



THE WEIRD WEST
Bloody Ol' Muddy



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By LEE GARVIN



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Dedicated to: Marion Nichols of the Cahokia Mounds Interpretive Center.

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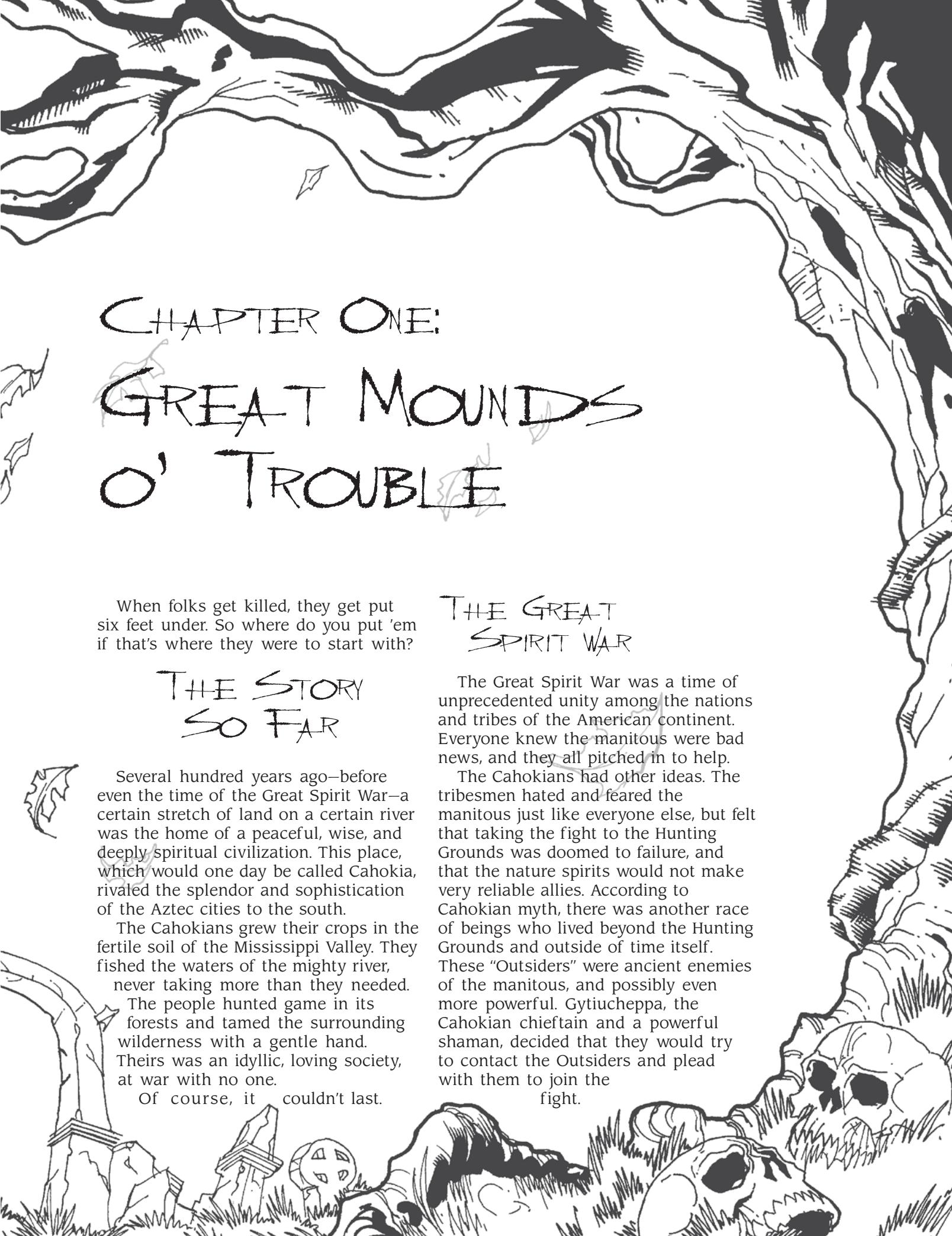
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THE MARSHAL'S HANDBOOK








CHAPTER ONE: GREAT MOUNDS O' TROUBLE

When folks get killed, they get put six feet under. So where do you put 'em if that's where they were to start with?

THE STORY SO FAR



Several hundred years ago—before even the time of the Great Spirit War—a certain stretch of land on a certain river was the home of a peaceful, wise, and deeply spiritual civilization. This place, which would one day be called Cahokia, rivaled the splendor and sophistication of the Aztec cities to the south.

The Cahokians grew their crops in the fertile soil of the Mississippi Valley. They fished the waters of the mighty river, never taking more than they needed.


The people hunted game in its forests and tamed the surrounding wilderness with a gentle hand. Theirs was an idyllic, loving society, at war with no one.

Of course, it couldn't last.

THE GREAT SPIRIT WAR

The Great Spirit War was a time of unprecedented unity among the nations and tribes of the American continent. Everyone knew the manitous were bad news, and they all pitched in to help.

The Cahokians had other ideas. The tribesmen hated and feared the manitous just like everyone else, but felt that taking the fight to the Hunting Grounds was doomed to failure, and that the nature spirits would not make very reliable allies. According to Cahokian myth, there was another race of beings who lived beyond the Hunting Grounds and outside of time itself. These "Outsiders" were ancient enemies of the manitous, and possibly even more powerful. Gytiucheppa, the Cahokian chieftain and a powerful shaman, decided that they would try to contact the Outsiders and plead with them to join the fight.



Nearly every citizen of Cahokia was a shaman, and the city itself was little more than a giant temple designed to channel the energies of the peoples' faith to lend aid to their most important rituals. Gytiucheppa designed a massive ritual, involving over a thousand Cahokians acting in concert. The goal of the ceremony was to open a passage into the Outsiders' realm. This passage would only be powerful enough to allow a few people through, so the elders themselves planned to step through to plead their case. Sounds like a reasonable plan, right? Well, don't forget what game this is, compadre.

DISASTER

Some of those pesky manitous decided to have some fun at the chief's expense. In much the same way as they would one day "inspire" mad scientists, the demons planted the design for a different ritual in his head. When all the Cahokians donned their ritual finery, the fires were lit, the sacrifices made, the drums played, and the dances begun. The ritual went horribly *right*—that is, it did exactly what the *manitous* wanted.

A portal opened up and quickly engulfed the entire city. It closed on Cahokia like an ethereal mouth and vanished—along with every man, woman, and child in the doomed city.

A short period of upheaval followed this, as the natural world revolted against this affront. A flood carried a thick layer of silt and mud over the pyramid-shaped buildings. Within a year, new grasses and young trees were growing over the ruins. In less than a generation, the city was forgotten.

When white men came to this land, they first mistook the ruins for burial mounds and ignored them. Just six miles north of the ruins and across the river, some enterprising soul built a new city called St. Louis.

Now it's 1877: We bet you're wonderin' what became of those well-meaning Cahokians.

RETURNED FROM A LONG JOURNEY

The Cahokians are back, but don't start celebrating just yet. The portal that their ritual opened up all those centuries ago didn't just transport them through the Hunting Grounds, but through *time* as well. While hundreds of years have passed for us, only a few years have passed for them.

The portal took the unsuspecting Cahokians through some of the worst soul-blighting parts of the Hunting Grounds, and not all of them made it through. The very old and the very young simply didn't survive the journey. The stronger ones survived, all right, but they were changed by the experience.

It is no longer fair to even call the Cahokians human. The Hunting Grounds twisted their bodies, their minds, and their souls.

When they arrived, they realized that they had come all the way through the Hunting Grounds and out the other side. That meant that the Outsiders must be there! And where did the Cahokians find themselves? Why, in their old home town, of course, which meant that *they* were the Outsiders. Oh, did we mention that they are all hopelessly insane?

The Outsiders/Cahokians took a look at the world around them. Their beautiful city was buried, and the manitous were stronger than ever.

IN THE BOWELS OF THE CITY

Gytiucheppa decided to send out scouts to explore the surrounding countryside, while he set others to work clearing out their homes. Rather than simply unearth the entire city, however, they excavated the insides of the great buildings and houses and constructed a system of tunnels using the old streets as a guide, leaving only a couple of exits open to the world above.

Meanwhile, the scouts returned with word of a great city of wood and stone to the north of them, where strange people with pale skin lived. They spoke a language the Outsiders couldn't understand, but it seemed there were

several distinct tribes sharing the city, even though it was apparent that at least two of the tribes were at war with one another.

The Outsiders spent the next few months digging tunnels from the mound city to the new city to gather more information on its new inhabitants.

Gytiucheppa—with his newfound powers—created a ritual that would allow all of his people to understand the languages of these strange people. When they performed the ritual and it worked, Gytiucheppa realized that his power as a shaman was greater than ever before, and he began getting all sorts of ambitious ideas. Of course, we know that his power has increased because he is serving the Reckoners now—but he doesn't know that.

Using his newfound power and that of his followers, the Outsiders' chieftain expanded their tunnel system, tamed the subterranean world they now inhabited (and were beginning to really like), and began spying on the world above.

THE OUTSIDERS' PLAN

The Outsiders knew they still had to destroy the manitous. Otherwise, what had the trip been for? Their time in the Hunting Grounds had taught them a few things about their enemies as well. They now understood how important fear was to the evil spirits. They also figured that the fear the monsters needed came from human beings.

Gytiucheppa took this train of thought to its logical (for him) conclusion. He reasoned: Remove the source of their nourishment, and the manitous and their masters would shrivel up and blow away. Naturally, all of humanity would have to die to defeat the evil spirits.

Of course, simply going out and killing people would cause the ones left behind to be afraid, which would increase the manitous' power more and more as time went on, until every human was dead. So Gytiucheppa devised a plan: Get rid of everybody all at once. He began working on a ritual that would instantly kill every man, woman, and child in the world.

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The ritual did not come easily to the chief. He soon discovered that he needed test subjects to find the best way to wipe out the entire species. His fellow Outsiders fell all over themselves to volunteer (did we mention they're crazy?), but, alas, they were not human enough to be of any use.

The Outsiders' warriors have been systematically abducting people from the upper world and delivering them to Gytiucheppa and his aides so that they might perform their horrible experiments.

The manitous have been watching Gytiucheppa with great interest. If no one interferes with the plan (like, say, a posse of heroes), the Reckoners plan to allow the Outsiders to torture and kill a whole bunch of people in the name of "research." Then, when the ritual is performed, Cahokia and the surrounding countryside will be scoured clean of all human life, and that stretch of the Mighty Mississippi will become a Deadland. So long, St. Louis.

THE OUTSIDERS

The Cahokians have been changed enormously by their ordeal. Below are a few "typical" Outsiders, as well as a few important Outsiders the posse might encounter during the adventure. Feel free to add your own.

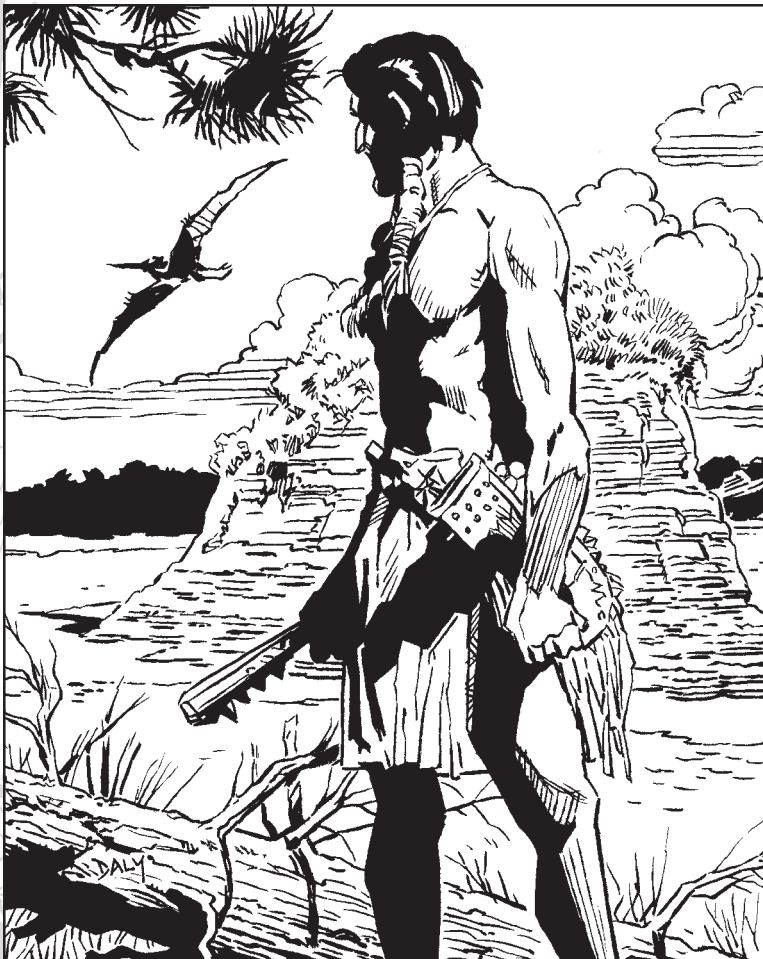
OUTSIDER SHAMANS AND BLACK MAGIC

Because the Outsiders are still faithful (in their way) to the spirits, they still have access to shamanic favors. But because of the fact they are now inadvertently serving the Reckoners as well, they always receive 1 less Appeasement point from their rituals. The manitous are more than happy to be a part of the Outsiders' mad scheme, so the Outsiders' black magic powers have no such hindrance.

WARRIORS

The warriors of the Cahokian tribe still wear their traditional garb: a loincloth with jagged lines dyed across it, buckskin leggings, a hide vest with several symbols dyed into it, boiled leather bracers on both the right and left upper arms, and a personal charm around the neck. Also, their heads are shaved except for a patch on the top of the scalp on which the hair is grown extremely long and braided with colored beads in different patterns. They carry spears, small, heavy war-clubs (same stats as a tomahawk) and knives.

When first encountered, the warriors seem very much like any of the other Indians along the river, provided they are standing perfectly still. The moment they move, however, there is no doubt that something is very wrong. Every single joint on the warriors' bodies bends the wrong way. This makes them hard to watch and even harder to fight, since you can't really tell where the attack is coming from.



PROFILE: OUTSIDER WARRIOR

Corporeal: D:2d8, N:2d10, Q:3d6, S:4d6, V:3d6

Dodge 3d10, fightin': war-club 5d10, sneak 3d10, throwin': spear 4d8

Mental: C:2d6, K:1d6, M:1d8, Sm:4d10, Sp:3d8

Area knowledge: Cahokia 5d6, faith 1d8, guts 4d8, language: all 2d6, overawe 3d8

Edges: Arcane background: shaman 3

Hindrances: Loco -3: psychopath

Pace: 10

Size: 6

Wind: 14

Special Abilities:

Shaman: Rituals: Maim 2, war cry 3.

Favors: Horned owl's fury, strength of the bear. Guardian Spirit: Owl 2.

Reversed Joints: While this feature certainly makes the Outsider warriors creepy, it also gives them an advantage in combat. Anyone tusslin' with one of these warriors suffers a penalty of -2 to his fightin', no matter what the concentration. This penalty also applies to defense.

Terror: 7 (when moving)

Gear: A spear, a warclub (use stats for tomahawk), a knife, and a necklace.

Description: See above.

SCOUTS

Those Outsiders best suited for stealth and investigation have taken on the role of scouts. In appearance, the scouts also look mostly normal. The clothing preferred by scouts is the slightest of loincloths (for modesty's sake), and a large, furred cloak.

The scouts suffer from a bizarre affliction: Their bones have been turned to liquid. As long as they concentrate, they are able to keep their bones rigid, and move about like normal folks. But when they sleep or choose to "let go," they go all floppy. This enables the scouts to crawl along on the ground like slugs, as well as squeeze through tight places. They use this ability, as well as their other, more normal talents, to gather information on the world outside, to aid the warriors when searching for new "subjects," and to get into places they shouldn't.

PROFILE: OUTSIDER SCOUT

Corporeal: D:3d6, N:3d8, Q:3d8, S:4d6, V:4d10

Fightin': knife 3d8, shootin': bow 4d6, sneak 6d8, throwin': knife 2d6

Mental: C:2d12, K:1d6, M:2d6, Sm:2d10, Sp:1d8

Area knowledge: Cahokia 2d6, area knowledge: St. Louis 1d6, faith 1d8, guts 3d8, language: all 1d6

Edges: Arcane background: shaman 3

Hindrances: Loco: delusional -3

Pace: 8

Size: 6

Wind: 18

Special Abilities:

Shaman: Rituals: Scar 3. Favors:

Guiding wind, invisibility, spirit hands. Guardian Spirit: Raven 2.

Liquid Bones: The scout's entire skeleton and organs can be squashed flat without harming him. This allows him to slide under doors, or even squeeze through keyholes. Anyone who witnesses this must make a Guts check against a TN of 11, instead of 9.

In addition, the liquid skeleton makes the scout somewhat resistant to damage. Any blunt weapons (fists, clubs, etc.) do only Wind damage to the scout, since his bones can just ooze back into place. On the other hand, puncturing and slicing weapons do an additional die of damage, no matter where the scout is hit.

Terror: 7 (when liquid)

Gear: A bow, a quiver with 12 arrows, a knife, a fur cloak, drugged needle, and a necklace.



VAACEPTE

Vaaccepte was Gytiucheppa's father's advisor. Vaaccepte always thought of himself as an influential member of the tribe. After Gytiucheppa's father died, he never had designs on Gytiucheppa's rank and position; because he enjoyed the feeling of clandestine power he got from manipulating events behind the scenes. During the old days, his manipulations were always for the good of the tribe. Now that something more sinister drives him, he is finding new ways of manipulating people, both in and out of the tribe.

To reflect his manipulative spirit, Vaaccepte's fingers have grown longer, and extra joints have developed in them. He is tall and gaunt, with sunken eyes and a head with only a few tufts of hair left, making him look almost cadaverous. At any time he is encountered, he has some foreign object (a coin, belt buckle, badge, etc.) in his hands, toying with it with his freakishly long fingers.

SHAMANS

Each of Gytiucheppa's aides was an accomplished shaman in his own right. Now they are powerful servants of evil. Twisted in spirit and altered in body, they use their powers to help see their chief's insane plans come to fruition. There are about a dozen Outsider shamans in the warrens under Cahokia, and each one has been changed in a different way. Feel free to make up your own. Here are three "typical" shamans the posse is likely to encounter under the mounds.

PROFILE: VAACEPTE

Corporeal: D:4d12+6, N:2d6, Q:2d6, S:4d4, V:3d6

Fightin': knife 3d6, filchin' 5d12+6, throwin': knife 4d12+6

Mental: C:2d10, K:3d8, M:4d10, Sm:2d10, Sp:3d10

Area knowledge: Cahokia 4d8, bluff 2d10, faith 4d10, language: all 1d6, persuasion 5d10, ridicule 3d10

Edges: Arcane background 3: shaman, guardian spirit 4: Spider.

Hindrances: Loco: paranoid -3

Pace: 6

Size: 6

Wind: 16

Special Abilities:

Black Magic Spell: Puppet 3: To use this spell, Vaacepte must first obtain some small trinket belonging to the target. Then he may attempt to control the person by manipulating the object with his unnatural digits. If the trinket is taken away from Vaacepte, the spell is broken.

Shaman: Rituals: Dance 4, maim 3, spirit song 2. Favors: Ghost (favored by Spider): call evil spirit, human possession; false face, illusion.

Terror: 5

Gear: A knife, a necklace, a bracelet, and any small items not nailed down.

Description: See above.

POQUAHT

Poquaht has become quite ambitious in the last eight centuries. He agrees with the chief in his twisted beliefs that humanity needs to die to beat the manitous. He disagrees on the method, and he intends to do things his way.

While traveling through the Hunting Grounds, Poquaht became separated from the rest of the tribe for a time. As he wandered, lost and quite mad, he stumbled through a portal into a dead world. He wandered that world for a hundred years but only found one thing of interest: a sun-shaped obsidian idol.

Eventually, Poquaht found his way back into the Hunting Grounds. Only two days had passed for the tribe.

When the Cahokians finally emerged and realized that they were the Outsiders of legend, Poquaht showed Gytiuchepa the idol and suggested that they use it as the means to rob the manitous of their sustenance. But Gytiuchepa was stubborn, and refused to give up his idea of a grand ritual.

Poquaht is determined to prove that the black sun will work. Since Gytiuchepa has forbidden him to use the human subjects the Cahokians have been collecting, he has determined that he will test it on some Outsiders.

PROFILE: POQUAHT

Corporeal: D:2d6, N:3d8, Q:2d6, S:2d6, V:3d6

Fightin': knife 3d8, throwin': quills 4d6

Mental: C:2d6, K:3d6, M:2d10, Sm:2d8, Sp:3d10

Area knowledge: Cahokia 3d6, faith 4d10, language: all 1d6

Edges: Arcane background: shaman 3, guardian spirit: Raven 4

Hindrances: Loco: egomaniac -3

Pace: 8

Size: 6

Wind: 16



Special Abilities:

Damage: Shooting Quills (2d8, and removing quills does 1d6 damage), Range 5, ROF 1.

Shaman: Rituals: Dance 4, maim 3, spirit song 2. Favors: Ghost (favored by Raven): curse, human possession.

Terror: 4

Gear: A knife, a leather headband, and the idol of the black sun.

Description: Poquaht is short and stocky. He wears layers of rags and furs which totally obscure his body except for his face and arms.

MAZIF

Mazif is the one member of the tribe who might be turned against his own people. His madness causes him to see patterns in the strangest things, and he interprets those patterns as direct orders to himself. This makes him quite unpredictable and curiously malleable.

He's been changed by his journey through the Hunting Grounds as well. His tongue has become thin and elongated, with an eye on the end. He can stun folks with it (and a little black magic). His appearance is wild and unkept, with dirt and gore encrusted in his hair and clothing.

PROFILE: MAZIF

Corporeal: D:2d6, N:3d6, Q:2d6, S:3d4, V:2d6

Dodge 5d6, fightin': brawlin' 3d6

Mental: C:3d12, K:3d8, M:2d12, Sm:2d8, Sp:3d12

Area knowledge: Cahokia 3d8, faith 4d12, language: all 1d8

Edges: Arcane background: shaman 3 guardian spirit: Crow 4.

Hindrances: Loco: psychotic -3

Pace: 6

Size: 6

Wind: 18

Special Abilities:

Black Magic Spell: Stun 3 (victim must meet eye's gaze).

Shaman: Rituals: Dance 4, maim 3, spirit song 2. Favors: Trickster (favored by Crow): confusion, false face, illusion.

Terror: 5

Gear: A knife.

Description: See above.

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GYTIUCHEPPA

The rotten apple at the center of this bushel o' madness is Gytiucheppa.

Plotting no less than the total extinction of the human race in order to defeat the manitous, he has no idea that he is doing the Reckoners' work for them.

The change the Chief underwent in the Hunting Grounds is the most subtle of all. His organs have been shrunk and duplicated throughout his body.

PROFILE: GYTIUCHEPPA

Corporeal: D:3d8, N:4d8, Q:2d6, S:4d6, V:2d6

Dodge 3d8, fightin': brawlin' 4d8

Mental: C:3d10, K:4d12, M:4d12, Sm:3d8, Sp:6d12

Area knowledge: Cahokia 10d12, faith 6d12, language: all 1d12

Edges: Arcane background: shaman 3, guardian spirit: Raven 5.

Hindrances: Loco: megalomaniac -5

Pace: 8

Size: 6

Wind: 18

Special Abilities:

Black Magic Spells: Bolts o' doom 5 (gouts of river mud shooting from his hands), cloak o' evil 5, summon mud men 3 (version of zombie).

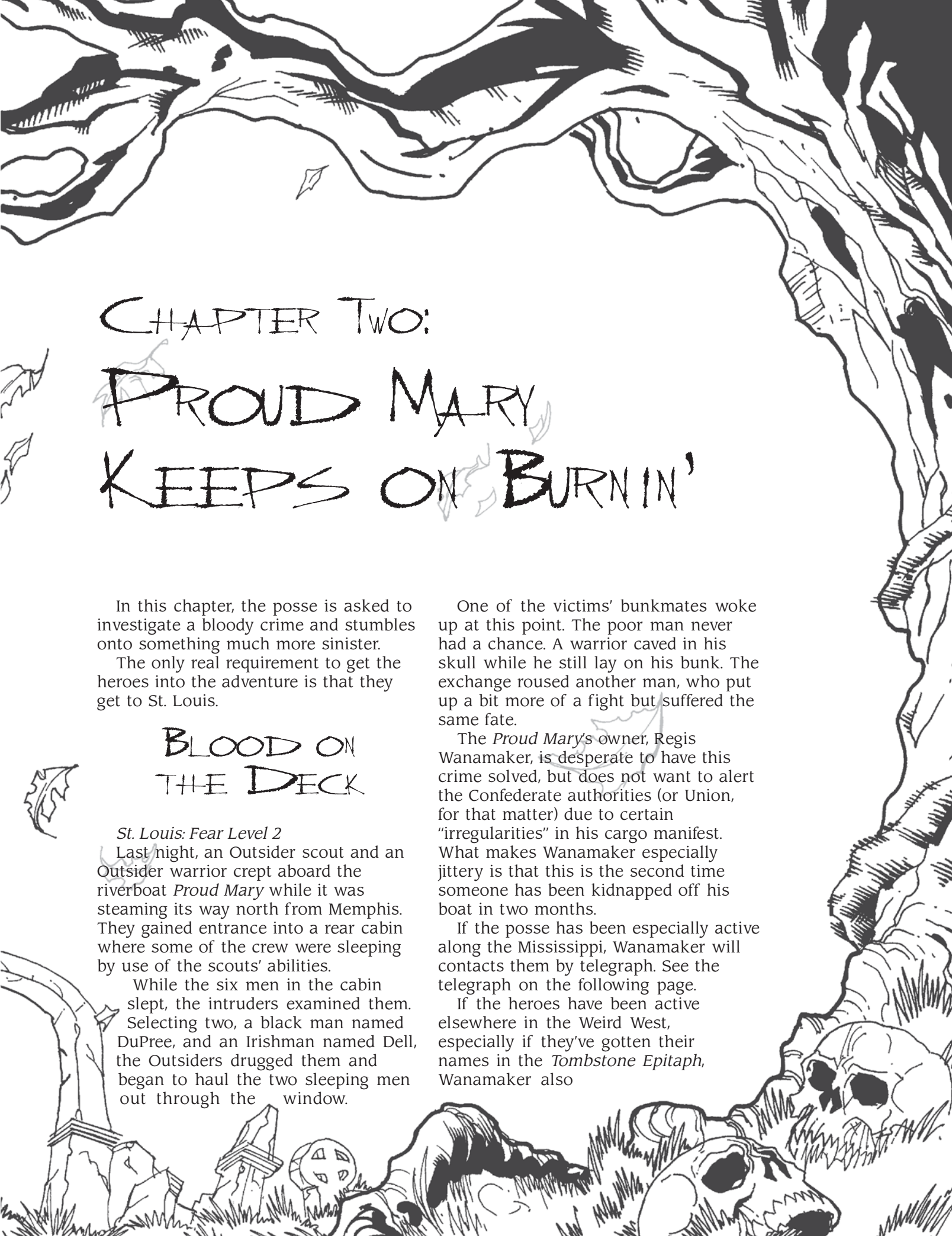
Redundant Organs: Gytiucheppa takes half damage from all attacks and takes no extra damage from hits to his gizzards or noggin.

Shaman: Rituals: Dance 4, maim 3, paint 5, scar 3, spirit song 5. Favors: Trickster (not favored) Confusion, illusion, invisibility, Ghost (favored by Raven): curse, human possession, shapeshifting, Earth (not favored): lightning strike, Vision-seeking (not favored): open portal

Gear: Ritual gear and headdress.

Description: Gytiucheppa is a lean and muscular man. He wears his ceremonial headdress and a loincloth at all times. He also wears a large amount of beaded necklaces (a symbol of his rank).





CHAPTER TWO: PROUD MARY KEEPS ON 'BURNIN'

In this chapter, the posse is asked to investigate a bloody crime and stumbles onto something much more sinister.

The only real requirement to get the heroes into the adventure is that they get to St. Louis.

BLOOD ON THE DECK

St. Louis: Fear Level 2

Last night, an Outsider scout and an Outsider warrior crept aboard the riverboat *Proud Mary* while it was steaming its way north from Memphis. They gained entrance into a rear cabin where some of the crew were sleeping by use of the scouts' abilities.

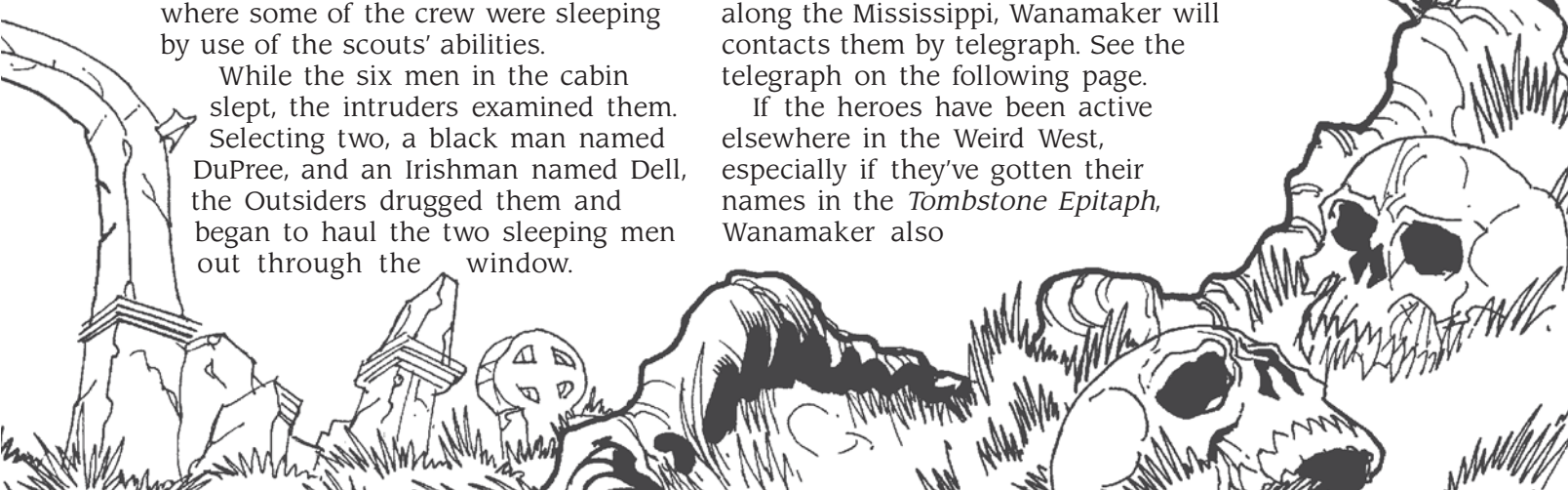
While the six men in the cabin slept, the intruders examined them. Selecting two, a black man named DuPree, and an Irishman named Dell, the Outsiders drugged them and began to haul the two sleeping men out through the window.

One of the victims' bunkmates woke up at this point. The poor man never had a chance. A warrior caved in his skull while he still lay on his bunk. The exchange roused another man, who put up a bit more of a fight but suffered the same fate.

The *Proud Mary's* owner, Regis Wanamaker, is desperate to have this crime solved, but does not want to alert the Confederate authorities (or Union, for that matter) due to certain "irregularities" in his cargo manifest. What makes Wanamaker especially jittery is that this is the second time someone has been kidnapped off his boat in two months.

If the posse has been especially active along the Mississippi, Wanamaker will contact them by telegraph. See the telegraph on the following page.

If the heroes have been active elsewhere in the Weird West, especially if they've gotten their names in the *Tombstone Epitaph*, Wanamaker also



THE TELEGRAPH

DEAR SIRs,

I REQUIRE YOUR ASSISTANCE
ON A MATTER OF THE
UTMOST URGENCY STOP
PLEASE FIND ME ON THE
PROUD MARY IN ST LOUIS
STOP YOU WILL BE WELL
COMPENSATED FOR YOUR
TIME STOP DISCRETION IS
VITAL STOP

R WANAMAKER

seeks them out.

If the heroes are actually in St. Louis, then Wanamaker doesn't have to work all that hard. A young boy finds them wherever they happen to be in town and delivers a note that says pretty much the same thing as the telegram.

Now, if the posse doesn't fit into one of these molds, you should be able to fit them into the story anyhow. They're your players, and you know them best.

THE SITUATION IN ST. LOUIS

Since a good portion of this adventure takes place in St. Louis, it might be a good idea to familiarize yourself with what's going on in this once-fair city. Of course, the best way to

do that would be to read *River o' Blood* to get the full skinny on St. Louis as well as the rest of the Mississippi River area. If you haven't had a chance to glance over that important document, here goes.

The city of St. Louis is under occupation by the Confederate army. The riverfront has been all but demolished by massive Union bombardment from across the river. The trade and travel that once made this one of the premier cities of the West are gone, with only a few diehards sticking it out, waiting for the war to end. This doesn't mean that there is no river traffic through here. It just means a lot of it ain't legal. Any boat that wants to ship goods from the north pretty much has to come to St. Louis, if only to avoid the Union guns on the east bank of the river.

The Confederacy, of course, knows that smugglers are passing through St. Louis, but it also knows that the South needs many of the goods being smuggled. To say the Texas Rangers turn a blind eye to it, however, would be untrue. They also know that spies and saboteurs can just as easily be in the holds of those boats. Because of this, the few riverboatmen who still come through are under the constant threat of surprise inspections, boarding, and impoundment. A captain who keeps his nose clean, doesn't attract attention, and pays the right bribes has less to worry about.

Throughout this chapter, we mention places that are spoken of in greater detail in *River o' Blood*. Once again, we'll summarize what that book covers in detail.

REGIS WANAMAKER

Wanamaker is one of those aforementioned entrepreneurs who are making use of the city's few remaining port facilities. He regularly makes pickups from a buddy of his who meets him on the Missouri River just north of St. Charles, Mississippi. He then stows the stuff among a token shipment from the Lemp Brewery in St. Louis and continues on to Memphis. He's made this run for two years now, and he's

managed to keep himself and his crew fairly comfortable and out of jail.

Basically a decent man, Wanamaker turned to smuggling when he couldn't raise the funds to keep his pride and joy—the *Proud Mary*—afloat. After a couple of false starts, he hit upon the system he uses now.

His crewmen tend to be pretty loyal to him because he treats them all well and doesn't put up with anyone abusing them. Some of that is because he's just a nice guy, but it's also because he knows that a happy crewman is less likely to turn him in.

THE PROUD MARY

Once they've decided to respond to the message, the heroes should pass through the ruins of St. Louis' once thriving waterfront on the way to the boat. Feel free to toss a little tension their way in the form of drunken river rats, belligerent soldiers, or a sudden burst of artillery fire from the other side of the river.

The *Proud Mary* is an old side-wheeler riverboat that makes up in character what she lacks in power. Not meant to carry passengers, she has only the barest of cabin space, with the rest of the boat reserved for cargo.

Regis Wanamaker is waiting for the heroes when they arrive. After greeting everyone with hurried handshakes and nervous thank-yous, he quickly shows them up to the bridge before discussing any business.

After everyone is on the bridge, Wanamaker closes the door, latches it from the inside, and says:

"I'm sorry for the precaution, but I can't afford for our conversation to be overheard. The reason I've called you here is I've heard that you are quite capable people and that you have handled quite a few unusual situations. The crime I wish you to investigate must not come to the attention of any outside agency. I realize this is an extraordinary request, and that is why I am prepared to pay you \$200 each in gold, plus more depending on the outcome of your investigation."

PROUD MARY

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"Before I go any further, I need to know if I have your agreement."

Allow the heroes to negotiate if they wish. Wanamaker listens to any reasonable requests, but he doesn't agree to more than \$400 each. Once the fee has been agreed on, he continues:

"Last night, while we were steaming upriver, two of my crew were murdered, and another two have gone missing. I am convinced that the two missing men are innocent of the murders, and I want them returned safely. In addition, I want the guilty parties dealt with so that this never happens again."



At this point, the posse may have some questions. Roleplay the conversation, giving the following information in response.

There was a guard on duty on the deck, but he was watching over the cargo, and the engine room was between the crew quarters and him. He did not see or hear anything.

The two missing men are a black man named August DuPree and an Irishman named Barnaby Dell. The two dead men are another black man named Herschel Milford and an Indian named Clyde Falling Horse.

As far as anyone knows, neither the dead men nor the missing men seemed to have any enemies. There was also no apparent bad blood between them. In fact, DuPree and Falling Horse were like brothers.

This is not the first time someone has been kidnapped from onboard the *Proud Mary*. A month ago, another crewman was grabbed while he was on guard duty. His body was found in the rubble of the warehouses a few days later. Word around the waterfront has it that "Red" Johnson's gang had grabbed the man, who was a former member of their gang, to punish him for some misdeed against them. Wanamaker was aware that the man (one Charlie Parsons) had once been a river pirate, but was certain he was reformed now.

"Red" Johnson and his gang are a band of notorious river pirates who operate in the waters around St. Louis. They only go after particular kinds of cargoes: gold, cash, weapons, and

machinery. The *Proud Mary* has been mostly safe from Johnson's predations because, for one, their manifest says they only carry beer and assorted sundries. Also, most of the smugglers on the river know what each other are carrying, and most of them know that Wanamaker doesn't have anything too valuable, just difficult to get in the South.

No one knows exactly where Johnson and his gang hang out, but rumor has it that some of them have been seen at the Snakes Den, a saloon on the east side of town.

Wanamaker doesn't reveal the true nature of his business to posse members unless they make a good case for why it's necessary that they know and they get a raise over him with a contested *persuasion* roll.

ON THE SCENE

At some point, unless they have their heads directly up their butts, the heroes should ask to see the crime scene. Wanamaker shows them to the aft cabin and admonishes them to not spend too much time searching around the outside, since that could attract unwanted attention.

The scene is not exactly as the crew found it. Falling Horse's body was hanging out of the open window, and blood was trailing down the deck from his head. The corpse is now lying on the deck inside the window, the window has been closed, and the broken shutters are drawn and boarded up. The deck has been mopped up as well as possible. There is still a stain under the window. A beaded necklace sits on the table. If asked the crew members can't tell the posse any more about the incident.

Milford's body is still lying on the cot where it was discovered. He was a black man in his late 30s. His head has been caved in by a heavy, blunt instrument. On a successful *Onerous (7) medicine* roll, a posse member can tell that the wound was made by the narrow edge of something, as if his head had been bashed in with a shelf. Getting a raise

on the roll allows the examiner to spot bits of obsidian in the wound. The war clubs of the Outsider warriors are studded with the rock—but the heroes don't know about that... yet.

The heroes can learn the following with some poking around.

● The two beds appear as if the occupants were simply dragged out; there's no sign of a struggle.

● Falling Horse is an Indian of about 26 years of age. Anyone who knows Indians should be able to guess that he was probably Blackfoot. He is dressed in modern clothes, appearing to have shucked the tribal lifestyle entirely. Any crew members asked can confirm this. The only nod to his heritage is a bracelet on his right wrist.

● The beaded necklace sitting on the table does not appear to be in the same style of Falling Horse's bracelet (if anyone looks). In addition, the beads are much larger, and less skillfully crafted.

● If asked, the crewman who discovered the body explains that when he moved Falling Horse, the beaded necklace fell off; it must have come loose during the fight. He figured it was Falling Horse's, and set it aside. Come to think of it now though, he had never really seen Falling Horse wearing it before.

● While the necklace is obviously Indian craftsmanship, it is from a tribe no one recognizes. Heroes with the *professional: archeology* aptitude can make a Hard (9) check. If they are successful, it occurs to them that it looks similar to some of the artifacts that have been excavated from a few of the mounds in the area.

LEADS

By this time, the heroes should have a handle on a couple of different leads. These are the genuine leads they can

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follow, but feel free to encourage them to follow the wrong track for a little while if they have jumped to some different conclusions.

Wanamaker tells any heroes wishing to investigate "Red" Johnson to check out the Snake's Den saloon. Someone following up on unknown Indian artifacts or the mounds can hear from most residents of St. Louis about Robertson's Sundries.

THE SNAKE'S DEN

This scene is most effective if played just before dusk.

Once merely a rough-and-tumble riverfront saloon, the Snake's Den has become a genuinely dangerous place to visit. It seems that every smuggler, thief, pirate, and thug in the city hangs out here. Of course there's a fair number of deserters, spies, and other upstanding citizens here too.

When the heroes enter the Den, they see the typical crowd of scum drinking, laughing, talking, arguing, plotting, throwing darts, and playing billiards. Each hero should make an immediate *overawe* roll. The result determines how the heroes are received by the crowd and how any subsequent interactions may go. For each character, take note of the result and apply the modifications from the chart on page 18.

Play out the heroes' investigation. Walking up to the barkeep and asking if he knows "Red" Johnson is a simple way for them to start, but it is also a pretty easy way to alert Johnson's gunner, "Wheelbarrow" McGillicuty, and give him a chance to escape.

If the heroes are smart, and they ask the right sorts of questions, they can gather quite a bit of information from most of the patrons.

If at any point one of the heroes goes bust on a reaction roll, he has made a serious slip, and whoever he's talking to stands up and yells out, "Law!" Most of the patrons begin spilling out through the doors and windows, while the rest—

PATRON REACTIONS

Roll	Reaction
Gone Bust	The character is singled out as a target by a pair of low-lives drinking at the bar. They will attempt to lure the character outside, alone, where they try to rob and kill her.
3	No one in the bar takes the character seriously. Any attempts to <i>negotiate</i> , <i>overawe</i> , <i>persuade</i> , <i>bluff</i> , <i>ridicule</i> , or otherwise influence people are met with a -4 penalty.
5	The patrons of the bar are unfriendly, but not overtly belligerent. The character suffers a -2 penalty to any interactions.
7	The character is met on equal footing by anyone he speaks to. No modifiers.
9	These folks are impressed by the hero's presence. The character has a +2 bonus to any information-gathering attempts.
11	The saloon quiets down a bit when the character enters. He has a +4 bonus to any interactions.
13	People are genuinely afraid of the character. If asked about "Red" Johnson, several people immediately point out "Wheelbarrow" McGillicuty, hoping any trouble that starts will be limited to him.

the bartender "Skinny" Markowski and nine others—pull out weapons and converge on the posse.

PROFILE: "SKINNY" MARKOWSKI
(BARTENDER)

Corporeal D:2d6, N:3d8, S:2d6, Q:3d8, V:2d8

Fightin': brawlin', club 5d8, shootin': shotgun 3d6

Mental C:2d6, K:2d8, M:2d6, Sm:2d6, Sp:1d6

Area knowledge: St. Louis 3d8, overawe 2d6, professional: bartender 2d8, scrutinize 3d6

Gear: A club, a double-barrel shotgun, and he may use a stool (STR+1d6).

Description: "Skinny" is a fat, balding man, with a hairy back and arms, and a stained apron.

PROFILE: 9 DRUNKEN THUGS

Corporeal D:2d6, N:2d8, S:3d6, Q:2d6, V:3d8

Fightin': knife 2d8, Shootin': pistol 1d6

Mental C:2d6, K:2d6, M:2d6, Sm:2d6, Sp:2d6

Gear: Six of them have knives, and three have pistols.

Description: They're drunk and stupid, with far too much testosterone—they won't fight to the death, though.

If all goes well, the heroes can learn the following bits of information from most of the patrons of the bar:

● "Red" Johnson is called that because of his long red hair and beard. He is a big man and is rumored to have once squeeze a man's head till he died.

● The Confederates have placed a \$1,000 bounty on Johnson's head, dead or alive.

● Johnson's hideout is supposed to be a cave somewhere to the east of the city.

● Johnson's chief gunner, "Wheelbarrow" McGillicuty, drinks here on occasion. In fact, he's over there right now!

"WHEELBARROW"
MCGILLICUTY

"Wheelbarrow" McGillicuty is a big man. He has a beer gut which hangs out of the bottom of his filthy shirt, and makes him look about 12 months pregnant (he does love his beer). He has a short, scraggly beard and thinning, greasy, brown hair. The man is a devout coward, and avoids a confrontation by any means necessary.

If Wheelbarrow hears people asking about the gang, he attempts to slip out of the saloon and head for the docks

where he has a rowboat moored. He then tries to reach the pirate's hideout to warn them.

If the heroes are discreet and manage to find out about him first, they can corner Wheelbarrow and grill him.

Wheelbarrow puts on a brave face when confronted, but if any posse member gets a success and two raises on him in a test of wills, he folds like a taco and tells everything he knows. Otherwise, dole out the information accordingly.

● The gang includes Red, Wheelbarrow, and five others. Charlie Parsons used to be in the gang, but left over a year ago when he "got religion."

● Red was enraged that Parsons had the nerve to leave the gang. He wanted to teach him a lesson about loyalty but did not know where he was.

● A few weeks ago, Red discovered that Parsons was now on the crew of the *Proud Mary*. The gang snuck on board the boat while it was in port one night and grabbed Parsons and dragged him into the warehouse district. Parsons resisted and got killed in the fight.

● None of Johnson's gang had anything to do with what happened last night.

● Naturally, Wheelbarrow knows exactly where Red's hideout is, and will take the posse there.

PROFILE: WHEELBARROW MCGILLICUTY

Corporeal: D:3d10, N:3d4, Q:2d4, S:1d6, V:1d8

Climbin' 1d4, dodge 4d4, drivin' steamboat 1d6, fightin' brawlin' 3d4, filchin' 3d10, shootin' pistol, shotgun 3d10, sneak 5d4

Mental: C:3d10, K:1d10, M:2d8, Sm:2d8, Sp:1d6

Artillery 5d10, area knowledge: Mississippi river 3d4, bluff 4d8, guts 1d6, overawe 1d8, search 3d8

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Hindrances: Big 'un -2, hankerin' alcohol -1, outlaw -3, yellin' -3

Pace: 4

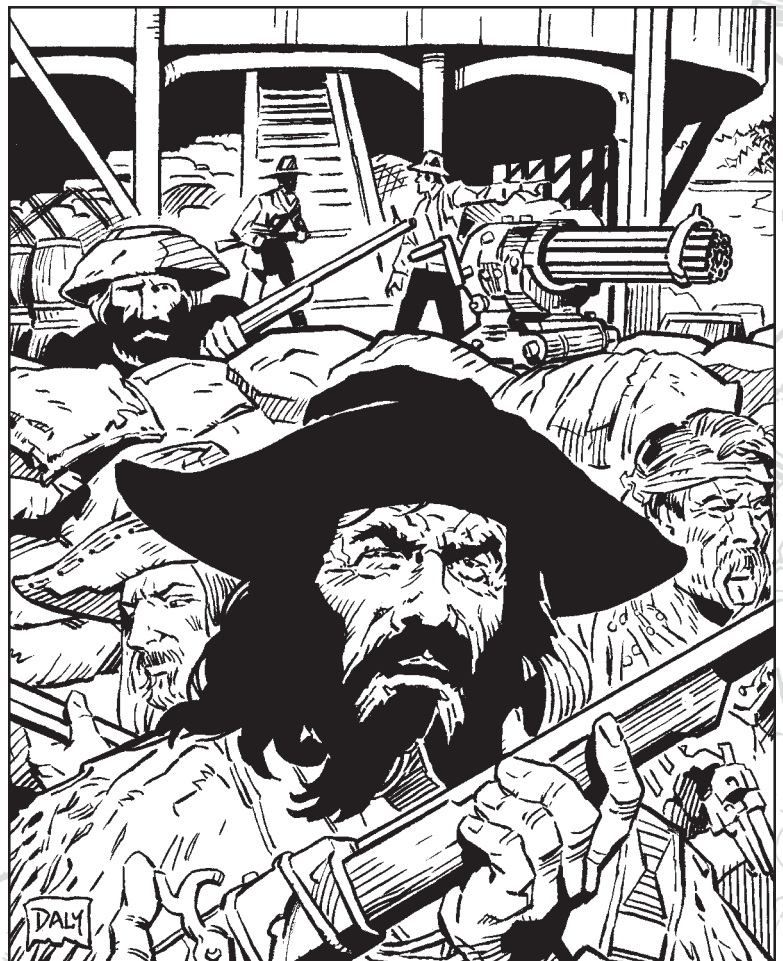
Size: 8

Wind: 14

Gear: A .36 Navy pistol and 24 bullets.

Description: See above.

If the heroes have Wheelbarrow show them the location of the hideout, or if they follow him to it, run the scene under **The Hideout** below. If they question him and let him go, he runs straight back to Red, who sees the heroes as a threat and might take the fight to them sometime when the adventure has slowed down, and they least expect it.



THE HIDEOUT

Johnson's gang hides in a cave on the east side of the Mississippi. The inside is big enough to house their river runner, and several side chambers make fairly comfortable living quarters.

How this scene goes is determined partly by how the heroes approach the hideout, and partly by their intentions.

If the heroes have followed McGillicuty here, the pirates can be caught off guard. Make the appropriate Aptitude checks to see who surprises whom. If the posse gets the drop on the pirates, there is little hope in a peaceful resolution, since the pirates panic and begin firing once they realize their home has been discovered.

If Wheelbarrow shows the heroes the location of his own free will, they have a chance to negotiate. If they assure Johnson that they just want information, he allows them to come into the cave and talk. Another pirate mans the Gatling gun on the bow of the river runner during the meeting.

In the event that a fight breaks out, the pirates all dive for cover in the living quarters, except for whoever is on the Gatling gun. The gunner tries to keep the heroes pinned down while the rest of the gang shoots at them from the caves.

"RED" JOHNSON

"Red" Johnson is a great, big, burly bear of a psychopath. He likes to tell himself that he chooses only expensive cargoes as his targets because they're the only ones worth the time. The truth is, the crews on those boats are more likely to put up a fight. He loves a good fight, and when he can't get one, he settles for a slaughter.

Charlie Parsons really ticked Red off when he left, but Johnson had nearly forgotten about him when he accidentally discovered him standing guard onboard the *Proud Mary*. The problem was that the rest of the gang

saw their former comrade as well. If Red had been alone, he might have let Parsons go. But with the rest of the gang there he figured he had to make an example of Parsons.

If questioned about Indians, Johnson reveals that he has seen a couple of Indians in canoes crossing the river from somewhere nearby. He mentions that the Indians "looked wrong."

PROFILE: "RED" JOHNSON

Corporeal: D:2d10, N:3d6, Q:3d8, S:4d12, V:3d10

Climbin' 1d6, dodge 2d6, drivin': steamboat 4d6, fightin': brawlin' 6d6, sabre 6d6, shootin': automatics, pistol, shotgun 3d10, sneak 1d6

Mental: C:2d8, K:4d4, M:3d12, Sm:2d6, Sp:3d8

Area knowledge: Mississippi River 6d4, bluff 2d6, guts 5d8, language: English 2d4, leadership 3d12, overawe 7d12, ridicule 3d12, search 2d8, scrutinize 2d8, tale-tellin' 1d12

Edges: Belongings: river runner 3, brawny 3, tough as nails 3

Hindrances: Bloodthirsty -2, outlaw -3, stubborn -2

Pace: 6

Size: 7

Wind: 24

Gear: Johnson carries two .45 Peacemakers, a double-barreled shotgun on a bandolier sling, and a US cavalry sabre.

Description: Red's a large, heavily-muscled man with tattooed arms and long, red hair with a bushy, "mountainman" beard.

PROFILE: LAMONT VALJEAN

Corporeal: D:1d12, N:2d6, Q:3d10, S:1d6, V:4d4

Dodge 4d6, drivin': steamboat 6d6, fightin': brawlin' 2d6, shootin': automatics, pistol 2d12

Mental: C:2d8, K:3d4, M:1d6, Sm:2d12, Sp:2d8

Area knowledge: Marseilles 3d4, language: English 1d4, language: French 2d4, tinkerin' 4d12

Edges: Mechanically inclined

Hindrances: Ferner -3, illiterate -3, outlaw -3

Pace: 6

Size: 6

Wind: 12

Gear: Greasy overalls, a pocketful of tools, spare parts for several machines, and a Colt Lightning pistol with 20 bullets.

Description: This little Frenchman's dumb as a sack of hammers, but if you put any sort of machine in front of him, his eyes light up, and he dives right in with great skill.

PROFILE: SAM DERBY, J. T.

GUSTERSON, LEANNE POUNDER,

AND FARLEY SMITH

Corporeal: D:2d8, N:2d6, Q:2d6, S:3d6, V:1d10

Dodge 2d6, drivin': steamboat 1d6, fightin': brawlin' 4d6, shootin': automatics, pistol, rifle 3d8, sneak 2d6

Mental: C:1d8, K:2d6, M:3d6, Sm:2d6, Sp:2d10

Area knowledge: Mississippi River 2d6, bluff 4d6, guts 1d10, language: English 2d6, search 3d8, streetwise 4d6

Hindrances: Outlaw 3

Pace: 6

Size: 6

Wind: 20

Gear: A .44 army pistol with 50 bullets (Farley and J.T.) and a .45 Winchester '73 with 30 bullets (Leanne and Sam).

Description: A band of rough, brutal, nasty pirates with a taste for blood, who don't bathe very often.

THE RIVER RUNNER

This boat is a standard river runner, as seen in *River o' Blood*. It is based on the design of the Maze runner, but modified to suit operation on the Mississippi. Red stole a damaged river runner from the Confederates a while back and has been having a good ol' time with it ever since.

Although originally a six-pound cannon and two Gatling guns were mounted on the deck, the weapons on Red's boat had been taken off while it was being repaired. He was able to replace one Gatling gun, but he longs for the day when he can outgun one of the Ten Boats. Red had the torpedo launchers removed to allow for easier boarding actions.

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After the heroes have resolved the situation with Red (whether by gunfire, guile, or just dumb luck), they may want to explore the pirates' hideout a bit. That's just fine, as it provides a back way into the next chapter. Perhaps, if you like, Lamont was heard to scream during the fight, and no one has seen him since. Investigating (and an Onerous (7) *trackin'* roll) reveals that he dove (or was pulled) into a tiny passage leading farther away from the river.

If the heroes decide to follow him in, start throwing the tunnel encounters from the next chapter at them. If this does not discourage them from finding out more about what's going on, go ahead and run them through that chapter. They just found a shortcut in the adventure.

ROBERTSON'S SUNDRIES

Anyone who's been in St. Louis for a while can tell the posse about Robertson's Sundries. Wade Robertson, a self-proclaimed historian on the native cultures in North America, runs a small general store/archeology museum on the western side of town, out of the basement of his home. There, he has

RED'S RIVER RUNNER

Durability	Pass	Pace	Turn	Travel
45/9	10	35	3	20 m.p.h.
Fuel	Rel	Mod	Pumps	
2	18	+4	1d8	
d20	Hit Location	Armor	Mod	
1-5	Hull	3	+5	
4-9	Hull (Crew)	4	+4	
10-15	Paddlewheel	3	+2	
16-19	Boiler	4	+1	
20	Rudder	3	-1	

many Indian artifacts available for display for only 10¢ per person. The important part to the posse is that the artifacts are from a tribe which no one has seen before, so there may be a link to the necklace found with Falling Horse's body.

If the posse has been to Robertson's Sundries before, simply adjust the information to fit any changes that may have occurred as a result of that last meeting.

The store itself is small and unassuming, situated in the basement of Robertson's home, which is located in one of the only "good" parts of town left. The place is far enough from the docks not to be drawn into their squalor, and far enough from the barracks not to be harassed constantly. The front door opens onto the sales floor, where shelves, crates, and barrels stand in neat, orderly rows.

Unfortunately, the lean times brought on by the war are evident in Robertson's stock. There is not very much of anything, and what there is usually isn't that good. Behind the counter are two doors. One leads to the storeroom and upstairs to where Robertson lives, while the other usually stands open with a sign next to it that reads: "See the amazing relics of the ancient mound builders! Only 10¢ Each!"

Provided the heroes pay the fee, Robertson shows them into the display room. Here are several pieces of pottery in various stages of disrepair, obsidian and flint knives, warclubs, and jewelry. He even has part of a relief he found in one of the local digs. Every piece is at least 800 years old and looks it. If a hero with the *professional: archeology* aptitude is able to compare the necklace to the jewelry on display, a fair (5) roll tells them that the two are very similar in style, but separated in age by at least 500 years.

WADE ROBERTSON

Wade Robertson is a man in his early 40s who has had just enough education to know that he hasn't had enough education. He is earnest and friendly, with a smile and a handshake for everyone who steps into his store, and he can talk for hours on the subject of archeology and the mound builders. He loves to share what he's learned. If a hero brings out the necklace, either to show him or to compare it with the display, his eyes threaten to bug right out of his head.

"This is incredible," he says, "I've never seen a piece in this good shape. It looks as though it was being worn just yesterday." He steps over to the display and picks up another necklace.

"According to my theory, members of the moundbuilder tribes would wear necklaces like these as a combination of a symbol of rank, clan affiliation, and power totem. They appear in many of the burial mounds, but not all of them; that's why I think they have something to do with rank." He stares at your necklace a while longer.

"Hmm... even with all of that, though, I think this is from somewhere else than our local mounds. Yes, yes, I saw something similar in Cahokia years ago. Pity I can't go back there to do the full scale dig I've always wanted to do. Did you know that Thomas Jefferson once investigated Cahokia?" Robertson's eyes take on a far away look.

If the heroes question Robertson about the mound builders or Cahokia, he tells them what he knows, which isn't much. The Cahokians were a moundbuilder tribe who lived in the area 800 years ago. No one knows exactly what happened to them, and there are no records or evidence suggesting where they moved on to. Some historians believe a sudden epidemic wiped the Cahokians out, but Robertson disagrees. He mentions that he believes the Cahokians were very advanced and that not all of their

mounds were burial mounds. Some of them, he thinks, were temples or maybe even homes.

The excited scholar offers to buy the necklace from the posse for \$20. Whether they sell it or not, he mentions that he has only seen one other piece in nearly as good condition as theirs, and that was Sam Langston's. Sam found a broken knife in his cellar just a few days ago. He showed it to Robertson to get his opinion. Unfortunately, he did not want to sell the item.

Robertson gladly provides Langston's address if asked.

LANGSTON'S HOUSE

No matter what time the posse arrives at Langston's house, there is no answer at the door except for a panicked dog's barking. Peering in the window reveals Langston's springer spaniel Lucy barking and whining. The dog alternates between looking at the front door and scratching at another door on the inside of the house.

This should be enough to get the posse barging in all heroic-like. The front door is unlocked, which should alert streetwise characters to the fact that something is wrong. If the heroes enter, the dog does not challenge them, but instead stands barking at that other door. The other door, is also unlocked, and it opens onto stairs going down to the basement.

There is no light in the basement except what the heroes bring themselves. The scene in Sam Langston's basement can only be described as bizarre. Have the heroes each make an Onerous (7) *guts* check.

The east wall of the basement is partially caved in, and a tunnel leads down and away. The orientation of the dirt makes it clear that the tunnel was dug into the basement from the outside. Lying on the rubble is a dead man: Sam Langston.

His face and tongue are swollen in the manner of someone who has been strangled. In his right hand is a Colt Walker. The pistol is jammed into a pile of something rubbery lying next to him. Part of the pile is wrapped around his neck and is apparently what strangled

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him. There is blood everywhere—the walls and floor are covered with it.

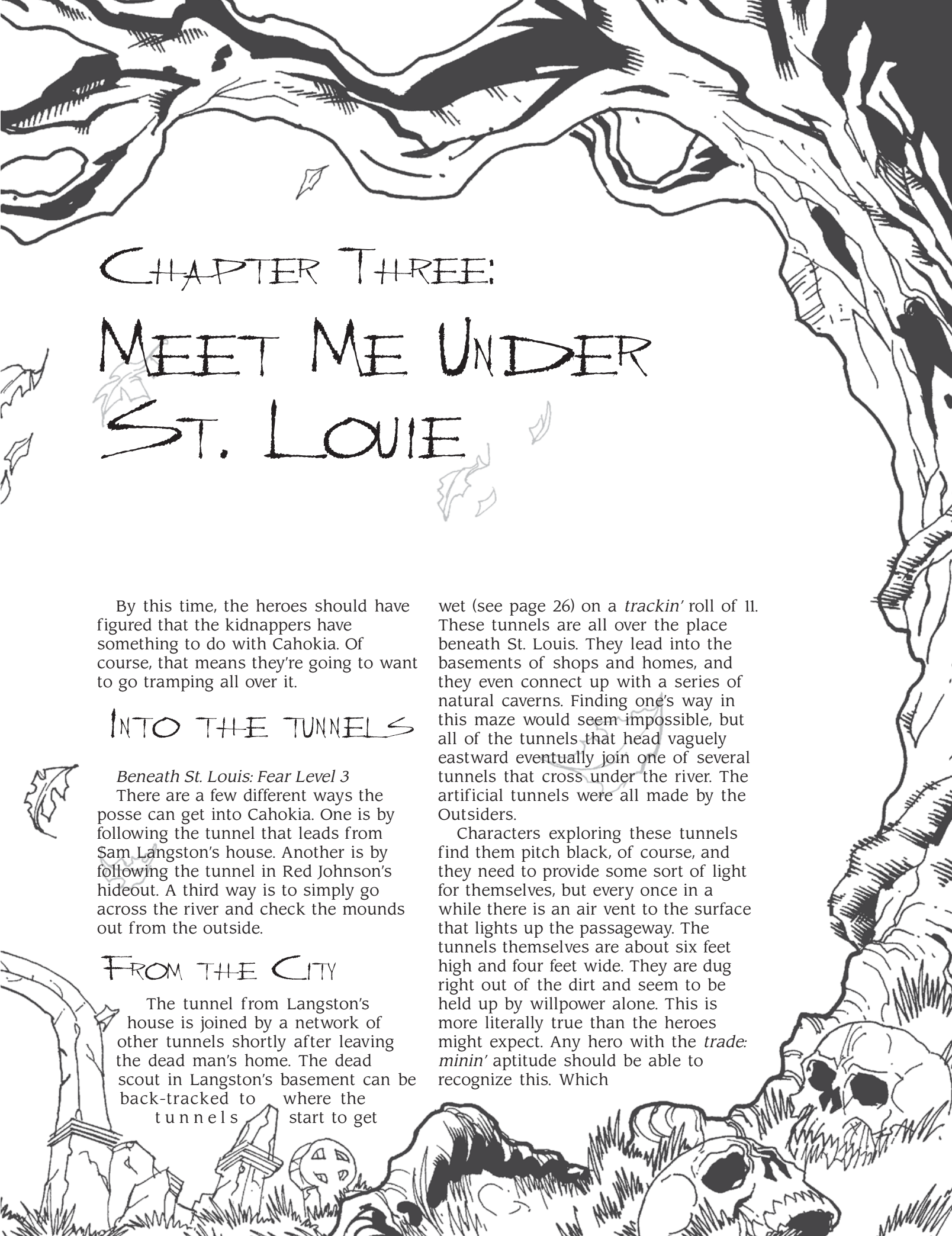
As the characters get a closer look at the rubbery pile, have them make a Hard (9) *guts* check as they realize that the pile is another dead body, but one with apparently no bones. If any hero picked up the boneless corpse before he realized what it was, he needs an Incredible (11) *guts* roll.

After things have calmed down for a second, allow the heroes to investigate the grisly scene. The bodies have been dead at least two days. The boneless corpse is wearing a loincloth and a necklace similar to the one they found at the first crime scene.

Now the heroes should have a good idea of where to go to find Wanamaker's missing crewmen. The tunnel goes down and to the east at a







CHAPTER THREE: MEET ME UNDER ST. LOUIE

By this time, the heroes should have figured that the kidnappers have something to do with Cahokia. Of course, that means they're going to want to go tramping all over it.

INTO THE TUNNELS

Beneath St. Louis: Fear Level 3

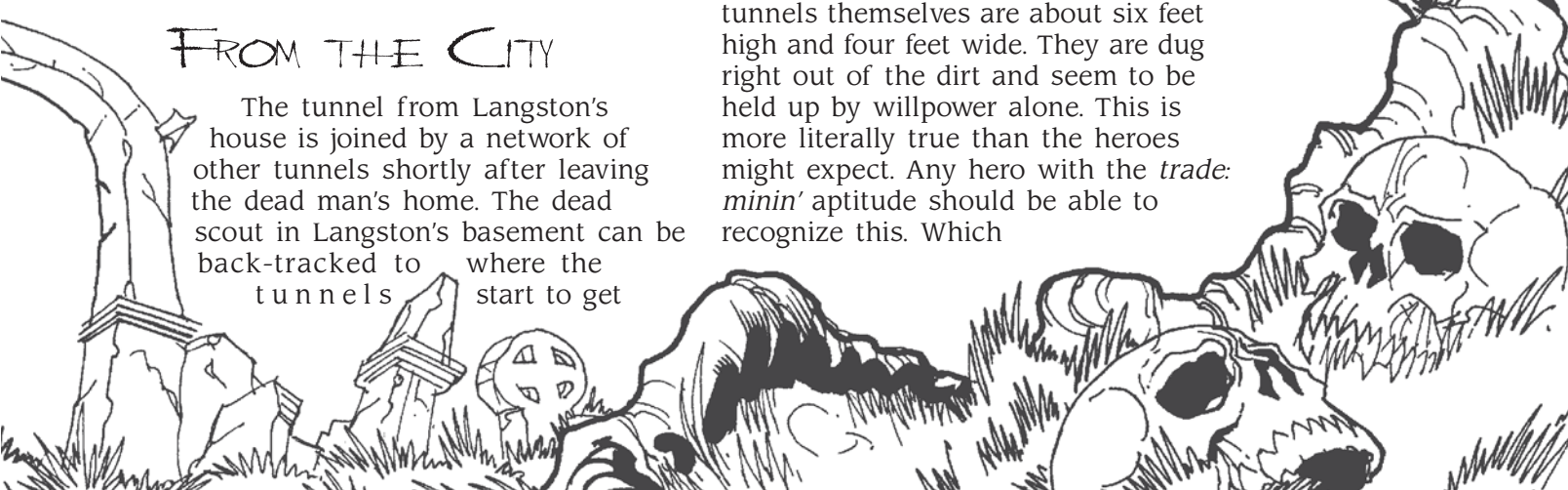
There are a few different ways the posse can get into Cahokia. One is by following the tunnel that leads from Sam Langston's house. Another is by following the tunnel in Red Johnson's hideout. A third way is to simply go across the river and check the mounds out from the outside.

FROM THE CITY

The tunnel from Langston's house is joined by a network of other tunnels shortly after leaving the dead man's home. The dead scout in Langston's basement can be back-tracked to where the tunnels start to get

wet (see page 26) on a *trackin'* roll of 11. These tunnels are all over the place beneath St. Louis. They lead into the basements of shops and homes, and they even connect up with a series of natural caverns. Finding one's way in this maze would seem impossible, but all of the tunnels that head vaguely eastward eventually join one of several tunnels that cross under the river. The artificial tunnels were all made by the Outsiders.

Characters exploring these tunnels find them pitch black, of course, and they need to provide some sort of light for themselves, but every once in a while there is an air vent to the surface that lights up the passageway. The tunnels themselves are about six feet high and four feet wide. They are dug right out of the dirt and seem to be held up by willpower alone. This is more literally true than the heroes might expect. Any hero with the *trade: minin'* aptitude should be able to recognize this. Which





should make her nervous.

The tunnels get progressively lower as they reach the eastern edge of the city, and then they turn slightly south and level off. If the heroes have been keeping careful track of their location (by mapping or with the appropriate *trackin'* or *survival: subterranean* rolls), they should now realize that they are right under the river, heading southwest.

As the tunnel goes on, the heroes receive more reminders. The walls and ceiling become more soggy, water drips constantly, and some parts of the tunnel have standing water in them. The Mississippi is flowing not 20 feet above the heroes' heads, and the place feels like it's about to collapse. It doesn't, but the posse has other problems.

The tunnels dry up shortly after completing the mile-plus trip across the river.

FROM THE RIVER

If the heroes discover the tunnel leading from the pirate hideout, they have a slightly less nerve-wracking journey. Once again, the tunnels are pitch black, dug right out of the dirt, and have no visible means of support. This tunnel, and the ones like it in the riverbank, lead east as well.

Along this route, the posse finds more obvious evidence that someone has been here. The roots of trees have been chopped up in some places where they break through the walls.

These tunnels all converge at one point where they connect to the main Cahokia complex.

TUNNEL ENCOUNTERS

So once the heroes find the tunnels that lead to Cahokia, they can safely walk right into the Outsiders' complex, right? Heh. Will they never learn?

No matter which tunnels the heroes take, they are going to run into a few subterranean surprises. Try to space the encounters out a bit. Play the first encounter soon after they discover the tunnels. Then, after they've had a chance to relax a bit and think they might be safe, throw another one at them.

After that, wind down a bit, let everyone get up and get a soda, and start describing the tunnels again. Once everybody's relaxed, hit them again. After this, your posse will probably be pretty tense. Now, while they're all still jumping at shadows and saying silent prayers to themselves, hit them again, just for laughs.

Try to scale the encounters to the strength of the posse. If the heroes waded through the Snake's Den and Red Johnson's gang with little problem, use all four encounters. You may want to toss a cave crawler from the caverns beneath the Brewery (as seen in *River o'*

Blood) if the characters are particularly bad-assed. If they've had some trouble, tone one of the encounters down some or remove it entirely.

SCOUTING PARTY

While the posse is moving down a tunnel, they round a corner and run right into a team of four Outsider scouts (see Chapter One for description). Roll for surprise for both sides. The scouts had just arrived in this part of the tunnels and were not expecting to see anyone else here. They are here to gather information on test subjects.

One of the scouts attempts to flee back to Cahokia, while the others try to hold the posse off. If one of the scouts is put down, winded out, or captured, he goes limp (see page 9). This is a good time for the players to make a *guts* check.

MUD MEN

This encounter is best if played while the heroes are still in the wet part of the tunnels, or at the very beginning if they are coming in from the river. The posse is automatically surprised by four Mississippi mud men.

Gytiuchepa has summoned up a few dangerous and disgusting critters to guard the Outsiders' home. The Mississippi mud men are created with Gytiuchepa's own version of the *zombie* spell. He immerses a small bone or bone shard that he has pilfered from one of his own people's burial mounds into the rich mud of the Mississippi and calls the mud man forth. A stocky, slimy, humanoid mockery of life arises, made out of that same mud.

The mud men are vaguely humanoid in shape, with two arms, two legs, and a head, but there is no definition of any features. The legs usually just blend in with the muck around them, so it is not even certain if they have feet. Their arms end in thick, clumsy hands with five fingers, but sometimes those hands change shape and become large sledgehammers of mud, ending with large river rocks. Their heads appear to have to holes in approximately the right location for eyes, but it looks more like someone just jammed his thumbs into

the mud. They don't ordinarily have mouths, but when the mood strikes them, they can open a maw as wide as their whole head in a mockery of a scream or to gulp something down.

When not active, the mud men can meld with river mud around them, and they are impossible to detect. When any non-Outsider walks over or nearby the mud men's resting place, they squelch into action ("spring" is just the wrong word here) by grabbing the ankles of the intruders and yanking them to the ground with a success and a raise on a *fightin': brawlin'* roll. After their presence is thus announced, they rise up fully from the muck and attack.

PROFILE: MUD MAN

Corporeal: D:1d4, N:3d8, Q:1d6, S:6d12, V:4d12

Dodge 2d8, *fightin': brawlin'* 4d8

Mental: C:1d4, K:1d4, M:1d4, Sm:1d4, Sp:1d8

Pace: 8

Size: 6

Wind: 20

Terror: 5

Special Abilities:

Damage: Hammer fists (STR+1d4)

Immunity: Since they are made of river mud, mud men take no damage at all from any edged weapons. When an edged weapon strikes one of them, it simply passes through the mud, which then reforms behind it. Blunt weapons and bullets do half damage from the shock. Magical attacks do full damage, while fire-based or cold-based attacks do double damage.

Weakness: The "heart" of a mud man is the bone shard with which he was created. It swims around inside the creature's body so that it can't be the target of an attack. As long as the shard is still intact, a mud man that has been destroyed can reform itself 10 minutes later. At the beginning of each round, roll 1d20 to see where in the mud man's

body the shard is. If an attack hits that location, roll 1d6. On a 6, the shard has been hit and is destroyed. The mud man dissolves immediately.

HOME GUARD

Four of the Outsider warriors and the shaman Mazif have been posted in the tunnels to guard the approach to the underground city. Mazif is deeply resentful of this posting, since he wanted to be involved in the testing of new subjects, so now may be a good opportunity for the posse to try convince him to turn against Gytiuchepa.

The warriors, of course, fight to the death. Mazif fights half-heartedly, doing a lot of dodging, while he taunts the heroes with utter nonsense. ("You think you're so big, just because the moon talks to you!" "No one can withstand the fire of the Anteater!" "Buffalo farts will sink Heaven!")

If the heroes respond with anything rational, Mazif then fights to the best of his ability until seriously wounded, at which point he tries to escape. If, on the other hand, they respond with nonsense of their own, he stops to listen, then tells them that they make a good point.

Here is the posse's chance to gain an ally—a dangerously unstable psychopathic ally. If they roll well on their *persuasion* attempts (at least two raises) or if they impress you with some warped bit of madman's logic, Mazif agrees to help stop Gytiuchepa, but only from the inside. With that, he runs down a tunnel and is soon lost in the maze—using his powers of illusion. Don't worry, he'll be back.

REALLY BAD DOGS

Okay, so they're not dogs. Even the Outsiders don't know what the Hell they are. A pack of these nasties met them in the Hunting Grounds and realized, "Hey, a lot of folks are gonna get killed

around these guys!" That sounded like too much fun to ignore, so they tagged along and have been acting as the Outsiders' pets and guard beasts. Two of them are right in front of the posse, ready to pounce.

They look like what would happen if a wolf, an alligator, and a bag of broken glass mated. They have four powerful legs with claws, obscenely large and glassy, tooth-filled jaws that open sideways. There's a pair of eyes on the top of the head and another inside the mouth; and sharp protrusions of a glassy substance all along their hide.

The dogs are very intelligent, and they can smell magic. Their first target is any character with an *arcane background* edge. They fight as a team, with one positioning itself between the target and the rest of the posse, cutting him off, while the other rips the target to shreds.

PROFILE: BAD DOG

Corporeal: D:1d4, N:3d10, Q:3d12, S:5d10, V:3d8

Dodge 4d10, fightin': brawlin' 6d10, sneak 4d10

Mental: C:4d8, K:1d6, M:3d8, Sm:2d12, Sp:2d8

Overawe 5d8, scrutinize 3d8

Pace: 10

Size: 6

Wind: 16

Terror: 7

Special Abilities:

Armor: 2

Damage: Bite (STR+1d8), Claw (STR+1d6).

Smell Magic: The dogs can smell magic on a person or an object.

Coup: A Harrowed who kills one of these beasts gains the ability to grow glassy protrusions on his body. The Harrowed character must spend 1 Wind per body part he wishes them to sprout on. The growths last for one hour and give the character one point of Armor and add +1d4 to his *fightin': brawlin'* damage. This is not a subtle gift and can't be hidden while active.

MOUNDS

Cahokia: Fear Level 4

Coming at the Outsiders' home from above ground is a bit tricky. Anyone wanderin' near Cahokia who is lax about their *sneakin'* is spotted and challenged by the Union patrols from the camp up in East St. Louis. These are not the swaggering occupation troops like the Rebels across the river. These boys are twitchy, paranoid, and thoroughly spooked. In addition to pulling duty in a highly hostile location, and that whole language thing (see **The Deal With Languages**), the mounds have been giving them the creeps fairly constantly since they got here, and a couple of troopers have gone missing.

The soldiers demand that the heroes identify themselves and what they are doing in the area (if the heroes arrive in daylight). If the heroes arrive at night, the soldiers just start shooting. If the heroes are taken prisoner or go with the troopers willingly, they're taken back to the Union camp and brought in front of Agent Parkhurst (see below).

In the event of a chase, the heroes may have a bit of an advantage if they run onto the mound complex. The Union troopers reign their horses in at the edge of the complex and hesitate for a full round before continuing the pursuit. When they do follow, they do so slowly and very cautiously. The horses refuse to enter the tunnels.

The reasons for this becomes evident when the characters first set foot on the mounds. Anyone with one of the *arcane background* Edges can feel the air crackling with spiritual energy (although they may not know what they're feeling). The whole place is vibrating with it, and the affected characters might wonder why no one else can feel it. Horses and other animals can definitely feel it, however, and they begin to get skittish among the mounds. Animal *wranglin'* or *ridin'* rolls are suddenly necessary for the simplest of tasks at a Foolproof (3) TN, and tasks that require a roll now have +2 added to their difficulties.

As a result of this "vibe," there are no normal animals in the mounds area: no

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birds, no rabbits, no mice, no snakes, no beavers—nothing but insects.

To find their way in, the heroes need to search the ground. There is a small hole in the roof of the shamans' house (#4 on the map on page 48). A Hard (9) *search* roll locates it. They may be able to find an air vent if they fail this roll (your choice, Marshal).

THE DEAL WITH LANGUAGES

By the time the heroes have encountered a few of the Outsiders, they may wonder why or how they speak English. They don't. After he saw a little bit of the world they had arrived in, Gytiuchepa decided, since he had such luck with the last ritual he designed, to create another one that would allow him and his followers to understand the speech of the people around them. This, also, was a frightening success.

Everyone within two miles of Cahokia instantly understood every language he or she might come in contact with. This suited the Outsiders just fine. Unfortunately, it has caused some confusion in the countryside above. Imagine suddenly being able to understand what your neighbor is saying, despite never having learned how to speak his tongue. Luckily, the only people affected by it on a long-term basis have been the soldiers in the Union camp.

The effect wears off in a few days if a person leaves the area, but anyone who crosses into it, whether she's been there before or not, gains this unusual ability.

Naturally, many folks don't notice this, being surrounded most of the time by speakers of their own language. What it means to the posse is that no one can carry on secret conversations in a foreign tongue.

AGENT PARKHURST

Daniel Richmond Parkhurst is an officious little snot who climbed the ranks within the Agency through a careful program of efficient snooper and expert brown-nosing. And that's what his friends say about him. He does have some investigative skill, however, and has been assigned as a liaison to the camp in order to get to the bottom of the strange disappearances in the area.

At first, Parkhurst naturally expected to find some Confederate mad scientist or ghost behind it all, or at least some kind of Rebel trick. But then he found out that people were going missing on the other side of the river as well. By carefully examining the cases and disregarding those that fall outside the profile, Parkhurst has discovered one bit of information that no one else has. Unfortunately, he's not in a position to share it with anyone who can put his knowledge together with anything else to come to a conclusion about who is doing the kidnappings, and why.

What Parkhurst has discovered is that no two victims share the same ethnic background. He is not sure what that means, but he has suggested certain roster changes to the camp commander, assuring that no trooper who is still "at risk" because of his background has night duty outside the camp or alone.

He knows that something very strange is going on in Cahokia, but he believes it's just a routine haunting, and he does not see a connection to the disappearances.

When meeting the posse, Parkhurst is rude, condescending, and threatening. If there is another Agency operative or other Northern law-enforcement official in the posse, Parkhurst simply harasses and delays them for a bit, then allows them to go about their business. If there are no such folk in the group, he holds them for questioning for several hours, letting them go if they do not cause trouble. If there are any Confederate

types or, worse, Texas Rangers in the posse, he has them all arrested and placed in the stockade to await transport to a different facility. The heroes then need to escape before the adventure can continue.

PROFILE: AGENT PARKHURST

Corporeal: D:3d8, N:2d10, Q:4d6, S:1d6, V:2d6

Climbin' 1d10, fightin': brawlin' 2d10, lockpickin' 2d8, sneak 3d10

Mental: C:2d12, K:1d8, M:4d10, Sm:3d6, Sp:2d6

Academia: occult 3d8, area knowledge: East St. Louis 2d8, bluff 2d6, guts 2d6, language: all 1d8, leadership 2d10, overawe 2d10, persuasion 2d10, professional: law 2d8, scrutinize 3d12, search 3d12, streetwise 3d12

Edges: Law man 1

Hindrances: Enemy: the Confederacy -3, obligation: posted to East St. Louis until situation is resolved -5

Pace: 10

Size: 6

Wind: 12

Gear: A badge, several maps, and a Gatling pistol with 50 bullets.

DOWNTOWN CAHOKIA

Fear Level: 5

The posse has entered the central area of Cahokia, where the Outsiders' plans are under way. Below is a key to the map on page 48. The descriptions of people and things present assumes the Outsiders have no notice of the posse's arrival. If a scout was able to get away, or some other circumstance has given warning, then the houses are empty, and there are five warriors in each "building."

THE STREETS

The major pathways in the city are all dug along the routes of the original Cahokian streets. The floor in these tunnels is made up of ancient paving stones, contrasting sharply with the rough earthen walls and ceiling.

1. STOCKADE

This mound originally marked the perimeter of "downtown" Cahokia. Now it marks the entrance to the compound from the tunnels that come from St. Louis. All of the tunnels converge just before the stockade, allowing the guards within to effectively bar entry. The interior of the stockade is Spartan, with a few benches for the warriors to rest on when not watching the entryway.

The post is manned by four warriors and one of the "dogs" (see page 28).

2. HOUSES

Each of these mounds serves as home to a few of the warriors and scouts. The interior typically consists of one large room with a loft about seven feet off the floor in the rear half. The area beneath the loft is used for sleeping on the bundled skins and furs on the floor. The loft itself seems to be a meeting area or perhaps even a "dining room." The front part of the room is reserved for work of any sort: building and repairing tools and weapons, preparing food, sewing clothing, etc. Since there are very few women among the Outsiders, many men perform these traditionally female tasks.

When the posse arrives, there are 2d4 Outsiders present in each house, divided between warriors and scouts. They are most likely not expecting visitors, so the encounters can go several ways. The obvious way is with a big fight. It's also possible for the heroes to sneak past, allowing the posse to reach other parts of the city unmolested.

The final way is to bluff. It may not seem that bluffing is a good idea, but remember that the Outsiders are all insane. Clever characters who play on the delusions of individual Outsiders may be able to skirt by them. Outsiders cannot be tricked into betraying the tribe or Gytiuchepa, however. As crazy as they may be, they're still loyal. Don't let the players get complacent with this tactic. If it works at one house, it might fail at the next.

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3. SHAMANS' HOUSE

This is the house that Mazif, Poquaht, and Vaaccepte share. It is a bit more luxurious than the warriors' and scouts' houses, in that it has furniture. In addition to the ancient Cahokian furniture they had left here hundreds of years ago, there are some new pieces stolen from the world above. Vaaccepte, in particular, has stolen several chairs and a desk from various houses in St. Louis and drafted a couple of warriors to drag his new treasures through the tunnels. The posse may be confused to find modern furniture here, but there's nothing here to explain it to them, so let them wonder.

In the roof of this mound, there is a small hole that leads up to the ground above. Poquaht chose the spot underneath the hole as his bed so that he could watch the moon at night. He did this for several weeks while he was trying to figure out what to do with the black sun idol.

If the heroes are wandering above and find the hole and dig it out a bit, they can drop into the inside of the house where they will discover that there is an underground complex beneath Cahokia.

No one is present here when the heroes arrive.

4. DUMP

For weeks now, the Outsiders have been kidnapping people and dragging them down through the tunnels for their experiments. Naturally, the test subjects need to be disrobed, so their clothing and personal effects have been gathered up. Many of the objects the Outsiders found themselves in possession of were completely alien to them, and they did not know what to make of them. Everything they didn't know what to do with has been tossed into this room.

The floor here is knee-deep in ripped clothing, belts, guns, and other items. A Fair (5) *search* roll helps to separate the



good stuff from the junk. Here is a list of the useful "trash" littering the floor.

- 2 Colt Dragons
- 1 LeMat Grapeshot pistol & shotgun
- 3 Smith & Wesson No. 2s
- 6 Springfield 1873 rifles
- 4 sabres
- 7 sticks of dynamite
- 1 copy of *The Tombstone Epitaph's Guide to the Weird West*
- \$638 in Union bills
- \$402 in Confederate scrip
- 1 bicycle
- 8 right-handed gunbelts
- 2 left-handed gunbelts
- 1 *Holy bible* (King James edition)
- 3 complete Confederate infantry uniforms

5. GUARDPOSTS

These posts are easily defended positions where, theoretically, a few men can hold off dozens. There are three warriors at each post, along with a pile of spears and a movable rampart made of wood and rock that can be placed across any entrance to the chamber. The warriors can then duck behind this shield (Armor 4) and throw spears over it down the passageway. If things begin to go badly, they have been instructed to send one of them running to the temple to alert Gytiuchepa. The problem with having an army of lunatics, however, is reliability. Consider the guards to have a Reliability Number of 15. Roll 1d20 at the start of each round in which they should follow that instruction. A failure means just that.

6. STORAGE CHAMBER

This circular mound is where the Outsiders store their foodstuffs. Mushrooms, roots, dried meats, stolen grain, and some fruit are in here. None particularly tasty, but all perfectly edible.

7. FARMGROUNDS

These areas were open to the air hundreds of years ago. Once decorative flower gardens, they now serve as mushroom gardens for the Outsiders' food. The stink here is something to write home about, and it can be detected about 20 yards down any tunnel that connects to it.

8. THE TESTING FACILITY

A thoroughly bad place, the heroes must make a Hard (9) *guts* rolls just for stepping in. This is where the shamans have been testing the prisoners they've been abducting. As the heroes enter, they become aware that the entire floor is sticky. Looking down, they see the floor is awash in partially dried blood and other fluids. The stench is appalling.

There are five low tables in this room. On each table is a body. One has been dissected, but not with any scientifically recognized techniques. The skin has been cut off at some points and scraped off at others, and the organs look as if

they've been rummaged through. Another body is covered in bluish-green welts, similar to a particularly venomous spider bite, although no bite marks can be found. The third victim looks as though it's been burned to a crisp, but the eyes are still intact, staring lifelessly at the ceiling. The fourth appears to have been dissolved away from her bones.

The fifth victim has had every inch of skin flayed from his body, so only a bloody mass of muscle can be seen. As the characters get near it, the eyes open. Have everyone make an Incredible (11) *guts* roll as they realize that this one is still alive. The poor bastard begs, "Kill me, please." That's all he can croak out. Let the players figure out how they want to handle this.

There is nothing of any use to any sane or decent person in this mound.

9. HANGING ROOM

This mound is very similar to a step pyramid. The interior shows the delicate balancing act that had to be performed by the blocks before it was stable.

Anyone stepping into this mound must make an immediate Onerous (7) *guts* check. Hanging from the ceiling by vines are at least a dozen bodies. The bodies are suspended horizontally, with vines supporting their waists, legs, arms, chests, and heads.

A quick inspection of the victims reveals that three of them are still alive: one black man, one white man, and one German woman.

Cutting them down without hurting them is tricky, since they are weak and only barely conscious, plus they are suspended seven feet off the floor. Let the heroes figure out how to do this, and then let them do it. Roll a die behind your screen every few minutes so they think they might be discovered, but let them off easy this time.

Once the heroes have the people in hand, they should start looking for a way out. If they don't, remind them that the abductees are very weak and cannot last much longer.

10. THE CHAPEL OF

THE BLACK SUN

This mound was originally a sub-temple of the main Cahokian temple. Since the Outsiders have returned, however, it has been used as a training ground for the warriors and scouts to wrestle, spar, and shoot in. The pyramid-shaped temple is completely hollow, filled with racks of weapons and training equipment. Skylights carved into the ceiling would have once lit the building, but large braziers located in the four corners of the building now serve that purpose. Poquaht has just taken it over, hoping to catch the next group of warriors or scouts that enters the chamber so he can test his idol.

As the heroes enter this mound, they see an Indian in robes, kneeling on the floor with his back to them and his arms outstretched. This is Poquaht. He appears to be praying to an idol hanging from the ceiling above him. The idol is an obsidian carving of the sun. He does not react to any calls or actions from the heroes—unless they actually attack him—until they are all in the room. Once they are all in, or one of them attacks him, he lets his quills fly. They tear through his robe at the posse. While the heroes are dealing with the quills, he stands up and turns around, and the black sun suddenly starts glowing.

Have everyone roll an Incredible (11) *Strength* check. Anyone who makes it can move at one half his normal Pace. Anyone who does not make the roll is instantly flung to the ground by the force of the black sun's horrible light. Unless a character makes the *Strength* roll, any physical actions he tries have a +10 modifier to the difficulty. If a character has made her *Strength* roll, she can act, but all physical actions have a modifier of +5 to the difficulty.

At the end of each round after the first that a hero lies under the black sun's light, his *Strength* goes down by -1 die type. When it is down to d4, he begins losing Coordination levels. When the hero is reduced to 0d4, he dies. If a



hero can get out of the light before that happens, all dice and levels return at a rate of +1 per round.

If the black sun idol is destroyed, the light goes away, as well as its effects. Ten points of damage from any weapon can do it, but the idol is too high to hit with a fighting weapon other than a spear. As a target, it counts as a called shot, +6. So a character who has made her *Strength* roll needs to roll a 16 to hit it. Hope she hasn't used all her chips!

Poquaht, who is unaffected by the black sun, laughs at the heroes while they are on the floor. "Hmm," he says, "I was going to test my black sun on some of my fellow Outsiders. Lucky for me you came. What is it like?" If anyone answers, he crouches down on the floor, delightedly discussing the nuances of pain with her. If no one answers, he

continues, "When I found it, I wasn't sure if I wanted it. But everyone on *that* world was dead, so they didn't want it." He chuckles and clucks his tongue as the heroes try to destroy the sun or attack him.

"Gytiuchepa didn't want me to use this in the tests. He said the specimens were too important to waste. Chiefs are sometimes like that. They all hate to be shown up. Well, now that I know it works, I can bring it to him and we can use it to defeat the manitous, and he can say he did it if he wants."

He walks around the idol, gazing at it fondly. "We can raise this high into the sky where everyone will see. Then they will all be dead, and the manitous will starve without any fear. Without any more of Gytiuchepa's rituals, as well."

If the posse destroys the idol, Poquaht quickly retreats into one of the passages, mumbling to himself, before the group is back to full strength.

11. THE CHIEF'S HOUSE

This is where Gytiuchepa lives. It is a large room with no furniture save a huge pile of furs in the center of the floor. Propped up in the corner of this room is a strange spear.

The dirt in here has been entirely dug away from the walls, unlike most places in the complex. Gytiuchepa has been busy with those walls too. He has been drawing and painting on them so that they are almost covered with insane doodlings. Have any character who is looking at it to roll an Onerous (7) *Cognition* check. A success tells him about what he sees.

The main subject of the painting seems to be a great figure with a headdress of feathers drawn into a fan behind his head. It shows him walking over the entire world, stepping on the dead bodies of men, women, and children, smiling with pride. In the background, evil-looking creatures (possibly spirits) are wailing and gnashing their teeth in defeat.

THE BONE SPEAR OF GYTIUCHEPPA

Gytiuchepa brought this weapon back with him from the Hunting Grounds. It is seven feet tall and made

from a single, jagged tooth of some horror from the deep Hunting Grounds.

Powers: The spear works much like a normal spear, until blood is drawn. The wielder of the spear can smell when blood has been spilled, which instantly drives her into a berserk frenzy that doesn't end until either the wielder or all of her enemies are dead. When berserk, the wielder can make two hand-to-hand attacks on each action.

Taint: A character who possesses the spear automatically gains the *bloodthirsty* Hindrance, which she keeps until the relic has been out of her possession for at least a week. When berserk, the wielder's *fightin'* levels are not added to an opponent's TN to hit her. She must also rush into hand-to-hand combat no matter what the situation. When berserk, she may not jump over a cliff to get at someone, but she's happy to charge an army alone.

12. THE DOG HOUSE

This is where the Outsiders keep their "dogs" (see page 28). There are currently two of the beasts here.

13. THE TEMPLE

The largest mound in Cahokia, Monk's Mound, was named for an order of Trappist monks who once settled nearby. It is just a coincidence that this mound was, in fact, a temple. Now the interior is almost as clean as when it was first built. The only inhabitant of the temple currently is Gytiuchepa, who spends most of his time here, mumbling to himself and scribbling with charcoal on the floor.

When the posse enters, he looks up with a start, and vanishes. He has used his powers to escape. Don't worry, the posse gets another crack at him later.

14. STAGING ROOM

This is where many of the Outsiders' "recruitment" missions start. There is a pile of extra spears and clubs here, as well as several cloth bags big enough to carry a person in.

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15. ENTRYWAY

This chamber is filled halfway with water. Anyone entering it is waist deep after the second step. They don't get any deeper, though, and continue like that to the river. One of these tunnels is the one that leads to Red Johnson's hideout. The others go to hidden canoes for the Outsiders to use to cross the river.

GETTING OUT

There are a few ways out of the complex, but one thing is sure. Whichever way the heroes came in is closed to them now. Shortly after the heroes enter, the Outsiders collapse the tunnels or cave in the room through which the posse entered. Plus, there are several dozen alert warriors combing the passageways the heroes have been down, so whichever route they didn't take in, that's the way they should feel encouraged to take out.

On the way out, hit the heroes with an encounter they may have missed on the way in. For instance, if "Red" Johnson & gang are still around—and have yet to be encountered—then the heroes might walk out right into the pirates' hideout.

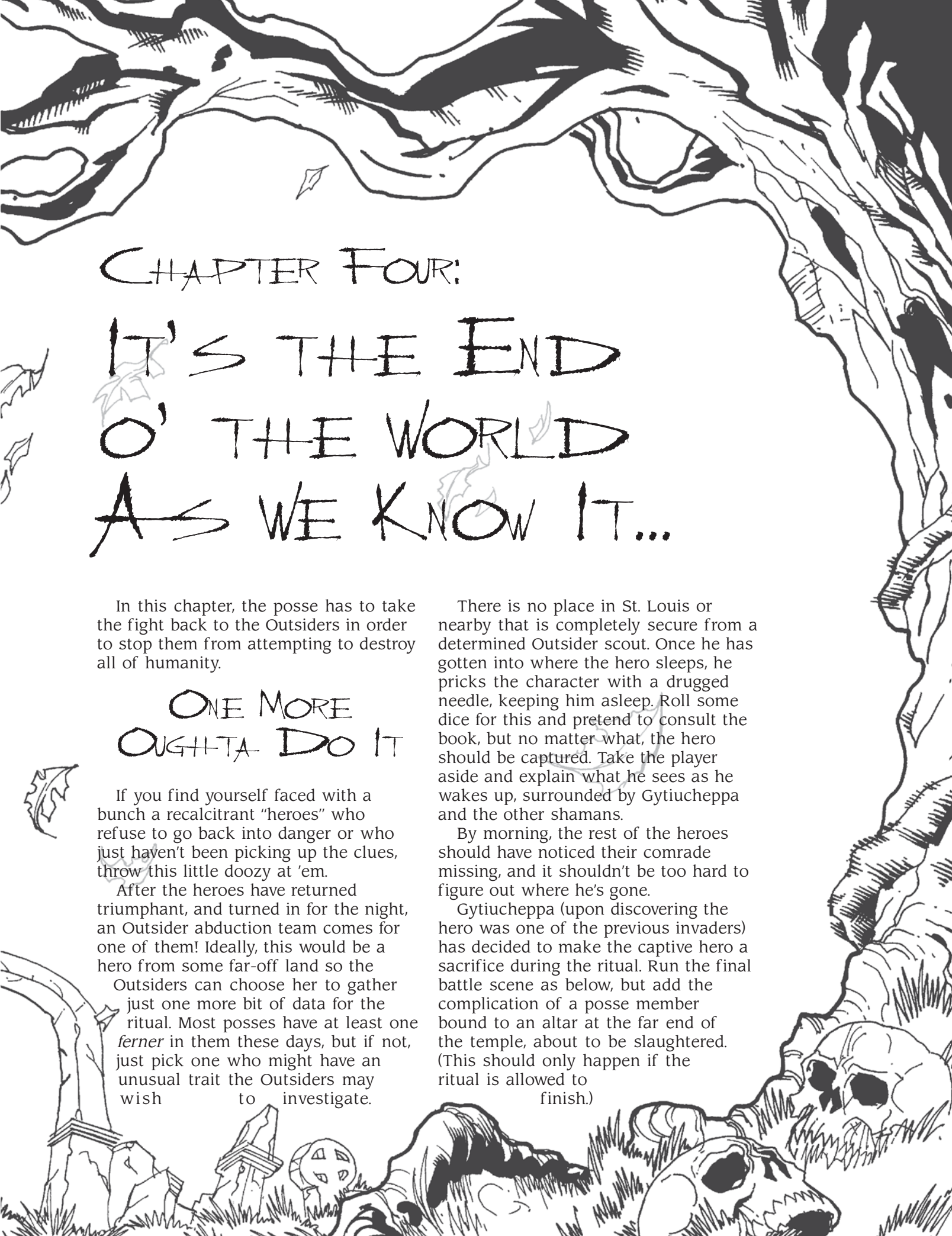
If the heroes run toward the river and don't run into Johnson, they emerge in a water-filled cave with a couple of canoes tied up. The canoes are perfectly sound, and each can take four people.

Once back in friendly territory, the heroes have no trouble getting the abductees to medical help. Before they figure it's time to ride off into the sunset, however, one of the patients calls them back.

ONCE MORE UNTO THE BREACH

August DuPree, the formerly missing crewman from the *Proud Mary*, clutches onto one of the hero's shirt. With his eyes wide with terror, he says,





CHAPTER FOUR: IT'S THE END O' THE WORLD AS WE KNOW IT...

In this chapter, the posse has to take the fight back to the Outsiders in order to stop them from attempting to destroy all of humanity.

ONE MORE OUGHTA DO IT

If you find yourself faced with a bunch a recalcitrant "heroes" who refuse to go back into danger or who just haven't been picking up the clues, throw this little doozy at 'em.

After the heroes have returned triumphant, and turned in for the night, an Outsider abduction team comes for one of them! Ideally, this would be a hero from some far-off land so the Outsiders can choose her to gather just one more bit of data for the ritual. Most posses have at least one *ferner* in them these days, but if not, just pick one who might have an unusual trait the Outsiders may wish to investigate.

There is no place in St. Louis or nearby that is completely secure from a determined Outsider scout. Once he has gotten into where the hero sleeps, he pricks the character with a drugged needle, keeping him asleep. Roll some dice for this and pretend to consult the book, but no matter what, the hero should be captured. Take the player aside and explain what he sees as he wakes up, surrounded by Gytiucheppa and the other shamans.

By morning, the rest of the heroes should have noticed their comrade missing, and it shouldn't be too hard to figure out where he's gone.

Gytiucheppa (upon discovering the hero was one of the previous invaders) has decided to make the captive hero a sacrifice during the ritual. Run the final battle scene as below, but add the complication of a posse member bound to an altar at the far end of the temple, about to be slaughtered. (This should only happen if the ritual is allowed to finish.)

GOING BACK IN NOT-SO-SNEAKY

Now that the posse knows where most everything is, getting back in is much easier. The problem is going to be surviving the experience once they get into the city.

SNEAKY

The posse could hurriedly explore the caverns beneath St. Louis for an entrance to the Outsider's tunnel system. (They should be able to recognize them by now.) Getting access to the caverns could mean having to convince the owners of the Lemp Brewery to let the heroes run amok in the brewery's basement. It could also involve facing a couple cave crawlers.

They could also use the tunnel inside the pirate hideout, since that one is still open. Of course, if they haven't dealt with Red and his crew yet, this could be a pretty inopportune time.

Either of these methods allows the posse to creep right through the complex and into the temple, since every single Outsider is in that building for the human race's send-off. Granted, that still leaves the mud men.

Remember the tunnel they originally came through is now sealed, so whichever tunnel they go through now has four mud men lurking in it. Also, a pair of the Outsiders' dogs are sitting right at the temple entrance. And finally, remember how we said the tunnels were held up by willpower? Well they really were. Now, with the entire population of Cahokia in the temple or focusing on the ritual, the tunnels are rapidly falling apart. Each round the posse is in the tunnels, roll 1d20. On a 20 the tunnel they are in partially collapses, slowing movement down to a crawl. If they are in a partially collapsed tunnel and you roll a 20 again, the entire thing caves in, blocking the passage and crushing anyone dead who does not make an Onerous (7) *Nimbleness* check.

Another way to get in is to go on down to Cahokia (dealing with the soldiers, just like before) and find a way in. The hole in the roof of one of the houses is still there.

If anyone steps into the mound area now, he feels a tingling, similar to what those with *arcane backgrounds* felt earlier. Heroes with *arcane backgrounds* feels that a great river of spiritual energy is flowing through Cahokia from the Hunting Grounds, towards the building under Monk's Mound.

DAMN NOISY

There is no problem so complex that it can't be blown up. An expert application of dynamite to the proper parts of the base of Monk's Mound can open up a nice little door, as well as a whole mess o' trouble. The "dogs" waiting outside the temple spill out of the opening to attack everyone nearby.

WHAT IF THE POSSE GOES FOR HELP?

Some enterprising heroes might decide to get a bit of assistance on this last battle. There's no reason why they can't, except everyone will think they're a couple bullets shy of a cylinder. Good candidates for this assistance would be the either the Confederate or Union Army. It takes a success and three raises on a *persuasion* roll to convince the commanders that they are needed to save the world. The heroes can contact the commanders of both sides, but it's nearly impossible to get the two sides to work together—requiring an additional Impossible (13) *persuasion* roll for each of the commanders.

If the heroes do manage to bring in reinforcements, beef up the Outsider forces to match them. But whatever happens, the final battle with Gytiuchepa should be up to the posse.

The Confederacy can afford to spare ten men for this mission, and Agent Parkhurst, the weasel from the Agency will assign ten Union troopers (but doesn't volunteer himself) if the posse thinks to contact him.

THE CAHOKIA TOWN MEETIN' O' DOOM

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However the heroes reach the temple, they should arrive in time to see the Outsiders all gathered in the temple, performing the ritual. The spiritual energies are so thick here that they can be seen with the naked eye. Ghostly shapes rush through the temple entrance, past the heroes and into the shamans, scouts, and warriors on the floor. It passes through them and then converges on Gytiucheppa, who stands on the dais at the far end. His hands are stretched upward in a fan, and he is laughing maniacally.

If the posse just stands and watches, the ritual runs its course in 10 minutes, and the place starts going to Hell in a handbasket. But when did you see a posse just watch?

The best way to disrupt the ritual is to fire a shot into Gytiucheppa. Any loud noise at all works, but that is the most satisfying. Once the ritual has been halted, the entire tribe of Outsiders goes ballistic.

Gytiucheppa quickly calls to the tribe, "Stop them! The Outsiders shall defeat the Evil Ones' pawns forever! No one can stop us! The world will be cleansed!" With that, he turns back to the ritual while the rest of the tribe occupies the heroes. (There should be

enough of them to do that.) While the battle rages on, Gytiucheppa begins the ritual again, channelling the energy he had already gathered and pulling in more from those Outsiders in the outlying tunnels.

The final battle should be confused and messy. There is one scout for each hero, plus one and a half warriors (round up) for each hero, plus three shamans (Mazif, Vaaccepte, and Poquaht, if they survive, plus one or two others, depending on the posse's strength), and finally, Gytiucheppa and his little friend Kiodash (more about him on page 40).

If the heroes were successful in subverting Mazif, then he and Kiodash join the fight on the side of the heroes, with attacking Gytiucheppa.

Vaaccepte tries to stay at the back of the fight and manipulate the heroes using anything they may have left behind during their previous foray. Otherwise he stays out of the fight unless he is personally threatened.

Once the battle starts, the clock is ticking again. If Gytiucheppa is allowed to perform his ritual uninterrupted for seven rounds, the worst happens: The St. Louis area becomes a Deadland.



KIODASH

Kiodash is the Outsider the Hunting Grounds treated the roughest. He got turned, literally, inside out. It's not pretty. It's also not comfortable. Kiodash lives in a constant state of agonizing pain and mad rage and has to be kept in a bag or he would attack everything in his path. Well, once the bag is off, he attacks everything he sees, his stomach acid spilling over anyone he goes after. Needless to say, Kiodash is kept for special occasions.

Today is pretty special, so Gytiuchepa has him on the dais with him. If any heroes get into a position where they can threaten Gytiuchepa, the chieftain rips the cords tying Kiodash's bag shut, and the thing tears out of it and attacks the first thing he sees (the heroes). The creature known as Kiodash shambles around in a spider-like fashion, dragging his entrails across the packed dirt floor and leaving a trail of mucous, acid, and blood in his wake. Time for an Incredible (II) *guts* check (no pun intended).

PROFILE: KIODASH

Corporeal: D:2d4, N:4d12, Q:3d10, S:6d12, V:3d8

Dodge 3d12, fightin': brawlin' 6d12, sneak 3d12

Mental: C:1d4, K:1d4, M:1d4, Sm:1d4, Sp:1d4
Faith 1d4, guts 5d4, overawe 5d4

Edges: Sand 5, tough as nails 5

Hindrances: Loco: psychotic 5, death wish 5

Pace: 12

Size: 6

Wind: 12

Special Abilities:

External Organs: Any hit to Kiodash's guts counts as a hit to his gizzards.

Damage: Stomach acid (STR+1d6 then 1d4 per turn for 1d4 turns)

Terror: 11

Gear: A bag.

Description: See above.

AFTERMATH

As the dust of the battle settles down and Gytiuchepa dies, a thunderclap echoes through the mound, and the collected energy washes back through the temple and into the world outside, but in a harmless form. The air tastes like copper for a few moments as everyone's hair sets back down on their heads. Any surviving Outsiders stand stunned for a moment, then bolt for the tunnels. Let the heroes chase them if they want. It doesn't really matter if they get away or not.

The posse's allies are also stunned, amazed that they are alive (if they are), and confused about what just happened. Then, if both Union and Confederate forces are present, they begin to back away from each other warily, neither side taking hostile action, but neither side lowering its guard. The boys in gray march back to the river and the boys in blue march back to their camp, neither side sure what to put in a report.

As the posse leaves, wildlife already starts to come back into the area. After a couple of days, the language effect wears off.

If the heroes didn't have time to talk with Mr. Wanamaker before running off to save the world with both guns blazing, he's more than happy to pay them at this point. He even throws in an extra \$25 each since the heroes returned August DuPree alive. If the posse wiped out Red Johnson's gang of cutthroats, he throws in an additional \$75 each.

The Agency may want to question or debrief the heroes if they worked with the Union Troopers and Agent Parkhurst. If they fail to cooperate, Parkhurst makes sure every member of the Agency operating out of the Midwest has their descriptions. If they do cooperate, the Agency (under the guise of some other organization) might offer to hire them out now and again for more mundane jobs, especially since it wants to keep an eye on the posse members.

If the posse worked with the Confederates, the Texas Rangers might offer to hire them on as full-time operatives, but not until the heroes are far away from US controlled St. Louis.

Whatever the heroes decided to do, if they begin telling their tale in every saloon they stop at in their journeys, both organizations are going to want to have a long discussion with them.

PORTRAIT OF A DEADLAND

If the heroes blow it, the entire area is transformed into a Deadland. This encompasses a 20-mile radius around St. Louis. This is really bad.

The Outsiders (every last one of them—even the dogs) fall over dead. The creation of the Deadland consumes not only their life-forces, but the power of the city itself, which includes the forces holding the tunnels up. The ground begins to give way, and the Mississippi begins pouring through the tunnels.

If any heroes are still around—and not dead—their best bet is to hightail it away as fast as possible. As they run through the collapsing tunnels, chunks of mud drop from the ceiling, and snake-like roots grab at their faces and legs, trying to prevent them from leaving. Have the players make periodic Nimbleness rolls; a botched roll means they are ensnared and dragged to the ground or ceiling. An Incredible (11) *Strength* roll to escape is required and the tendril does 3d4 points of crushing damage each round (roll randomly to see which part of the body is grabbed on the first round).

As the walls begin to close in around them, and the sound of rushing water from the Mississippi draws nearer, the heroes are filled with an overwhelming sense of claustrophobia which hits them in waves. Have the players make periodic *Spirit* rolls. A botched roll means they are overcome with fear and cannot continue until they make an Incredible (11) *Spirit* roll.

If a hero is stuck for more than four rounds, she is dragged, kicking and screaming, into the moist earth and suffocates slowly as tendrils plug up her nose and mouth. Heroes that die in the area draw an additional three cards for their chances of coming back as Harrowed. Unfortunately, for those who do come back, the manitou has full Dominion while in the Deadland.

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Whether or not the heroes get out is really determined by how merciful you're feeling, Marshal. If they really tried, give them a chance.

Soon after the ritual is complete, the surviving Union and Confederate troops come under siege from all manner of monstrosities, from walking trees to the undead. They eventually succumb, and the area becomes a barren wasteland.

Hopefully this isn't the case...

BOUNTY

Disrupting the ritual in a suitably dramatic way: 1 blue chip.

Defeating the Outsiders: 1 red chip.

Defeating Gytiucheppa: 1 red chip.

Saving every living soul in a 10 mile radius: 1 point of Grit.







APPENDIX:

THE LEGACY OF CAHOKIA

The adventure is over, but an awful lot of stuff has been unearthed (literally) around Cahokia, and someone is going to have to deal with it someday.

THE OUTSIDERS GO IN

The central complex under Cahokia didn't encompass all of the tunnels used by the Outsiders. Dozens of warriors, scouts, shamans, and others had moved into a few of the many mounds nearby because the central complex was too crowded—or they were too “unstable” to live in the city. Many of these Outsiders were not in the temple during the ritual.

What's going to happen to these displaced people? Well, some of them pop up on the surface from time to time and terrorize normal folks, which probably just gets them killed by some heroic soul. Others attempt to remain hidden underground from a world to which they no longer belong.

Unless someone stops him, Raven could have some powerful new allies soon.

CAHOKIA REVISITED

As some might have noticed, Cahokia's ability to channel energy has not been disrupted despite its being buried. People everywhere have different names for it: dragon lines, nexus points, ley lines, etc., but whatever you call it, Cahokia's a focus for spiritual energy from the Hunting Grounds. This, plus the way the city is designed to funnel energy into the temple, makes for the potential of some very powerful magic.

Once Agent Parkhurst has alerted the Agency to Cahokia's existence, the Agency is going to want to gain control of the mound town so it can do research on it. Of course, an occult resource like that being so close to enemy territory just won't do, so the agency may try to convince the Army to mount a

campaign

to take back St. Louis. Barring that, they could decide to just blow it up. Naturally, the Texas Rangers can't let that happen.

WEAKENED WALLS

When an entire vanished civilization suddenly returns from the Hunting Grounds, the boundaries between the worlds becomes damaged. Over the next few months, denizens of the Hunting Grounds—both nature spirits and manitous—could break through and enter our world through Cahokia. More frighteningly, folks exploring the mounds or the caverns may accidentally fall through. Where they end up is entirely up to an enterprising Marshal.

CAVERN CRAWLIN'

This final section is a random adventure generator centered around the tunnels and caverns beneath St. Louis. It is not intended to remove the need for preparation on the Marshal's part, just help out in getting the creative juices flowing. To use this system, simply roll once on the *Setups* and *Threats* Tables. These tables direct you to others. Record the results of each roll. After you have all of the results, think about how to link them together to make a coherent story. More importantly, think of how to link the adventure into your campaign.

SETUPS

1d6 Roll Result

- | | |
|---|--|
| 1 | Murder investigation. One of the most basic starts to an adventure is the classic whodunit. The posse is hired to investigate a murder, or someone close to the heroes is killed and they must track down the killer. |
|---|--|

2

Missing property. There's nothing like a good McGuffin hunt. Something is missing, and the heroes are on the trail. Perhaps it's a crown belonging to visiting royalty, held for ransom by rebels from that country. Or maybe it's a very valuable prototype from the workshop of a mad scientist. The identity of the object isn't important. What's important is that everyone wants it.

3

Missing person. This was the setup for this adventure, but there's no reason it can't be used again. Is the missing person another kidnap victim or just a nervous groom with cold feet?

4

Scientific curiosity. A hero or perhaps a friend of a hero wants to know something about the caverns. It could be biological, archeological, or even geological science that is meant to be furthered.

5

Vendetta. Being a hero has its drawbacks. For one, you piss a lot of people off. One of them wants revenge.

6

Choose your own setup.

THREATS

1d6 Roll Result

- | | |
|---|--|
| 1 | Subterranean terror. Something bad is happening underground, and it's about to jump out at the posse. Roll on the Subterranean Terror Table. |
| 2 | Goin' underground. These adventure ideas deal with how outlaws might use the tunnels. Roll on the Goin' Underground Table. |
| 3 | Bluebellies. These adventure ideas all involve those fellers from across the |

- river. Roll on the **Bluebellies Table**.
- 4 **Outsiders.** These adventures all have to do with the remainder of Gytiucheppa's people. Roll on the **Outsiders Table**.
- 5 **Hole in the wall.** This is the strangest type of adventure. The walls of reality are dangerously thin. Roll on the **Hole in the Wall Table**.
- 6 **Choose your own threat.**

SUBTERRANEAN TERROR

1d6 Roll Result

- 1 **Cave crawlers.** The nasties in the caverns beneath the Lemp Brewery are somehow involved in this adventure.
- 2 **Baby mound builder.** The mound builder from Little Egypt (in *River o' Blood*) had itself a baby, and baby is tryin' to do mama proud.
- 3 **Dead 'n Buried.** Something has disturbed a nearby burial ground or graveyard. The walkin' dead are burrowing into the tunnels searching for brains.
- 4 **Flooding.** In a tunnel to close to the river, the water has started to rise. Now the posse must deal with drowning as well as getting lost. This sure would be a bad time for a bad guy to show up. Roll again on the *Threats Table*.
- 5 **Cave-in.** The walls fall in, and the posse is trapped deep underground. What's on their trail to make it worse? Roll again on the *Threats Table*.
- 6 **Choose your own.**

GOIN' UNDERGROUND

1d6 Roll Result

- 1 **Smuggler's paradise.** The caverns and tunnels are

being used by smugglers to store and move contraband through the city. The heroes can try to uncover the head of the ring or try to cash in themselves.

- 2 **Pirates!** Much like Red Johnson's gang, a band of ruthless river pirates is using the caves as a refuge.
- 3 **Manhunt.** The chase is on for an accused criminal. Perhaps the heroes are helping track down the quarry or perhaps they *are* the quarry.
- 4 **Refugees.** The war has forced a lot of people out of their homes. A small band of refugees has stumbled upon the caverns and is hiding in them. Something else has found them. Roll again on the *Threats Table*.
- 5 **An offer they can't defuse.** A madman has set explosives in the caverns all beneath the city and is threatening to sink the whole place. Can our heroes find the bombs in time?
- 6 **Choose your own.**

BLUEBELLIES

1d6 Roll Result

- 1 **Spy hunter.** A spy has been discovered in the Confederate garrison. Before he could be captured, he escaped into the caverns. The posse is hired to find him, since they have a bit of experience beneath the city. Or maybe they *are* the spies and are trying desperately to avoid detection. They shoot spies, you know.

2 **Sabotage.** A master saboteur is plying his trade in town, using the tunnels to move about. Like ferrets down a snake hole, the posse is sent after him.

3 **Leading the blind.** A posse with Union sympathies could use the tunnels to lead troopers right into town for a sneak attack. But something else has other ideas. Roll again on the *Threats Table*.

4 **Salvage.** An experimental Union submersible has been lost with all hands on board. The posse is hired to find it before the Rebs do. It looks as if some freak currents may have dragged it into a water-filled cave. Where is it now?

5 **Mission of mercy.** A unit of Yankee soldiers has gotten separated from its regiment. Taking shelter in the caves, they became lost. They are in desperate need of medical help and guides to safety before *it* shows up again. Roll again on the *Threats Table*.

6 **Choose your own.**

OUTSIDERS

1d6 Roll Result

1 **Stragglers.** A few of the Outsiders—the most insane of the bunch—got left behind by their cohorts, to cover their retreat from the ruins of Cahokia. These unfortunates are now lost in the tunnels. Out of panic, they attack anyone they find.

2 **Shaman wars.** Two or more of the remaining

Outsider shamans are vying for control of the remnants of the tribe. Their “election” process tends to get percussive, and fighting has spread to the city of St. Louis.

3 **It was only a matter of time.** The feeble food sources of the Outsiders have dried up for some reason. Guided by “the spirits,” their leaders have decided to turn to the next best thing: human flesh.

4 **Spawn of evil!** The remaining Outsiders still hate the manitous. For some reason, they think several of the local folks are in league with the evil spirits, so they begin attacking them. They could be right, they’re definately crazy, or they could just be dupes.

5 **Hidden society.** The remaining Outsiders have built themselves a new underground city, away from Cahokia. Now they just want to live in peace—and lick their wounds until it’s time once again to take on the manitous. To ensure their next generation, they’ve been kidnapping children from their homes to come live with them.

6 **Choose your own.**

HOLE IN THE WALL

1d6 Roll Result

1 **Evil seeps into the world.**

Something really bad is leaking in from the Hunting Grounds. People are having more and more evil thoughts and finding it harder and harder to resist them. Murder and chaos is spreading through the city of St. Louis like wildfire.

Can the heroes stop whatever is happening before they kill each other?

2 **No refuge for saints.** The spirit of a man dead for 50 years finds its way out of the Hunting Grounds and possesses a hero. His intentions are to pay a visit to his family to make sure they are doing well. A nice enough intention, but his family are the Clantons of Tombstone.

3 **Little girl lost.** A young girl has fallen down a well. Now the citizens can hear her crying all throughout the city. The heroes are going to have to go in and find her—hopefully before one of the tunnel's denizens do.

4 **Out of time.** During a failed attempt to hijack a ghost-rock bomb, a group of your favorite bad guys from *Deadlands: Hell On Earth* were blown through the Hunting Grounds and landed in Cahokia. They don't know how they got here, but they figure they'll be running the place in a week.

5 **The road to nowhere.** The heroes stumble across a portal through the Hunting Grounds into any other game universe of your choosing. Now they have to find their way back.

6 **Choose your own.**

PROFILE: CAVE CRAWLERS

Corporeal: D:1d4, N:2d10, Q:2d12+2, S:3d8, V:2d8

Climbin' 8d10, fightin' brawlin' 5d10, sneak 5d10

Mental: C:2d10, K:1d4, M:1d8, Sm:1d6, Sp:1d6

Pace: 12

Size: 9

Wind: 14

Terror: 7

Special Abilities:

Armor: 2

Damage: Bite (STR+2d6), Tail strike (STR+3d8).

Wall Crawling: Cave crawlers can climb walls and ceilings at normal Pace. They may also run and pick up the Pace while doing so. These things are agile!

Description: A cave-dwelling version of the wall crawler. For more details, see *River o' Blood*.

PROFILE: BABY MOUND BUILDER

Corporeal: D:1d4, N:3d6, Q:2d12, S:3d10, V:2d10

Fightin' brawlin' 3d6, sneak 5d6

Mental: C:2d10, K:1d4, M:1d8, Sm:1d6, Sp:1d4

Pace: 6

Size: 6

Wind: 14

Terror: 9

Special Abilities:

Armor: The creature's still-developing carapace gives it Armor 1.

Damage: Claws (STR+2d8).

Paralytic Poison: Any character bitten by the mound builder must make an Onerous (7) *Vigor* roll or be paralyzed for 2d6 rounds.

Description: A smaller version of the mound builder, this looks like a six-foot-long ant-lion.

THE CITY OF CAHOKIA

