ritual rolls
Minimal (drawing, true name)	-2 to ritual rolls
Small belonging/piece of clothing	No bonus or penalty
Target is present at the ceremony	+4 to ritual rolls

MYSTIC SYMBOLS²:

No Symbols	-3 to ritual rolls
Minor symbols	No bonus or penalty
Powerful symbols	+1 to +3 to ritual rolls

SACRIFICES:

No sacrifice	No bonus or penalty
Self-sacrifice	+1/2 hit points lost
Other sacrifices	+1 to +5, depending on ritual ³

MULTIPLE TARGETS MODIFIERS⁴

SIZE OF GROUP

ROLL PENALTY

2 to 5	-4
6-10	-8
11-20	-12
21-50	-14
101-200	-22
201-500	-26
501-1,000	-30
1,001-5,000	-34

SIZE OF GROUP

51-100	-18
5,000-20,000	-38
20,000-50,000	-42
51,000-100,000	-44
+ every doubling thereafter	an additional -4

AREA AND DURATION MODIFIERS

AREA

MODIFIER

5 yards or less	no modifier
5 to 10 yards	-1
10+ yards (to 100 yards)	-1 per 10-yard increase (-10 for a 100-yard radius)
101 to 200 yards	-1 per 25-yard increase (-14 for a 200-yard radius)
200+ yards	-4 per 100-yard increase

LENGTH OF TIME

MODIFIER

Up to 12 hours	no modifier
Up to 1 day	-2
Up to 1 week	-4
Up to a month	-8
Additional months	-4 per month
(to 1 year)	(-52 for a full year!)
Each additional year	-4 per year.

NOTES

1. Ritual dances usually lasted 4 or 8 days.
2. Symbols include medicine bundles, costumes, sand or cliff paintings (see Symbol Drawing, p. CI147), rattles, music, etc.
3. Sacrifices vary according to tribe and ritual. Sacrifices of furs and food are common, as well as skin and body parts.
4. Multiple Targets Modifiers can be halved if the targets are participating in the ritual (dancing, singing, etc.). The modifiers are doubled by any *unrestrained* participants or spectators on the consecrated ground who are actively opposed to the ritual: sacrificial victims tied to stakes don't count.



The nature spirits that perform this service refuse to enter villages, towns, or any other inhabited area. The subject loses any benefits of the ritual if he gets within 50 yards of such a place.

THE PATH OF THE SPIRIT

This Path deals with rituals relating to the spirit world, and is more useful in a high-magic campaign. For more rituals, see GURPS *Spirits*.

BANISH

DEFAULTS TO PATH OF THE SPIRIT-4

This ritual drives out any spirits foreign to the subject, ending any possession or control of the subject. The ritual takes 3 hours, and is only possible at close range; it involves blowing tobacco smoke into the ears, nose, and mouth of the patient to drive the spirits out. It is resisted by the Will of the spirit, and the possessed subject must be restrained in some way.

SUMMON

DEFAULTS TO UNMODIFIED PATH OF SPIRIT

This ritual summons spirits. Willing beings appear on a successful roll, but reluctant spirits (and most are) resist with their Will-3. The spirit appears in the area, and may or may not be communicative or helpful. Very powerful spirits generally take a dim view of being summoned against their will. The GM may apply a Reaction Roll modifier of -1 to as much as -5 depending on the spirit and the conditions

PACT (MASTERY)

DEFAULTS TO PATH OF THE SPIRIT-1

This ritual allows the shaman to make a sacred pact with a nature spirit, which the spirit promises to honor at a later time. In effect, the shaman uses this ritual to store a favor in some sort of token or fetish for later use. The caster can command the spirit to perform one task for every point by which he makes his resisted ritual roll. A task can be any short action in a combat situation, or one long action otherwise. If the spirit is unable to comply, the ritual fails automatically. Spirits dislike being bound in this way, and resist with Will or ST rolls.

The shaman must use some small token such as a feather or other fetish in the ritual. This fetish serves as a symbol of the spirit's obligation and is needed to redeem it later. If the shaman loses the fetish before the favor is used, that favor is gone. Anyone possessing an unredeemed fetish may activate it (if they know what it is) as a simple action by touching it and making a Ritual Magic roll. The person does not have to know the particular favor that is stored in a fetish to activate it, but it's usually best to find out if possible. Activating a fetish with a curse bound in it could be inconvenient. Even favors that can normally be used only by shamans can be granted in this way to non-shamans or even non-Indians.

Spirits tend to avoid shamans who habitually bind them. For this reason, a shaman is at -2 on Ritual Magic rolls per unredeemed Pact.

THE HARROWED

The prettiest of the saloon girls, Angelina, had black hair and dark eyes and wore a silver cross between her brown breasts; she claimed to be French, but didn't speak more than a dozen words of the language. We'd agreed on a price and were halfway up the stairs when we heard shots outside. The marshal, who was sitting in a corner with his back to the wall, leapt to his feet and drew his LeMat. "By the power vested in me by this township," he said, in about half a second, "I hereby deputize everyone in this building as can shoot!" I reckoned that included me, so I headed back down the stairs. The saloon keeper produced a revolver and a sawed-off shotgun from beneath the bar, and the poker players reluctantly abandoned their game and drew their pistols. The preacher met us on the porch. "Maybe it ain't them," said one of the gamblers, nervously. "They ain't never come right into town before."

"That sounded like Hoss Griffin's Springfield," said the marshal, "and Hoss don't just shoot at nothin'. Where's Big George?"

"He was upstairs with—" the gambler began, and then a man stumbled out of the saloon, naked but for an old Stetson and some soapsuds. He had a pair of Levis in one hand, a revolver in the other, and a big hole in his chest near the heart.

"Evenin', George," said the marshal, suddenly all respectful. "Can you see 'em?"

The big man looked up and down Front Street, his eyes glowing like a cat's. Then he pointed with the revolver. "Down there," he said.

Since the Reckoning began (and maybe before that), a few strong-willed and robust individuals have been coming back from the grave. These walking corpses are actually possessed by manitous, who use the host's mind and body so they can have more power in the physical world. These undead are called the "Harrowed," which means "dragged forth from the earth."

Fortunately, a manitou in an undead host is slain if the brain is destroyed (one of the few ways they can be killed), so they only risk their otherwise-eternal souls on individuals with exceptional abilities. Weak or infirm mortals are only possessed when it suits some more diabolical purpose.

Whenever a PC dies in the game and his body is mostly intact (especially the head), he makes a reaction roll for every 3 levels of HT he had (round down; e.g. a PC with HT 10 makes 3 rolls). If he rolls a Very Good reaction, his character is coming back from beyond the pale. Otherwise, the manitous are not interested in the character's spirit and it passes unmolested through the Hunting Grounds to the Great Beyond. (Some places give modifiers to the reaction roll; see Chapter 1.)

It takes a Harrowed character 130/ST hours to dig himself out of his grave – assuming he was buried properly. Some take longer – especially if the body was mangled worse than usual.

Only characters with very high HT come back from the dead, so PCs shouldn't go catching bullets hoping to come back with cool powers.



VOICES IN YOUR HEAD

When manitous inhabit a Harrowed body, they have to fight with the original owner's soul for control. Harrowed PCs remain in control of themselves most of the time, but the demon squirming around inside his head occasionally mes to take over the body. If the manitou is strong enough, it can take control of a hero for a couple of minutes. If it gets too strong, it can take control of the body forever.

Treat this as the -15-point version of the Split Personality disadvantage, with a slight difference; in stressful situations, the Harrowed and the manitou make a quick Contest of Wills. Whoever wins has control of the body until the next contest. Harrowed characters are well advised to spend some of their character points on Strong Will.

THE NIGHTMARE

Harrowed need to "sleep" for 1d hours a night, and the manitou uses that opportunity to torment its host with nightmares and visions of evil deeds. While the hero's mind is still reeling from the psychic assault, the manitou tries to take over.

Manitous first battle for control after snatching mortal souls as they pass through the Hunting Grounds. This spiritual test of wills manifests as a horrible nightmare drawn from a character's past. That's why a player is asked to write down his PC's "worst nightmare" on the character sheet.

When a character has his nightmare, the GM has two ways to carry it out (see p. 41 and *Nightmares*, p. C192). The quick and dirty way is the Contest of Wills, above, and gets the character back into the game quickly. In the other, the character actually has to struggle through a solo adventure inspired by the harrowed's nightmare. The result determines who's in charge when a character's corpse comes crawling up out of the earth. When the manitou takes control, the mortal "blacks out," and has no idea what's going on while the manitou is running the show.

MANITOU STRENGTH

For the *Nightmare and Control* test, the GM needs to know the Will of a Harrowed's manitou. Roll 2d and see the table (sidebar, p. 97)

LEGION AND GREATER MANITOUS

"Legion" is a collective horde of lesser manitous. Whenever you need to know Legion's Will, roll 5d. Legions are far more destructive and obvious than normal manitous.

Greater manitous are some of the strongest spirits in the Hunting Grounds, with Will of 5d+5. More than just causing trouble, these ancient horrors usually have some sort of very evil and very specific purpose.

MANITOU LIMITATIONS

Manitous are bound by a few limitations while inhabiting physical forms. They can only use the powers and abilities of their host. If the host hasn't developed any powers, the manitou can't use them either or develop any on their own.

Nature spirits abhor manitous, so a manitou that inhabits the body of a shaman can't perform rituals when it's in control. If a shaman is in charge, the risk that the manitou *might* take over gives him a -1 to all Ritual Magic rolls.

Holy characters are treated in much the same way by their divine patrons. As long as they are in charge, they can invoke miracles, with a -1 penalty to Reaction Rolls from their deity. When the manitou rules, it cannot invoke miracles, even Exorcisms (not that it's likely to want to). Harrowed Hucksters and Mad Scientists don't receive any penalties (or bonuses) in their dealings with manitous.

Although the reverse isn't true, manitous can see and hear while the Harrowed character is in charge. This makes it nearly impossible to fool a manitou into revealing its true identity unless it wants to.

Manitous are both clever and ignorant; they know they serve greater masters, but they do not know what their true name or purpose is, nor do they particularly care. They also know that while they are in spirit form they gather fear from mortals and take it back to the Hunting Grounds, but again they don't know what their masters do with it. They aren't usually privy to secret information about abominations or their motives either.

Manitous are very conscious of the fact that if they get caught, they can be killed — permanently. They rarely make an outright attack — unless they've got one of the Harrowed's companions in an inescapable and precarious position. If, for example, a friend of the Harrowed stands looking over the edge of a deep pit full of hungry prairie ticks, the manitou will try to gain control in time to give the friend a little shove.

THE UNLIFE OF THE HARROWED

Being undead is a mixed blessing. A walking corpse has unfair advantages in a fight, but he doesn't have an easy time making friends.

The first few hours an undead crawls back into the world aren't pleasant. His last memories are of whatever caused his death, and then he usually finds himself waking up in a grave or some other strange place. Whatever wounds he died of don't seem as bad as they should, but he bears a scar or some other evidence of his death wound that never goes away.

The Harrowed's body doesn't adjust to its new state quickly. Rigor mortis can cause his joints to seize up, and his mind is fuzzy as well. The first day after returning from the grave, the Harrowed suffers a -4 to all skills and IQ- and DX-based rolls. The second day, the modifier is -3, and so on.

Things aren't much better once the fog clears a bit. He still doesn't know why he thought he died and has now come back. Even more confusing, if he listens for a heartbeat, he hears one, though it sounds more like a pregnant flutter than a heartbeat (that's the manitou wiggling around inside). If he tries to cut himself, he bleeds, but the blood is thick and dark and clots quickly (treat as No Blood, p. C158). After a while, a new Harrowed should figure out he's undead, and start to see the advantages in this. The advantages and disadvantages that always go with being Harrowed are listed on p. 36.



REGENERATION

First, Harrowed heal by eating raw meat – faster if they buy extra levels of Regeneration. The exception to this is the original "death wound," which never "sets" quite right. Those in the know can sometimes spot a Harrowed just by looking for these nasty wounds.

Most Harrowed do the best they can to cover up their death wounds, but some wounds are easier to cover than others. A Harrowed who was strangled or hanged might have to invest in a bandanna, while someone who gets his chest blown out by a double-barrel shotgun blast had better keep his shirt on.

Harrowed can even heal severed body parts by holding them in place for 1 minute. Crippled body parts can be reattached if the injury is temporary or lasting, but remain crippled until healed (see *Recovering from Crippling Injuries*, p. B129). Permanently crippled body parts are lost forever.

Undead can't benefit from any sort of healing that heals living flesh. Medicine and magical healing have no effect on the Harrowed.

DECAY

Undead always have pale, sallow skin. They don't rot, since the manitous inside them sustain their bodies with magical energy, but they don't exactly smell like roses either. Anyone dumb enough to put their nose up to a Harrowed can detect the odor of decay on a smell/taste roll. Drinking about a quart or so of alcohol "pickles" the Harrowed for a day or so, giving a -6 to the roll.

Animals always react poorly to a piece of rotting meat that has the audacity to walk around on two legs, so the Harrowed receive a -2 to any Animal skills.



DRUGS AND ALCOHOL

Harrowed can't be poisoned, catch non-supernatural diseases, get drunk, or be affected by normal drugs. Some of them still think they can get drunk or drugged, and act accordingly. Habits of a lifetime die hard.

FOOD

The undead still need to eat meat if they want to heal. Fresh or carrion, it doesn't really matter. The manitous draw energy from the meat and use it to repair the Harrowed's body. Harrowed don't need water, but whiskey keeps the scent of the grave off of them a bit (see *Decay*).

PAIN

Undead can ignore any knockout or stunning effects as well – unless the source is magical, when they have to roll like anyone else. They don't feel much pain, but they still can't shoot as well if half their shooting hand is blown off.

SLEEP

The manitou inside the Harrowed's head needs a little down time each night, usually about 1d hours for every 24 hour day.

When it's time to "sleep," the manitou usually just shuts the Harrowed down. This can be fought, but it's not easy. Every hour that the hero wants to stay awake, he must win a Contest of Wills with the manitou. If he wins, he's up for another hour. If he loses, he collapses.

Fighting the manitou like this is pretty exhausting. The Harrowed loses 1d-1 fatigue for every 24 hour period that he doesn't go dormant. When he finally does let the manitou put him down for a nap, he regains lost Fatigue at a rate of 1 per hour of sleep. Harrowed who drop to 0 ST by resisting sleep drop like a – well, like a corpse. Once the body returns to 1 ST, the manitou puts the hero to sleep for 1d hours as normal.

Even sleeping Harrowed aren't totally oblivious to their surroundings, because the manitou keeps an eye out for trouble. Should someone sneak up on a Harrowed, allow the manitou a quick contest of IQ vs. his opponent's Stealth.

UNDEATH

The undead can ignore bleeding, fatigue caused by physical damage, drowning, or other indirect damage that affects the body's organs. The Harrowed still take damage caused by magical or mental strain, such as failed Fright Checks or mis-cast hexes, however. They can also be hurt by magical means. Soul Blast hexes work well, for instance.

The Harrowed take wounds normally, but they can't be killed except by destroying the brain – the manitou needs that to make the body function. If the brain takes more than HT damage in one blow, the undead and the manitou inside it are destroyed.

Blows doing more than HT damage to the vital organs put a Harrowed down until the manitou inside heals the damage back above 0 hit points.

HARROWED POWERS

Harrowed characters can eventually learn two other types of powers: the Harrowed powers they get from their own manitou and buy with character points (see pp. 36-37), and those they gain from defeating abominations, called *coup powers*.

The greatest abominations are filled with supernatural essences that give them their power. Harrowed characters can steal this energy by standing over such a creature as it dies and absorbing its essence. The Harrowed call this "counting coup," after the Indian tradition of touching their enemies. The only tough part is if two or more Harrowed are present – only one of them, the winner of a contest of Will, can "count coup."

Only the most powerful abominations – singular "named creatures such as the Headless Horseman, Dracula, or the like – generally have coup powers.

Coup powers are always "in theme." The coup for killing a wendigo, for example, grants a Harrowed the ability to ignore cold and cold-based attacks. This reflects the winter horror that gave the wendigo his power. See the monsters in Chapter 5 for some examples when you need to create coups for your own monsters.

RELICS

Excalibur. The Golden Fleece. The Holy Grail. Even the stone David used to fell Goliath. These are collectively called "relics." Some may have been magical before falling into mankind's grasp. Others, like David's stone, became enchanted only after being part of some legendary event.

A relic's power stems from the story around it. When a great event occurs, an object at the center of it might hold on to some of the magical energy that surrounds a great legend.

Sometimes, a relic also conveys a heavy responsibility or even a curse. Finding Excalibur, it is said, obligates the wielder to come to England's rescue in her time of need. And Jim Bowie's knife "lives" to taste the blood of Mexicans. What might happen to someone who resists depends on the situation, but it's never pleasant.

BEFORE THE RECKONING

Relics existed long before the Reckoning. Since that time, the supernatural energy of the world has increased a thousandfold, allowing more relics to come into being. Even the few who know about the Reckoning don't know why this is. The Reckoners likely wouldn't encourage their creation, since most relics are used by heroes fighting for good. It's more likely that the Reckoning simply created more supernatural energy in the world and that imbued these devices with magical power. On the other hand, maybe the Reckoners encourage the creation of relics just to give folks something else to fight over.

Either way, the Reckoners are sometimes able to taint a relic's power. Those created since their awakening are much more likely to come with a curse of some sort. Keep this in mind if and when you decide to come up with some relics of your own.

MANITOU'S WILL

3-7	Will is equal to the hero's
8-9	Will is 1 greater than the hero's.
10-11	Will is 1d greater than the hero's.
12	Greater Manitou

Here are a few relics found in the Weird West. Most are based around legendary heroes or events of the frontier, but you can use these ideas to create other relics based around events in your own campaign.

After a little background on the relic, you'll find its Power. This is the game effect the relic has on whoever uses it.

If the relic has a Taint, there's some drawback to using the item as well.

BOWIE'S LAST KNIFE

Jim Bowie had this knife in his hand when he was killed by Santa Anna's troops at the Alamo. His blood infused it with the power to slay his foes.

Power: The knife causes double normal damage, or *four times* normal damage against anyone of Mexican ancestry.

Taint: The owner gains a violent Intolerance of Mexicans, and he must try to kill any Mexican soldier he sees, regardless of the circumstances or odds.

CORTEZ'S SWORD

Hernando Cortez conquered the Aztecs in 1521. The sword he carried throughout the campaign was the tool he used to wipe out an entire civilization, and it still bears the taint of this evil deed.

Power: This broadsword does triple normal damage. It is magical and can hurt creatures such as ghosts even while insubstantial.

Taint: Every time the sword draws blood from a living being (causes at least 1 point of damage), the user's hands ooze a tiny bit of blood. Each time thereafter, the stain grows slightly larger until the user's entire arm (just up past the elbows) oozes blood constantly. The bleeding doesn't hurt the wielder, but neither can he ever truly stop it. The slimy blood ruins clothes and generally makes it hard to walk about in polite society (-3 to reaction rolls). Even bandages will soon soak through.

Indians, Mexicans, and other native North Americans see the taint as a mark of evil, and they won't associate with the person it marks . . . unless they're evil as well.

CRAZY HORSE'S COUP STICK

The Battle of the Little Big Horn was a pivotal moment in the Reckoning. Several relics were forged in the blood of that day. One of the most significant is Crazy Horse's coup stick. As Custer fired his revolvers from amid the bodies of his troopers, Crazy Horse crept right up behind him and whacked him with his coup stick. Custer lived, but Crazy Horse's action enchanted his coup stick forever.

Power: Anyone with Indian blood in his veins can use Crazy Horse's coup stick. A non-Indian officially inducted into a legitimate tribe might also be able to use the stick (GM's decision).

The first time the wielder touches a dangerous opponent with the stick in combat, he gains a character point. The stick only works if the opponent is armed and dangerous, and it never works on the same person twice. Touching a sleeping warrior produces no effect unless the stick wielder wakes him first. Counting coup in hand-to-hand combat takes a successful Shortsword roll.

Taint: None.

DEAD MAN'S BULLETS

When a gunman dies at high noon in a duel, the bullets in his gun are sometimes enchanted by the powers of the Weird West.

The defeated gunman can't be a pushover, and it's the GM's decision as to whose bullets get the extra bite – posthumously, of course.

Power: Dead Man's Bullets receive an extra +1 damage per damage die (e.g. a Colt Army .44 would do 2d+2, and a Peacemaker would do 2d+3 or 3d). In a duel, the bullet also does an extra 1d+1 of damage.

Taint: None.

DREAMCATCHERS

Pacific Indians make these devices to keep away bad dreams and nightmares. Truth is, they work. These are minor relics, but they can be useful to characters with the Nightmares disadvantage (including the Harrowed), who can add +2 to any Will rolls to deal with the nightmares (or manitou).

Power: Anyone who sleeps in a room with a dreamcatcher sleeps peacefully. Wounded characters may add +1 to any healing rolls they make after a night's rest beneath a dream catcher.

Taint: None.

EARP'S BADGE

Though Wyatt Earp has been fired at many times, he has never been hit. Any time Earp wears a badge for any length of time, some of his incredible luck rubs off on it.

Power: Anyone attacking the wearer of Earp's badge, whether in hand-to-hand or ranged combat, receives a -4 penalty to hit.

Taint: The hero gains an aura of power and respectability (+2 to reaction rolls), but the badge also demands a Duty (on a roll of 6 or less). If the wearer turns down a request for aid, he loses the badge's power until the GM decides he's redeemed himself.

HELLSTROMME'S BLUEPRINTS

Professor Darius Hellstromme usually discards old blueprints to hide his sinister experiments, but a few have been salvaged from the incinerators and sold on the black market.

Power: Any mad scientist who constructs a gadget using one of Hellstromme's blueprints may add +6 to his Mechanic roll. (Note that using a previously designed blueprint allows a mad scientist to go straight to finding the components, halving the time needed to build a gadget.)

Taint: There is no actual taint to Hellstromme's blueprints, but the ruthless Dr. Hellstromme cares little for social mores when devising his gizmos. The components are often

illegal if not downright disgusting. Human body parts figure into several of his devices, as well as blood, a person's willpower, live jackalopes, and the like. He's also been known to kill those who wind up with his plans.

HOYLE'S CARDS

Hoyle used many sets of cards in his travels. On his death – or more precisely, his mysterious disappearance – these cards became enchanted. They have since been scattered, so few hucksters have more than one or two cards.

Power: Each one of these cards gives the huckster an additional card when drawing for his spell effect (if not using cards, add +1 to effective skill with each hex).

Taint: Manitous swarm around these arcane relics. Whenever a huckster using Hoyle's cards draws a Joker, add +1 to his roll on the Backlash Table (p. 77) for each card in his possession.

HOYLE'S BOOK OF GAMES, 1769 EDITION

Edmund Hoyle's original manuscript included a number of the hexes he discovered during his travels. Most have been erased from later editions by clueless editors and their inane changes, but the 1769 edition is still pure, and contains hundreds of still-undiscovered hexes.

Power: A huckster who owns this book can learn any hex available in the campaign. He still has to purchase these hexes normally.

Taint: None, but every huckster in the world would kill to get his hands on this book.

MARTYR'S CROSS

The holy are often called on to fight the horrors of the Reckoning, and this has proven fatal to many. The chosen holy symbols of the most pious of these martyrs have been imbued with the power of their sacrifice.

In the Weird West, most of these relics take the form of crosses or rosaries, but a shaman's fetish or a Mormon's Bible might also take on the power of the "martyr's cross."

Power: The wielder may add +4 to his Will or Theology roll when calling on the protection miracle.

Taint: None.

SACRED TOMAHAWK OF THE SUN

This sacred Sioux artifact is bestowed upon one brave warrior at the end of the Sioux's annual Sun Dance (see sidebar, p. 87). The magical energy of the ceremony is consumed by the relic, and from that point on it bestows its awesome powers to whoever the Sioux's council of wicasas awards it to.

One tomahawk and one bow (see the next entry) have been created every year since the Reckoning, so there are currently 13 of each in existence. They are prized by their owners beyond all other possessions. They are never sold or given away willingly, although they may be loaned out for short times for worthy causes. The only other way a character should get hold of one is to find it on the dead body of a noble brave.

Power: Anyone wielding the tomahawk against a supernatural creature of evil, including a Harrowed (with or without Dominion), does triple damage.



Taint: For Sioux, this relic gives the Duty disadvantage (To Sioux, on a roll of 6 or less); if the owner refuses to join the Sioux in battle, the relic loses its power until the owner redeems himself (GM's option) or it's given to a more dutiful owner. Non-Sioux with the tomahawk are asked to return it – and if they refuse, Sioux braves put on their warpaint and go on the hunt to return this sacred relic to their tribe.

SUN BOW

Like the sacred tomahawk of the sun, the sun bow is awarded to the Sioux's bravest and brightest warriors. The wicasas typically grant the tomahawk to the stronger of their two champions, and the bow to the more cunning.

Power: The user gains +4 to hit when using the weapon, and arrows fired by the bow cause triple damage. The arrows become magical once fired and so can affect creatures such as ghosts even when insubstantial.

Taint: As for the Tomahawk of the Sun.

UNHOLY SYMBOL

When the leaders of the world's most nefarious cults are slain, their black essences are often drawn into their unholy icons.

Power: The most powerful unholy icons allow a wielder to cast a single black magic spell. The GM should choose the spell and its level based on the history of the icon itself.

Taint: Unholy symbols are always tainted, though the particular effects vary. Sometimes, just before death at the hands of some unwelcome do-gooder, the former owner of the symbol transfers his soul into the icon. When someone takes possession of the icon, the cultist attempts to take over the new user, just like a manitou struggling with a Harrowed for control.

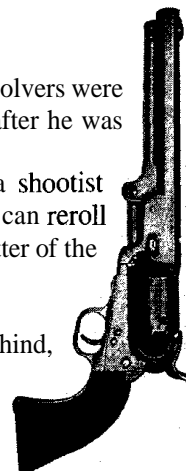
In this case, the user starts with complete control, and he must check for control every time he uses the relic. Should a Harrowed gain possession of such an icon, he must keep track of his fight for control with both his manitou and the icon's former owner.

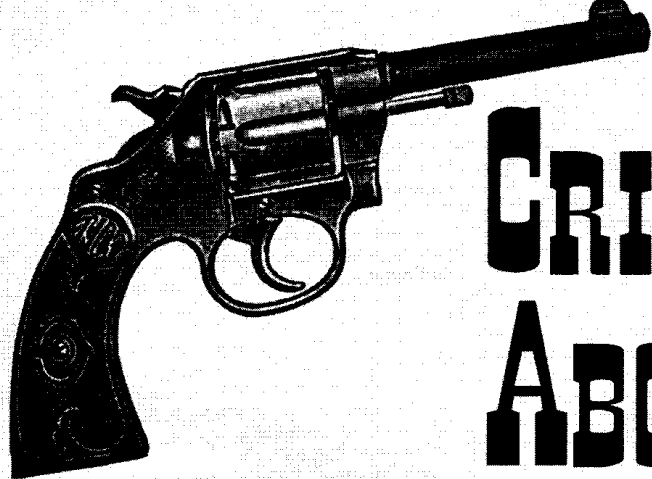
WILD BILL'S SIX-SHOOTERS

These twin, single-action Colt Navy revolvers were stolen from the body of Wild Bill Hickok after he was shot in the back by Jack McCall.

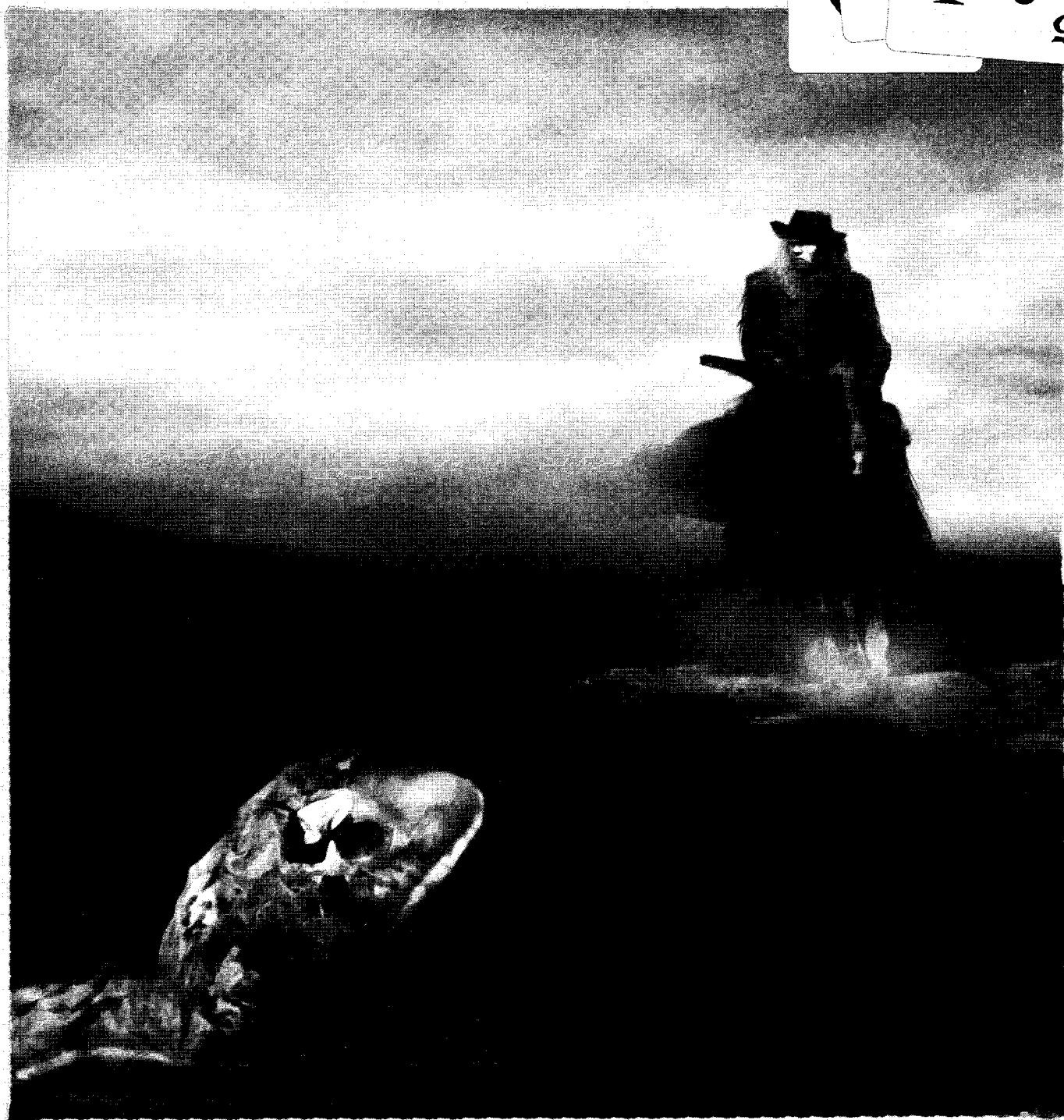
Power: Except on a critical failure, a shootist firing one (or both) of Wild Bill's revolvers can reroll any rolls to hit or damage and choose the better of the rolls.

Taint: Whenever anyone wearing either of Wild Bill's pistols is shot from behind, add +2d to the damage roll. Despite this, the Harrowed Wild Bill wants them back.





CRITTERS AND ABOMINATIONS



Big George led the way as we headed down Front Street. The hole in his back wasn't as big as the one in his chest, but it was still plenty scary. There was no moon, leaving the sky as black as a slavetrader's soul, but somehow it seemed I could see shadows moving, out of the corner of my eye, though there was never anything there if I tried looking directly at it. The buildings seemed to loom over me like the walls of a canyon – sure, I knew they were only two stories high, and many of those were false fronts, but I felt more nervy than I ever had in Five Points or Gallatin Street or any of those places I'd previously thought were the worst spots on Earth.

Then the preacher took a Bible and a cross out of the pocket of his duster and started reciting. "Yea, though I walk through the valley of the shadow of death, I will fear no evil," he said, "for thou art with me; thy rod and thy staff shall comfort me." "I thought he had to be exaggerating just a mite, but I found myself feeling a tad better as we walked on. There were nine of us, after all, with more than a dozen guns, and being shot clear through the spine obviously hadn't ruined George's appetite for whiskey and women –

And then I saw them.

THE BLACK HATS

The Reckoners' ability to create any type of horror means the GM can create any type of creature, monster, or villain you want. Their "ecology" doesn't have to make sense, nor do they have to conform to the normal laws of the world. Most times, locals believe in some imagined creature and the Reckoners give it life. Occasionally, a single person fears something so badly she gives life to a monster.

Some of these created creatures are intelligent and self-serving, like Reverend Grimme. Others are merely savage horrors such as wallcrawlers with no real free will. It doesn't really matter – make up whatever type of bad guy you want and it will fit into the world of *Deadlands*.

Some abominations have survived on the earth for hundreds or even thousands of years. New ones were originally "seeds" of fear given life by the Reckoners. These new abominations might be the subjects of legends suddenly made real and twisted into even more macabre and powerful creatures. They could believe they have lived since the beginning of

time, a thousand years ago, or last Tuesday. Almost none know they serve the Reckoners; the only exceptions are Los Diablos, though a few very clever abominations, usually former humans who were here before the Reckoning, are beginning to suspect it.

The abominations listed here are just a few of those you might find in the Weird West. There are enough fears out there to spawn millions of different monsters, and *GURPS Bestiary*, *GURPS Horror*, *GURPS Undead*, *GURPS Voodoo*, *GURPS Blood Types*, *GURPS Creatures of the Night*, *GURPS Black Ops*, and *GURPS Old West* feature creatures that can make the Weird West even more terrifying. You're also more than welcome to make your own.

TOO MANY MONSTERS?

Abominations make great villains, but be careful where, when and how often you use them. If your heroes are running into twisted demon-spawn every time they turn around, your carefully crafted horror atmosphere could dissolve into just a big-game hunt. Also, as horrible as monsters are, they're sometimes hard-pressed to match the evil that human beings inflict on each other.

KEY TO THE BESTIARY

HT: When there are two HT numbers, the first is the animal's health and the second is the animal's hit points.

Move/Dodge: Except for encumbered animals, Speed is equal to Move. Animals cannot parry or block.

Damage: This is the creature's most common attack.

Reach (Rch):

C = animals that can only fight in close combat.

1 = animals that can fight at one hex.

R = ranged attack (skunks, etc.).

Special Abilities: To keep things as simple as possible, most of the powers that monsters might have are classified into some simple categories. These won't work for every creature, but they should help you out when you're trying to create new abominations for the PCs to face.

BLACK MAGIC

Black Magic is usually only used by human servants of the Reckoners, but a very few rare abominations might have access to it. It's a flexible "quick-and-dirty" system that can be used to model all sorts of powers. See pp. 103-107.

INVULNERABILITY

Invulnerability simply means the character or creature can't be hurt by certain forms of attack. See p. C159.

One common immunity is to "normal weapons." In this case, normal weapons refer to any blade, bullet, or even fist that's not enchanted. Magical abilities, supernatural effects, and legendary weapons work normally unless the creature's description says otherwise. The weapon itself must be enchanted, not its user. Thus a soul blast could hurt this kind of creature, but a Blessed using the smite miracle could not (though if a Blessed was using a sanctified or enchanted weapon, he could, and it would grant the benefits of smite as well! See the movie *Dogma* for an example).



Another kind of immunity you might see is "All." That means there's probably only one way to kill this abomination. Check out its weakness to find out how.

POISON

If a poison is delivered by fangs, claws, needles, blades, or other devices that have to hit the victim, it takes effect if the target suffers even a single point of damage. For details of poisons, see pp. CII137-149.

STUN

Some critters like to eat their prey while it's still warm or maybe even still breathing. This power lets them stun their prey instead of hurting them.

Most creatures must touch their prey to stun them. In these cases, if the monster hits (usually whether it actually causes damage or not), the victim makes a HT roll with any modifiers listed after this power. The victim can roll again to snap out of it every 20-HT turns.

SURPRISE

Creatures with this power are keen on catching their victims unaware by burrowing up from beneath their feet or swooping down from the sky. See pp. B122-124.

UNDEAD

There are many different types of corporeal undead wandering the Weird West, from simple zombies and walkin' dead to ancient liches and vampires. Some are soulless husks, their corpses animated by manitous who are returned to the Hunting Grounds when the bodies are destroyed. More powerful undead, including liches like Xitlan, have made a deal with the forces of evil and destruction (the Reckoners, though most

don't know that) in exchange for awesome power. Harrowed are a special case, of course. Their manitous share the shell with the mortal soul.

The undead in GURPS *Deadlands* have many varied powers and abilities, but all have the Injury Tolerance (No Blood) and Vampiric Immortality advantages, and the Social Stigma (Dead) disadvantage. Undead can never be stunned and can ignore fatigue (unless caused by supernatural effects), but they still suffer from having their body parts blown off. Soulless undead don't regenerate damage without a secondary power (such as Unhealing).

Undead can usually only be killed by destroying their "focus." This is some area of the body the spirit inside uses to control the corpse. The most common focus is the brain, though a vampire's focus is usually the heart, and some very powerful creatures even remove their focus and hide it elsewhere for safekeeping. Unless the description says otherwise, assume the focus is the brain.

All this means undead can only be destroyed by damage to their focus (HT/4 for the brain, HT/3 for the heart). Horrors like walkin' dead (with the brain as a focus) have the Injury Tolerance (No Vitals) advantage; those with the heart as a focus have the Injury Tolerance (No Brain) advantage, and so on. They might be rendered ineffective if blown to pieces, but some can animate those hands if they want to (see *Independent Body Parts*, pp. 37-38).

VULNERABILITY

Creatures with a vulnerability are particularly susceptible to certain kinds of damage. A dry, brittle tumbleweed probably doesn't enjoy fire, and a giant, mutated slug might dissolve if covered in salt. See p. CI106.



BLACK MAGIC

Black magic is based on the faith of a dark soul in an evil god or malign spirits. The Reckoners sometimes reward such mortals with spells – when it suits their purposes.

The following advantage is a prerequisite for all black magic spells:

POWER INVESTITURE (BLACK MAGIC)

10 POINTS/LEVEL

You have been invested with the power of an evil god or spirit, and can cast black magic spells.

Each evil power grants its own version of this advantage. You should specify which type of Investiture you possess – usually Power Investiture (Reckoners) or Power Investiture (Lucifer), but the GM may add others. The main difference is in the "special effects" of your spells. For instance, depending on your god, a Bolts of Doom spell (p. 104) might look like a bolt of darkness, ice, or fire, or even a column of angry killer bees. This has no bearing on the actual *game* effects (damage, duration, etc.).

Regardless of its source, Power Investiture (Black Magic) comes in five levels. At level 1, you are little more than a lackey, trusted with but a spark of power; at level 5, you are a favored servant of your god. Each level confers a +1 bonus to IQ when learning black magic spells. As well, higher levels often let you produce more powerful effects.

SPECIAL RULES FOR BLACK MAGIE

For the most part, black magic uses the standard magic rules on pp. B146-164: the caster concentrates for the time listed under "Time to Cast" (1 second, unless noted otherwise), spends fatigue points as described under "Cost," and rolls against his skill with the spell. Exceptions are noted below.

MISFIRES

When a cultist rolls a critical failure with black magic, the Reckoners have decided to show their disapproval. Roll on the *Black Magic Misfires Table* (inset) instead of the *Critical Spell Failure Table* on p. B147.

BLACK MAGIC AID THE HOLY

Benevolent gods protect their servants. Holy folk get +1 to resist black magic – and to any Fright Checks, HT rolls, IQ rolls, etc. called for by the spell – per 5 points invested in Blessed (p. CI34), Divine Favor (p. CI36), and True Faith (p. CI47). If the spell in question does not normally allow a resistance roll, then those with such advantages gain the benefit of a resistance roll, treated as a Quick Contest between the sorcerer's spell skill and the target's Will.

A holy man may try to intervene if a warlock attempts to cast a spell on someone else. To do so, he must know that a spell is being cast and be able to interpose himself between the caster and the intended target. In combat, he must be taking a Wait maneuver, and can only move to protect someone within one hex, stepping into the victim's hex. He automatically becomes the new target of the spell, and must resist it normally or suffer its effects.

LEARNING BLACK MAGIC

Black magic spells are M/H skills based on IQ, modified by Power Investiture. The sole prerequisite for any of these spells is Power Investiture. However, black magic spells cannot be used as prerequisites for regular magic spells, should both exist in the campaign. Note that the black magician has no control over which new spells he learns; that is the decision of his dark patron.

BLACK MAGIC MISFIRES TABLE

After any critical failure with black magic, the GM rolls 3d on the table below. The GM should use these results as guidelines, tweaking the results to suit the personality of angered god. Critical failure should never result in the caster's intended effect, even accidentally.

3 – Spell appears to work, but is only a useless illusion.

4 – Spell fails entirely. Somewhere else, a "backblast" does something awful to something the caster values; the level of awfulness varies with the power and intent of the spell.

5 – Caster loses one level of Will.

6 – Caster loses one level of Appearance in a manner appropriate to the spell attempted. A Bolts of Doom spell might cause unsightly bum scars, while a Spook spell might subtly unhinge the caster's eye sockets for a wild, staring effect.

7 – Spell is cast on loved ones, friends, allies, innocent bystanders, or the caster (in that order) if malevolent, on foes if benevolent.

8 – Spell fails entirely; caster takes 2 hits of damage and the wound immediately turns gangrenous.

9 – Caster must make a Fright Check at -5 as horrific visions fill his eyes.

10 – Spell does nothing except drench the room in an odor of brimstone, the source of which appears to be the caster.

11 – Spell produces the reverse of intended effect.

12 – Spell produces the reverse of intended effect, on a random friendly or neutral target.

13 – Spell fails entirely; caster takes 1 hit of damage as his arms erupt in boils.

14 – Spell fails entirely; buzzing insects pour from caster's mouth.

15 – Spell creates vermin (rat, giant cockroach, immense tapeworm) *inside the caster* (stomach, throat, etc.).

16 – Spell withers caster's hand.

17 – Spell fails entirely; caster ages 4d years.

18 – Spell fails entirely; caster is engulfed in black flames and perishes instantly.

Evil PLACES AND HOLY GROUND

The powers of darkness are strong in the wake of the Reckoning. Resistance rolls against black magic are made at a penalty equal to the ambient Fear Level.

On consecrated ground, the faithful – that is, anyone who has taken the Disciplines of Faith (p. CI89) for that particular religion – get +4 to resist black magic. This is cumulative with any bonuses for actual holy status.

SPELLS

Black magic is flexible enough to cover any kind of evil sorcerer. Rather than come up with different spells for each kind of cultist, simply use the spells below and customize the special effects to suit the miscreant and his god.

Trappings: This might be the method used to start the spell, or it might be the visual effects it creates. A worm-worshipping cultist's Bolts of Doom might manifest as a shower of maggots, while one of Baron LaCroix's evil voodoo priests might cast a beam of icy blackness. Trappings have no game effects – they're just a way of making the same basic black magic spells have many different appearances.

ANIMAL MASTERY

REGULAR;
SPECIAL RESISTANCE

Lets the cultist call wild critters to do his bidding. He may specify the animals called, but the total ST score of all creatures summoned cannot exceed his Power Investiture \times 10. For instance, a magician with Power Investiture 1 (total ST 10) might choose 10 crows (ST 1 each), five black cats (ST 2), or a single hungry wolf (ST 10); a magician with Power Investiture 5 (total ST 50) could call two angry grizzly bears (ST 25). This spell will not call *intelligent* beings (IQ 8 or more).



When the spell is cast, the GM should determine the distance from the caster to the nearest critters of the desired type and apply the long-distance modifiers on p. B151. If the spell succeeds, the beasts will move toward the sorcerer as fast as they can, until the spell ends or the animals can see the caster. Once the animals are in the warlock's presence, he may give them orders, which they will carry out-for as long as the spell is maintained.

If the cultist wants to control an animal in the presence of its handler, then the spell is resisted by the handler's Animal Handling skill.

Duration: 1 minute.

Cost: 6 to cast; 4 to maintain.

Time to Cast: 2 seconds.

Trappings: Glowing eyes (in animal and cultist), or an inky black cloud around the critters.

BOLTS OF DOOM

MISSILE

This spell manifests in many forms, depending on the nature of the user. Regardless of appearance, Bolts of Doom have SS 13, Acc 3, 1/2D 250, Max 500. Use Spell Throwing (Curse-Missile) to hit (see p. CII49). Most cultists with this curse will have that skill at DX or higher.

Cost: Any amount up to caster's Power Investiture \times 3 energy points; the Bolts do 1d damage for each energy point spent.

Time to Cast: 1 second. This spell is much faster than standard Missile spells (see p. B150).

Trappings: Fire, ice, darkness, colored light, or objects or critters associated with the cultist.

CLOAK OF EVIL

REGULAR

Makes the sorcerer harder to see, and therefore harder to hit with any physical attack or ranged spell. Each point of energy subtracts 1 from the effective skill of any attack on the cultist.

Duration: 1 minute.

Cost: Any amount up to the caster's Power Investiture; the same to maintain.

Time to cast: 2 seconds.

Trappings: Blurred image, cloud of darkness or mist, flash of energy, mystical haze of things associated with the cultist.

CONTAGION

REGULAR; SPECIAL RESISTANCE

This spell causes horrible diseases – usually by tainting water or food, in which case everyone who partakes may contract the disease. The magician can also transmit the disease by touch (see p. B149).

Once a victim has come into contact with the contagion, he must make a HT roll. Apply the modifiers under *Contagion* on p. B133, with an extra -2 per level of the cultist's Power Investiture. On a failure, the victim contracts a disease. The specific disease is up to the caster – it may be any of the *infectious* diseases on pp. CII167-174, although the GM is free to forbid choices that would decimate his campaign world.

Regardless of the specific disease, it has an incubation period of only 1d-3 seconds, after which it progresses normally until cured. The cure depends on the disease, but a critical success on the daily HT roll to recover should always

work, as should a magical or divine cure. Until cured, the victim has the usual chances of infecting others.

Duration: Permanent until cured.

Cost: 6.

Time to cast: 30 seconds.

Trappings: "Evil eye," glowing hand, serums, hypodermics, rats.

CURSE

SPECIAL; RESISTED BY HT

To cast Curse, the caster *must* be able to see his victim and have an item belonging to him. Provided these conditions are met, the spell suffers no range penalties.

If the victim fails to resist, he will suffer a slow wasting. This takes the form of daily ST loss equal to $(1d-5 + \text{caster's Power Investiture})$. Once the victim reaches ST 0, he becomes bedridden, and will start to lose hit points at the same rate. Lost ST and hit points cannot be recovered through natural means or medical care. Magical cures can restore losses that have already occurred, but cannot prevent future harm.

All Curses have a method for removal specific to the cult. This is often used as a means to blackmail the victim. The surest way to end a Curse spell is to kill the cultist who invoked it. Whether the cultist can *voluntarily* remove a Curse once inflicted is up to the GM.

Duration: Permanent until dispelled.

Cost: 6.

Time to cast: 30 seconds.

Trappings: "Evil eye," voodoo dolls, poisons, strange marks.

DARK PROTECTION

REGULAR

Dark protection acts as DR against physical attacks. The GM determines whether the spell protects against magical attacks, energy, etc. as well.

Duration: 1 minute.

Cost: Twice the desired DR, up to a maximum DR bonus of caster's Power Investiture $\times 3$; half that to maintain.

Trappings: Scaly skin, bony armor, shimmer of energy or light.

FOREWARNING

INFORMATION

This spell gives the black magician information about *his* immediate future. This takes the form of a vision or the answer to one yes-or-no question. It is useful for avoiding ambushes and for allowing NPC cultists to thwart the plans of PCs who are scheming against them. It cannot reveal the distant future, nor can it reveal information that does not pertain directly to the caster's own fate.

Modifiers: The long-distance modifiers on p. B151, substituting "days" for "miles." Regardless of skill, this "time penalty" cannot exceed the warlock's Power Investiture $\times 2$ in absolute value. For instance, a cultist with Power Investiture 2 could accept at most -4 to skill, allowing him to see 10 days into the future.

Cost: 5.

Time to cast: 30 minutes.

Trappings: Tarot cards, bones, entrails, tea leaves, crystal balls.



GHOSTLY SERVANT

REGULAR

Using this incantation, a cultist can use ethereal hands to move inanimate objects in the physical world. This spell gives the *effect* of an invisible servant with ST equal to the magician's Power Investiture $\times 10$. This force can lift, move, and hurl objects, but it is not precise enough to do fine work or wield weapons, and cannot attack by "punching" or "kicking."

Being a Regular spell, Ghostly Servant is cast at -1 per yard of distance between the caster and the location of the initial effects. However, once it is cast, the sorcerer can concentrate to shift the effects to any location he can see at Move 5 (reduced normally by encumbrance if it is "carrying" anything).

Duration: 1 minute.

Cost: 8 to cast; 4 to maintain.

Time to cast: 2 seconds.

Trappings: Strong winds, murmuring voices, elaborate gestures, large hands, phantom servants.

ILLUSION

AREA; SPECIAL RESISTANCE

This spell allows the cultist to produce believable illusions that affect all the senses. Those who suspect an illusion may make an IQ roll to disbelieve, at -2 per level of the caster's Power Investiture. Acute Vision does not modify this roll, but Alertness does; superhuman sensory powers may also give bonuses (GM's decision). On a success, the viewer *sees* through the illusion.

The caster may specify that the illusions are *terrifying*, in which case viewers who fail to see through them must make a Fright Check at a penalty equal to the caster's Power Investiture. This roll is made only once, regardless of how long the illusions are maintained.

The caster can even have the illusion attack a viewer who has failed to disbelieve. This requires concentration, and the illusionary creature may only attack one viewer at a time. The effective DX of this attack is equal to the cultist's Will. The target may attempt any active defense. If the attack hits, the victim suffers fatigue equal to (1d-5 + caster's Power Investiture). However, the lack of force behind the attack will be evident, and the target is allowed to make an *immediate* IQ roll to see through the illusion.

Duration: 1 minute.

Base Cost: 6 to cast; half that to maintain.

Trappings: Hypnotism, heavy incense, gas, mirages, poison.

PACT **REGULAR; RESISTED BY ST + IQ**

Abominations are independent horrors. Even if two night haunts arise in the same town, they may or may not become allies in terror.

The Pact spell allows the cultist to form a tenuous contract with an abomination with animal intelligence (IQ 5 or less), or any other "mindless" horror. More-intelligent monsters are not affected by this spell (they can be bargained with, but thus does not require a spell).

To secure such a contract, the warlock must win a Quick Contest of his spell skill + Will versus the abomination's ST + IQ. This does not give the caster *control* over the abomination – it merely guarantees that it will, in general, act in the caster's interest.

Duration: Depends on Power Investiture, as follows:

Investiture:	1	2	3	4	5
Duration:	5 seconds	1 minute	1 hour	1 day	1 week

Cost: 1/8 the total of the abomination's four attributes (round up).

Time to cast: 2 seconds.

Trappings: An amulet, a sacrifice, arcane sigils.

PUPPET

REGULAR; RESISTED BY IQ

The puppet spell allows minions of the Reckoners to control a person's mind. The subject will follow any direct order the caster gives; in the absence of direct orders, he will act in the caster's best interest (as he understands it). The spell is immediately broken if the caster attacks the subject. Any time the "puppet" is forced to commit an act that is completely against his basic nature, he may attempt a Will roll to break free of his master's grip, at a penalty equal to the caster's Power Investiture.

Duration: 1 hour.

Cost: 6 to cast; 6 to maintain.

Time to cast: 2 seconds.

Trappings: An evil stare, a kiss, a touch, a potion.

SCRYE

INFORMATION

Dark minions often need to track their prey. This spell let the magician spy on his opponents. His mind is projected into their presence, allowing him to see, hear, feel, smell, and taste without being physically present. The spell does not tell the caster where the subjects are – although if the cultist is familiar with the area, he can make an Area Knowledge roll to figure that out (modified by what landmarks can be seen in the vision, as set by the GM).

Modifiers: The long-distance modifiers on p. B151. Regardless of skill, this penalty cannot exceed the caster's Power Investiture x 2 in absolute value. For instance, a cultist with Power Investiture 2 could accept at most -4 to skill, allowing him to spy on someone up to 10 miles away.

Duration: 1 minute.

Cost: 4 to cast; 2 to maintain.

Time to Cast: 3 seconds.

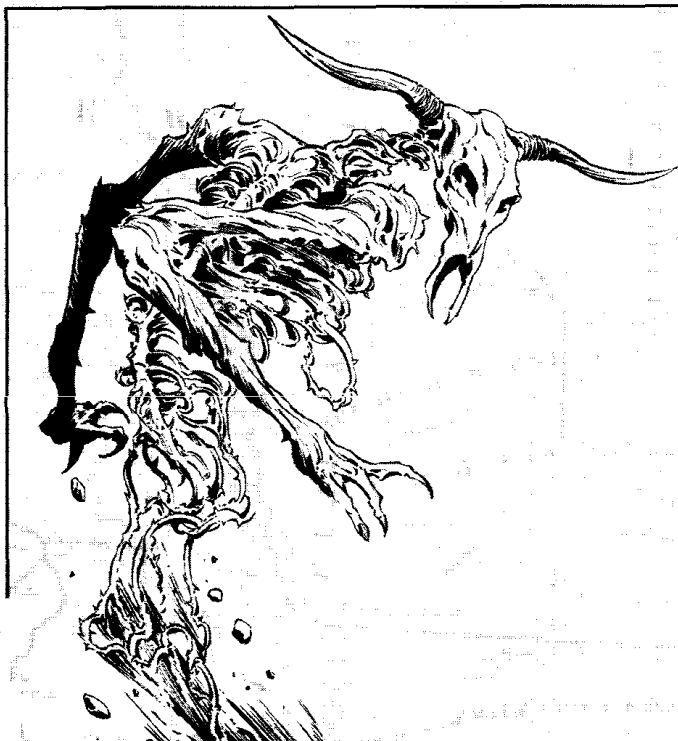
Trappings: Crystal balls, visions, eyeballs (clairvoyance), ears (clairaudience).

POWERING BLACK MAGIC

In the original *Deadlands* game, black magicians could work a lot of magic without fatiguing themselves, but other limits on their abilities kept them from getting out of hand. In *GURPS Deadlands*, fatigue is used as the balancing factor. To give warlocks energy enough to shoot mighty Bolts of Doom or call down mile-wide Storm-calls, the GM might wish to allow the following advantage:

EXTRA FATIGUE (BLACK MAGIC ONLY) **2 POINTS/LEVEL**

Cultists may purchase up to Power Investiture x 6 levels of Extra Fatigue (p. C124) with the limitation "Only for black magic" (-33%). These fatigue points are only 2 points apiece, but can only be used to pay the energy cost of black magic spells.



SENDING

SPECIAL; RESISTED BY IP

This spell inflicts terrifying nightmares on a sleeping victim. If the spell succeeds, the subject gets no rest from the night's sleep, and instead *loses* 2 fatigue. If the spell is recast the next night, the effects are cumulative. If the subject's ST falls to 0 due to this spell, he falls into a coma, and will suffer 1d damage each day until death. Lost ST and hit points can be recovered through medical care, and magical cures can restore losses that have already occurred, but neither will prevent future castings of this spell from having full effect.

The subject gets an IQ-4 roll to realize that the nightmares are being caused by hostile magic, which may lead him to track down and deal with his tormentor.

Modifiers: +2 if the caster has intimate knowledge of the subject's fears. The long-distance modifiers on p. B151. Regardless of skill, the maximum long-distance modifier is (1 - caster's Power Investiture). For instance, a cultist with Power Investiture 3 could accept up to -2 to skill, letting him afflict a victim up to a mile away.

Duration: 1 hour.

Cost: 6.

Time to cast: 1 minute.

Trappings: Nightmares.

SPOOK

AREA; RESISTED BY IP

Anyone in the area who fails to resist and who can see the caster must make an immediate Fright Check at a penalty equal to *twice* the caster's Power Investiture.

Base Cost: 4.

Trappings: The being's own bone-ugliness, an icy grip, a weird stare.

STORMCALL

AREA

Stormcall brings a temble squall down upon the area. Anyone venturing out into the storm is battered and torn, both by the storm itself and by the array of whirling debris stirred up by it.

The effects of the storm are based on the caster's Power Investiture:

Investiture Effects

1 Windstorm. Ranged attacks are at -5. Vision and Hearing are at -1.

2 As above, but with rain (see p. B187). Vision and Hearing are at -3.

3 As above, but worse, and mixed with icy hail. Ranged attacks are at -10, other DX rolls are at -5. Vision and Hearing rolls are at -5. A ST roll needed to move 1 hex against wind. Wind lifts objects up to 30 lbs.

4 As above, with more severe winds. Roll vs. ST each turn to remain standing. Wind lifts objects up to 60 lbs.

5 As above, but even more severe. Ranged attacks are impossible. Visibility is 1 yard, and no Vision and Hearing rolls are possible beyond that range. Roll vs. ST-5 each turn to remain standing. Wind lifts objects up to 90 lbs.

Duration: 1 hour.

Cost: 1/50 to cast (minimum 1); same to maintain.

Time to Cast: 1 minute.

Trappings: Blizzards, hailstorms, tornadoes.

STUN

REGULAR; RESISTED BY HT

This is the spell magicians use when they need living victims for sacrifices or other dark purposes. To cast it, the magician must touch or fire a projectile at the victim. If the victim is hit and fails to resist the spell, then he is rendered unconscious, paralyzed, or otherwise totally incapacitated.

Duration: 1 minute.

Cost: 5 to cast; 3 to maintain.

Trappings: Bindings, energy, poisons.

TRANSFORMATION

REGULAR

Voodoo legends abound with stories of bokkor who transform themselves into werewolves or worse. Other evil cultists transform into minions of their dark pantheons.

Transformation alters the cultist's body into a fearsome monstrosity. The GM sets its appearance, but it should be something horrible. The power of this form is proportional to the caster's Power Investiture. The sorcerer might gain ST, DX, HT, or hit points; defenses such as PD or DR; attacks such as Claws or Venom; or enhanced senses such as Discriminatory Smell or Night Vision. The GM should assign caster's Power Investiture x 50 character points worth of such abilities to the monstrosity.

Any disadvantages the GM assigns to this form – which might include Bestial, Horizontal, or Mute, and which always include an appearance of Hideous or worse – do *not* allow more points in advantages. The Reckoners do not consider these things to be disadvantages . . .

Duration: 1 hour.

Cost: 6 to cast, 2 to maintain.

Time to cast: 3 seconds.

Trappings: Body painting, self-mutilation, jagged claws.

ZOMBIE

AREA

This spell turns corpses into walkin' dead, pure and simple. This does not create corpses – it animates those that exist. The newly undead can go make new corpses, though. This spell can raise at most R² corpses, where R is the radius of the spell.

Corpses made in this way don't last long – a couple of weeks at best. There are exceptions, of course, like the soldiers in Santa Anna's Army of the Dead, but most necromancers can only make the dead walk for a night or so.

Treat the zombies as walkin' dead. Zombie used on a battlefield might produce "veteran" walkin' dead. Both are detailed on pp. 115-116.

Duration: Varies.

Base Cost: 7. Maximum radius is equal to caster's Power Investiture.

Time to Cast: A number of minutes equal to the radius.





BESTIARY

There were six of the demons, eight or nine foot tall from their clawed feet to the tips of their horns, and their black batlike wings looked big enough to blot out the sky. One came swooping down towards me and I froze, but Big George was quicker; he fired up into the air, and the monster dropped to the ground right in front of me. Close-up like that, I could see that the "horns" were really ears; it had wings but no arms, and looked more like a bat than a man. One of those wings hung down, shattered by George's shot, but it wasn't dead; it came scrambling towards me like a man with a crutch trying to run. George and I fired in the same instant, and it staggered backwards, then the marshal gave it a blast of buckshot from his LeMat, which made the creature's face a damn sight prettier. Then I heard a shrzek as another of the monsters swooped down and picked up one of the gamblers, a scrawny little Frenchman known as Slim.

I turned around and saw the marshal drop his gun and make a grab for Slim as he rose, but he was a mite too slow, and the monster and the gambler disappeared into the darkness. Another of the demons dropped out of the sky and sank its talons into the marshal's shoulders; Big George and I grabbed at the marshal's legs with our free hands while we fired at the damn thing. I heard a scream behind me, and looked over my shoulder. Another of the monsters had grabbed a woman off the saloon's balcony and was flying away with her: As I aimed at it, hoping not to hit her; she drew a pepperbox out from under her skirt, rammed it up between the creature's legs, and fired off all the barrels. The monster dropped her; and she grabbed the edge of the roof on her way down.

The one that had grabbed the marshal finally gave up the ghost, and it and the marshal fell on top of me, knocking me to the ground. I looked up to see another one of them swooping towards the preacher from behind. I yelled a warning, and the preacher spun around and pointed his gun at the damn thing. I reckon he would have got it through the heart if he hadn't been all out of bullets.

Then the creature seemed to stop in mid-air a few inches from the preacher like it had smacked into a window, and took off into the darkness. One of the gamblers fired into the sky, but the marshal advised him to save his ammunition. "Everyone get under cover, reload, get yourself fixed up," he said. "I don't reckon they'll come back tonight, but they might."

He was bleeding like a stuck pig, so George and I helped him to the stable, where the blacksmith bandaged him. "Those creatures," I said, "are they responsible for the disappearances?"

"Them and the dust devils," said the marshal, wearily, "and the tumblebleeds and other varmints account for some, too. But mostly, folks just gets up and leaves. I reckon they just don't like it here." He looked out the doorway at the darkness. "Don't understand it meself."

BLACK RIDERS

ST: 15	Move/Dodge: 616	Size: 1
DX: 15	PDIDR: 010	Wt.: 180 lbs.
IQ: 14	Damage: 6d#	
HT: 12	Reach: C	Habitats: Death Valley

Special Abilities: *Damage:* Revolvers; 6d+ crushing damage, never need reloading; other stats as for Colt Army .44.

Coup: A Harrowed who takes a rider's essence can instantly detect other Harrowed by simply looking at them.

Invulnerability - All.

Terror: +4

Vulnerability: Blessed Weapons: The riders can only be destroyed by receiving at least 3 points damage to the brain from a weapon blessed by an ordained minister (see Sanctify skill, p. 44)

Skills: *Brawling*-17; *Guns/TL5 (Pistol)*-20; *Intimidation*-17; *Riding (Horse)*-19.

The Black Riders haunt Death Valley. They wear tattered black shrouds with a single holster at their waists. Beneath their black cowls, should anyone get that close, are skulls with two glowing red sparks for eyes.

The Riders' black horses seem to be ordinary saddle horses, but are protected by the Riders' invulnerability while the Riders are mounted. Black Riders despise all life and kill any living beings they see.

DESERT THING

ST: 25-35	Move/Dodge: 1/6#	Size: 7
DX: 14	PDIDR: 2/6#	Wt.: 1-2 tons
IQ: 4	Damage: 5d imp#	
HT: 13/39	Reach: C-7	Habitats: D, Sub

Special Abilities: *Terror* +4. *Special Limitation:* Always On. See p. 39.

A desert thing is basically a gaping maw in the sandy desert floor, a body 8' in diameter surrounded by 20' tentacles.

Desert things move very slowly but stealthily beneath the dunes (*Stealth*-14), dwelling along popular trails or in or near a water hole. When a hapless traveler passes by, the thing grabs its legs or hooves with its long tentacles and drags it into its circular maw, which bites for 5d impaling.

Desert things can sense approaching prey (anything from 5 to 300 lbs. qualifies) up to 50 yards distant on a contest of *Hearing* (14) versus the prey's *Stealth* skill. When the prey gets within reach of its 20' long tentacles, the creature attacks.

Each of the thing's eight tentacles can grapple prey; if the grapple succeeds, the victim's fate is determined with a contest of ST. Every win for the Thing means the prey is dragged one yard closer to its teeth; the victim needs to win two consecutive tests in a row to break free.

The only other way to escape the creature is to kill it or mangle a tentacle. The rest of the beast (DR 14, no Dodge) lies protected under several inches under the sand (+1d to DR), and the tentacles themselves are tough and difficult to cut (DR 7, 7 hit points, Dodge 6). The Desert Thing opens its huge mouth (-1 to hit) when its prey is within 3 yards; throwing a few sticks of dynamite inside bypasses all DR, but requires precise timing.

DEVIL BAT

ST: 12-17 **Move/Dodge:** 15/7# **Size:** 1 (7' tall)
DX: 14 **PD/DR:** 1/1 **Wt:** 150-200 lbs.
IQ: 6 **Damage:** 2d-1 imp#
HT: 11 **Reach:** C,1 **Habitats:** D, M, P

Special Abilities: Terror +4. *Special Limitation:* Always On. See p. 39.

Devil bats are nocturnal predators who hunt in groups of 1-6. They attack by racing from the night and grabbing prey with their taloned feet (see *Attack from Above*, p. B124.)

If this swoop attack succeeds, treat it as a slam that grapples and impales for 2d-1 impaling damage; the bat then drags the prey into the air and rises. A devil bat can carry up to Heavy Encumbrance (ST x 12); but Move is reduced by 12. Move is reduced by 8 for Medium Encumbrance (ST x 6), and by 4 for Light Encumbrance (ST x 4).

The devil bat "sees" by means of sonar. If its prey makes a Will roll to stand stock-still among other obstacles, the thing is at -10 to pick him out of the clutter. Another means of defense for victims light enough to be picked up is to weigh themselves down with gunbelts, armor, backpacks, etc., before venturing into devil bat temtory. If not taken totally by surprise, characters can grab onto something heavy (a DX roll is needed if partially surprised). This will slow the devil bat down for at least one turn; the victim must then win a Contest of ST with the devil bat to not get carried away. The good news is that two characters holding onto each other can combine their STs.

Once grabbed, prey can break free by winning a contest of ST; if it hasn't done so by the time the devil bat is 50 yards up, the bat lets go or tries to slam the prey into a rocky outcropping. If successful, the bat lands and feasts on the remains. The best thing for a traveler to do once he's in the grasp of a devil bat is to grab hold of its ankles and hang on for dear life. This is a contest between the creature's DX and the character's ST. If the creature wins two contests in a row, it manages to shake the prey loose. If the prey wins three contests in a row, he manages to force the critter to within ten yards of the ground or a rocky outcropping where he can jump free.

If it can't lift its prey, the devil bat may attack in close combat (1d+1 impaling damage) or fly away for another swoop. Devil Bats have Stealth-16 while flying at night, Stealth-12 during the day; on the ground, Move/Dodge is 316, Stealth-8.

Devil bats look like an obscene cross between a human being and a bat. These critters live in the Badlands of the Dakota Temtory. The Sioux call them "kinyan tiwicakte," or "flying murderer."

DUST DEVIL

ST: 20-25 **Move/Dodge:** 15/7# **Size:** 1 (10' tall)
DX: 16 **PD/DR:** 1/1 **Wt:** 200-300 lbs.
IQ: 6 **Damage:** 2d-1 imp
HT: 13 **Reach:** C **Habitats:** D

Special Abilities: Terror +2. *Special Limitation:* Always On. See p. 39.



Dust devils live in the deserts of the southwest, lying in wait until they see prey, then using their supernatural power to create a whirlwind about themselves as they move in for the kill. More than one unwary traveler has gone down before the spikes of one of these creatures, thinking it was only a dust storm.

Dust devils attack by centering on their prey and whirling around it with their spiny, snakelike bodies. They kick up a swirling cloud of sand and stone that temporarily blinds everyone within 10 yards of its deadly center unless they make an HT roll at -10. (On a natural 18, blinding damage is lasting; see p. B129). Dust devils live at the center of their dirt-filled whirlwinds, making them difficult to see or hit with normal weapons. A character is at -10 to hit the creature itself with a missile weapon. Shots that miss are sucked into the whirlwind and shot out in a random direction (use the rules for scatter, p. B119). Dynamite might affect the creature normally, though sticks thrown inside the whirlwind are usually flung out before they can detonate.

A hero making a hand-to-hand attack on the creature must first win a contest of ST. If he wins, he can attack normally. Otherwise he is blown backward by the whirlwind and can't take a swing this action.

When not whirling (which isn't often) a dust devil looks like a large pale snake with spines running all down its back.

GHoul

ST: 12	Move/Dodge: 5/5	Size: 1
DX: 12	PD/DR: 010	Wt.: 150 lbs.
IQ: 10	Damage: 1d-1#	
HT: 11	Reach: C	Habitats: All

Special Abilities: Damage: Sharp claws do 1d-1 cutting damage; bite does 1d-2 cutting plus injecting a Type D poison.

Dark Mision: See p. CI52.

Stench: Like Bad Smell (p. CI80) but worse; anyone within 7 hexes of a Ghoul must make a roll vs HT at +2 or lose their lunch (p. B94). This roll must only be made once per encounter: characters with the Phobia (Squeamishness) disadvantage receive a -4 modifier, while those with the No Sense of Taste or Smell disadvantage don't need to roll at all. This stench also prevents the ghouls using Stealth against anyone who has a sense of smell, and gives +4 to any attempts to track ghouls.

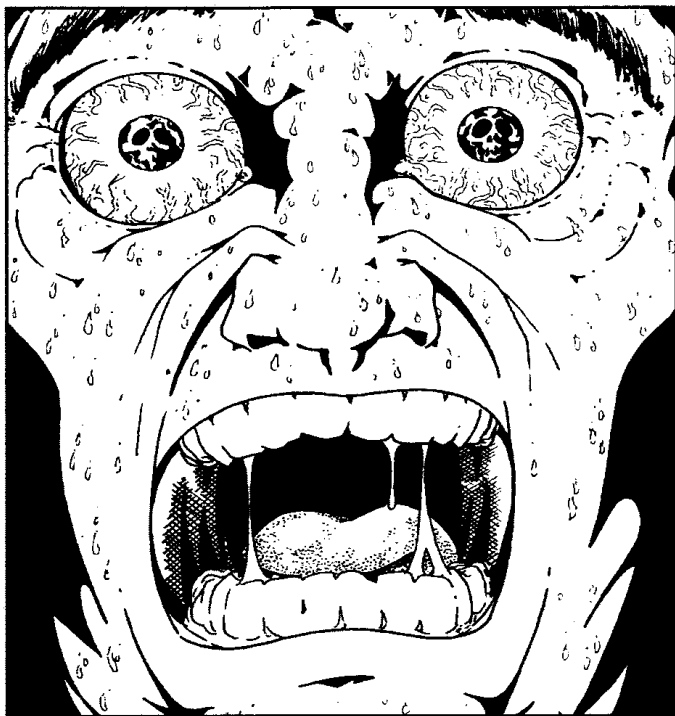
Special Abilities: Terror +4. Special Limitation: Always On. See p. 39.

Weakness: Bright Light: All actions taken by a ghoul exposed to light brighter than a torch or lantern receive a -4 penalty.

GHoul King

ST: 13	Move/Dodge: 5/5	Size: 1
DX: 12	PD/DR: 010	Wt.: 180 lbs.
IQ: 11	Damage: 1d#	
HT: 11	Reach: C	Habitats: All

Special Abilities: Damage: Sharp claws do 1d cutting damage; bite does 1d-1 cutting plus injecting a Type D poison. Other special abilities as for Ghouls.



Ghouls resemble feral humans, but their skin is corpse gray and often covered with pus-filled sores, and they appear about a foot shorter than normal humans because they walk with a stooped, shuffling gait. Their hands are tipped with razor-sharp claws, and their mouths sport wicked fangs. Their eyes always have a faint red glow about them. They are not undead, but look (and smell) as though they were.

Ghouls feed on the dead. They will eat any corpse, but they prefer fresh meat. After ghouls feed on a body there is usually little left but bones, and these have been well gnawed. Ghouls normally scavenge the dead from recent battlefields, but they have been known to grab those too badly wounded to defend themselves as well. Some ghouls dress in the clothing of their last meal, but most don't bother with such things.

Ghouls live underground, in groups of 6-10. The strongest ghoul in a region is the "ghoul king," a bloated creature who commands all others nearby.

The pack digs numerous tunnels connected to their central den where they drag their victims to feed. It's usually littered with the bones and belongings of past meals. The king rarely leaves this shelter.

Above ground, ghouls are cowardly and flee if attacked, but anyone foolish enough to follow them below ground had better be prepared for a fight. The creatures use their knowledge of the maze-like tunnels to surround and trap intruders. They often collapse a portion of the tunnel on interlopers and then dine on them after they have suffocated.

Cannibals in ghoul territory might become ghouls just as those in colder climes become wendigos: use the same rules for becoming a wendigo (pp. 116-117). If the cannibal's victim was a close friend or relative, the character becomes a "ghoul king" and retains his own statistics. Other ghouls naturally bow to this individual, though other ghoul kings usually send their warriors to murder the newcomer. Ghoul kings look just like other ghouls, except they are fatter, even more loathsome looking, and guarded by 4d-2 loyal ghouls.

GREMLINS

ST: 9 **Move/Dodge:** 6/8 **Size:** <1
DX: 13 **PD/DR:** 1/1 **Wt:** 70 lbs.
IQ: 11 **Damage:** 1d-1 imp#
HT: 9 **Reach:** C **Habitats:** D

Special Abilities: Terror. *Special Limitation:* Hideous Appearance. See p. 39.

Gremlins exist solely to cause mischief and disaster via mechanical contraptions. They cause a mechanical item's Malfunction number to drop by 1. Even items without a Malfunction number, like watches or typewriters, are affected. Make Malfunctions checks whenever these items are used; on a 17+, the device malfunctions.

Most of the time, gremlins exist in spiritual form only, which allows them to inhabit gadgets as hazardous as flamethrowers or as small as fountain pens. If possible, they prefer dwelling in prototypes devised by mad scientists. If a mad scientist fails a roll while constructing or repairing a gadget, he attracts a gremlin. The creature's spirit inhabits the device instantly and begins to make minute arcane alterations to its nature. Every day thereafter, the gremlin may attract more of its mischievous brothers and sisters. Roll 1d once per game session. On a roll of 1, another gremlin spirit enters the device, giving another -1 to the Malfunction number.

The only way to get rid of the gremlins is for someone to "exorcise" the gadget by winning a contest of Mechanic, Occultism or Theology vs. the gremlin's Will. If the exorcism succeeds, the combined jinx of all the gremlins inside is canceled for 24 hours. If it succeeds by 5 or more, the gremlins are actually forced out of the item, where they involuntarily materialize in the flesh for one hour. When physically manifested, gremlins are little green humanoid with comically large ears, and not so comically long claws. Gremlins attack if they think they can win; if not, they will cause as much havoc as possible.

Typical Gremlin skills are Brawling-15; Climbing-15; Fast-Talk (Ridicule)-12; Filch-14; Lockpicking-12; Stealth-16; and Swimming-14.

HANGIN' JUDGE

ST: 15 **Move/Dodge:** 5/5 **Size:** 1
DX: 12 **PD/DR:** 0/0 **Wt:** 150 lbs.
IQ: 13 **Damage:** *
HT: 11 **Reach:** C **Habitats:** D, P

Special Abilities: *Coup:* Hangin' judges are fearmongers of the highest order. If a hangin' judge is destroyed, a Harrowed gets the judge's twin, autoloading Army revolvers as coup (damage as fine quality shortswords, -1 penalty for combination weapons applies). The guns are not for those on this side of the grave. They vanish in the hands of living folks in 1d+1 hours.

Damage: Single-Action Army Revolvers. These weapons entirely reload themselves in 5 turns after they're emptied. On the end of their two pistols are scythes. The judges can use these in hand-to-hand combat with shortsword

skill, doing 2d impaling or 4d cutting damage, without the usual -1 penalty for combination weapons.

Imperturbable: See p. C126.

Invulnerability – Normal Weapons: The only way to destroy a judge is to hang him high. Bullets fired from a real lawman's gun can "kill" them, but even after being shot and buried they come back the following night, hot for vengeance.

Terror: +8

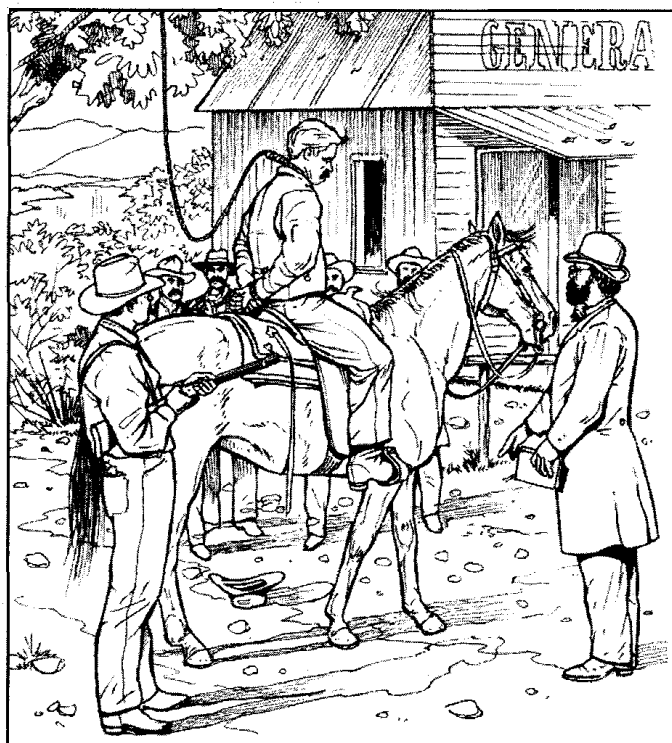
Skills: Area Knowledge (Chisolm Trail)-14; Detect Lies-12; Guns/TL5 (Pistol)-18; Intimidation-16; Riding (Horse)-12; Shortsword-15; Stealth-12; Tracking-14.

From 1863-69, five Confederate circuit judges formed a secret alliance to steal land, ruin their rivals, and eliminate anyone who stood in the way of their wealth and fame. Those who opposed them were framed for "hangin' offenses" and hauled to the nearest tree for a lynching. But after six years of tyranny, the locals, mostly hot-blooded Texans, fought back. They rounded up each of the judges and hung them from trees all along the Chisholm Trail as a warning to other authorities who would abuse their power.

The Reckoners seized the opportunity to infuse their spirits with unholy energy and send them back to earth as abominations. Now the hangin' judges stalk the Chisholm by night, terrorizing anyone who happens to cross their path. They might decide blue is illegal one day and whistling Dixie is a hangin' offense the next. Being from Texas is always a heinous crime. Whatever the "charge," the judges' sentences are always death.

Hangin' judges are solitary and relentless hunters. Once they're on someone's trail, they stay with him until he's dead or morning comes. If their quarry is killed, they string him up along the Chisholm Trail and paint the victim's offense on his forehead in blood.

The judges never speak except to whisper their prey's offense over and over. Each hangin' judge looks bit different, but all wear cowls or hoods hiding their faces.



JACKALOPE

ST: 1-2 **Move/Dodge:** 1417 **Size:** <1
DX: 14 **PD/DR:** 6/0 **Wt.:** 10-25 lbs.
IQ: 3 **Damage:** 1d-5 imp **Habitats:** D, P
HT: 15/2-4# **Reach:** C

Special Abilities: Terror +2.

A jackalope looks like a large jackrabbit with a full set of antlers – though few people who see them live to tell the tale. Jackalopes stalk solitary travelers and small groups (Stealth-13), cursing their chosen prey with the Unluckiness disadvantage and waiting for disaster to strike them. Loners will be attacked as soon as they're too weak to fight back; parties will be gradually reduced to a sole survivor. Jackalopes never attack anyone bigger than themselves until they're disabled, and then they go for the throat.

Even when they underestimate their prey, jackalopes are hard to kill. They have a sixth sense that warns them whenever they are about to meet danger, and they're fast enough to get right out of the way after that (treat as PD 6). Jackalopes are also smart enough to hide if someone decides to keep taking shots at them.

The best way to get rid of a jackalope 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.

Jackalope feet are good luck charms. Anyone wearing one has the Luck advantage until the charm is removed or it decays, after about one month.

LOS DIABLOS

ST: 48-60 **Move/Dodge:** 514 **Size:** 4
DX: 11 **PD/DR:** 2112 **Wt.:** 1,000-2,000 lbs.
IQ: 13 **Damage:** 4d+2 imp **Habitats:** All
HT: 13/22 **Reach:** C

Special Abilities: *Coup:* A Harrowed character who absorbs a diablo's essence gains DR 7 and 1 level of Fearlessness.

Imperturbable: See p. CI26.

Invulnerability – All: To anyone other than the particular diablo's target.

Terror: +4. *Special Limitation:* Always On. See p. 39.

Skills: Detect Lies-12; Intimidation-15; Stealth-11; Swimming-12.

Los diablos have haunted humanity for thousands of years. Other cultures knew them as minotaurs and gorgons. In the Weird West, they have taken on the forms of mutated Texas longhorns, with thick reptilian skins, and glowing red eyes. They are harbingers of doom, for they are one of the only direct servants of the mysterious Reckoners, and they exist to hunt down heroes who've angered the Reckoners by defeating, or having taken part in the defeat of, five or more creatures with coup powers. These heroes are the devil bulls' sworn enemies; the only individuals they can hunt and deliberately harm, and the only ones who can harm them.

The first night los diablos are on the trail of a character or party, their prey hear a distant rumbling, as if a herd of



buffalo or steers were stampeding in the distance (Fright Check at +1). The next night, the rumbling grows louder, and Fright Checks are at +0. This continues until Fright Checks must be made at -10. The next night, los diablos appear at the head of a ghostly stampede called the "Devil's Own Herd." These creatures are actually the souls of all those the Herd has slain before. Even if their prey is indoors, los diablos and the Devil's Own Herd smash through walls, doors, or windows to ride over him.

Each diablo has one chosen victim, and cannot attack – or be harmed by – anyone else. Any other characters who come too near the herd take 1 point of fatigue each turn until all los diablos are defeated. As usual, if ST goes to 0 and the damage starts causing wounds, the characters can die. Those who do become another scul in the Devil's Own Herd.

MAZE DRAGON

ST: 100-200 **Move/Dodge:** 1216 **Size:** 50+
DX: 10 **PD/DR:** 216 **Wt.:** 10-30 tons
IQ: 11 **Damage:** 11d imp.
HT: 161100 **Reach:** C, 1-8 **Habitats:** SW, FW

Maze dragons have been attacking ships and prospectors in the canyons of the Maze since shortly after the Great Quake. They look like legendary sea serpents, with long sinuous bodies covered in thick, slimy scales. The Chinese warlords of the area started calling them dragons, and the name stuck. Unlike most abominations, Maze dragons are known and accepted as ordinary creatures.

A maze dragon's mouth is large enough to swallow a person whole, and on a critical hit, it does. The victim takes 3d damage every round from the crushing gullet and acidic bile. The only way out is to hack or blast a hole through the maze dragon's scales (DR 10) with a shotgun or cutting weapon.

Maze dragons have Stealth-18 while underwater. Anyone seeing one must make a Fright Check at -8.

MOJAVE RATTLER [ADULT]

ST: 23-200 Move/Dodge: 1416 Size: 10-100
DX: 10 PD/DR: 216 Wt.: 50-300 tons
IQ: 10 Damage: 13d imp.
HT: 16132-200 Reach: C, 1-25 Habitats: D

Special Abilities: Terror +8. **Special Limitation:** Always On. See p. 39.

MOJAVE RATTLER [LARVAE]

ST: 10 Move/Dodge: 916 Size: 1
DX: 8 PD/DR: 111 Wt.: 100-300 lbs.
IQ: 9 Damage: 1d-2 cut.
HT: 9 Reach: C Habitats: D

Special Abilities: Terror -1. **Special Limitation:** Always On. See p. 39.

Though most common in the Mojave, rattlers are also found in isolated flatlands in Montana and Utah. They look like huge fleshy worms, with a mass of fleshy tentacles at the "head"-end surrounding a round saw-toothed maw. The rattlers of each region have their own colors and personalities.

Mojave rattlers go straight for the kill, while the ones in Montana are skulkers (Stealth-13). Utah rattlers are smaller but faster, and they love to chase steam wagons across the great Salt Flats. Like Maze dragons, rattlers are accepted near the regions they terrorize.

Rattlers sense their prey by vibrations in the sand. They can detect the movement of a man up to 200 yards away. Horses are detected at double the distance, and wagons at triple. The best defense against rattler attack is to head for a rocky surface as soon as you recognize the rumblings of a rattler beneath you (unmodified IQ roll for any character from rattler-infested territory), as they can't tunnel through solid stone. Travelers who don't recognize these sounds get -2 on initiative and -4 to recover from surprise.

When a rattler moves in for the kill, it bursts up through the earth and tries to snag its prey with one of its tentacles. Though rattlers have many tentacles, they never attempt to capture multiple targets unless their intended victims are very close together, such as a horse and rider, preferring to focus on a single quarry. A full-grown rattler's tentacles have ST 23 and are about a quarter as long as the worm itself. Once they grapple a target, the worm starts dragging the victim into its crushing maw. Every success on a contest of ST drags the rattler's prey 1 yard closer.

The rattler's tentacles can take three points of damage before they're useless and the worm retreats, but bullets, crushing, and impaling weapons do only a single point each, and shotgun blasts do two. Only cutting weapons do full damage.

Rattler larvae look like miniature versions of their huge parents, approximately 1 yard long, and can be found all over the Badlands. It's widely believed they hatch out of eggs at this size, then burrow underground to pupate before emerging as adults. They travel in packs of 2-12, burrowing at Move 9, and crawling along the surface at Move 3.

NIGHT HAUNT

ST: 11 Move/Dodge: 15/7 Size: 1
DX: 14 PD/DR: 010 Wt.: 150 lbs.
IQ: 13 Damage: 1d imp*
HT: 8 Reach: C Habitats: All

Special Abilities: *Damage:* Claws do 1d imp or 2d-1 cut, *bypassing DR.* Bite does 1d-2 imp.

Coup: A night haunt's essence gives a Harrowed character a dark, shadowy appearance. When he concentrates, the Harrowed may add +6 to his Stealth rolls.

Imperturbable: See p. C126.

Hovering: Night haunts float a few feet off the ground and aren't slowed by material objects.

Invulnerability - Normal Attacks: Normal weapons can't hurt a night haunt. Only light (see below) and magical attacks cause it any sort of damage.

Termr: +4. **Special Limitation:** Always On. See p. 39.

Vulnerability - Light: Night haunts are creatures of shadow. They cannot exist in bright light. Torches, lanterns, and other weapons used against them inflict 1d+2 points of damage (ignore the user's Strength).

Skills: Brawling-17; Intimidation-20; Mimicry-14; Stealth-21.

Night haunts are evil creatures of corrupted shadow that subsist on human souls. They are lone hunters that appear only at dusk, following settlers and other travelers across the plains, waiting for them to camp for the night. Night haunts resemble thorny shadows straight from a nightmare. Anyone seeing one must make a Fright Check at -5.

When a night haunt spots prey, it hides away in the enshrouding darkness and waits for most of the travelers in the posse to fall asleep before it begins its insidious attack. It then uses mimicry and illusion to lure the guard, who must make a Will roll to resist (IQ minus penalties if he has the Curious disadvantage).

The camp's guard, if any, likely sees strange "patches" of darkness or hears a distant baby's cry or some far-off screams - anything the night haunt can do to unnerve its prey. Its goal is to lure the guard out alone, preferably without waking his companions.

If the night haunt is successful, it draws the fool out until he's entirely isolated before it attacks with its soul-wrenching claws. When it has killed its victim, it sups on the fleeing soul, making it impossible for someone killed by a night haunt to become Harrowed.

POLE MEN

ST: 12 Move/Dodge: 818 Size: 1
DX: 14 PD/DR: 010 Wt.: 150 lbs.
IQ: 10 Damage: Special.
HT: 10 Reach: C Habitats: M

Special Abilities: *Undead:* A Pole Man has the Injury Tolerance (No Blood, No Neck, No Vitals) advantage. Its focus is its head. See p. 102.

Terror: +6.

Pole men are undead who have been hung on poles along the trail from Denver to the Black Hills (see p. 16). They attack lone travelers on rainy nights by stretching their limbs and grappling their victims with their rubbery arms. If the pole men capture a victim, they erect a new pole and tie him to it, looping the rope around his neck so that he strangles (see p. B122). After death, the victims also become Pole Men.

Pole Men have Brawling-17 and Stealth-15.

PRAIRIE TICK

ST: 1 **Move/Dodge:** 719 **Size:** <1
DX: 15 **PD/DR:** 010 **Wt.:** <1 lb.
IQ: 2 **Damage:** 1d-5 cut
HT: 814 **Reach:** C **Habitats:** D, P

Prairie ticks' squishy bodies grow to the size of a man's fist. They are blood-red red in color, with fat bloated bellies and long hooked legs. They live in underground burrows of 10-20 (2d+8) creatures each, and they are rumored to be controlled by a single, giant queen that rules over each nest.

Prairie ticks can sense the vibration of a man walking across the desert up to 100 yards away, double that for horses, and quadruple for wagons. When they sense prey, they crawl from their burrow, and scuttle through the tall prairie grass at top speed. Anyone seeing one must make a Fright Check at -3.

The ticks attack by leaping for the mouth (-5 to hit) and pulling the victim's lips down with their two front hooks (Contest of DX vs victim's ST). If the tick succeeds, it slithers into the victim's mouth and down his throat, and begins to drain blood at the rate of 1d-2 HT per hour. As the host bleeds, the tick gets larger, until it bursts the ribcage and comes crawling out of the stomach or throat. Anyone who sees this needs to make a Fright check at -5.

The only known 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 roll HT-5 (modified by Strong or Weak Will) to get the castor oil down. If he does, the tick comes crawling out in 4d turns, doing 1d-5 damage each round as it does.

THE REVENANT

ST: 12 **Move/Dodge:** 718 **Size:** 1
DX: 17 **PD/DR:** 111 **Wt.:** 200-250 lbs.
IQ: 14 **Damage:** 2d+ imp
HT: 13 **Reach:** C **Habitats:** M, F, D, P, S

Special Abilities:

Coup: A Harrowed who feeds off the Revenant takes half damage from a lawman's bullets.

Damage: Army .44 Navy revolver. (When this weapon is empty, the Revenant must spend 1d-1 actions spinning its well-oiled cylinder. Each action counts as an Intimidation roll. When the cylinder stops, the gun is reloaded.)

Immunity (All): The Revenant is immune to all attacks, with one exception (see below). Even magical attacks are useless – unless the spell is cast by a lawman and pinpoints the heart.

Terror: +4.

Vulnerability (Lawmen): To destroy it, a duly authorized lawman must hit it in the heart (-4 to hit; a 1 in 6 chance on

a Vital Organs hit that the Revenant was hit in the heart. See p. CII53). Other attacks may make the entity flinch or fall down, but they do no real harm.

Skills: Brawling-20; Fast-Draw (Pistol)-22; Guns/TL5 (Pistol)-22; Intimidation-19; Riding (Horse)-20; Running-18; Stealth-22; Tracking-19.

The Revenant is a tall, nondescript cowboy, its face always shadowed by the wide brim of its hat. It has the Alertness +2, Charisma +4, Combat Reflexes, Imperturbable, and Strong Will +3 advantages.

TUMBLEBLEED

ST: 9 **Move/Dodge:** 1016 **Size:** 1 (2'-3'diam)
DX: 10 **PD/DR:** 010 **Wt.:** 1-3 lbs.
IQ: 4 **Damage:** 1d-3 imp*
HT: 8 **Reach:** C **Habitats:** D, P

Special Abilities: **Damage:** Thorns: Due to an anti-clotting agent in a tumblebleed's saliva, damage taken from a tumblebleed cannot be healed as easily as normal. Make HT rolls to recover from tumblebleed wounds once per week, not per day.

Vulnerability – Fire: The thorny branches of a dry tumblebleed bum easily before it has fed. If hit by a lit torch, a dry tumblebleed starts burning on 1-3 on 1d. Flamethrowers set the tumblebleed alight immediately. Once on fire, the tumblebleed takes 1d damage per turn. Unless there's a lake or river nearby, they rarely ever manage to put themselves out before burning to a fragile cinder.

In the Weird West, even the tumbleweeds are out to get you.

Tumblebleeds are vicious critters that look just like tumbleweeds (the dried plants you see blowing across the desolate desert plains). They attack by rolling into a victim and entangling him in their thorny branches. The abomination's mouths and spiny thorns then penetrate the skin and drain the prey's blood.

Tumblebleeds usually travel in packs of three to six for more efficient hunting. Even hungry tumblebleeds stay well away from any prey carrying fire – they bum like dry tinder when they haven't fed recently. A tumblebleed that has just feasted looks like a pile of wet, bloody seaweed; anyone seeing one must make a Fright Check at -3.

WALKIN' DEAD

ST: 12 **Move/Dodge:** 515 **Size:** 1
DX: 11 **PD/DR:** 010 **Wt.:** 150 lbs.
IQ: 10 **Damage:** 1d-1 cut
HT: 11 **Reach:** C **Habitats:** All

Special Abilities: **Damage:** Bite does 1d-1 cut.

Imperturbable: See p. CI26.

Gear: Many walkin' dead carry weapons they've taken from their victims: pistols, clubs, shotguns, rifles and the like. Or something bigger.

Terror: +4. **Special Limitation:** Always On. See below.

Undead: A walkin' dead has the Independent Body Parts (Detachable Head) and Injury Tolerance (No Blood, No Neck, No Vitals) advantages. Its focus is its head. See p. 102.

Skills: Brawling-13; Climbing-9; Guns (Pistol, Rifle, Shotgun)-12; Intimidation-13; Stealth-11; Swimming-10.

VETERAN WALKIN' DEAD

ST: 12 **Move/Dodge:** 516 **Size:** 1
DX: 12 **PD/DR:** 010 **Wt.:** 150 lbs.
IQ: 10 **Damage:** 1d-1 cut
HT: 11 **Reach:** C **Habitats:** All

Gear: Like normal walkin' dead, veteran walkin' dead carry weapons they've taken from their victims. They're just usually better at using them.

Undead: As for walkin' dead.

Skills: Brawling-14; Climbing-12; Guns (Pistol, Rifle, Shotgun)-15; Intimidation-13; Stealth-12; Swimming-13.

Walkin' dead are average people raised from the dead. They're not as slow or stupid as they appear, possibly because they eat their victims' brains.

Veteran walkin' dead are undead soldiers. Like most walkin' dead, they resemble rotting corpses who've clawed their way through six feet of mud, though some are dressed in the tattered uniforms they died in. Modifiers to Fright Check: -1 if the corpse was an acquaintance, -2 if it was a friend, -4 if it was a loved one, and -6 if it was a dependent.

WALL CRAWLER

ST: 13 **Move/Dodge:** 6/6# **Size:** 1
DX: 15 **PD/DR:** 2/12 **Wt.:** 1-2 tons
IQ: 5 **Damage:** 2d cut#
HT: 11135 **Reach:** C, 1# **Habitats:** All

THE BLOODY ONES

ST: 12 **Move/Dodge:** 616 **Size:** 1
DX: 13 **PD/DR:** 010 **Wt.:** 150 lbs.
IQ: 11 **Damage:** 1d+2 cut
HT: 12 **Reach:** C **Habitats:** All

Special Abilities: *Damage:* Claws do 1d-1 imp.

Undead: Focus is head (see p. 102).

Skills: Brawling-14; Fast-Talk-10; Intimidation-12; Stealth-14; Tracking-12 (By scent).

Bloody Ones resemble corpses with their flesh gnawed off. Anyone seeing one must make a Fright Check at -5.

Grimme's priests are sometimes granted bones taken from their victims and enchanted to transform into a bloody zombie with putrefying organs.

A cultist (or anyone else with the bone in hand) need only toss the enchanted bone on the ground to summon a Bloody One. If the summoner is a card-carrying (i.e., flesh-eating) member of Grimme's cult, the zombie will follow his orders to the letter for an hour before collapsing into a pool of gore. If not, it will turn on the summoner immediately, devouring him and then collapsing into a bloody and useless pile of bones. Bloody Ones have the Discriminatory Smell advantage along with the Horrific Appearance and Mute disadvantages.

Special Abilities: Terror +2. *Special Limitation:* Always On. See p. 3.9.

Wall crawlers are predators that hang on the shadowy sides of mesas, waiting for unsuspecting travelers to pass below. They can move over any moderately rough vertical surface at Move 6, and along totally horizontal overhangs at Move 3. Their forms combine the worst aspects of a spider and a monitor lizard, with nasty spiky bits all over them for good measure; anyone seeing one must make a Fright Check at -3.

When they spot prey, wall crawlers race down from their perch and strike with lightning speed (Move 12). Their prey almost never sees them coming before it's too late (Stealth-16). This is a good time to check for surprise.

Before they strike, wall crawlers are almost totally silent, their claws scrabbling on rock the only sound they make. Once they reach their prey, they emit an evil hissing. Their bite does 2d cutting, tail strike does 3d crushing with a 2-hex reach.

WENDIGO

ST: 19 **Move/Dodge:** 616 **Size:** 1
DX: 12 **PD/DR:** 2/6 **Wt.:** 300-500 lbs.
IQ: 13 **Damage:** 5d cut#
HT: 15 **Reach:** C, 1 **Habitats:** A, M

Special Abilities: *Damage:* Bite does 2d cut, claws do 5d cut or 3d imp with a 1-hex reach.

Coup: A Harrowed who feasts on a wendigo's essence gains immunity to cold and cold-based attacks.

Night Mision: see p. B22.

Vulnerability - Tallow: A wendigo is instantly killed by pouring hot tallow down his throat.

Skills: Area Knowledge-16; Brawling-16; Climbing-13; Intimidation-17; Stealth-12; Swimming-13; Throwing-12; Tracking-5.

WHITE WENDIGO

ST: 19 **Move/Dodge:** 616 **Size:** 1
DX: 12 **PD/DR:** 216 **Wt.:** 300-500 lbs.
IQ: 13 **Damage:** 5d cut#
HT: 15 **Reach:** C, 1 **Habitats:** A, M

Special Abilities: *Damage:* Bite does 2d cut, claws do 5d cut or 3d imp with a 1-hex reach.

Coup: A Harrowed who feasts on a wendigo's essence gains immunity to cold and cold-based attacks.

Night Mision: see p. B22.

Terror: +8. *Special Limitation:* Always On.

Vulnerability - Tallow: A wendigo is instantly killed by pouring hot tallow down his throat.

Skills: Area Knowledge-16; Brawling-16; Climbing-13; Intimidation-17; Stealth-12; Swimming-13; Throwing-12; Tracking-5.

Winters can be tough in the northern reaches of the continent, or the high passes and trails of the Rocky Mountains. The savage cold has driven men and women to resort to the unthinkable to survive on occasion: cannibalism. There is a price to be paid for such activities, and it's a high one.

Wendigos are the twisted spirits of those who resorted to cannibalism to survive. They live exclusively on human flesh, and their eerie howls can be heard in just about any cold climate. They might also appear in more southern areas during harsh winters, but return north as it grows warmer. Wendigos are vaguely humanoid mountains of muscle, 8' tall and thick as tree trunks, with savage claws, and mouths full of dagger-like teeth. The color of their fur depends on the specific type, though all species stay stained with blood.

Should a character ever be forced to consume human flesh in the Great Northwest, secretly roll 3d. Add +1 to the roll each time the character consumes flesh from a new victim, and add another +2 if this incident of cannibalism occurs during winter. On an 18 or higher, the cannibal becomes a wendigo under the GM's control.

Characters who eat the flesh of close friends or relatives become white wendigos. Use the stats for the standard wendigo with ST +1 and HT +2, PD 3 and DR 12. A Harrowed who counts coup on a white wendigo gains the Regular Regeneration advantage (p. C164). If he already has this power, he gains Fast Regeneration.



WEREWOLF

ST: 13	Move/Dodge: 1218	Size: 1
DX: 14	PD/DR: 111	Wt.: 90-200 lbs.
IQ: 11	Damage: 2d-1 imp#	
HT: 12	Reach: C, 1	Habitats: Any

Special Abilities: *Damage:* Bite does 1d+1 imp, claws do 3d+2 cut or 2d-1 imp with a 1-hex reach.

Invulnerability – Normal Damage: Werewolves take half damage from all normal attacks.

Infectious Attack: See p. C197.

Terror: +5.

Vulnerability – Silver: Silver bullets, daggers, canes, and the like cause normal damage to werewolves.

Skills: Brawling-18; Intimidation-11.

Lycanthropes come in many forms, including wolves, jackals, coyotes, and bears. Werewolves, the most common, look like a horrible hybrid of man and wolf, with slaver jaws and razor sharp claws.

Many werewolves existed even before the Reckoning, transforming involuntarily from human shape whenever the moon was full. A few evil souls have even become werewolves on purpose, and learned to transform at will. All are supernatural creatures of evil, and so can be affected by holy rituals such as protection.

CRITTERS

They may not be abominations, but some of them can still rip your throat out given half a chance.

See pp. B140-145 for information on GMing animals. The sidebars in the *Basic Set* detail many Old West animals, including black bear, camel, cat, chicken, coral snake, deer, dog, donkey, goat, grizzly bear, horse, mule, ox, pig, rattlesnake and wolf. Here are more creatures:

BUFFALO

ST: 48-70	Move/Dodge: 1316	Size: 3-4
DX: 10	PD/DR: 112	Wt.: 1,000-3,000 lbs.
IQ: 4	Damage: 1d imp#	
HT: 15120-25	Reach: C	Habitats: P

Buffalo have shaggy fur, short horns, and a humped back; they stand five to six feet tall at the shoulder and weigh up to 3,000 lbs. They are most active in the morning and evening, feeding mainly on grass. Small herds may have a dozen animals – large herds number 200-300. These herds typically graze within sight of one another. When stampeding or migrating, they combine into a single herd with as many as a million animals. Most herds migrate 200 to 500 miles each season.

Buffalo are easily spooked – sudden noise may stampede a herd, which sometimes runs for miles before slowing. An angry buffalo may charge, trampling for 1d+2 crushing or goring with the horns for 1d impaling (bulls) or 1d crushing (cows).

It usually takes three shots to kill a buffalo. Shooting the leader first may create a *stand* – the leaderless buffalo simply mill about, easy targets for buffalo hunters. When shot in the lungs, an animal takes a few steps and falls. Hits elsewhere make it run, causing a stampede.

CATTLE

Stats for oxen are listed on p. B144. A typical price for a yoke of oxen (two animals) is \$150.

Texas longhorns are mean and ugly. Easterners and Europeans scoff at these skinny creatures. Their horns spread at least 4-5 feet; a 9-foot spread is quite possible. At four years old they are considered full grown and weigh 800-900 lbs. Old steers may weigh 1,500 lbs. or more and have wrinkled horns (cowboys call them "mossy horns"). Their cattle ticks may spread Texas fever (p. 19) north on a drive. Typical prices in Texas are \$3-\$8 a head – they are worth as much as \$30 a head at the end of a drive.

When bulls charge, treat the attack as a slam plus a trample. The slam does 1d+1 impaling (bulls with short horns do only 1d crushing; Longhorns do 1d+2 impaling). The bull tramples for 1d+1 crushing, halved for running through the hex. It turns and gores the victim, then tosses the remains: treat this as falling from 5 yards (p. B114).

HORSES

While steamwagons and trains make it easier and easier to get around the Weird West these days, the horse remains the most popular form of personal transportation.

Horses come in all colors and qualities. The prices for them vary on the time of year, the location, and the demand, but an average saddle horse (p. B144) sells for \$150. Cavalry horses (faster and better-trained) cost \$250. Indians mostly ride ponies, worth \$125. Double value for +1 Speed, quadruple for +2 Speed. See pp. B144-145 for other value changes.

Horses have an inherent Danger Sense at IQ+6.

Many Western horses are mustangs – feral horses descended from Spanish stock. Standing less than 58" at the shoulder, they qualify as ponies. They're quite strong, and able to carry loads which seem too big. Mustangs make excellent cowponies.

Horses can bite in close combat for 2 hits crushing damage. They kick into any front or rear hex for crushing damage: ponies 1d-2, race and saddle horses 1d, cavalry and draft horses 1d+2. Trampling damage is 1d for ponies, 1d+1 for all others, see p. B144. For information on mounted combat, see pp. 69 and B135-137.



MOUNTAIN LIONS

ST: 15	Move/Dodge: 1017	Size: 2
DX: 14	PD/DR: 1/1	Wt: 80-250 lbs.
IQ: 5	Damage: 1d cut	
HT: 15/16	Reach: C	Habitats: M, F, D, P, S

Also called cougar, catamount, panther, and puma, the mountain lion can't roar, but has a loud purr. It can cover 6 yards at a bound, and can leap 4 yards up into a tree (the usual method of "climbing"). They can drop 60 feet and spring off at top speed.

Solitary and nocturnal, they swim well, but dislike water more than 4 inches deep. Mountain lions stalk as close as possible to their prey, then spring for the neck, attacking with either a paw or a bite. Most victims die of broken necks.

Mountain lions are very shy and avoid people, but fight if wounded.

SASQUATCHES

ST: 16	Speed/Dodge: 5/5	Size: 1
DX: 11	PDDR: 1/1	Wt: 300-500 lbs.
IQ: 8-13	Damage: 2d imp #	
HT: 15	Reach: C, 1	Habitats: F, M

Special Abilities: *Damage:* Sasquatches sometimes use sharp sticks to catch fish (2d imp), and they can throw large stones (2d cr).

Terror: -3.

Skills: Area Knowledge (Cascades)-15; Brawling-13; Climbing-12; Detect Lies-9; Intimidation-14; Physican/TLO-9; Spear-12; Stealth-13; Survival (Mountains)-14; Swimming-12; Throwing-11; Tracking-13.

Sasquatches are not abominations, but friendly, huge, primordial pre-humans who have their own simple language and use tools. They do not know the secret of fire – though they are fascinated by it. They are truly intelligent – though primitive (TLO) – and crafty woodsmen. Sasquatches are also relentless trackers and elusive prey, using tricks and simple but clever traps to throw pursuers off their trail.

Sasquatches and wendigos have been enemies since long before the reckoning, and sasquatches try their best to keep new wendigos from coming into being. Whenever they see a starving human, they *try* their best to provide him with sustenance. Sasquatches don't like to let themselves be seen, so they leave their gifts of food along trails where hungry humans are most likely to find them. They will mercilessly attack any human they catch consuming the flesh of another.

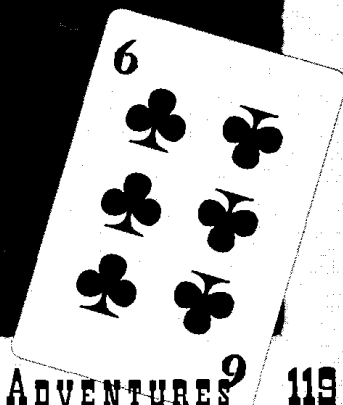
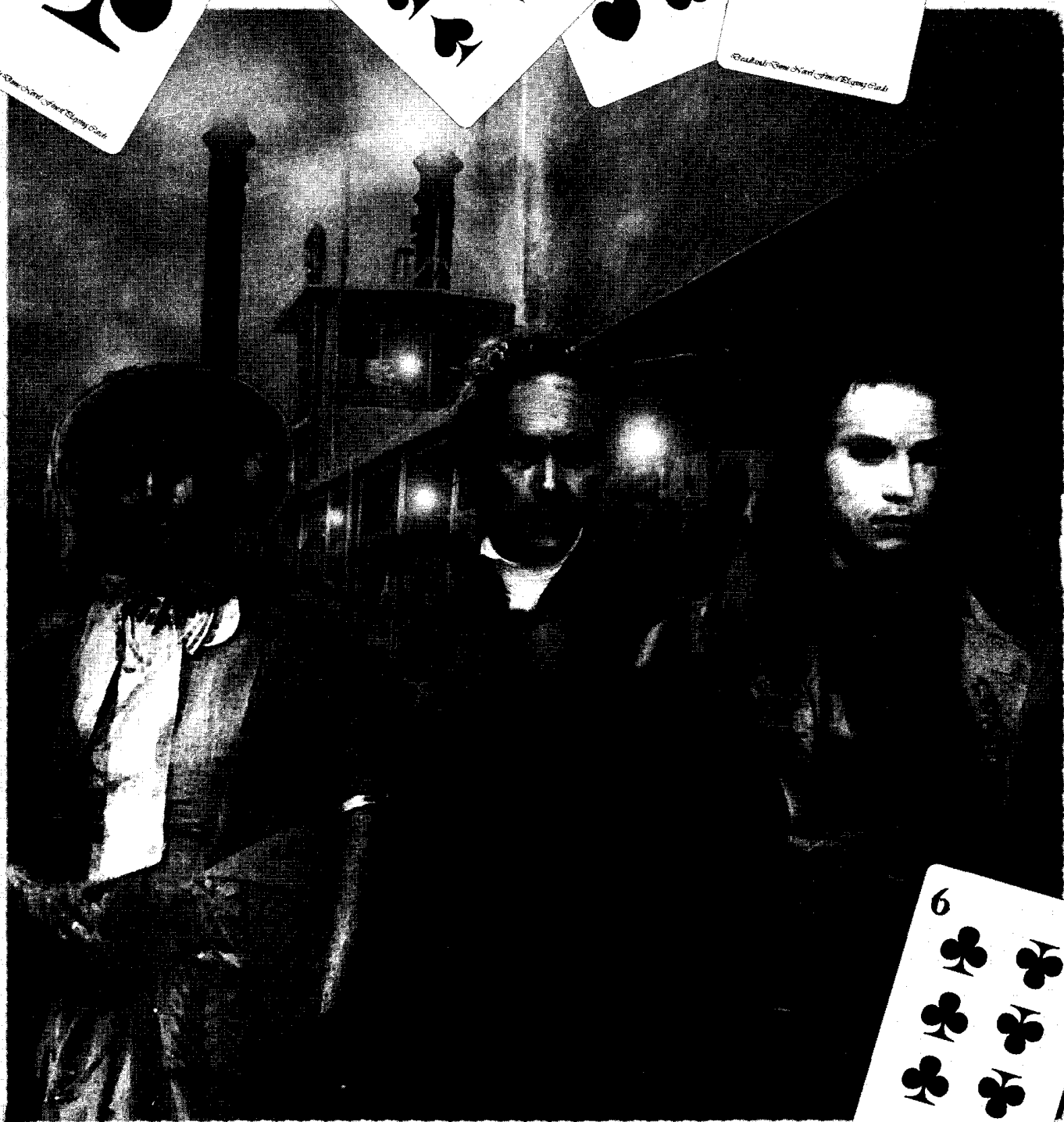
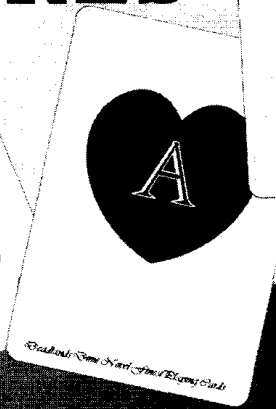
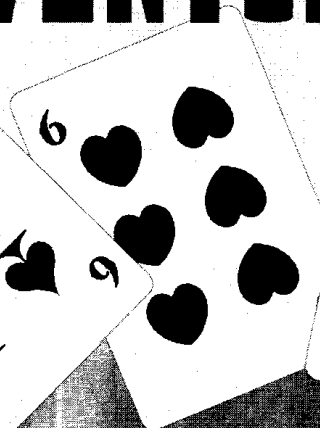
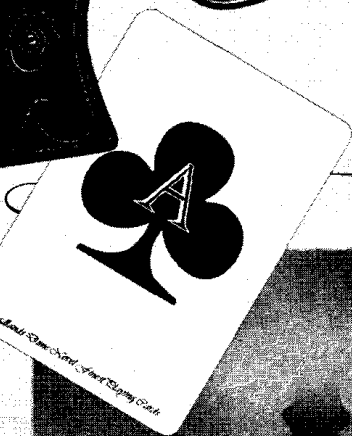
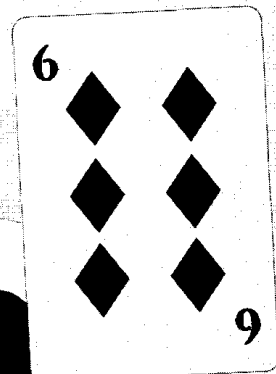
Sasquatches are large ape-like humanoids covered in reddish-brown fur. Anyone seeing one unexpectedly must make a Fright Check at -1.

BOUNTIES

Outlaws aren't the only varmints in the Weird West to have prices on their heads. A buffalo hide will fetch \$5, a mountain lion pelt or beaver "plew" \$2, and a bearskin \$2-\$20. Bounties of \$1-\$2 were common for wolves, with the pelt worth the same.



ADVENTURES



The man in the black duster started off saying he was from the Pinkertons. Then he changed it to the Agency. Either way, he had a pistol just as big as the old geezer's, and a platoon of buffalo soldiers with him. He looked down at the corpses with a sneer "I've seen better," he said. "P.T. Barnum used to make mermaids out of fish and monkeys. I suppose you're going to try to sell pictures of this thing to the *Epitaph*, Mr. Webster? What's the story going to be - 'Devil Bats Terrorize Town'?"

"I was thinking of 'Posse Kills Monsters On Front Street,'" I replied.

"Nobody's going to believe it anyway," said the agent, shrugging. "Now, where is this inventor's house?"

The agent rode away. The corporal watched him go before coming over to examine the corpses. "Reckon these is the varmints that been taking young 'uns out around Cornwall," he said to the marshal. "You figure if we sent out some scouts to look for their nest, you could raise a posse and do the same?"

The lawman looked at him, then at Big George, the blacksmith, and the preacher: "Reckon so," he allowed.

"Count me in, too," I said. "It should make for one hell of a good story"

THE LAW

As player characters tend to be trigger-happy, it's almost inevitable that someday one will end up in a courtroom, explaining himself to a judge.

Rules for modem court trials are given in *Compendium II* (p. CII188), but things don't always work out that neatly in the Weird West. Most trials are short and dramatic, and Acting, Bard, or Fast-Talk skill might be used in place of Law. Prosecution witnesses often include the town's lawmen, whose reputations can sway a jury - but since juries are selected a day or two ahead of time, it's usually easy to threaten or bribe them. Trials are short, and juries usually return a verdict within hours.

Judges in the Weird West, like those of the historical West, are rarely expert in the law, and often quite biased. The judge should make reaction rolls to determine his opinion of the suspect(s) at the beginning of the trial and any time something happens that might sway him. On a Very Good or better result, he will show bias in favor of the accused; on a Very Bad or worse result, in favor of the prosecution. On any other result, he will do his best to remain objective.

If the trial is actually roleplayed, both prosecution and defense lawyers are likely to raise objections frequently. When this happens, roll against the judge's Law skill (2d+3 for most Weird West towns). If he makes the roll, he knows whether the objection should be sustained or overruled. If not, he will give the point to whichever side he favors at that time.

SPAGHETTI WESTERNS

Deadlands is equal parts Western and horror. It fits the genre called "spaghetti Western," after the famous Italian Westerns of the 1960s. Cinematic, violent, over the top. Rent a few of these from your local video store, especially those starring Clint Eastwood and/or directed by Sergio Leone, and you'll understand the feel of the Western part of this game.

This is why *Deadlands* usually works best with cinematic rules and player characters built with 200 points or more: sharpshooters, powerful hucksters, brilliant inventors, Harrowed ex-soldiers, top Agency men, Texas Rangers, and holy men with a direct line to God. They go toe-to-toe with abominations, and they win. The feeling is part *Magnificent Seven* and part *The X-Files*. The ground - or at least the sets and the extras - should shake just a little when the heroes ride into town. And when the shooting is over and they ride into the sunset, everyone should feel a little safer.

A more realistic campaign using 100-point characters - raw recruits, dance hall girls, deputy marshals, mild-mannered reporters, gamblers who know a few tricks, and preachers who pray to God only to be put on hold - is more like Western television series such as *Gunslinger* or *Bonanza* with a hint of *The Night Stalker*. The PCs have a home base which they rarely leave for long and where the Fear Level is 1 or 2, and adventures come to them. A small frontier town that serves nearby ranches, mines, an army fort, and a railroad would be an ideal setting for such a campaign. This would let most character types make an appearance and occasionally team up to fight off the monsters that have been preying on lone travelers or mutilating their cattle.

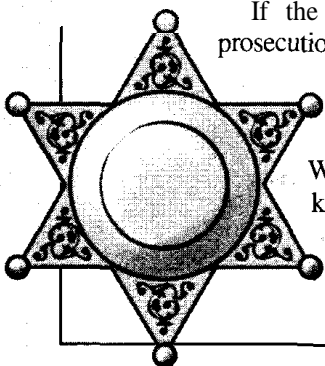
However powerful the PCs are, it's important to create an atmosphere of horror as well as action-adventure. Start the night with bright lights and some laughter. Then, as the night rolls on, slowly add some tension. Hint that there's a storm coming. Introduce the bad guys or let the posse find some of the monster's handiwork. Dim the lights a little.

Good background music doesn't hurt. Switch from Indian chants, country music and Western scores such as *The Magnificent Seven* or *The Good, the Bad and the Ugly* to the soundtrack to your favorite horror movie or the *Deadlands: Weird Wailin's* CD.

When it's time for the big climax, hit the players with everything you've got. Keep the lights dim or use candles. Cue up dramatic music like *Night on Bald Mountain* or *Flight of the Valkyries*. Fill the players with a sense of urgency so they don't have time to think everything through. A zombie bursts through the door? Count quickly to 5. Those who respond get an action - the rest are hosed. Roll damage quickly, and move on to the next victim.

IMAGINATION

New GMs may be tempted to use a lot of blood and gore to emphasize the horror, but graphic descriptions of steaming entrails are nowhere near as frightening as letting the players fill in the details themselves.



Try this. Zeke opens the door to a trapper's cabin and finds the fellow inside . . . flayed alive. The GM could describe the mess in a lot of detail. Or he could simply say "Zeke shuts his eyes and closes the door." That lets the group picture the scene in their own minds. They know what bothers them, and each player is likely to picture this horrific sight in the way that disturbs him the most.

When you do have to describe the details (such as when they start searching the body for clues), that's the time to go for a little more gore. Describe the loose pile of skin lying beside the corpse, the dark hairs matted to the shaved scalp, and the green bile leaking down through the feather bed along with the thick red blood. A gradual buildup to the grisly details creates more tension and horror.

Monsters should be described, not named. Which sounds more scary? "A Maze dragon sticks its head out of the water," or, "A dark green shape rises up out of the choppy ocean. It looks something like a huge serpent, but with a lizard-like head. It has a mouthful of razor-sharp teeth, and the part you can see looks to be well over 20 yards long!" Of course, once the posse is familiar with Maze dragons, you can use the name . . . but by then, it's time to hit them with something new.

ISOLATION

A posse stuck in an isolated cabin high in Donner Pass is more apprehensive than the same posse in the middle of Dodge City. Isolation is a tried-and-true method of making the party feel vulnerable.

If an adventure takes place in a heavily populated area, remember that the heroes can still feel isolated if no one believes anything they say or is willing to help them. (Horror movies and TV series have used this sort of isolation for decades.) So if the heroes go to the local law and tell him the dead are rising from Boot Hill, he's likely just to throw them in the hoosegow for public drunkenness.

Besides contributing to the atmosphere, isolation also means the PCs have to confront the villains and abominations on their own – and that's how it should be. If the heroes are always running for help, they may actually contribute to the Fear Level and help the bad guys win. Find a way to let them know this, then hit them with a higher Fear Level when they eventually go back to finish the job.

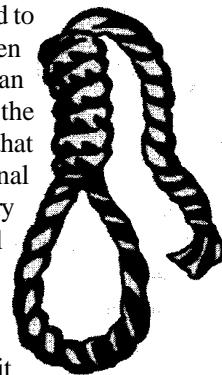
PARANOIA

It never hurts to instill a sense of paranoia in the group. Pass notes, take players out of the room for private discussions, and make them tell you things only their characters know in private. Don't let a player say he's stealing the treasure map from another hero in front of the victim's player. Make him pass you a note or take you aside for a private conference instead. Remember that the fear of the unknown is the greatest fear of all. Even if the party suspects the thief is in their midst, it creates mistrust and apprehension that contributes to the overall fear and paranoia of the group.

Having a Harrowed in the group should cause constant paranoia. If the heroes find someone dead, they can't be sure if it was the monster they're tracking down or the one they bed down with every night. Make them wonder.

GET A ROPE!

Western territories could not afford to staff large prisons. Offenders were often either let go with a fine (and possibly an informal beating) . . . or hanged. At the end of a trial for a serious crime that results in a guilty verdict, make a final reaction roll for the judge. On a Very Bad or worse result, the defendant will swing. On any other result, he will be fined, the size of the fine and the length of time he has to pay depending on the roll. Sentences need not fit modern ideas of justice; hundreds of murders in the West were written off as self-defense, but men might be hanged for stealing horses. In the words of one Texas judge, "Well, down here there is some men that need killin', but there ain't no horses that need stealin'."



About one in 20 judges in the Weird West could be considered a "hanging judge" (with either the Bloodlust or Fanaticism disadvantage). They're mostly found in isolated counties of the USA and CSA territories, and rarely last long in more populated regions.

Hangings are usually held the morning after sentence is passed. If the PCs can't escape, they swing. Escape is rarely difficult – many frontier towns lacked jails, and chained prisoners to trees or in livery stables – but word is likely to get out and turn the escapees into wanted criminals. That can be fun, but make sure it's what you want.

Defendants acquitted by the court may still be lynched if the townspeople think they're guilty, dangerous, or just very annoying. Residents of Tombstone are particularly proud that five of the outlaws in the local cemetery were "hanged legally." The others, of course, were hanged anyway. Some lawmen will risk their lives to protect a prisoner from the mob. Others will slip out the back door and leave the victims to their fate.

HELL ON WHEELS

This is an introductory adventure for two to six PCs built with 150 to 200 points each. They should have some knowledge of weird happenings in the West, though they need not have heard of the Reckoning. They'll learn . . .

The PCs are traveling from Dodge City to Denver for reasons of their own. Make them think that the adventure will start in Denver, then introduce them to some of the passengers with whom they're sharing a sleeper/parlor car. Gamblers will gravitate towards a poker game with Tom Mason, John Thorpe and "Professor" Payne, while any male with the Lecherousness disadvantage will be drawn towards Suzette. In the midst of these games, roll against their hearing – at -3 for anyone who's distracted, at +2 for everyone else. Those who succeed will recognize the sound of two shots from the carriage behind them.

If they investigate the shots, they will see Henry Brady, dressed in the conductor's jacket, standing in the parlor with a smoking revolver. On a Vision or Danger Sense roll, they will also notice a few other details. The man standing behind him, pointing a LeMat at the passengers, is badly decomposed, while the man lying between them and Brady has just been shot in the neck. If they made the Vision roll by 5 or more, they will also notice that there is a Navy Colt lying by the dead man's hand, and that no one seems eager to pick it up.

The six zombies in the express car are Veteran Walkin' Dead; the engineer and fireman are Walkin' Dead. All are armed with Navy Colts and wear steel skullcaps (covering areas 3-4, PD 2, DR 3) beneath their hats. The guerrillas also have a flamethrower, a 10 gauge double-barrel shotgun, and two Winchester '76 carbines. A .45-70 Gatling gun is mounted in a door mount in the express car, but it has only a narrow field of fire on either side of the car.

Brady and the zombie demand everyone's weapons as well as their money, and Brady won't hesitate to shoot anyone he suspects of holding out on him (the zombie will only shoot to defend himself or if ordered by Brady). If not stopped, Brady and the zombie will collect as much loot as they can find. They will take the hostage Brady thinks will bring in the most ransom (Suzette, unless one of the PCs is apparently of Status 2+), retreat to the caboose (where the posse's extra luggage is also stored), and uncouple it, leaving the rest of the train to travel on at 40 mph.

Mason will then suggest stopping the train – which requires the most physically able heroes to climb on top of the carriages and turn metal wheels on the roofs. Thorpe will volunteer, and wait for the PCs to do the same. There are three sleeper/parlor cars; the 10 cars between these and the engine are loaded with freight (mostly buffalo hides). Getting onto a roof requires a Climbing roll; rather than climb up and down, some heroes may try to jump from one car's roof to the next. These Climbing and Jumping rolls have -9 penalty for darkness and rain (-2 for anyone with Night Vision); a critical failure means a fall. A regular failure will leave the jumper hanging onto a narrow walkway, where he must make a ST-3 roll or fall. Anyone falling will take 2 dice of damage. The train will grind to a halt, half a mile down the track, after the last roof is reached and the last wheel turned.

If they stop the train, the PCs will find that they're in worse trouble than they thought. The crew has been replaced with Walkin' Dead – the engineer and fireman from the B.V. train that sank in the Angelina River (see p. 19) – and six Veteran Walkin' Dead rebel guerrillas are riding in the express car behind the tender. Their plan is to use the train to spread fear and mayhem through the USA – and they're not going to let anyone stop them.

If the PCs don't volunteer to stop the train, other NPCs will – though a few may die in the process, and the train will stop in the middle of a high, narrow bridge over a river. If this happens, the zombies will simply uncouple the express car from the trailing carriages and steam away. If the PCs decide to escape from the carriages under these conditions, that will also require Climbing rolls: alternatively, they can sit and wait for another train and hope that it brakes in time . . .

TOM MASON

9 POINTS

Attributes: ST 10 [0]; DX 11 [10]; IQ 12 [20]; HT 9 [-10].

Speed 5; Move 2.

Dodge 2.

Advantages: Mathematical Ability [10]; Strong Will +3 [12].

Disadvantages: Honesty [-10]; One Leg [-25]; Post-Combat Shakes [-5]; Sense of Duty (Union Blue) [-10].

Skills: Administration-13 [4]; Area Knowledge (Railroads)-14 [4]; Diplomacy-10 [1]; Engineer/TL5 (Combat)-14 [4]; Engineer/TL5 (Railway)-12 [1]; Guns/TL5 (Rifle)-13 [1]*; Mechanic/TL5 (Steam Engine)-12 [2].

* Includes +2 for IQ.

Equipment: Crutch (treat as light club).

Tom Mason lost a leg at Gettysburg, but his courage impressed Joshua Chamberlain, who made him an administrator at Union Blue. Mason is fiercely loyal to his employer, and will risk his life – and possibly the lives of casual acquaintances – to protect the railroad.

SUZETTE

83 1/2 POINTS

Attributes: ST 9 [-10]; DX 12 [20]; IQ 12 [20]; HT 12 [20].

Speed 6; Move 6.

Dodge 6; Parry 5.

Advantages: Attractive [5]; Voice [10]; Wealth (Comfortable) [10].

Disadvantages: Reputation -2 (As soiled dove, to male upstanding citizens) [-5]; Reputation -4 (As soiled dove, to female upstanding citizens) [-10].



Quirks: Mild spendthrift. [-1]

Skills: Bard-14 [2]; Dancing-11 [1]; Diplomacy-11 [1/2]; Fast-Draw (Knife)-11 [1/2]; Guns/TL5 (Pistol)-13 [1/2]*; Knife-12 [1]; Knife Throwing-13 [2]; Merchant-13 [4]; Riding (Horse)-11 [1]; Savoir-Faire-13 [1/2]; Sex Appeal-16 [4]; Singing-14 [1]; Sleight of Hand-12 [4]; Streetwise-10 [1/2]; Swimming-12 [1].

* Includes +2 for IQ.

Languages: English-10 [1/2]; French-10 [1/2]; Spanish (Native)-12 [0].

Equipment: Small knife in garter.

"Suzette" (born Rosita Vasquez) is a "horizontal dancer" trying to save enough money to become a madam. She has tanned skin, black hair, and brown eyes; she stands 5' 1" tall and weighs 105 lbs.

HENRY "BLOODY JAMES" BRADY

81 POINTS

Attributes: ST 12 [20]; DX 12 [20]; IQ 10 [0]; HT 13 [30].
Speed 6.25; Move 6.

Dodge 7; Parry 8 (Brawling), 6 (Lasso), 5 (Knife).

Advantages: Alertness +1 [5]; Combat Reflexes [15].

Disadvantages: Bloodlust [-10]; Enemies (Outlaws' enemies; unknown, medium-sized group) [-25]; Fanaticism (CSA) [-15]; Overconfidence [-10]; Reputation -2 (As outlaw, to law-abiding people, 7 or less) [-3].

Quirks: Hero-worships Jesse James. [-1]

Skills: Acting-10 [2]; Animal Handling-11 [6]; Brawling-13 [2]; Escape-10 [1]; Fast-Draw (Pistol)-13 [1]; Fast-Talk-11 [4]; Forgery/TL5 (opt. spec. Brands)-8/14 [2]; Guns/TL5 (Pistol)-16 [8]*; Guns/TL5 (Shotgun)-13 [1/2]**; Heraldry (opt. spec. Brands)-9/15 [2]; Holdout-10 [2]; Intimidation-13 [8]; Knife-11 [1/2]; Lasso-11 [1]; Leadership-10 [2]; Riding (Horse)-13 [4]; Stealth-11 [1]; Streetwise-11 [4]; Tactics-10 [4].

* Includes +1 for IQ.

Equipment: LeMat revolver in loop holster; Bowie knife; Concealed breastplate (see p. 67).

18-year-old Henry Brady was just a small-time rustler in New Mexico until he read a dime novel about Jesse James and resolved to join the outlaw's gang. He led a diminishing band of young followers to Missouri, robbing banks and Union Blue gangs on the way. By the time he reached St. Louis, his companions had all died, deserted or been imprisoned, but he'd picked up enough of a reputation that one of Baron Lacroix's initiates hired him for a probable suicide mission.

WILLIAM "PROFESSOR" PAYNE

102 POINTS

Attributes: ST 9 [-10]; DX 12 [20]; IQ 13 [30]; HT 12 [20].
Speed 6; Move 6.

Dodge 7; Parry 9 (Brawling, Fencing), 6 (Knife).

Advantages: Attractive [5]; Charisma +1 [5]; Combat Reflexes [15]; Danger Sense [15]; Musical Ability +2 [2]; Voice [10].

Disadvantages: Addiction (Opium) [-5]; Compulsive Gambling [-10]; Impulsiveness [-10]; Lecherousness [-15]; Skinny [-5].

Skills: Acting-11 [1/2]; Area Knowledge (U.S.)-12 [1/2]; Bard-15 [1]; Brawling-12 [1]; Carousing-11 [1]; Detect Lies-12 [2]; Diplomacy-12 [1/2]; Disguise-12 [4]*; Escape-9 [1/2]; Fast-Draw (Wrist Spring Holster)-12 [1/2]; Fast-Draw (Colt Lightning)-12 [1/2]; Fast-Draw (Sword cane)-12 [1/2]; Fast-Talk-13 [2]; Fencing-12 [2]; Gambling-14 [4]; Guns/TL5 (Pistol)-15 [2]**; Holdout-12 [1]; Knife-12 [1]; Knife Throwing-11 [1/2]; Musical Instrument (Piano)-13 [1]; Riding (Horse)-10 [1/2]; Savoir-Faire-14 [1/2]; Scrounging-12 [1/2]; Sex Appeal-14 [1]; Singing-15 [1/2]; Sleight of Hand-12 [4]; Stealth-11 [1]; Streetwise-13 [2]; Swimming-12 [1].

* Includes -2 from Skinny.

** Includes +2 from IQ.

Languages: English (Native)-13 [0]; French-11 [1/2]; Spanish-11 [1/2].

Equipment: Knuckleduster pistol in spring-rig holster (+3 to Holdout, +4 to fast-draw); Sword cane (1d-1 imp); small knife; Two decks of cards.

Payne is a former brothel pianist, riverboat gambler and con man, slowly making his way north and west from New Orleans in search of new suckers. He's dark-complexioned, with curly black hair and dark brown eyes. He stands 5' 1" tall, but weighs only 102 lbs. soaking wet.

JOHN THORPE

362 1/2 POINTS

Attributes: ST 13 [30]; DX 12 [20]; IQ 10 [0]; HT 15 [60].
Speed 6.75; Move 6.

Dodge 6; Parry 9 (Brawling), 7 (Axe/Mace), 5 (Knife).

Advantages: Harrowed [208]; Strong Will +3 [12].

Disadvantages: Gigantism [-10]; Loner [-5]; Overconfidence [-10]; Unattractive [-5].

Skills: Area Knowledge (Kansas)-9 [1/2]; Axemace-14 [8]; Brawling-14 [4]; Climbing-10 [1/2]; Fast-Draw (Axe)-12 [1]; Fast-Draw (Pistol)-12 [1]; Guns/TL5 (Pistol)-14 [1 1/21]**; Guns/TL5 (Rifle)-16 [8]*; Intimidation-10 [1 1/21?]; Knife-12 [1]; Sign Language-10 [2]; Leadership-10 [2]; Riding (Horse)-12 [2]; Stealth-12 [2]; Survival (Plains)-12 [6]; Swimming-11 [1/2]; Thrown Weapon (Tomahawk)-12 [1]; Tracking-11 [4]; Traps/TL5-9 [1].

* Includes +1 for IQ.

** Includes +1 for IQ; bought up from Rifle default.

† Bought up from ST default.

Harrowed Powers: Cat's Eyes 2 (Telescopic Vision 1 and Night Vision) [15].

Equipment: Single-action Peacemaker in flap holster; Bowie knife; Buckskin shirt and trousers.

Thorpe has been a soldier, cowboy, deputy marshal, and a dozen other things in his life, but since his murder by a fellow buffalo hunter, he's "lived" mostly as a bounty hunter. Thorpe stands 7' 1" tall and weighs 285 lbs.; his skin is sallow, mottled by dead freckles, his eyes are gray, and his hair (when clean) is a blond so pale it's almost white. His manitou also has Will of 13, and will try to regain control of Thorpe's body at times when it has the most chance of harming his companions.

ADVENTURE SEEDS

FLYING COLLARS

Mad scientist Walter Dreiberg is best known for his custom-made high-powered hunting rifles, but his real passion is for things that fly – animals as well as machines. After devising a prototype tracking device and a collar with a ghost rock-powered transponder, he makes the PCs an offer – place one of the collars on an uninjured devil bat and release it, enabling him to trace its movements for a week, in exchange for one of his rifles. (Use stats for an H&H Express, but Malf. is 16; bullets, which also have to be custom-made, cost \$5 each.) If the PCs succeed at catching and collaring a devil bat, Dreiberg may offer the same reward for collaring other creatures, such as tumblebleeds or dust devils.

THE FIGHTER STILL REMAINS . . .

Phil Furey is one of the most powerful bare-knuckle boxers in Texas; some say his abilities are superhuman. A PC who sees him fight recognizes him as Phil Moms, wanted for killing a Chicago policeman in a drunken brawl. The Chicago police are offering a bounty of \$1,000 for Moms – but they want him alive. So to speak . . .

Even if the PCs manage to capture Furey, they may not get the reward, as Furey is Harrowed. Capturing him won't be easy, either; apart from the common Harrowed powers, he has ST 17, DX 14, HT 14, Combat Reflexes, Toughness 1, Boxing-16, Brawling-15, and the Soul Eater 3 Harrowed power. And his manitou is even nastier than he is . . .

OLD ROSSUM'S BOOK OF PRACTICAL ROBOTS

Mad scientist Ludwig Rossum claims that his prototype steam-powered battlesuit is nearly ready for field testing. Of course, he's said that before, and blamed delays on sabotage – gremlins, Confederate spies, rival scientists, etc. – but a patriotic Chicago businessman takes him seriously enough to hire the PCs to travel to his fortified laboratory, a few miles from Denver, to protect him.

At first, it will seem that the absent-minded Ludwig most needs protection from himself, and that the "sabotage" (including the disappearance of his original blueprints) is the result of his own forgetfulness – but one too many near-fatal accidents should convince the PCs otherwise before the enemies (whoever they may be) attack. If the guardians have done their job well enough, the suit may be ready for use; if not, it may be more dangerous to the pilot than to his opponents – especially if the pilot has been misbehaving with Rossum's beautiful daughter Hel.

THE EATEN AND HARROWED BOAT RACE

Redbeard Ralph is one of the more vicious and politically astute independent pirates in the Maze. The Harrowed captain preys exclusively on the Mexicans, Grimme's followers, and a few of his fellow rogues, but is careful never to cross either the Confederate or Union navies.

The PCs are visiting the Maze when one of the strongest swimmers from Ralph's crew, Dirk Sharpe, staggers into their camp. He tells them that Ralph has managed to capture a crippled Mexican ironclad. He's killed the crew, but he can't re-float it without help, and his own boat was also destroyed. He's willing to trade the ship and its cargo of ghost rock to either the USA or CSA in exchange for a letter of marque and a new boat.

If the PCs take the exhausted Sharpe to the commander at Fort Lincoln or his Southern counterpart, they will be offered a small unarmed boat, a skeleton crew, and a share of the loot if they tag along. Unfortunately, the Mexicans are also eager to reclaim their vessel, and word of the battle has reached Grimme, who has sent out a flight of his Angels to attack the trapped pirate.

ELECTION DAY

The PCs visit Zariah, a small town in the Disputed Lands, in time for the election of a new mayor and sheriff. The campaign has been bitter, as both jobs are lucrative and can help decide the future of the town. The incumbents have the support of Zariah's poorer townspeople and the cattle barons and cowpokes from the surrounding ranches, but the "Law and Order Party" favored by the wealthier business owners has more money – much of it rumored to have come from the Black River Company, whose tracks are expected to pass through the town some time in the next few months. Both sides can call out plenty of guns to intimidate people away from the polls – but neither seems prepared when a few dozen relatively fresh walkin' dead, most of whom are still registered to vote, lurch into town.

The undead may have been summoned by the Wichita Witches to vote for the Law and Order party, or by Bayou Vermillion people in an attempt to frustrate Black River, or even by Quantrill as a prelude to an attack; either way, few of them are going to return to their graves without at least a bite to eat.

THE ENEMY WITHIN

Due to a misunderstanding (or not), the PCs are arrested in Colorado and denied bail. A few nights later, an overweight ex-trapper named Alfred G. Packer (imprisoned for eating 70% of the Democrats in Hinsdale County but spared from execution on a technicality) becomes a Wendigo, devours his cell-mate, and breaks out of his cell.

The guards die or flee, leaving only the chaplain, the PCs, and the other inmates to deal with Packer. The PCs can try to hide or escape, like most of the inmates, or join the chaplain in trying to organize a hunting party. The armory is locked, but a thief should be able to break in, and there's no shortage of experienced gunmen – the problem is finding ones who can be trusted.



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CAMPAIGN CROSSOVERS

TIME TRAVEL

Travelers to alternate worlds, such as Infinity Unlimited, will eventually stumble into the *Deadlands* timeline – though risk-averse types like IU probably won't want to stick around, and may classify it as "closed (p. TT89). Travelers from other timelines, such as Cherokee, I.S.T., or Reich-5, may have different ideas – research, trade, or invasion. Centrum would hate if in the unlikely event that they could reach it; they regard both magic and this level of social disorder as abominations, and might be tempted to load a few large nukes onto disposable conveyors.

MARTIAL ARTS

Kang and his warriors are skilled in the martial arts (appropriate styles include Hsing-Yi Chuan, Pao Chuan, and White Crane Kung Fu), but they needn't be the only ones. Shaolin priests, samurai, ninja, and hashishin may have emigrated to the Weird West. Bare-knuckle boxing was a popular sport, and migrants from Europe may be trained in Savate or either French or Italian Fencing (creating the possibility of a *Swashbucklers* crossover).

TECHNOMANCER

Deadlands and *Technomancer* both deal with the return of magic to mechanically inclined societies, and many ideas can be transplanted between the settings. Hucksters and mages may co-exist in either – regular magic is safe but tiring and difficult to learn, and reckless young spellcasters learn hexes despite the obvious risks. The Technomancer world appears in the Infinity Unlimited framework (as "Merlin"); if Merlin gains crossworld travel and discovers the *Deadlands* magical world, it would probably be viewed as a dreadful warning.

AZTECS

The Harrowed in Mexico include General Santa Anna's Ejercito de los Muertos, or fummy of the Dead, reanimated by the lich Xitlan, who claims to be descended from an Aztec sorcerer. The fummy of the Dead may include many Aztecs, whose religion may be useful to the Reckoners, and Xitlan may be lying about his age...

BLACK OPS

Some abominations are too nasty even for 200-point cinematic characters to face. To deal with these, the Agency has its "Men in Black Dusters" – *Black Ops* types with TL5 and steampunk weapons.

If the Reckoners manage to hold on to (or reclaim) any part of the West in the early 21st century, modern-day Black Ops will be needed to fight them. Some of the "Things to Hunt and Kill" in *Black Ops* may also crop up in the *Deadlands*; sewer flukes, breederbugs, ice weasels, gulleets, and soul dogs would fit right in.

VOODOO

Eastern cities such as New York and Chicago had areas that were just as dangerous as the Weird West. So did New Orleans, where visitors might also fall afoul of voodoo lodges and In-Betweeners as well as muggers and the Mafia... assuming they're not the same people. The Reckoners may also be just another name for the Corrupters.

Sending lawmen and bounty hunters into Gallatin Street in search of their targets – with only concealed weapons, or none – would pose an interesting challenge. Cowpokes may find their lack of appropriate Savoir-Faire has comic (or violent) results, lawmen may be appalled at the corruption, and saloon gals will be upset at the working conditions.

Y2K

In Pinnacle's *Deadlands: Hell on Earth*, the Reckoners' efforts and the devastation of a supernatural nuclear war have turned the earth into a ravaged wasteland populated with horrible monsters and rugged survivors. For *GURPS* GMs who want to do the same, *Y2K*, *Ogre*, *Reign of Steel*, *War Against the Chtorr*, *Autoduel*, or *CthulhuPunk* can all be used to create near-future *Deadlands* backgrounds.

SPACE

Deadlands: Lost Colony explores the interstellar colonies left behind by the pre-holocaust humans of *Hell on Earth*. Alternately, *GURPS Space* or *GURPS Traveller* PCs may find alien worlds where their skills and technology may be enough to prevent the Reckoners from claiming another planet.

SHAMELESS PLUGS

Other books of value to *GURPS Deadlands* GMs and players include *GURPS Steampunk*, *High-Tech*, *Ultra-Tech 1 and 2*, *Vehicles*, *Robots*, and *Mecha* to provide gizmos and gadgets for Mad Scientists; *GURPS Spirits*, with new rituals for shamans; *GURPS Religion* for more details on the life of the Blessed; *GURPS Magic*, *Wizards*, and *Grimoire*, with spells that can be adapted into hexes; *GURPS Old West*, with more guns and gear, and details of Indian tribes, transportation, and frontier life; and *GURPS Undead*, *Bestiary*, and *Creatures of the Night* with more abominations for the PCs to face.



GLOSSARY



Agency, The: U.S. government department that investigates bizarre and supernatural events (formerly the job of the Pinkerton Detective Agency), founded by President U.S. Grant in 1877.

Blessed: *Deadlands* term for characters with the Divine Favor advantage (not to be confused with the *GURPS* "Blessed" advantage).

Boot Hill: The temporary cemetery above Dodge City, where cowboys and gunfighters who died with their boots on were buried with their boots as a pillow; later, any frontier cemetery.

buffaloing: The "gentle art of bending a revolver barrel around a lawbreaker's skull."

bulletproof: Power of an OA team.

bulletproof: A head-on railroad collision.

coup: Powers gained by the Harrowed by defeating powerful abominations.

cowpoke: Originally a railroad employee in charge of penned cattle waiting shipment by train; later used for cowboys.

"Dead Man's Hand": Two black aces, two black eights, and the jack of diamonds; the cards Wild Bill Hickok held when shot in the back by Jack McCall.

Deadland: An area with a permanent Fear Level of 6.

dodgers: Wanted posters.

dominion: Control of a Harrowed's body, fought over by the original personality and the manitou who has animated the body.

Fear Level: The modifier to Fright Checks in a particular area. Most places have Fear Level 0; Deadlands have Fear Level 6.

farmonger: The creature responsible for raising the Fear level in a particular area; the main horror of any adventure.

greenhorn: An inexperienced person; also called a "tenderfoot" (a term originally applied to cattle).

Harrowed: Undead raised and possessed by a manitou.

Hell on Wheels: One of the tent cities of gamblers, whores, and thieves that followed the laying of railroad tracks.

hex: Huckster's term for a spell.

holy: Possessing the Divine Favor advantage.

huckster: A sorcerer, witch, or warlock.

Hunting Grounds: The supernatural plane where manitous and other spirits roam.

joker: Another term for a manitou.

Last Sons: Raven's followers.

manitou: The Indian term for a malignant spirit of the type that gives hucksters their power and animates the Harrowed.

Maze, The: A labyrinth of jagged mesas and flooded sea-channels in earthquake-ravaged California.

miracle: Divine intervention, invoked by those with the Divine Favor advantage.

Old Ones: Elder shamans of the Indian tribes, slain by Raven and his Last Sons.

Raven: The vengeful young *Susquehanna* shaman who brought about the Reckoning by releasing the manitous from the Hunting Ground.

Reckoners: Ancient, evil, unearthly beings seeking to remake the Earth to their own liking.

Reckoning: The Reckoners' battle to turn the whole Earth into *Deadlands*.

rust-eaters: Workers who lay railway tracks.

shaman: 3rd-level Initiate in shamanic ritual magic.

shebang: A general store. "The whole shebang" indicates everything that might be found in a well-stocked store, and by extension, every part of whatever is being discussed.

sodbusters: Prairie settlers who build sod houses.

widowmaker: An accident in which a rider's boot is caught in the stirrup and he is dragged behind the horse.

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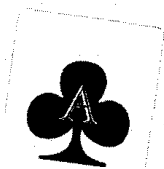
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