



THE WEIRD WEST™
Marshal's Log



Marshal's Log

Volume _____

CREDITS

Written & Designed by: You

Edited by: Charles Ryan

Cover Art: Dan Frazier

Interior Art: Kevin Sharpe

Logos: Ron Spencer & Charles Ryan

Cover Design: Matt Tice

Special Thanks to: Barry Doyle, Martin & Matt Forbeck, Caden, Michelle & Shane Lacy Hensley, Christy & John Hople, Ann Kolinsky, Hal Mangold, Dave Seay, Zeke Sparkes, Maureen Yates & John Zinser



Pinnacle Entertainment Group, Inc.
P.O. Box 10908
Blacksburg, VA 24062-0908
www.peginc.com or deadlands@aol.com
(800) 214-5645 (orders only)

Deadlands, Weird West, Dime Novel, the Great Rail Wars, the Deadlands logo, and the Pinnacle logo are Trademarks of Pinnacle Entertainment Group, Inc.
© 1999 Pinnacle Entertainment Group, Inc. All Rights Reserved.

Printed in Canada.

Dedicated to:
Deadlands Marshals everywhere!

Visit our website for regular updates.
Deadlands created by Shane Lacy Hensley.





MARSHAL'S LOG: A CAMPAIGN JOURNAL



Howdy, friend. This here is *Marshal's Log*, a special handbook that saves busy Marshals a little time and paperwork in preparing and running their Weird West campaigns. This ain't no player's book. If you aren't the Marshal of your little campaign, put this book down right now, partner, and run out and get yourself a copy of *Twisted Tales* instead.

HOW TO USE THIS BOOK

Like we just said, the *Marshal's Log* is a tool for busy Marshals (like yourself) to keep track of your Weird West campaign. In it, you can record the stats of the abominations you terrify your players with, the towns they drop in on, the cowpokes they meet along the way, and even a few secret notes on the heroes themselves. It also gives you plenty of room for general notes, adventure details, and the other bits and pieces of info that accumulate over the course of a campaign, all in one handy place. That'll keep you from hoppin' around like a blind mule in a bear trap on game night. Keep this book at your side when running your game sessions, and refer to it while planning your adventures. It'll save you some work.

The first four pages (after these two, that is) contain cheat sheets on your posse, room for basic information (and a few secret notes) on your gang's player characters. Keeping this information at your fingertips helps remind you

of the heroes' important Edges and Hindrances, their stats (handy when you need to make a few rolls without them knowing), the friends and enemies they make over the course of their adventures, and any special abilities that might kick in at an old time.

The "First Impression" section is particularly helpful. Use it to make a note of the sort of impressions folks might get from your heroes, to remind you of the reactions your extras might have to them. There's room for eight characters in this book. That's plenty for a good-sized posse, even in the unfortunate event that you have to bring in some new characters to replace those that have, well, passed on.

The next section is for keeping track of towns that your posse visits over the course of it's travels (especially those that it might be coming back to). At the top of the section is space for general notes on the town, including its name, location, population, and the local lawman and mayor (or whoever's in charge).

Sketch out the town's layout on the right side of each spread. As you draw in each building (or at least each major building), number it. To the left are numbered sections for describing the corresponding buildings. Write down the name of the establishment (like "Bleeding Horse Saloon" or "Ma Larson's house"), the name of the proprietor or resident, and any notes you care to record on the appearance or contents of the building.





If you're laying out the town using the buildings from the *Boomtowns* boxed set, write in the map number as well, so you can easily reconstruct the town using the same maps the next time your posse rolls in. If you can't fit all the info you need to in a single spread, feel free to use two of them for one town. You can use the extra page of graph paper for a close-up map of one section of town, or for general notes. There are spreads like this for six towns.

After the town section, you've got your Boot Hill. There are two types of things to record here: important extras (the important villains or friends in your campaign) and new abominations.

The extras section provides you with a layout for each cowpoke, with all the basic stats, noteworthy Aptitudes (write them in the lines under the appropriate Traits, just like you'd see in one of our Dime Novels™ or other adventures), important Edges and Hindrances, special or arcane abilities, and gear. You can make notes on the stats of their favorite weapons in the "Favored Weapons Info" section (of course) and put down a few words of description at the top of the whole kit and kaboodle. We've given you room for eight such characters.

In the abominations pages, you've got everything you need to record the vitals on new critters or varmints you come up with. As with the extras section, there's space for all the critical stats, with room for important Aptitudes beneath the appropriate Traits.

Below that, there's all sorts of room for writing out nifty and terrifying new special abilities, a description that will scare the bejeezus out of your amigos, and any notes you might want to keep track of for future reference. There's even room to sketch up a quick drawing of what these things look like. You've got enough of these pages to knock out five of these nightmares.

Finally, there are 18 pages of blank journal space for keeping track of the random notes, campaign ideas, goons, adventure seeds, and spells or arcane abilities of your own invention that inevitably pile up over the course of any Weird West campaign. Use these pages as you see fit.

If you run out of space, simply number this volume in the space on the title page, and continue your good work in another *Marshal's Log*. Hey, they don't cost much, and there's nothing like having all this info in one place!



HEROES



NAME: _____ OCCUPATION: _____

Cognition: _____ Deftness: _____
 Knowledge: _____ Nimbleness: _____
 Mien: _____ Strength: _____
 Smarts: _____ Quickness: _____
 Spirit: _____ Vigor: _____

First Impression: _____

Major Edges and Hindrances: _____

Friends/Enemies: _____

Arcane Abilities: _____

Harrowed Powers: _____

Important Aptitudes: _____

Char./Manitou Dominion: _____ / _____
 Notes: _____



NAME: _____ OCCUPATION: _____

Cognition: _____ Deftness: _____
 Knowledge: _____ Nimbleness: _____
 Mien: _____ Strength: _____
 Smarts: _____ Quickness: _____
 Spirit: _____ Vigor: _____

First Impression: _____

Major Edges and Hindrances: _____

Friends/Enemies: _____

Arcane Abilities: _____

Harrowed Powers: _____

Important Aptitudes: _____

Char./Manitou Dominion: _____ / _____
 Notes: _____



MARSHAL: 4





NAME: _____ OCCUPATION: _____

Cognition: _____	Deftness: _____	First Impression: _____
Knowledge: _____	Nimbleness: _____	_____
Mien: _____	Strength: _____	_____
Smarts: _____	Quickness: _____	_____
Spirit: _____	Vigor: _____	_____

Major Edges and Hindrances: _____

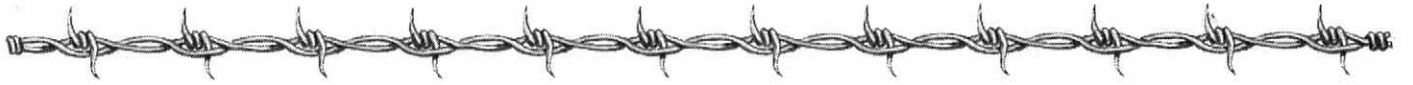
Friends/Enemies: _____

Arcane Abilities: _____

Harrowed Powers: _____

Important Aptitudes: _____

Char./Manitou Dominion: _____ / _____
Notes: _____



NAME: _____ OCCUPATION: _____

Cognition: _____	Deftness: _____	First Impression: _____
Knowledge: _____	Nimbleness: _____	_____
Mien: _____	Strength: _____	_____
Smarts: _____	Quickness: _____	_____
Spirit: _____	Vigor: _____	_____

Major Edges and Hindrances: _____

Friends/Enemies: _____

Arcane Abilities: _____

Harrowed Powers: _____

Important Aptitudes: _____

Char./Manitou Dominion: _____ / _____
Notes: _____





NAME: _____ OCCUPATION: _____

Cognition: _____	Deftness: _____	First Impression: _____
Knowledge: _____	Nimbleness: _____	_____
Mien: _____	Strength: _____	_____
Smarts: _____	Quickness: _____	_____
Spirit: _____	Vigor: _____	_____

Major Edges and Hindrances: _____	Friends/Enemies: _____
_____	_____
_____	_____
_____	_____

Arcane Abilities: _____	Harrowed Powers: _____
_____	_____
_____	_____
_____	_____

Important Aptitudes: _____	Char./Manitou Dominion: _____ / _____
_____	Notes: _____
_____	_____
_____	_____



NAME: _____ OCCUPATION: _____

Cognition: _____	Deftness: _____	First Impression: _____
Knowledge: _____	Nimbleness: _____	_____
Mien: _____	Strength: _____	_____
Smarts: _____	Quickness: _____	_____
Spirit: _____	Vigor: _____	_____

Major Edges and Hindrances: _____	Friends/Enemies: _____
_____	_____
_____	_____
_____	_____

Arcane Abilities: _____	Harrowed Powers: _____
_____	_____
_____	_____
_____	_____

Important Aptitudes: _____	Char./Manitou Dominion: _____ / _____
_____	Notes: _____
_____	_____
_____	_____





HEROES



NAME: _____ OCCUPATION: _____

Cognition: _____ Deftness: _____ First Impression: _____
Knowledge: _____ Nimbleness: _____ _____
Mien: _____ Strength: _____ _____
Smarts: _____ Quickness: _____ _____
Spirit: _____ Vigor: _____ _____

Major Edges and Hindrances: _____ Friends/Enemies: _____

Arcane Abilities: _____ Harrowed Powers: _____

Important Aptitudes: _____ Char./Manitou Dominion: _____ / _____

_____ Notes: _____



NAME: _____ OCCUPATION: _____

Cognition: _____ Deftness: _____ First Impression: _____
Knowledge: _____ Nimbleness: _____ _____
Mien: _____ Strength: _____ _____
Smarts: _____ Quickness: _____ _____
Spirit: _____ Vigor: _____ _____

Major Edges and Hindrances: _____ Friends/Enemies: _____

Arcane Abilities: _____ Harrowed Powers: _____

Important Aptitudes: _____ Char./Manitou Dominion: _____ / _____

_____ Notes: _____



MARSHAL: 7





TOWN: _____

State: _____ Country: _____ Population: _____

Location: _____ Surrounding Terrain: _____

Jurisdiction: _____ Mayor: _____ Sheriff: _____

Notes: _____

1: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

9: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

2: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

10: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

3: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

11: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

4: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

12: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

5: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

13: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

6: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

14: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

7: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

15: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

8: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

16: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____





TOWN: _____

State: _____ Country: _____ Population: _____

Location: _____ Surrounding Terrain: _____

Jurisdiction: _____ Mayor: _____ Sheriff: _____

Notes: _____

1: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

9: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

2: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

10: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

3: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

11: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

4: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

12: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

5: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

13: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

6: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

14: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

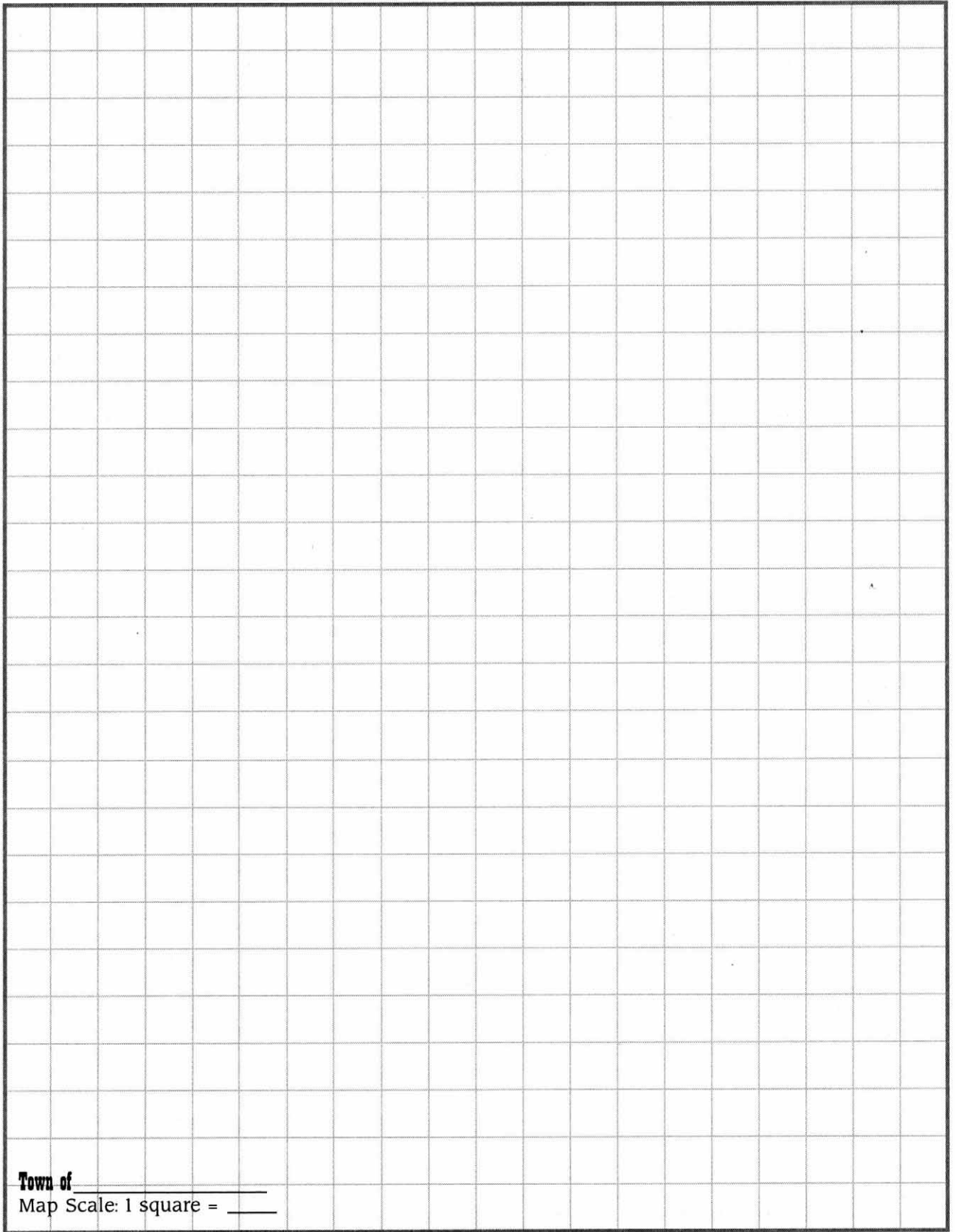
7: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

15: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

8: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

16: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____





Town of _____
Map Scale: 1 square = _____





TOWN: _____

State: _____ Country: _____ Population: _____

Location: _____ Surrounding Terrain: _____

Jurisdiction: _____ Mayor: _____ Sheriff: _____

Notes: _____

1: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

9: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

2: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

10: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

3: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

11: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

4: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

12: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

5: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

13: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

6: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

14: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

7: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

15: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

8: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

16: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____





Town: _____

State: _____ Country: _____ Population: _____

Location: _____ Surrounding Terrain: _____

Jurisdiction: _____ Mayor: _____ Sheriff: _____

Notes: _____

1: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

9: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

2: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

10: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

3: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

11: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

4: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

12: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

5: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

13: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

6: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

14: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

7: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

15: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

8: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

16: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____





Town: _____

State: _____ Country: _____ Population: _____

Location: _____ Surrounding Terrain: _____

Jurisdiction: _____ Mayor: _____ Sheriff: _____

Notes: _____

1: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

9: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

2: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

10: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

3: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

11: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

4: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

12: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

5: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

13: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

6: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

14: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

7: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

15: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

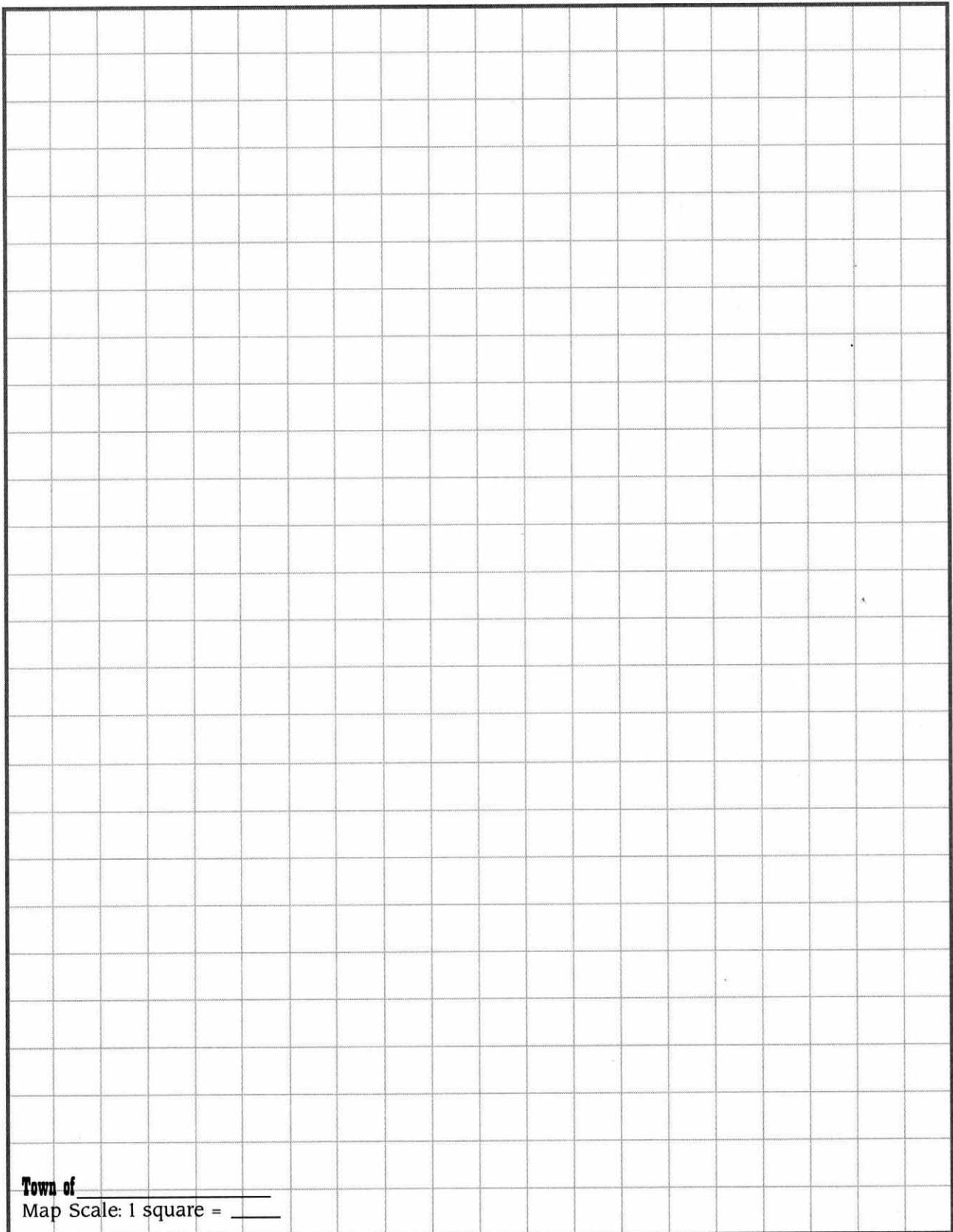
8: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

16: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____





TOWNS



Town of _____
Map Scale: 1 square = _____



MARSHAL 17



TOWN: _____

State: _____ Country: _____ Population: _____

Location: _____ Surrounding Terrain: _____

Jurisdiction: _____ Mayor: _____ Sheriff: _____

Notes: _____

1: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

9: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

2: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

10: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

3: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

11: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

4: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

12: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

5: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

13: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

6: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

14: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

7: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

15: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

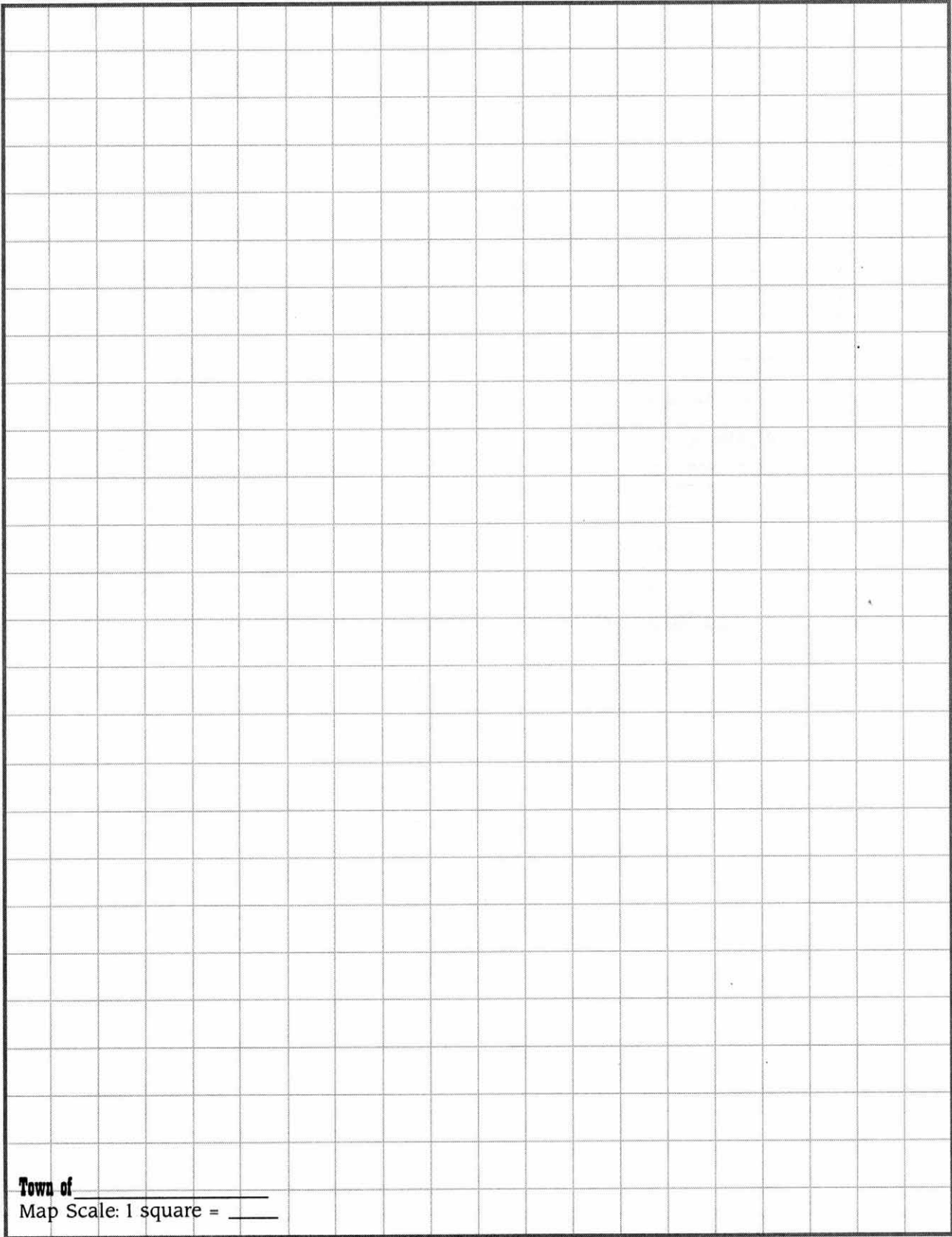
8: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____

16: _____
Map #: _____ Facing: _____
Prop./Res.: _____
Notes: _____





TOWNS



Town of _____
Map Scale: 1 square = _____





NAME: _____ OCCUPATION: _____
Description: _____

Cog.: _____

Deft.: _____

Know.: _____

Nimble.: _____

Mien: _____

Strength: _____

Smarts: _____

Quick.: _____

Spirit: _____

Vigor: _____

Wind: _____ Pace: _____ Size: _____

Major Edges and Hindrances: _____

Gear: _____

Special Abilities: _____

Favored Weapons Info: _____



NAME: _____ OCCUPATION: _____
Description: _____

Cog.: _____

Deft.: _____

Know.: _____

Nimble.: _____

Mien: _____

Strength: _____

Smarts: _____

Quick.: _____

Spirit: _____

Vigor: _____

Wind: _____ Pace: _____ Size: _____

Major Edges and Hindrances: _____

Gear: _____

Special Abilities: _____

Favored Weapons Info: _____





BOOT HILL



NAME: _____ OCCUPATION: _____

Description: _____

Cog.: _____

Deft.: _____

Know.: _____

Nimble.: _____

Mien: _____

Strength: _____

Smarts: _____

Quick.: _____

Spirit: _____

Vigor: _____

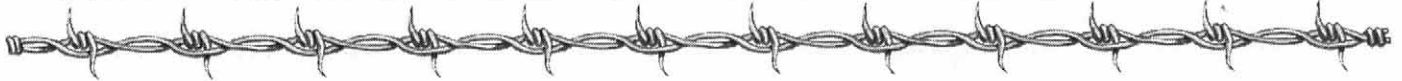
Wind: _____ Pace: _____ Size: _____

Major Edges and Hindrances: _____

Gear: _____

Special Abilities: _____

Favored Weapons Info: _____



NAME: _____ OCCUPATION: _____

Description: _____

Cog.: _____

Deft.: _____

Know.: _____

Nimble.: _____

Mien: _____

Strength: _____

Smarts: _____

Quick.: _____

Spirit: _____

Vigor: _____

Wind: _____ Pace: _____ Size: _____

Major Edges and Hindrances: _____

Gear: _____

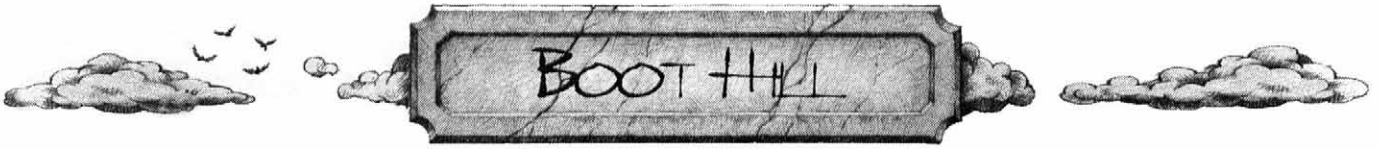
Special Abilities: _____

Favored Weapons Info: _____



MARSHAL: 21





NAME: _____ OCCUPATION: _____

Description: _____

Cog.: _____

Deft.: _____

Know.: _____

Nimble.: _____

Mien: _____

Strength: _____

Smarts: _____

Quick.: _____

Spirit: _____

Vigor: _____

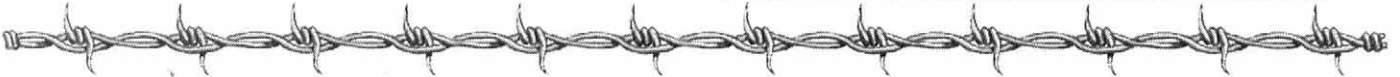
Wind: _____ Pace: _____ Size: _____

Major Edges and Hindrances: _____

Gear: _____

Special Abilities: _____

Favored Weapons Info: _____



NAME: _____ OCCUPATION: _____

Description: _____

Cog.: _____

Deft.: _____

Know.: _____

Nimble.: _____

Mien: _____

Strength: _____

Smarts: _____

Quick.: _____

Spirit: _____

Vigor: _____

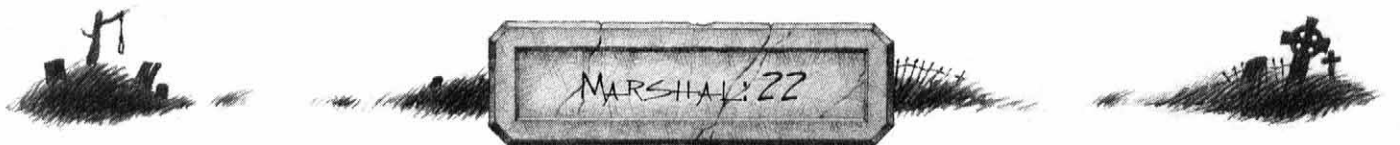
Wind: _____ Pace: _____ Size: _____

Major Edges and Hindrances: _____

Gear: _____

Special Abilities: _____

Favored Weapons Info: _____





BOOT HILL



NAME: _____ OCCUPATION: _____

Description: _____

Cog.: _____

Deft.: _____

Know.: _____

Nimble.: _____

Mien: _____

Strength: _____

Smarts: _____

Quick.: _____

Spirit: _____

Vigor: _____

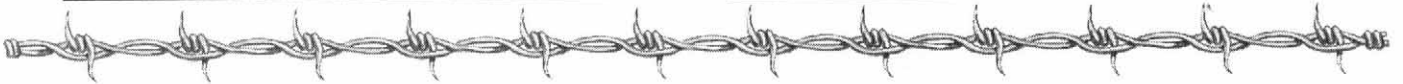
Wind: _____ Pace: _____ Size: _____

Major Edges and Hindrances: _____

Gear: _____

Special Abilities: _____

Favored Weapons Info: _____



NAME: _____ OCCUPATION: _____

Description: _____

Cog.: _____

Deft.: _____

Know.: _____

Nimble.: _____

Mien: _____

Strength: _____

Smarts: _____

Quick.: _____

Spirit: _____

Vigor: _____

Wind: _____ Pace: _____ Size: _____

Major Edges and Hindrances: _____

Gear: _____

Special Abilities: _____

Favored Weapons Info: _____



MARSHAL: 23





BOOT HILL



A BOMNATION: _____

Cog.: _____

Know.: _____

Mien: _____

Smarts: _____

Spirit: _____

Deft.: _____

Nimble.: _____

Strength: _____

Quick.: _____

Vigor: _____

Terror: _____ Pace: _____ Size: _____

Damage: _____

Special Abilities: _____

Description: _____

Notes: _____



MARSHAL: 24





ABOMINATION: _____

Cog: _____

Know: _____

Mien: _____

Smarts: _____

Spirit: _____

Deft: _____

Nimble: _____

Strength: _____

Quick: _____

Vigor: _____

Terror: _____ Pace: _____ Size: _____

Damage: _____

Special Abilities: _____

Multiple horizontal lines for writing special abilities.

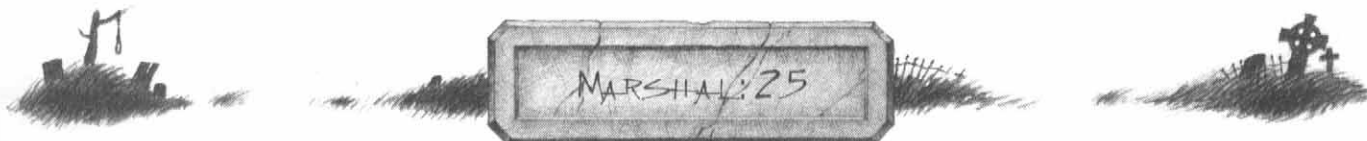
Large empty rectangular box for drawing or illustration.

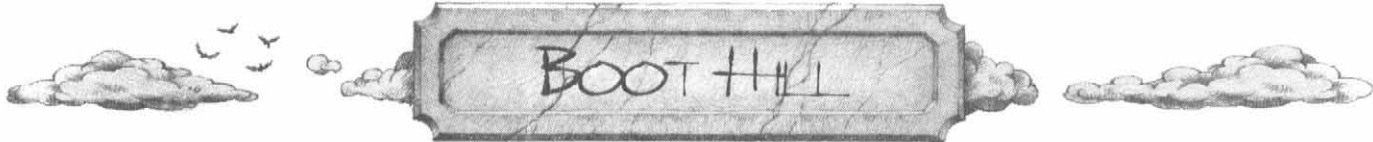
Description: _____

Multiple horizontal lines for writing a description.

Notes: _____

Multiple horizontal lines for writing notes.





A BOMNATION: _____

Cog.: _____

Know.: _____

Mien: _____

Smarts: _____

Spirit: _____

Deft.: _____

Nimble.: _____

Strength: _____

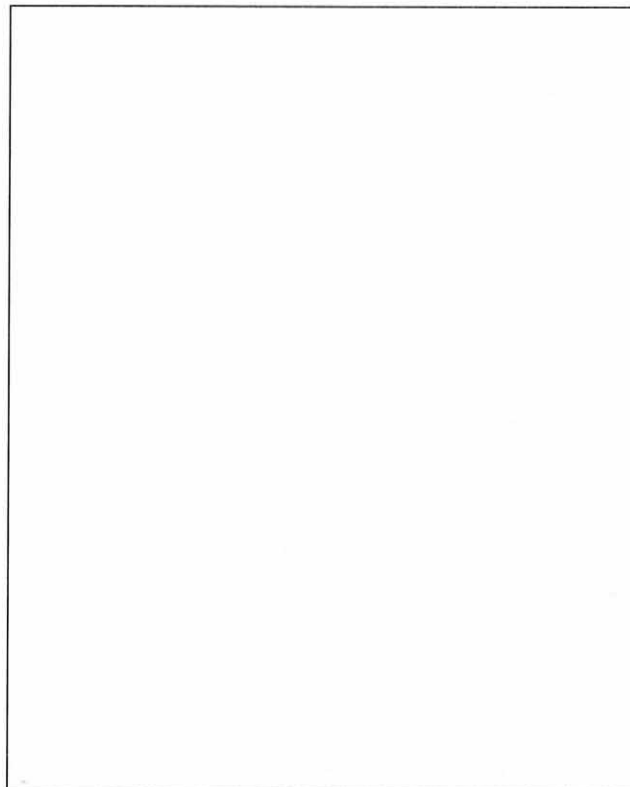
Quick.: _____

Vigor: _____

Terror: _____ Pace: _____ Size: _____

Damage: _____

Special Abilities: _____



Description: _____

Notes: _____



This Log Records the Twisted Tales of:

Your Posse's Name

From: _____
Start Date

To: _____
End Date

As Inscribed by:

Your Name

Don't Get Caught In The Same Old Web

Pinnacle Entertainment Group invites you to check out our Weird Website™ devoted to Deadlands™: The Weird West™, Deadlands: The Great Rail Wars™, and Deadlands: Hell on Earth™. We've crammed the site with sticky strands of tasty tidbits sure to please that ornery imagination, and we update the site regularly. So come on by and visit for a spell, or two, or three...

www.peginc.com

THE
WEIRD WEST
TM



HELL ON EARTH
The Wasted West Roleplaying Game
TM



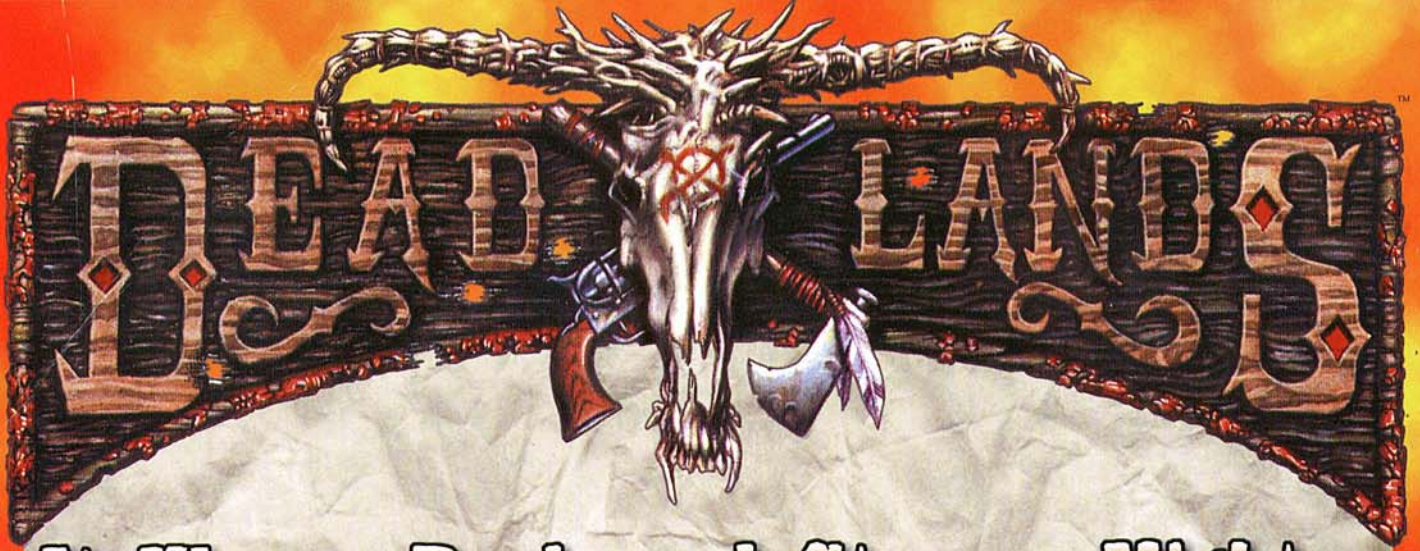
THE GREAT
RAIL WARS
MINIATURES BATTLE GAME
TM

PINNACLE
TM



TOM
FOWLER
98

Deadlands, The Weird West, Weird Web, Hell on Earth, the Great Rail Wars, the Deadlands, The Weird West logo and sublogo, the Deadlands: Hell on Earth logo and sublogo, the Great Rail Wars logo, and the Pinnacle logo are all Trademarks of Pinnacle Entertainment Group, Inc. © 1998 Pinnacle Entertainment Group. All Rights Reserved.



It Was a Dark and Stormy Night...



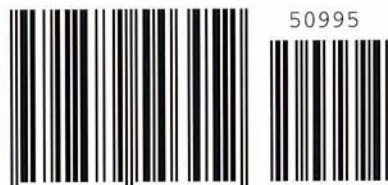
If you're a traditionalist, you might start your twisted tale out that way, or you could come up with an opening of your own. It's all up to you, Marshal.

The only story you're going to find in this book is yours, the one you and your posse create as you explore the darkest corners of the Weird West™ together. *Marshal's Log* is the perfect place for you to keep all the necessary notes on the towns and territories you create for your players' characters to plunder in your *Deadlands™: The Weird West™* campaign.

There's space for details on all the heroes roaming your chosen part of the Weird West, plus all sorts of needful things like key extras, villains, and monsters, and the towns your posse's bound to wander through, including places for you to sketch out maps. There are even some blank pages for you to write down the particulars of your posse's saga as it unfolds.

Stop flipping through reams of notes scribbled on odd scraps of paper. Never again worry about remembering that old prospector's name or the details about some abomination's horrific powers. With *Marshal's Log*, it's all at your fingertips instead.

Simply put, if you're a Marshal, this is one book you can't afford to be without!



9 781889 546452
ISBN 1-889546-45-3

\$9.95 USA
1022