



Good Intentions



Player's Guide



DEADLANDS

GOOD INTENTIONS

BY MATTHEW CUTTER

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THE STORY ALL THESE YEARS: THANKS, AMIGOS.

DEADLANDS AND SAVAGE WORLDS
CREATED BY SHANE LACY HENSLEY

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Volume 7

Salt Lake City, Deseret - Sunday, October 29, 1882

No. 44

Editorial: Under the Steel Sky



☞ Welcome to the latest edition of the *Tombstone Epitaph*, Loyal Readers. We stand at the precipice of history, debating whether to pray for balance and cling to the edge...or hurl ourselves blindly into the unknown. For with the United States' official recognition of the Nation of Deseret's independence last week, and the Confederacy's ratification a few days later, we have entered *terra incognita*. We have crossed the line beyond which no one can say what shall transpire.

Although the declaration leaves Brigham Young and his Mormon Church in an advantageous spot, we at the *Tombstone Epitaph*—from our local office in Junkyard, Salt Lake

City—watch for indications of what the Gentiles' fate may be. Thousands of immigrants arrive in the so-called City of Gloom each year, and the numbers continue to swell.

Will these factory workers, miners, and their families be consigned to lives of squalor and disease in Junkyard? We have reported on the factories' wage trends in the past; only Smith & Robards comes close to paying its employees a living wage. Now, without external pressure from Washington or Richmond, how can we hope the manufacturing magnates see the need to be magnanimous? Must we pray for their generosity while people toil and die?

Like so many other questions surrounding Salt Lake City, the answers seem to lie with none other than Dr. Darius Hellstromme. Were he to raise wages, other companies would undoubtedly follow suit. Hellstromme Industries' board of directors, however, has given no indication whatsoever of a move in this direction.

We at the *Epitaph* plead with heads of state in North, South, West, and Deseret: Take the common man's plight into consideration as you steer your empire. He will serve you well.

—John Clum

Editor, *Tombstone Epitaph*

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HELLSTROMME AMAZES WORLD



With the unveiling of his company's latest model of steam carriage, Hellstromme has once again proven himself not merely a friend to the Saints but to all of humanity. With his technological advances, men and woman thrive where before there was only barren desert and Salt Flats.

As our readers no doubt know, Darius Hellstromme arrived in Deseret in 1870, bringing his wondrous steam wagon to a people beleaguered by rattler attacks and the depredations of *things* that stalk the wastes. The British genius soon converted to Mormonism, and joined his fate to that of the Church of Jesus Christ and Latter-Day Saints.

Since then the doctor's achievements have been no less than world-shaking. He brought electric power to the entire city of Salt Lake, and when his factories turned the City Creek into a pudding-like, toxic mass called the Sludge he built a giant water purifier. Now the polluted Sludge flows through Hellstromme's purifier and emerges clean, crystal-clear, and most important: potable. All along his company has been at the forefront of technological research and development, ceaselessly pushing the envelope of New Science.

Yet there is much to question in Hellstromme's means. Wasatch Rails won the Great Rail Wars, but at what cost in human lives torn asunder? And who dares tally the cost of dehumanizing working conditions in filthy factories, under a sky forever cloaked in smog and soot? Not Dr. Hellstromme or we. For now, we can only watch with avid interest and wish you luck in your travels, Dear Reader.

—Stacey O'Malley

Lead Salt Lake City Correspondent

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Salt Lake City News

☛ We begin this week's issue with a quick tour of Salt Lake City, in common parlance known as the City o' Gloom due to its polluted skies, to see what its citizens have gotten up to in the past seven days.

Mysterious Malfunctions

☛ At the Smith & Robards compound high on Mount Necessity, the inventors and researchers' travails have not ceased since our last report. For those not in the know, the rash of industrial accidents has continued unabated over the past year, and in the last two months grown to epidemic proportions.

The latest accident took place Thursday, Oct. 26 at approximately 3:30 p.m., when a shipment of clockwork de-molers exploded during assembly. Two workers were killed and three more were sent to the Worker's Hospital in Junkyard. Site foremen speculate that ghost rock fumes escaping from a ruptured pipeline caused the blast, but sources who asked to remain anonymous suggest that sabotage may be to blame.

If that is the case, Salt Lake City has no shortage of competitors who might be responsible. Smith & Robards' board of directors asks that anyone with information regarding the most recent incident, or any others, reveal it to them at their soonest convenience.

Smith & Robards representatives wish to remind the public that their reward offer of \$5,000 for information leading to the arrest and prosecution of industrial saboteurs still stands.

I.M. Hymme Memorial Fund

☛ Loyal Readers will remember our story of May 1882, in which we reported that a gunslinger known as Jasper Stone challenged noted local author I.M. Hymme to a duel in broad daylight. The author politely refused. Before the sheriff's deputies could arrive on the scene, Mr. Stone uttered a vile cuss word and shot Mr. Hymme in the head as he breakfasted. Hymme died almost instantly, and his murderer was never apprehended.

I.M. Hymme, a longtime Salt Lake City resident, was the author of a popular series of dime novels revolving around the adventures of Union superspy "Nevada Smith." Some claim Agent Smith is a convenient fiction concocted in Washington as propaganda, others that he is real but nowhere near as flamboyant as the dime novels claim, and still others that he is not only real but I.M. Hymme was merely one of his aliases. With such an unlikely name as the author's, how can one blame them for thinking so?

In I.M. Hymme's memory, a group of local entrepreneurs have established a memorial fund to help disadvantaged youth attend University. If you should see fit to donate to this worthy cause, donations may be deposited with Mr. R. Percy Sitgreaves, owner and proprietor of Infinity Press, 247-A West Temple Street, during business hours.

Grave-robbers Still at Large

☛ The Gentile cemetery overlooking Salt Lake City should be a place of peace, but it remains a site of unquiet nights and vile deeds. Caretakers claim that no fewer than 10 fresh corpses have been dug up and stolen in the last month alone.

Sheriff Eli Waters remains at a loss to explain the thefts, but assured the *Epitaph* he would assign extra patrols to the area. As of printing time no such patrols could be confirmed by this office, and four additional thefts have been reported by caretakers.

Chaplains in Black

☛ The *Epitaph's* intrepid investigative staff has uncovered a further account of the Black Chaplains' deeds, sometimes undertaken in concert with the Nauvoo Legion. One cannot help but surmise Brigham Young and his elders have engaged in a willful campaign of obfuscation when confronted with evidence such as we have now secured.

It's suspected that the Black Chaplains are charged with combating the "forces of Satan," and they are said to answer only to Brigham Young. Some whisper that they "speak in God's voice." But the Church has not deigned to publicly confirm any of this, Dear Reader, and no word seems forthcoming.

On Friday evening an explosion rocked the Can't Lose Mine in the Wasatch Range, where its owner Milt Huber has mined ghost rock for two years. Witnesses described "a great greenish-yellow cloud" that erupted from the mine's main entrance after the blast. Moments later, those who went in to rescue survivors were attacked by their former friends. The miners killed in the explosion had risen from the dead; near 100 of them by most accounts.

As the survivors fought for their lives, a steam carriage arrived carrying Nauvoo Legionnaires. With them was a grizzled priest with a mane of white hair who none could remember having seen at church before. Witnesses

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claimed this mysterious padre prayed so hard the mountainside rumbled down on top of those walking corpses and crushed them all. Perhaps the rockslide was caused by the explosion having weakened the cliffside...or perhaps not.

According to sources the Black Chaplains are not specifically associated with the mysterious Danites—a cadre of monster fighters who also engage in murder, arson, robbery, or whatever is required to protect the Church.

Temple Nears Completion

As we have reported in past issues, construction on the Mormon Temple beside the Tabernacle was begun in 1853 and still hasn't been completed. According to Church spokespeople, the Temple may very well be completed by spring, 1883.

As of this writing, however, the mystery of the missing gargoyles is no closer to being solved. Brigham Young had the massive stone statues specially commissioned to watch over the flock, but they vanished without a trace mere days after they were delivered. One can only guess where they reside now, but the *Epitaph* is eager to learn any information our readers may have uncovered.

Interview: Captain Sydney Mallory

If you've lived in Salt Lake City for any amount of time, you've no doubt heard of Capt. Sydney Mallory and her posse. Since their rise to prominence in 1876 they've knocked down quite a few of those "unexplainable" things we're always writing about, and they've no plans to stop now.

We caught up with Captain Mallory recently at the Monkeywrench Saloon in Junkyard for an exclusive interview.

EPITAPH: Captain Mallory, thanks for taking the time to speak with me today. I understand you've just been to the Arena for a skullchucker match.

SYDNEY MALLORY: Correct. Ever since our team, the Sky Pirates, won King's Tourney in 1879 I've had a soft spot in my heart for the sport. I'm lucky; most former players end up with a soft spot in their heads.

E: Can you tell our readers a bit about your history?

S.M.: I was born and raised here in the City o' Gloom. Rattlers got my folks, rest their souls, when I was just a young 'un. I learned how to build machines in factories, then I became a velocipede courier. Used that employment's proceeds to build an airship, the *Sirocco*. I captained private charter flights for a few years. My, but those were rowdy times.

E: And how about the Mallory Gang, as some folks have taken to calling your crew? Can you tell us about them?

S.M.: Certainly. There's Kate Brewer, she's really my right hand—what you'd call a scrapper or augment. We've got Dusty, our ranged-weapons specialist, who can put a bullet in a snake's eye at a hundred paces. Professor Jimmy Jackson is an accomplished creator of elixirs and tonics to achieve miraculous results. We've got Maggie Jensen, who's Hell with a pair of six-shooters... but I swear her big heart's destined to land her trouble one of these days. Others come and go, but I'd say that represents the core membership.

E: We heard you had a run-in with some odd paintings a few years back.

S.M.: Right, our encounter with the creations of the painter Adelaide Picket. Your readers will be interested in this one. Picket was working on his

unnatural and unsettling art in the back room at Lenore's. Do you know Lenore's? She's such a sweet lady, you should see her gallery.

But back to Mr. Picket. I can only guess that it was due to some arcane effect of paint, painter, canvas, or a combination of all three, but whatever the cause the man's paintings came to life every full moon. One was a terrible critter made of rusty pipes, and another a demon made of steam. Without a doubt some of the most frightening things I've ever witnessed.

E: My goodness, but that sounds terrifying. How did you defeat them?

S.M.: Simple. We burned the paintings. Took care of them right quick. Lenore's certainly better off!

E: I should say so. What's next for the Mallory Gang?

S.M.: Hard to say. We've heard strange tales of metal cats, and some nocturnal assaults committed at the Grand Hotel might need looking into. We also plan to offer whatever help we can to the Worker's Union Stacey O'Malley's been pushing for here in Junkyard. Factory workers don't have it easy. Have your readers work for me and they'll get a living wage.

E: We shall endeavor to send them your way. Thank you, Captain Mallory.

Skullchucker Standings Tight

As of last weekend's action, the Plant No. 9 Spiders remained at the top of the standings, following an impressive win over the skidding Ogden Outlaws. The Spiders' star skullcracker Nep Riggs, aka "The Undertaker," put two Outlaws out of action on his way to the first 13-point night of his career, and extended the Spiders' win streak to three. The Outlaws have yet to win a match in this tournament.

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In other action, the Factory No. 12 Falcons extended their win streak to two games with a close victory over the Junkyard Dawgs. Falcons skullcracker Torvald Sigmundsson, traded from the Morgan Maulers before the season began, was on fire. He cleared the way for at least five skull-scores by captain Jawbone Cain.

Worm Wars!

Recent reports from the Great Salt Flats claim the fighting between worm hunters and worm whalers is only getting worse, with neither side willing to give an inch. For folks new to the region, here's the story:

Just about as soon as locals learned to outrun salt rattlers in Hellstromme's spiffy new steam wagons, they got a hankering to start killing the critters. After a salt rattler killed his little girl, a businessman named Harold

Towers started the Salt Flats Worming Company to make a little money while getting his revenge on the rattler he hates most...the so-called Blood Worm.

Towers bought four decommissioned Confederate sailing frigates, then hired engineers and inventors to install steam boilers, massive wooden wheels, and harpoon guns. Soon Towers had a small fleet of what he called "landships" that were capable of harpooning rattlers, dragging them to the surface, and shooting them to pieces. At latest count, the company has five ships rolling the flats.

Other folks were in the worming business long before Towers came along, though, and they claim the landships are guilty of overhunting the flats. Chief among these worm hunters is the inventor known only as "Crazy Pete," who invented a gliding wing from which he and his squadrons drop dynamite on the salt rattlers.

Accounts differ as to who fired the first shot, but Towers' employees claim a young, hotshot worm hunter dropped a bundle of dynamite on the deck of their flagship, the *Esmerelda*. The worm hunters claim it was an accident stemming from a landship trying to steal their catch. Whatever the truth, a crewman was killed and there's been bad blood ever since.

Independent estimates of the salt rattler population conflict with both Towers' and the worm hunters' claims of overhunting. According to experts this reporter contacted, salt rattler numbers may even be growing. Although rattler numbers seemed to be on a sharp decline from 1878 to 1879, they have recovered considerably since then. The fact that this sharp uptick in the salt rattler population has taken place concurrently with the rattler hunters' internecine conflict may not be entirely coincidental.



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The Danwoody Connection

☛ Loyal readers will remember our special series of investigative reports on the sporadic fires that raged through Salt Lake City in 1878. At that time, absolutely no connections could be traced between any of the fires, and arson was suspected. But no perpetrator was ever caught or accused, and the fires have continued, although with far less frequency.

A recent appraisal of the facts in this case has led the *Epitaph's* editors to a strange observation; we name it that because it seems so much like coincidence as to be entirely without merit. Yet it is tantalizingly true that four of the sites that burned were all public facilities, and all of their furniture was supplied by the same factory: Danwoody's.

Next we looked into the fires set at private residences, and found that in all but one case the residents had purchased furniture from Danwoody's no more than seven days before the blazes were sparked.

Far be it from us to harm a local business with idle speculation, but we believe the facts are too numerous to be more happenstance. Whether the fires have come about due to some essential defect of workmanship, or perhaps by the actions of a deranged employee, we dare not speculate.

Tremane's Day

☛ Self-styled "master of electricity" and inventor of the electrostatic gun Dr. Gregory Tremane announced last week that his mountaintop aerie, so long removed from Hellstromme's electric grid, is now completely self-sufficient...from an electrical point of view, at least. Tremane said,

"For years my abode has been self-powered by virtue of enormous batteries I custom-designed for the purpose. Now I have perfected a steam-powered dynamo similar to my colleague Hellstromme's, but far more compact. It powers my home, but in truth it could power Dr. Hellstromme's entire factory!"

In honor of Dr. Tremane's achievement, we at the *Epitaph* name October 29, 1882, "Tremane's Day," in recognition of the promise New Science holds for all mankind.

Junkyard News

☛ From the City o' Gloom we move to its neighbor and neighborhood, Junkyard. Contrary to popular belief, there are no laws forcing Gentiles to live under the Steel Sky, the tangle of pipes and conduits that fill the streets. The fact is it costs too much to live in the Mormon section of town, far more than the typical Gentile factory worker or miner earns. Consider yourself educated, Dear Reader.

Workers to Unionize

☛ Despite years of attempts, Junkyard's factory workers have not yet managed to forge a union powerful enough to stand up to Hellstromme. During the last strike in 1880, the picketers were attacked by masked assailants with clubs. Dr. Hellstromme publicly disavowed the attacks and pledged that none of his factory's employees were involved. But some claim his assurances were a convenient bit of rhetoric, for the attackers were

not Hellstromme Industries employees but rather Wasatch Rail agents.

With support from Smith & Robards and several other local firms, Junkyard workers plan once again to organize in search of better wages and working conditions. With expected aid from the Mallory Gang, organizers have high hopes for the union's chances.

Beware the Lurkers!

☛ For years they have plagued lone pedestrians under the Steel Sky: lurkers! Many have encountered them, and even more believe they exist, but the strangest part is that almost no one who's claimed to have seen them agrees on what precisely they look like.

Picture this: One moment a few workers or a mother and child are minding their own business and making their way through Junkyard's urban tangle. The next, a masked figure drops from the pipes above and brandishes a knife, demanding whatever valuables the poor victim possesses. Worse, more eyes gleam in the shadows among the conduits and catwalks. The lurkers' confederates are always near.

But there the discrepancies begin. According to the vast majority of victims, the attacks were about evenly split between a masked, armed attacker who demanded money and fled...and one who demanded money and then attacked the victim regardless of their compliance.

Yet other victims claim the perpetrators were mere children, a delusion this reporter can't help but refute. After all, the mind's tendency to alter the details of a stressful event is well-documented.

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Finally, a significant number of victims describe the attackers as silhouettes that seemed to dangle in the darkness above. It was difficult to see the assailants, but there must have been many of them from the sheer amount of eyes glittering in the dark.

And who's to say whether all of these events are the lurkers' doing, despite the victims' claims? The only thing certain is *something* lurks among the Steel Sky's catwalks, and no one has yet garnered proof of what it is.

Angel of Mercy

☛ Madam Gretchin Rasmussen, a resident in Steam Street, has earned the thanks and admiration of the *Epitaph's* editorial staff. That's to say nothing of the thanks she's earned from countless factory workers who have suffered burns in ghost rock fires, explosions, and a host of other incendiary mishaps. Madam Rasmussen's salves have soothed many skins and balmed scores of burns.

Rasmussen immigrated to Salt Lake in 1872 with her husband Claus Rasmussen, the famous German inventor. As readers may remember, wanted outlaw Utah Starr, leader of the Scorpion Gang, burned Herr Dr. Rasmussen to death with a flamethrower.

Luckily for all of us, Madam Rasmussen has turned her sorrow into succor for the legions of workers consigned to burn wards and, worse, the Worker's Hospital. This publication has spared no few column inches expressing our distaste for that institution, and feel obligated to report that their poor standards of care persist to this day. Madam Rasmussen's ministrations are a long-awaited step in the right direction for Salt Lake City's standard of medical care. Until they get there, we recommend Doc Yates.

Around Deseret

☛ As our illustrious Editor alluded in his foreword, the Nation of Deseret has become independent at long last, by virtue of the United States' and Confederate States' recognition. In reality the state's been independent and has acted that way since 1866, when President Brigham Young declared it so. It took everyone else a little longer to catch up.

Now we cast our view to Deseret and explore happenings outside the world's most scientific city.

Corrine's Wild Times

☛ To some Corrine is known as the City of the Ungodly, to others its considered a hot town in which to cut loose. They're both right, given the sheer amount of saloons, gambling halls, brothels, and opium dens to be found. But according to some there are darker doings afoot.

Years ago the first settlers tried to plant a few orchards, but their irrigation system drew salt up out of the soil that killed all the trees. Two years later, the trees hadn't really died... they slowly wasted but stubbornly hung on, skeletal, blackened, and bearing no fruit.

Four people have vanished in or near the dead orchard in the past two years. The locals tell tales of a vengeful ghost, the shade of the fellow who first planted the orchard, who's been snatching people and dragging them off to their deaths. Marshal Buzz Largo is at a loss to say who is responsible but maintains the threat is mundane: Shoshoni on the warpath, perhaps. We at the Epitaph

posit that while the threat may not be attributable to "ghosts," the danger may yet be something more than man. Only time and further investigation shall tell.

Lakepoint in Decline

☛ Once planned as a tourist resort, the town of Lakepoint is undoubtedly in decline and not safe for vacationers or boaters any longer. Readers have been warned!

The swimming at Clinton Beach has grown considerably worse over the years, due to the rise of what locals refer to as "lake Hellions." They're schools of carnivorous brine shrimp, each as big as a man's hand, that swim in the Salt Lake and attack any meat they come near. Some will tell you they're nothing to fret about; when you come back from swimming less a few toes you'll wish you'd heeded the warnings, amigo.

Then there's the Salt Lake's other attraction, Briny. Many claim to have seen it but, like the lurkers, it takes on a considerably different appearance in every telling. Perhaps the most fanciful depictions have given Briny a mass of tentacles akin to the giant squid popularized in Herman Melville's *Moby Dick*. While we agree that Briny must exist in some form, a giant squid seems highly unlikely.

Gangs Rampage

☛ Despite the Nauvoo Legion's countless hours spent hunting them, two long-standing outlaw gangs continue to plague Deseret's remote towns and her rail transport: the Outcast Gang and the Scorpion Gang. For all the miraculous advances brought on by Hellstromme's steam wagons, they've also given outlaws the

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ability to run faster and farther than ever before, always staying one step ahead of the law's long arm.

The Outcasts have stuck to their modus operandi for the past several years, taking over remote Mormon towns and robbing them for all they're worth before fleeing into the desert on horseless wagons. Their gang is known to ride several velocipedes and horses as well. But for all their thieving, the Outcasts' leader Bonita Rose claimed with pride that her gang didn't kill without cause.

That changed during an Outcast siege of the tiny mining settlement of Moab last Monday, Oct. 23. Several bandits were said to be drinking heavily, and one fired a shotgun into a saloon several times, wounding three patrons and killing another. Witnesses described Bonita Rose as extremely displeased, even forgetting to leave her calling card, a red rose, in the street.

With the Scorpions, on the other hand, the killing goes on pretty much as it has since their leader, Utah Starr, tired of Bonita Rose's pacifist stance and left the roost. It's said he stole some steam wagons and velocipedes when he and his fellow traitors vamoosed, meaning there's no love lost between Utah and Bonita.

On Thursday, Oct. 26 a Denver-Pacific train en route to Shan Fan was robbed near the Nevada border. A gang of motorized thieves, without doubt the Scorpions, drove alongside the moving train and allowed the miscreants to leap aboard. They shot the brakeman and conductor to death, then murdered four more passengers while robbing the cars. They left the engineer alive, so he could drive while they leapt back to their horseless conveyances.

The Sheriff's Office of Salt Lake City offers a standing bounty for Bonita Rose, Utah Starr, and members of either of their gangs.

Inside the Mouth o' Hell

☛ All savvy readers know the tale of Pete Fenner's motherlode of ghost rock, his contract with Hellstromme, and the giant smelter the doctor built inside Pete's Cave to process all that ore into ghost steel rails for the Wasatch line. And we all know how it ends: with a smelter accident that killed every miner on the site and encased their bodies in molten metal, entombed for all eternity, as well as flooding the cave.

There's no doubt a fortune in ghost steel and ore remains for anyone willing to look for it, but there's considerable doubt in Salt Lake City's courts about whether Hellstromme's contract with Fenner constitutes legal ownership.

One thing's certain: Several air carriages have been sighted in the skies over Mouth o' Hell Cave in the past few months. It's unclear who owns the airships, but whoever it is may be trying to stake a claim on Pete's lost lode.

Review: Overlook Hotel

☛ It is said among hoteliers that no sin of hospitality can ruin a wonderful view. If that adage were true, I could recommend the Overlook Hotel on the merits of its stunning scenery alone. Its perch in the Wasatch Mountains is said to be the vantage from which Brigham Young first looked upon Salt Lake City's future location, and a stunning panorama is indeed displayed before the traveler's eyes. That being said, proprietor Samuel Whateley provides the exception to the aforementioned adage. Not even a view of the mighty Himalayas could redeem the abysmal service provided by his staff. Avoid at all costs. —M. STARK

Across the West

☛ Time rolls on across the Weird West. Here's where we bring you up to speed, Dear Reader.

Plutonian Express Line

☛ News from the Stock Exchange in New York: Wasatch and Denver-Pacific Rail stock values continue to rise steadily, while other Rail Barons have suffered a slump. Analysts point to Hellstromme's wondrous Plutonian Express, his subterranean rail line from Lost Angels, California, to the Colorado Rocky Mountains, as the primary means of Wasatch ascendancy.

With its direct Zephyr line to Shan Fan, the Denver-Pacific maintains an edge in Nevada and more importantly, Deseret. Smith & Robards, owners of the D-P line, are set to report increased profits from mail-order sales in the third quarter of 1882.

Great Rail Wars Heat Up?

☛ Our last item comes from northern Colorado, where western-bound settlers have reported scattered fighting between rail warriors allied with Black River, Wasatch, and upstart Northern line Empire Rails. The fighting has flared up along the Overland Trail close to the point the Plutonian Express passes beneath the Denver-Pacific's Cheyenne spur. Observers are quick to point out that the area is just north of the Cauldron, site of one of the Rail Wars' bloodiest battles, and hope we're not due for a reprise of that carnage.

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SKULLCHUCKER

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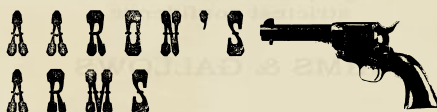
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Makin' Heroes

In 1882, Salt Lake City, or the City o' Gloom as most folks refer to it, is the most technologically advanced city on earth.

Recognized as an independent nation by Union and Confederacy alike, Deseret remains a hotbed of espionage and showcase of New Science marvels...despite the saints' wishes it were otherwise. Cowpokes willing to bend technology to their wills by any of several methods are found here in spades.

But among the automatons and the factories, heroes might need a little extra to match up. This chapter gives characters all the tools they need.

NEW EDGES

Background Edge

Scrapper

Requirements: Novice

The hero with this Edge begins play with one or more **Augmentations** (see page 20) installed. Choose any augmentations you like, up to a total Drain equal to half the cowpoke's Vigor die type. All the effects of being augmented are applied, except the character does not lose a die type in Spirit. Scrapppers suffer Charisma -2, or -4 among those who consider augmentations an

"abomination" (such as Mormons and those who follow the Old Ways Oath). This Edge may only be taken at character creation. The Marshal has more information in the Setting Rules chapter.

Social Edges

Gift of Gab

Requirements: Novice, Smarts d8+

Given a few minutes of conversation, your hero effectively has a d4 in any language, meaning he can get across basic messages to just about anyone given a little time. In addition, he adds +1 to the die rolls of any Knowledge (Language) skills in which he has a d4+.

Secret Identity

Requirements: Novice, Smarts d6+

In the City o' Gloom, it's sometimes helpful to have another name to hide behind. A hero with

DEADLANDS: GOOD INTENTIONS

this Edge has a false identity that—depending on its nature—allows a cowpoke to live a dual life.

Examples include a gentile posing as a Mormon or a huckster claiming to be a scientist. The exact situational effect is up to the Marshal's call, but generally the hero gains a +2 on Persuasion or other rolls to maintain the ruse. A character with this Edge can also assume or drop her Secret Identity to avoid being **Blacklisted!** (see page 46).

Weird Edges

Arcane Background (Blessed)

Requirements: Wild Card, Novice, Faith d4+, Spirit d8+

The righteous hero with this Edge has the favor of the powers of good and light, no matter what god or gods that cowpoke's religion prescribes, and they grant her arcane powers. However, keeping those powers requires no small amount of piety: See the details under **No Man's Land** below. This Edge replaces Arcane Background (Miracles) in the *Deadlands Player's Guide*.

Arcane Background (Metal Mage)

Requirements: Wild Card, Novice, Spirit d6+

A host of would-be hucksters and mad scientists have learned R. Percy Sitgreaves' system of *Thaumaturgical Diffusion* by decoding formulae in the *Smith & Robards Catalog* or because Sitgreaves himself taught them. Almost all these practitioners are located in Deseret. If you take this Edge, see the details on page 13.

Conviction

Requirements: Novice, Arcane Background (Miracles), Spirit d6+, Faith d6+

Some holy rollers seem to have the ear of the Almighty. This hero reduces the cost to activate any power by 1 Power Point, to a minimum of 0. This Edge replaces the version in the *Deadlands Player's Guide*.

Desensitized

Requirements: Heroic, Augmentations totaling 4+ Drain

The scrapper with this Edge ignores one level of wound penalties, which is cumulative with Nerves of Steel and Improved Nerves of Steel.

Master Crafter

Requirements: Veteran, Arcane Background (Weird Science), McGyver, Repair d10+, Weird Science d10+

Most Infernal Devices take months to create and require elaborate manufacturing facilities. This mad scientist can make a device in weeks or even days with a tool kit and the necessary parts.

To create an Infernal Device, the scientist first needs a blueprint for it. If he doesn't have one, he can make one from an existing (working) Infernal Device with 1d6 days of study. Then the character must purchase parts costing half the item's normal price. Ghost rock is a necessary element, so it must represent at least part of the cost (Marshal's call).

Building the device takes 2d6 days plus one day per \$500 of the cost of the item (round up). The character makes a Weird Science roll and on a failure, the time is wasted but not the parts. With success, the device is built and on a raise, it's built in half the time. On a critical failure, the device explodes doing 3d6 damage in a Large Burst Template, destroying the parts.

A character with the Alchemy Edge can make elixirs, tonics, and other alchemical items as well. Formulas replace blueprints but otherwise use the same rules, except the time to create is 2d6 hours plus one hour per \$50 of the cost of the item (round up).

Legendary Edge

We Have the Technology!

Requirements: Legendary, Spirit d8+, Vigor d8+, Augmentations

Your hero's virtually become a man of metal, and somehow manages to keep his soul and his augments in balance. The stalwart scrapper gains +2 to innate Toughness, but only for purposes of determining whether he suffers Fatigue due to his augmentations.

NO MAN'S LAND

Read this section if you've taken the Arcane Background (Blessed) or (Metal Mage) Edge.

BLESSED

Blessed are people who have been granted supernatural abilities by mysterious and distant powers of good. Some are priests or actual clergy while others are simply chosen for the nobility of their struggle or their soul. Though most are enlightened and good by nature they don't have to be – sometimes the light chooses even troubled souls to carry out its will.

Edge: Arcane Background (Blessed)

Requirements: Wild Card, Novice, Faith d4+, Spirit d8+

Arcane Skill: Faith (Spirit)

Power Points: 15

Starting Powers: 3 (*protection*, plus two of the player's choice)

Available Powers: *Aim, armor, barrier, beast friend, blind, boost/lower Trait, confusion, deflection, dispel, elemental manipulation, environmental protection, exorcism, gambler, greater healing, healing, inspiration, light (not obscure), protection, pummel, quickness, sanctify, smite, speak language, stun, succor, warrior's gift, windstorm.*

Special Rules:

- **Crisis o' Faith:** When a blessed rolls a 1 on her Faith die (regardless of the Wild Die), her Faith is reduced by a die type until she spends an hour in restful meditation, contemplation, or prayer. A blessed's Faith can never be reduced below d4 by a Crisis of Faith.
- **Miracles:** The blessed may use Edges that require Arcane Background (Miracles).
- **Sinnin':** Blessed who violate their core beliefs are temporarily or permanently forsaken by the forces of good that grant them their powers. Minor sins give the character -2 to his

Faith rolls for a week. Major sins rob him of all arcane powers for a week. Mortal sins cause him to be forsaken until the penitent hero completes some quest or task of atonement to regain his lost powers (Marshal's call).

Trappings

Blessed powers are always subtle if not outright imperceptible – usually so much so that only the effects are visible.

METAL MAGE

Edge: Arcane Background (Metal Mage)

Requirements: Wild Card, Novice, Repair d4+, Thaumaturgical Diffusion d4+

Arcane Skill: Thaumaturgical Diffusion (Smarts)

Power Points: 10

Starting Powers: 2



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Backlash: None.

Available Powers: Aim, armor, barrier, beast friend, blast, blind, bolt, boost/lower Trait, burrow, burst, confusion, damage field, darksight, deflection, detect/conceal arcana, disguise, dispel, drain Power Points, elemental manipulation, entangle, environmental protection, farsight, fear, fly, gambler, greater healing, havoc, healing, hunch, invisibility, jury rig, light/obscure, mind rider, pummel, puppet, quickness, slow, slumber, smite, speak language, speed, stun, succor, telekinesis, teleport, trinkets, wall walker, warrior's gift, wilderness walk, windstorm, zombie.

Special Rules:

- **Daemon:** Metal mages have come to terms with the fact that manitous provide inspiration

AFTER THE CACKLER...

Our graphic novel *The Cackler* introduces powerful new villains to the Weird West. After the Cackler's return and the evil acts that ensue, the skies seem a little darker, the vast prairies a little lonelier, the distances between burgs a little longer and more dangerous. It's almost as if a permanent twilight has fallen...

In the gloom, practitioners of black magic find it a little easier to summon their powers, and a little easier to keep them hidden from prying eyes. It helps that most people are so terrified they're willing to turn a blind eye to the Devil's work. In game terms, all powers enacted with Arcane Background (Black Magic) cost 2 less Power Points, to a minimum of 0. Black Magic casters suffer no Backlash.

Additionally, apply an additional -2 penalty to Notice checks made to see *any* type of magic being performed, including a huckster's hexes.

Blessed get hit the hardest by the metaphysical dusk. Where once the powers of light bestowed miracles like rock candy, now they've been forced to retreat somewhat. By necessity they've become selective, doling out arcane help to their chosen with less regularity and variety than they did in the past. The new blessed Arcane Background (see page 13) reflects these changes.

to mad scientists as well as raw energy to hucksters, and have learned the science of extracting that energy for "free"—that is, without the risk of Backlash. However, metal mages are stalked by their daemons, which appear as mythic beasts or totem animals terrifying in aspect. When a metal mage rolls snake eyes on a Thaumaturgical Diffusion check, the daemon gets its revenge as the Marshal rolls on the **Backfire Table** (in the *Deadlands Marshal's Handbook*). Bennies can't be used to avoid this outcome!

- **Gadgeteer:** A metal mage gets the Gadgeteer Edge for free, but it functions differently and she cannot take the normal Edge. With success on a Thaumaturgical Diffusion roll at -2, she summons a device that replicates any power available to metal mages a number of times per session equal to half her Spirit. This takes one action instead of the usual 1d20 minutes required by the Gadgeteer Edge. Each device has Power Points equal to half the metal mage's total (round down); when the Power Points are expended (or the session ends) the device stops functioning. The metal mage can use these devices or share them with others per Mad Scientists in *Savage Worlds*, but they are subject to those rules, including Malfunctions.
- **Refine Cores:** Metal mages can refine shaped fuel cores from raw ghost rock. A successful Thaumaturgical Diffusion roll and one hour's time turns 1 lb of unrefined ghost rock into a 1-lb fuel core. On a raise, the process produces two fuel cores if the metal mage has another pound of ghost rock handy. Critical failure results in a spectacular explosion, causing 3d6 damage in a Medium Burst Template.
- **Weird Science Origins:** Metal mages may take the Mr. Fix It Edge, ignoring the Arcane Background (Weird Science) requirement and substituting Thaumaturgical Diffusion d8+ for Weird Science.

History

R. Percy Sitgreaves started out as a huckster, and later in life became interested in the New Science. He got a job as an inventor—a mediocre one at best—at Smith & Robards, but they soon fired him. No matter, for Sitgreaves had a

startling epiphany: The “inspirations” of mad scientists clearly came from manitous, just as hucksters’ power did. The truth shook him.

Sitgreaves founded Infinity Press and became the sole printer of his former employers’ annual catalog. He made a far better printer than an inventor, and for all his flaws his former employers still trusted him. Soon he developed “thaumaturgical diffusion,” a melding of magic and mad science to the enhancement of both.

Sitgreaves has trained nearly a dozen so-called “metal mages” in the past five years. Sitgreaves encodes his newfangled hexes into the text of each *Smith & Robards Catalog*.

Trappings

Metal mages’ Trappings mix the practical and fantastical. Mages use their powers to create functional devices, but they form out of thin air, puffs of purplish smoke, or assemble themselves from whirling funnels of parts. A *blast* power might manifest as a grenade, *teleport* could involve rail lines, and *mind rider* may create a telegraph wiretap.

NEW POWER

Jury Rig

Rank: Novice

Power Points: 2

Range: Touch

Duration: 3 (1/round)

In a world filled with Infernal Devices and steam-powered augmentations, malfunctions are a way of life. But given that such mishaps can be fatal, at times these things can’t be left to chance. Sitgreaves devised this hex so his shoddy creations could pass muster long enough to get the lazy inventor off the hook with his bosses.

See the **Malfunctions Reloaded** sidebar on page 47. With success on the Thaumaturgical Diffusion roll, a single Infernal Device with a listed Malfunction may only suffer Major and Minor Malfunctions for the duration. With a raise, the device only suffers Minor Malfunctions; ignore other Wild Die results.

DIVINE INTERVENTION

When the Cackler came to North America a pall fell over the Weird West. As the twilight closes in, the powers of light grant their most loyal blessed a gift most thought lost: the ability to pray for direct Divine Intervention. Divine Intervention is similar to a blessed’s other powers, but the effects are far more world-shaking.

Smitin’ Sinners

A blessed (and only a blessed) with a Legend Chip can attempt to petition the powers of light to intervene directly in worldly events. After fulfilling any special requirements noted in the power’s description, the blessed spends a Legend Chip and makes a Faith roll modified by the penalty for the power being attempted. Successful interventions cost no Power Points.

With the powers of light, it’s easier to invoke acts of mercy than to call down a god’s wrath. If a given intervention can be used in either fashion, the Marshal may opt to grant a +1 bonus to Faith rolls made with mercy in mind. As with any miracle, the Marshal should apply any additional bonuses (for a truly justified plea) or penalties (for frivolous or selfish pleas) as she sees fit.

Faith Results Table

Success/Raise: The player spends a Legend Chip and the power takes effect as described.

Failure: The player keeps the Legend Chip but the character suffers a Crisis of Faith: her Faith is reduced by a die type (min. d4) until she spends a number of hours equal to the power’s Faith Modifier in restful meditation, contemplation, or prayer. If the result on the Faith die is a 1 (regardless of the Wild Die), the blessed keeps the Legend Chip but loses access to all powers for one week, and her Power Point total drops to 0.

Snake Eyes: If both the Faith die and Wild Die result in a 1, the blessed loses the Legend Chip, Power Points drop to 0, and he or she is forsaken, losing access to all powers until the character performs a major act of atonement.

DEADLANDS: GOOD INTENTIONS

The Interventions

Atone

Faith Modifier: -2

Range: Touch

Duration: Permanent

Trappings: Chanting, incense, prayer, ritual purification

This intervention allows a blessed to help a Harrowed drive the manitou into submission. It takes an hour to invoke the miracle, after which the blessed rolls Faith. With a success on the Faith roll, the affected Harrowed makes an immediate Dominion roll. For every success and raise on the Faith roll the Harrowed adds +1 to his Spirit roll (maximum +4). If the Harrowed wins, she gains total Dominion (+4). Unlike in a typical Dominion test, the manitou gains no Dominion if it wins. A blessed Harrowed may perform this intervention on himself.

Crusade

Faith Modifier: -2

Range: Spirit

Duration: 1 day/success and raise

Trappings: Chanting, prayer revival, singing

It's been said that God helps those who help themselves. With this intervention a blessed makes that prospect a little more manageable, but only when there is a clear goal to pursue. First the blessed leads a day-long ritual or prayer meeting appropriate to the congregation's denomination, and rolls Faith. For each success and raise, five Extras who share the caster's faith are granted +2 on all Trait rolls made to achieve the *crusade's* goal (at the Marshal's discretion) for the duration. Goals include but aren't limited to: protecting a town

from a supernatural or mundane threat, finding someone who's lost, or planting the crops in record time.

Divination

Faith Modifier: -1

Range: Self

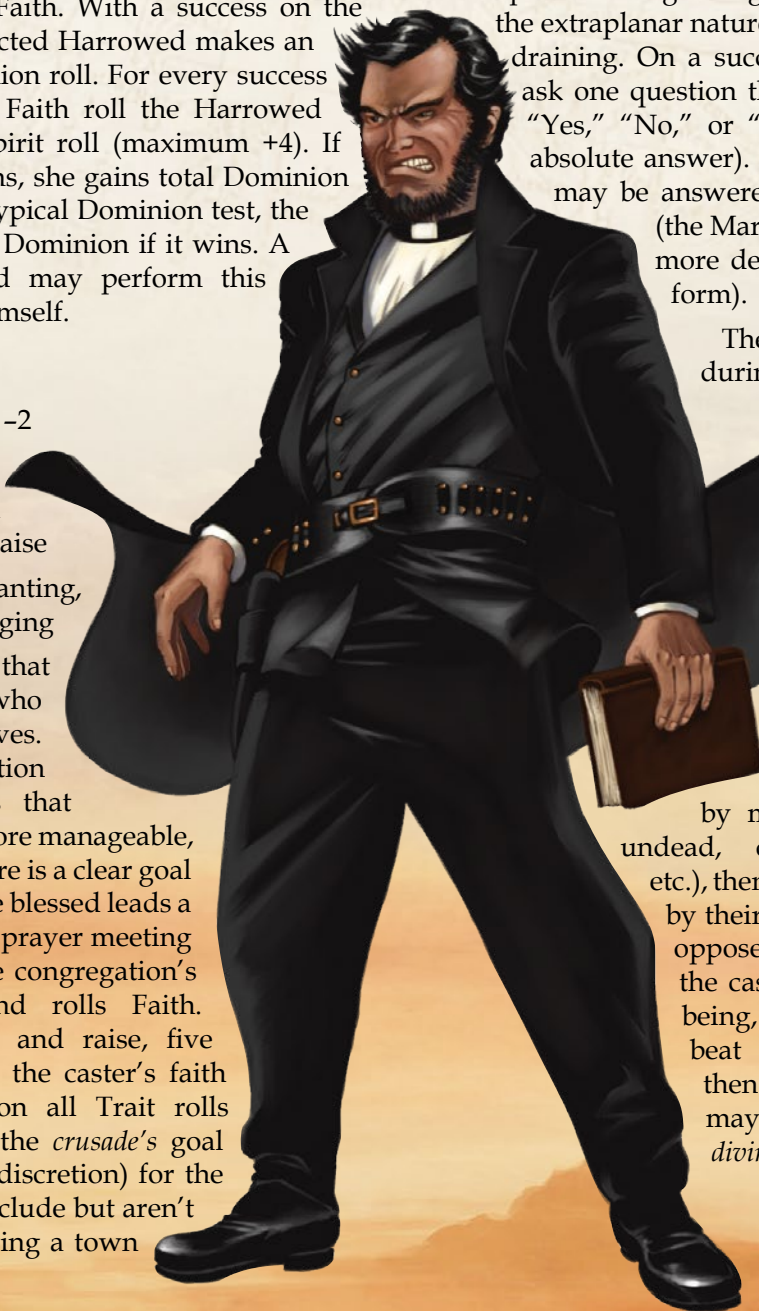
Duration: 1 minute

Trappings: Contact spirits of dead, commune with deity

This intervention allows a blessed to contact the powers of light to gain information. Due to the extraplanar nature of this power, it is very draining. On a success, the petitioner may ask one question that can be answered by "Yes," "No," or "Possibly" (if there is no absolute answer). On a raise, the question may be answered in five words or less (the Marshal may allow a longer, more detailed answer in cryptic form).

The duration is one minute, during which the caster may

take no other actions or movement. If the caster is Shaken during that time, he must make a Smarts roll or the power is disrupted. If the question relates to a living being (including beings who may "live" by mystical means such as undead, constructs, elementals, etc.), then the Faith roll is opposed by their Spirit. *Divination* is also opposed by *conceal arcana*. In the case of *conceal arcana* on a being, the *divination* must first beat the *conceal arcana*, and then if successful, the subject may roll Spirit against the *divination* result.



Deluge

Faith Modifier: -3

Range: Spirit × 1 mile

Duration: 1 hour/success and raise

Trappings: Flood, hurricane, thunderstorm

With this power the blessed calls down a storm of biblical proportions to scour the land of that which is unclean. Unfortunately, it tends to scour the land of everything else as well! The *deluge* is centered on the caster. Within the range, visibility is reduced to 12" (and subject to Dark Lighting penalties). Just being exposed to the driving wind and swirling debris causes damage of 1d6+1 per success and raise on the Faith roll (maximum +4). The ground turns into a quagmire: Any character running must make an Agility roll or fall prone and Shaken. Most physical actions in this weather suffer a -2 penalty, including Driving, Piloting, and Riding rolls (due to slippery roads, poor visibility, and high winds).

A *deluge* that persists for more than one hour includes flash floods, lightning strikes, and mudslides, possibly damaging nearby buildings, drowning creatures, and preventing flying machines from taking off or landing. Any being who's hostile to the caster and draws a Joker during a *deluge* is struck by lightning for 2d10 damage (AP 10).

Deny

Faith Modifier: -2

Range: Spirit ×2

Duration: 1 hour

Trappings: Holy word

When a blessed is hopelessly outgunned—so to speak—this intervention lets her knock a foe down a few pegs. The caster rolls Faith opposed by the target's Spirit (at -4). If the blessed wins, she *denies* the target use of a single skill. The subject cannot use the skill for one hour. Any attempts to do so are considered unskilled (d4 with a -2 penalty). At the Marshal's discretion some tasks are impossible to perform unskilled; in this case the target simply can't do them.

Divine Wrath

Faith Modifier: See below

Range: See below

Duration: See below

Trappings: See below

Blessed can call down the wrath o' God in all sorts of ways, from fire to vermin to a plain old divine wallop. Each flavor of *divine wrath* has its own details:

Hellfire (Faith Mod -2, Range Spirit ×8, Dur Instant): The blessed calls up a cleansing fire to roast anything in its area of effect (a circle equal to twice the blessed's Spirit die type in yards). Cover affords no protection. Creatures in the area suffer 1d10 damage per success and raise on the Faith roll. Flammable objects may catch Fire (see *Savage Worlds*).

Plague (Faith Mod -3, Range Special, Dur 1 day/success and raise): This variety of wrath comes in a few pointedly physical forms, and is often used by the most righteous to punish wrongdoers and the iniquitous. The blessed prays and rails against the sinners' ways for a day, after which the *plague* of her choice descends.

- *Darkness* causes the sun to dim and go out, leaving the region in Dark Illumination for the intervention's duration.
- *Pestilence* afflicts the region's livestock with a virulent disease that destroys 10% of them each day it lasts, and likely prevents anyone else from buying the afflicted animals.
- *Vermin* causes flocks of crows or swarms of rats, locusts, crows, mice, or other mundane creatures to descend on the region, destroying 10% of a town's food per day.
- *Water to Blood* causes all water in the region to turn into thick, crimson blood, making it non-potable to most normal folks for the duration. Water brought from elsewhere remains clear for a single day, then succumbs to the plague's effect.

Righteous Fury (Faith Mod -2, Range Sight, Dur Instant): When called upon, the powers of light sometimes reach down and deal out a severe licking. The blessed rolls Faith to call down *righteous fury* on a single target within

DEADLANDS: GOOD INTENTIONS

sight, who suffers 2d12 Nonlethal Damage (see *Savage Worlds*) plus 1d12 per raise. This damage ignores Armor and cannot be Soaked.

Excommunicate

Faith Modifier: -1

Range: Touch

Duration: Permanent

Trappings: Ceremony, rebukes, turning one's back

Some evildoers are so unrepentant they'll not allow their souls to be saved, nor do they seek forgiveness. A blessed who *excommunicates* these mad dogs makes it so others can always see evil's taint on them; it leaves a mark that cannot be seen but can always be sensed. Anyone who meets an *excommunicated* hombre is uneasy and knows to beware; neither children nor animals will have anything to do with the poor sod. The subject suffers -2 to all Persuasion, Streetwise, and other social rolls, plus an additional -1 per raise on the blessed's Faith roll. The only way to lift the mark is for its subject to convince the caster (or another blessed of the same faith) that she is truly repentant. The blessed who cast it can lift the *excommunicate* at will.

Healing Touch

Faith Modifier: -2

Range: Touch

Duration: 1 round/success and raise

Trappings: Holy water, laying on hands, prayer

This intervention functions like *greater healing*, but it allows the caster to *heal* all of a subject's afflictions (Fatigue, wounds more than an hour old, poison, disease, and Permanent Crippling Injuries) in a single round. The subject is simply made whole. This intervention lasts for a round per success and raise on the Faith roll, allowing the blessed to *heal* multiple allies.

Intervene

Faith Modifier: -1

Range: Touch

Duration: 3 rounds

Trappings: Aura of holy flame, coincidences, supplications

With *intervene* a blessed can protect a single character (himself included) from bodily harm. The subject cannot suffer Fatigue or wounds from any source for three rounds. The character could be shot point-blank with a Gatling gun, blown up with dynamite, fall off a cliff, and walk through fire without suffering a scratch. Even harmful magical effects are repelled (at the Marshal's discretion, but anything that immobilizes, weakens, or warps the hero's body or mind is generally considered harmful).

Peacemaker

Faith Modifier: -2

Range: Self

Duration: Concentration

Trappings: Prayer, silent vigil

When a blessed invokes this intervention hostility is all but impossible. Everyone within a diameter equal to the caster's Spirit die \times 10 yards (including the blessed) gains Armor +5. Additionally, in order to take any hostile action within or directed into the area of effect, a sodbuster must first succeed on an opposed Spirit roll against the Faith of the blessed who invoked *peacemaker*. On a success the ornery so-and-so can act; otherwise he becomes Shaken and stands there slack-jawed. The effect lasts as long as the blessed maintains her concentration.

Resurrection

Faith Modifier: -4

Range: Touch

Duration: Permanent

Trappings: Prayer, singing

Resurrection brings a dead character back to life with a three-hour ritual. The subject returns healed of all wounds and other afflictions, although he always bears the scar of the wound that killed him as a reminder of his mortality. But bringing back the soul of the departed isn't easy, and the blessed can only raise someone who's been dead for less than half his Faith die in days. The power has no effect on the undead. If it's used on a Harrowed the Faith roll suffers

a -6 modifier, but if successful it banishes the manitou and restores the sodbuster to real, breath-drawing life.

Walls o' Jericho

Faith Modifier: -3

Range: 100 yards

Duration: Instant

Trappings: Earthquake, trumpet, wind

Long ago the walls of Jericho collapsed from the blast of a trumpet. This intervention similarly directs the deity's wrath at a structure or object (although it's less effective against the latter). The power can affect a single building no larger than 10 square feet times the caster's Spirit die. Against such a structure it inflicts 4d12 damage, plus 1d12 per raise, which ignores any Armor. Against ships, trains, steam wagons, flying gizmos, and similar targets, *walls o' Jericho* inflicts 2d12 damage, plus 1d10 per raise.

Wither Limb

Faith Modifier: Special

Range: Spirit

Duration: 1 month/success and raise

Trappings: Curse, holy word

Some people have souls so rotten they deserve to wear their sin like a badge of honor. Although *wither limb* can be used to deal a crippling injury in combat, it's more often used to teach folks who choose evil a lesson about its consequences.

The caster chooses one of the target's limbs (or torso, head, etc.) and makes a Faith roll with the same modifier as for a Called Shot to the location. The target gets an opposed Spirit roll at -6 to resist. With success on the Faith roll, the location gains an Injury (see the **Injury Table** in *Savage Worlds* and apply the appropriate effect), which lasts a month for each success and raise on the Faith roll. If the subject kills the caster before that time elapses, the effect becomes permanent.



Gear

More than anything else, the city o' gloom is powered by the New Science. Its factories belching soot into the gray skies serve as a testament to that fact. In this highly technological cityscape, it's crucial for cowpokes to have a selection of modern, labor-saving devices at their fingertips. And for when those fingertips get sliced off in a factory accident, we provide a wide array of steam-powered prosthetics for the discerning buyer!

If your hombre takes the Scrapper Edge (see page 11), this section contains everything you need to know. Along with the Charisma penalty, augmentations gained during play inflict a one-time loss of one Spirit die type (min. d4), and thereafter it costs two Advances to raise Spirit. The Marshal has more information on page 44.

AUGMENTATIONS

Following a brief introduction are statistics and short descriptions of the various devices, parts, and prosthetic limbs available to "augers."

Cost: How much it costs a character to have the augmentation installed (unless the Scrapper Edge is taken). This amount covers parts and labor for the operation. It even gives your hero a one-ounce, shaped ghost rock core for her motivator, if the augmentation needs one.

Effect: Benefits gained from the augmentation.

Drain: A numerical rating of the augmentation's strain on body and soul. Associated Traits are the attributes and skills that, when the Trait roll is a 1, cause the augmentation to malfunction. Malfunctions apply when the augmentation is used (in any way) as part of a Trait roll. Each augmentation has a Catastrophic Malfunction.

A character's maximum Drain is equal to innate Toughness (i.e., from Vigor, Edges, and Hindrances; not Armor). If Toughness drops below total Drain, he suffers a level of Fatigue for each point below Toughness (this can result in death). This Fatigue is recovered when the difference in Drain and Toughness is removed (by increasing Toughness or surgically removing augmentations). Once that occurs, one level of Fatigue is recovered per hour.

Fuel is what kind of power the device requires, whether ghost rock, clockwork, or unpowered.

Augmentation Malfunctions

Like nearly all Infernal Devices, augmentations aren't completely reliable. Each augmentation lists its Associated Traits. Whenever the scrapper rolls one of these Traits, that augmentation malfunctions if the Trait die shows a 1, just like any Infernal Device (see sidebar on page 47). Each Augmentation lists a specific Catastrophic Malfunction for a critical failure, but they all use the following Minor and Major Malfunctions.

Minor Malfunction: The auger is Shaken.

Major Malfunction: Powered augmentations wind down or burn through their ghost rock. The scrapper is Shaken, and it takes 1d4+1 actions to reactivate the augmentation (as long as the character has the winding key or more ghost rock). Non-powered augmentations cause a sympathetic reverberation; the scrapper is Shaken and suffers -2 to Parry until he recovers.

Arms

Mechanical and piston arms require a chest brace for support, which is ratcheted across the rib cage and fixed to it with bolts. Note the following arms do not include hands; those attachments must be purchased separately.

Mechanical Arm

This is a geared, piston-driven arm, which includes an upper arm and forearm.

Drain: 2 (For 3 Drain, +2 Str die types); **Effect:** +1 Str die and Armor +2 per arm; **Associated Traits:** Strength, Climbing, Fighting; **Fuel:** Ghost rock; **Cost:** \$1,500 for one arm, \$2,500 for two

Catastrophic Malfunction: Arm explodes for 3d6 damage to the wearer and is destroyed.

Metal Forearm

For those who don't need an entire arm replaced, this hollow limb supports an attachment like a hand or weapon. If the scrapper is hit in the augmented arm, roll 1d6. On a 4-6, the attack hits the forearm (Armor 2). A metal forearm cannot be used with a mechanical or piston arm.

Drain: 1; **Effect:** None (see below); **Associated Traits:** None; **Fuel:** Unpowered; **Cost:** \$500

Catastrophic Malfunction: No effect.

Piston Arm

A piston arm is the heavy-duty version of the mechanical arm. The scrapper can swivel the arm 360 degrees to reach various positions, but ranged attacks and Agility-linked Trait rolls made with the arm suffer a -1 penalty. Delicate items like clockwork hands and gizmo weapons can't be used with a piston arm.

Drain: 2 (For +1 Drain, +1 die type to Strength, max. +2 die types); **Effect:** +2 Str die types, Armor +2, and Str+d6 unarmed damage per arm; **Associated Traits:** Agility, Climbing, Fighting; **Fuel:** Ghost rock; **Cost:** \$1,000 for one arm, \$1,500 for two

Catastrophic Malfunction: Scalding steam in a Small Burst Template centered on the character for 3d6 damage, and arm is destroyed.

FUELING AUGMENTATIONS

Unless something else is specifically noted, augmentations powered by ghost rock consume fuel at the rate of one ounce per week. The ghost rock doesn't have to be refined, by the way—raw nuggets (\$6.25/oz.) work fine for motivators, but they are automatically exhausted by the occurrence of a Major Malfunction. If a specially made, cylindrical, perforated fuel core is used (\$10/oz.), a malfunction does not exhaust it, though it still requires 1d4+1 actions to reactivate it.

Fuel costs are cumulative, so an hombre with three ghost-rock-powered augmentations needs to beg, borrow, or steal three ounces of ghost rock per week to keep them all running. Getting augmented can be an expensive habit!

Clockwork augmentations need their springs wound up for 10 minutes after every six hours of use. Failure to do so results in the device becoming unusable until it's rewound.

Unpowered augmentations are just that—unpowered—so your scrapper doesn't need to worry about fuel for those. He's probably got enough other things to worry about, anyhow!

DEADLANDS: GOOD INTENTIONS

Arm Attachments & Enhancements

All of the following augmentations require a metal forearm, piston arm, or mechanical arm, unless noted. Attachments reside in the arm or forearm's housing and gain the benefit of that augmentation's Armor value.

Buzzsaw

The buzzsaw attachment is a small saw modeled after those found in lumber mills. It can cut through bone, gristle, and even thin steel.

Drain: 2; **Effect:** Str+d10 damage, AP 1; **Associated Traits:** Fighting; **Fuel:** Ghost rock (3 oz./week); **Cost:** \$1,000

Catastrophic Malfunction: 4d6 damage in a Medium Burst Template centered on the scrapper, and the buzzsaw is destroyed.

Clockwork Hand

This is the refined version of the mechanical hand. It relies on finely tuned springs and latches, and adds +1 to Lockpicking, Repair, Stealth (for palming objects and picking pockets), and Agility rolls using the one hand (for +2 Drain the bonus increases to +2).

Drain: 2 if attached to flesh, 1 if attached to a mechanical arm or forearm; **Effect:** Str same as character or arm; **Associated Traits:** Agility, Lockpicking, Repair, Stealth; **Fuel:** Clockwork; **Cost:** \$1,500

Catastrophic Malfunction: The hand spasms uncontrollably for 1d6 rounds and flies apart. A successful Repair roll and 1d6 hours' work repairs it.

Electrical Prod

The prod is a metal stud charged with static electricity that replaces the hand and must be attached to a mechanical arm. The hero charges the prod by pumping the elbow. Each pump adds a charge (to a maximum of six) and takes an action to perform. The user makes a Touch attack; on a successful hit the prod releases all of its energy, so it must be recharged after each use. The attack ignores metal Armor. Stored charges dissipate at the rate of one die per five rounds.

Drain: 1; **Effect:** 1d6 nonlethal damage per charge.; **Associated Traits:** Fighting; **Fuel:** Unpowered; **Cost:** \$800

Catastrophic Malfunction: The scrapper takes full damage from all stored charges. It may not be used again until after a Repair roll (-4), \$450 replacement capacitor, and 1d8 hours' work.

Finger Tools

A set of tools, lockpicks, or medical utensils that retract into a clockwork hand's fingers, grant a +2 bonus to Healing, Lockpicking, or Repair, and count as having any needed tools. Performing stressful movement (like combat) with the tools extended may break them—a 1 on a Trait roll during such situations causes a malfunction. Finger tools require a clockwork hand; if applicable, the bonus is cumulative with that of the hand.

Drain: 2; **Effect:** +2 rolls on affected Trait; **Associated Traits:** Affected Trait; **Fuel:** Unpowered; **Cost:** \$600

Catastrophic Malfunction: The picks break off and jam inside the hand. They're destroyed, and debris causes a -1 to the hand's Agility-linked rolls until it's removed with a Repair roll (-2).

Firearm

A normal-caliber pistol, sawed-off shotgun, or rifle can be inserted into a forearm or arm augmentation. Pistols and sawed-off shotguns add one action to the reload time, and rifles and shotguns add two. The Speed Load Edge reduces the time by one action. A pistol or sawed-off shotgun requires a metal forearm; a rifle, carbine, or shotgun requires a mechanical or piston arm.

Drain: 1; **Effect:** Per installed weapon; **Associated Traits:** Shooting; **Fuel:** Unpowered (requires ammo); **Cost:** \$500, plus weapon cost

Catastrophic Malfunction: A round detonates in the chamber. The arm and gun won't work without a Repair roll (-4) and 2d6 hours' labor.

Infernal Device Weapon

Virtually any handheld infernal weapon can be mounted onto an augmented arm. Weapons which require a backpack or fuel tank mount

only the firing device; the scrapper still has to strap on the additional parts.

Drain: 1 (2 for devices powered by ghost rock);

Effect: Per installed device; **Associated Traits:**

Per installed device; **Fuel:** Per installed device;

Cost: \$700, plus cost of device

Catastrophic Malfunction: Per the gizmo, except the malfunction also destroys the arm holding it!

Grapnel & Launcher

This steam-powered grapnel launcher replaces the scrapper's hand. With success on a Shooting roll the hook has set. The grapnel comes with 50 yards of lightweight cable, which is capable of lifting up to 500 lbs. before breaking and provides a +2 Climbing bonus.

Using the device in hand-to-hand combat is also possible. In this fashion, the grapnel inflicts Str+d6 damage and counts as a melee weapon, with a -2 Fighting penalty.

Drain: 1; **Effect:** See description; **Associated Traits:** Fighting, Shooting; **Fuel:** Ghost rock; **Cost:** \$1,000

Range: 6/12/24; **Damage:** 2d6; **RoF:** 1; **Cost:** \$1,000; **Shots:** 1; **Notes:** Reload 2.

Catastrophic Malfunction: The scrapper takes 4d8 steam damage. The launcher requires 1d4 days' work and a Repair roll (-4).

Grapnel Reeling Device

This enhancement requires the grapnel & launcher, and a full mechanical or piston arm on which to mount it. Activating the reel is an action requiring a Strength roll. It can winch up to 250 lbs. at Pace 6, or drag twice that weight across the ground at Pace 2. Unwilling targets under 250 lbs. may resist the winch with an opposed Strength roll against its Strength d12+2. If the target weighs more than 500 lbs. or successfully resists the winch, the *wearer* has to make the roll or get dragged toward it!

Drain: 1; **Effect:** See description; **Associated Traits:** Strength; **Fuel:** Unpowered; **Cost:** \$500

Catastrophic Malfunction: The cable whipsaws from the reel, striking a random target (possibly the scrapper) for 4d6 damage. The device

requires a Repair roll (-4) and 1d6 hours' work to repair.

Hand Weapons

This simple enhancement installs a housing for attaching a one-handed blade or other weapon onto the end of an augmented arm. Preparing a weapon for mounting is a simple process, requiring only a Repair roll.

Drain: 0; **Effect:** Per installed weapon, +2 bonus versus Disarm; **Associated Traits:** Fighting;

Fuel: Unpowered; **Cost:** \$200, plus weapon cost

Catastrophic Malfunction: No Minor or Major Malfunctions. The weapon breaks, deals full damage to the wielder, and must be replaced.

Hidden Compartment

This is a small compartment about six inches long, two inches wide, and one inch deep. Attempts to hide an item in the compartment add +2 to the Stealth roll.

Drain: 0; **Effect:** See description; **Associated Traits:** None; **Fuel:** Unpowered; **Cost:** \$200

Catastrophic Malfunction: Ignores all malfunctions—Minor, Major, or Catastrophic.

Mechanical Hand

The mechanical, or "piston," hand, is sturdier than the clockwork model. The hand increases Strength for purposes of maintaining or causing damage in a grapple, and unarmed attacks if the scrapper makes a Fighting roll (-2) to squeeze with the hand. Agility rolls made with hand suffer a -1 penalty.

Drain: 1 (For 2 Drain, +2 Str die types); **Effect:** +1 Str die type and Armor +2 per hand; **Associated Traits:** Strength-linked Trait rolls as above; **Fuel:** Ghost rock; **Cost:** \$2,500

Catastrophic Malfunction: The hand falls out of its forearm casing. A Repair roll (-4) and 2d6 hours' work re-affixes it.

Retractable Spike

An eight-inch-long metal spike springs from above the scrapper's wrist when activated; this is a free action. Retracting the spike takes an action. Notice rolls to detect the spike suffer a -4 penalty when it's retracted.

DEADLANDS: GOOD INTENTIONS

Drain: 1; **Effect:** Str+d4+1 damage; **Associated Traits:** Fighting; **Fuel:** Unpowered; **Cost:** \$500

Catastrophic Malfunction: The spike does 2d6 damage to the arm, bypassing Armor, and requires a Repair roll (-4) to function again.

Ears

Ear replacements, unlike eyes, come in pairs. The cost and Drain listed for each augment take this into account.

Echo-Locators

Metal ear baffles, an assembly of ultra-fine wires in the eardrums, and similar wires connected to the hero's voice box allow the user to emit ultrasonic shrieks and track their echoes to "see" in the dark. This negates the penalty for Dim lighting, reduces the Dark penalty to -1, and Pitch Blackness (or the scrapper's blindness) to -2. Notice rolls made to locate invisible items or creatures, as well as attack rolls, are made at -2. Unfortunately, the vocal wire mesh saddles the scrapper with a squeaky voice (-1 Charisma).

Effect: See description; **Drain:** 1; **Associated Traits:** Notice; **Fuel:** Unpowered; **Cost:** \$1,500

Catastrophic Malfunction: The unit burns out. The scrapper takes 3d6 damage to the head (+4 damage). A Repair roll (-4) and 2d6 hours' work render the augment functional again.

Sound Enhancers

These small, rotatable ear trumpets filter extraneous sounds and magnify others, providing a +2 to hearing-based Notice rolls—provided the scrapper takes an action to point them in the same direction. The scrapper suffers a -2 on rolls to resist aural/sonic assaults.

Drain: 1; **Effect:** +2 on hearing-based Notice rolls; **Associated Traits:** Notice; **Fuel:** Unpowered; **Cost:** \$700

Catastrophic Malfunction: Sounds are magnified tenfold: The hero suffers -2 to Trait rolls, and must make a Vigor roll (-2) to avoid being Shaken anytime a gunshot or other loud noise occurs within 4". A Repair roll (-4) and 1d4 hours' work fixes the enhancement.

Eyes

Unless otherwise noted, eye augments are purchased and installed individually. More than one eye-type cannot be combined in a single socket, but a scrapper can have two different eyes installed. If a character installs two eye augments of the same type, the bonus is doubled.

Microscopic Lens

Similar to a jeweler's loupe, this device functions like a normal eye but also magnifies small objects up to 25 times their actual size. This provides +2 on vision-based Notice rolls to see small objects, as well as other vision-based tasks such as Tracking (at the Marshal's discretion).

Drain: 1; **Effect:** +2 on vision-based Notice rolls; **Associated Traits:** Notice, other vision-based Trait rolls; **Fuel:** Unpowered; **Cost:** \$1,000

Catastrophic Malfunction: The auger is rendered blind or one-eyed (-2 to Trait rolls requiring depth perception). It takes 1d6 hours and a Repair roll (-2) to reinsert them.

Shutter Eyes

Shutter eyes must be bought in pairs. The eyes constantly "blink"—rapidly opening and closing—providing the owner with a flickering, kinetoscopic view of the world. Short of Pitch Blackness, the eyes offset up to 2 points of lighting penalties. As a side effect the hero picks up the Minor Habit Hindrance (Clicking lenses).

Drain: 1; **Effect:** Offsets up to 2 points of lighting penalties; **Associated Traits:** Notice; **Fuel:** Unpowered; **Cost:** \$900

Catastrophic Malfunction: Until a Repair roll (-4) is made, the scrapper is blind!

Telescopic Lens

These small, single-tubed, telescoping eye augments project about two inches from the socket. When observing a distant point, the owner adds +2 to Notice rolls.

Drain: 1; **Effect:** +2 on Notice rolls to observe distant objects; **Associated Traits:** Notice; **Fuel:** Unpowered; **Cost:** \$1,000

Catastrophic Malfunction: The scrapper is rendered blind or one-eyed (-2 to Trait rolls

requiring depth perception). It takes 1d6 hours and a Repair roll (-2) to reinsert them.

Head

Head augmentations tend to be invasive, causing correspondingly high Drain.

Cranial Gyroscope

This neurologically invasive augmentation implants a tiny gyroscope in the inner ear to assist the body's sense of balance. When a scrapper has a cranial gyroscope installed, the surgeon suffers a -2 penalty on his Knowledge (Augmentations) roll to perform the complex operation. Cranial gyroscopes are highly invasive and come with their own set of risks.

Roll a d6 when the gyroscope is installed: 1 = roll again twice (ignore 1s), 2 = Notice die reduced one step, 3 = Smarts die reduced one step, 4 = gain Delusional (Minor) Hindrance, 5 = gain the Clueless Hindrance, 6 = no ill effects.

Drain: 3; **Effect:** +1 to Agility, Fighting, Riding, Throwing; **Associated Traits:** Agility, Fighting, Riding, Throwing; **Fuel:** Unpowered; **Cost:** \$750

Catastrophic Malfunction: The scrapper is Shaken and gains a Fatigue level that fades after 30 minutes and success on a Vigor roll. The gyroscope doesn't work until she recovers.

Piston Jaw

This option replaces the scrapper's jaw with an iron assembly like a bear trap, with a steam-powered piston instead of a spring. Biting requires a successful Fighting roll. A piston jaw conveys the Ugly Hindrance.

Drain: 2; **Effect:** Bite for 2d10 damage; **Associated Traits:** Fighting; **Fuel:** Ghost rock; **Cost:** \$750

Catastrophic Malfunction: The scrapper takes 3d8 damage to the head (+4 to damage), ignoring armor. A Repair roll and 1d6 hours' work fixes the jaws.

Skull Plate

This augmentation replaces a large chunk of the scrapper's skull with trusty ghost steel and rivets, lending new meaning to the term "hard-headed."

Drain: 1; **Effect:** Armor +3 on the head, Headbutt for Str+d4 damage; **Associated Traits:** None; **Fuel:** Unpowered; **Cost:** \$700

Catastrophic Malfunction: Ignores all malfunctions—Minor, Major, or Catastrophic.

Venomous Fangs

Venomous fangs are connected to a reservoir that the scrapper fills with liquid—poison, weak acids, or various alchemical compounds. A successful bite injects the "venom" into a victim. The reservoir holds enough fluid for 10 attacks, or 20 Power Points worth of an alchemical concoction. Refilling the reservoir takes five minutes. Fangs require a piston jaw.

Drain: 2; **Effect:** +2 bite damage, injected liquid; **Associated Traits:** Fighting; **Fuel:** Unpowered; **Cost:** \$700

Catastrophic Malfunction: The reservoir bursts. Trait rolls to resist the stored liquid receive a -4 penalty. The augmentation is destroyed, and the auger simultaneously suffers the piston jaw's malfunction!

Legs

Legs usually come in pairs, but it's possible to replace a single lost leg. Such a lopsided scrapper doesn't gain the benefits of the augmented leg but can walk normally.



SHOOTIN' IRONS AND OTHER RANGED WEAPONS

Weapon	Range	Damage	RoF	AP	Shots	Weight	Cost
<i>Clothing</i>							
Hat Gun	12/24/48	2d6+1	1	1	6	8	\$250
Notes: Shooting -2							
<i>Miscellaneous</i>							
Rifle Cane	24/48/96	2d8	1	2	1	2	\$150
Notes: Min. Str d6, reload 2, Malfunction: 2d6 damage in SBT.							
Rifle Parasol	24/48/96	2d8	1	2	1	3	\$200
Notes: Min. Str d6, reload 2, Malfunction: 2d6 damage in SBT.							
Hydraulic Miner	10/20/40	Special	1	—	Special	300	\$1,400
Notes: May not move unless vehicle-mounted, Shooting -2, opposed Strength roll versus water strength d12+2 or be knocked prone and back 1" per raise, Malfunction: 4d20+4 damage in LBT.							
Grapple Gun	5/10/20	2d6	1	—	1	10	\$150
Notes: Takes three rounds to build gas pressure for a shot, Malfunction: 3d6 steam damage, Repair roll (-2) and 2d6 hours' work required.							
<i>Exotic Weapons</i>							
Blowpipe	5/10/20	1d6+1	1	—	1	0.5	\$100
Notes: On a Shaken or wound result, the dart sticks and delivers its payload, Malfunction: 2d6+1 damage plus the effects of the dart's payload.							
Boomerang	10/20/40	Str+d6	1	—	—	2	\$25
Notes: Min. Agility d8, returns on a miss, Malfunction indicates thrower is hit for full damage.							
Shuriken	4/8/12	Str+d4	2	—	—	0.5	\$3
Smoke Pellet	4/8/12	—	1	—	—	—	\$15
Notes: Fills MBT with smoke, -6 to attacks into, through, or out of the area, Malfunction: Smoke causes a level of Fatigue each round to characters within it who fail a Vigor check.							
<i>Special Weapons</i>							
Acid Gun	Cone	2d10	1	4	16	12	\$2,500
Notes: Fires concentrated acid, Malfunction: User takes full damage, Repair roll and 2d6 hours required.							
Air Gun (Pistol)	10/20/40	2d4	1	—	6	1	\$300
Notes: Unless close by, Notice roll required to hear shot, Malfunction: Repair roll and 1d6 hours' work.							
Air Gun (Rifle)	20/40/80	2d6	1	—	15	4	\$600
Notes: Unless close by, Notice roll required to hear shot, Malfunction: Repair roll and 1d6 hours' work.							
Ammo-matic	24/48/96	2d8	3+	2	600	50	\$7,000
Notes: May not move; RoF is 3, then 6, then 9; Malfunction: 1d10+5 damage in LBT.							
Dynamite Launcher	8/16/32	Special	1	—	10	25	\$750
Notes: Min. Str d8, damage per dynamite (see the <i>Deadlands Player's Guide</i>), Malfunction: Remaining dynamite sticks explode in the launcher.							
Flash Gun	Cone	Special	1	—	6	5	\$150
Notes: Agility (-4) or be blinded for 2d6 rounds, Malfunction: Vigor roll in LBT or blinded and deafened.							
Lightning Gun	24/48/96	2d10	1	—	Unlimited	20	\$2,750
Notes: Limited movement due to recharge stakes, reload 2 (recharge), Malfunction: 3d10 damage in LBT.							
Net Gun	10/20/40	Special	1	—	1	6	\$350
Notes: Hit is partial restraint (-2 to Pace and Agility- and Strength-linked skills), a raise full restraint; Malfunction: 2d6 damage to user and restrained by a net, Agility roll to get free.							

MELEE WEAPONS

Weapon	Damage	Weight	Cost	Notes
Bowie Knife	Str+d4+1	2	\$4	AP 1
Bowie Knife, Ghost Steel	Str+d4+2	2	\$250	AP 2
Brassclaw Bracer	Str+d8	4	\$100	Min. Agility d8, Parry +1
Chainsaw	2d6+4	20	\$800	Min. Agility d10
Electrostatic Knife	Special	2	\$400	Touch attack delivers electric shock, Vigor roll or Shaken 1d4 rounds
Electrostatic Saber	Special	5	\$800	Touch attack delivers electric shock, Vigor roll or Shaken 1d4 rounds
Fighting Fan	Str+d4	1	\$4	Min. Agility d6, Parry +1
Flying Claw	Str+d4	3	\$30	Min. Agility d8, Parry -1, Reach 2
Force-Amplification Mace	Str+d8	8	\$75	Min. Str d6, Parry -1
Naginata	Str+d4	5	\$30	Min. Agility d6, Parry +1, Reach 2
Nunchaku	Str+d4	4	\$30	Min. Agility d8
Sai	Str+d4	2	\$6	Min. Agility d6, Parry +1
Three-Section Staff	Str+d4	8	\$45	Min. Agility d10, Parry +1, Reach 1, requires two hands

VEHICLES

Vehicle	Acc/Top Speed	Climb	Toughness	Crew	Cost	Notes
<i>Airships</i>						
Air Carriage	5/20	5	16 (4)	2+8	\$10,000	25 miles/lb ghost rock
Auto-Gyro	15/30	20	8 (2)	2	\$8,000	Piloting -2 in rough conditions, 50 miles/lb ghost rock
Ornithopter	5/20	10	6 (1)	2	\$5,000	Requires no ghost rock
Super Gyro	15/30	15	8 (2)	2+6	\$16,000	Piloting -2 in rough conditions, 25 miles/lb ghost rock
Whirligig (Personal)	10/20	10	6 (1)	1	\$2,000	Piloting -2 in rough conditions, lifts 300 lb for 60 min/lb ghost rock
<i>Ground Vehicles</i>						
Perpetual Landship	5/15	—	2+6	2+6	\$5,000	Driving -2 in rough terrain, no ghost rock needed
Rail Runner	5/15	—	12 (5)	2+6	\$5,500	Driving -2 in rough terrain, 50 miles/lb ghost rock on earth or 70 miles/lb on rails
Steam Carriage	5/20	—	10 (3)	1+3	\$2,500	Driving -2 in rough terrain, 50 miles/lb ghost rock
Steam Cart	5/15	—	8	1+5	\$1,200	Functions only on rails, 50 miles/lb ghost rock
Steam Wagon	5/15	—	10 (3)	1+3	\$1,500	Driving -2 in rough terrain, 60 miles/lb ghost rock
Velocipede	10/20	—	8 (2)	1	\$800	+1 Crew with sidecar, 100 miles/lb ghost rock

DEADLANDS: GOOD INTENTIONS

Mechanical Leg

Unlike arms, mechanical and piston legs come with “feet.” The legs’ added Strength is used when jumping for distance and for Load Limit.

Drain: 2 for one leg, 3 for both (For 4 Drain on both legs, +1 Str die type and +2 Pace, maximum of +2 die types and +4 Pace); **Effect:** For two legs, adds +1 Str die type to Strength and Armor +2; **Associated Traits:** Agility, Strength; **Fuel:** Ghost rock; **Cost:** \$1,500 for one, \$2,500 for two

Catastrophic Malfunction: The character takes 3d6 damage and the leg is non-functional without a Repair roll (-2) and 2d6 hours’ work.

Piston Leg

Piston legs substitute their Strength for jumping rolls and figuring Load Limit. Piston legs provide Armor +2 to the location; stronger legs have heavier armor. Agility-linked Trait rolls made with legs suffer a -1 penalty.

Drain: 2 for one leg, 3 for both (For 4 Drain on both legs, +1 Str die type and +2 Pace, maximum of +2 die types and +2 Armor); **Effect:** For two legs, adds +2 die types to Strength and Armor +2. Lowers Pace by 2; **Associated Traits:** Agility, Strength; **Fuel:** Ghost rock; **Cost:** \$1,000 for one leg, \$1,500 for two

Catastrophic Malfunction: The leg is destroyed.

Leg Attachments & Enhancements

The following augmentations all require either a mechanical or piston leg.

Double Motivators

Another motivator increases power and output; add +2 to any Strength, Agility, or associated Trait rolls that rely on the legs. Also, the scrapper can jump 2” horizontally from a dead stop, or 4” with a “run and go,” adding +2” with a successful Strength roll. He also gains +2 to Pace and his Running die increases a die type.

Drain: 1 (two additional motivators, one for each leg); **Effect:** +2 to Trait rolls that rely on the legs; **Associated Traits:** Agility, Strength; **Fuel:** Ghost rock; **Cost:** \$1,500

Catastrophic Malfunction: The limb explodes for 4d6 damage is destroyed.

Hidden Compartment

An empty space in the leg housing, eight inches long by three inches wide by two inches in depth. Attempts to hide an item in the compartment add +4 to the Stealth roll.

Drain: 0; **Effect:** See description; **Associated Traits:** None; **Fuel:** Unpowered; **Cost:** \$200

Catastrophic Malfunction: Ignores all malfunctions – Minor, Major, or Catastrophic.

Retractable Blade

This six-inch blade implanted in an augmented foot extends or retracts as an action, but Fighting rolls to hit with it suffer a -2 due to the weapon’s awkwardness. When retracted, the blade is detectable only with a successful Notice roll (-6).

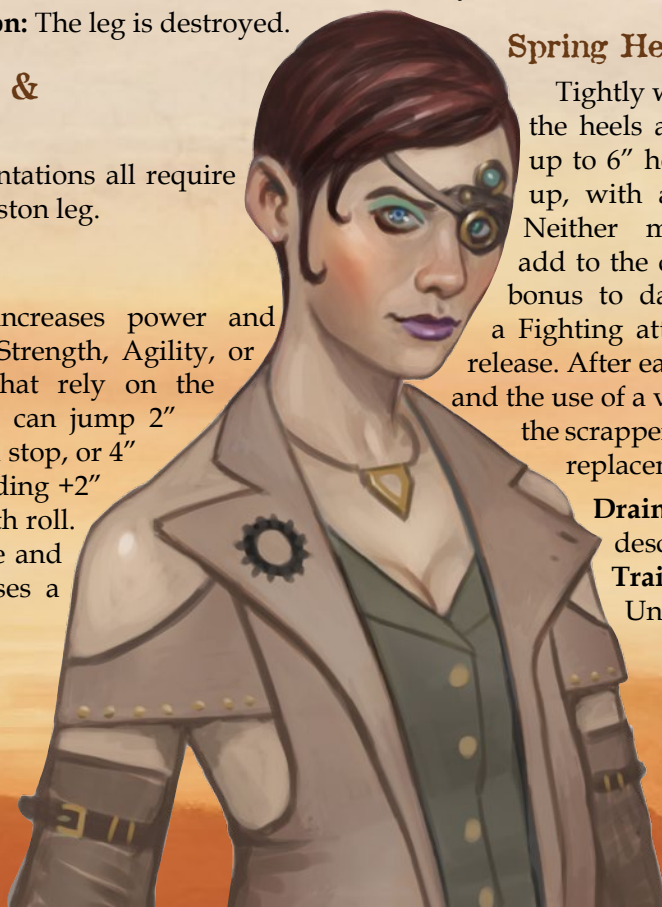
Drain: 1; **Effect:** Str+d8 damage; **Associated Traits:** Fighting; **Fuel:** Unpowered; **Cost:** \$500

Catastrophic Malfunction: The blade strikes the scrapper’s other leg for 2d6 damage and is destroyed.

Spring Heels

Tightly wound, ghost-steel coils in the heels allow a scrapper to jump up to 6” horizontally, or 3” straight up, with a successful Agility roll. Neither movement nor Strength add to the distance. This grants a +2 bonus to damage if combined with a Fighting attack. The coils fall off at release. After each use it takes 10 minutes and the use of a vise to recoil them. Should the scrapper leave the springs behind, replacements cost \$50.

Drain: 0; **Effect:** See description; **Associated Traits:** Agility; **Fuel:** Unpowered; **Cost:** \$400



Catastrophic Malfunction: The springs shatter and launch the hero one-quarter the normal distance. It takes a successful Repair roll (-2) and 2d6 hours' work to repair the legs.

Torso

Abdominal Armor

Adds a support frame and protective ghost-steel plates to the scrapper's arsenal. Heavy abdominal armor causes a -1 on all Stealth rolls.

Drain: 1 (light)/2 (heavy); **Effect:** Armor 2 (light)/Armor 4 (heavy). Stealth -1 if equipped with heavy; **Associated Traits:** Vigor (Soak rolls); **Fuel:** Unpowered; **Cost:** \$500 (light)/\$1,000 (heavy)

Catastrophic Malfunction: Flakes of ghost rock embedded in the armor ignite, dealing 2d10+4 damage (3d10+4 for heavy armor) to the auger and destroying the armor.

Bellows Springs

Coil springs increase lung capacity by drawing more air. The scrapper can hold his breath for rounds equal to his Vigor die +2.

Drain: 1; **Effect:** +2 to Vigor rolls related to holding one's breath or strenuous activity; **Associated Traits:** Vigor; **Fuel:** Unpowered; **Cost:** \$500

Catastrophic Malfunction: The bellows become stuck. Each round he must make a Vigor roll (-4, without the springs' benefit) or gain a Fatigue level. A Strength check unsticks them: This deep, painful breath leaves the auger Shaken.

Snorkel

A retractable breathing tube in the scrapper's back aerates her lungs. The tube extends up to six feet, allowing an average-sized hero to function in up to 10 feet of water.

Drain: 1; **Effect:** Provides unlimited air in 10 feet of water or less; **Associated Traits:** Vigor, Swimming; **Fuel:** Unpowered; **Cost:** \$500

Catastrophic Malfunction: The snorkel valve jams after 2d6 rounds' use. Roll Vigor each round until she surfaces or take a level of Fatigue. Consult **Swimming** in *Savage Worlds*.

INTERNAL DEVICES

New Science devices and gizmos are more common in the City o' Gloom than anywhere else in the Weird West. To reflect their role in everyday life, we provide sodbusters with a partial list below of labor-savers they might purchase. The tables on pages 26-27 contain a wide variety of weapons and vehicles.

Ghost-rock powered vehicles produced in the City o' Gloom tend to be faster and better-constructed than those exported to other regions. They have to be, given the constant threat of becoming rattler bait! The steam carriage in particular (see page 27) trades fuel economy for speed so it can outrun a salt rattler on the open flats...at top speed, that is.

Ghost Rock as Fuel

Vehicles and other Infernal Devices that use ghost rock are assumed to be loaded with specially refined and shaped fuel cores, which burn roughly twice as hot as unrefined ghost rock. Unrefined ghost rock can be used in a pinch, but the result is a vehicle or device that's about half as effective as usual. For example, a vehicle that travels 50 miles on a one-pound fuel core only travels 25 miles per pound of unrefined ghost rock nuggets or powder.

Ghost Rock Fuel Core: Cost \$120/lb.

Ghost Rock: Cost \$100/lb.

Processed/Powdered Ghost Rock: Useful in experimentation and research & development. Cost \$150/lb.

Selected Devices

Here we present a selection of commonly available Infernal Devices manufactured by various companies, including Smith & Robards and Hellstromme Industries Ltd. *The 1880 Smith & Robards Catalog* (available at www.peginc.com) contains many more.

Armored Hat: A steel skullcap hidden in a conventional hat. Comes in light (Armor +1) and heavy (Armor +2) versions. (Light: 2 lb, \$500; Heavy: 4 lb, \$800)

DEADLANDS: GOOD INTENTIONS

Bulletproof Vest: Available in light (Armor +2) and heavy (Armor +4, -1 to Agility rolls) versions. If the wearer rolls snake eyes on a soak, the vest ignites for 2d10 damage and 2d6 damage per round until removed. (Light: 10 lb, \$1,800; Heavy: 20 lb, \$2,800)

Diving Suit: Allows the wearer to descend to 250 feet or less underwater for up to an hour per compressed air tank. Use Boating or Swimming to operate a diving suit. On a Malfunction, the helmet bursts for 2d6 damage. (45 lbs, \$2,000)

Duster, Armored: Covers all but the head, hands, and feet with light (Armor +2, -1 to Agility rolls) and heavy (Armor +4, Pace -1, -1 to Agility rolls) versions available. If the wearer rolls snake eyes on a soak, the vest ignites for 3d10 damage and 2d6 damage per round until removed. (Light: 20 lb, \$3,500; Heavy: 40 lb, \$5,500)

Hat Periscope: Allows the wearer to surreptitiously peer over and around obstacles. Notice rolls suffer a -2 penalty, and Trait rolls for more complex actions performed through the scope suffer a -4 penalty. (12 lb, \$200)

Noiseless Shoes: The wearer adds +2 to Stealth rolls and +1 to Climbing rolls. On a Malfunction the soles burst into flames, causing 2d8 damage and 2d6 damage per round until removed. (1 lb, \$500)

Owl-Eye Goggles: The wearer suffers no Illumination penalties in anything but Pitch Darkness. A Notice roll at -2 is needed to see things beyond 10". On a Malfunction the wearer must roll Vigor (-4) or be blinded for 1d6 days. (1 lb, \$1,000)

Rattler Detector: When its parabolic dish is placed on the earth, the device detects rattler activity. The Marshal secretly rolls the user's Smarts; with success it sets off a loud alarm bell when a rattler moves within a 100-yard radius. On a Malfunction the device vibrates and *attracts* any rattlers in the vicinity. (5 lb, \$100)

Spring Boots: The wearer adds +2 to Strength rolls for jumping and may add +2" to the total distance covered. On a Malfunction the total distance is doubled and the wearer suffers 2d6 damage if she hits a solid object. (2 lb, \$400)

Tethered Satellite: A one-time-use rocket lifts the kite-like satellite to altitudes between

500 and 2,500 feet, where it can remain for up to two weeks. Mirrors and lenses provide 50x magnification (Notice +4 within two miles). Roll Smarts to operate the satellite; on a Malfunction the device flies apart, showering a LBT beneath it with debris for 2d10 damage. (10 lb, \$4,000)

Vapor Mask: A rubber respirator that covers the face. The wearer gains +4 on Vigor rolls to avoid the effects of airborne dust and gases (including rolls to avoid contracting ghost rock fever). On a Malfunction the filter disintegrates and the wearer suffers 3d6 damage; replacement filters cost \$25. (.5 lb, \$100)

Elixirs and Tonics

Adrenal Booster: Boosts drinker's Strength and Vigor by a die type and increases Pace +2 for 10 minutes. The drinker then rolls Vigor or suffers Fatigue. Malfunction causes the drinker's Strength and Vigor to drop a die type and her Pace to be halved for 1d6 hours. (\$200/dose)

Dehydrated Air Tablet: Provides 3d6 minutes' air when placed in the mouth, protecting the user from drowning, poison gases, and smoke. Roll Vigor; on a Malfunction the tablet causes Fatigue and is useless. (\$30/dose)

Healing Unguent: Spreading this thick salve onto a wound allows the hero to make a Vigor roll. A success heals a wound, a raise heals two. On a Malfunction the unguent burns the treated area for 3d6 damage. (\$80/dose)

Liquid Courage: This shot steels the nerves. Make a Vigor roll when drunk; on a success it adds +2 to the drinker's Fear checks for 30 minutes, but he must succeed on a Smarts roll (-4) to run from life-threatening situations. On a Malfunction the hero goes berserk, is immune to Fear and Intimidation, and attacks everyone nearby. (\$30/dose)

Samson's Elixir: Increases the drinker's Strength by two die types for 10 minutes. Roll Vigor; on a Malfunction the user's Strength is lowered by two die types (min. d4). (\$60/dose)

Tactile Desensitizer: The drinker ignores up to 2 levels of wound modifiers for 10 minutes. On a Malfunction, the drinker gains the Thin Skinned Hindrance (see the *Deadlands Player's Guide*) for 10 minutes. (\$30/dose)