





THE
WEIRD WEST™

Deadlands D20

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Deadlands created by Shane Lacy Hensley.

Dedicated to: The new Ronan. My little cowboy.

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A WORD FROM THE EDITOR

Welcome, friends, to the *Tombstone Epitaph's* latest attempt to educate the masses and illuminate the truth in the *Newcomer's Guide to the Weird West*. My name is Lacy O'Malley, your erstwhile investigator and humble reporter. You might remember me

from such guidebooks as our original *Guide to the Weird West*, the 1877 Update, the *Guide to the City o' Gloom*, the *Guide to the Mighty Mississippi*, or the Back East North and South guidebooks. These are available in finer mercantiles everywhere, or for rush order from the fine folks at Smith & Robards.

Many scoff at the bizarre tales we expound here in the pages of the *Epitaph*—stories more "distinguished" papers refuse to print. But experienced travelers know our reports are amazingly accurate, paranormally insightful, and uniquely designed to save the lives of those who venture into the often dangerous locales of the frontier.

But many are only learning the dark truths about our fair continent and the mysterious things that crawl upon it. They have yet to feel sinister eyes upon them as they move through the back alleys

of Dodge City. They have not witnessed the awesome power, or the frightening intelligence of the rattlers. Nor have they heard the rustling grass of the High Plains as some feral creature stalks its prey.



Outside our esteemed offices in Tombstone, Arizona.

It is to these newcomers—greenhorns, the frontiersmen call them—that we dedicate this issue. In the pages of this guide we have taken a step back from our wild proclamations and dire warnings to ease a new generation into the truth man was not meant to know.

And for those foreign travelers who know little of our shores, we have briefly recounted the amazing history of our land—including the Great Quake of '68, the discovery of ghost rock, the state of our war-torn homeland, and the rise of the Indian nations.

It is our hope to provide you with the basic information you must know to survive here in the West, dear newcomer. Good luck in your travels, and

Godspeed. The Good Lord knows our cemeteries are full of those of you who have come before. Perhaps some tidbit here will save you from this dire fate.

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WELCOME TO THE WEIRD WEST!

We should begin our tale with the Great Quake of '68, for the quake—and what was revealed when it split the entire west coast of America apart—has shaped our country, and indeed our world, more than any other single event.

California had long been a land of dreams. Gold was discovered there in '49 and the tales of those who had become millionaires overnight were the stuff of legend.

The migration of hundreds of thousands of settlers looking to partake in this miracle was what formed the early history of the "Old West." The dangers of the frontier, the Indians, outlaws, burning deserts, and freezing mountains, created the legendary gunfighters, adventurers, and heroes that so many read about in the dime novels and penny dreadfuls. Men like Wyatt Earp, Wild Bill Hickock, and Bill Pickett were forged in this harsh land, drawn westward by the lure of gold or the notion they would bring law and order to this wild, reckless land.

The Great Quake of '68

Now imagine the power of a mineral twice as valuable and a thousand times more useful than gold. That's what happened in 1868 when California fell into the sea.

An earthquake the likes of which the world has never seen before or since shattered the west coast from Mexicali to Oregon. In its wake was left the "Maze," a labyrinth of jagged mesas towering over the flooded sea-channels below. Magnificent new beasts such as the Maze dragon were discovered in those troubled waters, but more amazing was the discovery of what some at first thought was simple coal. In fact, the sundered landscape had cracked open to reveal a new mineral heretofore undiscovered.

This new fundament burns a hundred times hotter and longer than coal, and when burned, gives off a ghostly-white vapor and howls like the Devil Himself. The first survivors of the quake who discovered it called it "ghost rock."

The name stuck.

The Power of Ghost Rock

While you have no doubt seen inventions powered by steam and ghost rock wherever you're from, you must understand the impact this amazing mineral has had on California and the Maze.

Immediately after its discovery, a great number of hopeful inventors headed to the Maze. In months, they had perfected devices powered by steam and fueled by ghost rock. Reports of horseless carriages, ghost rock powered ships, and even weapons capable of spewing a torrent of bullets or spewing great gouts of flame became common.

The Battle of Washington

Confederate President Jefferson Davis was the first to realize ghost rock's potential value to his war effort. Under his supervision, a number of incredible devices were developed in a secret base near Roswell, New Mexico (the base has since been destroyed by an unfortunate accident). These secret weapons were shipped Back East and used in the South's biggest offensive ever.

In February of 1871, General Lee and his Army of Northern Virginia attacked the Union lines around Washington D.C. The attack, backed by weird science, was devastatingly effective, so effective, in fact, that Lee's forces actually seized the Union's capital!

The Great Rail Wars

The Yankees eventually took their city back as the Rebels' devices began to malfunction or run out of ghost rock, but the message was clear—ghost rock-powered weapons and devices were the way of the future.

Though ghost rock had since been found all over the country, the greatest concentrations were still in the Maze, and no single rail line yet connected them to the battlefields of the East. Once back in

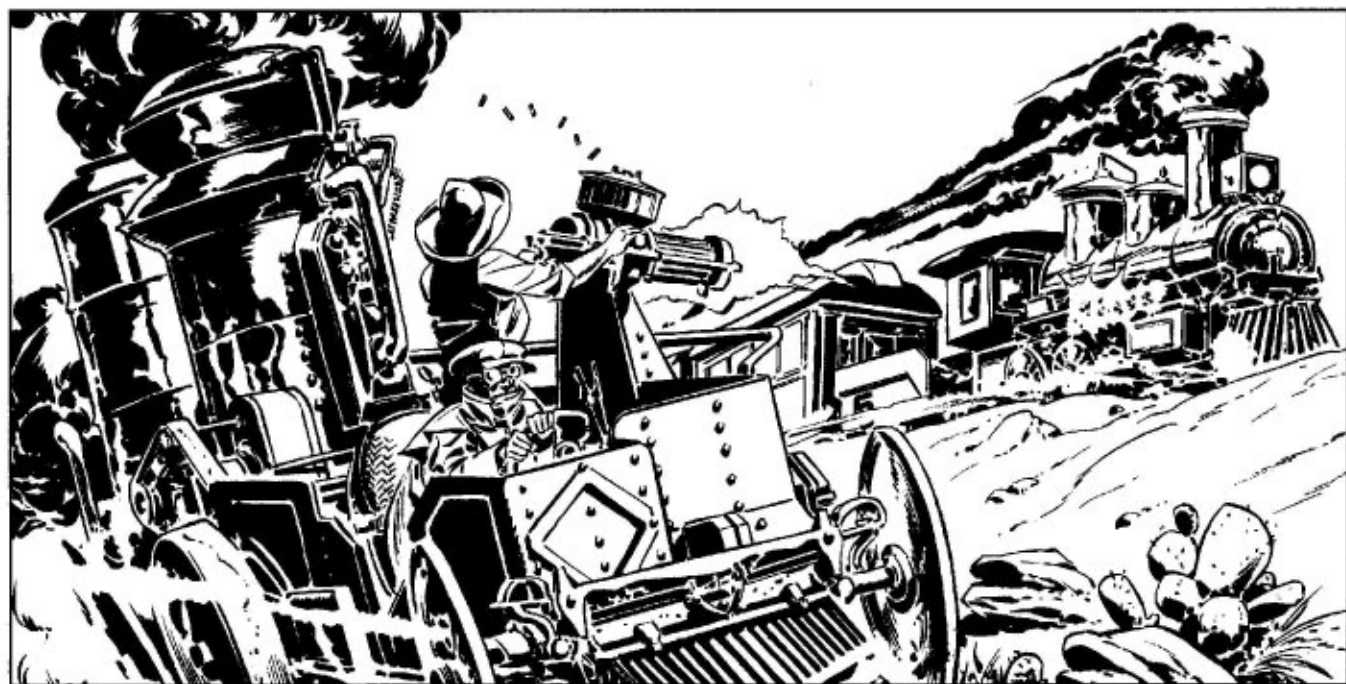


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The struggle to build a transcontinental rail-line has often been punctuated by the sound of gunfire!

the White House, President Grant offered the exclusive government contract for ghost rock to the first company to build a transcontinental rail line. The Confederates followed suit the next day.

While a host of railroads answered the government's call, the competition soon boiled down to just six. These six companies began a bloody war that has sometimes rivaled the one raging between the North and South themselves.

I will return to the subject of the Rail Wars and the bloodthirsty participants who race to the coast later. For now, allow me to continue with the incredible impact ghost rock had on our nation.

A NATION SUNDERED

As many of you know, the American Civil War began in 1861. The textbooks carried by most schoolmarms claim our nation was split in two, but that's not exactly true. In fact, what used to be the United States of America is now six separate nations. Had it not been for the war, there is little doubt there would be no Sioux Nation, no Coyote Confederation, no Republic of Deseret, and certainly no Free City of Lost Angels.

The United States of America

President Ulysses S. Grant has ruled the north since 1872. Many thought he would lose last year's election, if he even ran. President Grant seems more suited to commanding the military on the battlefield than from the White House.

Grant's administration claims ownership of the entire country and refuses to acknowledge the existence of any other nations. The truth however, is that Washington has no authority, no control, and little or no presence in the other nations I will describe presently.

President Grant

Many thought Grant would lose the election after his troubled term—if he even ran for reelection. But last year's "November Offensives" (so-called because each side stages a major military campaign prior to any election to win the incumbent votes) convinced the Yankees that the challenger, pro-peace candidate Samuel Tilden, would cave in to the Rebels. When a British column took Detroit, Michigan by force, seemingly in coordination with Confederate plans, the public was convinced "Unconditional Surrender" Grant was their man.

Grant responded with a new campaign, bombing Richmond, Virginia with amazing air



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carriages. Simultaneously, his old friend General Sherman marched the Army of the Ohio through Kentucky, burning everything in his path as he had done in Georgia over a decade ago.

But when the smoke of fall finally cleared, the Confederates had managed to defend themselves and not an inch of ground was gained.

Now the president broods in his capital, watching his beloved nation fall apart around him. But though scattered, his military remains strong, and the fight isn't over yet.

The Agency

One of President Grant's most effective forces is the Agency, a shadowy organization formed in 1877. The US had formerly relied upon the Pinkerton Detective Agency for its intelligence gathering, but it gradually became clear a private company could not carry out all the actions a wartime government must perform.

The men and women of the Agency now infiltrate, attack, and sabotage all perceived enemies of the state. Though I said we would stay away from the most controversial topics in this guide, I must also tell you that the Agency's other function is to investigate bizarre and supernatural events. Just like the Texas Rangers, which I'll discuss shortly, the Agents do not like people talking about these mysterious events. They have used bribes, blackmail, and even personal threats to keep these stories from appearing in the press. Should you find yourself involved with the paranormal, the Agency is often well-equipped to deal with it, but do not be surprised if the price of their assistance is your silence.

The Confederate States of America

Our young and hot-blooded nation was born in blood and seems forever cursed to remain that way. Though the Civil War has had many lulls with no major battles, there has never been a day in this country's history in which it wasn't "at war." I am afraid it is a curse we shall not soon lift, for Mexico seems ready to pounce upon us once again.

President Davis

The leader of our violent land is President Jefferson Davis. He has ruled our nation unchallenged since the war began. He was reelected in the '67 campaign (after his opponent, Senator Robert M.T. Hunter died mysteriously mere days before the election), but ruled by martial law until free elections were restored last year. His administration faltered more than once, and the



President Davis in one of his fiery moods.

devastated economy and inability to make the North recognize Southern independence made him the underdog.

The Whig party nominated the beloved Robert E. Lee to challenge Davis. The election in the Confederate States made the old general the winner, but highly suspect votes from the territories swung the race in favor of Davis.

Our leader has had one recent bit of true success. During last fall's campaign, he seems to have convinced the British to finally enter the war in force. A column of troops marched on Detroit from Canada and took it in a day. The rumor is our European allies are preparing an even larger forth up North and may invade after winter. They would not likely attempt to "conquer" the Union, but would instead use their incredible military to force peace and recognition of the Confederacy.

Unfortunately, recent news has come to me that the US has increased its diplomatic ties with France (which currently control Mexico, as well). It could well be that Grant hopes to counter the British invasion with a Franco-Mexican invasion of the South.

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Texas Rangers: Southern sentinels, enemies of Truth, or both?

The Texas Rangers

The Texas Rangers were first used as spies and scouts in the Mexican War of '46-'48. Afterwards, they protected Texas against Mexican invasions, then later became the law throughout this wild young state.

Early in the War, several detachments of Texas cavalry were dispatched East. They fought in many of the most important battles, including Gettysburg. It was there that the Rangers first began their new careers as monster hunters.

That's right, dear reader. This is not a typo. There are things out there you do not yet understand. The Texas Rangers hunt down these evils and destroy them. That is why they have jurisdiction throughout the South these days. Just like their counterparts in the Agency, the Rangers do not like news of the supernatural to get out. They feel it terrifies the public and somehow makes the forces of darkness that much stronger. As a journalist, I believe the bright light of truth can only illuminate and strengthen. The Rangers do not agree, however, and use whatever means are necessary to keep their activities from the public.

The Sioux Nations

Perhaps the people who have benefitted most from the Civil War are the Sioux. Since the Union Army's attention has remained focused south, they have had little manpower to patrol and control their red neighbors in Dakota Territory.

Sitting Bull & Custer

The leader, or "hunkpapa wicasa" of the Sioux is Sitting Bull, a wily old Indian chief who is far more belligerent than the rest of the wicasas (a council of elder chiefs, medicine men, and revered warriors who nominally rule the nations).

It was Sitting Bull who was responsible for defeating General George Armstrong Custer recently at the Battle of the Little Big Horn. Since then, the Union has given the Sioux a little more respect.

Unfortunately, the headstrong Custer, who single-handedly survived his "last stand," has not forgiven the Sioux for his humiliating defeat. He has pieced together a mercenary army and is threatening to invade when his band of claim jumpers, troublemakers, and freebooters is ready. Custer is acting without authority from Washington, but the Sioux don't see it that way. Since he wears the rank of a US Army officer, to them, he *is* an officer.

Deadwood

Since ghost rock was discovered in the sacred Black Hills of the Sioux Nations, thousands of white prospectors violated the Indian's borders in search of riches. This caused so much trouble that the wicasas finally allowed the whites to mine the Black Hills, but only if they would not stray from there, paid a fee to the Nations, and lived only in the treaty city of Deadwood. Those who strayed outside these boundaries were considered trespassers and subject to Sioux law for that charge—which is death.

Unfortunately, the greedy miners in and around Deadwood constantly violate the treaty. It is only a matter of time before an incident sets off a war between the Sioux and any white man who sets foot in Dakota Territory.

The Old Ways

Outnumbered as they are, the isolated whites of the area have one important advantage—or so they think. The wicasas claim things changed a little over a decade ago, that evil spirits had returned to the world to punish them for adopting the "polluted white man's evils," such as "fire water" and guns. This philosophy eventually came to

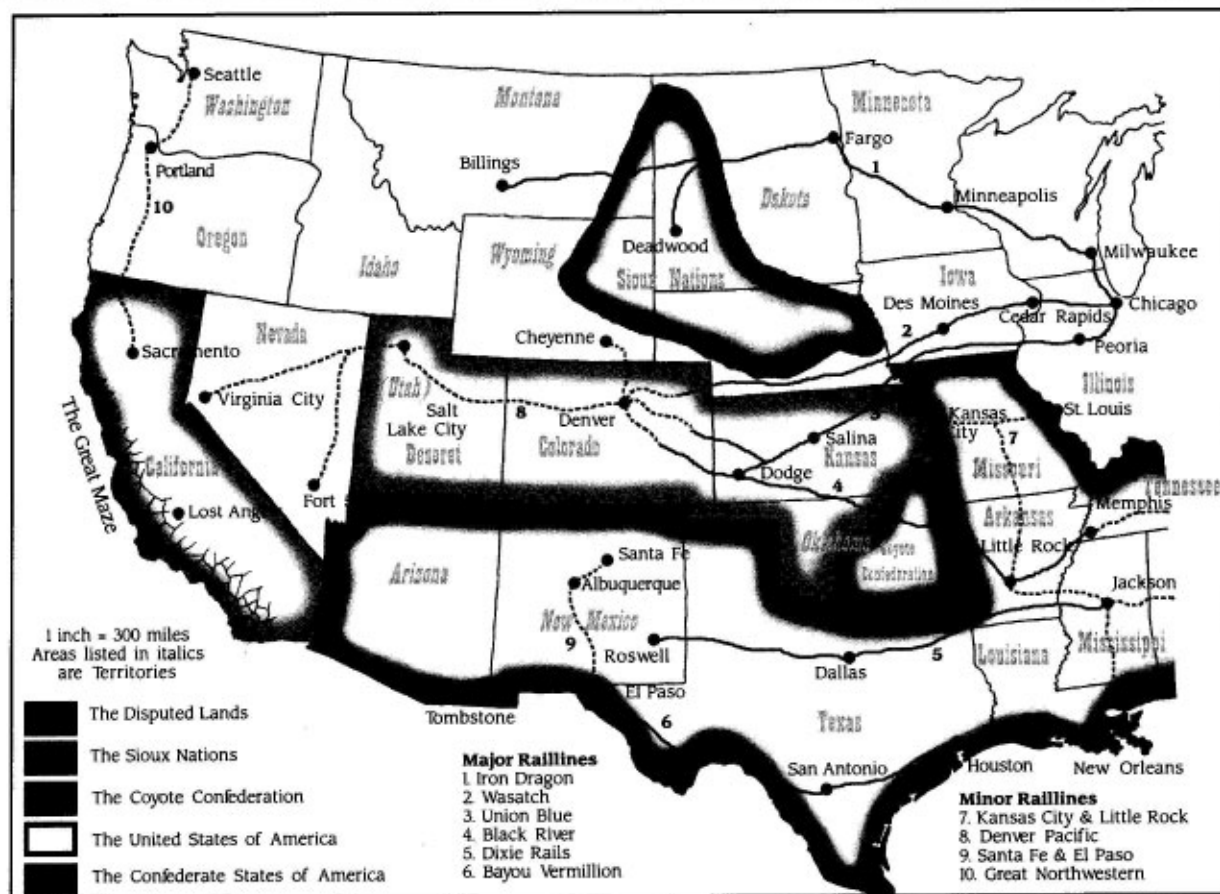


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mean the "People" were not to use any sort of technological device. They were supposed to return to the "Old Ways," and the movement was born.

Many young braves feel this is foolish. Why should they attack Gatling guns and cannons with arrows and tomahawks? The wicasas have forbidden this kind of talk, but this only gave rise to a secret society calling itself the "Order of the Raven." The wicasas feel this poisons the People in the eyes of their spirits, and so put to death any young brave found with the distinctive and hidden tattoo that marks them as a Ravenite.

The Coyote Confederation

Down south, in what used to be known as the "Indian Territory," a coalition of Cherokee, Comanche, Creek, Seminole, Kiowa, Chickasaw, and Choctaw Indians saw the success of the Sioux and formed their own nation. The Confederation's leader is a mysterious figure known only as "Coyote." I suspect that since this leader remains cowed in a red cloak even among his own people, the tribe's true leaders, Quannah Parker and Satanta, or one

of their most trusted medicine men, act as Coyote. This would explain why Coyote has often been reported hundreds of miles apart on the same day.

In either case, "Coyote" seems wiser than the sometimes hot-headed leader of the Sioux, but he does not take as active a hand in the Confederation's affairs, leaving each tribe to its own devices. Because there is no single, strong leader, some of the braves carry on the age-old tradition of raiding white settlements, a habit that brings them into frequent conflict with settlers in the Disputed Lands.

Brothers in Arms

The Coyotes rarely raid into the Confederacy, and truth be told, rarely venture into towns in the Disputed Lands that are sympathetic to the Southern cause. This led many to believe the Confederation had a secret alliance with the Rebels. During the offensives of '76, this became very clear, and is now basically public knowledge.

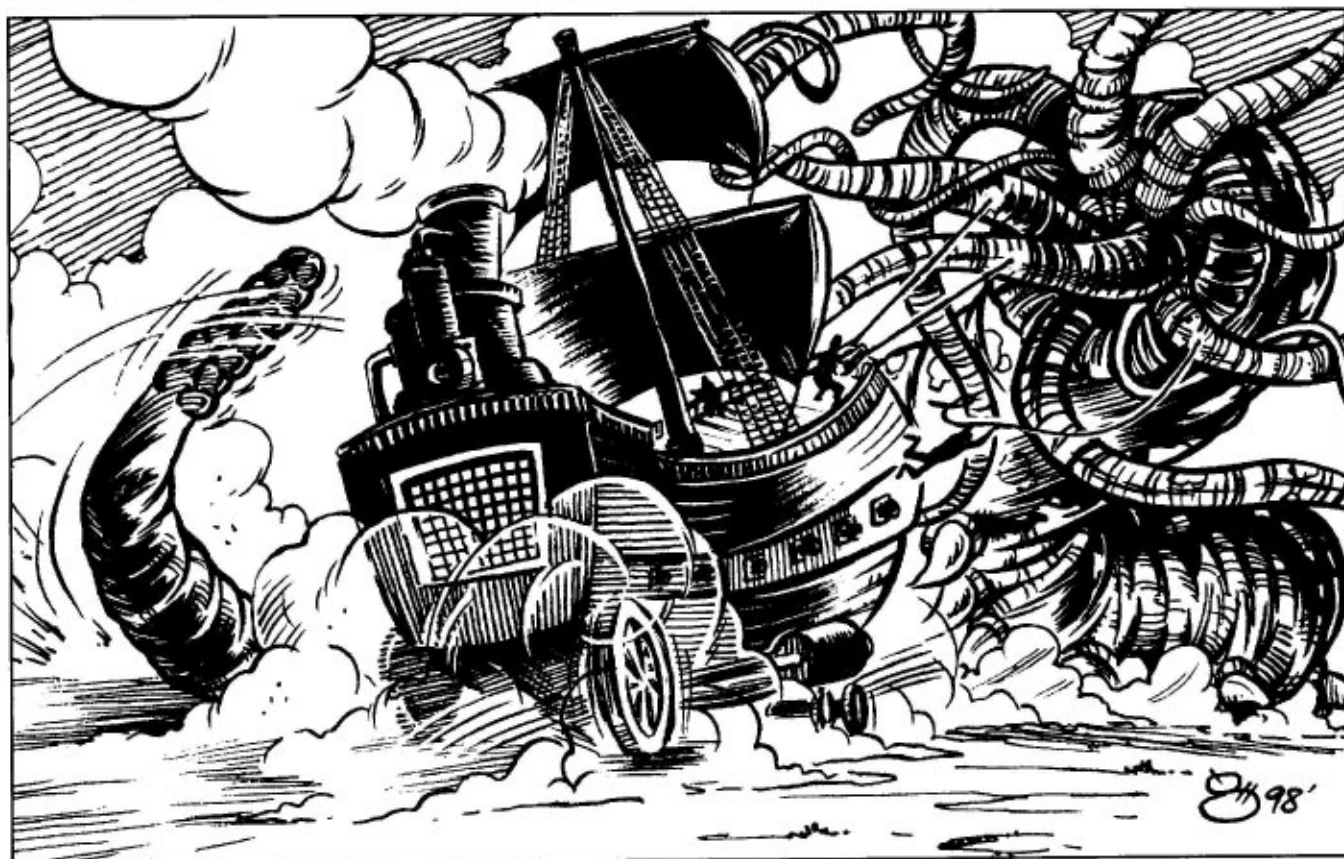
Presumably, the Indians believe we Southerners are an oppressed people, just as they are, making us brothers-in-arms.

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Worm whaling on the Great Salt Flats.

The Republic of Deseret

No doubt most of you know the story of the Mormons. They practice a different version of Christianity that didn't seem to sit well with their neighbors Back East. Eventually, things got so bad the "Latter Day Saints," as they call themselves, trekked west. Far west—to a desolate parcel of earth called Utah. There their new leader and prophet, Brigham Young, founded Salt Lake City in 1847.

President Brigham Young

Young was a clever man, and he orchestrated Utah's conversion to a territory rather quickly. The Mormons enjoyed isolation, anonymity, and even their own laws until the Gold Rush of '49. Though the Saints prospered financially as a waypoint for thousands of miners headed for California, the new "Gentiles" could not always live by their laws. Once again, the Mormons found themselves battling for their way of life, which included

polygamy among other things—a practice the rest of the country couldn't tolerate.

The Saints muddled along until 1866. By that time, with no end in sight for the Civil War and several unfortunate conflicts with non-Mormons (including the Union Army), Brigham Young declared that the Mormons would rule themselves until such time as the government had the time and resources to properly address the Saints concerns and complaints. The new nation is called "Deseret," and encompasses all of Utah.

The City of Gloom

Salt Lake City is often called the "City of Gloom." This is not some satirical comment on the Mormon's lives. The city is called such because of its incredible factories.

These factories build ghost-rock powered devices of steam and steel. The constant cloud of ghost rock soot that hangs in the air and permeates certain sections of the city give it its less than cheerful moniker.

If you want more information on Deseret, see the *Tombstone Epitaph's Guide to the City o' Gloom* for a more complete story.



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The City of Lost Angels

Our last stop on this tour takes us back to the Maze. After the Great Quake of '68, one band of survivors who made it to shore from the deadly Maze was led by the Reverend Ezekiah Grimme. He provided a large band of survivors with both food and water during their arduous escape, and eventually came to call his followers his "Lost Angels." The group founded a city where they came ashore and Grimme named it after his beloved flock—the City of Lost Angels.

Reverend Grimme

Since then, Reverend Grimme has become a bit more stern. He had the city's co-founders build its streets in a circular pattern with the "Church of Lost Angels" cathedral at the center. He claims he was inspired by a divine dream that told him to create the "Celestial City" that way.

It wasn't long before the city became the center of the ghost rock trade between the isolated boomtowns of the Maze and the rest of the world. Grimme maintained his leadership for one simple reason. Food is incredibly scarce in the city. The high desert on the landward side of Lost Angels is arid and poorly suited for crops, and the few herds someone has tried to raise there are ravaged by a variety of natural diseases. Starvation is a very real threat in the Maze. Or it would be if not for Reverend Grimme.

Every Sunday, following his sermon, those who attended may join the congregation in a great feast. Fruit, vegetables, and especially meat (which is scarce and expensive but Grimme never seems to have any trouble finding) are all free for the taking.

Even in a normal city, Grimme's free feasts would make him a popular man. In the Maze, where a loaf of bread sometimes costs as much as a man makes in a week, Grimme seems but one step lower than the Almighty Himself.

And that's just what Grimme seems to believe.

The Edict

Reverend Grimme believes a transcontinental railroad will bring only graft and corruption into his city. At least that's what he tells his congregation. Most believe he is merely afraid that the rail lines would make food more available and spoil the source of his power.

He preached against the coming of the railroads for years, but finally the iron horses must have come too close. In late 1877, Grimme declared the city a sovereign state. I guess he figured if the Vatican could do it, so could he.

Grimme's "Edict of '77" proclaims that only true believers in the Church of Lost Angels may live in the city (though thousands of hopefuls live in "tent cities" outside). Those who do not recognize the Church's sovereignty are not only exiled, but considered enemies of the state as well.

Grimme's Crusade

No one liked seeing one man control the world's largest supply of ghost rock. The USA, CSA, Deseret, and a host of other nations condemned the move and called Grimme a despot. Even the zealous Grimme knows he cannot defeat the entire world. To convince people the Church of Lost Angels is acting in everyone's best interests, he has sent small bands of missionaries out across the West to proselytize and recruit new followers.

Of course, the railroads he keeps from fulfilling their dreams do not take kindly to these believers, and their armed gangs attack them almost on sight. The Lost Angels have responded by arming their own faithful. This new war, between Grimme's missionaries and the railroads, threatens to eventually turn into a battle smaller but far more bloody and vicious than the Great Rail Wars.



Reverend Ezekiah Grimme of Lost Angels. Savior or Destroyer?



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THE GREAT RAIL WARS

Though the race in both the North and the South were open to everyone, only six companies have managed to survive until the present. With so much at stake, the competition proved fierce and violent. Just like the rail wars of the mid-60's, the railroads hired gangs to "protect" their rolling stock and rail crews. One might ask "protect from whom?" The answer, of course, is each other.

Grimme's edict brought the rail lines, but not the war, to a grinding halt. The camps of their railheads now lie empty in the plains and deserts of the West. The rail barons gambled everything on their race, and some of them now lose hundreds of thousands of dollars a day due to the lull. How this chapter of the Great Rail Wars will end is anyone's guess.

Here is a little information on each of the railroads that remain in the race and their so-called Rail Barons.



Bayou Vermillion

Owned by the mysterious "Baron Simone LaCroix," (a man, despite his first name), this New Orleans-based company

runs due south through Texas and Arizona. It is here that the rail head stalled, both because of Grimme's Edict and the constant attack of Apaches, who take a particular hatred to his rail crews for some reason.



Black River

Owned by the beautiful and utterly ruthless Mina Devlin, Black River is headquartered in Memphis, Tennessee. Its line runs straight through

the heart of the Disputed Lands, with an especially notable station in Dodge City, Kansas.

Perhaps because Union Blue also has a right-of-way through Dodge, Mina is rumored to have seduced the line's president, Joshua Chamberlain. This reporter knows the "hero of Gettysburg" personally, however, and can vouch for his fidelity with his wife.



Dixie Rails

Though ostensibly a private company, Dixie Rails is heavily funded by the Confederate

government via its exclusive contracts to ship men and materiel from east to west. This provides the owner, Fitzhugh Lee, with a very important advantage. Perhaps an even greater advantage is the occasional leadership of his uncle, General Robert E. Lee.

Dixie Rails has often called upon Rebel troops stationed out West and even Texas Rangers in its constant fights against the other rail barons.



Iron Dragon

The most curious player in the Great Rail Wars is Iron Dragon, owned by a Chinese "warlord" of the maze named Kang. By all accounts, a pirate, opium

lord, and thief, Kang has managed to enter the race and stay in it, most likely due to the respect he gives the thousands of Chinese workers who flock to his rail heads.

Most amazingly, Kang somehow convinced the Sioux to let him run his line smack through the Dakotas. This is a clear violation of the Old Ways movement and no one is quite sure how he did it. It gave him a great advantage, however, for all the good routes south of the Nations were already taken when Kang entered the race. Now Iron Dragon is one of the most prosperous players in the Rail Wars.



Union Blue

Perhaps the most noble of the Rail Barons is General Joshua Chamberlain. His

spectacular performance at Gettysburg with the 20th Maine won this former schoolteacher a spot on Grant's command staff, then later command of the Union Blue railroad. He is one of the most honest men this reporter has ever met, and rumors of a dalliance with Mina Devlin, who shares a railhead at Dodge City, are certainly untrue.

Like Dixie Rails in the South, Union Blue is a private company in name only. The Army of the West gives Chamberlain all of its business, and its solid protection of passengers and cargoes—the best record of the railroads by far—means it gets the lion's share of private business in the north as well.



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Wasatch

The Wasatch railroad is the property of the notorious Dr. Darius Hellstromme. His rail gangs dominated the early phases of the Rail Wars with his amazing "automatons," clockwork men

made of thick metal and wielding Gatling guns. The "secret of the automatons" is one of the deepest mysteries of the Rail Wars. Many clockwork devices have been made by other scientists, but none of them have the capacity to react to their environment—even think. Hellstromme protects his technological secret fiercely—automatons are packed with explosives, and detonate when threatened with capture or defeat.

The automatons and other such devices prove that Hellstromme is the world's leading "mad scientist." But though his genius is without equal, he is also a ruthless man who uses violence and terror to secure right-of-ways when bribes and extortion fail.

Hellstromme's most significant obstacle is the Denver-Pacific. Smith & Robards are the professor's arch-enemies, and will not likely sell him their line at any price. Unfortunately for Hellstromme, the Wasatch line was planned to run through his home town—Salt Lake City—but the DP lines have secured most of the passes through the Rockies.

There has been talk that Hellstromme has another way through the Rockies. An incredible digging machine vanished beneath the mountains some time ago and hasn't been seen since.

A Seventh Player: Denver-Pacific

The Denver-Pacific Railroad isn't really capable of building a transcontinental line, but its owners are in a perfect position to sell their tracks between Denver and Salt Lake City to another. This could provide another of the Rail Barons with a quick, but likely very expensive, jump to the coast should the City of Lost Angels somehow be reopened to outside trade.

The DP's owners are none other than Jacob Smith and Clifton Robards, of the famous Smith & Robard's catalog service. Their incredible devices are another factor in their favor, and have already helped them thwart violent takeovers of their rail lines.



An artist's conception of the fighting near Roswell, New Mexico.
Is this the next stage in the Great Rail Wars?

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GO WEST, YOUNG MAN!

Now you're up on current events. But what you really need to survive the frontier is practical information. You have to know the best way to go West and how to pay for things once you get there.

Forget the latter and you'll need to know how to avoid getting in trouble with the law. Forget *that* and you'll need to know how to wire home for Momma.

Getting Around

If you've decided to head on out into the Weird West regardless of the dangers, you'd best know how to get here. For that, you need to pick a method of locomotion. Remember that the civilized world ends just west of the Mississippi. After that, you head into the Disputed Lands, the Sioux Nations, or the Coyote Confederation. Tread cautiously, and keep a six-shooter handy in case local disputes reach the monthly bloodletting stage while you're passing through.

Scared yet? Perhaps by the end of this guide you will be. We don't need any more victims out here. But if your heart's still set on making the journey, you can get here by hoof or by rail.

Hoofing It

Whether you ride in your own saddle alongside your compadres or in a spiffy new Concord stagecoach, hoofing it across the West is basically a bad idea. The ride is long and uncomfortable, and you're very likely to be chased by angry Indians, road agents, or critters you don't believe in even when your bones are coming out their keisters.

For long distances, stagecoaches are faster than riding alone. The drivers stick to well-known routes (often likely places for ambush, by the way), and they change horses about every 15 miles to keep up a steady pace. In fact, most reputable lines average about 100 miles a day.

Stagecoaches are more comfortable than riding your own animal. The coaches hang by leather straps to take away some of the bounce. Concords, by far the most popular model, fit nine in the passenger compartment and as many as can

hold on up top. Six horses are typical, but stages used for shorter routes might only use four.

By Rail

Taking a locomotive west is, in my opinion, the only sane choice a traveler can make, and even this is fraught with dangers.

Bandits are common along the train routes. Most are two-bit thugs who are easily handled by the train's guards. A few are a little more devious. The Wichita Witches, for example, have even been known to dynamite trestles, sending entire trainloads of honest folks to their dooms just for a safe full of gold.

All the big companies keep armed guards on board these days to deal with trouble. Trains carrying payroll or gold shipments usually have a contingent of soldiers, Pinkertons, or hired gunmen. Passenger trains are more likely to have "troubleshooters" dressed in ordinary clothes on board.

But bandits aren't your greatest threat when you ride the rails west. That dubious distinction belongs to the companies themselves. Regardless of which rail company you choose to carry you west, remember you're going to be riding right into the middle of the Great Rail Wars.

You need to be able to budget how far you can get in a day to properly plan a trip. Here are some rough figures for you.

Travel Times

Method	Average Miles/Day
Horse	40
Stage	70
Rail	250

The above numbers are based on traveling about eight hours a day. A stage makes better time than a horse, by the way, because its animals are changed every 15 miles. If a lone rider somehow has the luxury of changing horses often (like a Pony Express rider), he can average about 80 miles a day.



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Communication

There are basically three ways one communicates out West—via telegraph, US mail, or Pony Express.

Telegraph

The telegraph is an amazing invention. As a reporter for the *Epitaph*, I could hardly survive without it. Who'd have ever guessed the miracles of modern technology would allow a man to write an article in Denver and have a decent chance of it reaching Tombstone the same day?

The only trouble, of course, is actually receiving the darn things. Telegraph offices in both the North and South are forbidden by law to transmit messages over the border. You can still get it done by wiring someone in the Disputed Lands, but these "black market" telegraphers charge triple the normal cost.

When you do send a telegram, ask for a confirmation from the other end. Messages are frequently garbled, misinterpreted, or just plain wrong—often with disastrous consequences. I have my own pet theory as to why—gremlins—but I promised my editor not to scare off all you greenhorns in this particular guide. Still, be as clear and concise as is humanly possible when sending telegrams. The less those pesky little monsters have to mess with, the better.

The US Mail

Neither rain, nor sleet, nor gloom of night keep the mailmen from their appointed rounds. It's usually the highwaymen, or more specifically, their bullets, that keep the mail from going through. Mail robbery is on the rise. You may only send a letter to Aunt Minnie, but the bandits who sort through the mail bag don't tend to return the mail once they've pulled out any currency.

The Pony Express

Much more reliable than the US Mail is the Pony Express. Its riders—all orphans or single men and women—are paid better and seem more suited to fighting off highwaymen.

It's more expensive, of course, but valuable documents and bank notes should not be sent any other way. Beware, however, because bandits know the Pony Express is the best way to send valuables as well. The Express riders are tough hombres, but even the roughest horseman aren't immune to "lead poisoning."

The Law

Hopefully most of you readers out there should have little reason to come into day-to-day contact with the lawmen out West. We like to think of our readership as fine, law-abiding folks.

There are three tiers of the law in the West. Know them and respect these brave men and women. They're all that keeps the lawless frontier from becoming even worse.

Town Marshal

At the lowest level is a "town marshal." Most large towns have such a person, as do a few smaller ones with delusions of grandeur or lots of local problems. They are usually elected by the people, though many towns allow the mayor or a town council to appoint them as well.

Town marshals and their deputies have jurisdiction within town limits, though most county courts uphold their right to chase fleeing criminals short distances beyond the usual boundaries.

The problem is most local troublemakers know just how little authority a town marshal has outside his jurisdiction. They commit a crime in town and then head for the hills where he has no official reach. Most town marshals ignore this technicality if they are in "hot pursuit," however.

Sheriff

A step above the town marshal is a county sheriff and any deputies he's appointed. These men and women have authority over everyone who lives within the county.

I would like to tell you that most county officers work in conjunction with the town marshals within their jurisdiction, but the opposite is all too frequently the truth. Lawmen, by their very nature, are a tough and independent breed, so they often butt heads when jurisdictions collide.

Sheriffs are always elected by the people. Famous gunmen often hold such an office just to justify any killing they might have to do in and around town. Sheriffs must still prove self-defense after a fatal shooting, however, so abusive lawmen are eventually dismissed by the state or territorial government, assuming there is no graft or corruption involved, which is unfortunately the case in too many counties.



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US Marshals & Texas Rangers

Now things get a little trickier depending on which side of the border you happen to be on.

In Union states and territories, US Marshals have ultimate authority over the law. They can hire Deputy US Marshals, authorize posses, cross state and territorial lines, and even call on county sheriffs and town marshals if need be.

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

Though they can call on these resources, most US Marshals work alone. Don't ask me why; I'm just a journalist. If I was chasing down the most violent desperadoes in the country, I'd surround myself with an army of deputies.

I imagine most US Marshals just aren't the trusting sort. They need to move quietly in the wilderness and slip into towns without alerting their quarry. Inexperienced deputies with loud feet

and loose lips probably cause them more harm than good, and in a US Marshal's occupation, that kind of harm often adds up to an unmarked grave in Boot Hill.

The Confederacy relies on the military or territorial rangers to do its interstate policing in the West. Regiments scattered throughout Rebel states and territories always have jurisdiction over local town marshals and county sheriffs.

Then there are the South's elite, the Texas Rangers. These surly fellows fought as regulars in the early years of the war, but they were later detached from the regular military to serve the Confederacy as mounted police officers. They continue to fulfill that function today throughout the South (in the east and west). They also track down any strange creatures reported in their domain and shoot them dead.

There's an old saying that goes, "one riot, one Ranger." This is true when they're dealing with outlaws or lynch mobs. When they're chasing something less natural, the wily Rangers travel in packs, much like wolves but twice as mean.



The law in a typical Western boomtown.

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spreading the strange tales one finds in the pages of the *Tombstone Epitaph* or that circulate along the frontier only serves to make things worse.

Should you witness a strange occurrence, be careful where you repeat your tale. Both groups care nothing for civil rights, and they even have authority over any town marshals, sheriffs, US Marshals, and even judges and local politicians. They will do as they please in the interests of "national security," including incarceration of innocents, blackmail, and perhaps even murder.

Rather than repeating your tales to a possibly under-appreciative audience, it's far better to contact a your dedicated reporters of the *Tombstone Epitaph* than to risk the wrath of the Agents or Rangers. Let us shoulder the burden for you. We reach a wider audience, and if you defeat whatever evil besets you, we can spread the tales of your daring deeds throughout the nation. And of course we'll sell a few papers in the process.

Judges and Courts

Judges work the same in western states as they do Back East. Every county has its own judge, and the state usually has some sort of "superior" court for appeals or matters of state jurisdiction.

In the territories, the men who interpret—or invent, some would say—the law of the West are the circuit judges. They're called "circuit" judges because they make a circuit throughout the scattered towns of a territory.

There just aren't enough judges—or people—to maintain permanent courts. This means you might wait anywhere from 2 to 10 weeks for your "fair and speedy" trial. And if the judge gets bushwhacked while he's making his rounds, you'll find yourself waiting until the state appoints a replacement.

Some judges are a little too quick to hang a man. In the West, these men and women are called "hanging judges." Most have more bark than bite, but there are some who'll hang you for swearing on a Sunday. I highly advise you to avoid trouble in these areas, regardless of whether or not you started it.



Confederate cavalry overrun a Union position.

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Common Jail Times & Fines

Offense	Sentence
Horse Thieving	Hanging
Rustling	Hanging
Murder	Hanging
Rape	Hanging
Attempted Murder	20 years or more
Bank Robbing	20 years or more
Train Robbing	20 years or more
Stealing money from a widow	20 years or more
Robbing someone of authority	5 years or more
Grand Larceny (stealing \$300 or more in goods or currency, besides horses or beeves)	5 years or more
Stealing less than \$300	1 week to 1 year
Drunk in public	Overnight, \$10 fine
Disorderly	\$10 fine
Carrying a weapon in a no-weapons zone	Confiscation, \$10 fine

The Military

We'll end our tour with a brief overview of the regular army units you're likely to run into out here. Both the North and the South use the same organization and ranks, as shown on the chart below. I've listed the order of things all the way up to the Commander-in-Chief, though you'll rarely find more than a brigade out West.

Organization

Confederate and Yankee ranks and organization are virtually identical.

The basic rank is Private: your ordinary, ground-pounding grunts. 95 privates (plus NCOs and officers) makes a Company (though very rarely does any Company achieve full strength), under command of a Captain. A cavalry troop is theoretically equal to a company, but out West, most troops have 35-50 men in total.

Ten Companies (designated A-J, usually) make a Regiment, usually under the command of a Lt. Colonel. Regiments on both sides are designated by a number and their state of origin, for example: 18th Virginia Infantry Regiment.

Three or four Regiments make up a Brigade, usually under the command of a Brigadier General. Union brigades are designated by number within their Division (1st, 2nd, etc.); Confederate, by their commander's surname (Garnett's Brigade, for instance).

Three or four Brigades make up a Division, usually under the command of a Major General. Union Divisions are designated by number within their Corps (1st, 2nd, etc.); Confederate, by their commander's surname (Pickett's Division).

Three or four Divisions make up a Corps, usually under the command of a Lieutenant General. Union Corps are designated by number within their Army (1st, 2nd, etc.); Confederate, by their commander's surname.

Three or four Corps made up an Army, usually under the command of a full General. Union Armies are named after major rivers in their area of operation (the Army of the Potomac); Confederates, after the state they were based in (the Army of Northern Virginia).

Military Ranks

Private

Non-Commissioned Officers (NCOs):

Corporal
Sergeant
1st Sergeant
Ordnance-Sergeant
Quartermaster-Sergeant
Sergeant Major

Commissioned Officers:

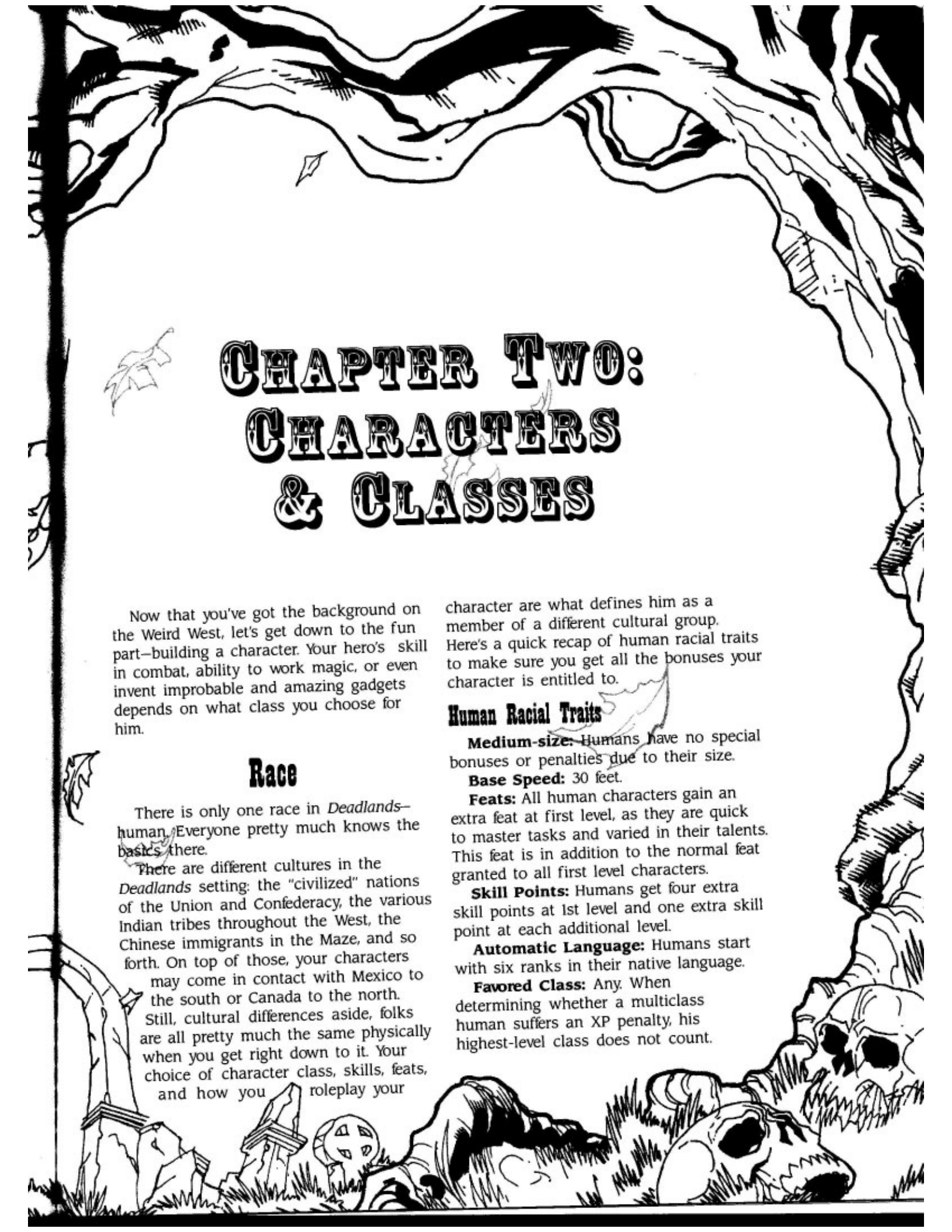
2nd Lieutenant
1st Lieutenant
Captain, Major
Lieutenant Colonel
Colonel
Brigadier General
Major General
Lieutenant General
General
Commander-in-Chief

A Final Word

From the High Plains to the shattered coast of the Great Maze, the Weird West is the most interesting place on God's Green Earth. We here at the *Tombstone Epitaph* hope to see you here soon. In the meantime, we shall continue our publishing efforts, bringing you the one thing that shines out like a beacon in this dark world of fear—the TRUTH!







CHAPTER TWO: CHARACTERS & CLASSES

Now that you've got the background on the Weird West, let's get down to the fun part—building a character. Your hero's skill in combat, ability to work magic, or even invent improbable and amazing gadgets depends on what class you choose for him.

Race

There is only one race in *Deadlands*—human. Everyone pretty much knows the basics there.

There are different cultures in the *Deadlands* setting: the "civilized" nations of the Union and Confederacy, the various Indian tribes throughout the West, the Chinese immigrants in the Maze, and so forth. On top of those, your characters may come in contact with Mexico to the south or Canada to the north. Still, cultural differences aside, folks are all pretty much the same physically when you get right down to it. Your choice of character class, skills, feats, and how you roleplay your

character are what defines him as a member of a different cultural group. Here's a quick recap of human racial traits to make sure you get all the bonuses your character is entitled to.

Human Racial Traits

Medium-size: Humans have no special bonuses or penalties due to their size.

Base Speed: 30 feet.

Feats: All human characters gain an extra feat at first level, as they are quick to master tasks and varied in their talents. This feat is in addition to the normal feat granted to all first level characters.

Skill Points: Humans get four extra skill points at 1st level and one extra skill point at each additional level.

Automatic Language: Humans start with six ranks in their native language.

Favored Class: Any. When determining whether a multiclass human suffers an XP penalty, his highest-level class does not count.



THE CLASSES

Deadlands has nine basic character classes. They are:

Blessed: Whether he be a pastor, reverend, rabbi, or just a truly pious person, a blessed is infused with holy power and possibly humanity's best weapon against the Reckoning.

Brave: A member of a group of proud warriors whose ferocity is becoming legendary throughout the West. The brave has an innate connection to the spirit world.

Gunslinger: A devil with a six-gun or other shootin' iron. The gunslinger may be a hardened ex-soldier, a wanted outlaw, a tinhorn from Back East, or a steely-eyed lawman.

Huckster: A card-shuffling magician who gleans his spells from *Hoyle's Book of Games*.

Mad Scientist: An inventor and engineer whose infernal devices of steam and steel may spell a new hope for humanity—or its destruction.

Maverick: A jack-of-all-trades, a scoundrel, a gambler, or a spy, the maverick may be any—or all—of these.

Rowdy: The rough-and-tumble fighters found in boomtowns and border outposts, tougher than leather and ready to prove it.

Scout: A stealthy wilderness warrior who knows her way around the hidden trails of the frontier.

Shaman: Drawing on the favor of the spirits, the shaman's magic grants him unique insight into nature and the supernatural.

Class Name Abbreviations: The standard abbreviations for classes are: Bls, blessed; Brv, brave; Gns, gunslinger; Hck, huckster; Mds, mad scientist; Mvr, maverick; Rwd, rowdy; Sct, scout; and Shm, shaman.

Multiclassed Characters

As your hero gains in experience and levels, you may find you want to diversify her abilities a bit. Maybe your gunslinger wants to cast a few hexes, or perhaps your maverick might like to pick up some wilderness skills. That's exactly what multiclassing allows your character to do.

Multiclassed characters are allowed in *Deadlands* except that a hero may never have two arcane backgrounds. A huckster may not become blessed, a shaman may not become a mad scientist, and so on. A huckster *may* become a mad scientist, however, and vice-versa. These two classes are tied more closely than either would care to admit.

Class Descriptions

This section describes each class available in *Deadlands*. In each description, we've included a brief introduction to the class to help you get a "feel" for what a character of that class is like and how he might fit into the setting. Of course, a lot of that depends on how you decide to play him and what sort of story and description you come up with for the character.

Classes

Following that is the game information on the character's abilities and special abilities.

Game Rule Information

We've broken the game rule information down into categories to make it quicker to reference.

Alignment: Most character classes in *Deadlands* don't require specific alignments (the blessed and shamans are notable exceptions). For the most part, characters in the Weird West are of neutral or good alignment. A player can make an evil character, but it might not often make sense why such an individual would accompany a posse of "white hats" in their quest to turn back the forces of darkness. This is entirely between the player and the Marshal.

Abilities: These are the abilities that are likely to be most important to a character of that class. A hero who has scores in the listed abilities is likely to be more successful than one who doesn't. That doesn't mean you *have* to put your character's best scores in these abilities—sometimes it's more entertaining to play a hero who doesn't quite fit the usual mold!

Class Skills: This section lists the skill points available to a character and which skills are available to the class. Skills not on this list are considered cross-class skills.

Classes

Class Features: Features unique to each class and what benefits a hero derives from them are listed in this section.

Class Table: The Class Table shows how your character's abilities improve at different levels. Although the tables differ from class to class, they usually have the following:

Level: The character's level in that particular class.

Base Attack Bonus: The base attack bonus and number of attacks per round.

Fort Save: The modifier for Fortitude saving throws. The character also gets his Constitution modifier to this bonus.

Ref Save: The bonus for Reflex saves. The hero also gets his Dexterity modifier in addition to this base modifier.

Will Save: The base modifier for Will saving throws. A character applies his Wisdom modifier in addition to this bonus for Will saves.

Special: This is a catchall category that includes any non-specific class abilities that are level-based.



BLESSED

A blessed hero is divinely chosen to protect the innocent from harm and fight back the evil of the Reckoning. While his powers are less flashy than hucksters or evil cultists, they are more stable and reliable. The powers of good restrict their champions in this way as tests of their continuing faith.

Different blessed give different names to the source of their power. In the Old West, most blessed are Christian preachers or nuns who believe the Lord Almighty is responsible for their arcane gifts. Buddhists, Muslims, and other religions are also present, however, and gain similar powers and gifts.

Characteristics: The blessed is a healer and protector. While he's not powerful in a stand-up fight, a hero of this sort has numerous advantages granted by her patron divinity to help her survive the worst the Reckoners or anyone else has to throw at her.

Alignment: The blessed must be of any good alignment.

Background: The blessed may be an itinerant preacher, a town minister, a nun, a pious schoolmarm, a missionary, a slayer born to fight evil, or even a reclusive hermit. He doesn't have to be part of an organized religion's hierarchy, though most are. Regardless of his actual practices, the blessed must have a deep and guiding devotion to his faith and its precepts.

Game Rule Information

Abilities: Wisdom determines how many miracles a blessed knows and how likely he is to invoke divine power when he calls for it. A good Charisma makes the blessed more effective in dealing with potential converts and angry

heathens. A

high Constitution increases his durability, important when the Lord's work calls for sinner's blood to be spilled.

Hit Die: d6/level

Class Skills

Concentration (Con), Craft (Int), Diplomacy (Cha), Faith (Wis, exclusive skill), Heal (Wis), Intimidate (Cha), Knowledge (local) (Int), Knowledge (religion) (Int), Knowledge (occult), Language (Int), Perform (Cha), Profession (Wis), and Sense Motive (Wis), Tale Tellin' (Cha).

Skill Points at 1st Level: (4 + Int modifier) x 4

Skill Points at Each Additional Level: 4 + Int modifier

Class Features

Weapon Proficiency: The blessed are proficient with all simple weapons and firearms.

Miracles: A blessed uses a new class-specific skill, Faith, to draw on the powers of good to cast arcane miracles. A blessed must have a Wisdom score of at least 11 to cast miracles.

How many miracles a blessed starts with, how to gain new ones, and the procedure for casting them is described in detail in Chapter Seven: Magic.

Backlash and Spectacular Success:

Sometimes the forces of good suffer interference from the powers of darkness, and sometimes the blessed's deity simply wants the champion to persevere without divine intervention. When a blessed rolls a natural 1

on a Faith check, his spell fails, though he loses the spell points. A blessed who rolls a natural 20 casts the spell for free (he spends no spell points).

Gifts: Every four levels, a blessed hero gains a gift. A gift is an innate special ability granted by the powers of good. Each time the hero is eligible for a gift



(see **The Blessed** table), choose one from the list in Chapter Seven: Magic.

Turn Undead: The blessed may turn undead exactly as a cleric of equivalent level. He may also take any feats associated with turning, such as extra turning.

Divine Intervention: The blessed's faith in his deity becomes unshakable as he gains experience. Beginning at 5th level, he can, as a full round action, declare one Faith roll as an automatic 20. This ability is usable once per week at 5th level, twice at 10th, three times a week at 15th, and finally a maximum of 4 times per game week at 20th level.

Code of Conduct: A blessed gets his miracles from the powers of good, so he must be of good alignment and behave himself. This means different things to different blessed, however. A Christian preacher, for example, must obey the ten commandments and the teachings of the Bible. A holy slayer may not practice religion, but must always help those in need and fight all evil that comes her way, be it vampires or other unholy creatures of the night—if you catch our drift.

The exact code of the character should be discussed between the player and the Marshal.

Sinning: A priest who sins against his religion loses the ability to call for miracles. The degree of the sin dictates

how long. A minor infraction such as a Christian who curses or takes the Lord's name in vain deprives the hero of his miracles for 1d6 hours. A more serious infraction, such as stealing, turning his back on the needy, or committing adultery, deprives the blessed of his spells for 2d6 days. A blessed who commits a mortal sin, such as murder, has fallen from grace. He cannot regain any of his powers (miracles, protection, and so on), until he finds a blessed of the same denomination willing to cast *atonement*. Then the character must perform a holy quest to redeem himself. The nature of the quest is completely up to the Marshal, but should be proportional to the crime involved, and should set it right if such a thing is possible.

The Marshal has complete authority on what does and does not offend the character's deity. A white lie told for the right reasons won't likely offend any but the strictest powers. Shooting someone in the back isn't likely excusable in any religion, but there may be exceptions in rare cases.

The Blessed

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Gifts	Divine Intervention
1	+0	+1	+0	+2	0	0
2	+1	+2	+0	+3	0	0
3	+1	+2	+1	+3	0	0
4	+2	+2	+1	+4	1	0
5	+2	+3	+1	+4	1	1
6	+3	+3	+2	+5	1	1
7	+3	+4	+2	+5	1	1
8	+4	+4	+2	+6	2	1
9	+4	+4	+3	+6	2	1
10	+5	+5	+3	+7	2	2
11	+5	+5	+3	+7	2	2
12	+6/+1	+6	+4	+8	3	2
13	+6/+1	+6	+4	+8	3	2
14	+7/+2	+6	+4	+9	3	2
15	+7/+2	+7	+5	+9	3	3
16	+8/+3	+7	+5	+10	4	3
17	+8/+3	+8	+5	+10	4	3
18	+9/+4	+8	+6	+11	4	3
19	+9/+4	+8	+6	+11	4	3
20	+10/+5	+9	+6	+12	5	4

Part warrior and part shaman, the brave is a leader of other warriors in his tribe. He and his warband are the first line of defense against other tribes, white men's armies, a raging bear, or even a slaving horde of unnatural horrors.

The brave is one of the most respected warriors in his tribe, and glory in battle is one of the greatest rewards of his calling. An experienced brave is likely a ferocious fighter, highly skilled in tactics and stealth, and has likely defeated dozens of opponents.

Characteristics: Braves are fearsome opponents, being both tough and canny. These warriors also gain the assistance of a guardian spirit at higher levels, and their knowledge of the wilderness makes them even more formidable away from the confines of civilization.

Background: The long Civil 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. Braves are the backbone of an Indian tribe's strength, and most braves spend their time providing for their tribes or patrolling their lands.

A few lone braves wander outside their homelands to learn the ways of the white man. Others use their knowledge of the spirit world to seek out and defeat the evils awakened by the Reckoning.

Even female Indians can be considered braves. Though rare, there are a few historical examples of women warriors in Indian lore even in the real world. The

effects of the Reckoning in the world of *Deadlands* has created even more opportunities for women to join their tribe's war parties. Some female "braves" may be dispossessed widows or former captives raised by the tribe. The latter may even have left or escaped and are now as capable as men at going on the warpath.

Abilities: A high Strength is most beneficial to a brave, as his class abilities are largely centered around combat and many of his preferred weapons can make use of a good Strength modifier. A high Dexterity improves his AC and his chances to hit with ranged weapons, while a good Constitution improves his hit points and Fortitude saves.

Hit Die: d10/level

Climb (Str), Craft (Int), Handle Animal (Cha), Hide (Dex), Indian Sign Language (Wis), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (Indian lore) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis).

Skill Points at 1st

Level: (2 + Int

modifier) x 4

Skill Points at

Each Additional Level: 2 + Int modifier

Armor and Weapon Proficiency:

Braves are proficient with all simple weapons and short bows. Braves are also proficient with light armor and shields.

Mounted Combat: Braves receive the mounted combat feat at 1st level.

War Cry: A brave has the ability to throw himself fully into battle without



concern for the glory of combat. By letting out a fierce war cry, he calls upon the spirits to reward his bravery and aid him in his efforts. He temporarily gains +2 to Strength, +2d10 temporary hit points, and a +2 morale bonus on Will saves. He also gains a +2 situation bonus to Intimidate. Due to his reckless abandon, he suffers a -2 penalty to his AC.

After uttering a war cry, the brave cannot use skills or abilities that require patience or concentration. He cannot cast spells after letting out a war cry, nor use Animal Empathy, Concentration, Craft, Hide, Intuit Direction, Knowledge, Listen, Medicine, Move Silently, Use Rope, or Wilderness Lore.

The effects of a war cry last a number of rounds equal to the hero's Constitution score, but he may choose to end it sooner. Following a war cry, the brave suffers -2 Strength and -2 Dexterity and can't run for the duration of the encounter (or approximately 10 minutes).

A brave can let out a war cry a number of times determined by his level and shown on The Brave table. Regardless of the number of times per day a brave can give a war cry, he can only do so once per encounter. Uttering a war cry is a free action but a brave can do so only on his initiative.

At 15th level, the bonuses from a brave's war cry increase to +4 to Strength, +2d10 temporary hit points, and +3 to Will saves. The AC penalty remains -2.

Classes

Weapon Specialization: At 4th level or higher, a brave may choose the weapon specialization feat. Braves may only specialize in a simple weapon, martial weapon, or a short bow. They may not specialize in firearms.

Dead Eye: At 6th level, the brave gains the extraordinary ability to strike a foe in a vital spot, causing more damage. See the new Dead Eye feat in Chapter Three for more details.

Guardian Spirit: Beginning at 5th level, the brave gains a guardian spirit similar to a shaman's. The guardian spirit bequeaths its base ability immediately. The spirit grants its first special ability at 11th level and the second at 17th. A guardian spirit does not grant a brave its third and fourth special abilities. See **Guardian Spirits**, in Chapter Seven: Magic, for more details on the types of guardian spirits available and the abilities they grant.

Note that guardians spirits require that their champions follow the Old Ways (see Chapter Seven: Magic).

The Brave

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+1	+0	War Cry (1/day)
2	+2	+3	+2	+0	—
3	+3	+3	+2	+1	—
4	+4	+4	+2	+1	War Cry (2/day)
5	+5	+4	+3	+1	Guardian Spirit, Base ability
6	+6/+1	+5	+3	+2	Dead Eye
7	+7/+2	+5	+4	+2	—
8	+8/+3	+6	+4	+2	War Cry (3/day)
9	+9/+4	+6	+4	+3	—
10	+10/+5	+7	+5	+3	—
11	+11/+6/+1	+7	+5	+3	Guardian Spirit, 1st special ability
12	+12/+7/+2	+8	+6	+4	War Cry (4/day)
13	+13/+8/+3	+8	+6	+4	—
14	+14/+9/+4	+9	+6	+4	—
15	+15/+10/+5	+9	+7	+5	Greater War Cry
16	+16/+11/+6/+1	+10	+7	+5	War Cry (5/day)
17	+17/+12/+7/+2	+10	+8	+5	Guardian Spirit, 2nd special ability
18	+18/+13/+8/+3	+11	+8	+6	—
19	+19/+14/+9/+4	+11	+8	+6	—
20	+20/+15/+10/+5	+12	+9	+6	War Cry (6/day)

GUNSLINGER

A gunslinger may be a feared killer, famous lawman, or even a revered outlaw. She's the legendary gun-for-hire of the West, the hero with the uncertain past. Although most folks think of the mysterious "gal-with-no-name" who rides into town alone, the dandy with a fancy New York target pistol is just as much a gunslinger as a pistol-packing drifter. Whatever her clothes and motivations, the gunslinger makes her living with a pistol, rifle, or shotgun by her side.

Characteristics:

The gunslinger is the master of firearms. More than any other class, she's the best person to have on your side in a shoot-out. The six-shooter is probably the most well-known of all the gunslinger's weapons, but plenty of famous gunfighters carry scatterguns and rifles as well.

Background:

Gunslingers come from all walks of life. Your hero might be a bandit on the run from the law, an ex-soldier, a cowpoke with a knack for shooting, a veteran border raider, a hired gun in the Great Rail Wars, or just about any other idea you can come up with. The only real requirement is that the hero knows the business end of her chosen weapon like she knows the back of her steady hands.

Gunslingers also come in all ages and genders. An aging marshal, a young kid out to prove himself, or a lady sureshot like Annie Oakley all fit this class.

Game Rule Information

Abilities: Since she makes her living with a gun, the most important ability for a gunslinger is Dexterity. A good Dexterity improves her chance to hit her target, gives her a higher initiative, better odds at winning a fast-draw contest, and even makes her harder to hit.

A high Constitution adds to a gunslinger's hit points, giving her a greater chance to survive her many gunfights. A good Charisma may help her avoid having to draw her smokewagon in the first place, either by using Bluff or Intimidate to cow her opponents into keeping their hoglegs holstered.

Hit Dice: d8/level

Class Skills

Bluff (Cha), Climb (Str), Craft (Int), Demolitions (Int), Gamblin' (Int), Gunplay (Dex, exclusive skill), Holdout (Dex), Intimidate (Cha), Knowledge (local) (Int), Profession (Wis), Ride (Dex), Ridicule (Int), Sense Motive (Wis), Speed Load (Dex), Spot (Wis), and Use Rope (Dex).

Skill Points at

1st Level: (2 + Int modifier) x 4

Skill Points at Each Additional Level: 2 + Int modifier

Class Features

Armor and Weapon

Proficiency:

Gunslingers are proficient with all simple weapons and firearms.

Bonus Feats:

Beginning at 1st level, the gunslinger gains bonus feats (in addition to those normally granted to all characters). The gunslinger gains one bonus feat at 1st level and an additional one at every three levels thereafter (4th, 7th, 10th, etc.). These bonus feats must be selected from the following list: Ambidexterity, Automatics, Dodge, Exotic Weapon Proficiency*, Improved Critical*, Grim Servant o' Death, Improved Initiative, Level Headed, Mounted Archery, Point Blank Shot (Fannin', Far Shot,



Precise Shot), Quick Draw, The Stare, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Focus.*

Some of the listed bonus feats available to a gunslinger require one or more prerequisite feats; these are listed in parentheses after the required feat.

Feats marked with an asterisk (*) can be selected more than once, but, if the feat applies to a weapon, a different weapon must be chosen each time. The gunslinger must meet all requirements for a feat, such as ability score or base attack bonus levels. (See Chapter 3: Skills and Feats for descriptions of feats and their prerequisites.)

Greased Lightnin': A gunslinger gets a +2 bonus to his Quick Draw rolls at 2nd level and an additional +1 at 5th, 8th, 13th, and 17th. Quick draw doesn't normally require a roll except in duels (see Chapter Three). That's when this bonus applies. The character who slaps leather first has a much better chance at surviving these deadly showdowns.

Weapon Specialization: A gunslinger may select the weapon specialization feat upon reaching 4th level or higher. A gunslinger must choose a particular type of firearm for this feat (Colt Peacemaker, Winchester '76, etc.), not just a class of shootin' iron (pistol, rifle, etc.). She may not use the weapon specialization feat for any other type of weapon.

Classes

Dead Eye: At 6th level, the gunslinger gains the extraordinary ability to make a deadly shot with a firearm. See the new Dead Eye feat in Chapter Three for more information.

The Dead Eye feat must be used with a firearm of some sort—it does not apply to

The Gunslinger

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+2	+0	Bonus feat
2	+2	+2	+3	+0	Greased lightnin' +2
3	+3	+2	+3	+1	—
4	+4	+2	+4	+1	Bonus feat
5	+5	+3	+4	+1	Greased lightnin' +3
6	+6/+1	+3	+5	+2	Dead Eye
7	+7/+2	+4	+5	+2	Bonus feat
8	+8/+3	+4	+6	+2	Greased lightnin' +4
9	+9/+4	+4	+6	+3	—
10	+10/+5	+5	+7	+3	Bonus feat
11	+11/+6/+1	+5	+7	+3	—
12	+12/+7/+2	+6	+8	+4	—
13	+13/+8/+3	+6	+8	+4	Bonus feat
14	+14/+9/+4	+6	+9	+4	Greased lightnin' +5
15	+15/+10/+5	+7	+9	+5	—
16	+16/+11/+6/+1	+7	+10	+5	Bonus feat
17	+17/+12/+7/+2	+8	+10	+5	Greased lightnin' +6
18	+18/+13/+8/+3	+8	+11	+6	—
19	+19/+14/+9/+4	+8	+11	+6	Bonus feat
20	+20/+15/+10/+5	+9	+12	+6	—

HUCKSTER

A huckster is a mysterious soul who has learned the secrets hidden in one of the most inconspicuous of all magical texts—*Hoyle's Book of Games*. Within that cryptic text are said to be encoded messages revealing ancient rituals and arcane secrets. Some folks claim hucksters are just fakes and frauds, but others say hucksters cast hexes more deadly than a gunslinger's bullets.

Characteristics: Hucksters work their magic through powerful hexes gleaned from *Hoyle's Book of Games*. Sir Edmond Hoyle learned arcane secrets in his travels in the late 18th century. To keep superstitious types from burning him at the stake for witchcraft, he pretended to be researching games of chance, some of which (like Tarot) had ties to the occult and allowed him to visit gypsies and other practitioners outside the circle of "polite" society.

Hoyle cleverly encoded his secrets into his journal, never meaning for them to be published. An unfortunate incident with a family member who found the journal resulted in the manuscript being published, and *Hoyle's Book of Games* became an overnight success.

Some deciphered Hoyle's codes right away, but few were able to practice his knowledge until the Reckoning flooded the world with magical energy.

Later editions of *Hoyle's* still carry the author's encrypted secrets, though each editing has destroyed a little more of this eldritch information.

Hoyle learned that all magic had a few things in common. First, the energy for such magic came from an unseen spirit world. (The Indians call this plane the "Hunting Grounds.") Second, magicians could not tap this energy without help. A few enlightened souls seemed to draw their power from God or nature spirits, but Hoyle was never able to tap into this kind

of power. Those not so blessed had to deal with darker entities. American Indians call these evil spirits "manitous," but Christians call them demons.

Dealing with manitous is a dangerous game of wits and chance, but allows for unspeakable power. To lessen his risk, Hoyle trained his mind to impose certain rules on his diabolic conversations. He visualized the exchange as hand of poker—a game especially suited to the combination of wits and chance involved in cutting a deal with a manitou.

Now a small number of men and women have learned Hoyle's secrets and become magicians themselves. To mislead those who would persecute them, these modern-day sorcerers call themselves "hucksters."

Background: Hucksters learn their craft from many sources. Some learn the basics of the occult from other sources, then hone their particular powers by deciphering *Hoyle's Book of Games*.

Since the average resident of the West can't tell a hex from true black magic, hucksters tend to be careful about using really flashy hexes in public places. Nothing puts a damper on a night on the town like being burned at the stake for witchcraft!

Game Rule Information

Abilities: A good Intelligence is the most important ability for a huckster. It determines how many hexes and tricks he knows and how well he casts them. Many of his class skills are based on Charisma, so a good score in that ability is always helpful.

Hit Dice: d6/level

Class Skills

Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Gambling (Int), Gather Information (Cha), Hexslingin' (Int, exclusive skill), Knowledge (occult) (Int), Knowledge (local) (Int), Perform (Cha), Profession (Wis), Ridicule (Int), Sense Motive (Wis), Sleight o' Hand (Dex), and Spellcraft (Int).

Skill Points at 1st Level: (4 + Int modifier) x 4

Skill Points at Each Additional Level: 4 + Int modifier



Classes

Class Features

Armor and Weapon Proficiency:

Hucksters are proficient with all simple weapons and firearms.

Hexes: Hucksters tap the Hunting Grounds to cast magical spells called "hexes." See Chapter Seven: Magic, for a complete description of the class specific skill "Hexslinging," and the huckster's spell list.

Backlash and Spectacular Success:

Hucksters flirt with far more dangerous powers than shamans or the blessed, and thus risk more danger—and more success. A huckster's backlash (natural roll of 1) is 2d6 damage and 1d4 points of Intelligence. The latter returns at the rate of 1 point per hour. On a spectacular success (natural 20), the huckster casts his spell as if he were 1d6 levels higher than he actually is!

Somatic Components: When a huckster is successful in slinging a hex, a trace of his mystical game becomes real and a tell-tale hand of ethereal cards appears in his hands. The cards fade to nothing a second or so after. To hide this mystical occurrence from others, most hucksters are gamblers and keep a deck of real cards handy for quick shuffling and sleight of hand. Because cards materialize in hucksters' hands, all of their spells are considered to have somatic components. A huckster whose hands are bound cannot cast spells.

Hoyle's Book of Games: Hucksters are constantly on the lookout for early editions of *Hoyle's Book of Games* because later versions have been edited and their codes changed and diluted. Hoyle's original edition is particularly valuable—most hucksters would kill to get their hands on one.

Every huckster begins play with a contemporary copy of *Hoyle's Book of Games*. Should the character discover an older version of *Hoyle's*, he may use the Decipher Script skill to learn bonus hexes. The exact procedure for this is explained for the Marshal's eyes later in this book. Should a huckster lose his copy of *Hoyle's Book of Games*, he must find another before he can learn any new hexes at his next level.

Old Hand: On reaching 5th level, a huckster learns to deal with backlash a bit better. Old Hand reduces the damage from backlash by 2 points at 5th level, 4 points at 10th level, 6 points at 15th level, and 8 points at 20th level. Half the huckster's Old Hand value is also deducted from his Intelligence loss as well (so a 15th level huckster ignores 3 points of Intelligence loss due to backlash).

Blood Magic: At 9th level, a huckster may substitute his own hit points for spell points at a two for one basis (i.e. one spell point costs two hit points). These hit points heal normally—they are not regained like spell points.

The Huckster

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	
2	+1	+0	+3	+3	
3	+2	+1	+3	+3	
4	+3	+1	+4	+4	
5	+3	+1	+4	+4	Old Hand 2
6	+4	+2	+5	+5	
7	+5	+2	+5	+5	
8	+6/+1	+2	+6	+6	
9	+6/+1	+3	+6	+6	Blood Magic
10	+7/+2	+3	+7	+7	Old Hand 4
11	+8/+3	+3	+7	+7	
12	+9/+4	+4	+8	+8	
13	+9/+4	+4	+8	+8	
14	+10/+5	+4	+9	+9	
15	+11/+6/+1	+5	+9	+9	Old Hand 6
16	+11/+6/+1	+5	+10	+10	
17	+12/+7/+2	+5	+10	+10	
18	+13/+8/+3	+6	+11	+11	
19	+14/+9/+4	+6	+11	+11	
20	+15/+10/+5	+6	+12	+12	Old Hand 8

MAD SCIENTIST

Clockwork and steam engines, ghost rock and steel—these are the tools of the mad scientist. Working on the fringes of sanity, she crafts inventions and concocts gizmos beyond the imaginations of most folks, and some claim only a fool would use them! Regardless of what the less-enlightened say, the mad scientist's infernal devices are among the most powerful weapons available to humanity in the Weird West.

Characteristics: A mad scientist tends toward planning more than impulse. His gizmos, while powerful, can't be thrown together in the heat of combat. He needs time to prepare the blueprints and assemble his inventions. Coupled with his relatively low hit points and academic skill focuses, such a wild inventor tends to avoid direct confrontation until he's ready to deal with it on her terms. That's not to say some mad scientists don't run off half-cocked into danger, but most tend to look at a problem from a couple of obtuse angles before acting.

That said, mad scientists are called *mad* for a reason. Their unorthodox methods result from—or some even claim cause—mental instability. Very few inventors of this sort are without at least a couple of instabilities in the mental department.

Background: A few inventors of this sort land cushy positions with private corporations like Smith & Robards or Hellstromme Industries, teach in prestigious universities Back East, or join "academic" societies like Doomtown's Collegium—at least until their idiosyncrasies become too much for their

colleagues or employers. Most, however, eventually end up as freelance inventors hoping to create a better mousetrap, flamethrower, or Gatling gun. Of course, such inventions need lots of field-testing.

Game Rule Information

Abilities: In spite of his "mad" insight, a mad scientist needs a high Intelligence to help his invent truly impressive gizmos. A good Intelligence is critical to many of his class skills, like Knowledge and Tinkerin', in addition to giving him more skill points. A high Dexterity helps him wield gadget weapons more effectively as well as improving his AC. A good

Constitution adds to his hit points, making him more likely to survive a fight, field test, or research project gone badly awry!

Hit Die: d6/level

Class Skills

Alchemy (Int, exclusive skill), Craft (Int), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Drive (Dex), Knowledge (any) (Int), Language (none), Mad Science (Int, exclusive skill), Open Lock (Dex), Profession (Wis), Heal (Wis), and Tinkerin' (Int).

Skill Points at 1st Level: (6 + Int modifier) x 4

Skill Points at Each

Additional Level: 6 + Int modifier

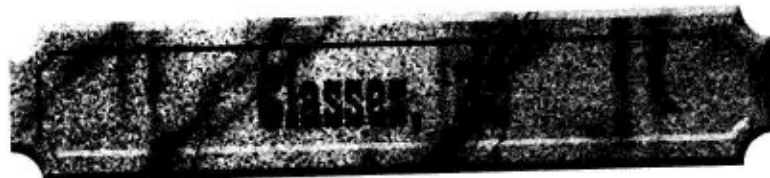
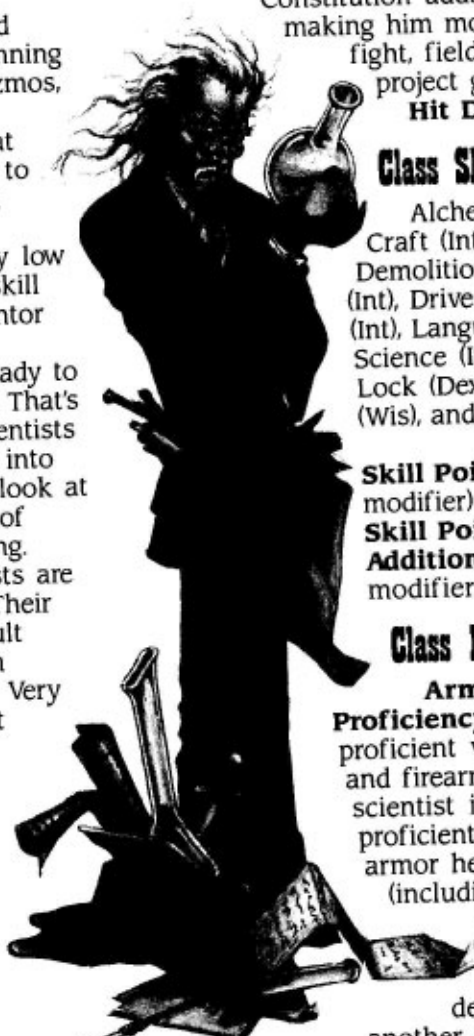
Class Features

Armor and Weapon

Proficiency: Mad scientists are proficient with all simple weapons and firearms. In addition, a mad scientist is automatically proficient with any weapon or armor he designs or builds (including the one he starts with). He is not proficient with weapons or armor

designed and built by another mad scientist, even if of a nearly identical type. Due to the nature of mad science, gadgets vary greatly in function even though they may appear much the same.

Mad Science: Through bursts of unexplainable insight, a mad scientist can design and build unique gadgets that are more technologically advanced than current science allows. The devices may not make sense in purely scientific



analysis, but they are based on some sort of theory and do work. See Chapter Seven: Magic for full details on using mad science to invent incredible devices for your hero to use.

Alchemy: Mad scientists can select the Alchemy skill and use it as described in the *Player's Handbook*.

Starting Gadget: A mad scientist begins play with any one gizmo selected from Chapter Four. Alternatively, the Marshal might allow the mad scientist to start with one device of his own creation.

Academic mastery: At 5th level and again at 10th, 16th, and 20th, a mad scientist gains the Skill Focus feat. This feat can only be applied to the following skills: Demolitions, Disable Device, Knowledge (any science), Heal, or Tinkerin'. Each time he gains this bonus feat, he must apply it to a different skill, although each Knowledge skill counts as a separate skill.

Jury Rig: At 2nd level, the mad scientist gets a +2 competence bonus on Tinkerin' checks to perform temporary repairs on gadgets or other technological gear. Note that this bonus only applies to Tinkerin' attempts to repair existing devices of a mechanical nature; it does not assist him in actually building gadgets and gizmos. This bonus increases by +2 at 7th, 11th, 14th, and 19th levels.

Jinx: Beginning at 13th level, a mad scientist gains an uncanny insight into



the weak points of technological devices. As a full round action, a mad scientist within reach of a weird science gadget may make a Tinkerin' skill roll against the DC needed to create the thing. If successful, he may immediately attempt a melee touch attack against it. If the attack succeeds, the gizmo immediately suffers a malfunction.

The mad scientist must have some plausible way to use this ability. Against a sealed device, such as a steam tank, for instance, he might open an access hatch and drop a wrench into the gears. If the same vehicle was at rest, the malfunction might not occur until it was started up. He could not use this ability against someone holding a device, such as a potion, unless he somehow found a way to distract the target and sprinkle some sort of chemical in the vial. The Marshal has the final say when deciding if this ability is usable against a particular device.

This is a supernatural ability and is effective against both normal technological creations and mad science gizmos.

The Mad Scientist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Starting gadget, concoct potion
2	+1	+0	+0	+3	Jury Rig +2
3	+1	+1	+1	+3	—
4	+2	+1	+1	+4	—
5	+2	+1	+1	+4	Academic mastery
6	+3	+2	+2	+5	—
7	+3	+2	+2	+5	Jury Rig +4
8	+4	+2	+2	+6	—
9	+4	+3	+3	+6	—
10	+5	+3	+3	+7	Academic mastery
11	+5	+3	+3	+7	Jury Rig +6
12	+6/+1	+4	+4	+8	—
13	+6/+1	+4	+4	+8	Jinx
14	+7/+2	+4	+4	+9	Jury Rig +8
15	+7/+2	+5	+5	+9	—
16	+8/+3	+5	+5	+10	Academic mastery
17	+8/+3	+5	+5	+10	—
18	+9/+4	+6	+6	+11	—
19	+9/+4	+6	+6	+11	Jury Rig +10
20	+10/+5	+6	+6	+12	Academic mastery

MAVERICK

Riverboat gamblers and saloon girls, snake-oil salesmen and swindlers, spies and street-smart criminals—all those folks make their living by their wits and by staying one step ahead of the law. Mavericks are those folks who live on the fringes of civilized society and rely on their smarts and quick hands to keep them out of trouble—or at least get them out of it once they're in!

Characteristics: The maverick is a jack-of-all-trades, educated in the ways of the world. She may be a smooth-talking diplomat or a light-fingered pickpocket. She might make her living fleecing tinhorns at the card table or spiriting secrets out of the enemy's military encampments. Whatever her specialty, she counts on her smarts, reflexes, looks, and good old-fashioned luck to keep her scalp on her head.

Background: Mavericks typically bounce from livelihood to livelihood—or at least town to town. No job or place can keep these active adventurers interested for long. Or that's what many claim at any rate. As often as not, a maverick finds she's outstayed her welcome, or at least good fortune, one day after its run out!

Game Rule Information

Abilities: Depending on the concept behind your maverick character, either a high Dexterity or high Charisma is likely to be your best choice. For physically-oriented characters like burglars or pick pockets, Dexterity is your best bet; it boosts skill rolls most often associated with this sort of hero. For smooth-talking con artists or gamblers, Charisma is probably going to be more useful. Besides those two abilities, a high Intelligence is always helpful as it grants the maverick more skill points while adding to several of her skill checks to boot.

Hit Die: d6/level

Class Skills

Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Demolitions (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gamblin' (Int), Gather Information (Cha), Hide (Dex), Holdout (Int), Innuendo (Wis), Intimidate (Cha), Jump (Str), Knowledge (history) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Read Lips (Int), Ridicule (Int), Search (Int), Sense Motive (Wis), Sleight o' Hand (Dex), Spot (Wis), Tale Tellin' (Cha) and Tumble (Dex).

Skill Points at 1st Level: (6 + Int modifier) x 4

Skill Points at Each Additional Level: 6 + Int modifier

Class Features

Armor and Weapon

Proficiency: Mavericks are proficient with simple weapons and firearms.

Extraordinary Luck: A maverick adds her Charisma bonus (if positive) to all saving throws.

Evasion: At 2nd level, a maverick gains the special ability evasion. If exposed to any effect that normally allows her to attempt a Reflex save for half damage, she takes *no* damage on a successful saving throw. This ability can only be attempted if the maverick is wearing no armor and carrying no shield. Evasion is an extraordinary ability.

Uncanny Dodge: At 3rd level, a maverick can react to danger before she would normally be allowed to do so. She retains her Dexterity bonus to AC (if positive) when caught flat-footed or when being attacked by an invisible being. She still loses her Dexterity bonus if immobilized.

At 6th level, the maverick can no longer be flanked, and is able to react to opponents on opposite sides as easily as she can to a single attacker. This ability prevents opponents from being able to use sneak attacks against her unless the attacker is at least four levels higher than the maverick.

This is an extraordinary ability.

Skill Focus: At 5th level, the maverick gains the bonus feat skill focus. The maverick gains this feat again at 8th, 11th, 14th, and 19th level. This feat may only be applied to maverick class skills and she may not select the same skill twice.



Special Ability: On achieving 10th level and again at 13th, 16th, and 20th level, a maverick gains a special ability of her choice from the following:

Defensive Roll: The maverick can roll with a potentially lethal blow to take less damage from it. Once per day, when an attack (from a weapon or other blow, not a spell or special ability) would reduce the maverick to 0 or less hit points, she can attempt to roll with the damage. She must make a Reflex saving throw (DC=damage dealt). If successful, she takes only half damage from the blow. She must be aware of the attack and able to react to it to use this ability. If she's denied her Dexterity bonus to AC, she can't attempt a defensive roll. The maverick's evasion special ability does not apply to the defensive roll.

Gambler's Luck: The maverick gets one extra Fate Chip per game session. This ability may not be repeated.

Improved Evasion: This ability is similar to evasion, but in addition to suffering no damage on a successful Reflex save, the maverick now takes only half damage against such attacks even if she fails the saving throw.

Skill Mastery: The maverick selects a number of skills equal to 3 + her Intelligence modifier. When making a skill check with one of the selected skills, she may take 10 even if stress and distractions would normally prevent it. A maverick can choose this special ability multiple times,

but she must select different skills each time she does so. In these instances, the maverick must still roll, however, and a natural roll of 1 still fails.

Slippery Mind: A maverick with this special ability is extraordinarily difficult to control through magical means. Any time the hero fails a Will saving throw against a magical effect, she can immediately attempt the saving throw again. She may only attempt this reroll once per effect.

Sneak Attack: A maverick with this ability is able to take advantage of ill-prepared opponents and strike at vital spots for extra damage. Any time the maverick's target is denied his Dexterity bonus to his Armor Class (such as when he's caught flat-footed or she has flanked him), the maverick's attack does an additional +3d6 damage. Ranged attacks count as sneak attacks only if the maverick is within 30 feet of her target. Beyond that distance, she can't strike with deadly accuracy.

The maverick can only make a sneak attack against living creatures with discernible anatomies. Also, any target immune to critical hits is immune to sneak attacks as well. The maverick must be able to see her target well enough to pick out a vital spot and be able to reach it. She can't sneak attack while striking a target with concealment or if striking the limbs (or tentacles or whatever!) of a target whose vitals are beyond her reach.

The Maverick

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Extraordinary luck
2	+1	+0	+3	+3	Evasion
3	+2	+1	+3	+3	Uncanny dodge
4	+3	+1	+4	+4	
5	+3	+1	+4	+4	Skill focus
6	+4	+2	+5	+5	Uncanny dodge
7	+5	+2	+5	+5	
8	+6/+1	+2	+6	+6	Skill focus
9	+6/+1	+3	+6	+6	
10	+7/+2	+3	+7	+7	Special ability
11	+8/+3	+3	+7	+7	Skill focus
12	+9/+4	+4	+8	+8	
13	+9/+4	+4	+8	+8	Special ability
14	+10/+5	+4	+9	+9	Skill focus
15	+11/+6/+1	+5	+9	+9	
16	+11/+6/+1	+5	+10	+10	Special ability
17	+12/+7/+2	+5	+10	+10	Skill focus
18	+13/+8/+3	+6	+11	+11	
19	+14/+9/+4	+6	+11	+11	Skill focus
20	+15/+10/+5	+6	+12	+12	Special ability

ROWDY

Rail workers forge steel trails across the prairie while ghost rock miners claw deadly ore from the earth. Trail hands roam the isolated High Plains and lumberjacks fell gigantic trees in the forbidden forests of the northern wilds. All of these pursuits draw folks as tough as the elements they battle, men and women used to facing the worst the world has to throw at them with guts and muscle. The rowdy is as tough as leather and mean as an angry badger.

Characteristics

The rowdy is a dangerous opponent. While she lacks the deadly skill with firearms that makes the gunslinger so fearsome, she's used to settling matters with her fists, a club, or an axe handle. Her weapons seldom run out of ammunition and are always handy. She's not afraid to get in and mix it up with her foes—in fact, that's how she prefers it! The rowdy has more sand in her gut than the Mojave and more fire in her belly than a ghost-rock powered steam train.

Background: Rowdies earn their livelihood in the hardest jobs on the frontier: Maze runners, ghost rock miners, lumberjacks, rail workers, trail hands, and the like. Their innate toughness also makes them well-suited for other occupations as well, such as enforcers for the notorious rail barons, saloon bouncers, mountain men, or buffalo hunters in the Indian Nations. A rowdy's work is often seasonal or short-term in nature, so she's often looking for employment as often as she's earning her

keep. That's when her adventures really begin—when some posse of do-gooders fighting evil needs a rock-solid bruiser on their team.

Game Rule Information

Abilities: Strength is important to a rowdy as her occupations usually call for a cowpoke strong as oxen. Her brawn also helps in a knock-down drag-out fight where she's more likely to get into close combat with her opponents than stand off and shoot at them like a lily-livered tinhorn.

Constitution is also of great value to a rowdy, as endurance under hardship is almost a necessity in her line of work. It also increases her already high hit points and gives her a better chance at surviving the many saloon brawls and fist fights she's liable to find her in.

Hit Die: d10/
level

Class Skills

Climb (Str), Craft (Int), Demolitions (Int), Drive (Dex), Handle Animal (Cha), Holdout (Dex), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Listen (Wis), Profession (Wis), Ridicule (Int), Ride (Dex), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis).

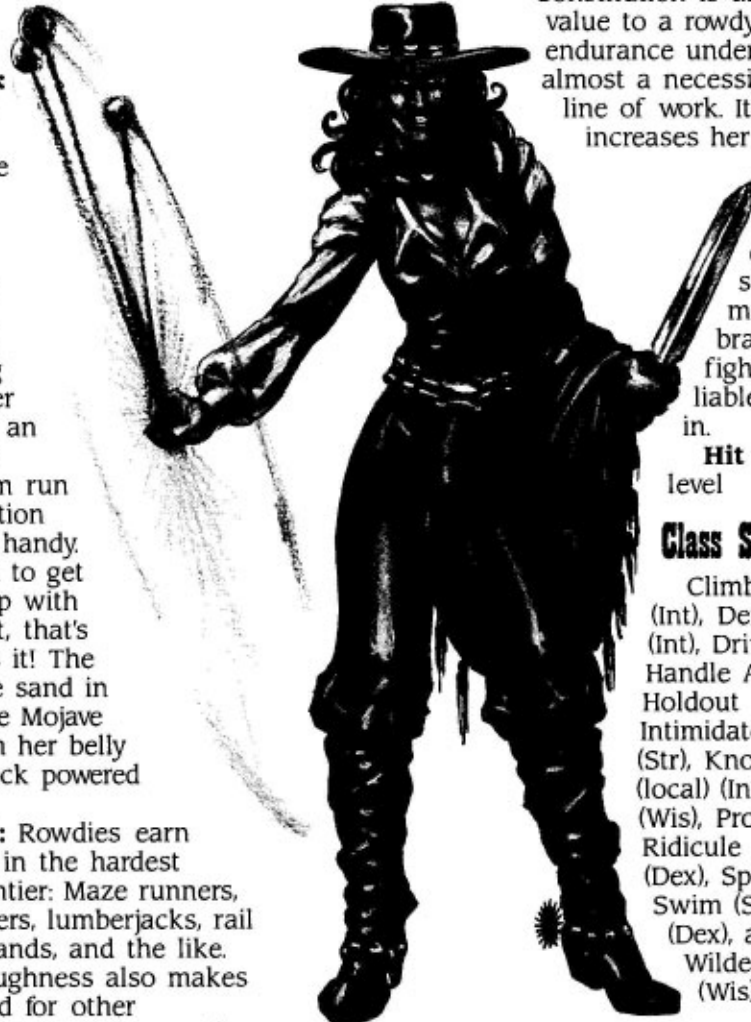
Skill Points at 1st Level: (2 + Int modifier) x 4

Skill Points at Each Additional Level: 2 + Int modifier

Class Features

Armor and Weapon Proficiency: Rowdies are proficient with all simple weapons and firearms.

Bonus Feats: Beginning at 1st level, the rowdy gains bonus feats (in addition to



those normally granted to all characters). The rowdy gains one bonus feat at 1st level and an additional one at 5th, 10th, 14th, and 17th. These bonus feats must be selected from the following list: Blind-Fight, Dodge (Mobility, Spring Attack), Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Great Fortitude, Grim Servant o' Death, Improved Critical*, Improved Initiative, Improved Unarmed Strike (Stunning Fist), Iron Will, Level Headed, Nerves o' Steel, Power Attack (Cleave, Improved Bull Rush, Sand, Sunder, Great Cleave), Sucker Punch, Toughness*, Weapon Finesse*, and Weapon Focus*.

Some of the listed bonus feats available to a rowdy require one or more prerequisite feats; these are listed in parentheses after the required feat. Feats marked with an asterisk (*) can be selected more than once, but, if the feat applies to a weapon, a different weapon must be chosen each time. The rowdy must meet all requirements for a feat, such as ability score or base attack bonus levels. (See Chapter Three for descriptions of feats and their prerequisites.)

Endurance: The rowdy gains the bonus feat endurance at first level, in addition to her other feats.

Thick Skin: At 2nd level, the rowdy gains the ability to shrug off light damage from bar brawls and the like. She subtracts half her level (round up) from all subdual damage.

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Weapon Specialization: The rowdy may specialize in any blunt simple or martial weapon at 4th level or higher. Most rowdies choose their fists or hickory ax-handles (clubs) for skull-cracking. Indian rowdies favor skull-crushers.

Tough as Nails: At 11th level, the rowdy's high tolerance for pain gives her a limited form of damage resistance. She may subtract the tough as nails bonus from all actual damage taken. This is cumulative with thick skin.

The Rowdy

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+1	Endurance, Bonus feat
2	+2	+3	+0	+2	Thick skin
3	+3	+3	+1	+2	—
4	+4	+4	+1	+2	—
5	+5	+4	+1	+3	Bonus feat
6	+6/+1	+5	+2	+3	—
7	+7/+2	+5	+2	+4	—
8	+8/+3	+6	+2	+4	—
9	+9/+4	+6	+3	+4	—
10	+10/+5	+7	+3	+5	Bonus feat
11	+11/+6/+1	+7	+3	+5	Tough as nails 2
12	+12/+7/+2	+8	+4	+6	—
13	+13/+8/+3	+8	+4	+6	—
14	+14/+9/+4	+9	+4	+6	Bonus feat
15	+15/+10/+5	+9	+5	+7	Tough as nails 4
16	+16/+11/+6/+1	+10	+5	+7	—
17	+17/+12/+7/+2	+10	+5	+8	Bonus feat
18	+18/+13/+8/+3	+11	+6	+8	—
19	+19/+14/+9/+4	+11	+6	+8	Tough as nails 6
20	+20/+15/+10/+5	+12	+6	+9	—

SCOUT

Most folks tend to feel more comfortable close to the settlements scattered across the West, be they Indian encampments or boomtowns, with the way things are slithering around in the night anymore. The scout, on the other hand, is more at home in the wilderness. He's as canny as a wolverine and as sneaky as a panther, and woe to anyone—or anything—that crosses him in the wilds!

Characteristics: The scout is an able fighter, more than capable of taking care of himself. However, his true strengths lie in his stealth and knowledge of the wilderness. He knows how to move quietly and strike suddenly, taking his foes off-guard and fading back into the shadows of the night. He's also familiar with a variety of cultures and peoples inhabiting the West as his travels often take him far and wide.

Background: Scouts are highly sought after by just about every organization and government with a stake in the western frontier. They serve in the armies of both the USA and the CSA, find the best routes for the rail barons' advances, blaze trails for wagon trains, and so on. Whites, blacks, women, and Indians all serve as scouts.

Within an Indian tribe, scouts run ahead of the war party, spying on their enemies and enabling their braves to set deadly ambushes and avoid traps laid by their often better-armed foes.

Game Rule Information

Abilities: The scout benefits from high scores in just about every ability. Dexterity is probably the foremost, as it improves his combat capabilities and

gives him a better chance to Hide and Move Silently for a sneak attack.

Wisdom is the basis for some of his most important skills like Wilderness Lore and Spot. An Indian scout may want to take a higher Strength if he plans on dealing with the things he sneaks up on. Constitution is valuable as always, and Charisma is the base for his animal handling skills.

Hit Die: d8/level

Class Skills

Climb (Str), Craft (Int), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Holdout (Dex), Indian Sign Language (Wis), Intuit Direction (Wis), Jump (Str), Knowledge (local) (Int), Knowledge (Indian lore) (Int), Knowledge (nature) (Int), Language (none), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis).

Skill Points at 1st Level: (4 + Int modifier) x 4

Skill Points at Each Additional Level: 4 + Int modifier

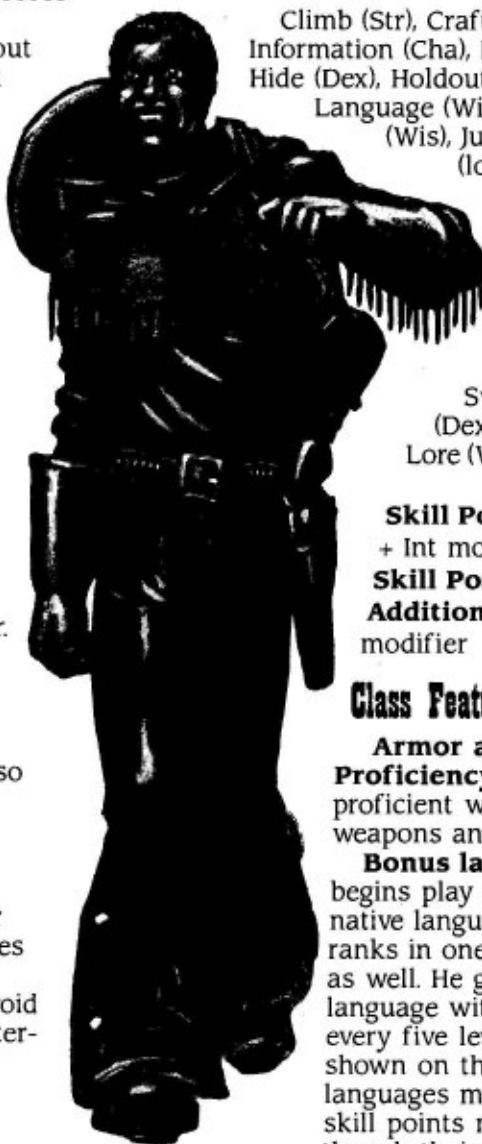
Class Features

Armor and Weapon Proficiency: Scouts are proficient with all simple weapons and firearms.

Bonus language: A scout begins play knowing his own native language and has four ranks in one additional language as well. He gains an additional language with two free ranks every five levels thereafter, as shown on the Scout table. These languages may be raised with skill points normally afterwards, though their max rank is still the scout's level +3.

Alertness: A scout gains the Alertness feat as a bonus feat at 2nd level. This feat can be chosen only once, but each three levels after 2nd, the scout receives an additional +1 to the normal +2 bonus granted by the Alertness feat to Listen and Spot skill checks.

Sixth Sense: At 3rd level, a scout gains the ability to detect ambushes and



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traps. Anytime the scout is about to be ambushed and has a chance to make a Spot roll, he adds half his level to the total. If no attempt to spot the trap or ambush would normally be allowed, the scout makes an opposed Spot attempt against the average Hide skill of an ambush, or a DC set by the Marshal in the case of a trap. The scout does not get to add half his level to a roll in this situation.

Sneak Attack: Beginning at fourth level, if a scout catches an opponent unprepared for his attack, he can strike at a vital area doing extra damage. Any time the scout's target is denied her Dexterity bonus to AC (whether she actually receives such a bonus or not), or if he flanks the target, his attack does extra damage. The extra damage is +1d6 at 4th level and increases by 1d6 every four levels afterward (+2d6 at 8th level, +3d6 at 12th level, and so on).

Ranged attacks only count as sneak attacks if the target is within 30 feet.

The scout can only make a sneak attack against living creatures with discernible anatomies. Also, any target immune to critical hits is immune to sneak attacks as well. The scout must be able to see his target well enough to pick out a vital spot and be able to reach it. He can't sneak attack while striking a target with concealment or if striking the limbs



(or tentacles or whatever!) of a target whose vitals are beyond reach.

Skill Focus: At 6th level, a scout gains the bonus feat skill focus. The scout gains this feat again at 9th, 13th, 18th level. This feat may only be applied to scout class skills. The same skill may not be selected twice.

Track: A scout gains the Track feat as a bonus feat at 1st level.

The Scout

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+0	Bonus language, Track
2	+1	+3	+3	+0	Alertness +2
3	+2	+3	+3	+1	—
4	+3	+4	+4	+1	Sneak Attack +1d6,
5	+3	+4	+4	+1	Alertness +3, Bonus language
6	+4	+5	+5	+2	Skill Focus
7	+5	+5	+5	+2	Bonus Language
8	+6/+1	+6	+6	+2	Alertness +4, Sneak Attack +2d6
9	+6/+1	+6	+6	+3	Skill Focus
10	+7/+2	+7	+7	+3	Bonus language (3)
11	+8/+3	+7	+7	+3	Alertness +5
12	+9/+4	+8	+8	+4	Sneak Attack +3d6
13	+9/+4	+8	+8	+4	Skill Focus
14	+10/+5	+9	+9	+4	Alertness +6
15	+11/+6/+1	+9	+9	+5	Bonus language (4)
16	+12/+7/+2	+10	+10	+5	Sneak Attack +4d6
17	+12/+7/+2	+10	+10	+5	Alertness +7
18	+13/+8/+3	+11	+11	+6	Skill Focus
19	+14/+9/+4	+11	+12	+6	—
20	+15/+10/+5	+12	+12	+6	Alertness +8, Bonus language (5), Sneak Attack +5d6

SHAMAN

Shamans have known of the spirits for thousands of years. Hucksters play games with the darker denizens of the Hunting Grounds and mad scientists court insanity in their quest for power, but shamans enjoy a peculiar fellowship with the spirits of nature.

Characteristics: A shaman has a communion with the spirits of nature like no other character. Through her understanding and interaction with these beings, he is able to work magic and gain insight unavailable to others. His spells and abilities are oriented toward the natural order and the connections between the Hunting Grounds and the physical world. His skills and powers make him a powerful ally against the horrors of the Reckoning.

Background: Once very rarely encountered outside their tribes' homelands, more and more shamans are venturing forth to face a greater threat to their people than even the smoke- and steam-belching iron horses of the white man—the Reckoners.

Game Rule Information

Abilities: The single most important ability for a shaman is Wisdom. It determines how many favors he knows and how well he casts them. Charisma is also important as many of the powers granted by his guardian spirit are based on it. A high Dexterity is crucial for Armor Class so that the shaman can survive his eternal fight with the powers of darkness or bigoted whites.

Most shamans are male, but there are plenty of female shamans as well, especially after the Reckoning.

Hit Die: d6/level

Class Skills

Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Indian Sign Language (Wis), Intuit Direction (Wis), Knowledge (Indian lore) (Int), Knowledge (nature), Ritual (Cha, exclusive skill), Heal (Wis), Sense Motive (Wis), Swim (Str), and Wilderness Lore (Wis).

Skill Points at 1st Level: (4 + Int modifier) x 4

Skill Points at Each Additional Level: 4 + Int modifier

Class Features

Armor and Weapon

Proficiency: A shaman is proficient with all simple weapons and short bows. A shaman is also proficient with all light armor.

Favors: Shamans call upon nature spirits for their spells, called "favors." They do this by performing specific rituals, such as sand paintings, ritual scarring, fasting, or smoking sacred pipes. A shaman uses the Ritual skill to call for favors.

Chapter Seven: Magic, describes the shaman's spell-casting process and available favors.

Backlash and Spectacular

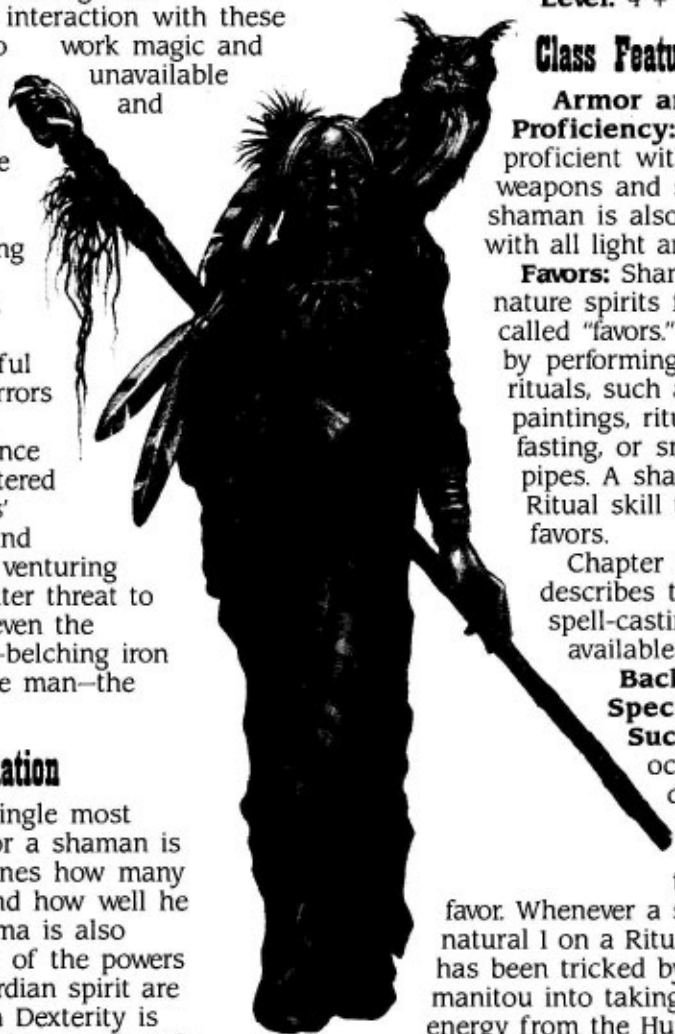
Success: Manitou occasionally deceive shamans petitioning for the spirits' favor.

Whenever a shaman rolls a natural 1 on a Ritual skill roll, he has been tricked by a crafty manitou into taking harmful energy from the Hunting Grounds.

The shaman loses the spell points required by the attempted favor and suffers 1d6 damage.

A spectacular success means the spirits are paying particularly attention to the shaman. His spell is automatically successful and costs no spell points.

Old Ways: Because of his oath to the savage nature spirits, shamans believe a return to the "Old Ways" is best. They despise items of mass-production such as firearms and trains. Only hand-made goods made from nature are acceptable to those who follow the Old Ways movement. For this reason, a shaman who



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uses or carries manufactured goods suffers a -4 penalty to all his Ritual rolls. The penalty persists for 24 hours following the end of the transgression. Disobeying the Old Ways affects a shaman's relationship with his Guardian Spirit as well. See Chapter Seven: Magic.

Guardian Spirit: A shaman gains a guardian spirit at level 1. The guardian spirit bequeaths its base ability to the shaman immediately. The spirit grants its first special ability at 5th level and subsequent abilities every five levels thereafter (10th, 15th, and 20th).

See the section on Guardian Spirits, in Chapter Seven: Magic for all the information on what guardian spirits are available and what special abilities they provide.

Nature Sense: At 2nd level, the shaman gains an innate tie with the natural world. He can identify normal plants and animals with complete accuracy. He can also determine whether water found in a natural setting such as a pond or stream is safe to drink.

Vision Quest: At 7th level, once per game month, the shaman may attempt a vision quest. He retires to the wilderness alone for 1d4 days where he fasts, smokes peyote, and communes with the nature spirits. At the end of that time, if he succeeds at a DC 25 Ritual check, the spirits provide him a vision pertinent to the knowledge he 's seeking. This works

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exactly like the *divination* spell (not normally available to shamans). This is a supernatural ability.

View Hunting Grounds: At 11th level, the shaman may cast *see invisibility* at will. This requires no Ritual check.

One with Nature: At 14th level, the shaman's attunement with nature ceases the ravages of natural aging. He no longer accrues ability penalties for normal aging, although he can be magically aged. The shaman does gain any bonuses for growing older, and he still dies of old age when the time comes—he just doesn't suffer any debilitating effects.

Open Portal: At 19th level, the shaman can open a portal to the Hunting Grounds, allowing himself and others to enter them physically. This requires six hours of preparation and a Ritual check against a DC 30. If the attempt fails, he must wait one week before attempting it again. The portal lasts for 1d6 minutes. The shaman must open another portal to return to the natural world.

The Shaman

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Guardian Spirit, base ability
2	+1	+0	+0	+3	Nature sense
3	+1	+1	+1	+3	—
4	+2	+1	+1	+4	—
5	+2	+1	+1	+4	Guardian Spirit (1)
6	+3	+2	+2	+5	—
7	+3	+2	+2	+5	Vision Quest
8	+4	+2	+2	+6	—
9	+4	+3	+3	+6	—
10	+5	+3	+3	+7	Guardian Spirit (2)
11	+5	+3	+3	+7	View Hunting Grounds
12	+6/+1	+4	+4	+8	—
13	+6/+1	+4	+4	+8	—
14	+7/+2	+4	+4	+9	One with nature
15	+7/+2	+5	+5	+9	Guardian Spirit (3)
16	+8/+3	+5	+5	+10	—
17	+8/+3	+5	+5	+10	—
18	+9/+4	+6	+6	+11	—
19	+9/+4	+6	+6	+11	Open Portal
20	+10/+5	+6	+6	+12	Guardian Spirit (4)





CHAPTER THREE: SKILLS AND FEATS

In *Deadlands*, skills range from the smooth banter of a snake-oil salesman to a huckster's talent for horn-swagging a manitou into giving up some supernatural power. Most skills work in the usual fashion. A few need a little more explanation to work in the "modern" world of the Weird West. These are explained below under **Existing Skills**. After that we've got a passel of brand **New Skills** for your perusal. Following this is a discussion of **Existing Feats**, followed by a number of **New Feats** your hombre might want to help him survive the horrors of the Weird West.

Existing Skills

We've tweaked a few of the existing skills to fit the *Deadlands* setting better. Any skill not detailed below follows the standard listing. If a standard skill costs gold pieces to perform (such as identifying a potion with the Alchemy skill), this translates directly into dollars.

Decipher Script (Int; Trained Only)

This skill works normally on ancient texts, but also lets your hero break encrypted messages and ciphers. With the Civil War still raging, this ability is very important for spies and infiltrators on either side. It may also come in handy when trying to figure out a map to an outlaw's hideout or buried treasure. Hucksters use it as well to decipher hexes from *Hoyle's Book of Games* (see page 185-186). Most encrypted messages have a DC of 25 to 30 to decipher.

Knowledge (Int; Trained Only)

Here are a few additional types of Knowledge focuses available in the world of *Deadlands*.

Biology (generalized study of the life sciences)

Chemistry (familiarity in chemical process and interactions)

Engineering (building—or destroying—structures or devices)

Geology (understanding of the Earth, rocks, hydrological process, mining etc.)

Indian Language Groups

Language	Written?	Typical Speakers
Algonquin	Yes	Blackfoot, Cheyenne, Arapaho, Gros, Ventre, Cree, and Cherokee
Athabaskan	Yes	Apaches, Navajo, Hupa, Haida, Tsimshian, Wakashan, Salishan, Klamath tribes
Caddoan	Yes	Pawnee, Arikara, and Wichita tribes
Hokan	Yes	Pomo, Mojave, Yavapai, and Cocopah
Indian Sign	No	Any Indian tribe may have a few fluent members
Siouan	Yes	Mandans, Hidatsas, Crow, Lakota (Sioux), and other plains tribes
Spanish	Yes	Mexicans, some southwestern tribes

Indian Lore (a character's knowledge of Indian legends, oral history, customs, and basic rituals)

Mathematics (complicated formulae and calculations)

Meteorology (study of weather patterns and phenomenon)

Physics (understanding of physical forces and movement)

Check: Solving a problem or answering a specific question in your hero's field of endeavor has a DC 10 (simple questions), DC 15 (basic knowledge), and DC 20 to 30 (for truly difficult problems).

Retry: No. Your character either knows the answer or she doesn't. However, the Marshal may allow a retry if your character gains access to new materials on the topic, such as through a visit to a library or university. Raising your hero's rank in the skill also allows a retry.

Special: A character with 5 or more ranks in any Knowledge (<Science>) skill gains a +2 synergy bonus to other Knowledge (<Science>) skill checks; this represents the tinker's mastery of the basics of any scientific technique. A character does not gain multiple synergy bonuses if he has more than one Knowledge (<Science>) skill of 5 or more ranks. A mad scientist with 5 or more

ranks in any Knowledge (<Science>) skill gains a +2 synergy bonus to her Mad Science skill checks.

Language (Int; Trained Only)

Your hombre begins play knowing one language at rank 6. Characters in *Deadlands* do not get additional languages due to Intelligence bonuses.

Having 1 rank in a language means your character can speak a few words. Two ranks means he can compose basic sentences. Three skill ranks allows a hero to say all but the most complex sentences. At four ranks, the character can speak simple sentences with an accent good enough to fool native speakers in short conversations. At 5 ranks, the hombre is fluent in the language and can accurately maintain a native accent in fluid conversation. Six ranks in a language allows the speaker to accurately mimic particular dialects.

Literacy is fairly widespread in the *Deadlands* setting. A character is assumed to be able to read and write any language she speaks. (Of course, you're welcome to decide your hero can't read based on her background, but that's purely optional!)

Check: A native speaker of the language in question may make an opposed Listen roll either to understand a halting speaker or to discern false accents. If the speaker has 5 or more ranks in the language, those who listen to him should only roll if they have some reason to doubt the character.

Retry: A character may retry as often as needed to communicate his message. If attempting to pass himself off as a native speaker, there is no retrying a failed opposed roll.

Special: There are seven major Indian language families in the West (see the table above). Indian tribes within a family can speak with each other, compensating with simple gestures and signs where the individual tribal tongues have drifted apart. Tribes from different language families who try to communicate with each other must resort to sign language.

Fumbles (a natural 1) resorts in a misspeak of epic proportions. A scout might want to call the Chief's daughter a "beautiful virgin," but if it comes "disgusting whore," he's about to gain a few points in Indian lore—particularly the bits about torture.

New Skills

There are quite a few skills new to the *Deadlands* setting. Each follows the standard rules and mechanics for skill usage unless otherwise noted.

Demolitions (Int; Trained Only)

Sometimes you just have to blow the snot out of some giant creepy crawler. And it's usually best if you don't catch your own posse in the blast. This skill gives your character knowledge of how much and what kind of explosive material, where to place it, and how far away to stand when it blows.

Check: Explosives in the *Deadlands* setting are notoriously volatile and even setting a simple charge requires a skill check.

DC	Task
10	Disarm dynamite or simple explosives
15	Set fuse
25	Build bomb or complicated charge
Opposed	Disarm bomb or complicated charge

Disarm dynamite or simple explosive: This covers disarming a blasting charge or other explosive that isn't specifically trapped to prevent such tampering. Usually, it involves little more than pulling the fuse or detonator cord.

Set fuse: This covers cutting a fuse to the proper length so that dynamite explodes when your hero wants it to. See Chapter 5: *Blowin' Things All To Hell* for rules on setting fuses or using dynamite in combat.

Build bomb or complicated charge: This covers creating a device that's trapped to thwart attempts to disarm or remove it. See below for further details on bombs and disarming them.

Disarm bomb or complicated charge: This covers any device crafted specifically to prevent its disarming or similarly protected. It also covers truly complex explosives, such as those created by mad science. In either case, your hero must roll an opposed check of his Demolitions skill versus that of the character who built the device. If the explosive device is trapped, the bomb detonates immediately if your hero fails the contest.

Special: Anytime your hero gets a natural 1 on his Demolitions skill check while actually handling explosives, the device detonates. The hero gets a normal

Skills & Feats

saving throw against the device but must subtract -2 due to his proximity.

A character with 5 or more ranks in Knowledge (Chemistry) gets a +2 synergy bonus on all Demolitions checks.

A character with 5 or more ranks in Disable Device gets a +2 synergy bonus on Demolitions checks to disarm explosives.

Drivin' (Type) (Dex; Trained Only)

There are a lot of strange gizmos in the Weird West. Horseless carriages and flying gadgets powered by steam and springs require a new set of skills. Drivin' provides your hero with the knowledge to operate a steam wagon, pilot an ornithopter, or steer a steam-powered boat.

There are currently four types of Drivin' (type) skills:

Aircraft (Airships, autogyros, ornithopters, etc.)

Land Vehicles (Steam wagons, velocipede, etc.)

Personal (rocket packs, "jet skis," etc.)

Watercraft (Maze runners, submersibles, etc.)

Check: Normal operation of a vehicle doesn't require a Drivin' roll. Skill checks are normally needed only during combat, special maneuvers, or other unusual circumstances (like riding a velocipede along the rim of the Grand Canyon). A character driving a vehicle made with mad science should make a Drivin' check when he first starts the device to check for malfunction.

Complete vehicle rules are included in Chapter Five: *Blowin' Things All to Hell*.

Faith (Wis; Trained Only; Blessed Only)

Most folks have more faith when some nasty critter is about to stuff them in its pie-hole than they do when the collection plate lands in their lap. The blessed have true Faith, the kind that can work miracles and wonders in the name of good.

Check: Faith allows a blessed to work her miracles. See the Blessed character class and Chapter Seven: *Magic*, for complete information.

Gamblin' (Int)

While it's considered almost mandatory for folks in the Weird West to have at least a passing understanding of poker, faro, and other games of chance, professional gamblers can turn a few bucks into a small fortune.

Check: Your hombre can use this skill to earn some spending money. There are a couple of ways to handle gambling in *Deadlands*: single hand or multiple hands.

Single hand: For a single hand, all the characters involved in the game must decide on the stakes. The characters then make an opposed Gamblin' skill check. The losers all must pay the winner of the check an amount equal to the stake.

Multiple hands: To represent a longer period of gambling—say one hour—use this method. All participants decide on the average stake per hand (One to five dollars per hand is common for serious gambling in the Old West.) Next, everyone makes an opposed Gamblin' check. The character with the lowest result pays the character with the highest total the difference in their rolls times the average stake. Then, the character with the next lowest roll pays the character with the next highest roll, and so. If there's an odd man left in the middle, he breaks even.

Cheating: Not everyone who shuffles a deck of cards is honest. A character can add to his Gamblin' skill check by declaring he's cheating. The lowdown snake can choose to add from +1 to +10 to his Gamblin' roll. Everyone in the game or those watching closely from the sidelines makes a Spot check opposed by the gambler's Sleight of Hand roll. The cheater must subtract his cheating modifier from his Sleight of Hand roll. If the cheater is caught, at the very least he can expect to lose his winnings. It's more likely he's shot, run out of town, tarred-and-feathered, or even strung up!

Retry: Sure—as long as your hero's stake holds out!

Special: A character with 5 or more ranks in Bluff or Sense Motive gains a +2 synergy bonus to Gamblin' checks. These bonuses stack.

If your gambler is the cheating kind and has 5 or more ranks in Sleight of Hand, he gains a +2 synergy bonus. This bonus also stacks with those from Bluff and Sense Motive. However, anytime he

uses this bonus, he is considered to be cheating (see above), although the synergy bonus does not add to his opponent's Spot roll to catch him like normal cheating tactics do.

Gunplay (Dex; Trained Only; Gunslinger Only)

Any cowpoke can point a pistol and shoot it, but a truly skilled gunhand can make it look like a work of art. Or at least a circus sideshow act. Use this skill if you want your gunslinger to be able to make trick shots or spin her six-shooters like some dime novel hero.

Check: This skill allows your gunslinger to perform all manner of gunhandling maneuvers. Some of those tricks are nothing but a lot of flash, but others might just give your shootist an edge in a gunfight. Some of the more common uses of this skill are listed below. Other uses are possible, but the Marshal has final say on what your character can and can't accomplish with this skill.

DC Task

20	Trick shot (entertainment only)
20	Road agent spin
25	Border shift
25	Distracting shot

Trick shot: This covers shooting a shot glass off a friend's head, putting a bullet hole through a silver dollar tossed in the air, and so on. While it looks fancy and is sure to impress the ladies (or tinhorns), it really doesn't have all that much use in a combat situation. Unless your gunslinger is suddenly attacked by shot glasses or silver dollars, that is. In effect, your gunslinger can substitute his Gunplay skill check for a standard attack roll when making showy trick shots out of combat. This use of the skill requires a full round action for each trick shot attempted.

Road agent spin: This is a favorite maneuver among the black-hat-wearing crowd. The gunslinger holds her pistol or pistols out butt-first, as if to surrender to her opponent. Then, assuming her Gunplay check is successful, she quickly spins and flips the smokewagons, turning them on her opponent as a free action. Your character can immediately make a Bluff check (opposed by her opponent's Sense Motive skill); if she wins the contest, the poor sap is surprised and your hero catches the opponent flat-footed! Of course, if your hero fails the initial

Gunplay check, she's left with her guns tangled up in her fingers and looking really foolish. If she gets a natural 1 on the attempt, roll 1d6. On a 1-3, she drops one gun. On a 4-5, she drops both guns (if she had two). On a 6, she accidentally shoots herself!

Border shift: This maneuver is a favorite among gunslingers who carry two guns but don't fight two-fisted. To use this maneuver, your hero must have both guns drawn, one in each hand. When her primary weapon runs out of ammunition, she can then, as a free action, attempt a Gunplay check to make a border shift—tossing the two guns from hand to hand so as to move the fully loaded pistol to her shooting hand and the empty one to her off hand. She can continue firing in that round without pause up to her full number of attacks. If she fails the roll, the swap takes place, but it ends her attacks and any other action for the round. Should she roll a natural 1 on the attempt, she drops both weapons!

Distracting shot: Your gunslinger can, as a standard action, place shots dangerously near an opponent, kicking up dirt or debris, knocking over nearby items, or just whizzing disturbingly close to his ears. She can attempt such a distracting shot even if her target is behind total cover, as long as she knows where the opponent is located (so she can't use this maneuver against an invisible or otherwise unseen foe). The opponent must immediately make a Will saving throw against a DC 15 or be limited to a partial action on his next round. This tactic is handy for keeping a target relatively pinned down during a protracted gunfight.

Retry: Yes, although your hero may often look foolish when she attempts a fancy maneuver the first time and fails!

Special: A gunslinger with 5 or more ranks in Gunplay gains a +2 synergy bonus to Intimidate checks made while she's flashing her guns about.

Hexslingin' (Int; Trained Only; Hexslinger Only)

If you've decided to make a huckster character, this skill is your best friend.

Check: This skill allows your hero to actual cast a hex. You can find all the details on how Hexslingin' works in Chapter Seven: Magic.

Holdout (Dex)

It never hurts to have a backup weapon stashed away in a vest pocket or boot. Or maybe your character is a spy trying to sneak a message or other contraband across the border. Either way, this skill lets your hero hide things on her person.

Check: When your character hides a weapon on her person, make a Holdout check. If the final result of your hero's check is below 15, another character can notice the hidden gun or other item on an opposed Spot check versus your hero's original roll. On the other hand, if your hero's result was 15 or higher, only a blatant pat-down search, requiring a full round action, has a chance of uncovering it. In this case, your hero rolls another Holdout check, this time in an opposed test against the opponent's Search roll. However, the searcher gets a +5 circumstance bonus to his roll.





Retry: No. Your character hides the item in question to the best of her ability, given her clothing and the circumstances, the first time she does it.

Special: A character with 5 or more ranks in Disguise or Sleight o' Hand gets a +2 synergy bonus to Holdout rolls. These bonuses stack.

Derringers are well suited to being hidden and grant a +6 bonus to Holdout checks. Rifles and shotguns saddle a Holdout check with a -8 modifier.

Mad Science (Int; Trained Only; Mad Scientist Only)

When it comes to creating a clockwork flying machine or an electrostatic death ray, plain old science just doesn't cut it. As you might guess from the name, this skill represents the ability to think outside the corral when it comes to concocting gadgets.

Check: This skill allows an inventor to devise designs and blueprints for gizmos and devices far beyond the normal limits of technology—or even common sense! See Chapter Seven: Magic for details on how this skill works.

Special: A mad scientist with 5 or more ranks in any scientific Knowledge skill gains a +2 synergy bonus to his Mad Science checks. A character can only gain

one such synergy bonus, regardless of how many relevant scientific Knowledge skills he possesses.

Ridicule (Int)

There's a fine art to making fun of someone in the Weird West where trigger fingers are itchier than saddle sores. Knowing when and just how far to push your opponent is actually the real talent to this skill.

Check: Like Intimidate, Ridicule lets your character alter others' behavior with a successful skill check. However, since a Ridicule check works on its target's embarrassment and anger rather than fear, its effects are also slightly different. Your character must designate a specific action she wants the target to do. Ridicule can't adjust a target's overall attitude. A smart mouth and insults aren't too likely to endear your hero to an opponent no matter how clever she is!

The DC for a Ridicule check is 10 + the target's level. Any bonuses that a target may have on saving throws against mind-altering effects also apply. Ridicule requires a full-round action to use.

If your cowpoke is successful in her mocking, the target has three choices. He can take the action your hero is egging him on to do (call out the town's toughest gunfighter, ride the meanest bull in the corral, join in a game of cards, etc.), ignore the insults, or try to turn the tables on your character with some choice language of his own. The first option is pretty self-explanatory.

If the target chooses the second option, he suffers an effective -4 penalty on any Charisma-based ability or skill checks as he's been made a laughingstock. This penalty lasts for a number of minutes equal to your hero's level.

If he instead decides to fight back with his own insults, he rolls an opposed Ridicule check against your hero's original roll. The loser of the contest then suffers a penalty to his Charisma-based ability and skill checks equal to the amount by which he lost the contest. It's not a good idea to enter a battle of wits unarmed! This lasts for a number of minutes equal to the winner's level.

There is one other option. The victim of your hero's tongue-lashing can just call her out, although he does still suffer the penalty to Charisma-based rolls. So before your tinhorn goes making fun of the local gunslinger, she'd better be ready to back up her mouth!

Finally, Ridicule can be used to throw your opponent off-balance in a duel, like Intimidate or Bluff. See **Duels** in Chapter Five: Blowin' Things All to Hell.

Retry: Once your cowpoke has failed in a Ridicule roll against a target, she can't try again for at least another day. Although she may still get off a zinger or two, it lacks the impact to significantly affect the target's behavior.

Ritual (Int; Trained Only; Shaman Only)

This is the skill used by shamans to appease the spirits and request favors.

Check: A shaman uses this skill to work his magic. See Chapter Seven: Magic for the details on how Ritual checks work.

Sleight of Hand (Dex; Trained Only)

Cheating at cards can get your character plugged with lead in the Weird West—assuming he is dumb or clumsy enough to get caught! Sleight of Hand is useful not just for card sharps, but also folks ranging from stage magicians to simple pickpockets. This skill lets your hombre manipulate small items without notice.

Check: A check against a DC 10 lets your hero secret a coin-sized object.



Attempting to pull the stunt with a larger item, like say a derringer, requires a DC 15 check. Your light-fingered hero can also accomplish simple magic tricks, like making a coin appear or disappear or palming a playing card on a DC 10.

If another cowpoke is watching your hero closely, your character must make an opposed Sleight of Hand roll against your watcher's Spot check. If she wins the contest, she catches your hero's bit of legerdemain, although as long as your hero makes the task's base DC he still pulls it off for anyone not watching so closely.

A huckster attempting to make his hexslinging look like a simple card trick must make a Sleight of Hand roll against a DC 10—or opposed if someone is specifically watching.

Attempting to take an item from another person is a Pick Pocket roll, not a Sleight of Hand check.

Retry: Trying to fool the same person twice with a Sleight of Hand roll raises the DC by at least +10 if your hero's earlier attempt failed. If it succeeded, she suffers no such penalty.

Special: Sleight of Hand can be used as a substitute for the Quick Draw feat on a roll of 20 or better.

A character with 5 or more ranks in Sleight of Hand gains a +2 synergy bonus to both Pick Pocket and Profession (stage magician) checks.

Speed Load (Dex)

There's nothing more embarrassing than running out of ammo in the middle of a shootout. With this skill, your hero can get bullets back in his shooting iron faster.

Check: Reloading a single bullet into a pistol, rifle, or shotgun usually takes a standard action. On a DC 15 skill check, your hombre can instead load one round as a move-equivalent action, though this still provokes an attack of opportunity. Alternatively, on a DC 20 skill check, your



character can load up to three rounds in his smokewagon on a single standard action. You must decide which option your character is going to attempt before you roll the dice. In either case, failure means your cowpoke takes a standard action and reloads a single round. On a 1, the character drops all the rounds he was trying to load on the ground.

Some cap-and-ball revolvers can use speed load cylinders. These are fully-loaded cylinders that your hero can slap into his sidearm with a full-round action. With a DC 15 Speed Load check, your hero can instead swap out cylinders as a standard action.

Special: An unskilled Speed Load check is actually just a Dexterity check.

Tale Tellin' (Cha)

A good story teller does many things. He preserves an oral history of his world and gives hope and inspiration—or words of caution—to his listeners.

Tale Tellin' has an even more important use in the world of *Deadlands*. After a successful adventure, a hero who tells the

tale of his posse's triumph can actually reduce fear in a community previously affected by the horrors the heroes faced. The Marshal has the full scoop on this use of Tale Tellin' in Chapter Eight.

Tinkerin' (Int; Trained Only)

A steam wagon trip across the Mojave is a whole lot easier than riding the same trail on a sway-back horse. On the other hand, if that gadget breaks down, you'd better know how to fix it. Tinkerin' allows your character to repair—or even build—intricate devices and gizmos.

Check: The Marshal sets the DC to repair a damaged device or contraption, based on the complexity of the gizmo, whether or not it was designed by a mad scientist, and the severity of the damage done to it.

As a rule of thumb, simple repairs to non-mad science machines are usually DC 10 to 15. Difficult repairs of a simple device or simple repairs on a complex one are DC 20, and a difficult repair of a complex machine may be as high as DC 25.

Mad science devices are harder to fix when they break down; more often than not, those sorts of gizmos appear to violate at least one of the basic premises of engineering and physics! The DC to repair a mad scientist's gizmo is based on its construction DC, which you can find listed in Chapter Seven: magic. For a simple repair, the DC is 10 lower than the construction DC, more difficult repairs are 5 lower than the original DC, and truly complex or extensive ones are the same as the construction DC. When the damage gets to that point, it's often almost as easy to just start over from scratch!

Trying to use Tinkerin' without at least a basic set of tools (wrenches, hammers, etc.) nets your character a -5 circumstance penalty.

Your character can try to rush or "jury-rig" repairs on a device. This reduces the DC for the task by 5 and cuts the time in half, but each time the machine is used afterwards adds a cumulative +1 to any Malfunction checks (see Chapter Four: Equipment for information on malfunction checks). Taking the time to make a proper repair and a successful check against the full DC for the job removes these penalties.

This is also the skill a mad scientist or his assistant uses to actually construct the gadgets he designs. Full details on this use of the skill are located in Chapter Seven: Magic.

EXISTING FEATS

Most existing feats are available to *Deadlands* heroes. Only item creation feats are not normally allowed in the Weird West. To be specific, characters may not take brew potion, craft magic arms and armor, craft rod, craft staff, craft wand, craft wondrous item, forge ring, and scribe scroll. Certain NPCs under the Marshal's control may have these abilities, but player characters do not.

Metamagic feats may be used normally. This raises the spell's DC and causes the spell to drain more spell points proportionately. The empower spell feat, for example, uses up a spell slot two levels higher than the spell's actual level. In *Deadlands*, this raises the level for figuring DC and spell cost as well.

Other feats that require some modification to better fit the Weird West are listed below, along with the necessary modifications to the standard description. Note that some proficiencies are available but seldom used (such as armor proficiency).

If an existing feat has a cost, gold pieces translate directly into dollars on a one-to-one basis.

Craft

The various Craft feats (magic arms and armor, rod, staff, wand, and wondrous item) are not normally available in *Deadlands*.

Far Shot

This feat cannot be used with shotguns and scatterguns using shot. A cowpoke can use Far Shot when firing slugs from a shotgun or scattergun.

Mounted Archery

In the *Deadlands* setting, this feat applies to firearms as well. Mounted archery also applies to shooters on vehicles, trains, airships, and the like.

Rapid Shot

This feat isn't actually altered, but just to make it perfectly clear, rapid shot grants your hero one extra attack. Period. It doesn't matter how many base attacks or weapons your character has. A gunslinger with 3 base attacks and two pistols still gets only one extra shot from rapid shot.

Skills & Feats

NEW FEATS

Below are a whole herd of new feats for the heroes of the Weird West to use in their fight against bandits, marauding soldiers, mad science gone awry, and supernatural evil.

Feat descriptions follow the standard format.

Armor Proficiency (Mad Science, Heavy)

[General]

Your character is proficient with the workings of steam-powered battlesuits and similar types of armor concocted by mad scientists.

Benefit: When your hero is using armor with which she is not proficient, the armor check penalty applies only to Climb, Escape Artist, Hide, Jump, Move Silently, Sleight o' Hand, and Tumble checks.

Normal: Without this proficiency, a cowpoke wearing such armor suffers its armor check penalty to her attack rolls and all skill rolls involving moving.

Special: This feat grants your hero the ability to use all melee weapons attached to a battlesuit, like a chainsaw or sword, but not ranged weapons, such as a Gatling gun. A mad scientist is automatically proficient with armor she has designed or built.

Armor Proficiency (Mad Science, Medium) [General]

Your hero is familiar with personal armor devised by mad inventors, such as bulletproof vests and armored dusters.

Benefit: See Armor Proficiency (Mad Science, Battlesuit)

Normal: See Armor Proficiency (Mad Science, Battlesuit)

Special: A mad scientist is automatically proficient with any armor he has designed or built himself.

Automatic Weapon Proficiency [General]

Your cowpoke is skilled in using fully automatic weapons.

Prerequisite: None.

Benefit: A hero with this feat can fire fully-automatic weapons without penalty, and may use the suppressive fire ability of Gatling guns and the like.

Normal: Without this proficiency, a shooter suffers an additional -4 modifier to her attack rolls.

Special: A mad scientist who designs an automatic weapon gains this feat, but only with respect to that particular weapon. In other words, she can fire her steam-powered Gatling gun to full effect, but she's unable to do so with any other automatic weapon she didn't design.

Brave [General]

No one can accuse your character of being a yellow-belly. He's got more than his fair share of sand.

Benefit: Your hero gets +2 on Will saves against fear.

Special: This bonus stacks with all other Will save modifiers.

Dead Eye [Special]

Characters who are highly skilled in death and mayhem are more likely to hit their opponent's vital spots. Dead Eye raises a character's damage total when making an exceptional attack roll.

Prerequisite: Dead Eye is only available to braves and gunslingers.

Benefit: If the character uses the full-attack option while shooting, he adds his level to the damage of his attack. This feat applies to all the character's attacks in a round. The damage is multiplied if the shot is a critical as usual.

Special: Creatures that aren't subject to criticals do not suffer the additional damage caused by Dead Eye.

Dinero [General]

Your hero has extra funds at her disposal. This feat may represent rich relatives Back East, a stake in a mining claim, stock in a railroad, or even filthy lucre from a bank job.

Benefit: Your character has twice the normal starting funds for her class and once per game month can "wire" home (or visit the bank, etc.) for half that amount. For example, if your cowpoke is a gunslinger, she normally gets $7d6 \times 10$ dollars for starting funds. With dinero, she

gets $14d6$ dollars at the beginning of play and can raise $7d6 \times 10$ dollars once each month. How your character comes by this money is up to you, but be sure to work out the details with your Marshal in advance.

Normal: Without this feat, a character receives her starting funds only once and has to find a way to earn money to pay for room and board.

Special: Your hero can gain this feat more than once. Each time you select it, the amount of money doubles again. So, if you choose the feat three times, your hero gets eight times her normal starting funds ($2 \times 2 \times 2 = 8$) and can call on four

times that amount once each game month. The bonus starting funds are available only at character creation; selecting dinero after creation does not grant a sudden infusion of "back interest."

Extra Spell Points [Special]

Your arcane hero has extra spell points.

Benefit: Each time this feat is taken, the hero gains five additional spell points.

Normal: Without this feat, a character receives only her Intelligence (hucksters) or Wisdom (shamans and the blessed) bonus in spell points at each additional level. This feat gives the spellcaster five additional spell points.



Special: Your hero can gain this feat more than once. Each time she selects it, she gains five additional spell points.

Fannin' [General]

Your character is proficient at "fanning the hammer." In other words, he holds the trigger back while rapidly cocking and releasing the hammer on a single-action pistol, sending a hail of bullets at his target.

Prerequisite: A single-action pistol, Dex 15+, Point Blank Shot, Rapid Shot, Base attack bonus +4 or higher.

Benefit: As a full action, your character may fire up to the number of rounds in his weapon (maximum of 6) with a single-action pistol. The gunslinger may choose any targets in his weapon's first range increment. He may even fire at six different targets. Each attack is made at the gunslinger's highest attack bonus but suffers a -6 penalty. The gunslinger may only make as many attacks as he has bullets left in his pistol, up to a maximum of six in one round.

Special: Fannin' can only be used with single-action pistols.

Firearms Proficiency [General]

Your cowpoke knows how to use a type of firearm: pistols, rifles, or shotguns.

Benefit: Your hero makes attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient suffers a -4 penalty to his attack rolls.

Grim Servant o' Death [Special]

Certain heroes of the Weird West are cursed to carry death and destruction with them wherever they go. Such hombres are deadly to their foes—and sometimes to their friends as well.

Benefit: The hero may spend a Fate Chip (see Chapter Five) to turn a successful attack into an automatic critical.

Prerequisites: The character must have five total levels of experience.

Special: Grim Servants o' Death are (usually) unwitting pawns of the Reckoners. When the hero rolls a 1 on any ranged attack roll, the attack automatically hits a random target—friend or foe—to the hero's front instead. If the attacker wields a melee weapon, roll randomly among all potential targets in reach instead. The attack automatically hits regardless of cover or concealment and has a 50% chance of being a critical.

Skills & Feats

Improved Casting [Special]

Your arcane hero is a little more skilled, or a little more lucky than usual. This is a very powerful ability, both for shamans and the blessed, who can cast more spells with a little luck, and hucksters, whose spells become much more powerful.

Prerequisite: Base Faith, Hexslingin', or Ritual skill of 8+.

Benefit: Your hero gains a spectacular spell success on a natural roll of 19 or 20.

Level-Headed [General]

Veteran gunmen claim speed and skill are vital, but they're overrated compared to keeping your cool, aiming at your target, and putting it down. A hothead who empties his hogleg too fast might soon find himself taking root in the local bone orchard.

Benefit: When rolling Initiative, a die roll of less than 10 is automatically raised to 10. Modifiers are then added to the new "roll" of 10.

Prerequisite: Improved Initiative.

Marksman [General]

One shot, one kill. That's the motto of the marksman. Whether he's a sniper picking off enemy officers or a gunslinger taking out the leader of a bunch of banditos, a marksman tries to put his enemy down with one bullet.

Benefit: A marksman spends one round aiming at his target. The target must not be making a double move or a run. On the second round, the marksman may make one attack at his usual bonus. This is a full-round action and counts as a coup de grace. The target must be within the maximum range of the attacker's weapon and some vital part (head, stomach, etc., must be visible).

Targets with no discernible vitals, or that aren't subject to critical hits, are not affected by this feat.

Prerequisite: Concentration 4+, base attack bonus of +5 or higher, weapon focus, weapon specialization.

Special: Should something distract the marksman in this period, he must make a standard Concentration check against damage.

Nerves o' Steel [General]

Whether it's an iron backbone or just plain cussedness, your hero isn't the sort to turn tail and run, no matter what he's facing.

Benefit: If your character is forced to flee as the result of a failed Will save versus fear, he can choose to stand his ground instead. He still suffers any other effects from the failed save, such as ability or attack roll modifiers.

Renown [General]

Your cowpoke has made a name for herself in the Weird West. Now, whether that's a *good* name or a *bad* name is another matter...

Prerequisite: Level 5.

Benefit: When your character makes her identity known in a new locality, roll a Charisma ability check and add half her level against the appropriate DC listed on the Renown Locale table below. If she makes the check, folks in that area have heard of her; if not, she can't check again for that area until she gains a level.

Renown

DC	Locale
15	Home town
20	Home county
25	Home state or territory
30	Different state (Texas, Kansas, Missouri, etc.)
35	Back East (East of the Mississippi)
+5	Different country (USA, CSA, Sioux Nations, etc.)

Assuming they've heard of her, she gains certain benefits from being a celebrity of sorts to a variety of social skills. Exactly what those benefits entail depends on whether your hombre is known as a white hat or a black hat. You have to choose one of those two types of reputations when your character selects this feat.

White Hat. Your character is known as a genuine hero. She may have been featured in the *Tombstone Epitaph*, or even have dime novels written about her daring acts of bravery. Most folks look up to her. She's liable to have an easier time dealing with lawmen and other upstanding citizens, but they're also more likely to

look to her for help when trouble rears its head! People tend to take your hero's word on things at face value and her opinion holds a lot of sway around town. Wyatt Earp is a good example of a white hat with renown.

Black Hat. Your character has a reputation as a dangerous desperado or deadly gunfighter. Normal townsfolk steer clear of your hombre on the street, and bandits and other outlaws tend to show her more than her fair share of respect. Unfortunately, lawmen and other authority figures tend to expect her to *cause* trouble and keep a eye in her direction at all times. Most folks are afraid to question her word on anything—at least in earshot—and the less desirable elements of society are more likely to let her in on information of the less-than-legal sort. John Wesley Hardin and Jesse James both have Renown with a black hat.

Renown Benefits

Skill	White Hat	Black Hat
Bluff*	+4	+4
Diplomacy	+4	-4
Gather Information	+2	+2
Intimidate	+2	+4
Ridicule	+2	+4

*Any Bluff check to deny your hero's identity receives a -4 penalty instead!

Normal: The Marshal may decide a particularly heroic (or dastardly) act by your cowpoke provides him with a circumstance bonus (or penalty) to certain social skills, like Bluff, Diplomacy, and so on. However, that modifier only applies to a specific area, such as a town or county, and usually lasts only a relatively short while as folks' memories tend to get foggy over time. The Renown feat represents a wide-reaching and long-lasting reputation.

Special: It's possible to change hat colors in the Weird West. It's fairly easy for good guys to go bad—everyone's willing to believe the worst sometimes. It's much harder for a bad man to come clean—though saving enough orphans might just do the trick.

If you decide after choosing this feat that you'd rather your infamous desperado become a famous hero, talk it over with your Marshal. He has the last word on what it takes to "change hats."

As an aside, the real West was full of outlaws turned heroes and lawmen who turned crooked!

SKILL & FEAT GALT

Sand [General]

Sand is what keeps a hombre fighting even when his boots are full of his own blood. It's what lets a cowgirl spit in the Grim Reaper's face and then ask him to two-step. Heroes with sand can keep on fighting even when they should be waiting for a sawbones.

Benefit: The hero may continue to act even when his hit points are zero or less. At -10, the hero drops over dead as usual, but between 0 and -9, he may take partial actions by rolling a Willpower save against a DC of 10 plus the number of hit points he is below 0. A character at -5, for instance, rolls against DC 15.

Conducting actions does not cause additional damage.

Prerequisites: Constitution 15+.

Special: The hero may not stabilize while attempting to take partial actions.

Sucker Punch [General]

Your hombre knows all the dirty tricks to use in a knock-down-drag-out brawl. Whether it's throwing dirt in an opponent's eyes, biting him on the nose, pulling his hair, or just plain old kicking him where it *really* hurts, your character is ready to do it.

Prerequisite: Improved Unarmed Strike, Base attack bonus +1 or higher

Benefit: Anytime your hero uses the full attack option in hand-to-hand combat with his fists, or during a grappling attack (or defense), your hero does an additional 1d4 points of damage (real or subdual at the player's choice).

In addition, a sucker-punched victim must make a Fortitude roll equal to 10 plus the damage caused. If failed, the victim is at -4 on his next action.

Sucker punch does not combine with certain classes' sneak attack ability.

This feat only works against living creatures with discernible anatomies. Undead, gelatinous monsters, and the like just can't be affected by the usual dirty tricks!

The Stare [General]

There's something in your hombre's eyes that makes normal folks downright uncomfortable and lawmen antsy;

Prerequisite: Cha 15+, Intimidate 9+.

Benefit: Once per encounter, your character can, as a free action, use her frightening gaze to intimidate or outright terrify all opponents within 30 feet. The targets must be to her front so that she may make eye contact with each of them. The stare only affects humans and

sentient creatures with fewer levels than your hombre. The targets must make a Will save against a DC 10 + half your hero's level + her Charisma modifier. If the opponent fails, he's shaken as if struck by fear, suffering a -2 morale penalty to attack rolls, saves, and skill checks for 1d6 + your hero's character level (round up) in rounds. This is an extraordinary ability.

Normal: A cowpoke without this feat can use the Intimidate skill to threaten a single person at a time. Regardless of his result on the skill roll, he doesn't generate a morale penalty to his opponent's rolls.







CHAPTER FOUR: EQUIPMENT

In this chapter, you'll find some of the more common weapons and gear that your hero may need to survive in *Deadlands*. If you're looking for something a little more exotic for your hombre, take a look at the end of this chapter for a few examples of some of the more popular weird science gizmos available.

Starting Equipment and Money

A new hero is assumed to have some wealth or gear amassed from his life prior to hitting the dusty trail and heading west. To represent this, each character receives a random amount of starting funds based on his class. He can use this money to purchase gear at the prices listed, he can hoard it for a rainy day, or he can do a little of both.

If your character uses his money to buy gear, that doesn't necessarily mean he just walked into the local general store and loaded up. Depending on his background, his gear may have belonged to his parents, some might have been won in a poker game, or maybe he took a "five-finger discount" and

stole it prior to the start of the campaign. Of course, if your hero is a tinhorn fresh off the train from Back East, he very well may have just bought his shiny new six-gun from the local shopkeeper! It all depends on what sort of history you decide on for your character.

The Starting Funds table lists the amount of money your character receives to outfit himself. Only starting characters get this money; if your hero multi-classes later in his career, money doesn't magically appear!

Starting Funds

Class	Amount (Dollars)
Brave	3d6 x 10
Blessed	3d6 x 10
Gunslinger	5d6 x 10
Huckster	4d6 x 10
Mad Scientist	5d6 x 10
Maverick	4d6 x 10
Rowdy	4d6 x 10
Scout	7d6 x 10
Shaman	3d6 x 10

Wealth and Money

Back East, financial matters are pretty straightforward, at least where currency is concerned. Merchants in the northern states deal exclusively in U.S. dollars whereas their southern counterparts accept only CSA scrip.

Unfortunately, most merchants out West don't like paper money. They aren't sure whether the North or South will win the war, so they're understandably nervous about getting stuck with a wad of useless currency. If a shop-owner does take paper, he'll probably charge your hero an "exchange tax" of 10-20%.

Metal is always a safe bet. Most businesses accept coins at face value.

Coinage

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

Other Currency

There are a couple other types of "money" floating around the Weird Western economy.

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

Deseret also mints its own money, called "bank notes." Long ago, there were some problems with so-called "Mormon money" and a lot of people lost their shirts (and pants and shoes). The problem seems to have been resolved since Deseret was formed, however. With both Professor Hellstromme and his railroad, Wasatch, exchanging a lot of Deseret bank notes, the currency is fairly accepted, at least west of the Mississippi. However, most businesses outside of Deseret that

will honor it usually charge a 50%--or higher!--"exchange tax."

Reverend Grimme has commissioned a form of paper money for his private city, which most folks refer to as LA scrip. No respectable business owner more than a stone's throw from the borders of Grimme's territory accepts the paper yet, but as Grimme consolidates his authority, this will probably change. Right now, merchants in Lost Angels continue to take paper or coins just like everyone else, but rumor has it that the Church of Lost Angels will soon issue an edict requiring outside currency to be converted to LA scrip.

Trade Goods

While most transactions are conducted with some form of money, barter hasn't been totally eliminated. The exact value of any item is based on its scarcity in the area--and how much folks think it's worth. For example, an Indian tribe may swap animal pelts that a canny trader can get \$50 on the fur market for a box of rifle shells that cost the trader \$2 back in Dodge City.

It all depends on being in the right place with the right goods--and maybe being a little less than scrupulous...

Among "civilized" folks, a cowpoke can always count on precious metals and ores having value. Gold, silver, and, in the last few years, ghost rock, all have a pretty fixed exchange rate. That rate may vary in a mining boomtown where there's been a glut of the metal, but usually, a fellow can count on getting a fairly standard rate as shown on Table 4-3: Precious Metals.

Precious Metals

Substance	Value (per oz.)
Silver	\$1
Gold	\$16
Ghost rock	\$30

Reliability

Some weapons and other pieces of equipment--particularly that created by mad science--are subject to jams, misfires, and other malfunctions. Those devices have a Reliability score of 1 or more. When this number or lower is rolled when using the device, it malfunctions. A gunslinger with a Gatling pistol (Reliability 2), for instance, suffers a malfunction on an attack roll of 1 or 2.

Equipment

Passive devices, such as bullet-proof vests must roll whenever their bonus is used. A vest that soaks up 4 points of damage, for instance, must roll whenever its wearer is hit.

Once a malfunction has occurred, roll 2d6 on the Malfunction Severity table to see what kind of accident occurred. The exact effects of each type of malfunction are listed with the item itself (or below in the case of cap and ball weapons).

Malfunction Severity

2d6 Roll	Malfunction
2-5	Major Malfunction
6-10	Minor Malfunction
11-12	Catastrophic Malfunction

SHOOTIN' IRONS

According to the popular saying, "God made man, but Colonel Colt made men equal." A good weapon goes a long way towards evening the odds—or turning them in your favor.

A few of the guns available in *Deadlands* weren't available in our world's 1876. Remember, though, *Deadlands* isn't the Old West. It's the Weird West. Mad scientists and ghost rock have ratcheted the technology level up a few notches.

Reloading. All guns have a limited number of shots before they must be reloaded. For most this takes a full-round action for each round of ammunition your character wants to reload and provokes an attack of opportunity. The Speed Load skill can shorten the time needed to reload your cowpoke's firearm.

Cap & Ball Weapons

Firearms capable of using metallic cartridges are still a relatively new development in the 1870s. Many folks still use older cap-and-ball (or percussion) weapons.

These guns get their name from the way they're fired. The bullet (or ball) and gunpowder must be loaded by hand into the gun's chamber, and a small percussion cap is fitted onto a nipple outside the chamber. When the trigger is pulled, the hammer drops and detonates the cap, igniting the powder in the chamber and firing the bullet.

Reloading: Because each chamber has to be individually charged with powder and ball, cap-and-ball weapons take much longer to reload than cartridge weapons. Each chamber requires the user to take three full-round actions (each of which provokes an attack of opportunity) to reload. For cap-and-ball pistols, it's usually easier to pop out the empty cylinder and replace it with a fully loaded spare. This only takes two full-round actions, or one, with a successful Speed Load check against DC 15.

Misfires: Because there are so many "parts" involved in firing cap-and-ball weapons, it's easy for a misfire to occur. Most cap and ball weapons have a Reliability number of 1. If a 1 is rolled, the weapon malfunctions in some way. Check the Malfunction Severity table to see how bad the malfunction is, then read the specific effects below.

Minor: A spent cap drops off into the firing mechanism, jamming the gun. It's easy to correct and can be cleared with a standard action. This provokes an attack of opportunity.

Major: A spent cap drops into the mechanism and is crushed. Removing it takes a Tinkerin' or Gunplay roll against DC 10 and a full-round action, which provokes an attack of opportunity.

Catastrophe: The last shot fired touched off the other chambers and the weapon explodes. The firer suffers 1d4 damage for each remaining unfired chamber.



Weapon Descriptions

Most weapons follow the standard format for their descriptions, including cost, damage, range increment, critical, weight and type. Firearms have two additional entries: shots and caliber.

Shots: This tells you how many rounds of ammunition the weapon holds. In other words, how many times your character can fire the weapon before needing to reload.

Caliber: Every gun uses a specific type of ammunition. A cartridge for a .44 caliber weapon won't fit in a .32 caliber one. If the caliber matches *exactly*, two weapons use the same type of ammunition. A good example of this is the Colt Frontier (1873) and the Winchester '73; even though one is a pistol and the other a rifle, the two weapons fire the same round. That makes keeping track of ammunition much easier!

Cap-and-ball weapons can never use metallic cartridges, and cartridge weapons (all the other firearms) can never use cap-and-ball ammunition.

Weapon Descriptions

Axe, wood: A typical, two-handed wood-chopping axe common to most pioneer wagons and farms.

Ballard '72#: Although a relatively new weapon, this large caliber hunting rifle uses cap-and-ball ammunition. As a result, it's not as popular as it might be, despite its power and range.

Bolas: A weapon usually found in the hands of gauchos—South American cowboys—a few have made it to the Weird West. Bolas consist of two or three heavy wooden balls connected by lengths of leather or cord and are used to trip opponents at range. When your hero hurls a set of bolas, he makes a ranged touch attack. If he hits, his target is tripped. A tripped foe must spend a standard action to free herself from the bolas. Until she does, she's entangled. She moves at half speed, cannot run or charge, and suffers a -2 penalty to attack rolls and a -4 penalty to her effective Dexterity score.

Bow, short: A standard bow common to nearly all Indian tribes.

Brass knuckles: These weapons are essentially small bands of metal with

holes in them. Your character puts her fingers through the holes and makes a fist. The metal band adds to normal unarmed damage and allows fists to cause criticals. An attack with brass knuckles is still treated as unarmed, though.

Cavalry saber: This long-bladed slashing weapon is usually only carried by cavalry officers. It is deadly in melee combat, but few folks bother to carry one when a gun is handy.

Club, large: A large, two-handed piece of wood, such as a hefty pick or axe handle, a shovel, a rifle butt, or saloon chair.

Club, small: This is a catchall weapon for any small bludgeoning weapon, like a belaying pin, pistol, whiskey bottle, iron skillet, or any number of other one-handed opportunity weapons.

Colt Army: Technically called the "New Model Army," this cap-and-ball revolver was very common in the early years of the Civil War. Now, it's likely to be found on veterans or settlers looking for a cheap but fairly reliable sidearm.

Colt Buntline Special: The original model was made for a dime novel writer by the name of 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.

Buntlines cannot be purchased normally. They must be special ordered from the Colt factory in New Jersey (for \$500) or "obtained" from one of the other owners. Since this list includes Wyatt Earp, Bat Masterson, and Wild Bill Hickok, the latter option is probably not the best choice.

When used with the detachable stock, increase the Buntline's range increment to 45 feet.

The extra-long barrel makes this pistol extremely slow on the draw. If used with the quick draw feat, the user must roll against a DC 15 to draw it as a free action. If used in a duel, the user suffers a -4 circumstance penalty. Holdout rolls suffer a similar -4 circumstance penalty.

Colt Dragoon: This massive cap-and-ball gun was commonly used by cavalry and frontier lawmen prior to the outset of the war. Its weight and size make it uncomfortable to carry for any period on a belt holster.

Colt Frontier (1873): This weapon is a variant of the famous "Peacemaker" pistol. It was specifically designed to make use of the same cartridge that the Winchester '73 rifle did—hence the "1873" following its name. The Confederacy

produces a similar weapon called the Tyler Alamo.

Colt Lightning: Resembling its bigger cousin, the Peacemaker, the Lightning uses a slightly smaller cartridge and is made exclusively as a double-action firearm.

Colt Navy: The Colt Navy was originally a cap-and-ball weapon, but was upgraded to use metallic cartridges. However, the Navy uses a rimfire .38 cartridge that does not work with other firearms, even .38 caliber ones.

Colt Peacemaker: Perhaps the best-known pistol in the West, the Peacemaker is also the weapon of choice among U.S. cavalry units on the frontier. The Confederate equivalent of the weapon is known as the Gunnison Independence; it is in all ways identical to the Peacemaker.

Colt-Patterson Model '36: This revolving-cylinder rifle works like a cap-and-ball revolver. Its firer can use a speed-load cylinder for faster reloads as well. It cannot be fanned, however.

Colt Revolving Shotgun: This oversize shotgun has a revolving cylinder, similar to the Colt Patterson Model '36, but uses paper shotgun cartridges. The shotgun cannot make use of a speed-load cylinder; all chambers must be loaded individually. This weapon cannot be fanned.

Colt Thunderer: This pistol is one of Colt's most common double-action firearms. The Confederate equivalent is known as the Gunnison Rubicon; it is otherwise identical.

Derringer: Any number of double-barreled pocket pistols. The hammer must be switched between barrels, so the derringer cannot be used with the feat Shootin' from the Hip. Note that the original "Derringer" was produced by Henry Derringer. Later knock-offs are called "derringers" with two r's.

Double Barrel Shotgun: A long shotgun with two barrels, each with its own hammer and trigger. Easy to use and deadly, the shotgun is a favorite weapon among homesteaders. This type of shotgun loads quickly from the breech, allowing a shooter to reload two shells as a standard action. See Chapter Five: Blowin' Things All to Hell for special rules on shotguns.

Dynamite stick: See the section **Explosions** in Chapter Five: Blowin' Things All to Hell for rules on using explosives in combat. The damage listed is for a single stick of dynamite. If more than one is used, add 1d10 damage and 1 lb. for each additional stick in the bundle. The largest bundle of dynamite that can be thrown effectively is six sticks (9d10

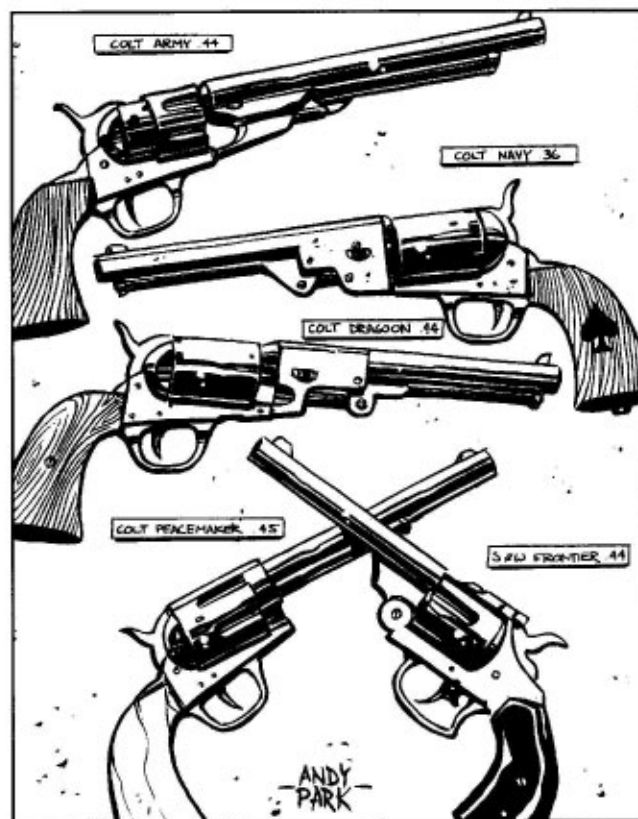


damage). Thrown dynamite is a grenade-like weapon and follows the standard rules on those weapons.

Enfield Musket: This out-dated cap-and-ball weapon is still common among Confederate infantry. Its rifled barrel makes it more accurate than smoothbore muskets, but also adds considerably to reload times. An Enfield takes 6 rounds to reload its single shot. The Enfield can mount a bayonet.

Flamethrower: See **Weird Gizmos**, later in this chapter.

Gatling Gun: The Gatling gun is the most successful of all the "machine guns" to be developed to date during the Civil War. Originally a Union design, it didn't take long for the Confederate Army to copy the weapon. The Gatling gun uses a top-mounted, gravity-fed magazine, which can be reloaded by assistant while the gunner continues to fire the weapon. This weapon is the only commonly encountered firearm capable of suppressive fire. See Chapter Five: Blowin' Things All to Hell for details on suppressive fire. Neither military sells the weapon, and any civilian desiring one





Things All to Hell for details on suppressive fire. Neither military sells the weapon, and any civilian desiring one must steal it, build it himself, or purchase it on the black market at two or more times the listed price.

Gatling Pistol: See **Weird Gizmos** later in this chapter.

Hatchet: Any small, metal-bladed hand axe.

Henry Rifle: A popular weapon in the West for the past two decades, the Henry is now being replaced by the Winchester '73 and '76. The weapon's main drawback is its unusual caliber of ammunition—a .44 rimfire cartridge that no other firearm accepts. It also must be loaded from the muzzle end of the weapon, making it cumbersome to maneuver in a tight spot or on horseback.

Knife, Bowie: A large knife with a blade of more than 6" in length, the Bowie usually has a hilt to protect the wielder's hand in a knife fight. No self-respecting Texas Ranger would be caught without one.

Knife, flint/bone: A small, primitive bladed weapon fashioned from chipped flint or sharpened bone with a leather-wrapped handle.

Knife, hunting: A smaller, metal-bladed knife, most often used by hunters and trappers to skin their game and perform other jobs around the camp, a hunting knife can still be used as a weapon.

Knuckle-Duster: This is a tiny revolver with a solid brass frame and a handle. It has a ring grip that allows a character to use the pistol as a set of brass knuckles as well. Unfortunately, its design doesn't allow for a barrel, making it inaccurate at longer ranges.

Lance: A light, spear-like weapon used by plains tribes, the Indian lance has little in common with medieval versions of the weapon. Indian warriors do make "charges" like knights, but more often hurl the lance when riding close to a target. Still, when set in the ground to meet a charging foe, the lance can do terrible damage.

Lariat: Often found on the saddles of accomplished cattle and horse wranglers, the lariat is used to bring down a target without injuring it. It deals no damage when it hits, and although its user maintains her grip on it, the lariat is treated as a ranged weapon with a range increment of 15 feet and a maximum range of 30 feet.

A lariat can entangle a target's legs, allowing its wielder to make trip attacks.

Finally, a lariat allows its wielder to initiate a grappling attack out to its maximum range. The target can cut the lariat (AC 10, 2 hit points) to break the grapple, snap it with a Strength check (DC 23), or slither out on an Escape Artist roll (DC 15). Otherwise, the grapple attack is handled normally.

Lemat Pistol & Shotgun: This unusual sidearm is a favorite of Confederate cavalymen. It combines a 9-shot revolver with a 16-gauge shotgun, which is mounted in the center of the pistol's cylinder. Together, the two barrels provide a withering amount of fire before needing reloading. Switching between the revolver and the shotgun requires a flip of the gun's hammer, which takes a move-equivalent action. The Lemat's shotgun follows the standard rules for shotguns (see Chapter Five: Blowin' Things All to Hell), but its nearly non-existent barrel gives it a shorter increment than regular firearms of this sort.

Nitro, vial: Nitroglycerin is a particularly volatile liquid used for demolitions. For cowpokes who like a little "bang" in their gunfights, it also

Equipment

explodes on impact if tossed at a target. Unfortunately, it may also explode while carried if violently jarred or struck by a wayward bullet! See Chapter Five: Blowin' Things All to Hell for rules on using nitroglycerin in combat situations. A thrown vial of nitro is a grenade-like weapon.

Pick-axe: Normally used by miners to break up hard-packed dirt and rock, a pick-axe can deal devastating damage if used as a weapon. It's not designed for combat though, and learning to wield it effectively in melee takes an Exotic Weapon Proficiency.

Rifle bayonet: This is a knife or spike attached to the end of an infantryman's rifle. A trained user both thrusts with the point and uses the rifle's butt as a club. The bayonet's weight is added to the weight of the rifle it's mounted on. When used without the rifle mount, a bayonet does damage as a hunting knife. Only military rifles, like the Enfield rifled musket or the Springfield '58, can mount a bayonet. Winchester's and the like are not fitted for bayonets.

Rupertus Pepperbox: The pepperbox has eight revolving barrels which must be manually rotated after each shot. That massive array of barrels makes the pepperbox larger than many derringers, and only gives a +2 bonus to Holdout checks with it. It is also notorious for misfiring and firing off all shots at once. It has a Reliability of 1. All malfunctions with the Pepperbox are "Catastrophic," and result in the user suffering 1d4 damage per round left in the chamber when the incident occurred.

Sawed-off Shotgun: Also called a "scattergun," this weapon is simply a shotgun with half of its barrel sawed off. It's much shorter than a regular shotgun, so Holdout attempts with this weapon only suffer a -2 penalty. The gun's range is markedly reduced because of the shorter barrels, but at close range, it's still an imposing weapon! See Chapter Five: Blowin' Things All to Hell for special rules on shotguns.

Sharps Big 50: Perhaps the single most popular weapon among buffalo hunters on the plains, the Sharps Big 50 makes up for its single-shot capacity with a powerful cartridge that is capable of dropping a buffalo on a single hit in the hands of a marksman.

Sharps Carbine: Until the arrival of the Spencer carbine, the Sharps version was the weapon of choice for Union cavalrymen. Although a cap-and-ball weapon, it's designed to be reloaded from the breech, rather than the muzzle. This



makes it easier to handle on horseback or from a prone position.

Single Barrel Shotgun: Any one of a dozen designs available in the Weird West. This weapon is commonly used for hunting small game and birds. See Chapter Five: Blowin' Things All to Hell for special rules on shotguns.

Skull crusher: An oversized club, usually with a knotted or gnarled end, most of the skull crusher's weight is at the striking end, making it a formidable melee weapon.

Spear: The average Indian spear is about 6' long with a flint or bone tip. Tribes that trade regularly with whites often use a steel knife blade instead. The spear is usually well-balanced for hurling, and when set against a charging opponent, it inflicts double damage.

Spencer Carbine: Referred to by Confederate soldiers early in the war as "the gun you load on Sunday and shoot all week," the Spencer is one of the few repeating weapons commonly used on the battlefields of the Civil War. It is usually only issued to Union cavalrymen, as the horse soldiers typically require a higher rate of fire, since reloading on the run is nearly impossible.

Springfield .58: Based on a belief that the average infantryman would waste ammunition if armed with a repeating rifle, the U.S., like the Confederacy, continues to equip most of its rear-echelon troops with single-shot, rifled muskets. The Springfield takes 6 rounds to reload, unlike most cap-and-ball firearms, due to its rifling. It can mount a bayonet.

Starr Army Revolver: One of the first competitors of the Colt percussion revolvers for Army contracts, the Starr was also one of the first double-action pistols. It has a heavy trigger pull, which often throws off the aim of its user. Any cowpoke shooting a Starr Army receives a -1 to all attack rolls with the weapon. Additionally, it is a cap-and-ball pistol and can use speed-load cylinders.

S&W Schofield: This is the favorite weapon of Jesse James—who is either a war hero or a vicious outlaw depending on who you believe. Ironically, it was designed by a Union officer, George Schofield! The Schofield has a break-open

Speed Load check. If he makes a DC 15 Speed Load check, though, he can reload two rounds as a standard action. Due to the design, however, all the ammunition is dumped from the pistol when it's opened, making it impossible to only reload a few rounds. Also, although the Schofield uses .45 caliber cartridges, it is slightly different from that fired by Colt pistols; the two types of ammunition aren't interchangeable.

Tomahawk: A hefty, stone or metal hand axe that's balanced for throwing.

War club, bladed: This is a flat-sided clubbing weapon, with a slight curve to its striking surface, not unlike a cavalry saber. The striking edge is sharpened, and may even include a metal or flint insert, and it can deal either bludgeoning or slashing damage as its user desires.

Wesson Dagger-Pistol:

Once your cowpoke has emptied this pistol's two shots, he can go to carving with the small knife blade under its barrel. The blade is equivalent to a hunting knife for melee purposes.

Winchester '73:

One of the most popular rifles on the frontier, the Winchester '73 combines decent stopping power with a high ammunition capacity. To top it off, it can share ammunition with the Colt Frontier (1873) pistol, making it very handy to keep supplied on a long trail ride. The Confederacy produces a similar rifle

called the Tyler Texan, which shares ammunition with the Tyler Alamo.

Winchester '76: The newest model of Winchester rifles, the '76 has nearly the capacity of its little brother, the '73, and a more powerful cartridge.

Winchester Lever-Action Shotgun:

Winchester imported its trademark lever-action design to the shotgun. While the size of shotgun shells radically limit the weapon's ammunition capacity, it still holds twice the number of shots as a double-barrel shotgun. See Chapter 5: Blowin' Things All to Hell for special rules on shotguns.

Whip: This weapon works exactly like the standard version.

Modifying Firearms

If the clothes make the man, then the six-gun makes the gunslinger. Or at least keeps him alive. Many gunslingers invest a fair chunk of change in making their favorite firearm better than a simple "off-the-shelf" model.

The modifications below can be applied to any shootin' iron weapon, unless otherwise noted.

Masterwork: A "generic" masterwork firearm has a refined trigger, custom sights, and is often tooled to fit a particular user's grip better. As such, it grants its shooter a +1 bonus to all attack rolls made when firing it. A cowpoke crass enough to use such a work of art as a simple club gains no such bonus. This modification adds \$150 dollars to the cost of the weapon.

Barrel Length: Two modifications can be made to the length of a barrel. It can either be lengthened or shortened. These

modifications cannot be applied to derringers or shotguns; a shotgun with a shorter-than-normal barrel is a scattergun.

Lengthening the barrel of a gun improves its ability to hit targets at longer ranges. The firearm's range increment increases by 5 feet. However, this comes at the cost of concealability and ease of maneuver. The weapon adds a -2 penalty to both quick draw and Holdout skill checks. This particular penalty stacks with other circumstance penalties. This modification cost \$15.



Shortening the barrel makes the weapon both easier to hide and draw quickly. Pistols with shortened barrels of this sort are sometimes called "belly guns." The user gains a +2 bonus to Quick Draw and Holdout checks, which does stack with other circumstance modifiers. Unfortunately, the shorter barrel makes the weapon less effective at longer ranges. The weapon's range increment is reduced by 5 feet. This particular modification costs \$5.

Fancifyin' Guns: Not all modifications to a weapon add to its effectiveness in combat. Some folks—usually tinhorns—just like to have a pretty gun, but occasionally, a town or company commissions a particularly fancy firearm as a gift to a valued lawman or employee. There are several ways to enhance a gun's appearance. For the purposes of the costs for fancifying a masterwork firearm, the additional cost of the masterwork (\$150) is considered part of the base cost as well.

Engraving or etching a design, name, or slogan on a weapon adds 20% to the base cost of the weapon. Most presentation firearms are engraved in some way. Many engravings are also gold inlaid, which greatly enhances the effect of the etching. Gold-inlay engraving adds 25% to the weapons total cost, but this includes the cost of the initial engraving.

Some truly fancy firearms are nickel- or silver-plated, making them all nice and shiny. This extravagant process adds 100% to the base cost for nickel-plating and 200% to the cost for silver-plating. A silver-plated shootin' iron is *not* considered a silvered weapon, unless the gunslinger is using it to club his target over the head!

Pearl or ivory handles are a fairly cheap way to personalize a weapon, adding only \$10 to the base cost.

Armor

Armor isn't a common item in most areas of the Weird West. Let's face it—most armor just isn't up to stopping a Sharps Big .50 round, or even a .44 pistol shot! As a result, most folks don't consider armor worth the weight and discomfort. Still, some, primarily Indian warriors, do suit up on occasion. Mad science has also concocted one or two items designed to defeat modern weaponry. Read on and we'll tell you how to deal with these contraptions in the world of *Deadlands*.



Heavy Armor

In spite of the advent of mad science, heavy armor is not often encountered in the Weird West. An occasional inventor may concoct a set of iron-plated armor mounting a Gatling gun or similar weapon, but these are few and far between. While rumors claim Wasatch Railroad enforcers have been seen wearing exactly that sort of armor, most folks figure only a durned fool would put on such a contraption—particularly in the sweltering heat of the desert!

In short, heavy armor is the result of an individual mad scientist's efforts and isn't generally available for purchase. Since each suit is unique, no set game statistics are provided for the devices in this section. See Chapter Seven: Magic, for guidelines on making such a gizmo.

Armor Qualities

Most of the entries conform to the standard format for armor listings. However, there are two notable differences.

First, none of the armor has an arcane spell failure rating. Spellcasting in *Deadlands* isn't hampered by the presence of armor.

Second, armor check penalties apply to quick draw checks in a duel, as well as Sleight of Hand skill rolls.

Armor Descriptions

Armored duster: This is a leather duster that has been modified by a mad scientist to incorporate heavy metal plates into its construction. The plates provide a great deal of protection, even against firearms, but significantly hinder the wearer's movement. Although designed to resemble a normal duster, a Spot check against DC 15 tells an observer something's unusual about the overcoat.

Boiled hide: Made from saddles and boiled bull's hide, this armor was designed by some of the Southwestern and Californian tribes to imitate the breastplate armor of the Spanish conquistadors.

Bulletproof vest: A fairly standard invention of mad scientists throughout the west, the bulletproof vest is a flexible, yet sturdy, alchemically-hardened cloth and steel breastplate. It's not as



encumbering as the armored duster, but neither is it as complete in its protection. A bulletproof vest can be concealed under clothing with a Holdout check, but its bulk gives the wearer a -2 circumstance penalty to do so.

Cane breastguard: Worn primarily by braves and warriors of the Coyote Confederations, this light armor is made from small pieces of cane laced together to form a covering to the front of the wearer's chest. It's usually worn with light leather pants to provide some additional protection. The breast guard provides its full armor bonus only against attacks from the wearer's front facing. Against attacks from the rear, it only grants a +1 armor bonus, mainly due to the light leather.

Coyote shield: This shield is made of layered hide packed with feathers or similar substances. Some warriors even

use the hair of their enemies or paper (often torn from books traded from settlers). The layering makes the shield very tough to penetrate. It originated with the Comanche tribe, but now can be found among the warriors of the Coyote Confederation, regardless of their heritage. The Coyote shield has a hardness of 5 and 10 hit points.

Light leather: This suit of light, flexible leather armor is actually little more than a suit of clothes made from soft hides. It's often worn on hunting parties, or by tribes without a predominantly warlike nature.

Sioux shield: Common to the Sioux Nations and other northern Plains tribes, this shield is made from a boiled buffalo hide stretched over a light wooden hoop. It has hardness 3 and 10 hit points for breakage purposes.

Slat: This armor is usually only found among a few tribes in the Northwest. It consists of wooden slats overlaying a light leather (often elkskin) shirt. Its construction is more cumbersome than most Indian armors.

Goods & Services

There's a nearly endless variety of equipment and services available to folks in the Weird West courtesy of the Industrial—and Mad Science—revolution. We've listed some of the most common.

The majority of the items and services listed are fairly self-explanatory. Those that aren't are explained in a separate description.

Clothes

Duster: This long, relatively lightweight and water-resistant coat is a favorite among cowboys on long trail rides and Texas Rangers. A duster provides a +6 circumstance bonus to any Holdout skill check involving hiding something in its folds.

Winter coat: A thick, wool- or fleecelined coat, this garment is a must during the long, frigid winters of the northern plains. It provides a +2 circumstance bonus to Wilderness Lore checks to avoid the effects of cold weather. Its bulk is also helpful for concealing "belly" guns and the like. It grants a +4 circumstance bonus to Holdout attempts.

Explosives

Use of any of these items is governed by the Demolitions skill. See Chapter Three: Skills & Feats for details. However,



any half-wit can light a fuse and throw a stick of dynamite or chuck a vial of nitro at an opponent. Rules on using explosives in combat can be found in Chapter Five.

General Equipment

Backpack: Made of either leather or heavy canvas, a backpack can hold 3.5 cubic feet worth of goods.

Camera: Use of this cumbersome, tripod-mounted piece of equipment requires a successful Profession (photographer) skill check against a DC 12. Modifiers to the roll include moving subjects (-1 to -10) and lighting (same as combat modifiers). Each picture uses one photographic plate, and developing these plates requires a darkroom, \$5 worth of chemicals, and a Profession (photographer) check against a DC 12 as well.

Doctor's bag: Equipped with scalpels, tongs, clamps, needles, and the ever-present stethoscope, a doctor's bag grants a +2 circumstance bonus to Heal skill checks. The drugs, bandages, and other perishable supplies of modern medicine inside replenish 1d6 hit points of damage per use. It must be replenished after every 10 uses (at a cost of \$10 a piece) or the bonus drops to only +1 and no hit points are restored.

Playing cards, marked: Each card in one of these decks is subtly marked on the back to allow the owner to know what hands his opponents are holding. They grant a +2 circumstance bonus to any Gamblin' skill check to cheat at cards, but any character with 5 ranks or more in Gamblin' may automatically make a Spot check against DC 15 the first time she sees them to realize they're marked.

Gun Accessories

Quick-draw holster: This low-slung holster is tied to the wearer's leg, keeping it in place as she draws the pistol. It grants a +2 circumstance bonus to quick draw rolls in duels.

Speed-load cylinder: This is a pre-loaded cylinder for a cap-and-ball revolver. It allows the user to quickly swap the entire cylinder in his weapon for a fully loaded one, rather than go through the lengthy process of charging each chamber in the heat of combat. See **Cap & Ball Weapons** in this chapter and the Speed Load skill in Chapter Three: Skills & Feats for more details on using a speed-load cylinder. These cylinders are only usable in cap-and-ball revolvers; cartridge revolvers' cylinders are not quick or easy enough to make this method of reloading worthwhile.

Equipment

Transportation

See Chapter Five: Blowin' Things All to Hell for complete vehicle rules.

Buckboard/Stagecoach: This is a small, one- or two-horse wagon with a single seat for the driver and one passenger. The back is open for cargo, and it can carry up to 600 lb. of cargo. (AC 12; Hit Points 30; Hardness 10 all around; Speed 40; can haul 2 tons; requires 2 horses)

Buggy/cab: This can either represent a small, one- or two-horse private buggy or a horse-drawn cab commonly found in one of the larger, more urbane, cities. It carries a driver and one or two other passengers, or up to 400 lb. of cargo. (AC 12; Hit Points 20; Hardness 10 all around; Speed 50 (one horse) or 60 (two horses); can haul 400 lbs.)

Conestoga wagon: The famous "prairie schooner" of the pioneers, the Conestoga has a curved bed to help offset the effects of steep slopes on its cargo. A bench in the front seats two, and the cargo area is often covered with a canvas tarp. The Conestoga can carry up to 4,500 lb. of cargo and requires 4 to 6 horses or oxen to pull it. (AC 12; Hit Points 50; Hardness 10 all around (concealment for those inside canopy); Speed 40.

Saddle bags: These large leather bags can carry up to five cubic feet of goods.

Services

Doctor visit: The quality of medical care available varies greatly throughout the Weird West, and an injured sod-buster never knows if the town doctor is a veteran of bloody battlefield surgeries, a wet-behind-the-ears graduate of some Back East college, a drunken washout looking to hide in the west, or a quack with little or no medical skill.

The doctor charges \$20 (or more if he can get it) for every 1d6 hit points healed (roll after charges are figured). The cost is usually doubled for a house call. Most doctors only have enough drugs on hand to heal 20d6 damage (two doctor's bags).

Doctors can't heal those who aren't living, by the way, but we'd best not say anything else about that until you're learned a bit more about the Weird West.

Weird Gizmos

The items listed below are those most commonly carried or used by adventurous mad scientists. They are also readily available from the famous Smith & Robards of Salt Lake City. Delivery times on these devices is 1d4 weeks by train, or overnight if the weight is less than 600 pounds (the weight carried by an autogyro) at quadruple the listed price. Smith & Robards most famous courier, "600-Pound Sally," has been known to make rush deliveries right in the middle of a fight.

Following the item's description is its Reliability, then its Minor, Major, and Catastrophic Malfunctions.

Bullet-Proof Vest

It's said a mysterious, unnamed gunslinger asked a mad scientist friend to concoct this simple but effective device. It beats a steel plate because it's light and easily concealable.



The vest covers the upper and lower abdomen should it ever become important. It adds AC+2 without having to check Reliability. It also subtracts 2 points of damage from every attack, though this does require a Reliability check.

Reliability: 1

Malfunctions

Minor: The shot bypasses the armor and grants no damage resistance.

Major: The vest is weakened. Both damage resistance and AC bonus are reduced by one until the vest can be repaired (DC 15 Tinkerin' roll and the necessary parts).

Catastrophe: Buckles snap, straps break, and metal plates pop out of their compartments. The vest works this last time and then falls to pieces.

The Epitaph Camera

The Tombstone Epitaph publishes weekly reports of bizarre creatures and events. Everyone reads



them, but few believe them. A picture, however, is worth a thousand words. The problem is that movement of any sort ruins pictures taken by most cameras of the period. So John Clum, the editor of the *Epitaph*, commissioned Smith & Robard's to manufacture a camera that could take pictures of moving subjects. The result is the *Epitaph* camera. It is a modern, portable camera that can take pictures of subjects in motion (though they are still somewhat blurry).

Using the camera is a Profession (photography) check and a full round action. If failed, the image is simply unusable. If successful, the heavy photographic plate captures whatever is in front of the lens. This must then be developed in a dark room. The plates for an *Epitaph* camera cost \$5 and must be special ordered from Smith & Robards. The chemicals needed to develop the plate are the same used for regular cameras, and cost \$1 per plate.

Unfortunately, the very success of these cameras makes skeptics believe the images are faked by the people who claim to have taken them. Certain government agencies on both sides of the border have been known to "accidentally drop" these cameras when they come too close to strange occurrences.

Reliability: 2

Malfunctions

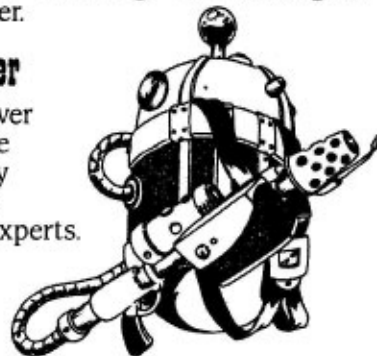
Minor: The camera takes a blurry, indecipherable picture.

Major: The shot is lost and the plate is jammed in the device. It takes a DC 10 *tinkerin'* roll and 1d6 full actions to get it out.

Catastrophe: The ghost rock flash explodes, causing 2d4 damage to the wielder.

Flamethrower

These clever devices were pioneered by Confederate munitions experts. The galvanized tank is



filled with methane stored under high pressure. When the trigger of the rifle stock is pulled, the methane shoots out and is lit by a bit of burning ghost rock.

When filled with methane, a flamethrower has 30 "shots" in its holding tank. Every time the user depresses the trigger, he fires 1 to 6 shots (his choice).

The flame's range is 60 feet. The flame is shaped like a cone two inches wide at the barrel of the flamethrower and 15 feet wide at the other end. The scientist rolls his attack against every target in the cone.

The damage caused to everyone hit by the flame is 1d10 times the number of shots.

A major drawback of the weapon is the methane tank itself. If the user is shot, there is a 1 in 6 chance the device is hit instead. When this happens, the tank explodes with a burst radius of 10, causing 1d10 damage times the number of shots remaining inside. The user and those in the blast radius may make a DC 15 Reflex save for half damage. Professors make the most interesting fireworks.

Reliability: 1

Malfunctions

Minor: The selector dial malfunctions.

Roll 1d6 each time the weapon is fired to determine the number of shots in a burst. A DC 10 Tinkerin' roll and 1d6 rounds of work corrects the problem.

Major: The trigger jams. Roll 1d6. Odd, the weapon won't fire. Even, the flamethrower won't stop firing. A DC 15 Tinkerin' roll and 1d4 rounds of work remedies the situation.

Catastrophe: All that's left are smoking boots. The flamethrower's wearer takes 1d10 times the number of shots remaining in the tank as damage (DC 15 Reflex save for half damage). The shape of the tank tends to channel the blast upwards, so the burst radius is only 5 feet.

Gatling Pistol

This is the common name for several versions of multi-barreled, spring-activated, rotating pistols. The Agency is famous for giving its operatives these fast-firing gizmos.

The Gatling pistol does not fire fast or long enough for suppressive fire. It can be reloaded with special speed-load cylinders manufactured specifically for it (\$200 from Smith & Robards). However, as a creation of mad science, the Gatling



pistol has a tendency to malfunction—often when least desired.

Reliability: 2

Malfunctions

Minor: The weapon jams. A DC 10

Tinkerin' roll fixes the problem as a full action.

Major: The gears in the chambers strip.

The weapon may not be fired until the gears are replaced.

Catastrophe: A round cooks off while the chamber is in the wrong position, spinning the cylinder and igniting all other rounds. The pistol fires all its remaining shots in random directions. Roll 1d12 per bullet (not burst) and use the innocent bystanders rules to see who is hit!

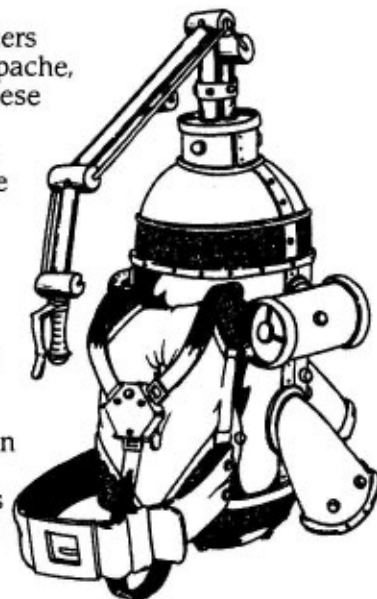
Rocket Pack

The buffalo soldiers stationed at Fort Apache, New Mexico, use these devices, and have garnered such fame that they have come to be called the "Flying Buffaloes."

The rocket pack can lift up to 300 pounds (over the weight of the pack) for up to 20 minutes. The stove body is made of iron galvanized in one of Smith & Robard's special kilns. When the fuse atop it is lit, the ghost rock "rod" at the center is ignited and heats the water stored inside the boiler. The steam pushes the wearer suddenly into the air. He can control the amount of thrust by venting extra steam from a large side panel.

The rocket pack's movement rate is 60 feet. Vertical movement costs 10 feet of movement for every 5 feet climbed, or 5 feet for every 5 feet 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 the Drivin' (Personal) skill since the wearer must twist and turn to get the thing to go where he wants. If the user hits



something, divide the character's last movement rate by 10 and add that to a 2d6 damage roll. So a character who last moved 70 feet suffers 2d6 + 7 damage.

An in-air crash causes the wearer to make a second Flight roll immediately against a DC 15. If the wearer fails this roll, he plummets to the ground, taking falling damage as usual.

Reliability: 2

Malfunctions

Minor: The rocket pack stutters. The pack and its wearer lose 1d10 x 5 feet of altitude. If this brings the character in contact with the ground, he takes normal falling damage.

Major: The rocket nozzles fire unpredictably, moving the wearer in completely random directions. Roll 1d20 and 1d12 each action. If the result of the d20 roll is odd, the rocket pack gains altitude equal to 5 feet times the roll. If the result is even, it dives a like amount. Read the d12 roll as a clock facing. The hapless rocketeer moves a number of feet equal to three times the d20 roll in this direction. 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 1d20 x 10 feet into the air and then make a spectacular airburst for 6d6 damage. Resolve the fall and the funeral immediately afterwards.

Steam Wagon

When the Mormons first settled Salt Lake City, they found the denizens of the Reckoning waiting for them in the form of giant creatures called salt rattlers. Getting across the Salt Flats was one of the most dangerous trials they faced. In 1870, the infamous Professor Darius Hellstromme visited their community and offered them

the secret to a new invention: the steam wagon.

This steam-powered horseless carriage can dash across the flats in no time. The devices don't work well in uneven terrain and can't enter rocky areas at all, but in the desert they can 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 of these bandits even mount Gatling guns on their steam wagons. The Texas Rangers have a particular grudge against these desperadoes, since it often falls upon them to protect the Confederacy's trains.

AC: 12

Hit Points: 30

Hardness: 10 all around

Speed: 70

Reliability: 2

Note: These results apply only to the boiler. If the wagon has other mad science devices attached to it, you should check those parts separately whenever they are used.

Malfunctions

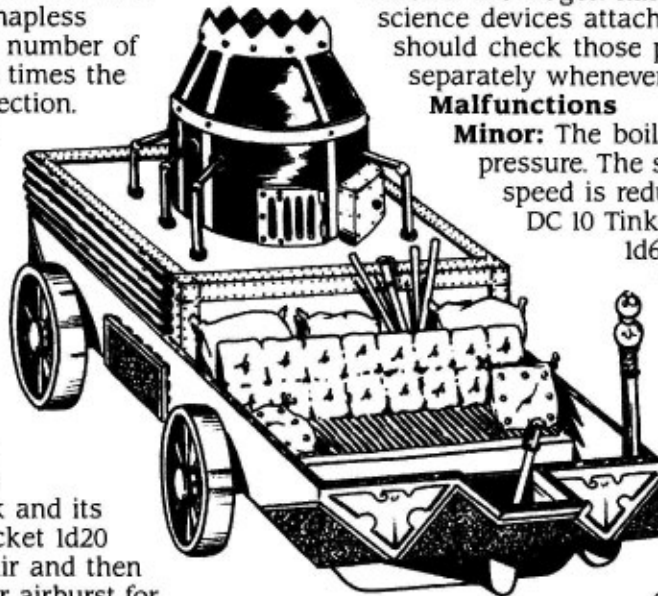
Minor: The boiler loses pressure. The steam wagon's speed is reduced by half. A DC 10 Tinkerin' roll and 1d6 rounds of work fixes the problem.

Major: The boiler blows a gasket and spews steam. The wagon moves at one quarter speed and one passenger

(chosen at random) takes

3d6 damage, though he may make a DC 15 Reflex save for half if he dives out of the steam wagon.

Catastrophe: The boiler explodes, causing 6d6 damage with a burst radius of 15 feet. Those who bail out may make a DC 15 Reflex save for half damage.



Equipment

Item	Cost	Weight	Item	Cost	Weight
Ammo			Lantern oil (1 gallon)	10¢	6 lb.
Pistol	\$2/50	2/50	Matches (box of 100)	50¢	.25 lb.
Rifle	\$3/50	3/50	Mess kit	\$2	3 lb.
Rifle (.50 caliber or larger)	\$5/50	4/50	Photographic plate	\$1	.5 lb.
Shotgun shells	\$2/20	4/50	Pick	\$2	12 lb.
Powder & Shot	\$1/20	4/20	Pipe	\$2	.75 lb.
Percussion Caps	\$.50/60	1/60	Playing cards	25¢	—
Clothes			Playing cards (marked)*	\$2	—
Bonnet	\$2	—	Rope, 50'	\$5	8 lb.
Boots	\$8	4 lb.	Shovel	\$1.50	4.5 lb.
Chaps	\$4	6 lb.	Spectacles	\$5	—
Cowboy hat	\$3	1 lb.	Tobacco, chewing (tin)	50¢	1 lb.
Derby	\$1.50	0.5 lb.	Tobacco, smoking (pouch)	50¢	1 lb.
Duster*	\$10	4 lb.	Watch, standard	\$2.50	.5 lb.
Longjohns	\$2	2 lb.	Watch, gold	\$10	.5 lb.
Moccasins	50¢	.5 lb.	Gun Accessories		
Shirt/blouse, dress	\$3	1 lb.	Gun belt	\$2	1 lb.
Shirt/blouse, work	\$1	1 lb.	Holster	\$3	1 lb.
Silk stockings	\$1	—	Quick-draw holster*	\$11	1 lb.
Shoes	\$2	1 lb.	Rifle scabbard	\$3	.5 lb.
Sombrero	\$3.50	3 lb.	Shotgun thong	25¢	—
Stetson	\$15	1.5 lb.	Speed-load cylinder*	\$3	1 lb.
Suit/fancy dress	\$15	6 lb.	Transportation		
Trousers/skirt	\$2	2 lb.	Buckboard*	\$75	350 lb.
Winter coat*	\$15	3 lb.	Buggy/cab*	\$200	350 lb.
Explosives*			Conestoga wagon*	\$200	1,000 lb.
Blasting cap	\$1	—	Horse, draft	\$75	—
Detonator (plunger)	\$10	10 lb.	Horse, riding	\$150	—
Detonation wire (50')	\$2.50	1 lb.	Mule	\$50	—
Dynamite (per stick)	\$3	1 lb.	Saddle	\$25	30 lb.
Fuse (per foot)	5¢	—	Saddle bags*	\$5	5 lb.
Nitro (per pint)	\$2.50	.75 lb.	Saddle blanket	50¢	1 lb.
Food & Drink			Tickets		
Bacon (per pound)	15¢	1 lb.	Riverboat (per mile)	5¢	—
Beer (glass)	5¢	—	Stagecoach (per mile)	10¢	—
Coffee (per pound)	25¢	1 lb.	Train (per mile)	5¢	—
Liquor "cheap stuff"	\$2 bottle	2.5 lb.	Services		
Liquor "good stuff"	\$5 bottle	2.5 lb.	Bath	\$1	—
Meal, cheap restaurant	25¢	—	Burial	\$5	—
Meal, good restaurant	\$1	—	Doctor's visit*		
Trail rations (day)	50¢	3 lb.	Office	Special	—
General Equipment			House call	Special	—
Ax, wood	\$2	5 lb.	Photograph	\$10	—
Backpack	\$2	3 lb.	Room (per day)		
Barbed wire (30 feet)	50¢	2.5 lb.	Boarding house (w/meals)	\$3	—
Bed roll	\$4	10 lb.	Low-class hotel	\$2	—
Camera*	\$3	5 lb.	High-class hotel	\$10+	—
Canteen (1 quart)	\$1	5 lb.	Shave and haircut	25¢	—
Doctor's bag*	\$25	15 lb.	Telegram (per word)	5¢	—
Drill, hand	\$2	2 lb.	Weird Gizmos		
File	25¢	1 lb.	Bullet Proof Vest	\$1,800	20
Guitar	\$8	6 lb.	Epitaph Camera	\$1,600	12
Hammer	50¢	2 lb.	Flamethrower	\$2,000	25
Handcuffs	\$3.50	3 lb.	Gatling Pistol	\$800	5
Hatchet	\$1	2.5 lb.	Rocket Pack	\$2,100	110
Iron skillet	50¢	5 lb.	Steam Wagon	\$1,500	600
Lantern	\$2.50	4 lb.			

Simple & Martial Weapons

Simple Weapons-Melee

Weapon	Cost	Damage	Critical	Range Increment	Wt.	Type
Unarmed Attacks						
Brass knuckles	\$1	1d4	20/x2	—	1 lb.	B
Tiny						
Knife, hunting	\$2	1d4	20/x2	10 ft.	1 lb.	P
Small						
Club, small	—	1d4	20/x2	—	2 lb.	B
Hatchet	\$3	1d6	20/x2	10 ft.	4 lb.	S
Knife, Bowie	\$4	1d4+1	19-20/x3	10 ft.	2 lb.	P/S
Medium						
Club, large	—	1d6	20/x2	—	3 lb.	B
Large						
Axe, wood	50¢	1d8	20/x3	—	5 lb.	S

Martial Weapons-Melee

Medium						
Cavalry Saber	\$25	1d6	19-20/x2	—	3 lb.	S

Simple Weapons-Ranged

Weapon	Cost	Damage	Critical	Range Increment	Wt.	Type
Small						
Dynamite stick*	\$3	4d10 (BR 20)	—	15 ft.	.5 lb.	—
Nitro, vial*	\$2.50	4d10 (BR 20)	—	15 ft.	.5 lb.	—
Tiny						
Knife, flint/bone	\$1	1d4	20/x2	—	.5 lb.	S
Small						
Tomahawk	\$3	1d6	20/x2	10 ft.	4 lb.	S
Medium						
Skull crusher	\$4	1d6+1	20/x2	—	4 lb.	B
War club, bladed	\$4	1d8	20/x2	—	6 lb.	B/S
Large						
Lance ^a	\$3	1d6	20/x3	10 ft.	3 lb.	S
Spear ^a	\$3	1d8	20/x3	10 ft.	5 lb.	P

* See weapon description for special rules.

^a If your hero uses a ready action to set this weapon against a charge, she deals double damage if she scores a hit against a charging opponent.

^b This is a double weapon.

Armor & Shields

Armor	Cost	AC Mod	Maximum Dex Bonus	Armor Check	Speed	Weight
Light Armor						
Light Leather	\$5	+1	+6	0	30 ft.	10 lb.
Cane Breastguard	\$15	+2*	+6	0	30 feet	5 lb.
Boiled Hide	\$20	+2	+4	-2	30 ft.	20 lb.
Wooden Slat	\$40	+3	+3	-4	30 ft.	25 lb.
Medium Armor (Mad Science)						
Bulletproof vest	\$1,800	+4	+4	-2	30 ft.	20 lb.
Armored duster	\$3,500	+5	+3	-4	20 ft.	35 lb.
Shields						
Sioux shield	\$10	+1	—	-1	—	3 lb.
Coyote shield	\$20	+2	—	-2	—	6 lb.

* See weapon description for special rules.

Firearms

Weapon	Cost	Damage	Critical	Range Increment	Wt.	Shots	Cal.	Type
Derringers								
Derringer	\$8	2d6+1	19-20/x2	15 ft.	.5 lb.	2	.44	P
Knuckle-Duster*	\$8	2d4+1	19-20/x2	15 ft.	.5 lb.	5	.32	P
Rupertus Pepperbox*	\$6	2d4	19-20/x2	15 ft.	1 lb.	8	.22	P
Wesson Dagger-Pistol*	\$6	2d6	19-20/x2	15 ft.	1 lb.	2	.41	P
Pistols, Single-Action								
Colt Army#	\$10	2d6+1	19-20/x2	30 ft.	2 lb.	6	.44	P
Colt Buntline Special	*Special	2d6+2	19-20/x2	30 ft.	3 lb.	6	.45	P
Colt Dragoon#	\$11	2d6+1	19-20/x2	30 ft.	4 lb.	6	.44	P
Colt Frontier (1873)	\$15	2d6+1	19-20/x2	30 ft.	2 lb.	6	.44-40	P
Colt Navy*	\$18	2d4+2	19-20/x2	30 ft.	3 lb.	6	.38	P
Colt Peacemaker	\$15	2d6+1	19-20/x2	30 ft.	2 lb.	6	.45	P
Lemat Pistol	\$25	2d6	19-20/x2	30 ft.	4 lb.	9	.40	P
& Shotgun*		1-4d4	19-20/x2	10 ft.	—	1	16 ga	P
S&W Schofield*	\$14	2d6	19-20/x2	30 ft.	2 lb.	6	.45	P
Pistols, Double-Action								
Colt Lightning	\$13	2d4+2	19-20/x2	30 ft.	2 lb.	6	.38	P
Colt Thunderer	\$14	2d6	19-20/x2	30 ft.	2 lb.	6	.41	P
Sarr Army Revolver**	\$9	2d6+1	19-20/x2	30 ft.	2 lb.	6	.44	P
Rifles								
Ballard 72#	\$24	2d10	19-20/x2	75 ft.	11 lb.	1	.56	P
Colt-Patterson Model '36#	\$25	2d10+1	19-20/x3	60 ft.	12 lb.	1	.69	P
Enfield Musket**	\$25	2d10	19-20/x2	45 ft.	9 lb.	1	.58	P
Henry Rifle	\$20	2d8+1	19-20/x2	60 ft.	10 lb.	15	.44 rf	P
Sharps Big .50	\$30	2d12	19-20/x3	120 ft.	10 lb.	1	.50-90	P
Sharps Carbine#	\$18	2d10	19-20/x2	45 ft.	8 lb.	1	.52	P
Spencer Carbine	\$15	2d8	19-20/x2	45 ft.	8 lb.	7	.56	P
Springfield .58#	\$8	2d10	19-20/x2	45 ft.	9 lb.	1	.58	P
Winchester '73	\$25	2d8+1	19-20/x2	60 ft.	7 lb.	16	.44-40	P
Winchester '76	\$40	2d8+2	19-20/x2	90 ft.	7 lb.	15	.45-70	P
Shotguns								
Colt Revolving Shotgun*	\$45	1d6-4d6	19-20/x2	30 ft.	10 lb.	5	12 ga	P
Double Barrel*	\$35	1d6-4d6	19-20/x2	30 ft.	8 lb.	2	12 ga	P
Scattergun*	\$35	1d6-4d6	19-20/x2	10 ft.	5 lb.	2	12 ga	P
Single Barrel*	\$25	1d6-4d6	19-20/x2	30 ft.	6 lb.	1	12 ga	P
Winchester Lever-Action*	\$35	1d6-4d6	19-20/x2	30 ft.	8 lb.	4	12 ga	P

Exotic Weapons-Ranged

Weapon	Cost	Damage	Critical	Range Increment	Wt.	Shots	Cal.	Type
Small								
Bolas*	\$3	2d6	—	15 ft.	.5 lb.	N/A	N/A	P
Gatling Pistol*	\$800	2d6+1	19-20/x2	30 ft.	5 lb.	12	.44	P
Lariat*	\$4	—	—	10 ft.	3 lb.	—	—	—
Whip*	\$10	1d2	—	15 ft.	2 lb.	—	—	P
Large								
Flamethrower	\$2000	1d6/shot	—	Spec.	25 lb.	30	—	Spec.
Gatling Gun*	\$1500	2d8+2	19-20/x2	90 ft.	90 lb.	400	.58	P
Pick-axe	\$2	1d8	19-20/x4	—	12 lb.	—	—	P
Rifle Bayonet*d	\$3	1d6/1d6	x3	—	2 lb.	—	—	P/B

* See weapon description for special rules.

This weapon uses cap and ball ammunition.

** If your hero uses a ready action to set this weapon against a charge, she deals double damage if she scores a hit against a charging opponent.

d This is a double weapon.



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CHAPTER FIVE: BLOWIN' THINGS ALL TO HELL!

You've got your character all finished and bought her the best shootin' irons available. Now you're probably wanting to head out into the Weird West and cause some trouble. Or shoot some.

Combat in *Deadlands* follows the standard D20 rules. In this chapter you'll find the things the D20 system doesn't cover, such as automatic fire and explosions. You'll also find one extra feature of the *Deadlands* world that represents a little luck and fate for those brave enough to call themselves heroes.

Best yet, the rules here are officially considered Open Gaming Content!

Fate Chips

At the beginning of every session, every player gets one "Fate Chip." These are tokens of some sort—poker chips work best for *Deadlands*—but gaming stones, beads, or even candy (don't eat 'em 'til you use 'em!) work just as well. Fate chips represent luck and give the player a little control over his game.

Using Fate Chips is very simple. The player can use a chip to reroll any D20 roll except a 1

(he's stuck with fumbles). He simply rolls his die normally, and if he isn't satisfied with the results, he can throw in his Fate Chip and try again.

The player can't hurt himself by using a Fate chip—he gets to keep the best of his two die rolls.

Fate chips can also be used to restore 1d6 lost hit points. This can be done at any time. This is particularly helpful when hot lead comes in showers.

Fate Chips as Rewards

Every player gets one Fate chip at the beginning of the game session. (NPCs and villains do not.) Players should also be rewarded with Fate Chips by the Marshal whenever they do something particularly clever, when they roleplay their character's flaws even when it hinders them, or just because they made a wisecrack so funny the whole gaming group almost busted a gut. The Marshal shouldn't give out Fate chips too easily. Good roleplayers should get at most one or two extra per session.

Called Shots

At some point, you're going to want your gunslinger to make some sort of fancy shot—maybe shooting an opponent's gun out of his hand, putting a bullet hole in the ace of spades, etc. That's fine. In fact, it's part of the fun of a Western. We obviously can't foresee every situation that may come up in your game, but here are a few guidelines to help your Marshal decide exactly what the penalty and effect of your hombre's fancy shooting is.

In general, any called shot requires your hero to take the full attack option.

Body Parts

Shooting at particular parts of an opponent doesn't cause any additional damage. It does make for a good fight scene, but don't expect to generate any special game effects unless your Marshal agrees to them before you make that spectacular shot. That's what high damage rolls and feats like Dead Eye simulate.

That said, your hero might discover that certain things in the Weird West have only one or two vulnerable spots. In that case,

your hero may want to specifically target those areas when he's attacking the critter. Be sure to tell the Marshal your hero is making a called shot before you roll!

Opponent's Weapon

A staple of many Westerns is the gunslinger who shoots the gun out of his foe's hand. It just wouldn't be right not to address that sort of thing in these rules!

Shooting something as small as a weapon is relatively difficult. The weapon's base AC is equal to 10 + its user's Dexterity modifier, if any—but it gets much worse!

First there's the weapon's size modifier to AC to consider. Derringers, for example, are fine (+8), pistols are diminutive (+4), and rifles and shotguns are small (+1).

On top of the size modifiers, there's the fact that someone is holding the weapon, moving it, and moving around it. That means your hero is effectively firing at something in melee combat—which is a -4 penalty to his attack roll. Depending on your opponent's facing, the weapon may also get a cover modifier for the user's body as well!

That means to shoot a Peacemaker out of the hand of an outlaw with a 13 Dexterity standing a little over 30 ft. away, your hero needs to make an attack against an AC 10 + 1 (Dex) + 4 (size) or AC 15. He also gets a -2 penalty for range and a -4 penalty for firing into melee on top of that. In effect, your character is trying to hit at least an AC 21 if nothing else is working against your cowpoke!

If your crack shot hits the weapon, it might break outright. Hand-to-hand weapons are handled in the standard fashion and the hardness and hit points of firearms are listed on the Firearms Hardness & Hit Points table.

Firearms Hardness & Hit Points

Weapon	Hardness	Hit Points
Pistol	10	5
Rifle	10	7
Shotgun	10	10

Even if the weapon doesn't break when hit by the bullet, there's a good chance the shock of the bullet hitting it may knock it out of your opponent's hand. The foe must roll a Fortitude save against 10 plus the amount of damage your shot did to his weapon. If he fails, the weapon is knocked from his hand, traveling 5 ft. in a random direction.



Showin' Off

Your gunslinger might want to impress the locals with some fancy shooting—like maybe shooting coins out of the air or knocking shot glasses off some poor sodbuster's head. In that case, he's not in a real combat situation and doesn't have all the usual distractions—such as not getting his own head blow off. For just plain showing off, your cowpoke can substitute a Gunplay skill check for an attack roll.

Trick shooting requires an attack or skill check against an AC (or DC) of 10 + any modifiers for the target's size + any circumstance modifiers deemed appropriate by your Marshal. For example, trying to shoot a coin out of the air might have a AC (or DC) of 22, or 10 + 8 (size) + 4 (rapid movement).

The exact effect of fancy shooting of this sort pretty much depends on the situation. The average town citizen would no doubt be quite impressed, but a grizzled veteran of the Weird West might see your cowpoke as a flashy showoff with no real sand.

Note that a gunslinger with five or more ranks in Gunplay gets a +2 synergy bonus to his Intimidate checks when he somehow employs a firearm in the attempt. A character who's this good with a shootin' iron obviously isn't just whistling Dixie about his skills!

Innocent Bystanders

Okay, first things first. Not too many folks in the Weird West are truly innocent. Most are just a little less guilty than others. Now that that's out of the way...

Sometimes you may want to know if a missed shot from a firearm or other missile weapon could hit another target. This shouldn't come up that often, so don't worry about it if it's not important. If your Marshal feels like it slows the game down, he's free to ignore it.

Using these rules can sometimes be important when everyone gets a little too trigger-happy—especially with shotguns, Gatlings, and other weapons that throw out a ton of lead.

If a bystander is a few feet from the target and directly between it and the shooter—as in the classic hostage situation—use the standard rules for determining if the covering creature is hit.

On the other hand, if the ranged attack just outright misses its target, roll 1d6 for each bystander within five feet of the attack's path, starting with the bystander

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closest to the shooter. On a roll of 2-6, move on to the next target until the round hits (on a 1) or there are no more potential victims. On a roll of 1, roll a new attack with no modifiers. If that roll hits the target's AC, he takes full damage from the shot. This shot can be a critical as usual.

Automatic Fire and Shotguns:

Automatic weapons and shotguns firing buckshot are even more likely to hit innocent bystanders. A roll of 1 or 2 on the d6 hits a victim in the shot's path.

One-Handed Shootin'

Pistols are designed to be fired with one hand. Rifles and shotguns require a shooter to use both hands to fire them effectively. Any attempt to shoot a rifle or full-sized shotgun one-handed nets a -4 penalty to the character's attack roll. Sawed-off shotguns are a little easier to control with one hand, and so can be fired one-handed at only a -2 penalty.

The complications don't end there. Lever-action rifles (all repeating rifles short of mad science gizmos are lever-action in *Deadlands*) usually need two hands to cock as a free action. A hero can attempt to cock the rifle one-handed as a free action with a maneuver known as a "rifle spin" by making a DC 15 Gunplay check. If the check fails by more than 5, though, the gunslinger drops the rifle. On a 1, he shoots himself! Otherwise, cocking a rifle one-handed is a move-equivalent action and provokes an attack of opportunity.

If your cowpoke has to load *any* firearm one-handed, double the normal times listed to reload that gun. Also, your hero must make a DC 10 Dexterity check or drop the weapon and shells as he fumbles to get the cartridges into it!

Shotguns

Shotguns and scatterguns (a shotgun with much of its barrel sawed off) fire a shell that contains a dozen or so .32 caliber bullets. This "shot" spreads out rapidly as it leaves the barrel, covering a larger area the further from the barrel the shot travels.

As you might guess, this makes it easier for even a fairly unskilled character armed with one of these weapons to hit a target than a regular firearm that unleashes only a single bullet with each shot. On the other hand, it also means that the further from the target the shooter is, less of the shot hits it—and therefore less damage is dealt.

In game terms, any character firing a shotgun gets a +1 bonus to her ranged attack roll and an additional +1 for each range increment beyond the first to a maximum bonus of +3. This represents the widening spread of the shot pattern. Normal range modifiers apply.

On the other hand, the shotgun's damage is reduced the further from the barrel the target is as shown on the Shotgun table, below.

Shotguns

Range	Damage	Attack Bonus
Touching	4d6	0
First increment	3d6	+1
Second increment	2d6	+2
Third increment and beyond	1d6	+3

Due to the spread of the shot, a shotgun is pretty much ineffective beyond six range increments of distance (180 ft for most full-sized shotguns and 60 feet for scatterguns).

Because of the nature of the spreading shot, the far shot feat does not provide any bonus to a character firing a shotguns loaded with buckshot.

Slugs

Both shotguns and scatterguns can fire huge, rifled chunks of lead called "slugs." A slug is fairly inaccurate, in spite of its rifling, so a character firing one suffers a -2 penalty to her ranged attack rolls. Since the slug doesn't "spread" like normal shotgun pellets, it doesn't grant the normal attack bonus for firing a shotgun regardless of the range increment either.

A slug is still a big hunk of lead, and more than makes up for its inaccuracy by packing a bloody wallop. A slug does 3d6 damage regardless of the range increment,

and has a critical of 19-20/x 3. A slug has a maximum effective range of 10 increments.

A cowpoke firing slugs in a shotgun gains full benefits from the far shot feat.

Double-Barrel Shotguns

Double-barrel shotguns have two barrels, and most shotguns in the West are of this type. Each barrel is loaded with a single shell and there is a trigger and hammer for each as well.

A character may fire both barrels in one attack, though both must be directed at the same target. A character with two or more attacks may fire at two separate targets by firing one barrel at each.

Firearms in Melee

You've probably heard the old saying "Don't bring a knife to a gunfight." Well, that's certainly true, but there's also a downside to bringing a gun to a knife fight, believe it or not. Should your hombre find himself in melee combat with a firearm in his hand, he's going to have a hard time using it effectively.

Pistols, derringers, and sawed-off shotguns can all be fired at an opponent who's locked in hand-to-hand combat with your character, but due to the jostling and fighting, he gets a -6 penalty to his attack roll. On the plus side, firing the pistol at an opponent who's right on top of him like that doesn't provoke the normal attack of opportunity that using a ranged weapon does. If, on the other hand, he decides to shoot at a target outside of the melee, he still gets the same -6 penalty, and on top of that, he provokes an attack of opportunity from his opponent!

Rifles and full-sized shotguns simply can't be fired in melee combat, whether at the attacker or at another target. The length of the weapon makes it too vulnerable to be knocked aside or just outright too long to bring to bear against a close opponent. Since using a gun for its intended purpose while locked in melee is so hard, many cowpokes resort to clubbing their foes with the weapon instead. In that case, derringers are treated as unarmed attacks, pistols and scatterguns as small clubs, and rifles and full-sized shotguns as large clubs. A bayonet acts as a spear.

Of course, a character can likely take a five foot step and fire his longarm normally—it all depends on the circumstances of the fight.

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Automatic Fire

Gatling guns and certain creations of mad science put out a hail of lead that makes even a double-action pistol look slower than molasses in February! Those without the automatic weapon proficiency suffer the usual -4 unskilled modifier and may not use suppressive fire (see below).

Fully-automatic weapons fire bursts on each of the character's attacks just like normal weapons. The benefit of firing full-auto is that targets may be hit with more than one bullet. For every five points over the number needed to hit, an additional round has hit the target. In *Deadlands*, each burst is composed of three shots, so up to three total bullets may hit a single target per attack. Roll damage separately for each attack.

If the attack roll is a critical, only apply the damage multiplier to the first round that hits. Additional rounds that hit do normal damage.

Suppressive Fire

Some weapons, like full-sized Gatling guns, have both the ammunition capacity and the rate-of-fire necessary to lay down a withering hail of lead. Folks caught in the area of such an attack tend to keep their heads down, and the truly luckless may actually catch a stray round.

The description of each automatic weapon tells you whether or not it is capable of suppressive fire. In addition, the weapon must have at least 10 rounds

Combat

of ammunition left to perform this maneuver.

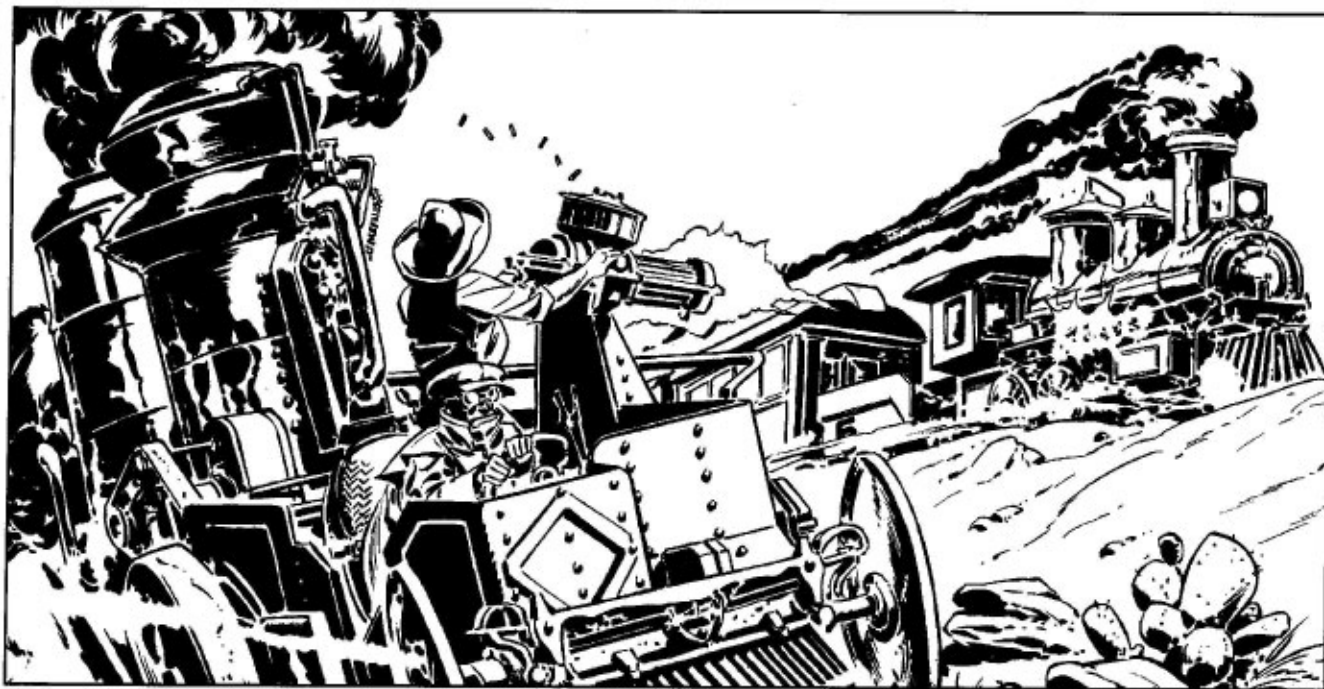
To suppress an area, your hero must take the full attack option and make a normal attack against a base AC 10. All normal attack modifiers apply to this roll. If the attack misses, your cowpoke isn't able to accurately lay down suppressive fire.

If the attack hits, everything within a six yard radius is suppressed and considered "innocent bystanders" (meaning the Marshal rolls a +0 attack against them on the d6 roll of 1 or 2). Hit or not, those within the area must make an immediate Will save against a DC of 15 or lose their next action. Rolling a natural 1 on the Reflex save also means the unlucky sod catches a bullet. Roll damage normally.

A character with a low initiative who wants to suppress should either refocus or delay his action to suppress those with high initiatives in the following round.

Explosions

Dynamite, nitroglycerin, and other explosives affect an area when they explode rather than just a single target. Unless that target is really, really big, that is.





Every explosive has a burst radius (BR) rating. This tells how large an area, in feet, the explosive affects. Everyone within the initial burst radius takes the listed damage for the explosive. A Reflex save against DC 20 halves the damage. But the explosion—and the fun—doesn't stop there!

All creatures between the initial burst radius and twice the BR rating takes half damage. A Reflex save against DC 15 halves the remaining damage in the second burst area.

For example, an hombre tosses a bundle of 2 sticks of dynamite (5d10 damage, BR 20) at a target 30 feet away. The dynamite explodes, doing 28 points of damage to everything within 20 feet. A successful Reflex save reduces that to 14 points. The thrower, who at 30 feet has placed himself in the second damage radius, stands to suffer 14 points of damage, or merely 7 points if he makes his own Reflex save against DC 15.

Setting Fuses

Nitroglycerin is downright accommodating to being chucked at targets as it explodes on impact. Dynamite, on the other hand usually has to be touched off with a fuse of some sort. A hero without the Demolitions

skill can attempt to guess the length of the fuse needed to detonate the dynamite within a reasonable time. A skilled cowpoke making a Demolitions check against DC 15 can cut a fuse to detonate on the following combat round; a similar roll against DC 20 allows the character to cut the fuse so that the dynamite explodes within 1d6 initiative numbers after being thrown.

An unskilled character can seldom correctly estimate the length of fuse needed. The Marshal secretly rolls a d10. If the d10 is odd, the dynamite goes off that many rounds (or minutes if the character cut a long fuse) earlier than desired. If the character wanted a very short fuse (1 round) and the d6 is odd, the dynamite goes off immediately. If the d6 is even, the dynamite goes off that many rounds (or minutes with a long fuse) later.

Oops!

While it might seem that explosives are right handy to have around, as the saying goes, if you play with nitroglycerin, you're going to get blown up...or something like that.

Anytime a cowpoke carrying dynamite is struck by a bullet, hand-to-hand weapon or other violent physical force, roll 1d20. On a 1, the dynamite is struck and detonates. Boom! Everyone in the blast radius may save as usual.

Nitroglycerine is a very unstable liquid, and the slightest impact can set it off. While this makes it ideal for throwing at raiding outlaws, payroll trains, and horrors



burrowing up from the bowels of the earth, it also makes it very dangerous to carry. Nitro can be set off by an unlucky hit just like dynamite. In addition, anytime an hombre carrying nitro tumbles, falls even a short distance, takes a jolt, or fails a Reflex save involving full-body movement, roll 1d6. On a 1-3, it detonates. Boom! If the poor fool ever rolls a 1 on a Reflex save or takes a big fall, the nitro automatically explodes. Boom again.

Aren't explosives fun? For the Marshal, anyway.

Gettin' the Drop

Sometimes a cowboy has some bad hombre dead to rights. Maybe he snuck up behind him or caught him in the outhouse with his pants down—literally. When this happens, the covered character can't just suck up the hit point damage and draw his own hogleg. Not without serious risk, anyway.

Whenever a character has the drop on someone, the victim is considered a helpless defender and is therefore subject to the rules on page 133 of the *Player's Handbook*. It's entirely the Marshal's call as to when this occurs, but in general, the attacker has to be within the first range increment of a ranged weapon or in reach with a hand weapon, and can't be under fire himself. The victim must be generally trapped or caught off-guard.

This isn't a new rule, it's just an elaboration of the existing *coup de grace* system. Using this allows a brave to sneak up on a sentry and eliminate him regardless of the victim's hit points, and makes it dangerous for a captured character to simply shrug off his captor's firearms because he has a large number of hit points.

Making a Break For It

A hero under the gun (or knife, claw, whatever) is completely at the mercy of his captor. The enemy can perform a *coup de grace* attack on his captive at any time.

If your hero makes a break for freedom, all characters involved make Initiative rolls. The captor (s) receives a +5 circumstance bonus to his roll.

If the captor's Initiative is higher, he may perform a *coup de grace* attack. If the captive's total is higher, the captor makes a regular attack against a helpless defender. These attack options are described on page 133 of *The Player's Handbook*.

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VEHICLES

Not every conveyance in the Weird West runs on four hooves. Some folks like to travel in the latest horseless carriages, steam wagons, ornithopters, autogyros, steam tanks, and the tried and true locomotive. Those who want to drive need the Driving skill (see Chapter Three) to properly handle most contraptions. Those who don't are in for some nasty bumps and bruises if they try to do anything tricky.

All vehicles have the statistics listed below. We'll tell you how to use them in just a moment.

Armor Class: A vehicle's armor class reflects its size, the slope of its design, and the ability of any armor to turn aside attacks.

Hit Points: Vehicles have hit points just like people and creatures. Attacks against the vehicle cause normal damage, and when a vehicle runs out of hit points, it is effectively destroyed. The Marshal must decide what it takes to fix the contraption.

Hardness: Most vehicles have Hardness values as well. This is subtracted from any damage as usual. Open-topped vehicles don't get their Hardness protection if the attack comes from above or inside it.

Critical Hits: Critical hits against vehicles cause additional damage as usual.

Speed: The listed Speed is the vehicle's Cruising Speed in feet per round (see **Movement**). This is the normal pace the contraption was built to handle.

Reliability: All steam-powered vehicles have Reliability ratings as well. If the driver rolls this number or less when making a Driving roll, the vehicle itself suffers a malfunction of some sort.

Other devices attached to the steam wagon aren't affected—they have their own Reliability rating when used. Imagine a steam tank armed with vapor cannons. The tank malfunctions if the driver rolls the tank's Reliability or less when driving, and the cannon suffers a malfunction when the gunner rolls its Reliability or less.

Movement

Vehicles move on their driver's initiative. Any passengers act on their own initiative as usual.

The listed Speed of each vehicle is its "cruising speed."

Cautious speed is half or less of cruising speed.

High speed is up to twice the vehicle's cruising speed, and is equivalent to a character taking a double move.

Top speed is up to four times the vehicle's cruising speed, and is the same as a character running.

Once a vehicle starts moving, it moves at the same speed each round (on its driver's initiative) unless the driver changes the speed.

The driver can increase or decrease the vehicle's speed by one category per round.

Reverse

The maximum speed a vehicle can move in reverse is cruising speed. While moving in reverse, all penalties to driving checks are doubled.

Turning

Unless otherwise stated, a vehicle may only be turned up to a total of 60 degrees in a single round without performing a maneuver (see below). The Marshal must decide just how cantankerous he wants to be about turning. Going down a windy road with multiple turns is a Driving roll in itself, so don't get picky about turning.

Bogging

Certain types of terrain (as noted on the Driving Conditions table) may cause a vehicle to bog down and become stuck. Whenever a driver fails a maneuver check when driving on any of these surfaces, he must make a second check against a DC of 15. If this check is failed, the vehicle bogs down.

The driver can attempt to free the vehicle on subsequent actions by making another check against the same DC, but should he roll a 1, the vehicle is stuck and cannot be freed without the help of another vehicle or some serious digging.

Driving Checks

A driver doesn't usually have to make a skill check unless something happens that might cause an accident. Specifically, the operator must make a Driving check when he suffers damage or performs a repeated or an extreme maneuver.

Damage to Vehicle or Driver

Whenever an attack damages the vehicle or its driver, the operator must perform a DC 20 Driving skill check.

Repeated Maneuvers

Zippering over rough ground or through a forest is called a "repeated maneuver." If this must be done in a stressful situation (such as being shot at!), the driver must make a DC 10 Driving check (or more if the obstacles are really tricky), plus or minus any relevant modifiers.

Extreme Maneuvers

Attempting any of the following maneuvers requires a driving skill check. See the Extreme Maneuver Table for the DC of each maneuver.

Bootlegger Turn: The vehicle moves forward half its speed and turns between 90 and 180 degrees.

Brake Hard: A driver may decelerate by more than one speed category per round. Each additional category by which the vehicle's speed is reduced increases the DC of the maneuver by 5.

Extreme Turn: The vehicle moves its full speed and turns 60 to 90 degrees.

Move and Act: If the driver wishes to make an action of his own while driving (such as firing a weapon out the window), he may make a Driving check (DC 5 for cruising speed, 10 at high speed, and 20 at top speed). Failure indicates the action cannot be taken. Failure by 5 points or more causes a loss of control as with any other failed maneuver (see **Failed Maneuvers**).

Ram: Intentionally hitting an obstacle requires the driver to make a driving check versus a DC equal to the target's Defense (medium to large-sized stationary objects are automatically hit). See **Wrecks** for details.

Regain Control: Whenever a driver loses control of his vehicle, he must perform this maneuver on his next action. The driver may not perform any other maneuver until he has succeeded at regaining control. The vehicle continues to move with its current speed and direction until control is reestablished.

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Failed Maneuvers

Failing a maneuver check can be a bad thing. At the very least, it means that the attempted maneuver failed. If the driver failed by more than a few points, it can also mean that his vehicle goes out of control.

Whenever a maneuver check is failed, consult the Failed Maneuver Table to see what ill consequences this has, if any. Note that some maneuver descriptions specify the effects of a failed check. In these cases, these effects supersede effects from the table. The effects from the table are described below.

Minor Slip: The vehicle is slightly out of control and moving erratically. All operators of the vehicle (including drivers, gunners, and anyone else operating a vehicle system) suffer -2 penalties to checks relating to operating the vehicle until the driver regains control.

Slip: The vehicle slides, moving five feet to the right or left (determined by the GM) for every 60 feet it moved this round (round down). If this brings it into contact with another object, see Wrecks, below. This continues each round until the driver regains control.

Skid: The vehicle goes into a skid, moving five feet right or left for every 30 feet it moved this round. If this brings it into contact with another object, see Collisions, below. This continues each round until the driver regains control.

Spin/Tracked: A wheeled vehicle goes completely out of control, spinning wildly. It moves half its current speed in a random direction each round until the driver regains control or it collides with another object.

A tracked vehicle throws a track and comes to a stop. The vehicle may no longer move, but it may still perform the Turn in Place maneuver.

Wrecks

When a vehicle hits something, both it and whatever it hits takes 1d6 damage for every 20 feet of Speed it was moving. Don't forget to subtract the vehicle's Hardness from its damage first. A vehicle that last moved at 100 feet per round, for example, takes 5d6 damage if it sideswipes another vehicle.

Speed is relative, so a vehicle that hits a wall causes damage as above. If the vehicle hits a moving target coming directly at it, apply damage from both contraptions' Speeds. Thus a steam wagon moving at 100 feet per round that hits a steam wagon moving at 60 feet per round causes 8d6 to both vehicles.

Speed Modifiers to Vehicle Checks

Speed	Driving	Attack	Defense
Stationary	+2	0	0
Cautious Speed	+2	-2	0
Cruising Speed	0	-4	+1
High Speed	-2	-6	+2
Top Speed	-4	-8	+4

Maneuvers

Maneuver	DC
Battle damage	20
Brake Hard	5+
Bootlegger Turn	25
Extreme Turn	15
Move and Act	5, 10, or 20
Ram	Special
Regain Control	10

Driving Condition Modifiers

Obstruction	Driving	Attack	Move
Moderate undergrowth	-2	0	3/4
Thick undergrowth	-4	-2	1/2
Narrow streets	-4	-0	1/2

Surface	Driving	Attack	Move
Mud*	-4	0	1/2
Ice	-6	0	1/2
Light Snow*	-2	-2	3/4
Heavy Snow*	-4	-4	1/2
Paved Road	0	0	+50%
Rutted Road	-2	-4	1/2
Steep Slope	-2	0	1/2
Plowed Field*	-2	-2	3/4
Cratered Field	-2	-2	3/4
Rocky	-4	-4	1/2

Visibility	Driving	Attack	Move
Darkness	-4	-4	Full
Fog	-4	-6	Full

*The vehicle may become bogged down.

Failed Maneuvers

Failed By	Effect	Penalty
4 or less	No Effect	0
5-7	Minor Slip	-2
8-10	Slip	-4
11-13	Skid	-6
15+	Spin/Tracked	-10

THE ART OF THE DUEL

A tumbleweed blows across an otherwise empty street between two hardened gunslingers. The clock tower ticks away the seconds until High Noon. Death takes the slower hand.

The duel is as much a part of the West as sand in your boots or the sound of railroad spikes being hammered into dry, hard ground. It's the bread and butter of the gunslinger—at least in the dime novels—but the truth is, your hero may never be closer to Boot Hill than when he's staring down his opponent, ready to draw his smokewagon.

Dueling the Devil

In normal combats, folks are running all over creation, emptying their hoglegs and longarms at anything with teeth, feet, or claws. In dust-ups like that, it's strictly a matter of surviving by any means necessary.

A duel is an entirely different matter. It's as much a battle of willpower, guts, and style as one of flying lead. Of course, being the last one standing is still the top priority, but the hombre's reputation is also at stake.

Most duels in the Weird West involve two gunfighters squaring off with pistols. However, there's nothing that says a duel is limited to six-guns. A knife-fight is also a duel, or maybe one duelist is packing a flamethrower and the other a Gatling pistol! There might even be three or more folks in the shootout.

All it takes is two or more folks standing stock still in plain sight to make a duel.

I'm Callin' You Out!

Any character can challenge another to a duel, but the other cowpoke must accept the challenge. If he declines, no duel occurs. Given the deadly nature of duels which we'll explain in just a minute, you might wonder why *anyone* would agree to a duel. It's a matter of pride, amigo. Any character who refuses a duel

suffers a -2 morale penalty to all Charisma-based ability and skill checks, as well as attack rolls and saving throws for one day plus an additional number of days equal to the challenger's Charisma modifier (if positive). In the West, an hombre's reputation is one of his most important possessions. Nobody wants to be called a yellow-bellied sidewinding polecat.

The Duel

Duels can be broken down into three steps: the test of wills, the fast draw check, and the actual shootout.

Test of Wills

No showdown starts without a test of wills. The duelists stand and stare at each other, trying to frighten, distract, or otherwise unnerve their opponent. This is a special opposed Intimidate skill check. The loser of the contest suffers a morale penalty to his upcoming quick draw roll equal to the amount by which he lost the opposed roll.

Draw!

Once all the squinting and flinching is done, it's time to draw. Each gunfighter makes an Initiative check. A character with the quick draw feat adds +4 to his roll. Improved initiative, level-headed, and the gunslinger feat greased lightning may also be used.

The Quick and the Dead

Here's where a duel gets ugly.

The character who wins the contest gets the first attack. He makes a single attack each round while dueling regardless of his normal number of attacks in a round. Because the two gunfighters must stand their ground, they are both flat-footed. Worse, when a target is hit, he must make a Fortitude save against 10 plus the damage or die.

Either fighter may declare he's no longer flat-footed on his action. He moves from his current position and is no longer flat-footed, nor must he make Fortitude rolls against his opponent's damage. The penalty is that the first character to "flinch" is considered a coward, just as if he'd refused the duel in the first place.

Your hombre shouldn't enter a duel unless he's sure he can win it.

Combat

NO MAN'S LAND





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CHAPTER SIX: PRESTIGE CLASSES AND THE HARROWED

This chapter has some additional options for your *Deadlands* hero. However, there is also information in these pages that your Marshal may want to keep under her hat for the time being, so make sure you clear it with her before you go digging into the following pages.

Prestige Classes

Prestige classes are character classes that aren't available during character creation. Each prestige class has special requirements a character must meet before he can become a member of that class. Although selecting a prestige class is a form of multiclassing, unlike normal character classes, prestige classes never cause a character to suffer multiclass experience penalties.

Each prestige class description begins with a bit of background on characters who become members or the role the class fills in the setting. After that is a list of all relevant game information, such as the

requirements to become a member of the class, Hit Die per level, class skills, special abilities, and so forth. With the exception of not imposing an experience-point penalty, advancement in a prestige class is handled exactly as for other multiclass characters.

The two prestige classes available for heroes of the Weird West are the Agency Operative and the Texas Ranger. Both of these prestige classes require a hero to have experienced the horrors of the Weird West first-hand. You really shouldn't worry about reading any more here until your hombre has actually worked for one of these organizations as a freelancer.

The Harrowed

The last character...alteration...described in this chapter isn't a prestige class. We don't want to ruin any of the surprises your Marshal has in store for you, so let's just say that when it's your hero's turn to take the last trip to Boot Hill, you really

AGENCY OPERATIVE

Up until recently, the Union government relied on the Pinkerton Detective Agency to handle its secret operations. A new organization under direct Union control, the United States Special Services Agency—or simply the Agency, was created to handle covert missions for the government. Many Pinkerton operatives transferred into service with the Agency at the time of the split.

The average person in the West doesn't know what the Agency is really about. Most who even care believe it is a spy and counter-spy organization created to watch the Rebels and thwart Confederate espionage. Only a few folks outside the Agency know its true mission, and that's just how the Agency likes it.

President Grant charged the Agency with investigating all paranormal events and making sure word of it never gets out. Grant and his advisors believe the public would panic if they learned of the horrors now prowling in the shadows and make the situation worse.

An Agency operative is part spy, part detective, and part soldier. She is expected to root out the paranormal, destroy or capture it, and then cover it up so no one else ever learns of it.

Agency operatives frequently enlist the help of non-Agency members when they need extra firepower or skills. These hired guns are called "freelancers" by Agency personnel and are rarely told the full story

on a mission. Freelancers are also the primary recruiting ground for new Agency operatives.

Hit Die: d8/level

Requirements

Base Attack Bonus: +5

Knowledge (law): 4 ranks

Knowledge (occult): 3 ranks

Spot: 8 ranks

Special: Must be a citizen of the United States. She must also have worked for the Agency on at least two successful assignments as a "freelancer." Once accepted, the character must complete a two month training course conducted in a secret location in Massachusetts.

Class Skills

Bluff (Cha), Craft (Int), Decipher Script (Int), Demolitions (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Holdout (Int), Innuendo (Wis), Intimidate (Cha), Knowledge (law) (Int), Knowledge (occult) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Ridicule (Int), Search (Int), Sense Motive (Wis), and Spot (Wis).

Skill Points at Each Level: 6 + Int modifier

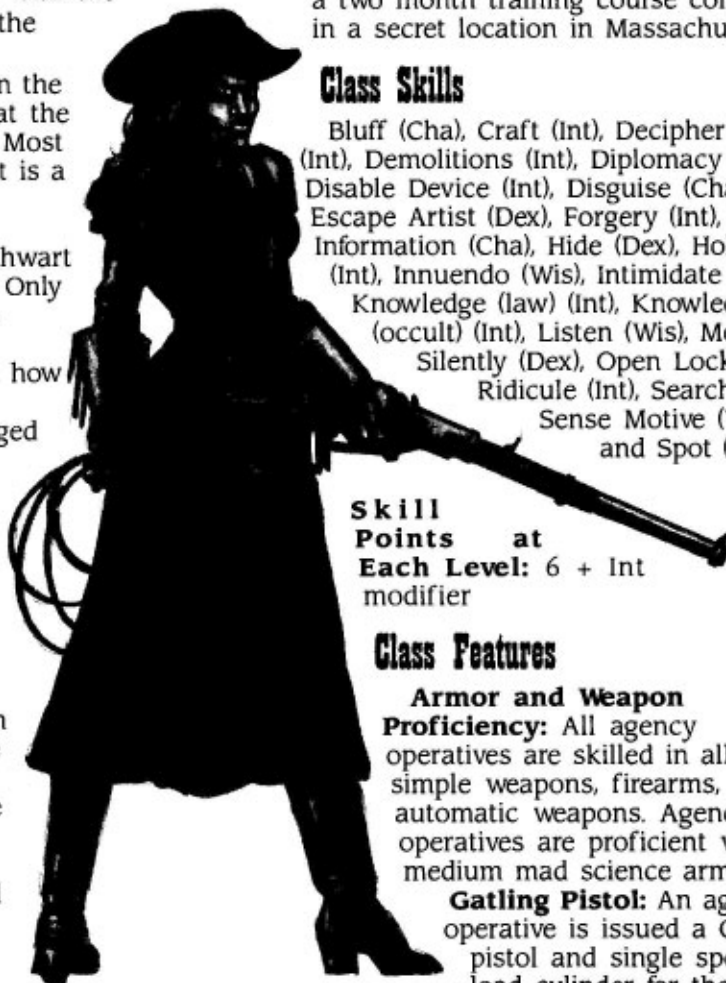
Class Features

Armor and Weapon

Proficiency: All agency operatives are skilled in all simple weapons, firearms, and automatic weapons. Agency operatives are proficient with medium mad science armors.

Gatling Pistol: An agency operative is issued a Gatling pistol and single speed-load cylinder for the weapon. If the weapon is lost or destroyed, the Agency replaces the Gatling pistol and deducts the cost from her pay. Each Agency Gatling pistol has a serial number, so an operative who lets her pistol fall into the wrong hands gets a severe reprimand!

Automatic Fire: As part of her initial training, an Agency operative is taught how to operate automatic weapons. All operatives gain the bonus feat Automatic Fire at 1st level.



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Knowledge (occult): A new agent is trusted with some basic knowledge of the occult. Specifically, she is told about the Harrowed, that fear creates the horrors of the Weird West, and that a vengeful shaman named Raven seems to have started this thing called the "Reckoning."

This gives the hero one extra rank in Knowledge (occult).

Friends in High Places: Beginning at 2nd level, the Agency operative gains the ability to flex her legal muscles or call on the Agency's extensive resources once per month. By using her "friends in high places," she gains access to resources and/or contacts denied to normal folks. Examples of this ability include getting the local sheriff to assist in apprehending a dangerous opponent, a "get out of jail free card" for any but the blackest crime, gaining information without actually making a Gather Information or Knowledge check, and so on.

To call on her friends in high places, the operative must make a Charisma check. At 4th level, and every even numbered level thereafter, the operative gains a +2 bonus to this roll. Most simple requests (like information or minor law enforcement assistance) have a DC 10, while borderline illegal or exotic ones (clearing a murder charge or rerouting a train schedule) may carry a DC 20 or even higher. Even the Agency has its limits, and extraordinarily unusual requests, like dinner with Professor Darius Hellstromme or changing the President's itinerary without a *really* good cause are outside the scope of this ability. Also, any use that risks exposing the Agency's secret mission is automatically denied—no roll necessary.

Using friends in high places in the Confederacy or other foreign countries increases the DC by 10 for any request, as

Prestige Class

the Agency's resources are much more limited outside the Union and its territories. Using the ability in the Disputed Lands raises the DC by 5.

The Marshal should carefully monitor the use of friends in high places to ensure it isn't abused. Friends in high places should assist an operative in her mission, not accomplish it for her. Use of this ability shouldn't substitute for roleplaying or use of other skills available to the operative or posse. The Marshal is free to deny any use of friends in high places that he finds disruptive to the game. Remember that in many cases, the hero *is* the help being sent to deal with a particular problem.

Skill Focus: At 3rd level and every three levels thereafter, the Agency operative gains the bonus feat Skill Focus. This feat may be applied to any class skill, but the operative may not select the same skill twice.

Requisition Equipment: At 5th level, the Agency operative gains greater access to the Agency's equipment lockers. In addition to her Gatling pistol, she can request a single gizmo constructed by mad science. The Agency requires her to return the device in working order at the end of a mission. Failure to return a gizmo results in the operative being denied further access to the equipment lockers until she repays the cost of the lost gizmo. Should it be destroyed by a malfunction, she must bring back any remaining parts—assuming she survived the malfunction!

The Agency Operative

Level	Base Attack	Bonus	Fort	Ref Save	Will Save	Save Special
1	+0		+0	+1	+2	Gatling Pistol, Automatic Weapons Proficiency, Knowledge (occult) +1
2	+1		+0	+2	+3	Friends in high places (1)
3	+2		+1	+2	+3	Skill Focus
4	+3		+1	+2	+4	Friends in high places (2)
5	+3		+1	+3	+4	Requisition equipment
6	+4		+2	+3	+5	Friends in high places (3), Skill Focus
7	+5		+2	+4	+5	—
8	+6		+2	+4	+6	Friends in high places (4)
9	+6		+3	+4	+6	Skill Focus
10	+7		+3	+5	+7	Friends in high places (5)

TEXAS RANGER

As it is technically under a state of martial law, the Confederacy relies on its military to handle its interstate policing in the West. The commanding officers of regiments scattered throughout Rebel states and territories always have jurisdiction over local town marshals and county sheriffs.

One unit in particular has free reign over the entire South—the Texas Rangers. These surly hombres fought as regulars in the early years of the war, but were later detached from the regular military to serve as the Confederacy's mounted law enforcement officers. Or at least that's what the general public knows.

Texas Rangers have another job: monster hunting. Richmond has charged the Austin, Texas-based Rangers with detecting and eliminating supernatural activity within the borders of the Confederacy. As one might expect given the Ranger's military background, their methods of doing so are usually a bit less subtle than the Agency's.

Most Texas Rangers are hardened frontiersmen who eat lead and spit bullets. There's a saying that goes "one riot, one Ranger," and that's how most of these Southwestern lawmen think. If the situation is bad enough to need more than one Texas Ranger to handle, it's bad with a capital "B."

The Rangers' unspoken motto is "shoot it or recruit it." The organization believes there are certain creatures in the world that can be used in the fight against the evil that has washed over the Weird West. The Rangers aren't opposed to getting these dark allies to fight for them. If they turn against

them later—and they often do—they quickly find their way back to the black pits of Hell they slithered out of!

In spite of their more direct methods, the Rangers have much the same goals as the Agency with regards to keeping things quiet. They know as well as their Northern counterparts that the average citizen is unlikely to remain rational in the face of supernatural monstrosities. So, after the shooting is finished, Texas Rangers tend to bury any evidence of strange doings in deep, deep holes.

Hit Die: d10/level

Requirements

Base Attack Bonus: +6

Gather Information: 4 ranks

Wilderness Lore: 5 ranks

Feats: Track

Special: Be a Confederate citizen in good standing and succeed in at least one mission as a "freelancer" for the Texas Rangers.

Class Skills

Bluff (Cha), Climb (Str), Craft (Int), Demolitions (Int), Gunplay (Dex, exclusive skill), Handle Animal (Cha), Hide (Dex), Gather Information (Cha), Intimidate (Cha), Intuit Direction (Wis), Holdout (Dex), Jump (Str), Knowledge (local history) (Int), Knowledge (occult) (Int), Listen (Wis), Move Silently (Dex), Profession (Int), Ride (Dex), Search (Int), Sense Motive (Wis), Speed Load (Dex), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int

modifier

Class Features

Armor and Weapon Proficiency:

Texas Rangers are proficient with all simple weapons and firearms. Texas Rangers are not proficient with any armor or shields.

National Law Enforcement: The Texas Rangers have jurisdiction over all



Prestige Class 92

law enforcement officials in the Confederacy.

Ranger's Bible: All Rangers are issued a copy of the Ranger's Bible. This book contains a listing of all known outlaws and other unsavory sorts in the Confederacy, their habits, and last known locations. The Ranger's Bible grants a Ranger a +2 competence bonus on all Gather Information checks concerning these shady characters.

Knowledge (occult): When inducted, Rangers are told the same basic information as Agency Operatives, gaining one rank in Knowledge (occult).

Presence: At 2nd level, a Texas Ranger gains a +1 competence bonus to his Bluff, Gather Information, and Intimidate skill checks due to his imposing presence and the reputation of the Rangers. That bonus increases to +2 at 5th level and +3 at 8th level.

One Riot, One Ranger: Beginning at 3rd level, anytime a Texas Ranger is alone, he gains a morale bonus to his Will saves equal to 1 plus his Charisma modifier, if positive. That bonus increases to 2 plus Charisma modifier at 6th level and three plus Charisma modifier at 9th level.

Chapter 13: At 7th level, a Ranger is issued the final chapter of the Ranger's Bible—Chapter 13. This portion contains most of the information the Rangers have amassed on the supernatural. Chapter 13 grants a Ranger a +4 competence bonus on Knowledge (occult) skill checks and Wilderness Lore checks to track creatures of unnatural origin. Chapter 13 is one of the Rangers' most protected secrets. If a Ranger loses his copy of Chapter 13, he cannot advance further in this class until he's recovered it!

Note that the knowledge contained inside isn't absolute by any means. The Rangers know los diablos (see Chapter Ten) come after do-gooders who prove a

Prestige Class

little too successful, for instance, but they don't know how to defeat them.

The Marshal should use Chapter 13 as a way to give out the weaknesses of common horrors (such as undead), and mere clues about others. A player won't find the secret of the automatons in there, for example, because the Rangers don't know it. But they might have a few suspicions or leads on how to find out if someone put some serious effort into it.

Bonus feat: At 5th and 10th level, a Texas Ranger gains a bonus feat (in addition to those normally granted to all characters), which must be selected from the following list: Dead Eye, Dodge, Endurance, Great Fortitude, Grim Servant o' Death, Improved Critical*, Iron Will, Mounted Archery, Level Headed, Point Blank Shot (Fannin', Far Shot, Precise Shot), Quick Draw, The Stare, Toughness*, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Focus*.

Some of the listed bonus feats available to a Ranger require one or more prerequisite feats; these are listed in parentheses after the required feat. Feats marked with an asterisk (*) can be selected more than once, but, if the feat applies to a weapon, a different weapon must be chosen each time. The Ranger must meet all requirements for a feat, such as ability score or base attack bonus levels. (See Chapter Three: Skills and Feats for descriptions of feats and their prerequisites.)

The Texas Ranger

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+1	National law enforcement, Ranger's Bible
2	+2	+3	+0	+2	Presence (1)
3	+3	+3	+1	+2	One riot, one ranger (1)
4	+4	+4	+1	+2	Bonus feat
5	+5	+4	+1	+3	Presence (2)
6	+6	+5	+2	+3	One riot, one ranger (2)
7	+7	+5	+2	+4	Chapter 13
8	+8	+6	+2	+4	Presence (3)
9	+9	+6	+3	+4	One riot, one ranger (3)
10	+10	+7	+3	+5	Bonus feat

THE HARROWED

In *Deadlands*, death isn't always the last stop on the line. Strong-willed hombres occasionally claw their way back from the grave. As the Agency and Texas Rangers have learned, these individuals are actually possessed by manitous—the same evil spirits that hucksters manipulate to work their hexes.

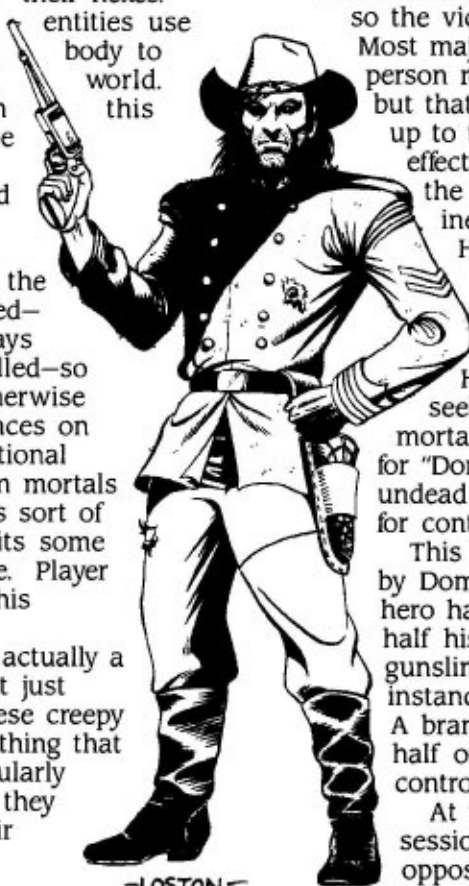
These supernatural entities use the host's mind and affect the physical Undead brought back in way are called the "Harrowed," which literally means "dragged forth from the earth."

A manitou in its undead host is slain if the body's brain is destroyed—one of the very few ways these spirits can be killed—so they only risk their otherwise virtually eternal existences on individuals with exceptional abilities. Weak or infirm mortals are only chosen for this sort of possession when it suits some more diabolical purpose. Player characters usually fit this description.

Being Harrowed isn't actually a prestige class—you can't just decide to be one of these creepy creatures. It's just something that *might* happen to particularly lucky characters when they catch a bullet with their name on it.

Back From the Grave

When your character dies in *Deadlands*, roll 1d20. Add +1 to the result if your hero is 5th level, +2 if he's 10th level, or +3 if he's 15th level or higher. (Those bonuses don't stack, by the way.) If the total result is 20 or higher, a manitou has latched onto his spirit and forces it back into his body—with an unwanted roommate. The cowpoke's coming back from the grave.



If the total is less than 20, no manitou was interested in his spirit and it passes unmolested through the Hunting Grounds to the Great Beyond.

Most Harrowed stay in the grave 1d6 days. It takes a while to fight for the hero's soul and then another 10-12 hours for the stubborn cuss to dig himself out—assuming the body was properly buried six feet under in the first place. Some Harrowed come back quicker and some take longer—especially if the body was badly mangled or otherwise in bad shape.

The manitou needs the human's psyche, so the victim's head must be intact.

Most major head wounds that kill a person render the body unusable, but that's not always the case. It's up to the Marshal if a special effect of some sort has ruined the hero's brain and made him ineligible to come back Harrowed.

Dominion

The demon inside the Harrowed is constantly seeking to gain control of the mortal shell. This constant fight for "Dominion" means that an undead hero is constantly at war for control over his own body.

This is represented in the game by Dominion points. A Harrowed hero has Dominion points equal to half his Wisdom, rounded up. A gunslinger with a 13 Wisdom, for instance, has 6 Dominion points. A brand new Harrowed controls half of these points, the demon controls the other.

At the beginning of each session, the hero must make an opposed Dominion check. This is a Wisdom check plus however many Dominion points the character currently controls. Manitous have a Wisdom of 14, and thus add +1 to the roll plus however many Dominion points they control. If the hero wins, he gains one point of the demon's Dominion. If the demon wins, it gains a point and the hero loses one. A roll of 1 by either party coughs up two points to the other party (as long as he didn't roll a 1 as well).

A Demon at the Wheel

From time to time, the demon inside a hero likes to take the wheel and raise a little Hell. Manitous aren't interested in just blazing away at a Harrowed's companions—that would get it killed eventually. Such blatant abuse might also

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become too well known by folks and they'd eventually learn how to fight back. The demon is more likely to wait until some poor sodbuster is in a precarious situation. Then it can attempt to take over and cause a little pain and misery. Often, this happens while the rest of the Harrowed's compadres are away doing something else. Then the demon can take control, cause a little trouble elsewhere, and be back in time to say "Who? Me?" Of course, the unfortunate hero never knows what happens when the demon takes over, so he's as oblivious as the rest of the posse to the thing's actions.

To take over, the demon and the hero make opposed Dominion checks. If the demon wins, it takes over for a while. Exactly how long, and what it does while in charge, is determined by the Marshal. If it fails, the hero knows it and the thing can't try again for 10 minutes.

Total Dominion

If a manitou ever controls all of a hero's Dominion points, it has "total Dominion." It retains permanent control of the hero until some special circumstance gives the character a reason to break free. The unfortunate host is usually lost for years. It usually takes a special event or threatened harm to a loved one to allow the human soul inside to regain control.

Harrowed Traits

All Harrowed have several abilities and characteristics in common.

Death Wounds

The wound that puts a hombre down for good always has a special place in his heart...or stomach...or wherever. It never quite heals on a Harrowed. Folks in the know, like Texas Rangers or Agency operatives, can sometimes pick a Harrowed out just by looking for such a nasty wound. Since someone who knows what they're looking for might take this as evidence of undeath, most Harrowed do what they can to hide these wounds. After all, if the Rangers or Agency catches wind of the undead hero, he's got a whole passel of trouble headed his way. Obviously, some are easier to hide than others—a hanging might mean your hero has to wear high collars to hide a crooked neck, while a scattergun blast to the chest means a loose-fitting duster is in order.

Prestige Class

Decay

Despite the overactive imaginations of the artists who work on *Deadlands*, the Harrowed look fairly normal most of the time. They do have sallow skin and a faint scent of decay, but these are usually only noticeable up close. It wouldn't do a manitou much good to animate a corpse that looked like a typical walking dead—folks would just come along and blast it to bits.

Anyone who, for whatever reason, decides to put her nose up to a Harrowed character can detect a faint odor of decay with a Wisdom check against DC 10 (add any bonuses for the Alertness feat). For creatures without the scent feat, this usually requires them to be right next to the Harrowed to detect the odor. Many Harrowed "pickle" themselves by drinking at least a quart of alcohol a day. This increases the Wisdom check to 15. Others may use heavy doses of perfume or aftershave to hide their scent. The exact effect of that is up to the Marshal.

Critters with the scent feat automatically detect the unnatural nature of the Harrowed. All animals react poorly to a piece of rotting meat that doesn't have the good sense to lay down and stop moving. As a result, Harrowed characters get a -2 penalty to all Animal Empathy, Handle Animal, and Ride skill checks.

Regeneration

A Harrowed needs to eat—specifically meat—if he wants to heal damage and the constant decay of his body. It really doesn't matter if the meat is fresh or if the walking corpse has to fight a buzzard for it, just as long as it's meat. The manitou uses the energy from the flesh to repair the damage to its undead host. Every pound of rare or raw meat consumed allows the Harrowed to heal 1d6 hit points per hour when he sleeps later that day (see below). At least one pound of meat a day is required just to keep the Harrowed's body from looking too corpse-like. If the human inside doesn't feed himself, the manitou will take over and grab whatever it can. Given a demon's appetite, it's much better for the Harrowed to buy a steak than to wait and see what the manitou digs up.

A Harrowed doesn't need even a drop of water to continue his unnatural existence. Many do consume large amounts of alcohol, though. They can't get drunk. In fact, alcohol and other drugs have no effect on the Harroweds' undead physiology. Of course, the fact that they can't truly get drunk or drugged doesn't stop a fair number from *thinking* they can. Some Harrowed, particularly the newly risen, still believe they can tie one on, and are likely to act drunk, staggering around and even slurring speech, even though they're not really snookered.

Sleep

The manitou inside a Harrowed's noggin needs a little downtime each night, about 1d6 hours for each 24-hour day. This is when the creature inside works its magic, reknitting dead tissue and generally keeping its host mobile. This is also how a Harrowed heals. Assuming he's had enough raw meat, he heals 1d6 hit points per hour spent sleeping. If the corpse hasn't had enough to eat, he loses 1d6 hit points per hour starting 24 hours after its last meal. This hit point loss stops at 1, and the Harrowed suffers -4 to all attacks, saves, and ability checks until it heals (by eating and sleeping). If reduced below 0 and the Harrowed has not eaten in the last 24 hours, it goes dormant. Until someone comes along and stuffs some tender meat in its mouth, it isn't going anywhere. When the latter does happen, the thing regains 1d6 hit points immediately and may go off in search of food.

A Harrowed can regenerate as long as it has its head.

Nightmares

The manitou isn't all work while its host sleeps. It has a little fun, too. The malignant creature makes use of the Harrowed's inactivity to torment its roommate, sending him horrible nightmares and picking away at his will in an attempt to fully subjugate the Harrowed. For that reason, most Harrowed don't look forward to a night's rest! This is actually when the struggle for Dominion truly takes places (though it is abstracted to be resolved at the beginning of each game session for ease of play).

While sleeping, a Harrowed isn't totally oblivious to his environment. The manitou keeps an eye out for trouble while recuperating. Should anyone attempt to sneak up on the resting undead hero, he still gets a normal Spot or Listen skill check, just as if he had been awake.

The manitou isn't going to shut the Harrowed down anytime he's in immediate peril, like the middle of a gunfight or while being chased by a lynch mob. The entity has a strong survival instinct and never forces the Harrowed into an action that may endanger its own otherwise immortal existence.

Grit

Clawing his way out of his own grave has a way of putting a little extra steel in a cowpoke's spine. All Harrowed characters gain a +2 bonus to Will saves versus fear.

Killing the Undead

Being dead has an advantage or two, and unnatural toughness is probably one of the biggest of those. A Harrowed is nowhere near as easy to kill as a living cowpoke.

Undead don't feel much pain, at least not as living folks understand it, nor are they subject to the normal strains and aches of physical exhaustion. Harrowed don't suffer any penalties due to pain or physical exhaustion, whether magical or natural. Harrowed are also undead, and are thus immune to criticals and stuns caused by physical pain (they can still be stunned by mental attacks as usual).

Harrowed heroes automatically stabilize themselves on the first round after going below 0 hit points. In fact, a Harrowed can be reduced to below -10 wound points without fear of death. Given enough time, he can heal his way back from the grave.

Coup Powers

The Harrowed have a mystical tie to creatures of the Reckoning. When an abomination dies, the Harrowed can stand over the corpse and sometimes suck in a bit of its powerful essence. This is called "counting coup" after the Indian practice of touching their foes in combat.

Only creatures with coup powers grant such an ability. A few are detailed in the Marshal's section in Chapter Ten. Creatures from other D20 system games only have coup powers if the Marshal adds such an ability.

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If two or more Harrowed ever compete for a creature's coup power, they each take the Will saves. The highest roll gains the coup power.

If multiple creatures with a coup power are slain, there is still only one "essence" to be captured. A party of all Harrowed who kill a pack of wendigos, for example, must still compete for the creatures' coup power. If a Harrowed already has the coup power of a creature, he gains no additional benefit from doing so again, nor is he eligible to "compete" if other Harrowed are about.

Harrowed Powers

Experienced Harrowed learn to tap the powers of the manitou inside them. These abilities are called "Harrowed powers." Every other character level the Harrowed advances after his death, he may choose a new Harrowed power. A fifth level character who died and came back Harrowed, for instance, gains a new Harrowed power at levels 5, 7, 9, 11, and so on. Many more Harrowed powers are described in the *Book o' the Dead* supplement.

Cat Eyes

Cat eyes allows the Harrowed to see in the dark, just as if he had darkvision.

Claws

As a standard action, your Harrowed character can turn his fingernails into preternaturally long claws. The claws do 1d8 plus Strength damage, have a threat range of 19-20, and grow from either or both hands. If he chooses to fight with both hands, the claws count as light weapons for the purposes of two-weapon fighting penalties. Attacks with the claws are considered armed attacks. Once manifested, the claws remain until he retracts them.

Ghost

Ghost is one of the most powerful Harrowed abilities. With it, the character and any inanimate objects he carries become incorporeal. The hero is not invisible, however, and looks as solid as any other sodbuster.

Ghost is particularly taxing on the manitou's arcane energy, so a Harrowed may only become incorporeal a number of rounds equal to his level per day. He may turn it on and off at will, however, so a 4th level Harrowed could ghost himself 4 separate times in any one 24 hour period.



Becoming incorporeal is a move equivalent action.

While incorporeal, the character can only be hurt by other incorporeal creatures, +1 or better magic weapons, or magic. He may pass through solid objects at will. Unlike wraiths and certain other incorporeal creatures, the Harrowed may not ignore an opponent's armor when attacking in melee—he's either all corporeal or all incorporeal.

A Harrowed who tries to trap himself inside a solid object fails—the manitou senses any attempts at suicide and may extend its power a bit if absolutely necessary to save its host.

Soul Eater

Soul Eater is a particularly nasty power. When the Harrowed makes a successful melee touch attack that causes damage, he gains half the lost hit points as his own. This can take him above his normal maximum. The maximum number of additional hit points that can be gained in this way is equal to two times the Harrowed's level. Hit points above the character's maximum fade naturally at one point every minute. If the Harrowed is not above his maximum hit points, the extra hit points do not fade—they simply replace those lost to combat.

Stitchin'

Stitchin' draws on the power of the Hunting Grounds to rejuvenate damage done to a Harrowed's corpse. An undead hero with this power can heal 1d6 hit points worth of damage as a standard action. He can do this a number of times a day equal to half his level.

The Harrowed must still have fresh (raw meat) to take advantage of this ability. The Harrowed don't heal on empty stomachs—though they can heal on someone else's empty stomach—if you catch our drift.

Supernatural Trait

This power increases any one of your Harrowed character's ability scores by +2. This power may be taken more than once, and may be applied to the same ability multiple times as desired.



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CHAPTER SEVEN: MAGIC

If you're not playing a character that wields the power of the Hunting Grounds in some fashion (blessed, brave, huckster, shaman, or mad scientist) and your Marshal hasn't pointed you in this direction, you'd best be high-tailing it out of Dodge, partner! This chapter is only for "arcane heroes." If your hombre is one, read on, amigo! Here you'll find spell lists, gifts the powers of good grant to the blessed, guardian spirits who watch over braves and shamans, and details on cooking up a little mad science of your own!

Casting Spells

Hucksters cast hexes, blessed invoke miracles, and shaman request favors from the spirits. Regardless of which of the three spell-casting classes your hero belongs to, he casts a spell in basically the same way. To avoid confusion, we're going to refer to hexes, miracles, favors, and tricks collectively as spells from here on.

Choosing Spells

Arcane heroes may learn and cast spells equal to half their level or lower, rounded up. A third or fourth level shaman, for example, may cast up to second level spells. A seventh level shaman may cast up to fourth level spells.

Arcane heroes start with four zero or first level spells. On gaining each additional class level, they may choose a number of additional spells equal to their Intelligence (hucksters) or Wisdom (blessed and shamans) bonus. New spells may be chosen from any currently available level. These spells must be chosen immediately—a character cannot "save up" choices for later levels.

Most standard D20 spells are available to arcane heroes in *Deadlands*. The blessed choose spells as clerics, hucksters as sorcerers, and shamans as druids. Those spells that aren't available in the Weird West are listed under Prohibited Spells. Spells from other D20 products may be used with the Marshal's permission. In general, spells which



affect or allow astral or ethereal travel (the Hunting Grounds in the world of *Deadlands*), spells which detect evil, and wish-like abilities are not allowed.

Spell Check

In traditional fantasy settings, sorcerers have been wielding eldritch sorceries for centuries or longer. That's not the case in *Deadlands*. Sure, a few bizarre beings have been around long enough to truly master the arcane arts, but to most, magic only came back into the world a little over a decade ago. That means that using magic in the *Deadlands* setting isn't always a sure thing. Sometimes it works like your character hoped and sometimes it doesn't.

Each magic-using class has an exclusive skill which characters of that class use to cast the appropriate type of magic. For blessed, it's Faith; for hucksters, it's Hexslingin'; and for shamans, it's Ritual.

Whenever your hero wants to cast a hex, miracle, or favor he knows, he has to make a check using the appropriate skill. A blessed hero can't cast a hex using her Faith skill and a shaman can't invoke a miracle with his Ritual skill.

When your hero tries to cast a spell, roll the appropriate skill check (Faith, Hexslingin', or Ritual). The DC of the spell is equal to 15 plus two times its level. A zero level spell has a DC of 15; a first level spell like *soul blast* has a DC of 17; and a third level spell such as *dispel magic* has a DC of 21. Any decent spellcaster won't have much trouble making the roll, but having to roll at all means the character has a chance for a spectacular success or deadly backlash (see below).

Spectacular Success & Backlash

The mysterious beings that grant power to arcane heroes are a fickle lot. Sometimes they grant far more than the caster asked for. Other times they are unreachable or even vengeful. For shamans and the blessed, the sources of their powers are occasionally distant and impossible to reach. For hucksters, crafty manitous often trick their prey into suffering irreparable damage.

A natural roll of 20 when making a Faith, Hexslingin', or Ritual roll is a spectacular success. A natural roll of 1 on a spell roll results in backlash. See the arcane hero's character class description in Chapter Two: Character Classes, for the particular effects of backlash and spectacular success.

Note also that the improved casting feat can increase a character's chance of a spectacular success to a roll of 19-20 on his Faith, Hexslingin' or Ritual roll.

Spell Points

Channeling arcane energy from the Hunting Grounds is taxing on mortal bodies. Experienced casters gain stamina and learn ways to lessen the effects of warping reality, but even the best of them have their limits. After a point, the strain of working magic begins to take a toll on the caster's physical body.

Spell points represent this experience and the ability of the character to weather the strain of the Hunting Grounds. Each arcane hero has spell points equal to a particular ability, plus that ability's modifier at each level. Successfully casting a spell drains spell points. Failing the roll does not drain spell points.

Hucksters have spell points equal to their Intelligence plus their Intelligence



bonus per level. Shamans and the blessed have spell points equal to their Wisdom plus their Wisdom bonus per level.

Successfully casting a spell drains a number of spell points equal to three times its level. First level spells cost three spell points, fifth level spells cost 15, and so on. Zero level spells cost 1 spell point.

Failing a spell costs no spell points unless the character suffers backlash—see the character class description for particular effects).

Once an arcane hero is out of spell points, he must replenish them by sleeping before he can cast more spells. All arcane heroes regain their level in spell points per hour spent in good, restful sleep—a night in a blizzard or a mosquito-infested swamp won't do it.

Spell Lists

Since most D20 spells are available in *Deadlands*, we've decided to list those which aren't available instead. If a spell is on this list, a character can't take it. The Marshal may occasionally allow these spells to slip into his campaign through adventures, however, and the villains have access to any spell the Marshal feels is appropriate, whether in this book or other D20 products.

Prohibited Cleric/Blessed Spells

0 Level: Create water, detect magic, detect poison, guidance, inflict minor wounds, light, mending, purify food and drink, read magic, resistance, virtue

1st Level: Detect chaos/evil/good/law, detect undead, inflict light wounds, summon monster I

2nd Level: Death knell, desecrate, inflict moderate wounds, summon monster II, undetectable alignment

3rd Level: Animate dead, contagion, inflict serious wounds, magic circle against chaos/evil/good/law, meld into stone, speak with dead, speak with plants, stone shape, summon monster III

4th Level: Air walk, dismissal, giant vermin, inflict critical wounds, lesser planar ally, poison, summon monster IV

5th Level: Dispel chaos/evil/good/law, ethereal jaunt, healing circle, plane shift, raise dead, slay living, summon monster V, unhallow, wall of stone

6th Level: Animate objects, antilife shell, banishment, blade barrier, create undead, etherealness, geas/quest, harm, planar ally, summon monster VI, wind walk, word of recall

7th Level Spells: Blasphemy, destruction, dictum, resurrection, summon monster VII, word of chaos

8th Level Spells: Cloak of chaos, create greater undead, greater planar ally, mass heal, shield of law, summon monster VIII, unholy aura

9th Level Spells: Astral projection, energy drain, gate, soul bind, summon monster IX, true resurrection

Prohibited Sorcerer/Huckster Spells

0 Level: —

1st Level: Protection from chaos/evil/good/law, magic missile, summon monster I, Tenser's floating disk, unseen servant

2nd Level Spells: Summon monster II

3rd Level Spells: Blink, fireball, fly, gaseous form, Leomund's tiny hut, magic circle, shrink item, summon monster III

4th Level Spells: Charm monster, dimension door, enervation, fire shield, Leomund's secure shelter, lesser geas, Otiluke's resilient sphere, polymorph other, polymorph self, Rary's mnemonic enhancer, summon monster IV, wall of ice

5th Level Spells: Bigby's interposing hand, contact other plane, dismissal, Leomund's secret chest, lesser planar binding, permanency, summon monster V, teleport, wall of iron, wall of stone

6th Level Spells: Control water, control weather, disintegrate, flesh to stone, geas/quest, Mordenkainen's lucubration, move earth, planar binding, summon monster VI

7th Level Spells: ethereal jaunt, limited wish, Mordenkainen's magnificent mansion, phase door, plane shift, reverse gravity, shadow walk, summon monster VII, teleport without error, vanish

8th Level Spells: Clone, discern location, etherealness, greater planar binding, iron body, maze, polymorph any object, summon monster VIII, trap the soul

9th Level Spells: Energy drain, gate, Mordenkainen's disjunction, shapechange, soul bind, summon monsters IX, teleportation circle, temporal stasis, time stop, wish, wail of the banshee

Prohibited Druid/Shaman Spells

Summon Nature's ally spells are permitted, but only natural animals native to the American West are available. Aquatic creatures may only be summoned if the blessed is in the appropriate type of water where the creature is found. No supernatural creatures may be summoned via this spell.

0 Level Spells: Create water, detect magic, flare, guidance, know, light, mending, read magic, resistance, virtue

1st Level Spells: —

2nd Level Spells: —

3rd Level Spells: —

4th Level Spells: Reincarnate

5th Level Spells: Unhallow

6th Level Spells: Healing Circle

7th Level Spells: Heal

8th Level Spells: Reverse Gravity

9th Level Spells: Mass Heal, Shambler

NEW SPELLS

Below are a few additional spells available in the world of *Deadlands*. We've listed all the new spells together in alphabetical order for easy reference.

Armor o' Righteousness

Type: Abjuration

Level: Bls 3

Components: V

Casting Time: 1 action

Range: Personal

Target: Caster

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Good folks are in short supply lately. Part of the problem is that the good are always being picked on by the bad—and the ugly as well. Recognizing it's hard to fight the good fight from six feet under, the divine patrons of blessed heroes have given them a bit of holy reinforcement.

Armor o' righteousness provides the blessed with protection from damage. Once successfully invoked, the hero gains damage reduction equal to one half his level, rounded up. A 3rd level blessed, for instance, has 2 points of damage reduction.

Any additional effects from an opponent's attack, such as poison or disease, are negated if *armor o' righteousness* reduces the base attack's damage to 0 or less. Attacks that cause no damage are not affected by this miracle. A touch attack that causes disease but no damage, for instance, is not negated by this ability.

Multiple castings of this spell do not stack their damage reduction benefits.

Back to Nature

Type: Transmutation

Level: Shm 1

Components: V

Casting Time: 1 action

Range: Touch

Target: One technological item

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This favor calls on the nature spirits to do what many like to do, well, naturally—break things, wear things out, and generally return them to nature. This favor only works against technological items with moving parts, things like watches, guns, wagons, flamethrowers, and so on.

When your shaman successfully requests this favor, one item has its Malfunction number increased by 1 per four levels of the caster. It's possible your shaman may use this favor against items which have no Malfunction number listed. In fact, most don't. In that case, the item is considered to have a Malfunction number of 1. Small normal items that break down fall apart. In more complex machines, some small part breaks down and must be replaced. This favor has no effect on magical items except those created by mad science.

Coffin Varnish

Type: Enchantment

Level: Hck 0

Components: S

Casting Time: 1 action

Range: Touch

Target: One cup or glass of liquid

Duration: 1d6 hours

Saving Throw: Fort negates (harmless)

Spell Resistance: Yes

Coffin varnish is a slang term for bad coffee, and that's just what this trick makes—sort of.

Your huckster must cast this trick on a cup or glass filled with some beverage. The contents don't matter so much; they can be anything from water to whiskey.

Magic

The former beverage turns into a hot, coffee-like drink that can curl a dead man's toes. While few, if any, enjoy the truly Hellish brew this trick produces, it does have a few uses.

First, the imbiber gets a +4 circumstance bonus to any save or ability check to remain awake—even against magical effects—which can be quite useful when sitting guard duty on the trail.

Second, it immediately sobers up any drunk unfortunate to drink it. The poor sod suffers a terrible hangover for the duration of the *coffin varnish's* effect and takes a -1 circumstance modifier to all skill and ability checks during that time.

The coffee brewed by this trick loses its power if not consumed within 10 minutes of the casting. With a flavor like *coffin varnish*, it's not really for sipping anyway.

The trick automatically fails if cast on a magical liquid or alchemical concoction. If the drink was poisoned or otherwise tainted, it retains its ill effects as well.

Compass

Type: Divination

Level: Hck 0, Shm 0

Components: S

Casting Time: 1 action

Range: Personal

Target: Caster

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This trick determines the direction of the four cardinal points of the compass (north, south, east, and west) and conveys this information to your hero. It orients her to her immediate surroundings based on this knowledge. In effect, it's just as if she'd made a successful Intuit Direction check.

Unfortunately, this information is only valid for your spellcaster's current location. If she moves and does not take care to keep track of her travel, she can become lost just as easily as anyone else.

Hesitate

Type: Enchantment (Compulsion)

Level: Hck 0

Components: S

Casting Time: 1 action

Range: 10 feet

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

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This minor magic makes all the difference in those situations where seconds count. It causes its target a moment's hesitation, nothing more, but sometimes that's all a posse needs.

This trick automatically lowers the target's initiative check by 1d4. It has no effect on a target that is readying an action or refocusing on the round that course of action is chosen. On subsequent rounds, *hesitate* affects such a target normally unless it chooses to once again take a ready or refocus action.

Multiple castings of *hesitate* on the same target have no further effect.

Hesitate does work against a creature that has chosen the delay action. In that case, the creature now acts 1d4 points lower than it had intended.



Horned Owl's Fury

Type: Transmutation
Level: Shm 3
Components: V
Casting Time: 10 minutes
Range: Touch
Target: One creature
Duration: 1 hour
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

Contrary to the white man's superstitions, Owl is a spirit associated with death. This favor shows Owl's true nature quite clearly.

Horned owl's fury doubles the threat range of any Indian weapon (bow and arrow, spear, tomahawk, club, and so on) wielded by the target for the duration of the favor. A weapon with a normal threat range of 20 has its range increased to 19-20 for the duration and one with 19-20 increases to 17-20. Multiple castings of *horned owl's fury* do not stack on a single creature, but it does stack with the feat Improved Critical if the character selected an Indian weapon for the feat. In that case, the threat range is tripled—not quadrupled, causing a normal range of 20 to increase to 18-20, and 19-20 to increase to 15-20.

Ignite

Type: Evocation
Level: Hck 0
Components: S
Casting Time: 1 action
Range: Touch
Target: One small object
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This trick allows your huckster to ignite a small, inanimate, flammable object. The maximum size of object that can be affected is a cigar or candle. A good rule of thumb is if a single match could not ignite the object, then neither can *ignite*.

And, yes, for those hucksters with a particularly violent bent, it can ignite a fuse...

Perseverance

Type: Abjuration
Level: Bls 1
Components: V
Casting Time: 1 action
Range: Personal
Target: Caster
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes

If at first you don't succeed, try, try again. That seems to be the point the powers of Heaven are trying to hammer home with this miracle.

When the blessed invokes *perseverance*, he chooses a single ability or skill and action he's trying to accomplish. For the duration of the miracle, each time he fails at the task, he gets a +1 bonus to his next attempt at the *exact* same task. This modifier is cumulative until he succeeds, then the miracle immediately ends, regardless of any remaining duration.

For example, if Father Harding is trying to hit a particularly nimble walkin' dead with his Peacemaker, each time he misses, he gets a +1 to his next attack roll. So, should he miss three times in a row, his fourth shot gains a +3 bonus. Once he does hit the confounded thing, however, the miracle ends.

The miracle can target only one specific activity and associated ability or skill check. If your blessed changes tactics and tries a different method, the miracle immediately ends and he loses any bonuses. In the example above, should the hero decide to give up on his marksmanship and beat the zombie with a stick, *perseverance* ends.

This miracle cannot be used with skills or ability checks that do not allow rerolls for obvious reasons, nor can the blessed take 10 or 20 while using *perseverance*.

Shadow Man

Type: Illusion (Glamer)
Level: Hck 1
Components: S
Casting Time: 1 action
Range: Personal
Target: Caster
Duration: Concentration
Saving Throw: Will negates
Spell Resistance: Yes

Shadow man creates a pocket of shadow around the huckster. It doesn't actually make him invisible, but it does give a hefty circumstance bonus to his Hide rolls. Your hero must still attempt to move stealthily. Nothing stands out quite



like a pocket of shadow moving across Main Street at High Noon! Such actions negate the bonus from *shadow man*.

The exact bonus is +1 per huckster level. This bonus stacks with other circumstance bonuses for lighting—or lack thereof.

Shadow Walk

Type: Transmutation

Level: 2

Components: S

Casting Time: 1 action

Range: Personal

Target: Caster

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Note that this hex is not the same as the 7th level sorcerer spell shadow walk. That spell isn't available in the world of Deadlands.

Your huckster can use *shadow walk* to step into one shadow and emerge from another. The shadow she enters and the one from which she leaves must both be large enough to engulf her entire body. Your Marshal has final call on what works and what just makes your cardslinger look silly.

The maximum distance your huckster can walk is determined by her level, as shown on the following table. Regardless of level, she must be able to see the shadow from which she wants to emerge.

Level Distance Traveled

1	5 feet
2	15 feet
3	30 feet
4	60 feet
5	150 feet
6	300 feet
7	600 feet
8	1 mile
9	Unlimited (line of sight)

Soul Blast

Type: Evocation

Level: Hck 1

Components: S

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

The huckster's best friend is *soul blast*. When cast, one or more near-invisible streams of ghostly white energy race from the huckster's hand toward his



targets and slams into them like ethereal bullets. Unlike bullets, however, *soul blast* works only on living targets. It has no effect on Harrowed, walkin' dead, or other "animated" abominations.

Using *soul blast* first requires a Hexslingin' roll. If successful, use the same die roll to see if the huckster succeeds at a ranged touch attack on each target. He gets one *soul blast* at 1st level, two at 4th level, three at 8th level, and the maximum of four at 11th level and higher.

The *soul blast* does 1d10 damage +1 per huckster level in damage. *Soul blast* can score a critical hit and has a threat score of 20. Your huckster can choose *soul blast* for the Weapon Focus feat, giving him a +1 to hit on the ranged touch attack. He may also choose Improved Critical once he has met the minimum requirements for that feat.

Texas Twister

Type: Conjunction (Creation)

Level: Hck 3

Components: S

Casting Time: 1 round

Range: Medium (100 + 10 ft./level)

Area: Cylinder (30 ft. radius, up to 300 ft. high)

Duration: Concentration

Saving Throw: Fortitude partial

Spell Resistance: No

This impressive hex conjures up a minor whirlwind. Its exact effects depend on whether your huckster whips it up outside or within a building, mine shaft, or other confined space.

In the great outdoors, a *Texas twister* kicks up dirt and sand, potentially blinding everyone within its area of effect. Those inside the twister's impact area must make Fortitude saves each round to do anything besides take move-equivalent or simple actions. Once victims leave the area of the *twister*, they're free to act normally. However, due to the dust and high winds, any ranged attacks that cross the *twister's* area of effect suffer a -4 circumstance penalty.

Indoors, the *twister* is limited to tossing about papers and the like. All creatures within the area must make a



skill checks, ability rolls, and attack rolls. As before, moving out of the area removes the penalty, but any ranged attack into it receive a -2 circumstance penalty due to the winds and debris.

Your huckster must keep the *twister* in sight to maintain the hex, but she can move it in any direction she likes as a simple action. The *twister* has a base speed of 60 ft. per round.

Tinhorn Shuffle

Type: Evocation

Level: Hck 0

Components: S

Casting Time: 1 action

Range: 25 ft.

Area: Circular area with a radius of 25 ft.

Duration: 1 round

Saving Throw: None

Spell Resistance: No

For this trick to be effective, your huckster must have a deck of cards handy. When he casts *tinhorn shuffle*, the trick causes the deck to spray from his hand into the air, as if he'd just executed one of the worst shuffles in the history of poker. The cards erupt upwards in a near-mesmerizing blast of color and motion, drawing the attention of everyone within 25 feet. The trick makes the explosion even more eye-catching than normal, wafting the cards about on air currents for a moment before dropping them to the ground.

The effect of this swirl of cardboard and color—other than making the caster look like a total rube—is to give a +4 circumstance bonus to all Pick Pocket and Sleight o' Hand checks made in that round. The spell may also provide the necessary distraction for other subversive activities, including evading an attacker who has gotten the drop on the hero or one of his friends.

Trinkets

Type: Conjuraton

Level: Hck 1

Components: S

Casting Time: 1 action

Range: Touch

Effect: Creates a small item for a limited time

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Whether your huckster is cheating at cards or finds herself without a weapon at an inopportune time, *trinkets* is the hex to know.

This hex lets your hero reach into a pocket, pouch, or bag of some sort and pull forth a minor mundane object. The object available depends on the result of your huckster's Hexslingin' check as shown on the table below. Money can be conjured with this hex, but like anything created by *trinkets*, it lasts only a short time. If your hero chooses to create a firearm, the weapon is fully loaded when conjured, but no extra rounds are created.

If your cardslinger wants to create a unique or special item, such as a key to open a particular lock, your Marshal may assign additional circumstance modifiers to the DC necessary to conjure it—for example, a specific key might require a DC 38. Under no circumstances can *trinkets* create a magical item or alchemical concoction. Truly complex technological creations, such as a mad science gizmo, are likewise beyond the capacity of this hex.

DC	Possible Item
18	Match, penny
22	Scarf, random playing card, nickel
26	Derringer, knife, two bits (25¢)
34	Pistol, \$5 coin, specific playing card

GIFTS

Below are the gifts available to the blessed. Gifts don't have a standard listing of range, duration, and so forth, like spells do. All the effects of a gift center on the blessed and have a permanent duration. Because it's always in effect, a gift has no DC to activate it. All the details on a gift's effects are in its description.

Beast Friend

Some folks prefer animals to people, and looking at what passes for human sometimes, you really can't blame them. Then there are folks that animals prefer to other people. A blessed with this gift is one of those, as the animals can sense his innate goodness and closeness to the holy spirit.

A hero with this gift receives a +4 bonus to Handle Animal and Riding checks. Additionally, Animal Empathy is considered a class skill for him, and he receives a +4 bonus to that skill as well.

A blessed with this gift may use Handle Animal to soothe an aggressive beast as long as it has not yet been

Magic

wounded. Doing so requires an opposed Handle Animal roll against the creature's Willpower save. If successful, the animal becomes peaceful (though it is still a wild animal and can be easily excited again). If the blessed fails, he may try again, though the animal may attack him or his companions in the meantime.

Guardian Angel

When a blessed hero says she has a *guardian angel*, she's not just using a figure of speech! Her divine patron, being omniscient and all, knows she can't well smite a foe who puts a bullet in her from a quarter of a mile away. To even the odds, Heaven has provided her with a little extra protection.

She gains a +4 luck bonus to her AC against any ranged attack. She receives this bonus even if tied down with a gun to her head. This gift provides no bonus to the blessed's AC against melee attacks.

Hardy

A hero with this gift is a born martyr. He's able to draw strength from his faith and ignore physical exhaustion and pain to a degree.

The blessed's Constitution is raised by 1. This adds to his Fortitude saves, hit points, and so on normally.

Lion-Hearted

Some folks don't scare easy to start with, but put the power of Heaven behind them and there's just about nothing the Reckoning can throw at them that can make them turn tail and run. Of course, often it's the fastest runners who live the longest in the Weird West!

A blessed with this gift gains +4 morale bonus to all Will saves against fear or terror. He also adds +4 to his effective level for Intimidate skill checks made by opponents against him.

Longevity

With all the diabolical threats roaming the Weird West, one of the last things a hero should have to worry about is dying of old age. Nevertheless, every person's time on Earth is numbered, and when that number's up, she's got to go. But, for a

of old age. Nevertheless, every person's time on Earth is numbered, and when that number's up, she's got to go. But, for a blessed hero with this gift, Heaven counts a little slower.

The blessed ages only 1 year for every 2 years that pass. Bonuses to her mental abilities accrue normally, but the penalties to her physical abilities occur at the divinely slowed rates. This gift is only effective once the blessed has chosen it, so old-timers who choose it don't gain as much from it as whippersnappers do.

Longevity works even against magical attacks that age the character, reducing the effects of the attack by one-half.

Magic Resistant

One of the most feared weapons of the servants of Darkness is black magic. Evil makes magic deadly and easy for its followers—a dangerous mix for the white hats of the Weird West!

A blessed with this gift has been granted a special resistance to the accursed magic of cultists and other servants of the Reckoning. He receives Spell Resistance (SR) equal to 10 plus half his level against any spell cast by a black magician or abomination that uses black magic. This protection also works against spell-like effects used by creatures of evil alignment.

The blessed's divine resistance is also of some protection against a huckster's hexes, but it's not quite as effective since hexes aren't purely black magic. Against any hex that grants him a saving throw, he gains a +2 luck bonus to the save. If the hex does not normally grant a

save, he is not granted any other special protection as a result of this gift.

Manna

Some folks are born to the wilderness. They can find edible parts in a pinecone or sleep comfortably in a snow cave. Others aren't so lucky and would starve in a cornfield. A hero with this gift needn't worry either way, though, because he's got a divine protector looking out for his interests in the back country.

As long as the blessed is in a wilderness environment, she doesn't need to worry about a Wilderness Lore check to find food for herself.

Heaven provides it for her. It may be in the form of animals morsels of

food, plentiful nuts and berries, game that's unnaturally easy for her to bag, or even literally "manna from Heaven."

This gift does not provide food for other members of the blessed's posse. A Wilderness Lore check is required as usual to scrounge food for them.

Rest

With all the folks

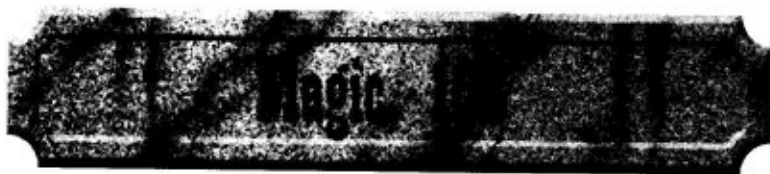
who

need help in the

Weird West, a blessed often

finds himself on the short end of the receiving line when it comes to his own divine healing.

This gift allows a blessed hero to heal a good deal quicker than normal. He regains hit points at double the normal rate. As usual, the champion must get good, solid rest and not be starving or otherwise fatigued to regain lost hit points from natural rest.



Strong-Willed

A blessed with this gift can make a mule look spineless. She's not necessarily stubborn; she just isn't easy to bully into anything she doesn't want to do. It's not that easy to sweet-talk her into it either.

The hero's effective level is considered four levels higher when an opponent attempts to use Intimidate or Ridicule. She receives a +4 morale bonus to opposed tests of Diplomacy and she also gains a +4 morale bonus to any Sense Motive roll made to resist an opponent's Bluff check.

Finally, she gets a +4 morale bonus to Will saves made to resist any attempt to influence her will or actions.

Vitality

The frontier isn't the most sanitary place to settle down. Typhoid and cholera are bad enough on their own, but now there are all manner of unnatural diseases to boot. It's getting so a fellow can't drink the water—even north of the Rio Grande!

A blessed with this gift has been granted a near immunity to all forms of disease and infection. He automatically makes any roll or save to resist a normal disease and receives a +5 bonus to shrug off supernatural ones, like lycanthropy.

A blessed with this gift can also repel tummy twisters, prairie ticks, and other parasites without killing the host in the process (the Marshal has all the details in Chapter Ten). On a successful opposed Faith roll versus such a creature's Will save, the thing dislodges itself. Any damage the thing causes on the way out is instantly healed (though any damage caused prior must be treated normally).

Zeal

Some blessed believe a job well done is a reflection on the power of their faith and religion. These folks devote themselves to even plain old earthly tasks with the same fervor they show for their heavenly missions.

At the beginning of each session, a player whose blessed has this gift chooses a single skill. For the duration of that session, she can add a +2 morale bonus to all her hero's rolls with that skill. She can change the skill from session to session as she sees fit, but must make the choice at the beginning of the session.

The only exception to this is the player cannot choose the Faith skill to apply the bonus to; that's where her character's *zeal* comes from in the first place!

Magic

GUARDIAN SPIRITS

Guardian spirits are nature spirits that watch over their chosen people. These spirits grant powerful and supernatural favors in exchange for oaths taken by their champions. Indian braves and shamans alike have guardian spirits chosen from the list below.

Each guardian spirit has three entries:

Oath: Spirits require an oath to follow their ways in life as the guardians themselves do in the Hunting Grounds. Each guardian's specific oath is listed with its entry. Violating the oath means the guardian withdraws itself (and any abilities it grants). Minor infractions of the oath deny the hero his abilities for 1d6 hours. The hero loses his abilities for 1d6 days for more serious violations of trust. A hero who completely betrays the nature spirit's sacred pact is forsaken.

Atonement may only be achieved by finding a shaman (not a blessed) willing to cast the *atonement* spell and then fulfilling some epic quest in the name of the spirit. The difficulty and details of the quest are up to your Marshal, but should match the severity of your character's transgression, and should right it if at all possible. Once the quest is complete, your character regains the abilities of the spirit.

Note that most spirits require their champions to follow the Old Ways as well. This means braves and shamans should avoid mass-produced items as much as possible. Doing so for short periods of time is a minor infraction, so a brave could ride a railline and be "forgiven" 1d6 hours after deboarding.

Base Ability: Your hero gets the abilities and/or bonuses listed here on gaining the guardian spirit. Unless otherwise noted, these are extraordinary abilities and always in effect.

Special Ability (X): Your character gains these abilities as noted in the class description. See the Brave and the Shaman character class for details. These abilities are spell-like abilities unless otherwise noted, and can usually be used only a limited number of times a day or week.



Bear

Bear is a healer and a protector, but possessed of great strength.

Oath: Your hero respects life. He may slay his enemies in battle, but he never slays the truly helpless. This does not apply to sneaking up on a guard working on the side of evil, but does apply to prisoners of all sorts. After a fight, followers of the bear must attempt to save the defeated who are not yet dead. The oath applies only to humans—it does not apply to abominations.

Base Ability: +2 Fortitude saves and your hero heals at twice the normal daily rate.

Special Ability (1): Once per day, the hero can perform a feat of strength. This grants a supernatural increase to his Strength score equal to his class level. It's a free action to activate this power and it lasts for a number of rounds equal to half his level.

Special Ability (2): Once per day, the character can cure a total number of lost hit points equal to his class level times his Charisma modifier (if positive). He can't split these points among multiple recipients; only a single target can receive this healing each day. This is a spell-like ability and requires a standard action to use.

Special Ability (3): Your shaman is immune to diseases, including magical disease such as lycanthropy or Texas tummy twisters. He also receives a +4 bonus to all saving throws to resist poisons. This is an extraordinary ability and is always in effect.

Special Ability (4): Once per week, your shaman can heal any character (including himself) of all lost hit points. This requires a full round action and your shaman must touch the target for the ability to be effective.

Coyote

Coyote is a trickster, but also a teacher, mocking fools while educating those who can benefit from it.

Oath: At least once a week, your hero must endeavor to teach someone something through trickery.

Base Ability: +4 to all Bluff, Disguise, and Ridicule rolls. These skills are considered class skills for your hero.

Special Ability (1): Once per day, your hero can lower a target's Dexterity by 1d4+1 points. This ability requires a successful ranged touch attack and is resisted by Will save against a DC 15 + your hero's Charisma modifier (if positive). The effect lasts for 5 rounds.



Special Ability (2): Once per day, your character can simply choose to take 20 on a Bluff, Hide, or Move Silently skill check instead of rolling the dice, even though the situation may not otherwise allow it. This ability does not require your character to spend any extra time to accomplish the chosen task.

Special Ability (3): Your character is invisible to magical attempts to detect her. She is also immune to any magical spell that compels her to tell the truth or detects lies. She gains an additional +2 to Bluff, Disguise, and Ridicule rolls. This is a supernatural ability and is always in effect.

Special Ability (4): Once per day, your hero can lower a target's Wisdom by a number of points equal to her class level. This ability requires a successful ranged touch attack and is resisted by a Will save against DC 15 + your hero's Charisma modifier (if positive). A target cannot be reduced below Wisdom 1 in this fashion. The effect lasts for five rounds.

Eagle

Eagle is father of all spirits save the white buffalo. He soars above the Hunting Grounds and sees all beneath him.

Oath: Your hero may speak no lies, whether actual, by omission, or in spirit. He must answer all questions truthfully and fully to the best of his ability.

Base Ability: Your hero never suffers surprise in combat, although he may still be caught flat-footed or flanked. He gains a +2 to Spot and Search checks as well.

Special Ability (1): Your character knows the language of all birds of prey and can communicate with them freely. This doesn't alter the creatures' attitudes in any way—it merely provides your hero with the ability to converse with them. This ability works only on normal animals such as eagles, hawks, and owls. This is an extraordinary ability and always in effect.

Special Ability (2): Once per day, your character can cast the *animal possession* spell on any bird of prey within 1 mile. This does not require him to make a Ritual skill roll to invoke the spell or even know it; it is automatically successful. The effect requires a full round action and lasts for 5 minutes plus an additional 5 minutes times your hero's Charisma modifier.

Special Ability (3): Once per week, the guardian spirit can summon a spirit from the Hunting Grounds to answer a single yes or no question for your shaman. Although not omniscient, the spirit

Magic, III

answers truthfully to the best of its ability. It cannot answer questions about the future (as it is changeable) or another creature's thoughts. Examples of questions the spirit can answer are "Did Running Elk steal the Sacred Tomahawk of the Sun?" or "Can a flint arrow kill the monster at Blue Lake?"

Special Ability (4): While in the Hunting Grounds, either spirit walking or physically, your shaman cannot become lost. He always knows his own location and the direction of his destination. This is an extraordinary ability and always in effect.

Owl

Contrary to the white man's beliefs, Owl is not a symbol of wisdom; he's the harbinger of death. Although a powerful hunter, the owl prefers prey far smaller and weaker than itself.

Oath: Your character must kill an enemy at least once each month. Normal animals do *not* count for this, except in truly exceptional situations and with the Marshal's approval. Abominations and villains are fair game.

Base Ability: Your hero gains low-light vision. She can see twice as far as other folks in starlight, moonlight, firelight, and similar conditions of poor lighting. In these conditions, she retains the ability to distinguish color. This is a supernatural ability, but always in effect. If for some reason your character already has low-light vision, this ability grants her darkvision out to 60', allowing her to see in complete darkness.

Special Ability (1): Once per day, your character can add her Charisma modifier (if positive) to damage inflicted with an hand weapon. She can invoke this ability as a free action and the bonus stacks with all others including Strength modifiers and magic. Only a single weapon can be affected and she must wield the weapon herself. The effect lasts for a number of rounds equal to her level.

Special Ability (2): Your character can add her Charisma modifier (if positive) to her roll when determining if she's eligible for the Harrowed Prestige Class. This is an extraordinary ability and is always in effect.

Special Ability (3): Once per week, you can increase the threat range of all attacks—friendly and foe—by two within a circular area 50 feet in radius centered on your shaman. The ability affects only attacks originating within its area; ranged attacks from outside the area of affect have their normal threat ranges. This area moves with your hero once invoked and lasts for 10 rounds. Since it gives your enemies a similar bonus, your shaman had best exercise extreme care when invoking this power.

Special Ability (4): Once per week, you shaman can force an opponent to reroll any one successful saving throw. The opponent must accept the results of the second roll. She can choose to invoke this power even after the target has used a power to reroll the saving throw, such as through a blessed's divine intervention or a maverick's luck ability. However, if the target has such an ability and has not yet used it himself, he can use it after your hero has invoked this power if he so chooses.

Raven

Once a wise leader, Raven is now the messenger of war and the end of days. Many claim a shaman named Raven is responsible for the evil that now plagues the world—something other shamans claim is called "the Reckoning." Others claim the mysterious Raven has learned how to defeat the white men and chase them back across the sea.

While Raven (the spirit) is not inherently evil, many of its followers walk a dark path. Vengeful types often follow the spirit and search for the shaman so that they might join in his holy war against whites.

Oath: When dealing with a hostile foe who threatens violence, your character must always choose to fight rather than come to a peaceful solution.

Base Ability: Your hero radiates an aura of menace and danger. He can add his level to all Intimidate checks.

Special Ability (1): By concentrating for one round, your hero can sense either the class or the relative health of any one creature within 25 feet. By sensing a creature's health, your hero can determine whether it is in good condition (three-quarters or more of its hit points), injured

(half normal hit points), gravely injured (one quarter hit points) or on death's door (less than one quarter hit points). This is a supernatural ability and can be used a number of times per day equal to your character's class level.

Special Ability (2): Once per day, your character's critical increases by 1. Thus a x2 critical becomes a x3, or a x3 becomes a x4. The ability is used after rolling a critical but before rolling damage. This is an extraordinary ability.

Special Ability (3): As a free action, your shaman can force all opponents within 30 feet who have fewer levels than he does to make a Will saving throw against a DC 10 + your character's level + his Charisma modifier. Any who fail find their courage shaken, suffering -2 morale penalty to attack rolls, saves, and skill checks for a number of rounds equal to your level. Your hero may invoke this ability once per day plus an additional number of times equal to his Charisma modifier (if positive).

Special Ability (4): Once per day, your shaman may inflict a wound on a creature by touch. Treat this attack just like a touch spell, and the ability inflicts an amount of damage equal to your shaman's Charisma modifier (if positive) times his level. The victim is allowed a Fortitude save against a DC 20 + your hero's Charisma modifier for half damage.

Turtle

Turtle brings luck and prosperity as well as protection. It is most common in the Plains and Southwest.

Oath: Your character must wear something that symbolizes Turtle at all times, and it must be visible.

Base Ability: +1 bonus on all saving throws.

Special Ability (1): Once per day, your hero can reroll any one ability, skill check or saving throw. She must accept the results of the second roll, however.

Special Ability (2): Your character adds her Charisma modifier (if positive) to her AC, in addition to her Dexterity modifier. This represents the favor of her guardian spirit and she does not lose this bonus even in situations when she is denied her Dexterity modifier due to being flat-footed, stunned, and so forth. She does lose this bonus if immobilized. This is a supernatural ability that is always in effect.

Special Ability (3): Any time an attack against your shaman scores a threat, it becomes a critical only if the second attack roll is also a natural threat.



In other words, if a foe gets a 20 on his attack roll against your hero and his weapon has a threat range of 20, only a second roll of a natural 20 causes the attack to become a critical.

Special Ability (4): Whenever your shaman saves against a spell with a natural 20, the spell is reflected back at its caster, who is then entitled to any normal save against the spell. If the spell does not allow a saving throw, your shaman cannot take advantage of this supernatural ability.

Wolf

Wolf is the spirit of hunting and bravery. Wolf is the spirit of great chiefs and legendary warriors. Those who follow this spirit are often "lone wolves" themselves. If grouped with others of suitable bravery however, the warriors hunt as a pack.

Oath: Your hero may not leave the field of battle until he is victorious. He can never flee from anything, even involuntarily.

Base Ability: When wearing light or no armor and not carrying a heavy load, your hero has a base speed of 40 feet.

In addition, the character is never forced to flee from the effects of fear. He still suffers any negative modifiers due to being shaken, however.

Special Ability (1): Once per day, your hero may automatically succeed on a Will save against fear. He must choose to do so before he rolls the save however.

Special Ability (2): Once per day, your character gains a +2 morale bonus on all attack rolls. Invoking this ability is a free action and the effect lasts for 10 rounds.

Special Ability (3): Your shaman can call upon his guardian spirit to bestow ferocity and skill in combat upon himself and his companions. The guardian spirit can affect one creature for every three levels your shaman has, so at 15th level, this ability can affect up to 5 creatures. All creatures affected gain +2d10 hit points, +2 competence bonus on attacks, and a +1 competence bonus on Fortitude and Reflex saves. Your hero can use this ability once per week, plus an additional number of times equal to his Charisma modifier (if positive). A shaman with a Charisma of 15, for example, could invoke this ability 3 times per week.

Special Ability (4): When wielding an hand weapon, your shaman can ignore the damage resistance (if any) of an abomination. This is a supernatural ability and is always in effect.

Magic

MAD SCIENCE

Tons of gold and silver were discovered when California fell into the sea in 1868. But neither of those were the most valuable mineral exposed by the Great Quake. There was a lining on the cloud of this disaster, but you can bet your bottom dollar it wasn't silver. It was many miles better than that.

Short seams of black stone showed up a few hundred feet below the former surface of the new state. Eventually someone decided to dig some of this strange material out of the channel walls of the Maze and haul it home to figure out just what it was. Most thought it was coal, but when they tried to burn it, they discovered it was something else entirely.

Ghost Rock

The new mineral burns for days, and its dark stain lasts even longer. Miners who handle the rock claim it takes months to wash it from their hands. Of course, few of them can say this for sure, since they rarely give up on a strike until it's entirely played out.

Stranger still—the stone "groans" and emits strange, ghostly vapors when burned. For obvious reasons, Californians took to calling it "ghost rock."

The amazing burning properties of ghost rock drew scientists from all over the world to California and the West. Clever entrepreneurs began mining and selling cartloads of the stuff to the scientists and their backers. Soon, "ghost rock frenzy" took hold of the West, and prospectors began searching for it everywhere. Many even found seams previously thought to be coal in Colorado, Arizona, and scattered throughout the Rockies.

Weird Science

Scientists have been trying to divine secrets of ghost rock since its discovery. The first really high profile breakthroughs occurred in Utah in 1870. Professor Darius Hellstromme, a now-famous English scientist, created and put into use a steam engine fueled by ghost rock that

could power a horseless carriage across the Salt Flats. "Steam wagons," as they have come to be called, are still in great use among the Mormons of the region.

Hellstromme's success inspired countless other black-fingered scientists. Soon scores of fantastic devices were making reputations that rivaled that of the great gunslingers and outlaws.

But there is a price to be paid by those who build bizarre gadgets and gizmos—the scientist's very sanity itself!

Dementia

Some suggest that creating fantastic devices is actually a form of sorcery. They believe that scientists are consorting with the same spirits as witches, warlocks, and hucksters. If this is true, the scientists seem blissfully unaware of it. They see their new creations as things inspired by a great scientific revolution, and they scoff at the idea that they are dealing with demons and devils for their amazing inventions.

But there seems to be some truth to the matter, for there is a reason these wild academicians are collectively called "mad scientists." Those who create fantastic devices tend to lose their grip on reality. Most eventually become neurotic hermits or raving lunatics, though they leave a legacy of amazing gadgets in their frantic wake.

Creating Weird Gizmos

Making gadgets that defy common sense is easier than some might expect—for a mad scientist at least. The process outlined below should help you figure out the basics of the device. You and your Marshal can then work out the actual game effects based on the design and components of the gadget itself.

There are four steps a deranged inventor must complete to create a weird gizmo. Write down the details of each of the steps as you complete them for later reference.

1. Concoct the theory.
2. Devise a blueprint.
3. Gather the components.
4. Construct the device.

Concoct The Theory

The first thing a mad scientist has to do is decide just what kind of weird gizmo he's trying to make. This means the scientist's player—that's you—should write down the name of the device followed by a paragraph or two describing the "scientific principles" (as nutty as they may be) your character employs to make it work. It's more fun to write the theory from the perspective of the character, by the way. And be sure to share it with your posse. Mad scientists can never keep their traps shut about their inventions.

Devise The Blueprint

Now it's time to draft a blueprint. Though most mad scientists don't know it, they are actually consorting with manitous as they draft their fantastic creations.

The mad scientist must now make a DC 5 Knowledge skill roll with the type of science most appropriate for the theory behind his invention. A steam wagon, for instance, might require a Knowledge (engineering) roll, while a Frankenstein-like dog requires Knowledge (biology). If several sciences are used, the character must use the lowest required skill. See the Knowledge skill in Chapter Three for some more examples of Knowledge focuses.

If the scientist does not have a science skill directly related to the design task, the base DC is raised to 10. We said those *science* Aptitudes would come in handy.

Failing the roll means the inventor is stymied and can't try to build any other devices for the next eight hours while he clears his head. A roll of 1 means the inventor has contracted a dementia of some sort. See **Dementia**, below.

If the roll is successful, the mad scientist gains a bonus to his upcoming Tinkerin' skill roll to actually build the device. The bonus is equal to +2 for every 5 points he rolled over the DC to devise the blueprint. With a DC of 5 and a roll of 17, for example, the scientist adds +4 to his Tinkerin' skill.

Gather The Components

Once the scientist has concocted a theory and successfully drawn a blueprint for his weird gizmo, he knows what materials he needs to actually build the thing. Now it's time for a scavenger hunt.

Your character must now go out and actually buy or find the parts he needs. Mad science devices sometimes require some strange components, and acquiring them is sometimes an adventure in itself.



Construct the Device

Now that you've gathered the device's components, it's time to actually build it. The character now makes a Tinkerin' roll against the device's relative DC, determined by the Marshal (see the **Gizmo Construction Table**, partner). Don't forget to add any bonuses received from the design's blueprint.

If the roll is successful, the item is built in the time shown. For every 5 points rolled over the DC, the construction time is halved.

If the roll is failed, the character spends half the listed time before he may try again. A character who rolls a 1 while building a device has gained a **Dementia**, see below.

Reliability

The base reliability of a device is 4. This is reduced to 3 if the builder is 5th level, 2 at 10th level, and 1 at 15th level or higher.

The Gizmo Construction Table

The **Gizmo Construction Table** has all the details that you need to know about building your device.

Magic

DC is the minimum Tinkerin' roll needed to build the device. The mad scientist adds any bonus from his blueprint to this roll.

Description is a guideline for how far the gizmo is above the normal technology level.

Item is an example of some common weird gizmos in use in the Weird West.

Base Time is a rough guideline for how long weird gizmos in a particular category tend to take. This can change drastically depending on the machine.

Dementia

The price of building insane devices well beyond the technological curve of the day is a tinge of madness. Whenever a mad scientist rolls a 1 on a blueprint or construction roll, he contracts a dementia of some kind. Roll 1d20 on the **Dementia** table. If the character suffers the same dementia twice, the condition simply worsens.



Dementia

- 1-2 Absent Minded:** The scientist tends to forget everything but his work. He might forget to wear his pants one day or eat raw coffee the next. Whenever he needs to remember an important detail, he should make a DC 10 Wisdom roll. If he fails, he can't remember it.
- 3-4 Delusion:** The inventor's mind snaps and he comes to believe something that is patently untrue. Maybe he thinks he's a werewolf, or the sky is blue because the "Moon People" paint it that way every morning. Or perhaps he believes he's not a living person, but a character in some strange game with overly complex and abstract rules over his behavior.
- 5-6 Eccentricity:** The inventor becomes eccentric. Maybe he smothers his food in vinegar or eats lots of bran to keep his digestive system clear (ugh). The condition is basically harmless and amusing, though occasionally annoying.
- 7-8 Evil Deeds:** An insidious manitou convinces the inventor that someone or something is evil and must be stopped. Each time the inventor gets this result, his madness is more pronounced. At first he may only talk badly about his "enemies." Later on he might attempt to ruin or even kill them.
- 9-10 Depression:** The inventor becomes incredibly depressed about himself, the futility of humanity, or his chances of surviving another adventure. He often speaks of humanity's impending doom. His lack of faith gives him a -1 cumulative penalty to his Will saves every time he gets this result.
- 11-12 Minor Phobia:** The scientist develops a strange fear of something. He suffers a -2 penalty to his actions whenever the source of the phobia is present.
- 13-14 Major Phobia:** As above, except the inventor is at -4 to his actions when in the presence of the feared object or environment.
- 15-16 Mumbler:** The inventor talks to himself constantly and his sentences often taper off into meaningless drivel. While working, he might occasionally hear "voices" talking back. The frightening truth is, the voices are real.
- 17-18 Paranoia:** Everyone's out to get the mad scientist or steal his ideas, or so he believes. Or maybe sinister creatures from "the Astral Plane" are lurking just outside his lab, waiting to steal his amazing breakthrough so they can conquer the Earth.
- 19-20 Schizophrenia:** The mad scientist adopts drastically different attitudes from time to time. At one moment he might be passive and restrained. Later on he's a raving madman. If he gets this result multiple times, he develops entirely new personalities who might have different names, mannerisms or character flaws. In fact, the personalities might not even be of the same race or gender!

Gizmo Construction Table

DC	Description	Item	Base Time
10	Repair of device created by these rules, or of current top-of-the-line technology	Gatling gun	10-60 minutes
15	Slight improvement on existing tech	Faster printing press, 10% faster locomotive (a "tune-up")	1-5 hours
20	Major improvement on existing technology	Gatling pistol, bullet-proof vest, automatic weapon, 25% faster locomotive (total reconfiguration)	1-10 hours
25	Relatively simple but new use of existing technology	Flamethrower, auto-machine-gun	1-6 days
30	New use of cutting-edge tech	Steam wagon, land ship	1-4 weeks
35	Entirely new but "realistic" tech	Ornithopter, submersible	1-6 months
40	New technology that flaunts the laws of science	Heat or freeze ray, sleep gas	1-12 months
45	New technology that alters the laws of science	Mind-control ray	1-4 years
50	Technology that defies the laws of science	Dimension or time control device	1-20 years

THE MARSHAL'S HANDBOOK







CHAPTER EIGHT: THE MARSHAL'S HANDBOOK

This next section is for the Marshal's eyes only. You player-types out there should turn back now before it's too late. If you don't, the Hangin' Judge will know. And you don't want that. Believe us.

In this chapter we're going to tell you the deepest, darkest secrets of the Weird West. Then we'll tell you about the tangible effects of fear and what it does to the land and the people who live there. Next up are the nonplayer character classes to use for common folks and bad guys, and then a quick look at the treasures your posse might find when they loot the corpses of their fallen foes.

There Will Come a Reckoning

The Reckoners began their reign of terror with the birth of humanity itself. They are the powers of destruction, and bloodshed and terror are their fodder.

Human beliefs even shaped the powers, forming them into four distinct personas—Christians called them War, Death, Famine, and Plague—the Four Horsemen of the Apocalypse. These distant destroyers were content

to let the mortals below them destroy themselves. It was an all too easy task as violence created and brought down empire after empire.

Here and there, the Reckoners infused the world with tiny sparks of dark magic, giving birth to supernatural creatures that should never have lived. When used sparingly, these horrors sowed seeds of fear and mistrust that eventually blossomed, creating a new harvest of dark energy for the Reckoners. Humanity crept toward armageddon.

The bearers of this negative energy were lesser spirits—called different names by various peoples through the ages. Demons, devils, oni, or manitou, the purpose of these unholy creatures was always to act as the Reckoners' agents on earth. More importantly, it is their task to carry fear energy like bees back to their masters. When the things had gathered enough fear, the Reckoners would be able to fulfill their role and bring about Judgment Day.



The Great Spirit War

Fortunately for humanity, some shamans of the American Indians (as they would later be called) had formed bonds with nature spirits, and learned of the Reckoners' plans. A group of the most powerful shamans—the Old Ones—gathered in what would later become Maine to execute an incredible plan. The Old Ones planned to travel to the Hunting Grounds and destroy the manitous. If successful, not only would the demons' influence over mortals be ended, but the Reckoners would have no way to harvest fear and thus bring about the apocalypse.

The Old Ones' allies in the "Great Spirit War" were the savage nature spirits. The war was long and bloody, but when it ended, the manitous were defeated, but could not be destroyed. The best that could be done was to defeat them and hold the unholy horde to a sacred bond: As long as the Old Ones remained in the Hunting Grounds, the manitous could not meddle in the affairs of man.

The Old Ones paid a high price for humanity, but the horrors of our world began to dwindle. The Reckoners raged, furious but helpless in their dark portion of the Hunting Grounds. And they began to die.

The manitous kept their bargain. Supernatural horrors on earth were few for centuries.

Until Raven.

Raven

In 1763, a young but already powerful Susquehanna shaman named Raven sat on a high hill overlooking his village in the land the new white men called Virginia. Suddenly, shots sounded from below. Raven ran home as fast as he could, but it was too late. When he arrived, he saw a band of white men butchering the last of his family. His village had been the last of the Susquehanna—now lost to all eternity.

He was the last son of a once powerful tribe.

Raven watched the last of his family slaughtered, then left his home to look for ways to increase his power and one day wreak vengeance on the white man. He learned many secrets during his travels, including that of immortality. Though born in 1745, Raven looks no more than 40 years old today. More important, however, he learned the secret of the Great Spirit War.

The Last Sons

By 1861, Raven's power rivalled that of the greatest sorcerers of legend. And he had a plan. But to fulfill it, he would need help. The shaman roamed America, gathering bloodthirsty braves and shamans who had lost their families to the white man as well.

Raven told his followers—the "Last Sons,"—that he knew a way to destroy the white man and return the Americas to their own people. His plan was to release the manitous from the Hunting Grounds, and there would come a Reckoning.

But the only way to accomplish this task was to enter the Hunting Grounds. And murder the Old Ones.

The Hunt

The Last Sons traveled from the West to the same ancient Micmac burial ground where the Old Ones had started their campaign. They arrived on the first of July and stepped through the portal into the Hunting Grounds.

The battle with the Old Ones took many weeks as time is reckoned in the



Hunting Grounds, but only three days in our world. The Last Sons committed many atrocities against their ancestors in that time, and in the end, emerged victorious.

The Reckoning began on July 3rd, 1863, near the end of America's greatest and bloodiest battle of the Civil War—Gettysburg. The Old Ones were dead, their black spirit blood forever staining the hands of their slayers. The manitous were free.

The Reckoners Awake

The first manitous raced to earth and returned with delicious fear, most gathered from the incredible carnage at Gettysburg. A wave of energy washed over the slumbering Reckoners, waking them from their centuries-old malaise.

The Four Horsemen reveled in their feast, but also realized the mistakes of their past. They would no longer hoard their power, nor wait patiently for humanity to bring about its own end. They would now increase their efforts to sow terror in the world, and they would harvest a world of malevolent energy such as the world had never known. This energy would then be used to "terrorform" the earth in fear. When enough of the planet was a "Deadland," the Reckoners could step onto it in the flesh. If properly managed, the Reckoners could keep the earth in a state of perpetual fear and wreak a never-ending apocalypse.

Fear

If the Reckoners can saturate the world with fear, they will be able to walk upon it in the flesh. (This possible outcome of the Reckoning is explained in our sister game, *Hell on Earth*).

Wherever enough fear and other negative energy is generated, the area eventually becomes a Deadland. When enough of the planet becomes a Deadland, the Reckoners can walk upon it in the flesh. (This possibility is explored in our sister game, *Deadlands: Hell on Earth*).

Fear Levels

Here's a rough ranking of the Fear Levels and their effects on the world:

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 the local bully or a bad rash. They might shy away from rumored "haunted" places, but they rarely admit

Marshal's Book

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 about just about everything around them. Haunted locales are avoided, and people 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.

In these areas, the abominations begin to garner the attention of their faceless masters, the Reckoners.

Heaven forbid fear should actually totally permeate an area. These are the dreaded "Deadlands," Fear Level 6. In these places the Reckoners' servants are truly in their element, and even usually weak abominations can be truly terrifying.

The location affected by a varmint's Fear Level is usually a town, a hollow, a haunted mansion, a gulch, or the like, but it isn't necessarily restricted to a definite geographic area. Sometimes an abomination inhabits arcane artifacts or haunts a group of people, such as a family suffering an ancient curse. In essence, the Fear Level encompasses everyone who lives in its shadow on a day-to-day basis.

Abominations can raise a Fear Level one step once every month or so, assuming they cause considerable mischief and don't suffer any setbacks. There are exceptions, of course. Certain powerful creatures sometimes find ways to raise the Fear Level several levels in a single dark ritual. These incidents are rare, but pose the greatest threat to humanity and should be stopped by the posse at all costs.

When a great evil is inactive or defeated, the Fear Level drops by one about every two months or so.

The Land

Even the hills and trees are 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 sometimes appear to flicker or move.

At level 4, something darker than shadows lurks in the corners and overhangs. Cacti take on the appearance of grasping claws or gnarled hands.

Level 5 is oppressive. 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.

A Careful Balance

The Reckoners know they cannot simply create thousands of abominations out of the blue to ravage the Earth. Such an act would quickly drain their power. The safe path is the slow and calculated "seeding" or terrorforming of the earth in fear. A tiny spark used to create a single night haunt can terrify an entire town for months. More energy could be used to fill a town with walking dead, but they would quickly be defeated and have little effect on the population afterward.

The Reckoners sometimes gamble great amounts of power, but only when the payoff well outweighs the risk. Reverend Grimme and Professor Darius Hellstromme are occasionally entrusted with such tasks, but by and large, 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 for power than any kind of "blitzkrieg."

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 to kill.

Remember that the unknown is the greatest horror of all. That's why the horrors created by the Reckoners or the traitorous humans who have given themselves to darkness almost never know where their power truly comes from. In fact, only Raven, Reverend Grimme, Stone, and a very few other individuals even know of their masters' existence. Dr. Hellstromme, for instance, does not, though he harbors suspicious his psyche battles daily to suppress.

The Reckoners actually feed off any sort of negative energy, such as hate, jealousy, and misery. But fear is the easiest for them to generate, and often feeds them the other emotions as well. That's why they created ghost rock. The wars it has sparked—the Civil War, the Great Rail Wars, and random acts of murder and raiding all along the frontier—has already paid them back a hundred-fold on the energy it took to create it in the first place.

Fear As A Weapon

Fighting evil on its home turf is always harder. The very air itself lends a feeling of dread to those mortals within it. Grotesque or terrifying sights affect heroes more in the dark thickets of some haunted hollow than in the bright open fields of the High Plains.

In areas with a Fear Level higher than 0, the posse suffers penalties to its Will saves against fear. Subtract the Fear Level from all their Will saves against these effects. Each location detailed in the next chapter lists that area's Fear Level—don't forget to penalize the posse's Will saves by this amount.

Unlike most fantasy games, characters in *Deadlands* are unused to magic and the supernatural. Even a hardened veteran of the long Civil War might fill his Dingo with the yellow stuff when a walkin' dead shambles up out of Boot Hill.

Creatures which actually cause fear do so normally, but the posse should also make fear checks whenever they first encounter an abomination. Such fear checks are subjective and completely up to the Marshal. Spotting a jackalope shouldn't cause fear, but even hearing that a Hangin' Judge exists might. Seeing the same type of monster multiple times in the same scenario might also get the heroes off the hook. If they're cleaning out a crypt full of zombies, the heroes should make only one fear check the first time they find one of the things. But if a zombie bursts out of a wall and grapples an unsuspecting do-gooder, it might well be time for everyone to roll again.



Tale Tellin'

The heroes of *Deadlands* fight the Reckoners and their minions by their very deeds. Banishing the ghost of a haunted shack deep in the backwoods of Missouri might not seem like an earth-shattering event, but every time the heroes defeat evil and spread the tales of their deeds, they chip away at the local Fear Level—and thus the Reckoners' power. The world is an average of all the lesser areas beneath it, so one day the actions of the world's heroes might just thwart the Reckoners' plans to turn the entire Earth into a Deadland. But their victories won't affect the local Fear Level if no one realizes the dark forces around them have been defeated. This makes telling the tale one of the greatest weapons the heroes have against the Reckoning.

This also means every adventure that takes place in *Deadlands* matters, no matter how insignificant it might seem at first. Every morsel of fear they keep the Reckoners from devouring weakens these fiends. This also means your posse isn't forced into saving the world. It just happens naturally as long as your group continues to defeat evil.

Tellin' the Tale

Soon after victory against the forces of darkness, usually at the climax of an adventure, someone in the posse should tell the tale. Likeable heroes—those with high Charisma scores—are the best candidates, but anyone can tell the tale if they wish. The tale-teller needs to speak 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.

At the conclusion of the tale, the speaker makes a Tale Tellin' skill roll against a DC of 20 plus two times the Fear Level in the locale in which the evil was defeated. If the speaker is successful, the Fear Level drops by one level immediately. If unsuccessful, the hero may not try again with this tale in this community. Further tellings of this tale in the community may bolster individuals, but have no effect on the Fear Level of the area; it must recede naturally. If another horror moves in and is defeated, the tale teller may try again with *that* story, though the creature will almost certainly

Marshal's Den

have raised the Fear Level by its actions before that happens.

The risky side of telling incredible stories is that if some big-mouth rolls a 1 on his Tale Tellin' 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. This bumble *raises* the local Fear Level by one, and is why Texas Rangers and the Agency's "men in black" don't like troublemaking adventurers to talk about what they've seen. They'd rather see the Fear Level lower naturally. A few bad speakers can sow enough chaos and confusion to turn the whole Weird West into a Deadland.

The Reckoners Strike Back

Balance is a high priority for the Reckoners most of the time, so even a posse that defeats several of their minions is left alone, and is probably even beneath their notice. But there comes a time when heroes become too meddlesome. That's when the Devil's Own Herd are set loose upon them.

The Reckoners play by a few cosmic rules—they try their best to break them



(and even manage to do so sometimes), but one of the most important is that they can't just kill a person. Since they don't speak to most of their minions directly, they also can't just tell every horror in the desert to rise up and attack a bothersome do-gooder.

The only direct servants of the Reckoners are a herd of devil bulls (los diablos) and four human (or near-human) Servitors—Raven (who started it all), Dr. Darius Hellstromme, Reverend Ezekiah Grimme, and a killer named Stone. The latter are discussed in the next chapter. Los Diablos are the first creatures sent in to deal with a pesky posse.

Los Diablos

When the first hero in a posse reaches 10th level, the Marshal must decide if the Reckoners have taken notice of their actions. A group simply looking for loot won't garner much attention, but a pious posse who not only defeats evil but tells their tales and reduces Fear Levels afterward is definitely on the hit list.

This is when the Devil's Own Herd is conjured up out of the dark pits of Hell and set loose to hunt.

The first night los diablos are on the posse's trail, the heroes hear a distant rumbling, as if a herd of steers were stampeding in the distance. At this point, everyone must make a DC 10 fear check. The next night, the rumbling grows louder, and the fear check rises to DC 15. This continues one more night, with the DC maxxing out at 20.

A character who failed any of the fear checks suffers the cumulative effects of his fear when the herd finally arrives. At midnight on the fourth night, los diablos appear at the head of a ghostly stampede called the "Devil's Own Herd." Even if the posse is indoors, los diablos and the Devil's Own Herd smash through walls, doors, or windows to ride over them.

There is one physical diablo for every character of at least 10th level in the posse. The bulls can only harm or be harmed by those in the targeted posse. It's the Marshal's call whether or not any NPC characters in the group should be considered part of the posse or not.

Other characters within 100 yards or so are "trampled" by the rest of the ghostly herd. These unfortunate bystanders suffer 1d4 hit points of damage per round until the lead los diablos are defeated. Those who die, whether by the diablos or the ghostly stampede, become another soul in the Devil's Own Herd.

Those who die fighting the los diablos suffer a similar fate. Their souls are taken into the Hunting Grounds to become new diablos and strike back at their fellow heroes.

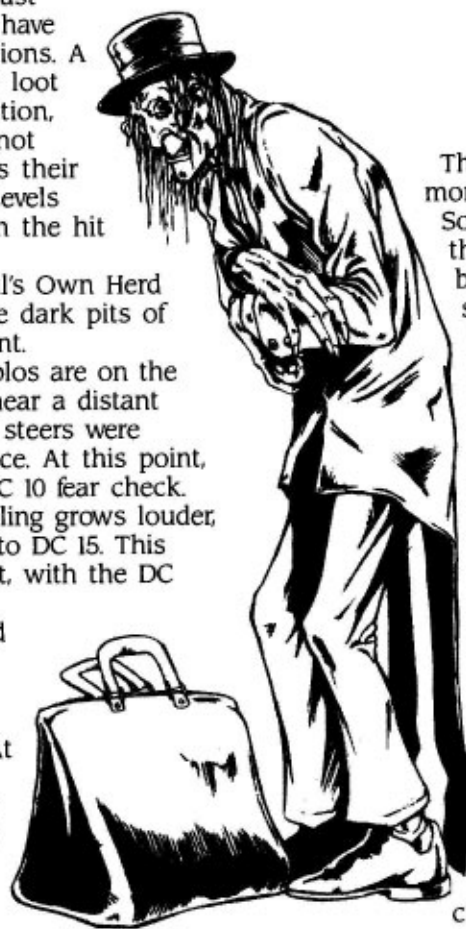
Rascals

There are scores of monsters in the Weird West. Some were dreamed up by the Reckoners themselves, but most were drawn straight from the dark psyches of people themselves. Though these horrors are often the most powerful and frightening creatures, the most despicable are the humans who have freely betrayed humanity and given themselves to the powers of darkness. These are covered below, as are the more hapless gunmen and other hired thugs who serve them.

Black Magicians

Black magicians are bokkors, sorcerers, and cultists of dark and forbidden gods. They believe many things, but in truth, all of their power comes from the Reckoners. The loa of dark voodoo, for instance, may be real, but even they answer to higher powers—the Reckoners.

Regardless of their background or beliefs, black magicians have far more access to the Hunting Grounds than other arcane heroes. The Marshal is free to choose as many spells as he likes for them, though two per level is typical.



Black magicians have spell points just like arcane heroes. They use the skill Black Magic to cast their spells. This functions just like Hexslingin', Faith, or Ritual. Black Magic is usually an Intelligence skill, but the Marshal may change this to suit different types of magic. A dark shaman would use Wisdom, for instance, as do members of Reverend Grimme's Cult of Lost Angels.

Since black magicians are nonplayer characters, they have access to any spell found in any D20 product at the Marshal's whim. These spells often look different than the standard description, but function in exactly the same way. *Fireball*, for instance, is generally forbidden to player characters, but Black River Witches are known for a variant of *fireball* called *ball o' doom*. The spell functions exactly as *fireball* but appears as a growing green ball of eldritch energy instead of blazing fire. The Marshal is encouraged to change the "special effects" of any spell to make it fit better into the western horror genre. Even a simple spell like *barkskin*, for example, when used by the shaman of an insect cult, might have trappings that make his *barkskin* look like a coat of crawling beetles. The appearance of the spell doesn't matter as long as the effects are the same (though a Marshal may always alter those too, of course). Black magic trappings are especially important to the tone of *Deadlands*, as the examples above illustrate. They keep a party from growing too comfortable with their knowledge of the dark side by altering its appearance to fit the villain.

Hit Die: d6/level

Class Skills

Black magician's skills are appropriate to their specific backgrounds. Some common class skills are: Alchemy (Int), Black Magic (Int or Wis), Concentration (Con), Craft (Int), Knowledge (occult) (Int), Professions (Wis), Spellcraft (Int).

Skill Points at 1st level: (4 + Int Modifier) x 4

Skill Points at Each Level: 4 + Int modifier

Class Features

The following is a class feature of the black magician NPC class.

Weapon and Armor Proficiency: The black magician is proficient in the use of all simple weapons and firearms. Some black magicians are proficient with martial weapons as well (sword cults know how to use swords, and so on). The

black magician is not usually proficient in any type of armor.

Black Magic: A black magician gains no bonus spells for high ability scores.

Backlash: A black magician who rolls a natural 1 on a Black Magic roll has angered her dark deities. She immediately suffers 2d6 damage. A black magician who rolls a natural 20 casts the spell as if she were three levels higher than she actually is. This applies to spell effects as well as the opponent's save, if any.

Nonplayer Character Classes

The standard nonplayer character classes outlined in the *Dungeon Master's Guide* work just fine for *Deadlands* too. Here's a brief description of what types of characters fit in each character class. The Marshal should, of course, tailor the skill lists, feats, and proficiencies to the particular character. An Indian warrior, for instance, might have the track feat, a weapon focus for his tomahawk, and so on.

The Aristocrat: Politicians, bankers, industrialists, politicians.

The Black Magician

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1	+0			
2	+1	+2	+0	+1
3	+2	+3	+0	+2
4	+3	+3	+1	+2
5	+3	+4	+1	+2
6	+4	+4	+1	+3
7	+4	+5	+2	+3
8	+5	+5	+2	+4
9	+6/+1	+6	+2	+4
10	+6/+1	+6	+3	+4
11	+7/+2	+7	+3	+5
12	+8/+3	+7	+3	+5
13	+9/+4	+8	+4	+6
14	+9/+4	+8	+4	+6
15	+10/+5	+9	+4	+6
16	+11/+6/+1	+9	+5	+7
17	+12/+7/+2	+10	+5	+7
18	+12/+7/+2	+10	+5	+8
19	+13/+8/+3	+11	+6	+8
20	+14/+9/+4	+11	+6	+8
	+15/+10/+5	+12	+6	+9

The Commoner: Barbers, merchants, farmers, saloon keepers.

The Expert: Blacksmiths, jewelers, essayists, photographers, journalists, lawyers.

Warrior: Hired guns, most Indian braves, ranch hands on the frontier, trail drivers, outlaws, soldiers. Note that not all Indians follow the Old Ways, and may use firearms.

Other NPCs

Other NPCs, such as hucksters and gunslingers, should be created normally. For arcane heroes, the Marshal is allowed and encouraged to raid all of his D20 sourcebooks for new spells. Spell selection is limited for player characters for play balance and so that fighting the Reckoners doesn't become too easy. You're the Marshal, however, so you can determine what spells you want to allow in your campaign.

Gunslingers should be maxxed out as much as possible to present a suitable challenge, especially in duels. These killers almost always start with the feats point blank, rapid shot, weapon focus, and weapon specialization.

The blessed should not be villains. Evil cults like the Church of Lost Angels pretends to be blessed, but in reality they're just black magicians.

The blessed may be used as benevolent patrons instead of opposition, of course. Such individuals might be used to cast *atonement* for a fallen player character or provide healing for a posse without a blessed of their own. Blessed nonplayer characters should not have access to *raise dead* or *resurrect*. If you want a player to come back from the dead (in the non-demon inhabited sense, that is), the character's companions should have to pursue some epic quest and gain a major one-use artifact to do so. Coming back from the Great Beyond (without being Harrowed) just isn't really part of the *Deadlands* setting like it is in most high-fantasy games.

Indian groups are usually led by the player character class brave and perhaps accompanied by a shaman. The rest of the warband should be made up of lower-level warrior "braves."

Varmints

The common animals of the Weird West are already described in Appendix I of the *Monster Manual*. Horses in the Old West, by the way, use the entry for Horse, Light. A very rare few horses are big or strong enough to qualify even as Light War Horses. These hardy animals cost at least five times the going rate in an area.

Buffalo, by the way, are the same as Bison (page 194 of the *Monster Manual*).

Critters

The next chapter contains numerous creatures native to particular areas of the Weird West. You'll find dozens more in the companion to this book, *Horrors of the Weird West*.

Monsters from other D20 books are also appropriate for the Weird West. A word of warning, however. Monsters in *Deadlands* are meant to be horrific, and part of any good horror tale is the unknown. If you decide to use a tribe of goblins against the heroes, no problem. Just make sure not to actually call them goblins for a while. Make them wonder what the "strange, little green men with spears are." A pinch of folklore can help here too. The modern gamer thinks of goblins as nothing more than servitors to orcs and other big, green-skinned barbarians. But the original mythological goblins came forth in the night to steal infants. That's far more frightening than a tribe of comical green pygmies with spears.

Treasure

What D20 game would be complete without a little treasure? Most horrors of the Weird West don't carry around bags of gold, but they do drag bodies back to their lairs for a snack—and the victim's loot usually lies there until some do-gooder comes along to claim it.

The tables below help a Marshal figure out what kind of treasure a dastardly villain or obscene terror might have. Intelligent creatures carry their best goodies on them and keep a handful of cash on hand as well. Use the **Carried Treasure** for these types, rolling once for each fallen opponent. Mundane items, such as matches, ammunition, and the



like are up to the Marshal. Special equipment might be found as well. Roll 1d100 whenever a body is searched. If the roll is less than or equal to the number listed under Other Treasure, roll again on the Other Treasure table.

A character or creature's lair holds the rest of its loot. For this table, use the highest level of the creatures that live there. A gang of bandits led by a 10th level gunslinger, for example, rolls on the 7-10 row on the Lair Treasure table. You'd roll on the same table if the heroes found the lair of a wallcrawler (a 10 HD creature).

Characters should be careful about looting *human* bodies. There's a chance that relatives or friends of the deceased might come looking for his possessions. Taking a horse or other particularly valuable item might even be a crime if there's some chance the items could be returned to the victim's relatives.

Carried Treasure

Level/CR	Dinero	Other Treasure
1-3	\$1d10	5%
4-6	\$1d10x10	10%
7-10	\$1d20x10	25%
11-15	\$1d4x100	50%
16-20	\$1d10x100	75%

Lair Treasure

Level/CR	Dinero	Other Treasure
1-3	\$1d6	5%
4-6	\$1d10x10	10%
7-10	\$1d10x100	20%
11-15	\$2d10x100	40%
16-20	\$2d10x500	50%

Other Treasure

1d20 Result

- 1-2 Cash:** A satchel full of cash contains 1d20x\$100.
- 3 Blueprint:** The blueprint contains the design specs for a gizmo of the Marshal's choice. This allows a mad scientist to skip the "Devise the Blueprint" step if he decides to build it.
- 4-5 Gizmo:** A mad science gizmo of some sort is discovered. If this was carried treasure, it's a small

Marshal's Bag

item of some sort and temporarily broken (which is why it wasn't used). A Tinkerin' roll of 15 is required to make it operable. The gizmo may be larger if discovered in a lair.

- 6-9 Rare Weapon:** The fallen foe had a rare weapon of some kind, such as a Buntline, LeMat, or revolving shotgun. If this was carried treasure, the weapon is out of ammo or otherwise needs minor repairs.

- 10-14 Masterwork Weapon:** A masterwork weapon is found. It isn't magical, but adds +1 to the user's attack rolls.

- 15-16 Object d'Art:** A valuable piece of art, such as a pocketwatch, a painting, or personal jewelry worth \$1d10x200.

- 17-18 Secrets:** Papers in or around the fallen foe reveal dark secrets. If carried, the dark secrets concern whoever the bad guy works for, if anyone. If found in a lair, the secrets are found on the minion of some major player in the Weird West, such as one of the railroads or the Cult of Lost Angels. In any event, the secret should help the heroes should they tangle with that foe in the future.

- 19-20 Relic:** A magical artifact of some sort was discovered (choose one from Chapter Eleven or make one up of your own devising—most magic items from other D20 games can be imported into *Deadlands* as well).

If the relic was carried, the wearer obviously had no idea how to use this priceless treasure.





CHAPTER NINE: SECRETS OF THE WEIRD WEST

The history of the Weird West is mostly the same as that of the real world, at least up until 1863. That's when the Reckoning began and made the world such a wicked place. It's not a wonderful place to live, but it sure makes for an exciting game setting.

That's what this chapter's all about. We're going to give you a fair amount of detail on the history, important players, and major locations you might want to use in your game. Give it a read, then figure out where you want to start your campaign. If you want more information on an area, you might check out other *Deadlands* products. We've got quite a few books out there that dig much deeper into our most exciting and popular settings. Each of these covers weird locations, new relics, dastardly villains, and secret cults. You should also check out the Pinnacle website (WWW.PEGINC.COM) for more information about *Deadlands D20* products. These other sets can fill in a lot of the details we can't fit in here.

The War

Let's start our lesson with the War. The American Civil War, that is.

After the dead rose at Gettysburg, the generals withdrew from the battlefields to try and figure out what happened. The next time the Union Army of the Potomac met the Confederate Army of Northern Virginia, the same thing happened. And worse.

The governments put the Pinkertons (later the Agency) and the Texas Rangers in charge of finding out what the Hell was going on, and after a few more battles, the answer was clear.

These "troubleshooters" learned the violence and terror of battle somehow spawned these horrors. They also learned that the more people knew, the more scared they got and the more monsters seemed to crawl out of the woodwork. So the war dragged to a halt. The soldiers who had seen the horrors of the battlefields were split up and most were

convinced they had suffered some sort of insanity or mass delusion caused by the horrors of war.

From that point on, both the US and Confederate governments have worked very hard to keep the existence of the supernatural quiet. This caused the battles to stop for a while so that agents and Rangers could seek out and deal with the worst abominations. Those few who saw such things and survived were recruited or kept quiet.

But the Reckoners weren't defeated so easily.

The Great Quake

America's west coast has been rocked by violent quakes for several million years. The ancient people who lived there knew it, and prayed to the earth spirits to protect them. The spirits



agreed and the deal was sealed with great pictures, known as the "rock paintings," up and down the fault line of the coast. A few thousand years later, the Native Americans of the coast maintained the images, though they had forgotten their specific purpose. But the Reckoners knew, and they led Raven to the secret. In early 1868, he ventured there, vandalized the paintings, and used his magical powers to start a minor tremor. The earth spirits, infuriated at the destruction of their millennia-old memorials, turned the tiny tremor into the greatest earthquake the world has ever seen.

California fell into the sea, turning the land that remained into a massive labyrinth of towering sea-canyons. Thousands died. But that wasn't the Reckoners real purpose. Their true goal was to provide an excuse to expose an incredible new mineral. The stunned survivors of the quake discovered it first. A group of survivors near San Diego found that the black rock they had gathered was not coal as they had thought. It was an entirely new substance that burned nearly 100 times hotter, brighter, and longer than coal.

At first these tales received little notice, but as more and more people reported discovering rich veins of the stuff, the public realized there might be something to the stories after all. The dust of the quake had barely settled before a bunch of scientific types headed west to check things out. They called this stuff "ghost rock" because of the ghostly vapors and low moan the rock emits when burned. The inventors who tried to demonstrate ghost rock's incredible properties were first laughed at as eccentric kooks. That's when the members of the press dubbed them "mad scientists." The name stuck, but it didn't take more than a few flying machines and ghost rock and steam-powered horseless carriages to convince the public there were fortunes to be made from their madness.

War Machines

The Confederate government was especially interested. President Jefferson Davis got the notion these amazing inventions could be used to turn the tide of the war. In January of 1869, Davis declared that the Union state of California no longer existed and the "Great Maze" was now a Confederate Territory. His plan was to seize the ghost rock for the South and develop an army of war machines the likes of which the world had never seen.

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The teams of Texas Rangers combed the west to recruit those with knowledge of ghost rock. Those scientists who signed up with the Rebels were taken to a secret Confederate base at Roswell, New Mexico. Those scientists who refused the Texas Rangers' offer couldn't pass their knowledge on—at least not without a price. This is why mad scientists tend to keep to themselves to this very day.

Davis has never really got hold of the Maze, but he has been able to establish enough pro-Southern settlements there to secure a decent supply of ghost rock. Mile-long mule trains carry tons of the stuff to Roswell, long ago establishing the now-famous "Ghost Trail."

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

The Battle of Washington

The Confederates attacked Washington with their new toys in February of '71. The Union forces were caught completely off-guard and pushed back into southern Pennsylvania. Fortunately for the boys in blue, the Confederates' gizmos began to conk out and the Rebel supply of ghost rock ran low. Ulysses Grant, Commander of the Army of the Potomac, rallied his forces and staged a massive counterattack. Lee was forced 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. A larger number, 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 Buffalos" raided the base in early '72. These men, led by veteran officer Jay Kyle and Sergeant Amos, stole many of the South's best designs. Davis was furious and responded by ordering the base be 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, then they leaked word that a horrible experiment had caused a disaster.

The public believes the "secret" base was destroyed and figures the Confederates have another one somewhere else. That's almost true. 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 knows the safe routes in. Even the scientists inside are kept in the dark, literally, to make sure they don't desert.

The Aftermath

These events were the kick in the pants needed to get the US government's attention. Grant realized war machines powered by ghost rock were the way of the future. His weary eyes turned toward the Maze.

Secretly, he commissioned the construction of "Fort 51," a secret base in southern Nevada designed to be the equivalent of the Confederate's laboratory in Roswell.

Publicly, Grant started the Great Rail Wars.

THE GREAT RAIL WARS

The ghost rock rush and the renewed vigor of the War Between the States spawned the hateful stepchild known as the Great Rail Wars.

In an impassioned speech before a joint session of Congress, Grant proposed the government support the construction of a transcontinental railroad. Plans for such a railroad had been proposed before, but the war and the rise of the Indian nations had derailed them (no pun intended, Marshal).

The next day, Congress unanimously passed the Transcontinental Railroad Act. It offered a 10-year monopoly on government ghost rock shipments to the first railroad to complete a continuous rail line to the Maze. The contract was worth billions.

Across the border, Jeff 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 US offer. They did. The Confederate Rail Committee was created days after the US legislation passed.

The Coming of the Gangs

The race quickly captured the public's imagination. The furthest position of the railroads' work crews was reported daily in the newspapers. Fortunes were won and lost speculating on the railroads' stocks. Betting on which railroad would be the first to reach a certain longitude become a national pastime.

At first, dozens of railroads competed to be the first to reach the Great Maze. Then the race got dirty. With so much at stake, competition steadily escalated, making the (historic) rail wars of the mid-1860s look like a bake-off. All the railroads recruited gangs of hired guns and sometimes stranger allies. The more scrupulous companies used them to guard their interests. The underhanded ones used them to actively sabotage their rivals.

By 1870, only six of the most powerful and well-financed railroads remained in the race to the coast.

Bayou Vermilion

Bayou Vermilion is run by a wealthy New Orleans merchant of Haitian descent with an oddly effeminate name, Baron Simone LaCroix. The public doesn't know much about the reclusive LaCroix. The Baron's hermit-like behavior has led to all types of wild stories, including some that claim he dabbles in the black arts. It isn't even known where he gets his baronial title from, but he insists he be addressed as such by his employees.

In truth, Baron Simone LaCroix gets his name from the cult that worshipped him in his native Haiti. As you might have guessed, LaCroix is a voodoo master of the first order. His mysterious first name—Simone—is normally a woman's name. His cult gave him that name after he consumed his sister alive in a bizarre voodoo ritual (see *River o' Blood* for the whole story).

LaCroix cares nothing for the railroad or the race to the coast itself. He drives to Lost Angels because one of his dark deities told him to. His only real enjoyment is power and the terror he spreads along the way.

When his railroad is far enough from civilization, Baron LaCroix allows the scores of young and ambitious houngans (voodoo priests) to raise the dead and put them to work on the line. Strangers unfortunate enough to see the dead men will likely be grabbing a pickax and joining them shortly after the houngans catch up with them.

Bayou Vermillion's expansion slowed considerably after arriving in Tombstone, Arizona. The local Apache tribes, who see his use of the dead in the isolated outlands, revile B.V. and its houngans. They destroy these blasphemies every chance they get, usually taking a few valuable houngans and hired guns with them. This has forced the redeployment of guards and work crews along the length

Secrets

of the railroad. B.V.'s glassy-eyed guards are not particularly observant, but dangerous and difficult to put down in a fair fight.

Black River

Black River Railroad was run by Miles Devlin, a ruthless S.O.B. by anyone's standards. Back in '67, the Tennessee Central railroad tried to pressure Devlin into selling his company. When that didn't work, they put a bullet in his back. But no one counted on Miles' wife Mina. When Mina Devlin inherited Black River's stock, everyone expected her to sell it. They were sorely disappointed. In the next few months, this raven-haired beauty proved she was twice as bright and four times as mean as her late husband. Some say Mina only turned cruel after Miles' assassination. The truth is she was born a black-hearted seductress, willing to do anything to accomplish her goals. Her and Miles were truly a match made in Hell and she avenged his death with blood. It wasn't long before a number of executives from Tennessee Central (and their families) were on permanent sabbatical in Hell.

Building a transcontinental railroad is just a means to prove a woman can be just as megalomaniacal as a man to Mina. She could care less about the actual linking of East and West. To further her ends, Mina has long dabbled in the dark side of witchcraft. She is now one of the most powerful spell-slingers in the West.

Black River's rail line runs smack through the Disputed Lands. Mina rarely pays towns for the right-of-way, preferring campaigns of seduction, violence, or intimidation instead. Her gangs are some of the meanest in the Rail Wars. She doesn't have all the toys of Wasatch, the glassy-eyed servants of Bayou Vermillion, or even the resources of Dixie Rails, but her people can hold their own against any of their opponents. Women are preferred and actually get paid substantially more than men of equal skill. This has attracted far too many dispossessed war widows to Mina's side.

Black River's most feared gang is the "Wichita Witches." Their name is no coincidence. They are the brightest students of her evil ways. The beautiful but deadly witches are led by a whip-cracking beauty from south of the border named Violet Esperanza. Violet and her girls are as fast on the draw as any male gunslinger and can hit a man smack in the privates at 50 yards with a pistol—something they do a little far too often!

Secrets

Dixie Rails

Dixie Rails is owned in part by retired General Robert E. Lee. The company is managed by his nephew, Fitzhugh Lee. Like Joshua Chamberlain of Union Blue, both uncle and nephew thought it their patriotic duty to secure the riches of the Great Maze for their own struggling country. The Lees chose to build their railroad along the border so that it could be used to quickly shuttle Confederate troops along the frontier in times of war.

Both Robert and Fitzhugh Lee are privy to the Confederacy's greatest secrets, however, and their close ties to the Confederate administration allow them to test secret Rebel war machines from Roswell. A few of their war trains rival those of even Darius Hellstromme. In the Rebel tradition, Dixie Rails has fewer secret devices, but the ones they have are top quality.

Dixie Rails makes most of its money contracting out to the Confederacy. The railroad's greatest obstacle to winning the Great Rail Wars is that Fitzhugh is nowhere near as crafty as his uncle Robert. When Fitzhugh is left to his own devices, the railroad struggles along at a moderate pace. Only when General Lee takes an active hand in these matters does the railroad really live up to its full potential.

Iron Dragon

Perhaps the most unlikely of the rail barons is a man known only as Kang. This Chinese magnate amassed his fortunes shipping ghost rock from the Maze to points east. Far East. And he wasn't particularly nice about it.

Everyone who lives there knows to fear the colorful sampans of Kang. His pirates steal their ghost rock from other miners, raiding their camps and making off with their ore-laden barges. The rest of the warlord's money comes from the opium trade, prostitution, and any other vice he can dip his well-manicured hands into.

Kang is a ruthlessly efficient warlord. He is also a superior martial artist and an even better sorcerer. But despite all his personal power, he knows the key to his secret ambition—establishing his own nation in the northern Maze—is money.

Lots of it. Piracy and graft are lucrative, but the real money to be made is in shipping ghost rock to the war-torn eastern states. To meet this demand, he bought out the old Chicago and North Western, renamed it Iron Dragon, and quickly extended its lines west.

Kang entered the race later than most. By the time his first rolling stock was ready, all of the good routes west had already been claimed. So the crafty Kang did what no other rail baron was able to do—he headed straight into the Sioux Nations.

The real problem with building a railroad through the Sioux Nations is the Old Ways movement, a rejection of everything technological. Kang's railroad was a direct challenge to the Old Ways movement, which had already had some resistance from younger Sioux.

Fortunately for Kang, a few months before he joined the rail wars, the tribes who lived near Devil's Tower, Wyoming, were attacked by strange demons. The Sioux call them "paha wakansica," or "mountain devils." Kang's agents found out about the situation and also learned the Sioux's arrows and rifles were useless against the wakansica. Even many of their shamans had died fighting the evil creatures.

Kang had no idea what these horrors were, but he believed he and his warriors could defeat them. The Great Fathers, desperate for help, agreed that if Kang could stop the wakansica, he could build a single line through the southern Sioux Nations. The warlord went to Devil's Tower with a handpicked band of martial artists, Japanese samurai, gunslingers, and mad scientists.

The strangest gang ever assembled entered the tower and fought a battle unlike any the world has ever seen. We'll tell you a little more about what he found inside on page 117, but the real secrets of the wakansica's lair are revealed in the *Devil's Tower* adventure trilogy.

Kang's success in battling the wakansicas really paid off in '75 when gold and ghost rock were discovered in the Black Hills, right in the heart of the Nations. The Sioux agreed to let him build a single spur to the "treaty city" of Deadwood and Kang's fortunes grew. Maze would not only have an edge on

allowing his ominous Iron Dragons to chug on westward.

Union Blue

Joshua Lawrence Chamberlain, the hero of Gettysburg, is the president of the Union Blue Railroad. Chamberlain was working as Grant's aide de camp when the competition was announced. Realizing the strategic importance of the transcontinental railroad to the country, he asked for and received a leave of absence to form the railroad.

Union Blue runs just south of the Sioux Nations. As you might expect, the spurs Chamberlain needs to generate revenue often stray into the Disputed Lands. This means very slow going due to constant harassment by Rebel guerrillas and Black River saboteurs.

Chamberlain's real advantages stem from his personal character. His incredible 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. This is why he is able to quickly and cheaply negotiate right-of-ways with towns in both the United States and its territories as well as the Disputed Lands.

Chamberlain's workers—the best-treated of all the rail crews—would die for their selfless master. Many of his guards are veterans of the war, some of whom are disabled but make up for their disadvantages with cold determination. All of Chamberlain's workers take the job of protecting the line and its crews very seriously.

Wasatch Railroad

The "iron horse" most folks are betting on is Dr. Darius Hellstromme's Wasatch line. The railroad is named after the mountains around his renowned laboratory in Salt Lake City, Utah, also known as the City of Gloom for the constant cloud of ghost rock soot that hangs over the heavily industrialized city.

Hellstromme is the world's foremost "mad scientist." His incredible inventions have led to faster trains, mechanical men, and even ornithopters.

Hellstromme has an easy time winning rights-of-ways in the West. He merely bribes the town's mayor or citizens with money or some fantastic device. When he can't win a right-of-way so easily, Hellstromme isn't above resorting to terror tactics. He lets nothing stand in the way of his goals. The murder of fools who stand in his path is completely acceptable this obsessed inventor.



A Seventh Player?

There is one other railroad that has become a player in the Great Rail Wars, the Denver-Pacific. This line runs from Salt Lake City to Denver and has no chance of running the entire width of the nation, but its position puts it in a prime position to sell itself off to one of the "big six."

Even more interesting, the DP is owned by the Smith & Robards company, a mail-order factory specializing in weird gizmos (mad science). The owners don't like Dr. Hellstromme as their ideas often compete, and each accuses the other of constant industrial espionage and patent violations. Smith & Robards' compound in the mountains above Dr. Hellstromme's factories in Salt Lake City is well-guarded or they would have been dead a long time ago.

State of the Rail Wars

The Rail Wars heated up in the summer of '76 with a flurry of confused and bloody fights called the "Battle of the Cauldron," but events in the City of Lost Angels have recently caused the railroads to come to a screeching halt. See **The Edict of '77** later in this chapter for all the gory details.

The lull is good for the tired survivors of the Rail Wars, but bad for the companies. Most of them staked everything on reaching the coast. Now they found themselves barely breaking even providing service to the towns along their exposed rail lines.

THE ELECTION OF 1876

The simultaneous presidential elections in both the North and the South captured almost everyone's attention in late 1876 (whether they wanted it to or not). The elections, and the accompanying military actions of the so-called November Offensives, did little to change the status quo of the War between the states.

The Southern Election

In the South, Jefferson Davis has ruled unchallenged since the start of the Civil War in 1860. The election of '76 changed all that.

Secret

General Robert E. Lee retired from the CSA Army in 1870 to help run Dixie Rails, but received the unsolicited nomination of the reconstituted Whig Party, a loose coalition of factions united by their opposition to Davis, and they did most of the actual campaigning on his behalf.

Though smaller in scope and numbers, the rallies organized in support of Lee by the crippled and maimed veterans of Lee's army spoke more poignantly for his election than anything else possibly could. Only public concern over the (soon-to-be) 70-year-old former general's health seemed to lessen Lee's chances of election, and the more partisan of Davis' supporters ceaselessly reminded voters of the general's near-death by heart attack six years prior.

The Northern Election

Ulysses S. Grant was the Union incumbent. Grant was set to step down and resume command of the Union Army. In late '75, however, Generals Sherman and Sheridan convinced Grant that only he could remain president while the Civil War raged on. Letting a "civilian" run the war would only result in a quick death for the Union.

Grant's challenger this time around was Democrat Samuel Tilden, the Governor of New York. Tilden, spokesman of the Union "peace movement," was rarely able even to begin a speech, lacking the incumbent's Secret Service protection. In Tilden's case, hundreds of wounded Union army veterans shouted down his every word and were all too zealous in their efforts to prevent his supporters from showing up in the first place.

The November Offensives

As everyone expected, the Fall of 1876 saw a renewal of the fighting all along the Mason-Dixon line.

Virginia

November 1st saw the first action of the offensives with the Battles of Sixth Manassas. The Union Army, supported by a fleet of massive, ghost-rock powered land-ironclads advanced on the



Confederate lines. At the same time, three newly constructed Union air carriages began a bombing campaign over the Confederate capital of Richmond. Only a swiftly brewed home air corp of Rebel ornithopters and the unleashing of the Confederacy's newly developed terror weapon, chlorine gas, saved the day for the South.

The fighting and shelling raged for weeks (while the ballots were counted), but in the end neither side gained an inch of ground. All that was accomplished was a veritable feast of human misery for the Reckoners.

Kentucky

Meanwhile, General Sherman led his Union forces across the Ohio river into Kentucky, first evacuating, then sacking the city of Louisville. He then advanced on Bowling Green, Kentucky, leaving a swath of destruction in his wake not unlike the one left by his forces in Georgia a decade earlier.

The Union forces seemed unstoppable as they advanced on Bowling Green, and only the intervention of a collective abomination called The Black Regiment, a group of spectral soldiers who live only for death and destruction, saved the Rebel forces from complete destruction.

As it happened, Sherman was forced to retreat his men back into northern Kentucky, and retired across the river into Indiana in late January of 1877.

Kansas

While there was no organized offensive in Kansas as such, the arrival of a force of Federal troops there some days before the elections destabilized this powder keg of a state completely. Pro-Northern Jayhawkers and pro-Southern border ruffians clashed even more than normal. The Federal troops, under General Sheridan's command were dispersed throughout the state to restore order, and turned the tide for pro-Union forces.

In response, the CSA dispatched a cavalry force under General Gano as an equalizer. So, ultimately the balance of power in Kansas has not shifted—there are just more people with guns in the state now.

Secrets

Detroit

While the Union was on the offensive on its southern border, it was forced onto the defensive on its northern one. Confederate saboteurs have been working out of Canadian bases for several years, and the Union had begun to fortify the Canadian border as a result. This didn't sit too well with the British, who already have made overtures of support to the South. Still, the Union was not prepared for what happened on November 5th, when a British line division crossed the Canadian border into Michigan and seized the city of Detroit. The British have since fortified their position, as seem to be in the occupation for the long haul.

Sound & Fury

After the casualties and the ballots were all counted, the events of late 1876 seemed to have produced only unintended consequences. President Grant had sought to rekindle Northern support for the War by launching the November Offensives, but he succeeded only in triggering an international crisis with Britain.

Nonetheless, he won by a substantial margin over his opponent, Samuel Tilden.

The results in the Confederacy are more controversial. The votes cast in the states went to Lee by a slight margin, but highly suspect votes from the territories and Disputed Lands tipped the election in Davis' favor by a razor-thin margin. Cries of fraud were heard from every part of the Confederacy, and only the published personal appeals from Lee himself averted a national uprising, and then only just.

Back East

Here's a brief run down of the political situation Back East. Events there are often far-removed from the boomtowns of the Great Basin and the Maze, but they do affect the Disputed Lands significantly.

For more complete details on what goes on east of the Mississippi, check out the *Back East: The North* and *Back East: The South* sourcebooks.

The South

In the South, Jefferson Davis has ruled since the start of the Civil War in 1860. The recent election in '76 was the first real challenge to his power.

Secrets

The main reason he proved so unpopular is because the people are still suffering greatly from the ravaged economy. The Northern blockade and constant raids make food sparse. The government is little help since Davis puts all of its money into developing war toys or paying its huge armies. That leaves little left for relief or disaster programs.

The cries of fraud are quite correct. Stealing the election was easy for Davis, who saw to it the electoral votes assigned to the western territories were counted and recounted until they added up in his favor. However, he may find it difficult to continue covering his tracks, as more people than ever now believe something is amiss with the President.

Many wonder how this once caring man could be so callous to his starving people.

Davis' Secret

The reason why is that he isn't the same man who took office at the start of the war. He's actually an evil doppelganger who's been in charge for the last several years.

In the winter of '71, Davis toured the hills of Kentucky to scare up new regiments to replace those lost in the Battle of Washington. On the last night, the President took a lonely walk in the crisp mountain air to relieve his tensions. There a sickly, shambling thing with white, wet skin bushwhacked him and ate him alive. The bloated thing then crawled into the woods and waited for its bizarre transformation to take place. By the next night, the doppelganger had assumed Davis' appearance, and more importantly, his knowledge and ambitions.

In its original form, the doppelganger is clever but not truly intelligent. When it assumes a human form, it assumes its host's consciousness, albeit in its own twisted fashion. The doppelganger who consumed Davis wants to keep the country at war and wreak as much devastation as possible on the North. Though it has so far been subtle, its designs are causing it to fast lose favor with the mostly unsuspecting Confederate people.

The Jefferson Davis doppelganger's future plans for the war includes the continued development and deployment of weapons of mass destruction, most of

which would horrify the most ardent of proponents of the War.

With the terror weapons being developed by Confederate scientists and another term in office under his belt, the Davis doppelganger hopes to continue spreading as much death and misery as possible.

General Lee

Retired General Robert E. Lee is suspicious of Davis. He took a position as a special advisor at the Confederate Department of War just so he can keep an eye on the President.

Lee's recent electoral defeat confirmed that there was something very wrong in the Confederate White House, but the aging military man still has no idea exactly what. Davis has moved to distance himself from Lee since the election, encouraging him to go back to running Dixie Rails full time.

Lee is unsure what to do now. But he believes he may have to do something soon. He knows that if he tried an outright coup d'etat it might give the Union forces the opening they need to crush the Confederacy. And yet he sees Davis steering his beloved nation down the path of destruction. For now Lee waits—and plans

The North

Things are a lot more straightforward up north, at least as far as the presidency goes. Ulysses S. Grant remains President of the United States of America. While there was a little behind the scenes influence in the '76 election, it came mostly in the form of staging demonstrations against Tilden's peacenick campaign rather than outright electoral fraud.

The British invasion of Detroit has had one upside for the beleaguered president: it has solidified the people of the Union behind Grant and halted (at least for the moment) what was a rising tide of opposition to the War with the Confederacy.

Despite the complete failure of the November Offensives, Grant, backed by a pro-War congress, intends to continue

prosecuting the War with the South—right after he deals with the British troops messing about on his northern border.

AGENTS & RANGERS

Now that you know a bit about the governments that spawned them, it's time to tell you about the North and South's secret weapons in the war on the supernatural: the Agents and the Texas Rangers

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.

That was the public face of it, at least. In reality, the branch of the Pinkertons that handled secret operations was split away from the Detective Agency and absorbed whole by the US government. The name changed, but the faces actually remained the same, right up to the man tapped to head the whole shebang—Allan Pinkerton, founder of the Pinkerton Detective Agency!

Watching the Shadows

In addition to watching for sedition, sabotage and espionage, the Agency has a much more important function, just like it's Pinkerton predecessor: investigating the paranormal. Agents never admit this publicly, however. In fact, most won't even admit they're working for the Agency.

If word of an encounter with the strange or bizarre gets out, however, the "men in black" are usually on the scene within hours, at least in Union territory.

Agency Organization

Agents work on several levels. Full-time Agents carry badges. Local sheriffs and town marshals are supposed to comply with them under an executive order issued by President Lincoln way back in '64, and modified by Grant in '77. US Marshals are also supposed to comply with the Agency, but their independent nature often puts them at odds with their fellow lawmen.

Secrets

The Ghost

The Pinkertons' founder, Allan Pinkerton, remains in charge of affairs 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 this operative's true identity.

The Ghost is none other than former President Abraham Lincoln. After his assassination in 1865, Lincoln returned from the dead Harrowed. He and a few close associates chose to let the rest of the country think he was dead—in the traditional no-talking, no-walking-around sense, that is.

Over the next few years, Lincoln mastered his manitou and began to develop his arcane powers. When he finally felt he had control, he used his ability to become incorporeal and slipped into the White House in February of '73.

President Grant knew a little about the Reckoning from his agents in the Pinkertons, but having the undead former president walk into his bedroom nearly gave him a heart attack.

After a few hours of Lincoln's calming voice and more than a few stiff drinks, Grant welcomed his old friend back. Then Lincoln told him his plan.

The former President, having experienced the power of the Reckoning firsthand, wanted to use his dark gifts against the bizarre transformation of the world.

Lincoln would be easily identified in the East, however, so he traded in his stovepipe hat for a Stetson and headed west. At Grant's behest, Allan Pinkerton officially placed Lincoln in charge of the "Western Bureau" under the false name of Andrew Lane. The press has come to call him "the Ghost," however, and it is far more appropriate than they know.

The Ghost rules the Western Bureau with an iron hand. He is sly and easygoing personally, but he's strict and unforgiving in his policies, just as he was as President in the early years of the Civil War.

Lately the Ghost has been seen operating near a mining boomtown in the Great Maze called Gomorra, along with a handful of his Agents. He's been remarkably close-mouthed about the situation, only communicating directly with Allan Pinkerton and Grant himself about the matter.

Secrets

The Spooks

Lincoln's handpicked coterie of agents are collectively known as the "Spooks." All of these agents are intelligent and deadly gunmen, and a few are as undead as Lincoln. Some have mistakenly identified them as the Agency's "Inner Council." In truth, Lincoln rules the Western Bureau with complete autonomy.

Lincoln travels with at least five Spooks. Another 15 or so are dispatched to trouble spots around the country—sometimes even venturing undercover into the Confederacy. Spooks should be created as individuals. The Marshal should make a standard character of at least 15 total levels. A few very trusted Spooks are Harrowed as well.

Agents

Agents are the mainstay of the Agency's personnel. They do the "average" Agency work: investigating supernatural incidents while obfuscating the truth about what's going on in the Weird West as much as possible.

While not as tough as the Ghost's personal assistants, the Spooks, they are still usually more than equipped to deal with average supernatural threats.

Typical

Agent:

Gunslinger
5/Agent
1; CR 5;
Medium-
size
Human;
HD
5d8+1d6;
hp 33; Init
+6; Spd 30
ft.; AC 12
(+2 Dex);
Atk +7
(Gatling
pistol);
AL LN;
SV



Fort +5 Ref +7 Will +4; Str 13, Dex 14, Con 14, Int 12, Wis 12, Cha 12.

Skills and Feats: Bluff +3, Diplomacy +3, Disguise +4, Gather Information +4, Heal +3, Hide +4, Intimidate +3, Knowledge (arcana) +3, Knowledge (law) +4, Listen +5, Move Silently +4, Ride +3, Search +5, Sense Motive +3, Spot +5; Automatic Weapons, Firearms, Improved Initiative, Greased Lightning +3, Point Blank Shot, Quick Draw, Rapid Shot, Simple Weapons

Possessions: A Gatling pistol, a disguise kit, and an Agency badge.

Description: The statistics here represent a typical full-time operative. Agents' appearances and abilities are as varied as their missions. Most of the time they make an effort to look normal or nondescript.

Troubleshooters

The Agency hires local well-knowns when full-timers are scarce, or for missions where they expect high casualties and are looking for a few expendables. The Agency invariably treats troubleshooters like mushrooms: keep them in the dark and feed them manure. They also aren't likely to use a troubleshooter twice in the same area to keep them from knowing too much.

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

The Star Chamber

Senior Agency operatives, like veteran Texas Rangers, know of the Harrowed. They also know some of these individuals can fight the demon inside them and regain control of their bodies. When they can manage to stay in charge, the Harrowed can become great allies in the fight against the Reckoners.

Once a Harrowed is captured, it's difficult to tell who's in charge. Manitous are clever liars, and they can fool even the most skilled interrogators. The Rangers rely solely on their judgement, but after many years of bloody failure, the Agency

has devised a better method: the "Star Chamber."

A huckster working for the Agency constructed the Star Chamber for sorting the good from the bad and the ugly. The Star Chamber is hidden deep inside a warehouse in the Denver stockyards. On its floor is a circle enclosing a five-pointed star. Harrowed are bound with rope or handcuffs and placed at the center of the star. Then the huckster engages the thing in a spiritual test of wills and tries to bind the manitou's soul.

Binding manitous isn't a sure thing. When the Agents fail, they usually apply a flamethrower to the unfortunate host, killing him and his malignant parasite forever.

Only the Spooks and a few senior Agents know of the Star Chamber. Other full-time agents are told to capture Harrowed characters whenever they can and bring them to Denver by rail. They are met by the Spooks or its duly appointed representatives, and the Harrowed prisoner is immediately whisked away to the secret warehouse.

Binding a Manitou

Once the Harrowed is inside the Star Chamber, it cannot leave the pentagram or use its powers on anything outside the confines of the circle's borders. It can fire a weapon, throw things, or do anything else a normal mortal could do, but it cannot cast spells, use powers, or otherwise supernaturally affect anything outside the pentagram.

The manitou gains instant but temporary Dominion while inside the pentagram. The mortal soul is repressed and cannot later remember the incident.

Once the manitou is trapped in this way, the interrogator starts to work. His role is to win a contest of wills with the creature. If he wins, he can bind the spirit for a while. If he loses, the manitou gains total Dominion over its host. Dominion may be regained naturally if the Harrowed somehow escapes, but the Agents always break out a flamethrower and the marshmallows if they can't succeed.

To begin the binding ritual, the interrogator begins asking the spirit questions. The nature of the questions doesn't really matter, as such. The banter is really only symbolic of an incredible battle of wills.

After two hours of this, the manitou and the agent must each make an opposed Charisma roll. The manitou's bonus is +5. Whoever gets the highest total wins.

Secrets

If the manitou wins, the interrogator suffers 3d6 damage and can't ever attempt to bind this manitou again. If the manitou loses, it is bound and the Harrowed character gains complete Dominion. The undead can lose Dominion normally once the host is released, but the mortal soul is given relief from his parasitic tormentor for at least a while.

Agents use the Star Chamber only when they have a worthy subject. It's a dangerous process, and unless the Harrowed is strong-willed, he would likely just lose control to his manitou a few months later.

The Texas Rangers

The Confederacy relies entirely on the military to do its interstate policing in the West. Regiments scattered throughout Rebel states and territories always have jurisdiction over local town marshals and county sheriffs.

Of the military units, one in particular has free reign over the entire Southwest: the Texas Rangers. These surly fellows fought as regulars in the early years of the war, but they were later detached from the regular military to serve the Confederacy as mounted police officers.

That's all the public knows. Your average CSA citizen has no idea that the Texas Rangers have another job: hunting monsters. Richmond has charged the Austin, Texas-based Rangers with detecting and stopping supernatural activity in the borders of the Confederacy, as well as suppressing the truth about the supernatural events. Their methods of doing so are often a bit less subtle than the Agency's.

There's an old saying that goes, "one riot, one Ranger." This is true when they're dealing with outlaws or lynch mobs. When they're chasing something less natural, the wily Rangers travel in packs, much like wolves but twice as mean.

The Rangers' unspoken motto is "shoot it or recruit it." You see, there are certain creatures in the world that can be used to fight the tide of evil that has washed over the Weird West. The Rangers love to get these dark champions to fight for them. If they eventually turn against the Rangers—and quite often they do—they quickly find their way back into the black holes from which they came.

Typical Ranger: Gunslinger 6/Texas

Ranger 1: CR 5; Medium-size Human; HD 6d8+1d8; hp 52; Init +7; Spd 30 ft.; AC 19 (+3 Dex, +5 armored duster); Atk +8/+3

Secrets

(variety of double-action pistols 2d6); AL LN; SV Fort +8 Ref +8 Will +5; Str 13, Dex 16, Con 16, Int 14, Wis 14, Cha 16.
Skills and Feats: 42 Bluff +6, Diplomacy +5, Gather Information +5, Heal +3, Hide +5, Intimidate +6, Knowledge (arcana) +5, Knowledge (law) +5, Listen +4, Move Silently +5, Ride +6, Search +5, Sense Motive +5, Spot +5, Wilderness Lore +5; Dead Eye, Far Shot, Firearms, Improved Initiative, Greased Lightning +3, Point Blank Shot, Quick Draw, Rapid Shot, Simple Weapons, Two-Weapon Fighting

Possessions: Two double-action Peacemakers, a good horse and a Ranger badge. Most keep a rifle or shotgun and some dynamite on their horse as well.

Description: Rangers keep a low profile until it's time to get down to business. Still, most folks can tell by their demeanor, their long, black dusters and wide-brimmed hats that they're one of "Texas' Finest."

The Ranger's Bible

Rangers are given a book titled *Fugitives from Justice in the Confederacy*, though it is more commonly known as the *Ranger's Bible*.

Published every year, it contains information about every criminal wanted anywhere in the South—personal history, known habits, contacts, friends and family, and anything else that might prove useful.

There's a second section to the book that's even more interesting, but only senior Rangers



get the copies with that part. It reports some of the weird or unexplainable events the Rangers have encountered over the last 13 years. This includes a "bestiary" of all the less-than-ordinary creatures running around the Weird West, and a "rogue's gallery" of all the people the Rangers feel are a supernatural threat—from hucksters to black magicians and the Harrowed.

Rangers have come to call this part of the book "Chapter 13."

Most Rangers know Chapter 13 exists, but aren't allowed to even see them. They can only wire their findings to Ranger's headquarters and hope a senior "researcher" there (usually a maimed Ranger who can't work the "field" anymore) can figure something out. It's just too risky to give these books to all Rangers. If one should fall into the hands of a civilian, or worse, the *Tombstone Epitaph*, God only knows what havoc it could wreak.

General King

The Ghost, Allan Pinkerton, and General William King, commander of the Texas Rangers, are the three Americans who know the most about the Reckoning. They know because they report it and record it every day.

King is a no-nonsense man who believes firmly in the Ranger's methods. He isn't shy about it, either. Young Rangers who disagree with him are quickly "transferred" to the CSA cavalry.

A TOUR OF THE WEIRD WEST

Here is a brief overview of some of the more interesting people, places, and things your posse might discover as they explore the Weird West. The entries are broken down by region to help give you a better idea of what's going on in the area in which you set your campaign.

The Great Northwest

Washington, Oregon, Idaho

At first glance, the beautiful landscape of the Great Northwest is serene and peaceful. The mist-shrouded base of Mount Rainier, the snowy evergreens of the Cascade range, and the crystal lakes lure a man into their arms like a siren's call.

Don't be fooled. The howls in the night are more than just the wind.

The general Fear Level of the Cascades is 1. In areas where sasquatches or wolflings are spotted, the Fear Level rises to 2. If a wendigo terrorizes a settlement, the town's Fear Level jumps to 3 overnight.

Winter Wars

All types of wendigos retreat into the snowy mountains during the warmer months. There they turn their savage attentions to the villages of the peaceful sasquatches. The wolflings side with the wendigos, though the latter are cruel masters who basically chase the wolflings into the sasquatch villages more than they actually command them.

This epic struggle has lasted for centuries. The Indians claim the ancient wars are often the cause of the Cascade Mountains' sudden and violent avalanches, some of which have been known to wipe out entire villages.

The Fear Level of these bloody battlegrounds is 4, should anyone ever stumble across one.

The High Plains

Montana, Wyoming, Nebraska, Dakota

The northern end of the Great Plains look harmless. Low rolling hills seem open and inviting, and the gently swaying grass seems to welcome the weary traveler.

Nothing could be further from the truth. These storm-swept plains are home to horrors and chaos beyond imagining. Lurking behind every knoll is a creature in search of prey. In the tall grass, fiends with bloodshot eyes and dripping fangs silently stalk lone travelers for meat—or for play.

The High Plains has an average Fear Level of 2. A few areas are much higher, as you'll see below.



The Badlands

Fear Level 4 (average)

There are many dangers in the Badlands, but two bear special attention.

Death From Above

Some say winged raptors prowl the twisted valleys and canyons of the Badlands. Government agents who investigated the area late in '75 claim these are giant condors and warn travelers to avoid this area. That's pure government propaganda, Marshal. The flying terrors of the Badlands are devil bats. You'll find their statistics in Chapter Ten of this book.

The Fear Level in the valley around their lair is 4. It would be higher if there were more people around.

There's a decent chance (10%) of encountering trappers and witches working for Black River here, gathering up more devil bats for use in the Great Rail Wars.

Secrets

The Black Hills

Fear Level 3

The Sioux call these ancient hills, "saha paha." To them, the hills are a sacred place where a brave can come to relax, meditate, and cleanse his soul. At least before gold and ghost rock were discovered there. These days, a brave can't even sit down without landing on a grubby prospector tearing the Black Hills apart.

Under the Deadwood Treaty of '75, miners are supposed to pay a \$100 fee to stake a claim in the Black Hills. Most of them can't afford the fee until they hit a vein of gold or ghost rock, however, so they sneak into the hills illegally until they get lucky.

The Sioux are ruthless in patrolling for these squatters. A miner who can't



produce his claim is dragged back to Deadwood without his gear. Rogues who fight back deal with the full fury of the Sioux braves. Their corpses are mounted on poles along the trail to the Black Hills as warnings to other claim jumpers. These things sometimes jump down and attack unsuspecting travelers. Treat the "pole men" as walkin' dead.

Devil's Tower

Fear Level 4

The Sioux call it "mateo tepee," or "Lodge of the Grizzly." Devil's Tower suits the place just fine. If you've never heard of this geological wonder, Devil's Tower is a massive column of rock over 850 feet high with a base around 1000 feet in diameter. The tower gets its Indian name from the vertical grooves that cover its sides. The legend goes that a gigantic grizzly chased several Indians to the top of the tower and tried to climb up, making the grooves with its horrible claws.

Don't buy into all that hullabaloo. There's something worse going on at Devil's Tower than a bunch of angry grizzlies. A few years ago, the Sioux in the

area spoke in hushed tones of the "paha wakansica," or "mountain devils." These things are reputed to have skin like stones, and strange, magical artifacts that can melt the flesh off a brave's bones or freeze the blood in his veins. There are also some sort of "scaly grizzlies" living in the area. At least one of the Sioux shamans believed these creatures were friendly nature spirits come to save them from the wakansica. He probably kept believing that right up until the beasts tore him limb from limb.

Iron Dragon's warlord, Kang, supposedly defeated the wakansica a few years ago. The Sioux believed him and allowed Kang to build a line to Deadwood.

The truth is that the creatures inside are the mutated descendents of ancient visitors from the stars. Their entire warped society lives inside the mountain, and is detailed in part three of the Devil's Tower adventure series, *Fortress o' Fear*.

Kang hasn't defeated these creatures—he made a deal with them. He maintains a guard around the tower that keeps strangers out and little green men in. The grizzlies rumored to wander the surrounding plains have long since been put down by Kang's hired guns.



Yellowstone

Fear Level 3

Yellowstone was declared a national park by President Grant in 1872. In case you haven't heard about this incredible place, Yellowstone is home to a number of geological wonders. The Black Cliff is a sheet of pure obsidian over 100 feet tall, and a number of hot springs riddle the land, the steam shrouding the area around them in white mist. Of course, the most famous wonders are the geysers.

These natural phenomena shoot scalding water high into the air. The most violent is Excelsior, which can spit nearly 200 feet straight up. The most regular is Old Faithful.

The Indians say spirits and demons dwell in the park. The truth is a Sioux shaman discovered a natural gateway to the Hunting Grounds deep inside the geyser known as Excelsior. He and others tell his people there are demons around Yellowstone because strange creatures sometimes emerge from Excelsior. Most are minor abominations and animal essences that populate the Hunting Grounds that dissipate if they wander too far from Excelsior. Nature spirits and manitous are far worse when they manage to escape from the gateway. Either can survive indefinitely up to one mile or more away. After that, the spirits and manitous must make Will saves against a DC of 15 each day they wander outside of this zone. When they fail, the creatures are violently drawn back toward Excelsior and sucked into the Hunting Grounds. That particular creature may then not return to the physical world for 100 years.

Nature spirits never intentionally enter the physical world. They are somewhat absentminded, however, and so occasionally become lost in the mists surrounding the gate. When they realize they have left the sacred Hunting Grounds, nature spirits are angry and cruel to any 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.

Entering the Hunting Grounds

To enter the Hunting Grounds, a person must step inside Excelsior and make a Wisdom roll against a DC of 25. Shamans may make a Ritual check instead, if they desire.

If the character loses, he drops into the boiling water below and dies instantly (unless he has some sort of protection

Secrets

from the scalding water). Should the character win, he is instantly transported to the Hunting Grounds.

We don't have room to describe the mad Hunting Grounds in this book, but it's a land of incredible beauty and twisted nightmares. Warp reality as much as you want should the posse desire to explore it. The *Ghost Dancers* sourcebook contains some information on this strange place. You can even use such gateways as a portal to our sister games, *Deadlands: Hell on Earth* or *Deadlands: Lost Colony*.

The Disputed Lands

Kansas, Oklahoma, Colorado, Utah

The Disputed Lands are those states and territories with no clear allegiance to either the North or the South. Both nations may claim they own these states, but in truth the towns and cities within switch sides frequently—and often violently.

Like the Disputed Lands, the land itself turns broken and jagged as it crawls westward. The plains of Kansas rise slowly to the rolling hills of eastern Colorado before finally becoming the Rocky Mountains and the jagged hills of Utah.

The tension and warfare in the unfortunate Disputed Lands 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.

Fear around Salt Lake City is usually 3, but Hellstromme's experiments cause frequent spikes.

Bloody Kansas

Kansas has been the site of more than 20 years of guerrilla warfare. Back in 1854, President Franklin Pierce signed the Kansas-Nebraska Act, opening the territory to settlement. According to the Act, the people of the territory would be allowed to vote on whether it entered the Union as a free or slave state.

It didn't take long for pro-slavery groups from Missouri to filter across the border. These "border ruffians" tried to ensure that Kansas would become a slave state. Their mortal opponents are the Jayhawkers, Kansan abolitionists.

Despite the border ruffians' best efforts, Kansas was admitted to the Union as a free state in January, 1861. A few months later, the Rebels opened up on Fort Sumter and the Civil War began. No major campaigns have been fought in Kansas, but many neighbors harbor grudges from the earlier fighting, and the war always provides an excuse for a new round of hostilities. Guerrilla fighting is particularly intense along the Kansas-Missouri border. The recent influx of troops into the state has only made things worse.

Due to the large number of murderous thieves acting as military raiders, the Fear Level in the most contested parts of Kansas is 4.

Typical Raider: Warrior 3; CR 2; Medium-size Human; HD 3d8; hp 20; Init +2; Spd 30 ft.; AC 12 (+2 Dex); Atk +5 ranged; +4 melee; AL CE; SV Fort +5 Ref +3 Will +1; Str 12, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: 18 Hide +4, Intimidate +2, Listen +1, Move Silently +3, Ride +5, Search +2, Spot +2, Wilderness Lore +1; Firearms, Point Blank Shot, Quick Draw, Rapid Shot, Simple Weapons

Possessions: Raiders carry a mix of weapons, though many prefer to carry a brace of pistols for ease of use while riding. Many carry sawed-off shotguns as well.

Description: Raiders pretend to be guerilla fighters in the Civil War, but most are little more than murderous thieves. They dress in grungy leather and homespun breeches well-suited to remaining out of doors for long periods of time.

Quantrill's Raiders

One of the most famous Rebel fighters was Bill Quantrill. In 1863, he and his boys burned the town of Lawrence, Kansas, and killed over 150 men, women, and children. Later the same year, he defeated a small unit of Union cavalry and put 17 noncombatants to death. It was rumored that a Union cavalry troop caught him and

put him six feet under, but folks claim he still rides. And with a vengeance.

Bill Quantrill returned from the dead Harrowed, but Hell truly followed with him, for his manitou manages to keep Dominion almost constantly. In this state, Bill is a bloodthirsty and merciless marauder. Even women and children aren't safe from his ravages.

He has a single Harrowed power: *unholy host*. This power is fully described in *Book o' the Dead*, but in essence it lets Bill create a band of undead servants. These are Bloody Bill Quantrill's marauders, murderous undead who kill for sheer pleasure.

On the few occasions when Bill manages to regain Dominion, he believes his ghoulish followers are actually demons from Hell sent to punish him for his sins. He doesn't know how he escaped from Perdition, but he believes his own undead minions are chasing him to drag him back to the netherworld.

Unfortunately for Bill, his actions while the manitou was in charge have alienated those few who might once have believed him a hero. They now shut their doors and shutters to the lunatic's screams.

His last hope is Jesse James. Quantrill believes his now-famous friend can help him fight off the "demons" and save his mortal soul. Whenever he gains Dominion, he heads for Missouri, keeping to the woods and back roads so he won't be recognized and lynched for his misdeeds.

When the manitou eventually regains control of Bloody Bill's soul, it quickly reunites with its pursuing servants, who are always hot on their master's trail.

Bill Quantrill: Harrowed Gunslinger 8; CR 6; Medium-size Human; HD 8d8; hp 52; Init +7; Spd 30 ft.; AC 14 (+4 Dex); Atk +12/+7 (Colt Walker); AL LN; SV Fort +6 Ref +10 Will +3; Str 14, Dex 18, Con 14, Int 13, Wis 12, Cha 17.

Skills and Feats: Bluff +4, Diplomacy +5, Disguise +5, Gather Information +5, Hide +5, Intimidate +7, Listen +2, Move Silently +5, Ride +10, Search +4, Spot +4, Wilderness Lore +4; Dead Eye, Firearms, Improved Initiative, Greased Lightning +4, Mounted Archery, Point Blank Shot, Quick Draw, Rapid Shot, Simple Weapons

Special Abilities: Harrowed; Dominion Harrowed 1, Manitou 5, Powers: *unholy host*.

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

Description: Quantrill is a rugged and persuasive man. He has delusions of being a gallant cavalryman, though he is really just another common thief.



Undead Marauders

Use the statistics for veteran walkin' dead on page 145.

The James' Gang

The James Gang are Missourians who frequent the banks, stagecoach trails, and rails of Kansas. Jesse and Frank James—as well as frequent cohorts James, Cole, and Jim Younger—are notorious bandits and thieves. Some believe the dime novels' tales of their "daring" exploits, but in truth, these men are little more than bloodthirsty killers.

Their troubles began when Frank and later Jesse joined up with "Bloody Bill" Quantrill's Confederate raiders early in the Civil War. The ruffians who made up this band had only one thing in common: an intense hatred for anything north of the Mason-Dixon line.

Jesse, in particular, had been nearly beaten to death by Yankees and wanted revenge. He got his chance in 1864 when Quantrill raided Centralia, Kansas. The gang looted and burned the town, then massacred over 75 unarmed Union prisoners.

When Quantrill was reported killed in '65, the band scattered. Frank and Jesse, too lazy to dirty their hands with honest work, turned to thievery. Their targets are usually banks in the Disputed Lands with Northern sympathies. They are reported to have robbed a few stagecoaches, but their new favorite targets are trains—especially those of Union Blue.

After one train robbery, the boastful Jesse even 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. Why James needed to justify this robbery is a mystery. He has certainly shown no compunction about robbing and murdering just about anyone else who gets in his way.

Jesse James: Gunslinger 13; CR 11; Medium-size Human; HD 13d8; hp 98; Init +7; Spd 30 ft.; AC 14 (+4 Dex); Atk +12/+7 (Colt Walker); AL LN; SV Fort +6 Ref +10 Will +3; Str 14, Dex 20, Con 16, Int 14, Wis 14, Cha 14.

Skills and Feats: Bluff +4, Climb +3, Diplomacy +2, Gather Information +4, Hide +5, Holdout +3, Intimidate +10, Knowledge (Kansas) +5, Listen +4, Move Silently +4, Open Lock +3, Ride +6, Search +4, Sense Motive +4, Spot +4, Swim +4; Dead Eye, Firearms, Improved

Secrets

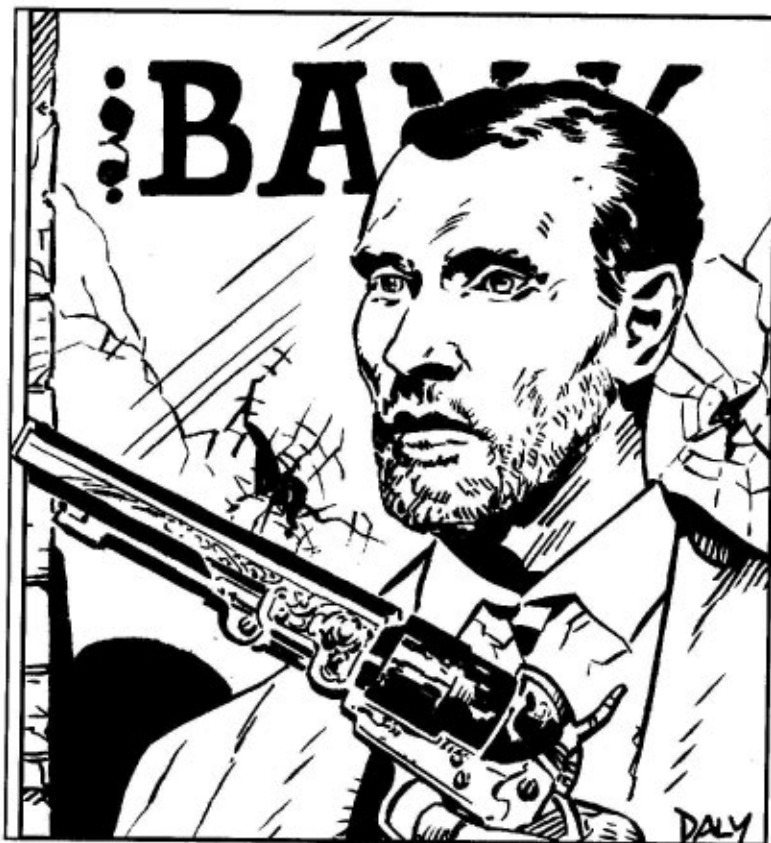
Initiative, Improved Critical, Greased Lightning +4, Mounted Archery, Point Blank Shot, Quick Draw, Rapid Shot, Simple Weapons, Two-Weapon Fighting
Possessions: Two Colt Army revolvers, one Sharpe's big 50, a Bowie knife and a horse.
Description: James is a scrawny man with sharp features and usually short hair. He has a lung injury that causes him to wheeze on occasion.

Denver

Fear Level 2

There's a saying that goes, "all rails lead west to Denver." The Queen City of the Desert lies nestled in a valley in the foothills of the Front Range of the Rockies. It's the largest city between Dodge and the City of Lost Angels, and between Texas and Seattle, making it the perfect place to run a rail to.

Colorado was only made a state in '76, with Denver as its capital, and the people are prouder than peacocks. Of course,





both the North and the South claim ownership of the state, but this far from the battlelines, it doesn't seem like most people care much. Of course, there are always exceptions.

The best way east or west of Denver is by the Denver Pacific railroad. It connects with three of the major lines in the Disputed Lands, so it's accessible to the East. It reaches far west as well, all the way to Salt Lake City where the owners, Smith & Robards, use it to ship their incredible wares.

Salt Lake City, Utah

Mormons, or Latter-day Saints, are God-fearing folks who believe Christ visited America shortly after his resurrection. They also believe their first prophet, Joe 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. Smith was also told to create this new religion in place of other misguided religions of the world. Other than their continuing practice of polygamy—having more than one wife—their beliefs differ little from most other Christians.

The Mormons established several communities in Kansas and Missouri, but they clashed violently with their neighbors and eventually fled as far west as they could, founding Salt Lake City in 1847. They survived under the Utah Territory's harsh conditions but never really prospered.

Independent Deseret

In 1866, the current leader, and Joseph Smith's successor as leader of the Mormon people, President Brigham Young declared the Utah Territory the independent "State of Deseret." While young declared publicly that Deseret's loyalty remained with the Union, few believe that young wants to be part of either the North or the South. Brigham almost says as much in his sermons—but never within earshot of representatives of the US or CSA governments.

As things stand now, neither the Union or Confederacy can spare the manpower necessary to dispute the Mormon's sovereign status.

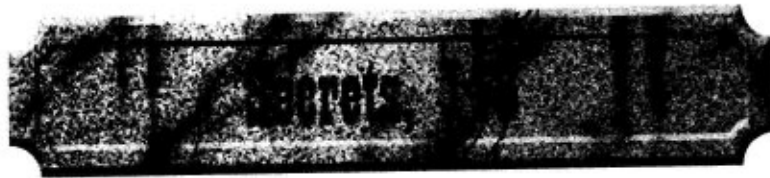
The Doctor is In

Everything changed in 1870. That's when Professor Darius Hellstromme joined the Mormon community.

Hellstromme initially won over the Mormons by creating a horseless carriage that helped them outrun the local salt rattlers that dwell in the salt flats. The worms were curiously missed until 1863 or so, but ever since they've claimed many pilgrims. Hellstromme's horseless carriages allowed the Mormons to cross the flats easily, outracing this terrible threat. Later, his incredible factories brought jobs and incredible wealth to his adopted family.

The City o' Gloom

Whatever one thinks of the "Mad Scientist of Salt Lake," thanks to him, the Mormons are the most technologically advanced people in the world. Thousands of high-voltage wires and pipes bearing natural gas sprawl through the urban tangle, bringing light, heat, and electricity to those who can afford it.



Salt Lake City's mechanization comes at a cost: the once-clean city now lies hidden under a pall of dirty smoke. It's also become an attractive spot for prospectors, former rail warriors, or settlers down on their luck. They flock to the city for quick factory jobs, hoping to work for just a few years until they're back on their feet.

In truth, most of these lost souls never leave the factory district of the city, the polluted sprawl called Junkyard. Even in this grimy subsection, life in the city is incredibly expensive, so laborers usually find themselves trapped in an endless cycle of wage slavery.

The Mormons themselves have weathered the change well. They live in Salt Lake City proper. Even the Good Lord seems to favor them, for they do not suffer from the pollution as the "gentiles" of Junkyard do. You can find much more information on this incredible setting in the *City o' Gloom* boxed set.

The city's ore-mining operations are carried out on the outskirts of Salt Lake City. Mammoth conveyor belts miles long transport ore to the city from the Wasatch Mountains.

Another booming industry is salt gathering. The brine from the Great Salt Lake is two-thirds table salt. Shallow salt boats trawl the waters with nets manufactured by Hellstromme. Fortunately, the salt rattlers can't seem to survive in the waters of the Salt Lake.

Since meat is in short supply in the region, hunters who can bring in fresh game are in great demand, and some are actually insane enough to tackle the largest game of all: the rattlers themselves. Some hunt the great worms in massive land ships. Smaller crews scour the salt flats via strange gliders, dropping sticks of dynamite on their tremendous prey from the air. Either is dangerous work, but worm armor and meat fetches a fair price these days.

Pillar of the Community

Hellstromme has carefully cultivated a following in Salt Lake City. Brigham Young and the rest of the Mormon elders realize Hellstromme's importance in their lives. Most are convinced the changes of the last decade would have wiped them out were it not for Hellstromme's inventions.

Hellstromme lives just south of Salt Lake, between the urban sprawl and the ore-rich Wasatch Mountains. His manor is surrounded by barbed wire, hired gunmen, and guard dogs. Why a man who is

Secrets

supposedly Salt Lake City's fatherly patron needs such protection is suspicious to say the least.

Many Salt Lakers believe Hellstromme's influence has gone far enough. In fact, a few citizens are privately forming a rebellion against him. Several non-Mormons count themselves among this secret circle, but no one argues that the legendary Mormon Danites are the cabal's leaders.

The Danites were always a secret society, charged with protecting and serving Brigham Young. Now they are even more secretive, for those who speak out against Salt Lake City's continued urbanization often wind up dead, hunted down by Hellstromme's own ruthless and silent enforcers. The Danites hope to expose Hellstromme's evil, but know they must have positive proof to make their kindred rise against him. In the meantime, they work as saboteurs to thwart Hellstromme's most vile plans.

To Brigham and the elders, Hellstromme denies that it is his own people who strike at the Mormon's "secret army." Few believe him, but Hellstromme's power and popularity keep them from exiling him. Even so, the elders might have dealt with the scientist in their own way if not for Brigham Young's influence.

Brigham had a vision that Hellstromme would destroy the world some day. He wants to keep this dangerous man under close scrutiny so that he can draw him away from the darkness and into the love of God. If he exiles him, Brigham will have no influence on Dr. Hellstromme's incredible schemes.

Experiments in Terror

The truth is that the insidious Hellstromme is one of the Reckoner's favorite playthings. He's also one of the few folks who know of the Reckoning, and one of even fewer who have surmised there are sinister beings masterminding the whole thing.

Hellstromme spends day and night pondering the meaning of the Reckoning. He has discovered fear is definitely a factor, and he performs experiments to learn its significance.

The Wasatch railroad serves two purposes for the nefarious inventor. First, it provides him with money to fund his insane experiments.

Second, certain areas of his railroad are home to special "fear laboratories." Hellstromme disguises these labs as "roundhouses."

The rails around these special roundhouses act as giant conduits, conveying fear from the surrounding areas back to the roundhouse. Hellstromme has a laboratory set up at the center of the roundhouse where the tracks converge. There he can control the flow of fear by rotating the building's central turntable.

Late at night, Hellstromme probes the mysteries of the Reckoning by building up the Fear Level within his arcane laboratories and observing the odd phenomena which occur in his various living subjects and unliving apparatus. He has had a number of close calls with his experiments, but so far he has escaped unscathed (though some of his guards were not so lucky, and some of his experiments still roam the Weird West).

Undaunted, the evil doctor continues his quest for knowledge, determined to find the truth even if it takes his life (or at least his last hired hand).

Hellstromme's special rails are known to have two unintended side effects. The first is that, because of the concentrated fear flowing through them, they tend to attract manitous and other creatures of the Reckoning. This causes all manner of weirdness to occur directly along the railroad's right-of-way. 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, should a character die within 50 yards of Hellstromme's mysterious rails, he adds +2 to his roll when rolling to see if he becomes Harrowed.

The second is that passengers of the railroad who are sensitive to the spirit world (basically any arcane hero), have very unpleasant dreams should they happen to fall asleep during their trip. While traveling on the Wasatch, these characters suffer a -2 morale penalty to all ability and skill rolls.

The Great Maze

The broken landscape of the Maze is a magnificent sight. From certain vantage points, a person can see thousands of settlements. Some are situated atop the cliff-top islands and others rest on the rubble below.

Everywhere one looks, hopeful miners are lowering themselves over the island tops, chipping away at the canyon walls for gold, silver, or ghost rock. Below, ore barges scud back and forth, with perhaps a Federal or Confederate monitor guarding them.

In the shadows, one might just find pirates and raiders. Besides greedy Americans, there are also the colorful sampans of the Chinese warlords or the heavily armed flotillas of the Mexican Armada.

Staring out at all of them is the City of Lost Angels, perched smugly on the low inland cliffs overlooking the Bay of Prosperity.

The Maze is breathtaking. In fact it takes some folks' last breath.

The constant fighting and paranoia of the Great Maze keeps the average Fear Level at 2. If Santa Anna razes a settlement, the Fear Level of all communities within five miles jumps to 3 for at least a month.

Disputed Maze

California is torn by more than just the aftereffects of the Great Quake. As in the central Disputed Lands, folks in California butter their bread on both sides. Merchants contract to ship gold and ghost rock to both sides of the border, but they rarely talk about it in public for fear of incurring the wrath of their clients' enemies.

Both the Union and the Confederacy maintain a Pacific fleet in crude harbors and strongholds scattered throughout the Maze. They engage in battle frequently, though both sides are reluctant to commit to a major engagement for fear of losing their tenuous foothold.

The Union definitely has the upper hand, though neither side is strong enough to force the other out—especially with Santa Anna and the French Foreign Legion leering hungrily at the poorly defended holdings (see below), and Reverend Grimme's Guardian Angels watching their very move.



The City of Lost Angels

Fear Level 5

In the wake of the Great Quake of '68, the survivors made their way inland as best they could. It was an incredible journey. Besides the lack of food and fresh water, the ragtag refugees had to swim across the shark-infested sea channels and scale the canyons.

The most successful of these groups was led by a preacher named Ezekiah Grimme, who somehow managed to provide food and water for the entire motley congregation that followed him from the ruins. When they arrived at the inland side of the Maze, Grimme found a natural spring and proclaimed this site a new home for his "lost angels."

Other refugees eventually wandered into Grimme's camp. The town grew slowly but steadily until the discovery of gold, then later ghost rock. When the rush began in earnest, Grimme's sanctuary became the natural shipping point for everything coming in and out of the Maze.

Famine

The problem in the City of Lost Angels has always been food. The inland side of California is dry and vegetation is sparse, making game too scarce for so many people.

Some villages raise crops, but blights and other strange plant diseases often wipe them out. Cattle is also raised in some areas, but Texas fever and prairie ticks run rampant among the herds. Folks in Lost Angels pay five to six times the normal prices for even the rangiest meat.

One reason that Grimme became such a beloved figure to the people in the surrounding area is because his Church of Lost Angels provides a free meal to anyone attending Sunday service.

The Church of Lost Angels

The venerable Grimme still leads his congregation. The Reverend's sermons are pure fire and brimstone.

Most folks in the city are members of the church, in body at least if not in spirit. Those weekly feasts after Sunday services make a lot of friends in the food-starved Maze.

The Two Faces of Lost Angels

Well, that's what the normal folk see, anyway. To truly understand what goes on in the City of Lost Angels, Marshal, there are a few things you should know about. First of all, the "Savior of California,"



Reverend Ezekiah Grimme, isn't the man he used to be. When he led the survivors of the Great Quake inland, many of them starved. Like the famous Donner party, some resorted to cannibalism. A religious man, Grimme refused to take part in it. He died, but the Reckoners saw their chance to create a powerful new fearmonger in his place.

After his death, Grimme's gnawed bones lay in a pile near the survivor's camp. That night, a dark miracle occurred. As the horrified cannibals watched, the bones grew bloody. Slowly, Grimme's skeleton stitched itself together with oozing sinews and gory flesh. When the spectacle was over, Reverend Grimme had returned from the dead—tattered black priest's suit and all.

But this was not the good-hearted man who had led his errant flock from the ruins of the Great Quake. This was a full-fledged abomination created by the Reckoners to take advantage of a horrible situation.

The new Reverend Grimme embraced the practice of eating human flesh. In fact, he *demand*ed his starving companions seek out other refugees and murder them for food.

When hordes of survivors eventually moved in on the 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.

Once word of ghost rock got out the next year, the settlement became a full-fledged village. Folks migrated to the camp from the sundered west coast and the ore-hungry East.

Within three years, the population hit 20,000. The City of Lost Angels was born, and Grimme's secret cultists had gained a herd of witless cattle to feed their unholy appetites.

Grimme established the Church of Lost Angels to maintain his own power within the growing community. He secretly does everything he can to keep food prices high, often using his dark powers to cause blights in nearby crops and diseases in cattle herds that enter the city. This makes him that much more popular when his church serves a feast of mysterious meats and other foods to the starving citizens. The nature of Grimme's



dark religion prevents his followers from transforming into ghouls or wendigos—the fate of most cannibals.

Even better for Grimme, his dark miracles seem divine within the Lost Angels environs (75 miles out, to be exact, after **Bloody Sunday**, see below.)

Needless to say, Grimme is a popular figure. The Church of Lost Angels considers him a magnanimous benefactor. The *Cult of Lost Angels* knows the dark truth.

Sunday, Bloody Sunday

It all started on a Sunday like any other. During Sunday services at the Cathedral of Lost Angels, a horde of “demons” invaded the proceedings, slaughtering many of the churchgoers. It appeared to anyone watching that Grimme drove them off with holy powers.

In truth, the people killed by the demons were all part of a bloody sacrifice

intended to fuel a ritual that has permanently expanded Grimme's sphere of influence out to about a 75-mile radius around Lost Angels. Grimme and his cohorts can now use their demonic powers freely within that radius and it looks like the work of the lord God Himself!

Grimme's priests can even take chunks of his altar with them to maintain this illusion further abroad.

The Edict of '77

Grimme's next step was a simple one: he declared the City of Lost Angels and the area 75 miles around it a free and independent state. He abolished all semblance of a civil government, establishing himself as the head of a new city theocracy. All citizens of Lost Angels were given a simple choice: join the Church or get out.

Outsiders may still travel to Lost Angels of course, but have virtually no rights while in the city limits.

Neither the USA or the CSA recognizes Grimme's authority or the city's sovereignty, but neither do they have the



manpower to do anything about it at the present.

The rail barons are also understandably upset. They've wagered everything on reaching the Maze and its priceless ghost rock only to have it shut off by a madman.

The Guardian Angels

The Guardian angels are the police force of the Church of Lost angels. They are becoming more common away from the City these days as they accompany proselytizing Church priests on their "crusades." Angels are organized in "flights" of five.

Guardian Angels: Warriors 1: CR 1/2; Medium-size Humans; HD 1d8; hp 6; Init +1; Spd 30 ft.; AC 11 (+1 Dex); Atk +1 ranged; AL NE; SV Fort +3 Ref +1 Will +0; Str 14, Dex 13, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Bluff +2, Hide +2, Intimidation +4, Ride +3, Spot +2; Firearms, Point Blank Shot, Rapid Shot, Simple Weapons

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

Description: Guardian Angels are little more than thugs looking for violent work. They have no idea they are the foot-soldiers of a cannibal cult.

Avenging Angel: Black Magician 5; CR 5; Medium-size Human; HD 5d6; hp 23; Init +1; Spd 30 ft.; AC 11 (+1 Dex); Atk +5 melee (long sword 1d8+1); AL LE; SV Fort +5 Ref +2 Will +5; Str 12, Dex 12, Con 12, Int 12, Wis 15, Cha 14.

Skills and Feats: Black Magic (Wis) +10, Concentration +5, Gather Information +5, Intimidate +6, Knowledge (arcana) +4, Knowledge (religion) +5, Perform +5, Sense Motive +6, Spellcraft +5; Alertness, Combat Casting, Firearms, Simple Weapons, Weapon Focus (long sword)

Special Abilities: Spell Points: 25; Black magic: 1—magic missile, shield, 3—animate dead, 5—screaming

Possessions: Longsword, scattergun, red robe.

Description: These dark priests act accompany Guardian Angels on their spiteful missions. They pose as pious individuals to the public, but are actually despicable agents of evil. They are the lowest members of the "inner cult."

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The Bloody Ones

Priests of the cult are sometimes granted enchanted bones taken from their victims. Grimme gifts them with a twisted miracle that summons forth a bloody zombie with putrefying organs, looking much as Grimme did during his rebirth. These blood-soaked skeletons are called the "bloody ones."

A cultist (or anyone else with the bone in hand) need only toss the enchanted bone on the ground to summon the horrid servants. The bloody one follows its summoner's orders to the letter—but only if the summoner is a flesh-eating member of Grimme's cannibal cult. If not, it turns on the summoner immediately, devouring him and then collapsing into a bloody and useless pile of bones.

An hour after it is summoned, the shambling thing collapses into a pile of steaming gore. Bloody ones do not speak, though they do sometimes emit a slurpy laugh (a Ridicule attempt).

Treat these creatures as walkin' dead (see Chapter Ten). Grapple attempts against the slimy things suffer a -4 penalty.

Maze Pirates

There are five types of pirates present in the Maze: Chinese, Mexican Armada, Union and Confederate raiders, and rogues. Each has their own kind of ships and inimitable style in which they harass and rob the hard-working (if not actually innocent) miners of the Maze. Of course, their main targets in this melting pot of evil are each other.

Chinese Warlords

The Chinese warlords of the Maze build their fortresses high atop small but high-walled islands in the heart of the Maze. Their success is a result of the white man's poor treatment of Chinese prior to the Great Quake.

When several warlords from mainland China established strongholds in California, they brought with them scores of their own warriors. The Chinese already living in the Maze, tired of oppression, flocked to their colorful banners by the hundreds.



Most of the warlords have so many followers that they cannot hope to house them all in their fortresses. Should you ever spy one of these islands—from afar I hope—you will see scores of leaky sampans sheltering in the shadows of their more favored brothers and sisters.

The warlords are hardly confined to the Maze itself. Some, like the infamous General Kwan, and Wang Ti-Ping Hsien, the so-called "King of the Horizon" control a fair amount of real estate inland.

Kang

Of all the warlords, the enigmatic rail baron Kang is by far the most powerful. Kang's warriors use a strange method of fighting that others say can't be beat. They use guns, but they more often prefer to kill with swords or even their bare hands!

Kang's boats scour the interior of the Maze looking for prospector's camps.

When they find one, they send their spies to find out if the miners have hit a strike. If they have, the rest of Kang's warriors move in and tell the miners the land is theirs. Those who realize it's a bald-faced lie and are dumb enough to say so soon find themselves swimming with sharks.

Shan Fan

The Chinese warlords can all find safe haven at one place in the Maze—the port city of Shan Fan. Located about 300 miles north of Lost Angels, the city is run by a consortium of Chinese criminal gangs called triads.

While not as large or important a port as Lost Angels, Shan Fan holds its own, acting as a stop off point for ghost-rock shipments heading south, as well as a convenient place for Maze pirates to dispose of goods of dubious origin.

The triads are constantly at each others' throats, struggling to control the city—except when someone from outside of town threatens their power base. The triad bosses have a close eye on events down south in Lost Angels, and are preparing for the worst.

Union & Confederate Raiders

The Union and Confederate navies are undermanned and under-equipped. Both sides make up for their shortcomings by outfitting small bands of raiders. The story of the navies and their raiders is much the same as it happens to be with the infantry Back East: the Union has more men at its disposal, while the Confederates have fewer but more-experienced crews and better vessels.

The Northern navy, based out of a place called Fort Lincoln in the northern Maze, treats its raiders as regulars. They use small, open boats with steam-driven propellers. Their boats do not sport guns of any kind—the volunteers are left to fend for themselves with their rifles, pistols, and wits. Most keep a few sticks of dynamite on hand as well.

These soldiers use stealth to make up for their lack of firepower. Their favorite tactic is to slip aboard Confederate ore-haulers by night and hold the crew hostage while they remove any ghost rock on board. If they can put the crew ashore, Union raiders scuttle or dynamite the ore-hauler once they've off-loaded any valuables.

Confederate raiders aren't quite as honorable. Strapped for manpower, the Rebels essentially granted letters of marque to some of the most notorious rogue pirates. Then they gave them a few,



well-armed and armored experimental boats to go raiding in. These bloodthirsty fiends seem far more interested in violence than loot.

By the way, Admiral Allen Birmingham—the Confederate naval commander of the Maze—is as honorable a man as you could ever meet. He was field-promoted to his current position and has quickly risen to the task. He hates his own raiders and, for the most part, keeps them from striking civilian targets.

The Mexican Armada

The Mexican Armada consists of two parts: the fast clipper ships that patrol the coastline, and the sturdy ironclads that steam through the Maze itself.

In the open sea, the shipping lanes are menaced by independent pirates commissioned by France. The pirates are commanded by "Capitán Sangre," which translates into "Captain Blood," which is likely not his real name.

Part of France's master strategy in conquering California is to raid its ore shipments Back East. Sangre was an infamous pirate along the Barbary Coast, and he was approached to take charge of the operation. He eagerly agreed and quickly put together a fleet of fast clipper ships crewed by ragtag bands of undisciplined and merciless French expatriates, rogue mercenaries, and his own Spanish compatriots.

Wind-powered ships can't sail in the Maze. Not every channel has a breeze, and those that do can force even a galleon into the cliff walls in seconds. So the Mexicans, under Maximillian's guidance, built a fleet of ironclads. These sport the latest in weaponry: heavy cannons, flamethrowers, grapnels, and any other gadgets their scientists back in Europe can dream up.

Mexican crews man the gunboats in the Maze. They are the opposites of their uneasy allies in the seaward shipping lanes. Where the Spanish pirates are chaotic and cagey, the Mexican naval crews are highly disciplined and ruthless if not particularly imaginative.

Collectively, the Armada is the terror of the Maze. The few ships of the Union and Confederate Pacific Navies are no match for the flotilla, either within the Maze or along the coast. The outgunned Americans have won their few minor victories only through their wits. The usually mortal enemies of the Northern and Southern Pacific Navies have even allied against their common foes on occasion.

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Rogues

In addition to the big boys, there are a plethora of independent scurvy dogs looking to loot and pillage. These "rogues" are sometimes the worst and the toughest of the lot. They have to be to survive with no one to watch their backs for them.

Some are honorable and abide by the "code of the sea." Others are cutthroats who kill a miner for a handful of ghost rock dust.

Their ships range from salvaged ironclads to small craft barely larger than rowboats.

Typical Pirate: Warriors 3; CR 1; Medium-size Humans; HD 3d8; hp 15; Init +1; Spd 30 ft.; AC 11 (+1 Dex); Atk +1 ranged; AL NE; SV Fort +3 Ref +1 Will +0; Str 14, Dex 13, Con 13, Int 10, Wis 8, Cha 8.

Skills and Feats: Climb +3, Intimidate +1, Jump +5, Profession (sailor) +3, Swim +3; Combat Reflexes, Dodge, Firearms, Simple Weapons

Possessions: Colt Peacemakers, cutlasses (1d8+1/19-20/x2)

Description: These scurvy dogs run the gamut of appearances. Most are men, however, though there are more than a few lusty ladies amid their crews.

Santa Anna's Crusade

The self-proclaimed "Napoleon of the West" is General Antonio Lopez de Santa Anna, former President and General of Mexico. When Texas seceded from Mexico in '36, Santa Anna was sent to quell the rebellion. He lost whatever sympathy the world might have had for his cause when he massacred prisoners at the Alamo and Goliad.

The Texans beat Santa Anna at San Jacinto, and in true Texas style, took back with them the leg the general lost in the battle.

President Polk was the next American to raise Santa Anna's ire. Polk and his concept of "manifest destiny" meant an annexation of the independent Texas in '46. Mexico still saw Texas as a province in rebellion and moved their forces north to take it back.

Under General Zachary Taylor ("Old Fuss and Feathers"), Polk put together a ragtag army to block the Mexicans, and the war



was on. Though their army was larger and prettier, at least, the Mexicans were defeated by the Yanks at such places as Palo Alto, Resaca de la Palma, Monterrey, and Buena Vista. While the Mexicans were fighting the American troops in the north, General Winfield Scott landed at Veracruz in the south and took Mexico City itself.

After the war, Santa Anna went into a self-imposed exile. He didn't emerge back onto Mexico's political frying pan until the French conquered Mexico in 1863. The French put Emperor Maximilian on the throne and, in a "goodwill gesture" that stunned the world, offered control of the remaining army to Santa Anna.

Santa Anna rolled over like a whipped dog and agreed. The rumor is that Maximilian has promised to build Santa Anna an army with which to invade Texas, but only if he can first conquer the ghost rock-rich California Maze.

Santa Anna has far fewer troops than before, so he has resorted to terror tactics to force Californians out of their boomtowns. Many have seen the brilliant and colorful regiments of Santa Anna riding through the California wastelands, but many others claim there is another army, one that moves only at night. This is the Ejército de los Muertos, or "Army of the Dead."

Lately, Santa Anna has been sending out scouts as far afield as Arizona and the Texas border, and his men have been sighted on the move along the baha peninsula. They seemed to be looking for something. Just what remains to be seen.

Santa Anna's Army of the Dead

Santa Anna's Ejército de los Muertos is indeed an "Army of the Dead." His power stems from his new aide-de-camp, Xitlan (pronounced "EET-lawn"), a mysterious shaman who claims to be a descendent of an ancient Aztec sorcerer that lived in the area when the first Spanish explorers landed on its shores.

Santa Anna's mortal troops bring up his rear. He mistrusts his soldiers after the debacles of '36 and '48. The regulars are used only to put on a show for spies.

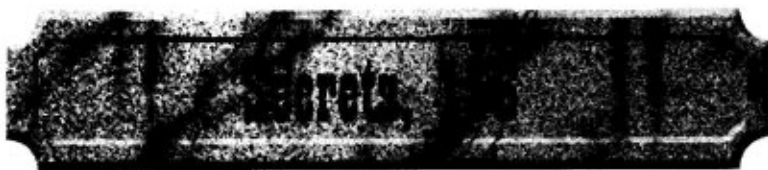
His real army is composed of rotting undead brought back to unlife by Xitlan. These small but deadly creatures are gruesome cannibals with a taste for human brains. Xitlan controls the zombies by use of a special plant mixed in with their usual diet of raw meat.

Use the normal statistics for veteran walkin' dead, but Santa Anna's soldiers' also have the Ride skill with 4 ranks total. These creatures wear the uniforms of the famous Tulancingo Cuirassiers (green tunics, bright bronze breastplates and helmets, and black pants), and carry carbines, sabers, and lances.

Xitlan

Xitlan is a lich, and well over a thousand years old. His motives for serving Santa Anna are discussed in *South o' the Border*.

Xitlan: Lich/Sorcerer 3: CR 1; Medium Undead; HD 14d12; hp 91; Init +6; Spd 30 ft.; AC 20 (+2 Dex, +5 natural, +2 bracers of armor, +1 ring of protection); Atk +7/+2 melee (wand of shooting stars); AL LE; SV Fort +4 Ref +6 Will +11; Str 14, Dex 14, Con —, Int 21, Wis 15, Cha 15.
Skills and Feats: Alchemy +15, Concentration +10, Decipher Script +10, Gather Information +7, Heal +7, Hide +15, Intimidate +7, Knowledge (arcana) +15, Knowledge (religion) +10, Listen +15,



Move Silently +15, Search +18, Sense Motive +8, Speak Language (Spanish) +3, Spellcraft +15, Spot +13; Combat Casting, Combat Reflexes, Craft Wondrous Item, Improved Initiative, Quicken Spell, Scribe Scroll, Silent Spell, Spell Focus (Evocation), Still Spell

Spells: Spell Points 71; Marshal's choice of at least 50 spells

Special Qualities:

Turn Resistance: A lich has +4 turn resistance.

Damage Reduction: 15/+1

Immunities: Liches are immune to cold, electricity, polymorph, and mind-affecting attacks.

Skills: Liches receive a +8 racial bonus to Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

Special Attacks:

Damaging Touch: The lich causes 1d8+5 points of damage to living creatures. A Will save of 19 halves the damage.

Fear Aura: Creatures of less than 5 HD in a 60-foot radius must succeed at a Will save (DC 19) or be affected by fear.

Paralyzing Touch: With a successful touch attack, the victim must make a Fortitude save (DC 19) or be permanently paralyzed. This power works in conjunction with the lich's damaging touch. A Spot (DC 20) or Heal (DC 15) check is needed to tell that the victim is paralyzed and not dead.

Possessions: Wand of Shooting Stars, Jade amulet which stores 100 spell points that recharge at 1d6 per day.

Description: Xitlan looks and dresses like an ancient Aztec priest. He looks pretty good for a walking corpse.

Great Basin

Southern California, Nevada

Southern California and Nevada form the Great Basin. This arid land is mostly desert, though a few lakes and rivers can be found if one knows where to look. There aren't many settlements out this way, so folks don't venture into the Great Basin without a map and enough provisions for several weeks.

The sparsely populated Great Basin has an average Fear Level of 1. It rises dramatically along the Ghost Trail to 3.

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Death Valley

Fear Level 5

It's one of the hottest places on earth. It might even be *the* hottest. A few local prospectors who somehow survive in the region call it "Hell on Earth." The volcanic mountains, particularly the Funeral range, are bare and colored in brilliant reds and yellows dotted only by an occasional stunted mesquite or lone cactus. The lower portions of the valley are covered in salt flats, left there from the occasional wash from the Amargosa River, which I'm told actually contains a few inches of water about three times a year.

The Devil's Postpiles

Fear Level 5

The Devil's Postpiles are huge, octagonal columns of blue, basaltic rock. Some of them are over 60 feet tall. Local legend says a corpse buried near the postpiles will return to life. This has led many to bury their loved ones at the feet of these awesome columns. Some also say that pleading one's case on the fallen's tombstone improves the chances the "spirits" will return their loved ones to life.

Scores of graves contain the heart-wrenching tales of the bereaved. Fathers, sons, mothers, and daughters are all jammed into the hard earth here. The Apaches believe in the legend of the Devil's Postpiles, but they also claim returning from the dead in such a way taints the victim's soul.

Most of this is true.

Any dead buried in the rocky ground near these strange rock formations gets a second die roll to see if they come back Harrowed, and may add +3 to the roll. The corpse must be fresh, no more than a week old, and completely buried in the stony earth, a task that takes about two man-hours.

Unfortunately, the cursed ground gives the Harrowed's manitou total Dominion when the victim returns from the grave.



If you want to give a hero a chance to come back with Dominion, you can, but you should definitely play out his nightmare, and you should make it harder than Hell. The nightmare can be as real as you want to make it—including inflicting real damage and with the chance of real death—or perhaps permanent Wisdom loss due to insanity.

Walkin' Dead

Whenever anyone spends the night waiting for a companion, there's a chance the lost souls who didn't come back rise as walkin' dead. They don't pursue their prey more than a half-mile from the postpiles, and they return to their graves if not destroyed.

Most nights, the smell of fresh brains causes 3d10 walkin' dead to rise from their graves.

See Chapter Ten for a complete write-up on our good friend the zombie.

Fort 51

Fear Level 0

Fort 51 is the Union's answer to the Confederate base at Roswell. Officially, however, Fort 51 is an outpost for the 10th Cavalry Regiment. These are the famous "Flying Buffalos" of Captain Jay Kyle.

It was Captain Kyle who bought the group their rocket packs. His men were suffering greatly from Apache snipers situated high on the mountain passes. Being a wealthy individual, Captain Kyle tried a grand experiment. He ordered five rocket packs from the newly opened Smith & Robards' Emporium.

His men trained with the devices for a few weeks, then went on patrol. When the column was ambushed, the five specialists assigned rocket packs bolted into the sky. The Apaches ran in terror and the buffalo soldiers returned home victorious.

Now Kyle has trained the entire regiment to use the rocket packs, of which he now has about 50 functional packs (enough for one troop to use them at a time). Whenever the Federals need to raid south through Apache country, these veterans are their only choice.

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The most famous of these is Sergeant Benjamin Amos. He's led more raids into Apache country than any other. He is respected by both Geronimo and his Chiricahuas and the jaded Texas Rangers who frequent Roswell.

There are 17 scientists on the base, as well as their families. A civilian is in charge of the scientists. This is "Mr. Eddington," a mysterious and secretive type who rarely speaks, but keeps his nose in every experiment.

Tales of strange lights seen in the night skies over Fort 51 aren't flying saucers or will-o'-the-wisps. They're the Flying Buffalos in training.

The Ghost Trail

Fear Level 3

The Ghost Trail used to run to Santa Fe, where it turned into the Santa Fe Trail. It came to life in '69 when Southerners forged it bringing loads of ghost rock to Roswell for Jeff Davis' attack on Washington. Since Roswell exploded, the independent contractors working for the government truck their precious loads to the railhead at Tombstone instead.

Bandits and thieves are common, as are the phantoms of those they've slain.

The Mojave Desert

Fear Level 4

The Mojave (pronounced mo-HA-vee, friends from Back East) is a huge expanse of barren landscape in southern California. Part of the desert is hard and brittle. A few stray cacti and dry scrubs are the only vegetation you'll find. The rest is made up of shifting sand dunes and bizarre rock formations.

More inhospitable country is hard to find. Most folks who try to cross it die from lack of food and water. Travelers who must head into the Mojave for some reason must carry enough provisions for themselves and their mounts for several weeks.

Mojave Rattlers

The Mojave is a barren place, but life exists most everywhere. Some of it defies natural law, and some contradicts common sense. Mojave rattlers fall into the latter category.

Unlike most of the monsters of *Deadlands*, rattlers are known and accepted by most folks. They chase prey they hear walking or riding on the ground above. Should a cowpoke feel rumbling in

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the earth beneath his feet, he should head for a rocky place as fast as possible—the critters can't tunnel through solid stone. Those who aren't near a hunk of stone should stay real still and start praying. Fighting them isn't usually an option, either. Rattler hides are tough and a little bullet won't do much damage to a critter this big anyway.

What only a few folks have figured out is that the rattlers are intelligent—far more so than should give anyone comfort. The Mojave rattlers seem to be the biggest of the West's giant worms. The salt rattlers of Utah are the craftiest. Those who lurk in the Badlands seem to have an affinity for magic—and an agenda to create a new race of beings with human DNA (see *Deadlands: Hell on Earth* to find out if they were successful).

For statistics and more information about these huge and malevolent worms, see page 176.

The Wild Southwest

Texas, New Mexico, Arizona

Texas has its fair share of green rolling hills, auburn fields, cottonwood stands, and scrub plains, but the stark mountains of New Mexico and Arizona really stick in a traveler's mind.

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

The Grand Canyon is Fear Level 3 thanks to the Laughing Men and the rumored "City of Ghouls."

The Grand Canyon

Fear Level 3

Truly one of the Seven Wonders of the World, the Grand Canyon in Arizona is the largest crevasse on earth. The Navajos call it the "house of stone and light." It is an apt name, for the dramatic shadows and sun-baked canyon walls are startling to behold, whether from the top or from the banks of the Colorado River far below.

Long ago, the Grand Canyon made a wonderful campsite for travelers. Whites and Indians got along, the view was breathtaking, and the only dangerous critters were the occasional snakes and spiders. These days, the shadowy floor of the canyon seems a shade darker, and the echo of a man's voice rings with an unearthly cackle.

The Laughing Men

The most dangerous threat in the Grand Canyon area is posed by a former Black River gang. The band now calls itself the Laughing Men and holes up somewhere in the vast canyon.

The leader of the Laughing Men is "Chuckles" Ryan, a bloodthirsty villain wanted in every state and territory in North America. Little is known of Ryan except that he's a cautious planner with a raspy, constant laugh and a passion for cheap cigars.

His band has taken to laughing their heads off when they ride out of a town they've just robbed—hence the name.

The Laughing Men once worked for the Black River railroad, but they went rogue after Mina Miles took over from her deceased husband. Mina put the Wichita Witches first in line over Ryan's band and the bandits took it personally.

The Laughing Men number over 200 dark-hearted souls. They make their living raiding Indian and white settlements from Texas to Colorado. On a robbery, the Laughing Men usually have 10-30 gunmen, though more may be waiting nearby to persuade pursuing posses that they'd be better off tending beeves than following a marshal into certain death.

The Rangers know the gang operates out of the Grand Canyon, but they have yet to find the secret camp in the area's scarred landscape. That's because Chuckles moves his camp every month or so.

Traitors and trespassers to his camp are dealt with in the most entertaining way possible. Victims are put through a gauntlet of traps, critters, and hand-to-hand combat with his own men. He promises his victims their freedom if they can survive the gauntlet, but no one has yet to survive to see if the bandit would keep his word.

See *Canyon o' Doom* for more information on Chuckles Ryan and far more sinister mysteries of the Grand Canyon.

Typical Laughing Man: Warriors 3; CR 1; Medium-size Humans; HD 3d8; hp 14; Init +2; Spd 30 ft.; AC 12 (+2 Dex); Atk +5 ranged (various sidearms); AL NE; SV Fort +6 Ref +3 Will +1; Str 13, Dex 15, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Bluff +3, Gamblin' +3, Hide +5, Intimidation +4, Move Silently +6, Ride +5, Spot +2; Firearms, Point Blank Shot, Rapid Shot, Simple Weapons, Weapon Focus (chosen firearm)

Possessions: The Laughing Men keep most of their ill-gotten loot at their campsite. On their person they carry their smaller valuables and all their cash (they can't leave it at the camp!) Most carry a rifle and a double-action pistol of some sort.

Description: Laughing Men are usually tan and scrawny, owing to their home in the arid Grand Canyon.

The City of Ghouls

Whispered legends speaks of something deep in the heart of the Grand Canyon—a set of caves that hold a strange city of the dead. The city is reportedly inhabited by eaters of the dead—ghouls.

No one living has actually seen this fabled city, but the Laughing Men stay out of the bottom of the canyon, just the same. The *Canyon o' Doom* book holds all the answers, compadre.

La Legion Etrangere

When Emperor Maximillian took over Mexico, he garrisoned the northern border with the refuse of the proud French Army, the Foreign Legion. While the Legion has a valiant fighting record, there is little denying its ranks are made up of the rest of the world's castaways.

Deserters, debtors, and criminals all find homes as Legionnaires. Even the French officers are lost souls forced from the regular regiments to France's unwanted stepchild.

Still, when there's fighting to be done, the Legion is a force to be reckoned with. These desperate men are cunning and ruthless in battle. Though France and the southern states are on cordial terms, the Legionnaires scattered along the forgotten outposts of the border do their best to wreck the relationship. Out of greed or sheer boredom, Legionnaire patrols often wander north to raid the caravans of the



Ghost Trail. They rarely leave witnesses to their bloody attacks.

The Texas Rangers know which outposts are responsible, but they can't take action once the "patrols" retreat across the border for fear of spoiling the Confederacy's already tentative relationship with France. The Rangers could likely win a fight with the Legion if they could just catch them. After years of fighting in the deserts of Africa, the Legionnaires can ride fast, hide in plain sight, and survive the incredible heat even better than the Rangers.

Typical Legionnaire: Warrior 3; CR 2; Medium-size Human; HD 3d8; hp 20; Init +2; Spd 30 ft.; AC 12 (+2 Dex); Atk +5 ranged; +4 melee; AL CE; SV Fort +5 Ref +3 Will +1; Str 12, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +4, Intimidate +2, Listen +1, Move Silently +3, Ride +5, Search +2, Spot +2, Wilderness Lore +1; Firearms, Point Blank Shot, Quick Draw, Rapid Shot, Simple Weapons

Skills and Feats: Bluff +2, Hide +2, Intimidation +4, Ride +3, Spot +2; Firearms, Point Blank Shot, Rapid Shot, Simple Weapons

Possessions: A Smith & Wesson Frontier pistol, a Winchester '76 rifle, a knife, a horse and a filthy uniform.

Description: Legionnaires come from a wide variety of sordid pasts, and their diverse personal appearances reflects that. Their uniforms are standard, however, and consist of khaki pants and blouse with a white kepi (shaded hat).

Nacogdoches, TX

Fear Level 1 (Hey, they're Texans)

Residents of Nacogdoches, Texas, claim the dead rose from their graves last Halloween. The undead were slow, had a hunger for brains, and could only be killed by shooting them in the head.

The things besieged the townsfolk in their homes through the long night. When morning came and the ornery Texans finally figured out how to kill the rotting creatures, the Nacogdochans wheeled out the whiskey kegs and took turns shooting out zombie brains.

The story is as true as it gets, though most of the West laughs at the tales and the Texas Rangers have sworn to wipe out "every damn Nacogdochan" if they talk to the *Tombstone Epitaph*.

Here's how this strange event happened. A few days before Halloween, a Bayou Vermillion train sped through Texas carrying vats of a special brew. This experimental formula was devised by

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Baron Simone LaCroix to create the walking dead. Unfortunately, the bridge over the Angelina River near Nacogdoches was out, and the train plummeted into the water. The formula eventually made its way down to the Nacogdoches cemetery.

Fortunately, the brew was not one of Baron LaCroix's better batches. The undead that arose came out slow and near mindless. The gun-toting Texans had an easy time rounding up their undead relatives and planting them back in their holes.

LaCroix continues to send his special potions west to make more work crews as his rail line forges slowly across Arizona. It's only a matter of time before another train wreck creates another zombie uprising. And next time the walking dead may not be as easy to destroy.

Meanwhile, the Nacogdochan's have plan to stage a carnival to mark the anniversary of the zombie rising.

Pestilence

Three particularly nasty epidemics hit the Southwest hard this year. The worst of them are found deep in the heart of Texas, and they've very nearly wiped out entire droves of cattle.

Texas Fever

Texas fever is a cattle disease that has driven the price of beef through the roof. Areas with Texas fever epidemics usually charge five times the going rate for scarce beef.

The big ranchers have been hit hardest, so the smaller cattlemen are taking advantage of the situation to drive their herds to Dodge before the disease is wiped out.

When a steer's got the fever it starts foaming at the mouth and attacking nearly anything in sight. Anything that can walk a straight line's pretty safe, since the poor animal sure can't anymore. Within a day or two, the afflicted critter collapses to the ground and, soon after, dies.

The only cure for this ailment is the .45 caliber kind.

Tummy Twister

The second disease is called the "Texas Tummy Twister." Anyone who drinks water tainted with this illness feels his insides get all tight. Then the poor sap gets real hungry but just can't seem to eat enough to fill his innards. A few days later, the victim starts coughing blood, then gets so bloated his gizzards burst. Most sawbones think it's some form of dysentery.

The most insidious new plague to wrack the Southwest can't be fought, avoided, or even seen. It's a microscopic critter that lives in still ponds and muddy swimming holes.

Anytime a character drinks from a stagnant Texas watering hole, there's a chance he picks up a Texas tummy twister. The odds are 1 in 4 in southern Texas and 1 in 6 north of Dallas.

See Chapter Ten for a complete description of these nasty critters.

Prairie Ticks

The latest and greatest epidemic is caused by prairie ticks. These suckers are about the size of a man's fist and like to climb down throats. They get inside steers, sheep, horses, and—yes—even humans, and make their happy homes right inside the host's guts. Then the critters just sit there and drain blood until they're about the size of small dogs. Next thing you know, they're digging their way out. And that's the end, friend.

When these things eventually burst their way out of a Texas longhorn (usually with a passel of Texans waiting with shotguns), it's called a "Prairie Tick's Barmitzvah."

Pretty gruesome, huh? Fortunately, there's a cure for this one. Pour some castor oil or similar nastiness down a hero's gullet and the thing will come crawling out his throat. Needless to say, a person wants his unwanted visitor too big.

to take care of before it gets

The statistics for the prairie tick can be found in Chapter Ten.



Sante Fe Trail

The Santa Fe Trail was once known for the murderers and thieves who stalked it. These days, its reputation is even worse.

Shipments of minerals taken from the Maze used to come up the Ghost Trail to Santa Fe. Those that went on to the southern states continued along the Santa Fe, and some wagon trains still follow this route. As bad as the robbers along the Ghost Trail are, they're worse along the more populous Santa Fe.

Working for one of the civilian contractors hauling ghost rock is good work. It's dangerous, of course, but pays well. Wagon masters pay up to \$10 a day plus a \$25 bounty on the head of every bandit killed along the way. Some folks have made themselves a pretty penny this way, but others simply never returned. It's a long trail with lots of places for a body to get "lost" along the way.

The Indian Territories

The Indians are an enigma to most whites: at times noble and honorable, at others savage and cruel. In truth, they are people just like any other. The tribes have their own cultures, ones that may seem strange to those from more the "civilized" parts of the world. Even more confusing to whites, they are as varied as the people themselves.

There are literally hundreds of different tribes in the West, but there are three groups who have the most influence. From largest to smallest they are the Sioux, the members of the Coyote Confederation, and the Apache.

The Sioux Nations

The Sioux Nations were formed in '72. The Union's initial defeat by Davis' Confederate forces at the Battle of Washington convinced the Indians of the Dakotas that this was the time to reclaim their borders. Sitting Bull started this movement, but even he could not make all the various tribes unite under a single leader.

The tribes' compromise was to reinstate the old council of the Sioux Nations, the "wicasa yatapickas." The wicasas are four wise leaders appointed by the tribes to make decisions on behalf of the Nations.



The wicasas have absolute authority in the Sioux Nations. Any formal dealings with the Sioux must be carried out through this council of revered leaders.

The four tribes directly represented by the wicasas are the Hunkpapa, Miniconjou, Brule, and Oglalas. The other tribes of the Sioux Nations, such as the Northern Cheyenne and Sans Arcs, must make do with winning the ear of one of the wicasas.

Relations with the US

At the moment, relations between the Nations and the US are cool at best. Sioux are allowed to travel the northern states at will, but not in groups of more than five individuals. Anything larger is considered a "raiding party," and the local cavalry is usually called on to "escort" the errant Indians back to their own borders—assuming they're still there by the time the boys in blue show up, of course, which is rarely the case.

The reverse situation is even more stringent. No whites are allowed to cross the Sioux's borders except by means of the Iron Dragon railroad. Even then, a visitor must head directly to Deadwood or certain regions of the Black Hills where the Sioux have allowed mining. Non-designated regions of the Black Hills are off-limits to outsiders, and anyone foolish enough to violate these sacred areas will not likely be seen again.

The locals protested one of these "murders" to the US government. President Grant's only official response to the people of Deadwood was much appreciated by the Sioux. It read simply, "You were warned."

The Old Ways Movement

The wicasas know the world changed in 1863, but most don't know exactly why. They merely believe the spirits are punishing them for some misdeed. All but Sitting Bull say the people must return to the "Old Ways." They must throw off the "evil" influence of the white man—guns and other manufactured artifacts—and return to nature.

The old Sioux leadership made this idea law back in '65, and the Sioux Nations have kept it so. Publicly, every Sioux acknowledges the Old Ways. Warriors hunt with bows and arrows, knives are made from stone, and so on.

The shamans believe the Old Ways have pleased the spirits, for their powers have grown greatly.

The United States military is thrilled with the Old Ways movement, since it

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means the Indians are easy pickings for their Gatling guns should a war develop. The Army may eat its words if the shamans' powers continue to grow.

Custer's Last Stand

Since General Custer's defeat at the Battle of Little Big Horn, the US government has treated the Sioux with a new measure of respect. Grant, despite Generals Sherman and Sheridan's contempt for the wicasas, saw Little Big Horn as proof that the Sioux are a legitimate nation instead of a loose alliance of individuals. The President may not be able to keep the two nations' differences from starting a war, but he is dedicated to trying.

For more information of the confrontation between the Union and the Sioux, the battle of Little Big Horn and details on the Deadwood Creek Treaty, check out the *Ghost Dancers* book. Deadwood itself is set for its own book, but some information can be found in the original *Deadlands Marshal's Handbook*.



The Order of the Raven

Not every Indian is thrilled with the return of the Old Ways. Soon after the wicasas made the Old Ways law, a quiet rebellion took place, especially among many of the younger Sioux warriors.

These rebels are called the Order of the Raven. All bear a tattoo of their namesake somewhere on their body, usually hidden in the most remote or secret place possible.

When the wicasas caught word of the rebellion, they gave all members of the Sioux Nations one week to burn off any Raven tattoos. From that point on, anyone caught with the mark would be put to death. Slowly.

Sitting Bull

Sitting Bull is the "Hunkpapa wicasa," the leader of the wicasas, and he has his own ideas about the course the Sioux Nations should follow. His speeches, subtle to Indians unused to politicians, hint that war is inevitable.

His most memorable speech was just after the Deadwood Treaty of '75. While he spoke kind words in English, his message in Sioux was less than gracious. In fact, he called the Union soldiers murderers and liars. And all the while Generals Sherman and Terry (not knowing a word of Sioux) just kept smiling and nodding their heads.

Needless to say, when the Generals were later told what Sitting Bull had said in front of them, it didn't do much to improve relations between the Indians and the US Army. This overt mocking of US power may be what led to the massacre at the Little Big Horn.

The unfortunate truth is that Sitting Bull himself is a Ravenite. Under the advice of the Hooded One (see below), he quietly organized those he knew were resistant to the Old Ways to start acquiring guns and other arms. Some day, Sitting Bull plans to lead his people into battle against the whites, starting with the "invaders" in Deadwood and the Black Hills. He is waiting for an incident to turn popular opinion against the Old Ways. Then he plans to depose the other wicasas and declare himself "the Great Chief." The Battle of the Little Big Horn, and the victory of the Old Ways over the US cavalry, set him back several years.

The Hooded One

A shaman known only as the "Hooded One" has become one of Sitting Bull's closest companions. What no one knows is that this mysterious figure is none other than Raven. See the **Coyote Confederation** section for more information.

Iron Dragon

The provisions of the Deadwood Creek Treaty meant Iron Dragon could build a spur to Deadwood. Sitting Bull, saw a chance to arm his braves.

Sitting Bull's cohorts approached Iron Dragon and set up a meeting between their chief, Kang, and the Hooded One. In exchange for Sitting Bull's influence with the wicasas, Kang agreed to transport arms into the Sioux Nations—a direct violation of both US federal law and the Great Fathers' dictates.

Once a month, a private train enters the Sioux Nations and delivers weapons to the waiting Indians. These are bought with fees extorted from unregistered miners in the Black Hills, jumped claims, and thievery. Most of the shipments consist of rifles and ammunition, but dynamite and a few artillery pieces have been delivered as well. Sitting Bull's Order of the Raven should be well-armed when he decides to strike.

Coyote Confederation

The Coyote Confederation was formed in '74, just a few months after the second battle of Adobe Walls. The four principle tribes are the Comanche, Cheyenne, Arapaho, and Kiowa. Several smaller tribes—notably the Kiowa-Apache, what's left of the Cherokee, and a few others—are also members, but they don't have enough population to have any real influence.

Geographically, the tribes are spread out over Indian Territory in the Oklahoma region and maintain their villages in the center of the Confederation. Patrols of 10-20 braves (both male and female) roam the borders looking for intruders. Running into one is bad news.

The leader of the Coyote Confederation is a shaman known, appropriately enough, as "Coyote." All of the tribal chiefs have Coyote's ear, but the two most influential by far are Quanah Parker of the Comanche and Satanta of the Kiowa.



Coyote

As far as is known, only Parker and Satanta know Coyote's true identity. The shaman wears a long cloak of vermillion, and his or her face is always shrouded inside its deep hood. Most agree the Confederation Great Chief is a male from his deep booming voice, but they disagree on whether he is young or old, Comanche, Cheyenne, Kiowa, or other. The truth is Coyote is Chief Quanah Parker's closest companion, Isatai, the engineer behind the attack on Adobe Walls back in '74.

Strangely enough, Isatai had not created a magical vest for himself, thinking he would stay well back from the battle and watch the braves do the fighting. But one of the whites had deadly aim, and Isatai fell bleeding to the ground.

After the battle, Parker and Satanta sent their warband home and personally took the mortally wounded Isatai to die on the sacred Black Mesa of Oklahoma.

There the three fasted and gave thanks to the spirits for their victory in battle while preparing Isatai's spirit for passage into the Hunting Grounds.

While Parker and Satanta waited, they talked of the Sioux Nations and dreamed of a new land for their own people. Isatai overheard their conversation, and in his delirium he experienced an epic vision.

The spirit of the great Coyote, the trickster, told Isatai that he would live, but only if he created a new confederation of the People in the trickster's name.

Enigmatically, Coyote also told Isatai that he must lead the new nation instead of Parker or Satanta, though the shaman must always keep his true identity a secret. Isatai asked why, but the trickster only hinted at a dire fate should Isatai's true face be revealed.

Isatai reluctantly told Chief Parker and Satanta of his vision. To his surprise, they agreed to gather the People together and allow Isatai to lead them. They, of course, would remain by his side and offer their own guidance as well, but Isatai, under the guise of "Coyote," would from that day forward be the Great Chief of the Coyote Confederation.

Isatai healed as Coyote had said he would, though when he donned his robe, his seeping wound dyed it deep vermillion.

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The wound has not stopped seeping to this day, though Isatai is stronger than ever before.

To his vermillion robe, Isatai added a deep hood that would forever hide his face. Thus was this Coyote, the Great Chief of the Coyote Confederation, born from the blood of Isatai.

Raven's Plan

The unfortunate truth is that the "Coyote" who gave Isatai his vision was actually Raven. He plans on assassinating Isatai one day and quietly assuming his identity, putting the entire Confederation at his command.

Allies

Coyote has a deal with the Southern states that has become fairly common knowledge since '76. Warbands serve as Confederate allies, raiding settlements or garrisons in Kansas and other border states. Quanah Parker and Satanta are often at the head of these raids.

Publicly, Coyote advocates the independence of the Confederation and the sovereignty of its borders. He sees Southerners as kindred spirits, fighting for their independence from the hated "blue bellies." He does not encourage his people to hate outsiders, but neither does he tolerate uninvited visitors in their lands. Most who wander into the Confederation don't wander back out unless they had a good reason for their visit.

The Buffalo War

Chief Quanah Parker is the Great Chief of the Comanche tribes and one of the three most important figures in the Coyote Confederation.

Chief Parker makes no secret of his distrust of white men. He





particularly hates buffalo hunters. He has good reason, of course, for the massacres of the southern herds cause his people to starve.

Parker has made it known that buffalo hunters will not be tolerated in Confederation territory. Those caught trespassing meet their fates in the most painful ways possible.

Parker's private war on buffalo hunters led to an attack on a skinning camp at Adobe Walls in '74. The violent battle was so widely reported and reviled by both sides that it almost sparked a war with the Confederacy.

The papers call Parker's semiprivate feud the "Buffalo War." If you're heading west to get in on the buffalo craze, I'd advise you to avoid the temptation of entering Indian Territory. Both governments have publicly forbidden it, though since neither have any real authority there, the hunters ignore them.

This gives Parker a free hand to deal with the hunters as he sees fit. His cause is just, but he can be a cruel and merciless opponent.

The Old Ways

The Sioux's Old Ways movement has caught on among the elders of the Confederation, including Coyote himself. He has yet to enforce it, most likely because his close friend Chief Quannah Parker is openly against it. Parker has been known to carry a Gatling pistol on occasion, and his closest companions have collected many odd technological devices, "trophies" of their frequent raids.

Satanta believes strongly in the Old Ways. He is a very spiritual man and believes technology is the cause of the white man's greed.

The Apache

The Apache are the predominant Indian tribe in southern Arizona. Raiding and warfare are a way of life for them, and they have gained a well-deserved reputation as fierce warriors. One of the



foremost warriors among them was the great Chiricahua leader, Cochise.

Cochise was at first willing to live in peace with the white settlers who came to the area. Then, in 1861, he was falsely accused of kidnapping a rancher's son and stealing some cattle. The soldiers sent to recover the boy and livestock tried to capture Cochise under a false flag of truce. He escaped and soon thereafter—embittered by his experiences—led the Chiricahua Apache on raids against the white settlements in the area.

When the Civil War began, Confederate forces swept into New Mexico and Arizona. The Union forces, weakened by the desertion of many of their number to the Confederacy, burned their forts and withdrew east. The Apaches thought the withdrawal was due to their attacks and stepped up their raiding, hoping to expel all white settlers in the area.

In 1862, a column of Union volunteers from California entered the territory and succeeded in driving the Confederate forces out. After defeating the Rebs and being reinforced by volunteers from New Mexico, the bluebellies turned their attention (in a military manner of speaking) toward the Apaches and Navajos. They were able to make some progress against these tribes until the West got weird. About 1864 or so, the Apaches were able to match the soldiers' firepower with some of a more spiritual nature.

It wasn't long before the Chiricahuas began to gain the upper hand in the fight, and the Union troops were forced to retreat back within the safety of the forts they had constructed. By 1866, the two groups' roles were reversed. The Apaches patrolled the area while the soldiers conducted quick hit-and-run raids against Apache encampments.

The Great Quake of '68 changed things dramatically. Beforehand, the majority of the Union forces stationed in Arizona were originally from California. Those soldiers who didn't immediately desert their posts after hearing about the quake were recalled by the California state government soon after. Once again, the forts were burned as they were left behind, but this time the troops withdrew west.

Slaughter

For a few short months, the Apache were masters of their own destiny. Then Rebel troops from Texas moved in to back up Jeff Davis' claim to the Maze and protect the vital Ghost Trail. They were led by General Joseph Ewell Slaughter, a

bloodthirsty devil who took a dim view of any Indian who was still drawing breath. Needless to say, he took an even dimmer view of Indians who were riding around, shooting up his precious ghost rock convoys.

Slaughter lived up to his name. His troops carved a bloody swath across New Mexico and Arizona. Slaughter didn't have many men, but those he had, he drove relentlessly. He hired scouts from tribes hostile to the Apache to help him locate and destroy them.

Still celebrating their "victory" over the bluebellies, the Apaches weren't prepared for such a ferocious onslaught. Many of the tribes were defeated and forced to relocate to the Bosque Redondo, a reservation on the Pecos River in New Mexico. Cochise and most of the Chiricahuas fled into the Dragoon Mountains and established a hidden stronghold there.

After breaking the Apaches' hold on the area, Slaughter built and garrisoned a string of forts along the route used by the mule trains, to protect the ghost rock shipments from attacks by Indian and Mexican raiders. The war in the East was temporarily stalemated, so Davis risked sending large numbers of troops west to man these forts.

Once the Ghost Trail was secured, Slaughter focused his attention on destroying the Chiricahua and Cochise, the only chief in Arizona Territory who openly defied Confederate rule. Small bands of his warriors would slip down from the hills at night and ambush patrols or destroy livestock and property. Slaughter used this as an excuse to kill and torture any Apache he could get his bloodstained hands on, trying to find Cochise's secret lair. But the Indians wouldn't talk.

Slaughter sent numerous patrols to scour the area in and around the Dragoon Mountains. Most of the patrols only succeeded in wasting good boot leather and getting a few of their number shot by unseen foes. Cochise's warriors refused to give Slaughter the stand-up battle he wanted, preferring instead to strike from ambush and then disappear into the rugged countryside.



Frustrated and enraged at his troops' failure to find the Apache leader, Slaughter wired Richmond for more troops. Davis responded by taking half of Slaughter's soldiers to use in the attack against Washington.

The loss of these additional troops stretched what was left almost to the breaking point. The unhappy Slaughter's forces were deployed in a thin line across New Mexico, Arizona, and southern California. For a while, the bloodthirsty general was forced to give up his personal vendetta against Cochise.

The Death of Cochise

The Battle of Washington created an insatiable demand for troops Back East. The isolated and desperate western garrisons continued to escort wagon trains through the area, but all offensive operations against the Apache were suspended. Cochise took advantage of this weakness and stepped up his raiding.

Ghost-rock shipments were temporarily suspended after the accident at Roswell.

During this time, a number of the forts were abandoned and the garrisons were quickly consolidated. One of the forts which remained active was Fort Huachuca. General Slaughter used the strengthened garrison here to resume his hunt for Cochise and take down the Apache leader once and for all.

Slaughter was destined to be disappointed. According to the Apaches on the reservation, Cochise died in his mountain stronghold on June 8, 1874.

The final resting place of Cochise's body remains a mystery to outsiders, and the Apaches certainly aren't volunteering any information. Not content to allow his old adversary to rest in peace, Slaughter has offered a \$2,000 reward to anyone who brings him the chief's remains. So far, no one's taken him up on it, although many white bounty hunters have tried and have paid for their efforts with their lives.

But the truth is the Apaches' great chief Cochise is not dead—yet. Aging and in ill-health, he realized he was no longer up to the task of leading his warriors in battle. He consulted with some of the medicine men of his tribe and found another way in which he could help his people.

Aided by the tribal shamans, Cochise's spirit has entered the Hunting Grounds to bind a powerful mountain spirit—or "gan"—to his service. Cochise forced the spirit to grant the entire Chiricahua tribe the ability to walk in the Hunting Grounds and mask the location of their mountain hideout from outsiders. This supernatural aid has greatly helped the Chiricahua warriors, enabling them to easily ambush their enemies and then vanish without a trace.

Needless to say, the nature spirits do not grant such requests easily. Cochise may only bind the spirit while his body lives. While his spirit is in the Hunting Grounds, his body lies in a cavern deep within the mountains.

Tribal shamans tend to his body, sustaining him with powerful potions and magic. Despite this, his physical form is slowly losing strength and will eventually expire. At the moment of his death, the gan is freed from service. A great earthquake will shake the Dragoon Mountains and collapse the chamber in which Cochise's body resides, entombing him within the heart of the mountain forever. His spirit will be trapped in the Hunting Grounds for eternity as a servant of the gan.

When running encounters with the Apache, the spirits allow them to move without sound or tracks. Their gift can't

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prevent someone from eye-balling one of them peeking up from behind a rock. The Chiricahuas live in a group of caves high in the Dragoon Mountains. The caves are only accessible by climbing a sheer cliff face via a series of small ledges and natural handholds. This is no problem for a Chiricahua. Anyone else who tries to climb the cliff must contend with the gang.

To climb the cliff, a non-Chiricahua character must make a DC 25 Climb roll, using his Wisdom modifier instead of Strength.

If the character fails, he cannot find a way to the top. Should he roll a 1, he falls from a height of 1d10x10 feet.

Any Chiricahuas who are aware of the characters' presence won't take kindly to the intrusion, so you may want to apply a modifier to the characters' rolls if they are being sniped at while climbing.

Geronimo

After Cochise's alleged death, the mantle of leadership passed to Geronimo. Geronimo was born a Nednis Apache, but after losing his family to Mexican raiders, he came to live and fight with the Chiricahuas and is now considered one of them. He is a skilled warrior and leader and has gained a reputation among the Chiricahua as one with great spiritual power.

Geronimo has vowed to take Slaughter's scalp in retribution for the suffering he has caused the Apaches. Under his leadership, the Chiricahua continue to raid wagon trains going to and from the Maze, outlying ranches, farms, and—now that the railroad has arrived—trains.

Although weary of war, Geronimo knows his people can only live free if they fight for that freedom. He also realizes the Apache are not strong enough to engage the Confederate forces in open battle—their superior numbers and artillery would make short work of the Chiricahua. Because of this, his warriors have become masters in the art of ambush and concealment.

The Apache warriors always avoid a fight unless they have the advantage in either numbers or position. Unfortunately for the Confederate soldiers, this is increasingly the case these days. Many of the soldiers tell stories of ambushes where the Apaches fired on them and then simply disappeared, leaving no trace. Even veteran trackers have often failed to find the Apaches' trail.

The Rebels know of the Flying Buffalos' success in fighting the Apache, but Jeff Davis has yet to send them the rocket

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packs they need to emulate Captain Kyle's famous fighting force. The Confederates hate the Flying Buffalos, particularly the noted Sergeant Amos, who has made them look like fools on more than one of their raids.

Encountering Indians

Bands of braves from various tribes can be encountered just about anywhere in the Weird West. Check out the *Ghost Dancers* book for more information on the various tribes, as well as more in-depth rules for making Indian heroes (and villains).

Most Indians are of the warrior non-player character class, though bands of 5-10 individuals are usually led by braves or shamans of five levels or more higher than themselves.

Typical Indian: Warrior 3; CR 2; Medium-size Human; HD 3d8; hp 20; Init +2; Spd 30 ft.; AC 15 (+2 Dex, +2 boiled hide, +1 Sioux shield); Atk +5 ranged; +5 melee; AL CE; SV Fort +6 Ref +3 Will +1; Str 14, Dex 14, Con 16, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +4, Handle Animal +3, Hide +6, Move Silently +6, Wilderness Lore +6; Mounted Archery, Simple Weapons, Track

Special Qualities: Indian warriors gain the following class skills: Hide, Move Silently, Wilderness Lore.

Possessions: Boiled hide, shield, spear, war club (treat as a large club), short bow, 20 arrows, and a horse.

Description: The description above best fits one of the Plains Indian tribes, but it can be easily adapted for Indians from other regions.

DODGE CITY

Dodge City, Kansas, is one of the Weird West's main campaign areas, and a good spot for new posses and their Marshals to start their adventures. Dodge is particularly well suited to diverse groups as its position in the Disputed Lands allows characters of all backgrounds—Northerners and Southerners alike—to work together.

Dodge is a city divided. Like Kansas itself, the loyalties of the town's citizens are torn between the North and the South. "Bloody" Kansas has seen more than 20 years of horrible fighting, and animosities run as deep here as anywhere Back East.

Most towns, however, consist entirely of people supporting either the North or the South because it is almost impossible for folks pulling for the Union to live side-by-side with Rebels on a daily basis. Dodge is different because it has a mixed population of Northern and Southern supporters. Why? Because there's money to be made. The more money at stake, the more people can endure, and Dodge is a city full of opportunity.

The area around Dodge is a Reckoner's dream come true. Everyone has an axe to grind on somebody, and people are knocking each other off faster than rabbits do arithmetic. This—coupled with the constant threat of violence breaking out in town—keeps the Fear level in Dodge at 3—a level higher than the rest of the Disputed Lands.

Money on the Hoof

Most of Dodge's money is currently wandering the Kansas plains, contentedly munching grass. Far and away, Dodge City's biggest business is the procuring of buffalo, and for more than just their prized tongues.

Buffalo hunting began in earnest back in '72. Seems some tanners in Germany found a way to cure buffalo hide into durable leather, and bull hides were suddenly worth \$3.50 each or more.

Fortunately for the buffalo, the Indians got together around then and formed the Sioux Nations and later the Coyote Confederation. Needless to say, they

weren't pleased about the hunters wiping out their primary source of food, clothing, tools, and so on.

Soon after the buffalo rush began, large warbands from the Nations and eventually the Confederation descended into Kansas and attacked any hunters they could find, driving them from the plains.

Union cavalry tried to stop the rampaging warbands, but it was a lost cause given the continuing Civil War. For close to a year, fast-moving cavalry battles thundered across the plains. Fort Dodge was destroyed in an attack that saw Confederate guerrillas and Sioux fighting Union soldiers and Northern partisans. The Indian bands returned home only after the fort was a smoldering ruin and their point had been made.

Most hunters didn't think \$3.50 a hide was worth getting caught between the Indian battles and the ever-present guerrillas. Even after the Sioux headed north again, it was a while before hunters began to reappear in large numbers.

In '74, though, the value of buffalo went through the roof. Beef herds in both the North and South experienced large numbers of mysterious deaths, mostly due to "Texas fever" but also because of the strange parasites known as prairie ticks.

Neither of these ailments affected the buffalo for some reason. Including the meat, which the hunters had previously left to rot, buffalo quickly went from being worth \$3.50 to roughly \$30 each. Suddenly, buffalo hunting was a much more attractive venture.

"Peacetown"

At about the same time, two railroads, one Northern (Union Blue) and one Southern (Black River), began to push rails west into Kansas. Robert Wright, a budding entrepreneur, saw a chance to profit from the railroads' arrival and incorporated a town in their path. Wright envisioned a place where those who were tired of the constant fighting could choose to live in peace—and make a profit, if they were so inclined.

Wright called his new home Dodge City. These days, people claim the name refers to how you're supposed to survive with all the lead flying around, but that wasn't on his mind then. The town's charter explicitly stated that those of all political persuasions were welcome, and it made provisions for a large police force to keep the peace.

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The idea of a nonpartisan city caught on and attracted the attention of many people, both inside and outside of Kansas. The town's population grew quickly. Many of the newcomers were war-weary folks who were tired of living in a shooting gallery. Others were just there to make a buck. Some, unfortunately, had more sinister motives and came to cause trouble.

Wright was elected the first mayor, beating a man named Hoover by a slim margin. He and the town council quickly found a marshal and deputies who were capable of keeping the peace in such a volatile situation. Larry Deger was hired as marshal, and two of his deputies are Wyatt Berry Stapp Earp and Ed Masterson.

The Law In Dodge

The lawmen in Dodge are a tough lot. They have to be to survive. In addition to the problems common to most western towns, the lawmen here are forced to deal with the presence of large bands of armed men in town (bands whose only reason for existence is to kill each other outside of town—or inside if they can get away with it), two competing railroads, rowdy groups of buffalo hunters, Texas cowboys, and a cloak-and-dagger war between USA and CSA spies.

Mayor Wright has made it clear to his men that, despite their personal views, they are not to take sides in any partisan disputes in town; the law is to be

Secret

enforced equally for Northerners and Southerners. Dodge's only chance to survive the Civil War is to establish a reputation as a truly neutral, nonpartisan city. If the police force is perceived to support one side or the other, the town will quickly turn into a battlefield as neighbors take up arms against each other.

Being human, the town's peace officers don't always quite measure up to this lofty ideal. Irrate citizens who have been offended can lodge a complaint with the town council against any officer they feel is acting in a partisan manner. The town council usually looks into the charge quickly and holds a public hearing on the matter—five deputy marshals have already been dismissed in this fashion. The system's not perfect, but it seems to have kept hard feelings to a minimum.

There's a movement afoot to replace Dodge's Marshal Larry Deger with Wyatt Earp. Earp has made quite a reputation for himself in Dodge City. His fearlessness and ability to resolve a situation without resorting to gunplay has endeared him to the more peaceful citizens of the town.

A clever man averse to bloodshed, he has already defused a number of confrontations that could have degenerated into bloody gunfights under



another man's purview. Wyatt's reputation for buffalooing troublemakers with the butt of his gun has caused locals to refer to anyone with a knot on their head as having an "Earp."

The Town Council

The Dodge City town council has six members, each elected for a two-year term. The current council members are all prominent merchants in town. While not all believe in Wright's vision of a peaceful, nonpartisan community, they do all share his love of the dollar and support his efforts to keep Dodge open to all—provided they have money of course.

The 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 their person.

Enforcement of these laws is irregular at best. They are usually used to encourage troublemakers to move on.

The Gun Law

The biggest news coming out of Dodge City these days is the passage of a new law forbidding anyone to carry guns within city limits. This is the controversial "gun law." Dodge City is a pretty wild and woolly place, so the Town Council decided it might be a good idea to try to rein in rambunctious cowboys a little. As you might guess, it's plenty controversial.

The law requires that anyone coming to town go immediately to the town marshal's office to check his guns (if any) with Marshal Larry Deger. Marshal Deger'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, even lost in poker games or sold. They're fast becoming a sort of underground currency in Dodge.

War

As mentioned earlier, "Bloody Kansas" and the border states are beset by a constant state of guerilla warfare. Every so often, one of these merry bands wanders into Dodge. They might need supplies, or they may just want to kick back and blow off some steam (although you'd think riding around plugging holes in anything that moves would be relaxation enough for anyone). Not much for law and order, their celebrations can turn rowdy.

Many times a group will decide to hurrah the town after downing a few rounds. Other partisans in town often take exception to this disturbance of the peace and decide to take the law into their own hands to quiet things down, sometimes permanently. This usually leads to an all-out gunfight, with the town's deputies caught in the middle.

These groups are one of Marshal Deger's biggest headaches. Getting drunken men who have spent the last few weeks fertilizing the plains with each other's innards to treat each other civilly is a task worthy of Hercules.

As long as they behave themselves, they're welcome in town. If they don't keep quietly to themselves, they have to go. Of course, telling 20 drunken men who have more weapons than the Harper's Ferry Arsenal to get out of town can be tricky.

A number of particularly vicious bands roam the plains around Dodge. On the Confederate side of things, there is Morgan's Marauders, Henley's Hellions, and the Confederate Kansas League. Supporting the North is Anderson's Raiders, Bob's Boys, and the Unionizers.

Bloody Bill Quantrill has also been seen in the area on numerous occasions.

The Body Snatchers

Anyone who spends any time in or around Dodge eventually hears tales about the body snatchers. Depending on who's doing the talking, these things loot the dead, eat the dead, and sometimes raise the dead. The descriptions given by people who claim to have seen these monsters also vary, ranging from little green men to shambling corpses to pink elephants.

In truth, the large number of corpses scattered about Kansas has given rise to a population of ghouls.

Dodge City ghouls are standard ghouls from the *Monster Manual*. They'll eat any

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corpse, but prefer fresh meat. Ghouls normally scavenge freshly interred corpses, 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 and go *au naturel*.

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. This is a 5 HD creature.

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 deep pocket. This is the perfect chance for a good old-fashioned D20 dungeon crawl, Marshal.

The ghouls sometimes venture above ground to spy on their "herd," but the things are cowardly and flee if approached. 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.

One of the largest ghoul dens in the area is beneath Boot Hill in Dodge City. Twenty ghouls call it home. Some of these creatures have become bold and stalk the streets at night, claiming the remains of those who were on the losing side of an argument.

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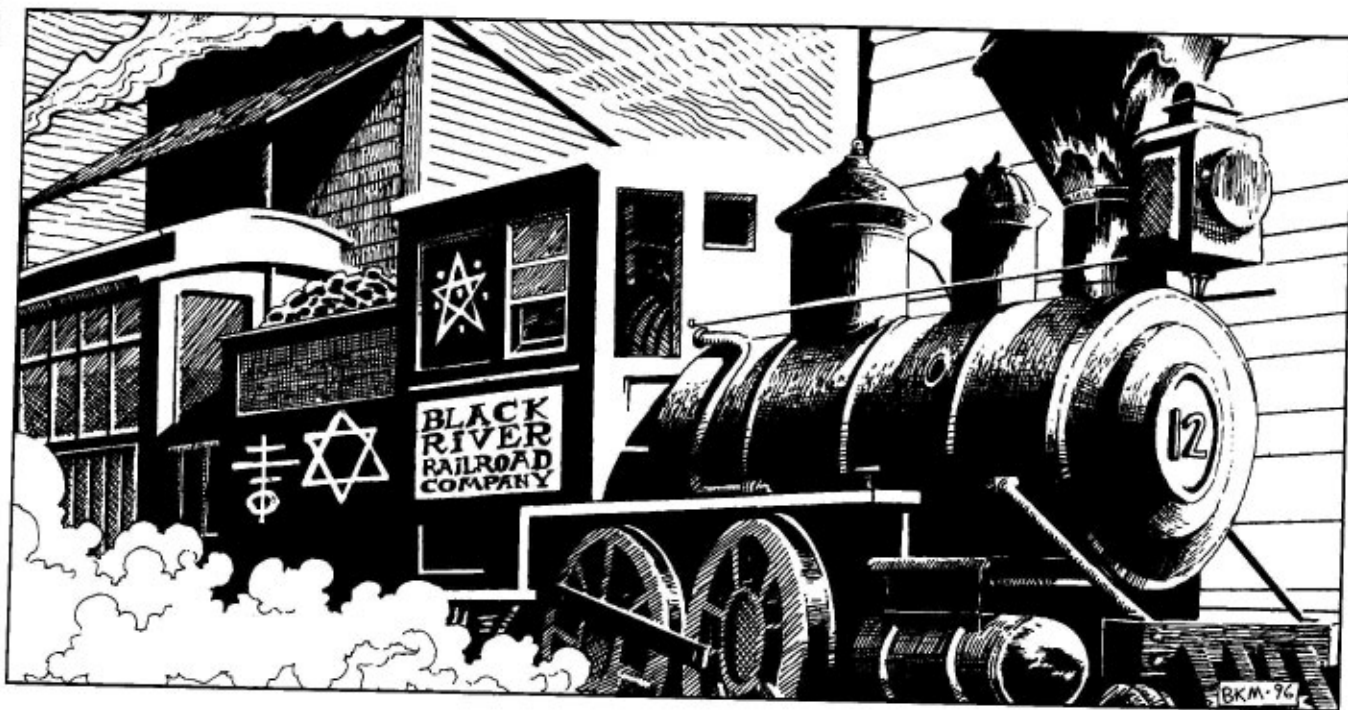
Becoming a Ghoul

Cannibals around the High Plains might become ghouls just as those in colder climes become wendigos. Should a non-Harrowed character ever be forced to (gag!) consume human flesh, roll a d20. Add +1 to the roll each time the character consumes flesh from a new victim. On a 20 or higher, the cannibal becomes a ghoul under the Marshal's control. There's no way to get this not-so-hero back, so the player should make a new hombre.

If any of the cannibal's victim were close friends or relatives, the character becomes a "ghoul king." Other ghouls naturally bow to this individual, though other ghoul kings usually send their warriors out to murder the newcomer.

The Railroads

After incorporating the town, Wright contacted both Union Blue and Black River and offered each of them the right-of-way into town. He pointed out that there were a large number of buffalo hunters in the area, and a lot of money could be made hauling the meat and hides east. Both companies jumped at the



offer like hungry wolves after a bleeding buffalo, and they quickly began laying track toward Dodge.

As the companies converged on the town, the competition to get there first got hotter than a cattle brand. Both companies' work crews spent more time digging graves than laying track. Wright, impatient to have rail service in Dodge, gave the railroads a deadline. If a company's rails had not reached the city limits by June 1, that company would lose its right-of-way. After that, Union Blue and Black River hassled each other less and concentrated more on laying track.

On May 23, 1875, the Union Blue Railroad's tracks crossed the Dodge City limits. Three days later—amid some commotion—the Black River line entered town. Both sets of rails run down the center of Front Street to a station built at the town's expense.

Mayor Wright has made it clear to both railroads that they had best behave while in his town. What they do outside of town limits is their own business, but there is to be no feuding in town. Any railroad caught violating this rule loses its right-of-way. To date there have been a few minor violations, fist fights between train crews, minor acts of vandalism, etc., but nothing big enough for the mayor to take action on. This is probably due to the fact that both companies are making money hand over fist hauling buffalo hides and meat out of Dodge and don't want to do anything to endanger their cash flow.

Outside of town, it's another story. Both companies maintain heavily-armed, mounted patrols to guard their tracks. These soldiers make regular circuits of every foot of track in Kansas.

Buffalo Hunting

The main source of cash in Dodge is buffalo hunting. Every day, hunters come in from the plains around town with wagonloads of the dead animals. These are sold to a slaughterhouse where the carcasses are skinned and split. The hides and meat are then taken over to the railroad station and loaded on an eastbound train, or occasionally toward the Maze (where they must be carted from the furthest railhead West—a dangerous proposition given the price of

beef out there and the tendency of meat to spoil in the hot climate).

All of the slaughterhouses are on the western edge of town (fortunately downwind). They pay anywhere from \$15 to \$30 for a buffalo, based on size, freshness, and hide quality.

Buffalo hunting is the perfect job for those who enjoy gunning down animals that are too stupid to run away. It's an easy business to get into. All that's really needed is a good rifle and a wagon to haul the kills in. Most serious hunters recommend a big-bore gun like the Sharp's 50. A well-aimed shot from one of these rifles can drop a buffalo with a single round. That's important because bullets are expensive, and the slaughterhouses don't pay any more for Swiss buffalo.

To avoid back injuries, hunters often hire hiring laborers to skin their kills before taking the meat to Dodge. Skinners can also help get the huge animals up on the wagon—a mighty tough job to accomplish unaided. Crews of skinners can usually be found in town who will work together for about 10% of a haul.

Most hunters creep up on a herd and set up at least 200 yards out to prevent the boom of the guns from spooking the animals. It's possible to bag a number of buffalo in this manner. They usually won't stampede away until they smell blood and panic.

Hunting the Hunters

Hunting alone is not recommended. The Kansas plains are a dangerous place to be—some claim there are more armed men than buffalo out there. Most hunting parties number at least five individuals. Usually three hunt while the other two keep an eye out for trouble.

Besides the usual raiders, Indians, and railroad gangs, a body has got to be on the lookout for other hunters. The weapon that can take down a buffalo can more than do the job on a person.

Some less than energetic "hunters" wait on the main trails leading into town and relieve others of their kills. There are some hunters out there who have probably killed more men than buffalo.

Still, Indians are the most dangerous occupational hazard of buffalo hunting. Many of the tribes who live on the plains depend on the buffalo herds for food and leather. They take a dim view of the white man slaughtering the herds on such a scale. Many braves from the Coyote Confederation, especially Quannah Parker's Comanches, go out of their way to ambush hunting parties.

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The Cattle Trade

As if the lawmen in Dodge didn't have enough on their plate, the trade in Texas longhorns has picked up as well. With the longhorns, of course, come Texas cowboys and trouble.

This turn of events is due to the Cattle Owners Associations further west. The biggest and meanest of the bunch banded together and forged exclusive deals with their local railroads to haul their cattle and no one else's. The smaller ranchers, unable to get their herds to market, have been forced to drive them north to Dodge.

The cattle drives to Kansas are ordeals. The cowboys not only have to contend with bad-tempered livestock and the elements, but also gunmen hired by the cattle barons to prevent them from reaching their destination. When and if the cowboys reach Dodge, all they want to do is collect their pay and hit the town.

City of Intrigue

Dodge City has become a magnet for Union and Confederate spies. Its location in disputed territory and the fact that it is served by railroads from both countries make it an easy point of access into enemy territory. A Confederate spy can hop onto a train for Chicago and from there reach any place in the Union. Likewise, a Union agent can catch a train directly to Richmond.

Both sides maintain an active network of spies in Dodge City itself. These spies aid those who are traveling into enemy territory by providing false papers and safe places to stay while in town. The agents in Dodge also work with some of the guerrilla bands in the area, using them to gather information and eliminate enemy sympathizers.

However, these agents devote most of their time to uncovering and eliminating each other. This is complicated by the fact that the Agency and Texas Rangers, as well as a number of freelancers, have set up shop in town. Every day, a complicated game of deceit and betrayal is played out in the back rooms of Dodge. Every night, a few of the town's citizens disappear to be seen no more of course, not all the disappearances can be blamed on the spy war. the ghouls do their part as well.

The Mayor and town council take a dim view of all this cloak-and-dagger stuff. It only complicates Marshal Deger's job and stirs up partisan feelings. As a result,

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being convicted of spying or supporting spies in Dodge—for the North or South, Deseret, or even the Indians—is punishable by hanging.

Life in Dodge

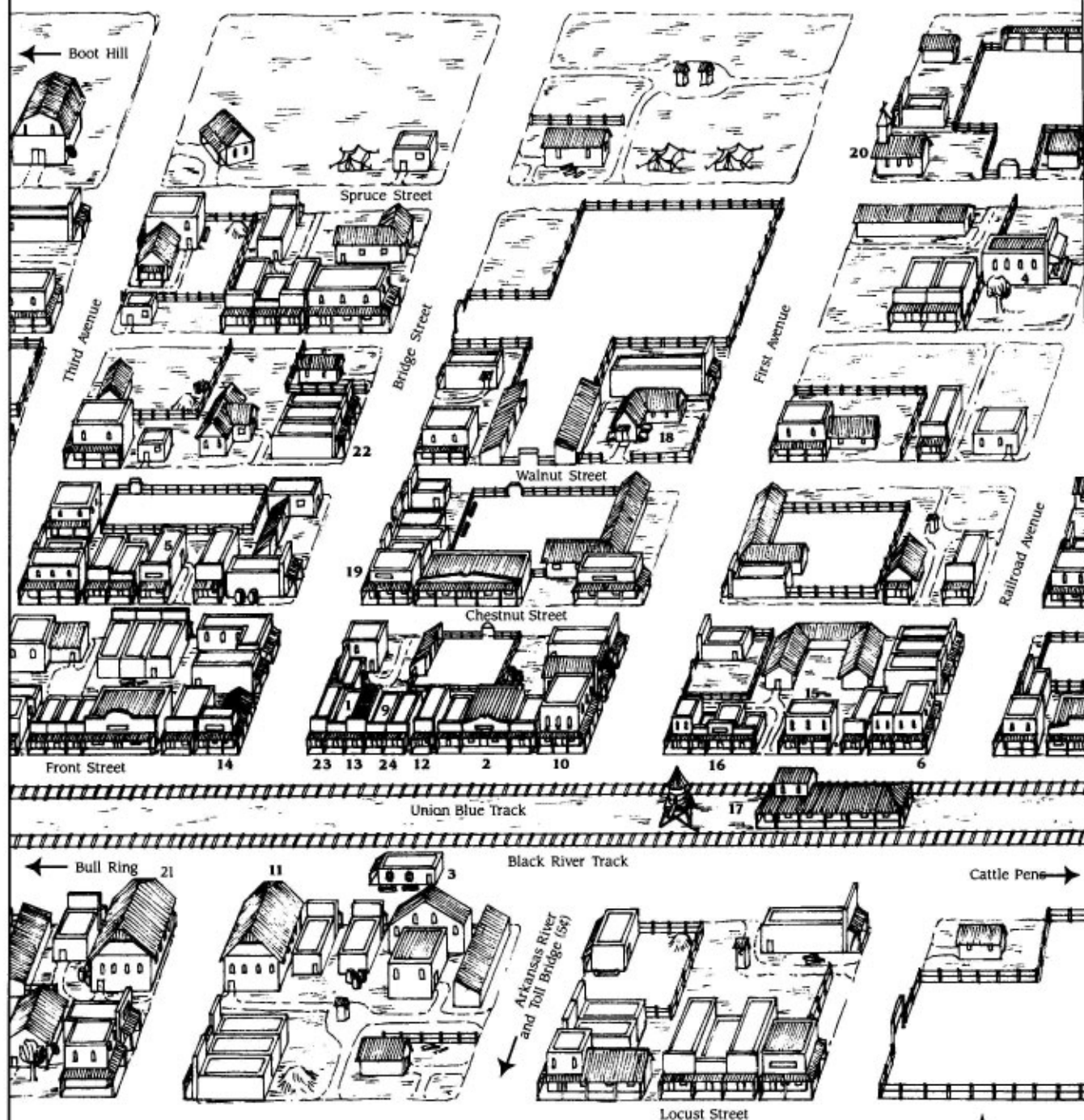
Living in Dodge is exciting (so is being kicked in the groin, but it's still something to avoid). Despite the ideals of the town's founder, Dodge City is not a peaceful haven of capitalistic bliss. In many ways, the town's success has planted the seeds of its own undoing.

The majority of the town's early inhabitants were honest, hard-working folks just trying to get by in a bad situation. As Dodge has grown and prospered, it has attracted other, less-desirable elements.



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



1 inch = 150 feet

Among this group, partisan feelings run deep, and their attitudes have begun to influence their neighbor's views. Stir in the transient population of buffalo hunters, railroad gangs, guerrillas, spies, cowboys, and guns-for-hire, and the place become more volatile than nitro—one good bump, and the whole town could go.

With the arrival of cavalry troops from both the Union and the Confederacy in the Disputed Lands (a consequence of the November Offensives mentioned earlier), things have only gotten more unstable.

The marshal's office is doing it's best to keep the lid on this pressure cooker, but things still occasionally boil over. It's a rare day that goes by without someone ending up on a board in the undertaker's front window. And that's *after* the gun ban.

Where to Go

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 of the saloon. A good meal and cigar can be had in the parlor in back.

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

City Jail: The new address of troublemakers in Dodge. Most don't stay here for more than a spell, usually just long enough to be hauled in front of Judge Moreland.

Courthouse: Judge Wells Moreland presides here when there are cases to be heard (which is most days). Moreland is a buddy of Wright's and does his best to keep things in town quiet. He's gained a reputation as a "hanging judge" because he's had a good number of people strung up. Jail space in Dodge is limited, so most sentences are either a hefty fine or hanging.

Dodge City Times: If you want to know who's who in Dodge and what they've been doing to each other, read the *Times*. If you want to know what's happening in the world at large, you still have to rely on the ever-truthful *Tombstone Epitaph*.

Dodge House: One of the finer hotels in town. Rooms can be had here for \$2 a day, and they're worth it.

Great Western Hotel: Dodge House's major competitor. Rooms go for \$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: This is 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: For those who aren't content to buy their rotgut by the glass. George Hoover's store 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: While not as popular as the Varieties, the Lady Gay is filled with hombres ready for 50¢ dances.

Lone Star Saloon: Not as fancy as some saloons on the north side of the tracks, the Lone Star is popular with Confederate guerrillas and Texas cowboys. Those going in here had best be able to sing "Dixie" with enthusiasm.

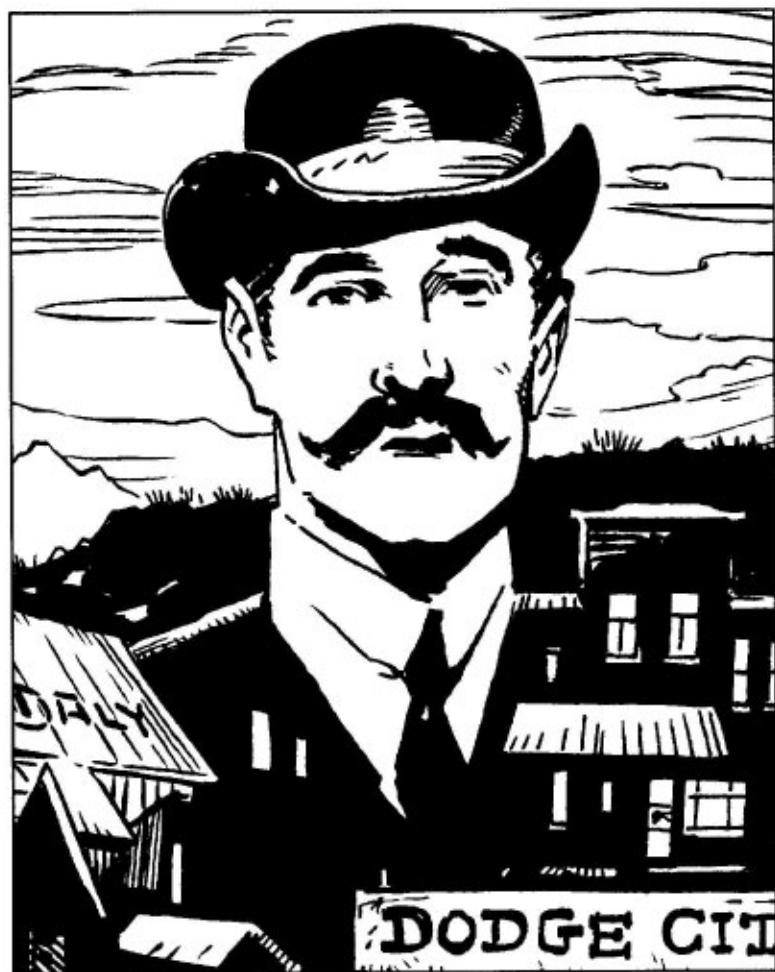
Long Branch Saloon: The Long Branch is probably the nicest saloon in town. The main room has a full bar and a billiards table. During the summer months, a five-piece orchestra plays. Off the front room is another for private gambling—no professionals allowed. (This is strictly enforced.) There is also a small room in the back equipped with a number of cots where drunks can sleep it off.

McCarty's City Drug Store: This establishment is owned by Dr. T. L. McCarty. The bottom floor serves as both a drugstore and the city post office. Upstairs, the doctor has an office where he sees patients.

Mueller's Boot Shop: Owned and run by Jim Mueller, there are no better boots around these parts than his.

Occident Saloon: The Occident is run by Henry Sturm, an immigrant from Germany; the house specialty is sausage and cheese with Rhine wine. Those with nasal problems can try the Limburger cheese. This is a favorite haunt of northern partisans.

Railroad Depot: This 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 has a daily



passenger train scheduled to arrive at 10 a.m. Depending on what side of their beds the local rail gangs woke up on, the train usually rolls in around noon—if it shows up at all. Black River's passenger service is a bit more regular because Union Blue refuses to attack civilians. The B.R.'s passenger express usually chugs in around 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. You can usually get about \$30 for a large bull with an unblemished hide.

The Globe: *The Globe* occasionally has some real news in it. Unfortunately, the editor, Dan Frost, is close-minded when it comes to anything out of the ordinary.

Union Church: Where the faithful hold service. This building is 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¢ for 10 minutes of (vertical) dancing. Other services can be had, but prices vary. Patrons should be careful what they say—many ladies supplement their income by selling information to the many spies skulking around Dodge.

Wild Irish Roses: This house of ill-repute opened quite recently, and 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." Just about anything can be found here. The store even serves as a shipping point for Smith & Robards deliveries.

Zimmerman's Hardware: Hammers and nails can be purchased here, but Fred Zimmerman's specialty is hardware of a more lethal variety. He's a gunsmith from Prussia, and he knows his business.

Famous Folks

Here are statistics for two of Dodge City's most well known residents: Bat Masterson and Wyatt Earp.

William Barclay "Bat" Masterson

Bat Masterson is currently undersheriff of Dodge County. He and Wyatt Earp have formed a fast friendship on the job and are becoming quite well known in the area. It is likely Bat will become Sheriff at the next election and make Wyatt his second in command. Rougher types often mistake his cleverness for weakness. It's a mistake they don't make twice. Bat is Hell to deal with when he's angry.

Bat's brother, Ed, is also a part-time lawman. He's served as a deputy town marshal when the police force is stretched too thin—usually when a big cattle drive or buffalo hunt comes in.

Bat Masterson isn't particularly fast or deadly with his gun—at least not compared to the speed of John Wesley Hardin or the legendary accuracy of Hickok. Bat excels in keeping his head and stopping trouble before it starts, making him an excellent partner for Wyatt Earp.

Masterson's fairly well-liked and respected in Dodge and other parts. That means he can summon a posse to back

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him up when trouble gets hotter than he can handle on his lonesome.

William Barclay "Bat" Masterson: Male human Gns 8; CR 7; Medium-size human; HD 8+16; hp 56; Init +8; Spd 30 ft; AC 14; Atk +10/+5 melee, +12/+7 ranged; AL LG; SV Fort +4, Ref +6, Will +2, Str 15, Dex 18, Con 15, Int 13, Wis 15, Cha 17.

Skills and Feats: Bluff +11, Climb +6, Diplomacy +9, Gamblin' +4, Gather Information +6, Gunplay +6, Intimidate +10, Knowledge (Dodge) +5, Language (English) +6, Move Silently +5, Profession (Lawman) +4, Ride +5, Ridicule +8, Sense Motive +5, Speed Load +5, Spot +3, Use Rope +5; Deadeye, Greased Lightnin' +4, Improved Initiative, Level-Headed, Point Blank Shot, Rapid Shot, Renown (White Hat), Sand, Simple Weapons Proficiency, Firearms Proficiency, The Stare

Possessions: Double-action Colt Peacemaker, cane, black suit w/ matching tie, black bowler.

Wyatt Berry Stapp Earp

Earp began his career as a lawman in Wichita, Kansas where he served as a deputy marshal. Following a fist-fight with another candidate for marshal, Wyatt was fined and sacked.

The tough lawman was hired by the Dodge City marshal's office in May, 1876. Since coming to town, he has achieved a reputation as a fair and fearless deputy. Wyatt tries to avoid gunplay when possible, but if pushed, he *will* throw down. He has earned the respect of the townspeople for his ability to face hostile mobs, often alone, and disperse them without bloodshed.

Unfortunately, Wyatt is not loved by all. In the course of performing his duties, he has been forced to crack a number of guerrillas on the noggin, earning their enmity and that of their group. One group in particular, Morgan's Marauders, is looking to even the score. Wyatt was forced to gun down one of their members when he refused to surrender his pistols. The Marauders are biding their time, hoping to catch Earp outside of town.

Like his good friend, Bat Masterson, Wyatt isn't the fastest gun in the West, nor the best shot. He's really a threat because of his calm and quick thinking. He usually buffaloes a troublemaker over the head long before anyone even thinks about drawing a gun.

Wyatt Berry Stapp Earp: Male human Gns10; CR 8; Medium-size human HD ; hp 81; Init +7; Spd 30 ft; AC 13; Atk +13/+8 melee, +13/+8 ranged; AL LG; SV Fort

+5, Ref +7, Will +5, Str 16, Dex 17, Con 16, Int 15, Wis 16, Cha 15.

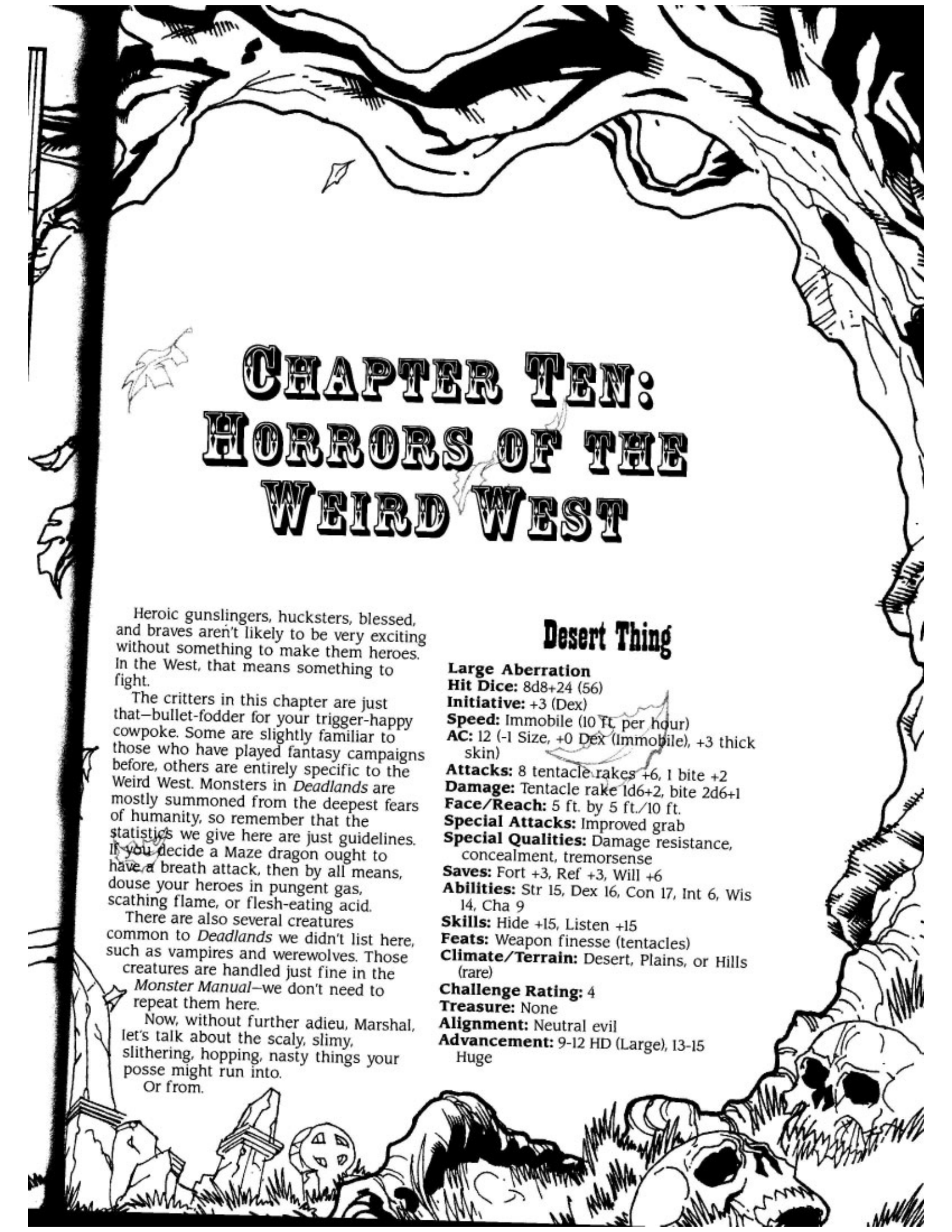
Skills and Feats: Bluff +12, Climb +7, Diplomacy +11, Gamblin' +7, Gather Information +5, Gunplay +6, Intimidate +13, Knowledge (Dodge) +5, Language (English) +6, Move Silently +5, Profession (Lawman) +6, Ride +5, Ridicule +8, Sense Motive +6, Speed Load +5, Spot +6, Use Rope +5; Brave, Deadeye, Firearms Proficiency, Greased Lightnin' +4, Improved Initiative, Level-Headed, Nerves o' Steel, Point Blank Shot, Rapid Shot, Renown (White Hat), Sand, Simple Weapons Proficiency, The Stare

Possessions: Colt Buntline Special, Winchester '73, shotgun, Earp's badge (see Chapter Eleven)





-LSTON-'97



CHAPTER TEN: HORRORS OF THE WEIRD WEST

Heroic gunslingers, hucksters, blessed, and braves aren't likely to be very exciting without something to make them heroes. In the West, that means something to fight.

The critters in this chapter are just that—bullet-fodder for your trigger-happy cowpoke. Some are slightly familiar to those who have played fantasy campaigns before, others are entirely specific to the Weird West. Monsters in *Deadlands* are mostly summoned from the deepest fears of humanity, so remember that the statistics we give here are just guidelines. If you decide a Maze dragon ought to have a breath attack, then by all means, douse your heroes in pungent gas, scathing flame, or flesh-eating acid.

There are also several creatures common to *Deadlands* we didn't list here, such as vampires and werewolves. Those creatures are handled just fine in the *Monster Manual*—we don't need to repeat them here.

Now, without further adieu, Marshal, let's talk about the scaly, slimy, slithering, hopping, nasty things your posse might run into.

Or from.

Desert Thing

Large Aberration

Hit Dice: 8d8+24 (56)

Initiative: +3 (Dex)

Speed: Immobile (10 ft. per hour)

AC: 12 (-1 Size, +0 Dex (Immobile), +3 thick skin)

Attacks: 8 tentacle rakes +6, 1 bite +2

Damage: Tentacle rake 1d6+2, bite 2d6+1

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Improved grab

Special Qualities: Damage resistance, concealment, tremorsense

Saves: Fort +3, Ref +3, Will +6

Abilities: Str 15, Dex 16, Con 17, Int 6, Wis 14, Cha 9

Skills: Hide +15, Listen +15

Feats: Weapon finesse (tentacles)

Climate/Terrain: Desert, Plains, or Hills (rare)

Challenge Rating: 4

Treasure: None

Alignment: Neutral evil

Advancement: 9-12 HD (Large), 13-15 Huge

Coup: A Harrowed who absorbs a desert thing's essence gains a bit of its tremorsense ability. If the environment is quiet and the Harrowed places his ear to the ground, he can sense vibrations on the ground up to 60 ft. distant, granting him +6 to Listen checks in these circumstances.

What desert would be complete without a tentacled beastie lurking beneath the sands? Desert things move very slowly beneath the dunes, setting up shop 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.

Combat

Tremorsense: Desert things can sense approaching prey up to 150 feet distant on an opposed Move Silently versus its Listen roll. The creature attacks when its prey gets within reach of its 20; tentacles.

Tentacles: Each of the desert thing's eight tentacles can attempt to pull prey closer to its gaping maw. First a tentacle has to hit the character. If it does, it entangles the victim as well as causing damage, then starts to reel in its prey. This is an opposed Strength roll. For every point by which the creature wins, it drags its prey 1 yard closer to its gnashing teeth. A character who beats the desert thing in an opposed Strength roll on subsequent turns breaks free, requiring it to hit again.

The only other way to escape the creature is to kill the mouth or mangle its tentacles. Each tentacle has 10 hit points (in addition to the body's hit points) and is AC 17 (+3 Dex, +2 Hide, +2 Size).

Damage Reduction: The beast lies protected under several inches of sand, giving the body 100% concealment. Against slashing attacks, the sand provides it also



with 4 points of damage reduction.

Piercing weapons do but a single point of damage to the thing's blubbery body or tentacles.

Skills: Desert things receive a +7 racial bonus to Hide and Listen rolls.

Devil Bat

Large Beast

Hit Dice: 5d10 (28)

Initiative: +2 (Dex.)

Speed: 10 ft., 45 ft. fly (Poor)

AC: 14 (-1 Size, +2 Dex, +3 natural)

Attacks: Claws +7, bite +2

Damage: Claws 1d6+4, bite 1d8+2

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Improved grab

Special Qualities: None

Saves: Fort +7, Ref +6, Will +1

Abilities: Str 18, Dex 13, Con 16, Int 4, Wis 10, Cha 6

Skills: Hide +8, Listen +4, Move Silently +8

Feats: None

Climate/Terrain: Desert, Hills, Mountains, (usually Badlands)

Organization: Pack (1-6)

Challenge Rating: 5

Treasure: None

Alignment: Neutral evil

Advancement: 6-8 HD (Large); 9-15 HD (Huge)

The Sioux call these winged terrors "kinyan tiwicakte," or "flying murderer." Devil bats are nocturnal predators who hunt in packs of one to six. They attack by racing from the night and grabbing prey with their taloned feet, then dropping them to the ground and eating the gooey remains.

These flying horrors are batlike humanoids with leathery skin and tremendous wings. They eat lesser prey alive by rending it with their claws and savage teeth. Larger prey is dashed to the ground as described above and shared by the pack.

Witches from the Black River railroad have managed to capture

and train (through magical means) a number of these creatures. They are frequent combatants in the Great Rail Wars in isolated fights where the general public cannot see them.

Combat

Death From Above: When a devil bat scores a hit, it makes an immediate grapple check using its improved grab. If this is also successful, the creature rises its normal flying speed (45 feet) into the air and drops its prey for additional falling damage (typically 4d6).

The best thing for a traveler to do once she's in the grasp of a devil bat is to grab hold of its ankles and hang on for dear life. Should this occur, make a second grapple check between the two. If the character wins, he holds on. If not, the thing shakes him off and he falls to the ground as above.

Echo Location: Like real bats, devil bats use echo location to "see." Prey which remains stock still (no movement whatsoever) among solid obstacles gains +5 to Hide checks, and may hide even in the middle of a fight (unless actually in melee or adjacent to the thing).

Skills: Devil bats receive a +8 racial bonus to Hide and Move Silently when flying (which they use to descend upon their prey from above).

Dust Devil

Large

Aberration

Hit Dice: 5d10 (28)

Initiative: +2

(Dex.)

Speed: 10 ft., 45 ft. fly (Poor)

AC: 15 (+2 Dex, +3 natural)

Attacks: Claws +7, bite +2

Damage: Claws 1d6+4, bite 1d8+2

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Slash and Spin

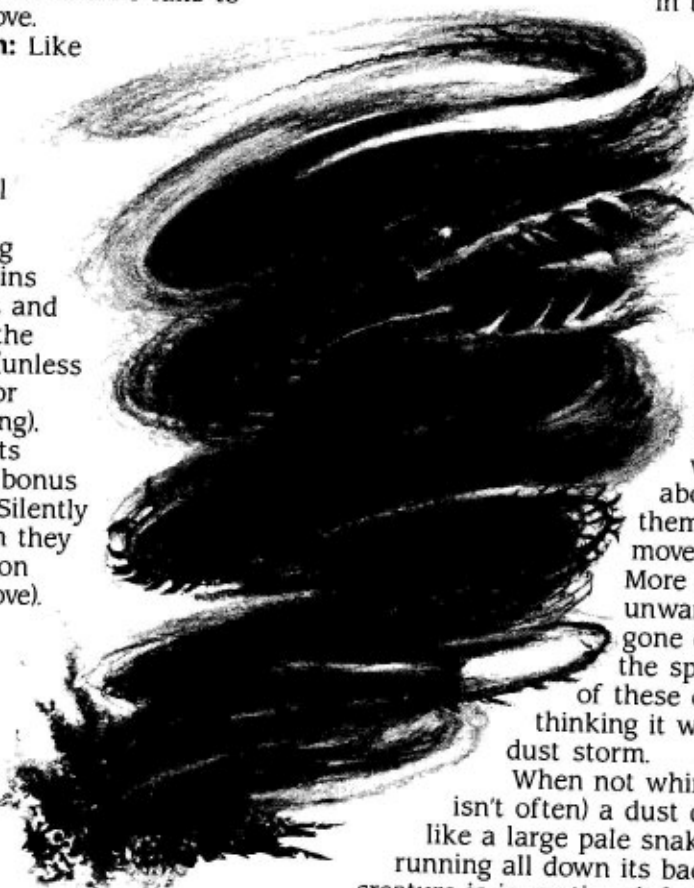
Special Qualities: Concealment (50%)

Saves: Fort +7, Ref +6, Will +3

Abilities: Str 18, Dex 15, Con 12, Int 4, Wis 10, Cha 10

Skills: Spot +8

Feats: None



Horrors

Climate/Terrain: Sandy desert

Organization: Solitary

Challenge Rating: 5

Treasure: None

Treasure: None

Alignment: Chaotic evil

Advancement: 6-8 HD (Large); 9-15 HD (Huge)

Coup: Should a Harrowed claim a dust devil, he can never be blinded by sandstorms, other dust-devils, or other particulates that directly "attack" the eyes.

Dust devils are vicious killers that live in the sandy

deserts of the southwest. They lurk about like repulsive spiny serpents until they see prey. Then they use their supernatural power to create a whirlwind

about themselves and 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.

When not whirling (which isn't often) a dust devil looks like a large pale snake with spines running all down its back. When the creature is in motion, it looks like a dust storm, but a Spot roll of 15 notices slashing spines and teeth lurking just beneath the torrent.

Combat

Blinding: The dust devil kicks up a swirling cloud of sand and stone that blinds everyone within 30 feet of its deadly center unless they make a DC 20 Fortitude roll.

Slash and Spin: Dust devils attack by centering on their prey and whirling around it with their spiny, snakelike bodies. The creature chooses a target and rushes toward it, automatically causing 1d6 points of damage. If the dust devil hits as well, it has centered on the victim. He and any others in his five foot square suffer 4d4 damage per round with no attack roll necessary. Characters adjacent to the thing automatically suffer 1d6 damage per round with no attack roll necessary.

The blinding windstorm makes the thing difficult to see or hit with normal weapons, so attacks directed into the whirlwind suffer a 50% miss chance. A character with goggles or other methods of ignoring the dust in his own eyes suffers only a 40% miss chance.

Worse, the whirlwind actually deflects ranged shots (missiles) that miss. Roll a d12 to determine a clock facing and see if any innocent bystanders are hit by the errant attack (see the **Innocent Bystander** rules in Chapter Five).

Melee attacks are less risky but no easier. A hero must beat the strength of the whirlwind (Strength check against DC 20) before attacking, and even then suffers the miss chance as usual.

Gremlins

Small Fey

Hit Dice: 1d6 (3 hp)

Initiative: +4 (+4 Dex)

Speed: 20 ft.

AC: 16 (+1 size, +4 Dex, +1 natural)

Attacks: 2 claws +5

Damage: 1d3

Face/Reach: 5 ft. by 5 ft./5ft.

Special Attacks: Jinx

Special Qualities: Incorporeal

Saves: Fort +0, Ref +6, Will +4

Abilities: Str 7, Dex 18, Con 11, Int 16, Wis 15, Cha 12

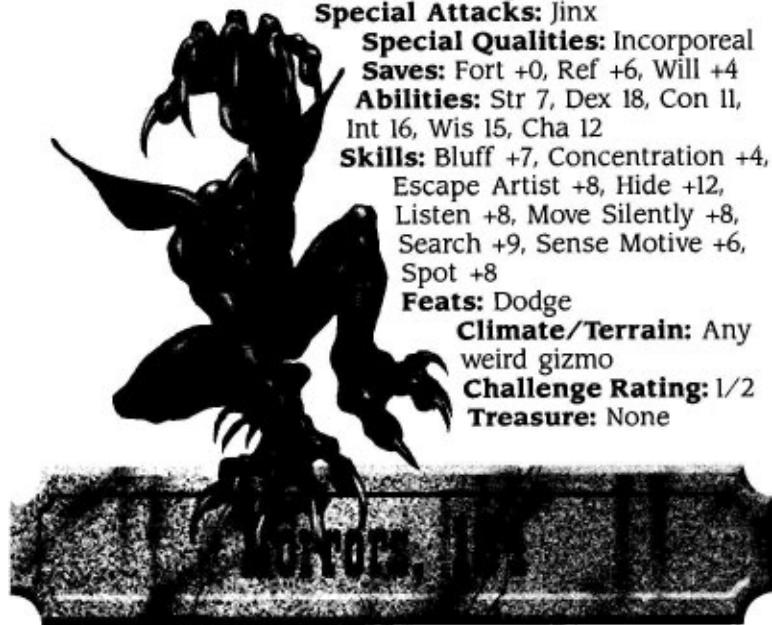
Skills: Bluff +7, Concentration +4, Escape Artist +8, Hide +12, Listen +8, Move Silently +8, Search +9, Sense Motive +6, Spot +8

Feats: Dodge

Climate/Terrain: Any weird gizmo

Challenge Rating: 1/2

Treasure: None



Advancement: 2-3 HD (Small)

Gremlins exist solely to cause mischief and disaster via mechanical contraptions. Most of the time, gremlins exist in spiritual form only. This allows them to inhabit gizmos and gadgets such as flamethrowers, steam engines, and the like. When physically manifested, gremlins are little green humanoids with comically large ears and not so comically long claws.

While gremlins can live in any contraption, their location of choice these days is the gizmos of mad scientists. If a mad scientist botches when constructing or repairing a gizmo, he sometimes attracts a gremlin. The creature's spirit inhabits the device instantly and begins to make minute arcane alterations to its nature (see the gremlin's **Jinx** ability below).

Worse, every day the gremlin may attract more of its mischievous brothers and sisters. Roll a d6 once per game session. On a roll of 1, another gremlin spirit enters the device and causes another jinx.

The only way to get rid of the gremlins is for someone to make an opposed Tinkerin' roll versus the gremlin's Charisma. If the tinkerer wins, the combined jinx of all the gremlins inside is canceled for 24 hours. If the tinkerer wins by 5 points or more, the gremlins are actually forced out of the item and involuntarily materialize in the flesh for one hour. If they think they can win, the gremlins attack. Otherwise they make the best of their situation and run around causing as much havoc as possible.

Combat

Jinx: A gremlin causes a mechanical item's Reliability to rise by +1. Even items without a Reliability, like a watch or a pistol, are affected. Make Reliability check whenever these items are used. On a 1, the device malfunctions.

Hangin' Judge

Medium Undead

Hit Dice: 12d12 (78)

Initiative: +10 (+6 Dex, +4 improved initiative.)

Speed: 30 ft.

AC: 16 (+6 Dex)

Attacks: 2 pistols +19 (shooting or stabbing)

Damage: Judge's Guns (3d6/19-20/x2)

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: None

Special Qualities: SR 16

Saves: Fort +4, Ref +10, Will +13

Abilities: Str 22, Dex 22, Con —, Int 14, Wis 14, Cha 18

Skills: Intimidate +18, Listen +10, Search +12, Spot +12

Feats: Far Shot, Firearms, Point Blank Shot, Rapid Shot, Shot on the Run, Weapon Focus, Two Weapon Fighting

Climate/Terrain: The Chisholm Trail or wherever they are summoned by Black River Witches

Challenge Rating: 12

Treasure: None

Advancement: None

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 (see Chapter Eleven). The guns are not for those on this side of the grave. They vanish in the hands of living folks in a matter of hours. Only if a Harrowed permanently destroys a judge (see **Damage Reduction**) may he keep the judge's gun forever.

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.

Horror

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.

Each hangin' judge looks bit different, but all wear cowls or hoods hiding their faces. They 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 name

and offense over and over.

Mina Devlin's Black River witches have found a way to summon and

bind these horrid abominations to their cause. Rumor claims that the more advanced witches can summon the judges by sacrificing a lawman.



Combat

Judges are not subtle in their tactics. They phase into the world from the Hunting Grounds each night looking for damned souls to judge. They can phase in and out of the physical world as desired, but must always return to the shadows when the blazing sun comes up.

Judges especially hate lawmen and criminals. Each round a lawman or wanted criminal (Marshal's call) is within sight of a hangin' judge, the creature may make a Search check against a DC 20. If the creature succeeds, it focuses its rage on that character until he is dead.

Spell Resistance: A caster must make a level check (1d20 plus caster level) of 16 or better to affect a judge with a spell.

Fear: Anyone who looks upon a hangin' judge must make a DC 17 fear check.

Incorporeal: The judges can become incorporeal as a move-equivalent action.

Judges' Guns: The judges carry magical Single-Action Colt Army Revolvers. They may make two attacks with each gun each full-action (using the Rapid Shot feat). These weapons are always loaded. On the ends of the pistols are jagged scythes. The judges can also use these in hand-to-hand combat to cause 2d6/19-20/x3 damage). These are magical items, and can be taken by the Harrowed (see the coup power, above, and Chapter Eleven: Relics).

Damage Reduction 30/Special: Judges are only hurt by duly authorized

lawmen. Even this only temporarily sends the judge back to Hell—the thing returns the following night, hot for vengeance. The only way to permanently destroy a judge is to



capture and hang him with a blessed noose. Good luck!

Undead: Hanging judges are immune to poison, *sleep*, paralysis, stunning, disease, death and necromantic effects, mind effects, critical hits, subdual damage, and ability drains.

Los Diablos

Large Outsider

Hit Dice: 10d10 (125 hit points)

Initiative: +4 (Dex)

Speed: 50 ft

AC: 24 (+14 armored hide)

Attacks: Gore +15, trample +10

Damage: Gore 2d6+8 (19-20/x3 critical)

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Trample (see below)

Special Qualities: Damage reduction 15/+3

Saves: Fort +14, Ref +7, Will +6

Abilities: Str 20, Dex 10, Con 24, Int 14, Wis 16, Cha 18

Skills: Hide +10, Intimidate +14, Listen +11

Feats: Improved initiative

Climate/Terrain: Any

Organization: Pack (1 per posse member)

Challenge Rating: 12

Treasure: None

Alignment: Lawful evil

Advancement: None

Coup: On absorbing the essence of a diablo, a Harrowed may increase any of his basic abilities by one point.

Los diablos are hero-killers, pure and simple. They are dredged up from the damned souls of the Hunting Grounds and forced to destroy the would-be saviours of the Weird West.

They are cunning veterans in combat, using terrain and their ethereal abilities to charge a foe, disappear, then blindside him from another angle in the following strike.

Devil bulls fight until slain, at which point they dissolve into a disgusting puddle of black goo. All that's left is their strange, spiny skull. These are highly prized relics in the Weird West (see Chapter Ten).

A picture of the diablo is found on page 121.

Combat

Overrun: A los diablo that misses with its gore attack may attempt an immediate trample attack as well. It continues in its movement unaffected whether it tramples its prey or not.

Ethereal Jaunt: A devil bull may shift to the Hunting Grounds as a free action,

and shift back again as a move-equivalent action (or during a move-equivalent action). The ability is otherwise identical to the *ethereal jaunt* spell.

Fearless: Diablos never suffer from any fear effects, whether by spell, intimidation, or supernatural sources. They fight until slain.

Damage Reduction: The devil bull has 15/+3 damage reduction against the targeted posse, and complete immunity against anyone from outside the posse.

Maze Dragon

Huge Dragon

Hit Dice: 12d12 + 60 (138)

Initiative: +1 (+1 Dex, etc.)

Speed: 20 ft., swim 30 ft.

AC: 15 (-8 size, +1 Dex, +12 natural)

Attacks: Bite +18 melee, 2 claws +13 melee

Damage: Bite 4d6+8, claw 2d8 +4

Face/Reach: 20 ft. by 80 ft./15 ft.

Special Attacks: Capsize, Swallow Whole

Special Qualities: Scent

Saves: Fort +13, Ref +8, Will +9

Abilities: Str 27, Dex 10, Con 21, Int 12, Wis 13, Cha 12

Skills: Hide +7, Intimidate +16, Intuit Direction +10, Listen +18, Search +16, Spot +18

Feats: Alertness, Blind-Fight, Cleave, Power Attack

Climate/Terrain: Aquatic (Great Maze)

Challenge Rating: 9

Treasure: None (but their hunting grounds are littered with submerged wrecks)

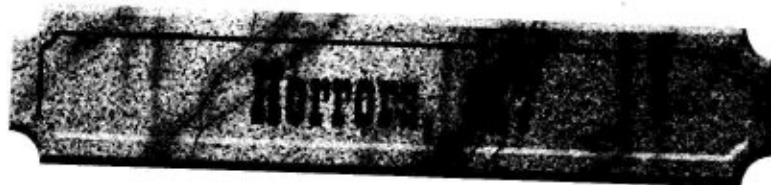
Advancement: 13-24 HD (Huge), 25-36 (Gargantuan)

Coup: Maze dragons grant Harrowed the ability to flatten the flesh of their legs, forming makeshift "fins." This allows the Harrowed to move at 30 ft. per round in water.

All kinds of strange creatures emerged when California fell into the sea. One of the biggest is the California Maze dragon. These tremendous critters attack both ships hauling ore and prospectors mining the canyon walls of the Maze.

Maze dragons look like sea serpents of legend, with long sinuous bodies covered in thick, slimy scales.

Unlike most abominations, Maze dragons are known and accepted as ordinary creatures. Most folks just figure they somehow came with the Great Quake. The Chinese warlords of the area started calling them dragons, and the name stuck.



Combat

Maze dragons are the true masters of the Maze. They take on any prey, no matter how large or well-armed since they can usually avoid deadly cannons and the like by striking vessels from below.

Swallow Whole: Those swallowed whole by the creature suffer 1d8 damage per round from its highly concentrated stomach acid.

Capsize: Maze dragons love to lurk beneath ships in the Maze and rise up beneath them. Ships less than 20 feet long capsize 95% of the time, vessels 20 to 60 feet long capsize 50% of the time, and craft over 60 feet long only capsize 20% of the time.

Skills: Maze dragons receive a +8 racial bonus to Hide checks when submerged.

Prairie Tick

Tiny Vermin

Hit Dice: 1/4 d8 (1 hp)

Initiative: +2 (Dex)

Speed: 15 ft., climb 15 ft.

AC: 15 (+2 size, +2 Dex, +1 carapace)

Attacks: 2 Hooks +4 melee

Damage: 1d4

Face/Reach: 2 1/2 ft. by 2 1/2 ft./0 ft.

Special Attacks: Improved Grab

Special Qualities: None

Saves: Fort +2, Ref +4, Will +1

Abilities: Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2

Skills: Climb +12, Hide +18, Move Silently +10

Feats: None

Climate/Terrain: High Plains (any)

Organization: 11-20

Challenge Rating: 1/2

Treasure: None

Alignment: LE

Advancement: None

Prairie ticks are the scourge of the High Plains. These horrid bloodsuckers are about the size of a man's fist. They're blood-red red in color, with fat bloated bellies and long hooked legs. The things live in underground burrows and are rumored to be controlled by a single giant queen that rules over each nest.

Combat

When prairie ticks sense prey, the ticks crawl out of their burrow and bound through the tall prairie grass at top speed. They can sense the vibration of a man walking across the desert up to 100 yards away, double that for horses, and quadruple for wagons.

Improved Grab: Prairie ticks attack by leaping for the mouth and pulling the victim's lips down with their two front hooks. This is an opposed roll between the tick's Climb and the victim's Strength. If the tick wins, it crawls in the poor sodbuster's mouth and slides down his gullet. Once inside, the thing's hooked legs sink into the innards and it begins to drain blood at the rate of 1d4 hit points per hour.

As the host loses wounds to bleeding, the tick gets larger. When the host dies, the tick has grown so large it bursts the ribcage and comes crawling out of the stomach or throat. Anyone who sees this must make a DC 15 fear check or very likely lose his lunch (become nauseated).

Weakness: 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 make a DC 15 Fortitude save to get the castor oil down. If he does, the tick comes crawling out in 1d4 rounds, doing damage each round as it does so.

Rattler

Colossal

Aberration

Hit Dice: 16d10 + 112 (200 hp)

Initiative: +4 (+4 Dex.)

Speed: 20 ft., burrow 20 ft.

AC: 24 (-4 size, +3 Dex, +15 natural)

Attacks: Bite +20 melee

Damage: Bite 2d8+12

Face/Reach: 30 ft. by 30 ft. (coiled)/20 ft.

Special Attacks: Improved grab, swallow whole

Special Qualities: Tremorsense

Saves: Fort +17, Ref +12, Will +4

Abilities: Str 35, Dex 6, Con 25, Int 10, Wis 8, Cha 8

Skills: Listen +16

Feats: Alertness

Climate/Terrain: Mojave, Badlands, Salt Flats

Organization: Solitary or Pack (1-4)

Challenge Rating: 12

Treasure: None

Advancement: 16-32 HD (Gargantuan); 33-45 HD (Colossal)

Coup: Each breed of rattler has a unique coup power. Mojave rattlers grant the user a permanent +1 attack bonus. Badlands rattlers grant the user a permanent +2 to his Hide and Move Silently skills. Salt rattlers grant increase the Harrowed's base speed by five feet.



Rattlers are huge fleshy worms with a mass of fleshy tentacles at the "head" surrounding a round saw-toothed maw. They call these great worms "rattlers" because a person's teeth start chattering as the rattler rumbles through the earth beneath him. The first rattlers were discovered in the Mojave (hence the name), but they have since been found in the Badlands of Dakota Territory and the Great Salt Flats in Deseret (Utah).

The rattlers of each region tend to have their own colors and even personalities. Mojave rattlers go straight for the kill, while the ones in Montana are skulkers. Utah rattlers are smaller but faster, and they absolutely love to chase steam wagons across the great Salt Flats. Like Maze dragons, rattlers are accepted as fantastic but not supernatural beasts near the regions they terrorize. Folks Back East think Westerners exaggerate, but the locals know better.



Most folks who deal with the worms (such as the worm-whalers in Deseret) believe they are cunning like wolves. In truth, the creatures are ancient beings with vast intelligence. They are attempting to create a cross-breed of human and worm—a wormling—a story told in the *Worms Dime Novel* and *Hell on Earth*.

Combat

Tremorsense: Rattlers sense their prey by vibrations in the sand. They can detect the movement of a man up to 200 yards distant. This is an opposed Listen roll versus Move Silently if the prey is trying to be stealthy. Horses are detected at double the distance, and wagons at triple. Note that if a creature runs, its Move Silently roll suffers a -4 penalty.

Improved Grab: 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.

The tentacles have a Strength of 18 and are about a quarter as long as the worm itself. Once the worm has hit, it can automatically attempt a free grapple. If successful, the worm starts dragging the victim into its crushing maw. Every point of difference in the opposed Strength roll drags the rattler's prey five feet closer. If the prey is dragged to the thing's maw, he's automatically swallowed whole (see below).

Each tentacle can take 20 points of damage before it's rendered useless, but crushing and piercing attacks do only a single point each (shotguns do full damage). Cutting weapons do full damage.

Swallow Whole: Creatures inside the worm's acidic stomach suffer 1d8 points of damage per round. The worms are far smarter than most people believe, and usually burrow underground to let their prey dissolve instead of sticking around for other do-gooders to attempt a rescue.

Skills: Rattlers have a +10 racial bonus to their Listen rolls when sitting quietly beneath the earth waiting for prey.

Tumblebleed

Small Plant

Hit Dice: 1d8 (5)

Initiative: +2 (Dex.)

Speed: 40

AC: 13 (+1 size, +2 Dex)

Attacks: Mouth +4, thorns +1

Horror

Damage: Bite 1d4, thorns 1d4

Face/Reach: 2 1/2 ft., 2 1/2 ft./2 1/2 ft.

Special Attacks: Ability Score Loss

Special Qualities: Immunities, see below

Saves: Fort -1, Ref +2, Will -1

Abilities: Str 7, Dex 14, Con 8, Int 4, Wis 4, Cha 8

Skills: Listen +10

Feats: None

Climate/Terrain: Arid Desert

Organization: 2-20

Challenge Rating: 1/2

Advancement: None

In the Weird West, even the tumbleweeds are out to get you. Tumblebleeds are vicious critters that look just like tumbleweeds—the dried plants a traveler might see blowing across the desolate plains. Except these have teeth.

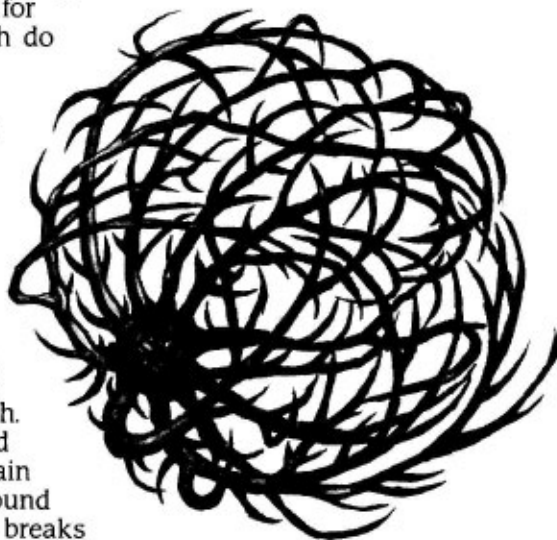
Tumblebleeds attack by rolling into a victim and entangling him in their thorny branches. The things' mouths and spiny thorns then penetrate the skin and drain the prey's blood.

Tumblebleeds usually travel in packs for more efficient hunting. Hungry tumblebleeds stay well away from any prey carrying fire—they burn like dry tinder when they haven't fed recently. A tumblebleed that has just feasted looks like a pile of wet, bloody seaweed and cannot move.

Combat

Immunity: The tumblebleed's ropey body ignores piercing attacks (except for shotguns, which do half-damage).

Improved Grab: The first time a tumblebleed hits, it makes an immediate grapple attempt (using its Dex). If successful, the thing drains 1d4 point of Strength. The tumblebleed continues to drain Strength each round until the victim breaks free or the plant is



killed. While draining blood, the thing continues to flail with its thorny brambles and so may continue to attack—its foe, bound up in its thorns, is flat-footed.

Fire: Tumblebleeds suffer double damage from fire-based attacks.

Plant: Tumblebleeds are immune to poison, *sleep*, paralysis, stunning, and *polymorphing*. They are not subject to critical hits or mind-influencing effects. They have no eyes, but navigate by blindsense and can detect exposed blood up to 120 feet distant.

Skills: Tumblebleeds receive a +10 racial bonus to Listen.

Tummy Twister

Small Aberration

Hit Dice: 1d8 (hp 9)

Initiative: +2 (Dex)

Speed: 1 foot

AC: 12 (+2 Dex, +2 rubbery hide)

Attacks: Tentacle +3 melee

Damage: 1d4+2 damage

Face/Reach: 1 ft. by 1 ft./5 ft.

Special Attacks:

Improved Grab

Special Qualities:

Concealment

Saves: Fort +0, Ref +2, Will +1

Abilities: Str 14, Dex 14, Con 18, Int 2, Wis 10, Cha 2

Skills: Hide +6

Feats: None

Climate/Terrain: Texas

Organization: Solitary (parasite)

Challenge Rating: 2

Treasure: None

Alignment: CE

Advancement: None

Tummy twisters are tiny parasites that get into a host's body and grow, eventually turning into a rubbery mouth surrounded by spiny tentacles. Within three days of infection, 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. A human under a twister's control isn't particularly bright. The creature can

force its host to manage a few words and remember its close friends' names and whatnot. Anyone who knows the victim instantly sees he is out of sorts, though it usually appears as if the host is merely suffering from a high fever or delirium.

The twister sees by sticking one of its eyestalks out a small hole it keeps burrowed through the abdominal muscles. The twister's goal is to impregnate others with its microscopic children. If it can lure another host within a few inches, it lashes out with its thorny tentacles. If it hits and causes at least one point of damage, tiny tummy twisters race into the victim's bloodstream and eventually wind up in his stomach.

Combat

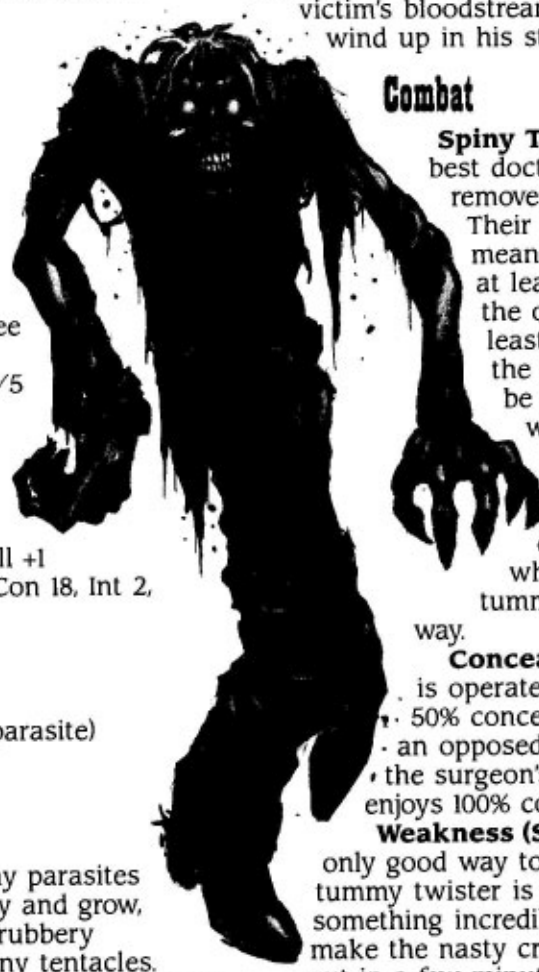
Spiny Tentacles: Even the best doctors probably can't remove a tummy twister.

Their link to the spine means a Heal check of at least 25. Even then the operation takes at least 10 minutes, and the twister won't just be sitting there waiting to have its tentacles sawed off. There are more than a few doctors in Texas who have contracted tummy twisters in this way.

Concealment: If the host is operated on, the thing gets 50% concealment if it makes an opposed Hide check versus the surgeon's Heal. Otherwise it enjoys 100% concealment.

Weakness (Spicy food): The only good way to get rid of a tummy twister is for the host to eat something incredibly spicy. Jalapeños make the nasty critter come crawling out in a few minutes (doing 3d6 damage as it scratches and claws its way out).

Acid also gets rid of them, but doesn't do the host much good (unless he's Harrowed, but then tummy twisters can't live in an undead's stomach anyway). Some mad scientists have used hydrochloric acid to destroy the bellies of those believed to be infected with the critters, though.



Walkin' Dead

Medium-Size Undead



Hit Dice: 2d12+3 (16 hp)
Initiative: -1 (Dex)
Speed: 30 ft.
AC: 11 (-1 Dex, +2 natural)
Attacks: Slam +2 melee
Damage: Slam 1d6+1
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: None
Special Qualities: Undead
Saves: Fort +0, Ref -1, Will +3
Abilities: Str 13, Dex 8, Con -, Int 10, Wis 10, Cha 1
Skills: Bluff +5, Climb +3, Hide +5, Listen +5, Move Silently +5, Search +2
Feats: Firearms, Simple Weapons
Climate/Terrain: Any
Organization: Mob (11-20)
Challenge Rating: 1
Treasure: Standard
Alignment: Chaotic evil
Advancement: None

Walking dead are clever killers, raised by the Reckoners (or evil humans) to wreak havoc and destruction. The manitous which animate these dead shell have their own personalities. Some prefer to skulk in the shadows while others race straight for the freshest meat.

Walking dead do eat flesh—brains are particularly yummy. The manitou uses this life energy to continue animating its shell.

Combat

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Walkin' Dead (Veteran)

Medium-Size Undead
Hit Dice: 4d12+6 (34 hp)
Initiative: -1 (Dex)
Speed: 30 ft.
AC: 11 (-1 Dex, +2 natural)
Attacks: Slam +2 melee
Damage: Slam 1d6+1
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: None
Special Qualities: Undead
Saves: Fort +0, Ref -1, Will +3
Abilities: Str 13, Dex 8, Con -, Int 10, Wis 10, Cha 1
Skills: (30) Bluff +5, Climb +3, Hide +5, Listen +5, Move Silently +5, Search +2
Feats: Firearms, Simple weapons
Climate/Terrain: Any
Organization: Squad (6-10)
Challenge Rating: 2
Treasure: Standard

Horrors

Alignment: Chaotic evil

Advancement: None

Veteran walking dead are raised from better stock than the average undead creep. Most often, these are soldiers raised straight from the battlefield on which they fell.

Any Black Magician with *animate dead* and the proper...inventory...can raise half as many veteran walking dead instead of regular walking dead.

Combat

Tactics: Veteran walkin' dead are even more likely to use clever tactics in combat. They often have plenty of weapons and ammo as well.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Wall Crawler

Huge Aberration

Hit Dice: 12d8 (114)

Initiative: +2 (+2 Dex)

Speed: 40 ft., climb 30 ft. **AC:** 20 (-2 size, +2 Dex, +10 natural)

Attacks: Bite +14, tail strike +9

Damage: Bite 2d8, tail 1d6

Face/Reach: 10 ft. x 20 ft./10 ft.

Special Attacks: Slam

Special Qualities: None



Saves: Fort +9, Ref +5, Will +6
Abilities: Str 20, Dex 13, Con 20, Int 3, Wis 6, Cha 10
Skills: Listen +7, Spot +7
Feats: None
Climate/Terrain: Rocky cliffs
Challenge Rating: 10
Advancement: 13-15 HD (Huge); 16-20 HD (Gargantuan)

Coup: A Harrowed who absorbs a wall crawler's essence gains the ability to sprout tiny, grotesque hooks from the palm of his hands. These cause no damage, but grant him +4 to Climb rolls. When travelling through the dim

canyons and narrow defiles of the Weird West, travelers with any sense at all should keep an eye on the rock walls above them. There are things lurking there, waiting for a nice soft pink meal to ride by below.

Wall crawlers are predators that hang on the shadowy sides of mesas, waiting for unsuspecting travelers to pass below. Their forms combine the worst aspects of a spider and a monitor lizard, with nasty spiky bits all over them for good measure.

When they spot prey, they race down from their perch and strike with lightning speed. Their prey almost never sees them coming before it's too late. This is a good time for a surprise check.

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.

Combat

Skills: Wall crawlers receive a +4 racial bonus to both Listen and Spot.

Wendigo

Large Magical Beast (Cold)

Hit Dice: 8d10 (77 hit points)

Initiative: +2 (Dex)

Speed: 40 ft

AC: 16 (+2 Dex, +4 thick skin)

Attacks: 2 claws +13, bite +8

Damage: Claws 1d6+5, bite 1d8+2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: None

Special Qualities: Damage reduction 5/+1, darkvision 100 ft.,

Saves: Fort +12, Ref +10, Will +3

Abilities: Str 20, Dex 14, Con 18, Int 10, Wis 10, Cha 14

Skills: Climb +6, Hide +7, Intimidate +7, Listen +5, Move Silently +3,

Wilderness Lore +3

Feats: Simple Weapons, Cleave, Great Cleave, Power Attack

Climate/Terrain: Any cold land

Organization: Solitary

Challenge Rating: 7

Treasure: None

Alignment: Chaotic evil

Advancement: None

Coup: A Harrowed who absorbs a wendigo's essence gains damage reduction +10 to cold-based attacks.



Wendigos are horrible, black-furred beasts with oversized claws and a round maw full of jagged, bloody teeth dripping with torn bits of flesh. The creatures often use blizzards to help hide themselves while making crashing or snorting noises to frighten their prey. When their "meal" is suitably frightened (perhaps having failed fear checks), the wendigo strikes. If possible, the wendigo attempts to separate its victims and play







CHAPTER ELEVEN: RELICS

The magic of *Deadlands* occasionally manifests itself into objects as well as people and creatures. Magic items—"relics"—are much less common in *Deadlands* than in most fantasy-based settings, but they are also occasionally more powerful.

Relics existed long before the Reckoning. Since that time, the supernatural energy of the world has increased a thousandfold, encouraging more relics to come into being. 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.

On the other hand, maybe the Reckoners encourage the creation of relics just to give folks one more thing to fight over.

In this chapter are a few relics found in the Weird West. Most are based around legendary heroes 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 or even carrying the relic as well.

In most cases, a relic's power stems from the story around it. A great event occurs and an object associated with the event somehow holds on to some of the arcane energy and becomes enchanted. The badge worn by Wyatt Earp, Cortez's sword, or the twin revolvers of a hangin' judge all are perfect examples of this. These are the most powerful relics, for they have a history and story all their own.

Most all relics were born in blood or carry the negative aspects of their creators, and thus are much more likely to have Taints than lesser magical items.

Bowie's Last Knife

Jim Bowie had this knife in his hand when he was killed by Santa Anna's troops at the Alamo.

Power: The knife causes +3 damage. If a person of at least 50% Mexican heritage is struck by the blade, the victim must make a DC 15 Fortitude save or die instantly.

Taint: The owner gains a violent intolerance of Mexicans.

Cortez's Sword

Hernando Cortez conquered the Aztecs in 1521. The sword this famous conquistador carried throughout the campaign was in some part responsible for wiping out an entire civilization, and it still bears the taint of this evil deed.

Power: Cortez' sword is a +3 long sword.

Taint: Every time the sword draws blood (causes 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 character, but neither can he ever truly stop it. The slimy blood ruins clothes and generally makes it hard to walk about in polite society. Even bandages soon soak through.

Indians, Mexicans, and other native North Americans see the taint as a mark of evil and won't associate with the character 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 six-guns from amid the groaning bodies of his troopers, Crazy Horse crept up behind him and whacked him with his coup stick. Custer survived that blow, but Crazy Horse's action enchanted his coup stick forever.

Power: Anyone with at least 50% Indian blood in his veins can use Crazy Horse's coup stick. The first time it touches an opponent in combat, the wielder gains a Fate Chip.

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 woke him first. Counting coup in hand-to-hand combat requires a successful touch attack.

Taint: None, but the Sioux know of this artifact and want it to remain in the hands of their people.

Dead Man's Bullets

When a gunman dies at High Noon in a duel, the bullets in his gun are sometimes enchanted by the macabre powers of the Weird West.

The defeated gunman can't be a pushover, so a character who figures out how this relic comes to be shouldn't be able to toss a schoolmarm a six-shooter and gun her down at High Noon. The Marshal must decide if a dead duelist was a legitimate threat or not.

It doesn't always happen anyway. Again, it's the Marshal's call as to whose bullets get the extra bite—posthumously, of course.

Power: The bullets cause +3 damage.

Taint: When loaded, the bullets subtract -4 from a character's Quick Draw attempt (such as in a duel). The original "donor" of the bullets sometimes has the last laugh.

Dreamcatchers

The Pacific Indians make these devices to keep away bad dreams and nightmares. Truth is, they work.

Power: Anyone who sleeps in a room with a dreamcatcher sleeps peacefully and never suffers nightmares.

Supernatural effects targeting the sleeping character must overcome a spell resistance of 15.

Harrowed characters who regularly sleep with a dreamcatcher may add +2 to their rolls to avoid losing Dominion.

Taint: None.

Earp's Badge

Though Wyatt Earp has been fired at several times, he has never been hit. Any time Earp wears a badge for any length of time, it gains the power detailed below. Currently, Earp's Wichita badge is worn by that town's new marshal. Earp now wears his Dodge City badge.

Power: Anyone attacking the wearer of Earp's badge, whether in hand-to-hand or ranged combat, must subtract -4 from his roll.

Taint: The hero gains an aura of power and respectability. This adds +2 to his Charisma when openly wearing the badge.



This is occasionally a taint because common folks are always asking the wearer for help.

Hardin's Cards

John Wesley Hardin is a flamboyant man—for a ruthless killer. He's in the habit of tossing a playing card into the air, drawing his gun, shooting holes in the card, and then signing the card and giving it to an "admirer." He thinks he's just having fun. What he doesn't know is that these cards acquire arcane power.

Power: A character with one of these cards adds +2 to attacks made with pistols.

Taint: The owner automatically misses if firing at Hardin himself.

Hellstromme's Blueprints

Professor Darius Hellstromme always looks to the future. His past designs are usually discarded and later burned to hide his often sinister experiments. A few, however, have been salvaged from the incinerator and sold on the black market of the City of Gloom.

Power: Any mad scientist who constructs a gizmo using one of Hellstromme's blueprints may add +6 to his Tinkerin' roll. (Note that using a previously designed blueprint allows a mad scientist to skip the first two steps of designing a new gizmo and go straight to finding the components.)

Taint: There is no actual taint to Hellstromme's blueprints, but the nefarious scientist cares little for social mores when devising his gizmos. The components are often illegal if not downright disgusting. People parts figure into several of his devices, as well as human blood, a person's willpower, live jackalopes, and the like.

Hoyle's Cards

Hoyle used many sets of cards in his travels. On his death—or more precisely, his mysterious disappearance—all these cards became enchanted with arcane power. Now they benefit those who follow in their former owner's enigmatic footsteps.

Power: A huckster who carries any one of these cards adds +3 to his Hexslingin' rolls.

Taint: Manitous swarm around these arcane relics. A huckster carrying any of the cards suffers double damage from backlash.



Hoyle's Book of Games


Every publisher who plagiarized *Hoyle's Book of Games* has unwittingly carried the old mage's spells over into their own editions. They're often corrupted, mistyped, or reorganized, but someone who knows what to look for can still glean enough knowledge from the text to piece together most hexes. Anyone can buy a recent copy of *Hoyle's* for \$.25.

Older versions are hard to come by in the West because they are so valuable to those who know the secrets revealed within. The older the version, the more hexes can be found inside. The original edition of *Hoyle's* is near priceless because it has over a hundred hexes for hucksters to learn.

To gain the benefits of the book, the huckster must spend a week studying it. At the end of the week, he makes a Decipher Script roll against a DC shown on the table below. If failed, the book yields no immediate benefits (but see below). If successful, the huckster learns a number of additional hexes equal to his current level, plus his Intelligence modifier, plus the modifier for the book itself (as shown on the table below). The hexes must be available to the character (half his level or lower and not prohibited from the game).

A 5th level huckster with an 18 (+4) Intelligence who successfully studies an 1841 edition of *Hoyle's* (+1), for instance, learns ten new hexes.

Older editions of *Hoyle's* grant a character additional hexes as he increases in skill as well. Typically, hucksters gain a number of spells equal to their Intelligence modifier when gaining a new level. Older editions allow the huckster to learn even more hexes when he progresses to a new level. The number of additional spells learned at each new level is shown below. A huckster with a +4 Intelligence modifier and an 1841 edition of *Hoyle's* (+1), for example, gains five spells on gaining a new level instead of four.



Edition	Modifier	DC
1769	+5	10
1780-1800	+4	15
1801-1820	+3	20
1821-1840	+2	25
1841-1860	+1	30
1861+	0	—

Judge's Guns

If a hangin' judge is hanged, his ghostly revolvers manifest in their dying owner's rotten holsters.

The ghost guns are Colt Army revolvers made out of an eerie, grayish metal. When one looks closely at them, their fancy engraving seems to depict oddly moving figures suffering in Hell.

Power: The ghost guns never run out of ammunition and never need to be reloaded. They do 4d6 damage and add +2 to all quick draw and Intimidation rolls made by the owner. In the latter case, the bonus only applies when the guns are drawn.

Taint: The guns disappear if the owner is ever declared "wanted" by a legitimate authority, or commits a major crime (robbery, murder, and so on).

Los Diablos Skull

When a los diablos is killed, it dissolves into a disgusting puddle of pure, black evil—except for its odd skull and horns.

Those who claim this prize on their own are often surprised to learn that it works both for the evil which created it and the powers of good that defeated it—a reward of sorts to help continue fighting the good fight against the Reckoners.

Power: The skull radiates a permanent *bless* to all good characters within 30 feet. This bonus stacks with other *bless* spells and similar magical effects.

Taint: The skull provides unlimited spell points to any evil-aligned mortal human being (such as a black magician) in physical contact with it. Needless to say, the Agency and the Texas Rangers don't like to see these relics wind up in the hands of cultists and black magicians.

Martyr's Cross

The blessed are called on to fight the horrors of the Reckoning more than any others. Sometimes, when a pious man or woman dies in the course of his crusade against evil, his chosen holy symbol is imbued with the power of his righteousness. His willing sacrifice in the fight against the Reckoning leaves his holy symbol imbued with some of his faith.

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 +2 to his Faith roll (if a blessed's symbol) or ritual (if a Shaman's totem or fetish).

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. The magical energy of the ceremony is consumed by the relic, and from that point on, it bestows its awesome powers to whomever it is awarded by the Sioux's wakansicas.

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 all 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.

Power: The Sacred Tomahawk of the Sun is a +3 tomahawk. Against supernatural or evil creatures, it's critical is 18-20/x4.

Indian societies respect those who carry these prizes. If the wielder presents his weapon as proof of his personal status, he gains a +4 bonus to any Charisma-based rolls when dealing with other Sioux, and a +2 bonus when dealing with Indians.

Taint: None, but the warrior is obligated to fight supernatural evil and defend the Sioux from their enemies.

Sun Bow

Like the Sacred Tomahawk of the Sun, the Sun Bow is awarded to one of the Sioux's warriors. The wakansicas typically grant the tomahawk to the stronger of their two champions, and the bow to the wilier.



Relics

Power: The Sun Bow is a short bow +3. Against supernatural or evil creatures, it's critical is 18-20/x3.

Indian societies respect those who carry these prizes. If the wielder presents his weapon as proof of his personal status, he gains a +4 bonus to any Charisma-based rolls when dealing with other Sioux, and a +2 bonus when dealing with Indians.

Taint: None, but the Sioux expect the recipient to protect their people and fight supernatural horrors with this sacred weapon.

Unholy Symbol, Lesser

When the leaders of the world's most nefarious cults are slain, their black essences are often drawn into their unholy icons.

Power: Spells cast by a black magician with one of these devices are more difficult to save against. Targets of the cultist suffer a -4 penalty to saves versus this unholy acolyte's spells.

Taint: None, but these devices can only be used by black magicians (which should never be player characters).

Relics

Wild Bill's Six-Shooters

Everyone knows the story of how Wild Bill was shot in the back of the head. What most folks don't know is that there was enough of his gray matter left for him to become Harrowed.

While he was (temporarily) pushing daisies, someone made off with his twin, single-action Navy revolvers. Since then, his guns have become part of the very legend of the Weird West.

Of course, Wild Bill is back from the grave, and he wants his shooters back.

Power: A hombre firing one (or both) of Wild Bill's revolvers can reroll any 1s when figuring damage.

Taint: A character shot from behind and flat-footed while wearing either of Wild Bill's pistols suffers double damage.



DEADLANDS

Deadlands Dispatch

Welcome to a whole new world of Weird Western horror, friends! We hope you've enjoyed this short trip into one of the most unique settings ever created for a roleplaying game! In these last few pages, we're going to tell you about other *Deadlands* products, both those made by Pinnacle and by our many licensors!

The *Deadlands* Roleplaying Game

Our sourcebooks usually contain 75% player-material. The first part of the book presents the particular setting in a *Tombstone Epitaph* format readable by all. The rest of the book contains secrets the players can learn after they've played in that setting a bit, and finally the real story for the Marshal.

Player information isn't just restricted to background. Many of our products feature new character types to play—such as martial artists or voodooists—as well as the character type's new spells or abilities.

The format of our books means that our existing products are ready to throw into your game right now! Background doesn't change with the system, so those of you who love D20 can check out the *The Great Maze* or the *Lost Angels* sourcebook right away!

Finally, all of our future *Deadlands* roleplaying products are "dual-stat" books—they contain statistics for both our own system and for *Deadlands D20*. The first of these products, *Dead Presidents*, is already out! So mosey on down to your local store and check it out, amigo. You won't be sorry.

The *Hell on Earth* Roleplaying Game



What would happen if the Reckoners won? That's the subject of our sister game, *Hell on Earth*. The Reckoners bring about the end of the world in a fiery cataclysm in 2081. Now it's 2094, 13 years after Judgment Day.

Join such heroes as gunslingers, sword-swinging Templars, radioactive Domsayers, and mind-blasting sykers as they fight against the full-blown horror of an entire world become a Deadland.

Worse than the random horrors stalking the irradiated High Plains is the Combine, a group of humans controlling a vast army of automatons, flying raptors, and cyborgs bent on reclaiming the Wasted West and ruling it with their iron hands.

And rumors are that the Reckoners—who manifested in the West and then wandered off to parts unknown—are about to return!

The *Lost Colony* Roleplaying Game

Hellstromme Industries opened the interspace "Tunnel," allowing millions of humans to travel to the alien world of Banshee. After Judgment Day, the Tunnel has closed, leaving the colonists at the hands of the furious native anouks—and something far worse.



Lost Colony debuts in 2002, and is the third and final setting for the main *Deadlands* story.

The Great Rail Wars



We've told you about the Great Rail Wars in this game. Now you can fight out these battles yourself with *The Great Rail Wars* rulebook and miniatures.

Every army has a starter set to help you get into the game quick and easy and with as little

expense as possible. You should be able to find these at any good game store. After you've chosen a faction, you can add to your army by picking up individual blisters and booster packs. Again, check your local game store or browse our own Smith & Robards Catalog at www.peginc.com for a complete list.

Deadlands Miniatures!

Over 50 beautiful *Deadlands* miniatures are already available for both your roleplaying game and the Great Rail Wars!

And for those who aren't interested in tons of lead, we make Cardstock Cowboys as well, giving you a passel of full-color cardboard rascals, varmints, and critters to play with right away!

Deadlands Fiction!

Deadlands Dime Novels feature the adventures of the notorious Ronan Lynch, the hexslinging Velvet Van Helter, and Bad Luck Betty McGrew. Even better, the second half of these books contains an adventure detailing all the people, places, and things featured in the tale!

There's also a trilogy of short fiction, *The Anthology With No Name*, featuring introductions by Bruce "Evil Dead" Campbell, and with an original story by bestselling author Mike Stackpole!

Cool! Where Can I Find This Stuff?

Check out your local game store or our website (www.peginc.com) for more information on all these incredible products! You'll also find nifty stuff there, such as free adventures, errata, and limited edition items like the 13" tall statuette of the Hangin Judge!

Licensed Products

Deadlands has been quite successful in its five years of existence, and Pinnacle has been privileged to have some of the finest game companies in the industry hop on to our bandwagon. Below are a few sneak peeks at some other *Deadlands* properties.

Range Wars!

From Fantasy Flight comes *Deadlands: Doomtown: Range Wars!*, a Disk Wars™ game of rootin', tootin' fast action and High Plains humor!

Rival factions are out to control various towns across the Weird West. Players collect disks, build their gangs, and then have it in one of the neatest concepts ever created in our hobby!

You can buy *Range Wars* right off our site or from Fantasy Flight themselves at www.fantasyflightgames.com. You'll also find nifty scenarios for *Range Wars* on their site as well!



GURPs™ Deadlands

Deadlands may be the first game ever to be translated into three different major roleplaying systems—the original *Deadlands* system, D20, and soon, GURPs!

Like many gamers, the staff at Pinnacle have long been fans of Steve Jackson Games' GURPs line. We're pleased as punch that GURPs *Deadlands* is on its way so that players can venture into the Weird West in one of the most gritty, realistic, and detailed systems available!

The Deadlands Computer Game

Headfirst Productions is currently in production of the *Deadlands: the Weird West* computer game!

The design is ambitious and incredible, allowing gamers to play any of the best-loved *Deadlands* characters in glorious 3D. Better yet, not only will your posse adventure in standard boomtowns, but exotic locations such as the City o' Gloom and the Maze are included as well!

You can watch how this talented team of programmers, artists, and designers translates the Weird West into the digital realm in our constantly updated "Making of the *Deadlands* Computer Game" on our website!

WWW.PEGINC.COM

DEADLANDS PRODUCT LIST

Deadlands: the Weird West RPG

- 1100 Player's Guide (hardback)
- 1101 Marshal's Guide (hardback)
- 1003 Book o' the Dead
- 1004 Smith & Robards
- 1005 Hucksters & Hexes
- 1006 Rascals, Varmints, & Critters
- 1007 Twisted Tales
- 1008 Great Maze (box)
- 1009 Marshal Law (Screen)
- 1010 Ghost Dancers
- 1011 Fire & Brimstone
- 1012 Fortress o' Fear (box)
- 1014 City o' Gloom (box)
- 1015 Law Dogs (E-Book)
- 1016 Road to Hell
- 1017 Heart o' Darkness
- 1018 Tales o' Terror 1877
- 1019 Lost Angels
- 1020 River o' Blood (boxed set)
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Player: _____

SPE	TEMP	MOD	TEMP
DEX	TEMP	MOD	TEMP
CON	TEMP	MOD	TEMP
INT	TEMP	MOD	TEMP
WIS	TEMP	MOD	TEMP
CHA	TEMP	MOD	TEMP

ABILITY MODS	SIZE	MISC	BASE ATTACK	TOTAL
+1IN	+		1ST	=
			2ND	=
			3RD	=
			4TH	=
			5TH	=

ABILITY MOD	SIZE	MISC	BASE ATTACK	TOTAL
100%	+		1ST	=
			2ND	=
			3RD	=
			4TH	=
			5TH	=

NAME			ROUNDS										
RANGE	CRITICAL	DAMAGE	MISC	+	FEAT	+	HAND	+	ABILITY MOD	+	BASE	=	TOTAL

NAME			ROUNDS										
RANGE	CRITICAL	DAMAGE	MISC	+	FEAT	+	HAND	+	ABILITY MOD	+	BASE	=	TOTAL



BLS _____
BRV _____
GNS _____
HCK _____
MDS _____
MVR _____
RWD _____
SCT _____
SHM _____
ALIGN _____

$$\text{DEF BONUS} + \text{MISC BONUS} = \text{TOTAL}$$

FEATS

TEMP	MISC	SIZE	ABILITY MOD	SHIELD	ARMOR	BASE	TOTAL	
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="DEX"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	AC

TEMP	MISC	ABILITY MOD	BASE	TOTAL	
<input type="text"/>	<input type="text"/>	<input type="text" value="DEX"/>	<input type="text"/>	<input type="text"/>	REF

TEMP	MISC	ABILITY MOD	BASE	TOTAL	
<input type="text"/>	<input type="text"/>	<input type="text" value="CON"/>	<input type="text"/>	<input type="text"/>	FORT

TEMP	MISC	ABILITY MOD	BASE	TOTAL	
<input type="text"/>	<input type="text"/>	<input type="text" value="WIS"/>	<input type="text"/>	<input type="text"/>	WILL

SKILLS

[illegible]

CLASS FEATURES

[illegible]

LANGUAGES

DINERO

CARRYING LOAD

LOAD	
MAX DEX BONUS	
CHECK PENALTY	
SPEED	
RUN	

ARMOR

NAME	ARMOR BONUS	MAX DEX BONUS	CHECK PENALTY	SPELL FAILURE	SPEED
NAME	ARMOR BONUS	MAX DEX BONUS	CHECK PENALTY	SPELL FAILURE	SPEED
NAME	ARMOR BONUS	MAX DEX BONUS	CHECK PENALTY	SPELL FAILURE	SPEED

EXPERIENCE

CURRENT	NEXT LEVEL
---------	------------

ANIMAL

NAME	TYPE	HD	AC	HP	SPEED
ATTACK		DAMAGE			

NAME	TYPE	HD	AC	HP	SPEED
ATTACK		DAMAGE			

EQUIPMENT

[illegible]

DESCRIPTION

AGE	CHARACTER SKETCH
GENDER	
WEIGHT	
HEIGHT	
SIZE	
MISC	

[illegible]

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ERRATA

This printing contains several printing eras due to a type-flow error. This causes some unusual indentions in the first few chapters, and causes the text to drop off in four places. We have bound in this extra page to address these concerns.

Page 29: At the end of the Gunfighter character class, two words are missing:
add "melee weapons" to the last sentence.

Page 18: The top two lines are missing. They should read: There is a secret fourth level of the law in both the North and South that operates under its own authority and agenda. I have already told you of the Agency and the Rangers. I have also mentioned that both believe spreading . . .

Page 64: A line was dropped. Starting from the last sentence on page 63: The Schofield has a break-open cylinder that allows for fast and easy reloading—a plus to either a cavalryman or an outlaw on the run. As a result, a Schofield user can reload a round as a move-equivalent action without need for a Speed Load check.

Page 105: *Texas Twister*. The last line should read: All creatures within the area must make a Fortitude save as above. Those who fail suffer a -4 circumstance penalty to all skill checks, ability rolls, and attack rolls.

Please check our website at WWW.PEGINC.COM for other errata, free adventures, and updates.

DEADLANDS



Welcome to the Weird West!



High Noon. The hot desert sun shines down on two gunslingers. Sweat drips from one's brow. From the other—nothing. His pallid flesh no longer sweats.

The gunmen draw, slinging lead like bolts of lightning. When the smoke clears, both men are hit, but one remains standing.

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