



A Fight They'll Never Forget



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DEADLANDS

A FIGHT THEY'LL NEVER FORGET

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Tumbling Tumblebleeds

Roderick Byre stepped to the podium. He scanned the crowd, eyes connecting with dozens of voters gathered outside Town Hall. Every seat held a body and more stood packed together behind that. He took a deep breath, recalling the words he'd written, his grand plan for Gomorra.

"My opponent would have you believe that ghost rock is tapped out here," Roderick said. "That Gomorra needs to reinvent itself if we're not going to end up like Soddum. Well I'm here to tell you differently. Gomorra has a prosperous history, and I belie-

A rifle shot rang out, echoing throughout the valley and the town. The crowd fell silent in horror. Roderick Byre never had the chance to elaborate on his plan.

Doomtown: Reloaded's 2014 relaunch was accompanied with fiction that allowed players to follow the denizens through a new collection of stories. *A Fight They'll Never Forget* is set in the fallout of a conspiracy that led to the very public murders of Roderick Byre and Wilbur Crowley — Gomorra's latest mayoral candidates.

A little over a year has passed since the Storm wiped out nearly every man, woman, and child in Gomorra. But Gomorra doesn't die easy. As the town rebuilds once more, a need for formal political structure returns to everyday life.

Two candidates, Roderick Byre and Wilbur Crowley, step forward. Each has ideas on how to lead Gomorra to a better and brighter future. Unfortunately for both, a mysterious force has its own ideas and conspires to occupy the office they seek. Even more unfortunate, this

force has the means and flexible morality to follow through.

While Gomorra prepares for the small semblance of normalcy the election will bring, Nicodemus Whateley secretly hires the Sloane Gang to eliminate the competition (even Sloane doesn't know who hired her yet, a tale told in the fiction you can find at [The Gomorra Dispatch](#)).

During the election day debates, a shot rings out from the top of Charlie's Place, ending Roderick Byre's promising career. The crowd sits silent for a moment, then dozens of men, women and children run about in panic. Then three more shots ring out and Wilbur Crowley follows his opponent to the afterlife.

What happens next is up to your posse, Marshal.

Want to Know More?

A *Fight They'll Never Forget* takes place before *Showstopper* and prior to the Deadlands Plot Point Campaign, *The Flood*. It also occurs before the plague detailed in *Before the Infection* has begun to spread.

To catch up on *Doomtown: Reloaded* fiction head over to dispatch.pineboxentertainment.com.

Those interested in Gomorra's origins should reference the Deadlands Classic supplement, *Doomtown or Bust!*

Look for a FREE map of Doomtown to help run this heapin' helpin' o' chaos at www.peginc.com!

THE BUFFALO CHIPS HIT THE WINDMILL

Barely a day has passed since the incident dubbed "The Election Day Slaughter" by the Gomorra Gazette. The mining town sits in silence, unable to shake the tension that lingers. Both mayoral candidates were shot down in broad daylight, and a kind old lady gunned down in the telegraph office.

One of Sloane's men, Lawrence Blackwood, was arrested while confessing the crime to the Reverend Inbody. Lawrence, truly remorseful for his deadly but unintentional crime, didn't resist as Sheriff Dave Montreal hung him in the middle of town. The law dogs left him there as a warning to the remaining Sloane Gang.

At daybreak the next day, Sloane rides into Gomorra with a posse, hot for bloody vengeance. Before she can get her kill, she's interrupted by a surprise to every gang member, law dog, and bystander in town—an eruption of tumblebleeds!

The posse starts the fight to come somewhere near the Highbinder Hotel.

Read the following aloud when you're ready to start this fight they'll never forget:

The phrase "all Hell's about to break loose" has become trite in your line of work. It seems

GOMORRA

Fear Level: 4

Between Shan Fan and Devil's Armpit is a little mining town called Gomorra. The town wasn't marked on any map until recently, when a wave of violence and dark forces turned it into one of the most dangerous places to visit in the Weird West – which is really saying something.

Gomorra is aptly nicknamed "Doomtown" because most of the poor souls who visit quickly leave in a pine box. Doomtown even experienced the eruption of a powerful demon called Knicknevin, who slew all but twelve of it's original inhabitants. Folks trickled back after that, lured by the promise of rich ghost rock veins and cheap land. But here and there, blood and brimstone still dirty the walls.

About year has passed since the incident with Knicknevin and normalcy has returned to Gomorra. As the locals prepare to elect a new mayor, a deadly assassination has eliminated both candidates and sabotaged the election.

Everyone knows the killings were carried out by the notorious Sloane Gang. One of the gang, Lawrence Blackwood, clearly wasn't in on the assassination, but drew his six-gun in shock and accidentally killed a woman in the crowd. He turned himself in to the law and swung for it. Sloane doesn't take kindly to Sheriff Montreal hanging one of hers, and now she's riding to Gomorra with fire in her eyes.

Hell is just bursting at the seams, ready to bust loose over most every occasion from a horse fart to a genuine fracas.

But today is different. Today all the hounds of Hell seem to be scratching at the door. And they are hungry.

DEADLANDS: TUMBLING TUMBLEBLEEDS

The most recent incitement started with the Election Day Massacre of candidates Roderick Byre and Wilbur Crowley, followed soon after by several innocent bystanders.

Then Sloane and her gang probably sent Deputy Philip Swinford to the Pearly Gates.

Sheriff Dave Montreal responded by making Lawrence Blackwood swing for the murder of old Miss McGillicuddy. Sheriff Dave hung him right in the center of town and left him for the crows, a clear message for the black-hearted Sloane.

You've just stepped outside the Highbinder Hotel when you see her response. Sloane and every sidewinder she could rustle is riding hard into Gomorra with Death in their eyes.

You start to slap leather when you see another cloud of dust rolling in to her flank. It's a massive sea of spinning tumbleweeds. But wait – are they covered in spines?

This whole adventure is one massive fight from start to finish. The deranged Jonah Essex has unleashed a herd of tumblebleeds on Gomorra just as Sloane's gang attacks and Sheriff Dave's posse defends. The latter are sorely outnumbered though, so unless the posse gets involved a passel of innocents will catch lead or be consumed by ravenous horrors.

Here are the forces aligned and arrayed with your posse, Marshal. But don't run the fight just yet. Hop into the next section to see how to integrate all this chaos into a rhubarb the press will talk about for decades to come.

- ★ **Sloane:** See page 15.
- **Sloaners (30):** See page 15.
- ★ **Sheriff Dave Montreal:** Page 14.
- ★ **Wendy Cheng:** Page 11.
- ★ **Lucy Clover:** Page 12.
- ★ **Deputy Abram Grothe:** Page 13.
- ★ **Tommy Harden:** Page 14.
- ★ **Tumblebleeds (Hundreds):** Page 15.

RUNNING THE FIGHT

The fight covers all of Gomorra and involves every man, woman, and child in it—whether they're in the bloodstained streets or hiding in their houses. Sloane's gang bursts into various homes looking for law dogs or hiding from tumblebleeds. The horrors slip in windows or climb trellises to get at their prey. The "white hats" seek shelter wherever they can from the deadly forces arrayed against them. This is the storm and everyone in Gomorra rides within.

Below are a number of Events to help you run this massive fight. They're listed in the recommended order, from those that would naturally happen at the start of the brewup to those more likely to occur at the conclusion. You should also feel free to add your own incidents and happenings. If this is all part of a campaign, bring in some of the posse's allies and rivals, season generously with random passerbys, villains, or tumblebleeds, and see what comes out the other end.

WICKED WHIPS OF DEATH!

A near-infinite supply of long-starved tumblebleeds rampage through Gomorra, attacking indiscriminately. They ignore Harrowed, if any are present, since they don't have the rich red blood these abominations crave. Everyone and everything else with a pulse is fair game.

Tumblebleeds aren't included in the enemies list in most of the encounters below, but every time a hero's final Action Card is a Jack or higher (including a Joker), add one of the voracious critters to the scene. Tumblebleeds attack a random foe (and enter from that side of the fight if using miniatures). They might come from a building, from under a boardwalk or wagon, or whirl off a distant rooftop at high speed to drop on an unsuspecting cowpoke from above!



Justice and Vengeance

• Sheriff's Office, at the start of the fight

Sloane and a few of her closest lieutenants charge ahead of the pack, straight for Sheriff Dave.

Sloane and some of her most notorious race through the town square. Lawrence's body swings as they ride by, a morbid overture to the conflict. They trample a half-dozen tumblebleeds underfoot before stopping at the Sheriff's Office.

Dave Montreal steps out and speaks. "Justice has been served here, Sloane. Nothin' else. Now I'm going to do the fair thing and let you and yours take him for proper burial. I got other matters to attend to right now anyway." Dave raises his pistol slow and easy and empties it into a spinning tumblebleed.

Sloane's hand hovers over her holster, fingers twitching as she leans in towards Dave and responds.

"Montreal, you killed a good man. Lawrence didn't deserve this! You can try to play it noble all you want, but you're a rat and you've insulted the whole gang with this... display. There's no turnin' back, law dog!"

Before Sloane can deliver on her threat her horse whinnies and rears in panic, its rear legs wrapped in the dry branches of a flailing tumblebleed."

The Sloane gang drops from their horses, taking cover as Montreal scrambles back into his office.

The heroes can take potshots at Sloane's gang if they want or fend off tumblebleeds trying to eat them and the nearby townsfolk for a round or two. The bandit queen herself is out of sight for the moment.

DEADLANDS: TUMBLING TUMBLEBLEEDS



Any time the posse attempts to move around where they can see Sloane they're intercepted by tumblebleeds.

After two rounds, the group hears a barrage of pistol fire at the Gomorra Parish. The distinctive voice of Sister Mary Gideon yells out "COME TO JESUS, YOU SONSABITCHES!"

The momentary distraction causes the Sloaners around the Sheriff's Office to clear off for now. Move on to the next event.

Two Guns For Sister Mary

• Gomorra Parish

Sister Mary Gideon stands outside her parish, two guns blazing and a cigar in her teeth. She's already gunned down two Sloaners but three more fire from the cover of an overturned wagon.

"YOU WANT MY SILVER, LEMME GIVE YA' SOME!"

Mary isn't actually firing silver bullets, but those kinds of inaccuracies aren't on her mind right now. The Sloaners attempting to rob

the church in the middle of the chaos are her foremost concern.

The thieves are crouched down in cover and Mary is almost out of bullets in her pistols. She can reload, but the delay might be the end of her. Let the posse fight for up to two rounds before the Fixer shows up to make things more interesting.

★ **The Fixer:** See page 13.

- **Sloaners (3):** Page 15. One has a Winchester '76 and two have Colt .45s.

Zen and the Art of Velocipede Maintenance

• In front of Dr. Dawn Edwards' House

Chuan "Jen" Qui curses as she tries to repair her velocipede. One of the law dogs put a rifle shot through its ghost rock boiler and it's hissing steam. Unfortunately, her back is to a group of four tumblebleeds whirling down Main Street directly at her back!

Assuming Jen survives the attack, she ties a dead Sloaner to the back of her velocipede and draws away a number of tumblebleeds. For the next two rounds of combat, Face cards don't attract new tumblebleeds (see **Wicked Whips of Death**, page 6).

- **Tumblebleeds (4):** Page 15.

That Just Ain't Fair

Immediately after Jen runs off with her dead Sloaner in tow, Dr. Edwards appears on her front porch with a lightning gun and helps fend off a fresh mob of tumblebleeds.

Then things go a bit awry. On her next action, Dr. Edwards shivers and convulses. She turns into Eve Henry and attacks the posse that same round, reveling in the chaos. If she takes a wound or more, she retreats into her house and locks the doors, attempting to stay out of the fight.

- ★ **Dr. Dawn Edwards:** Page 12.

- **Tumblebleeds (8):** Page 15.

Objection!

- **Androcles Brocklehurst's Law Office**

The round after Eve Henry is defeated or retreats into her house, the heroes hear another burst of concentrated gunfire from Androcles Brocklehurst's house. He screams at the top of his lungs for help, covered in a writhing tumblebleed as a Sloaner laughs and fires at his feet. The other four fire at random tumblebleeds nearby, momentarily keeping them at bay.

The posse overhears the lead bandit as they approach:

"This'll teach you to press-e-cute us, fancy pants! Let's see how you dance with one o' them things!"

- **Sloaners (4):** Page 15.
- **Androcles Brocklehurst:** Page 11. He's got a tumblebleed wrapped around him. The thing attacks each turn, so the heroes must be quick if they want to save a lawyer (always a debatable issue in Gomorra).



DEADLANDS: TUMBLING TUMBLEBLEEDS

Freedom of the Press

- **The Gomorra Gazette**

Once Brocklehurst's skin is saved, the group hears a Sloaner yell to "Light it up, Bill!" Moving quickly, they see a group of Sloaners about to toss a lit bottle of rotgut whiskey at the Gomorra Gazette – with reporter Alexis Mirges still inside!

The Sloaners are about 10 yards from the building. One of them holds the fire bomb (the whiskey bottle, the term "Molotov Cocktail" hasn't been invented yet). Four more take potshots at Alexis to keep her inside, or fire at any tumblebleeds that get too close.

The Sloaners are upset because Mirges published a photo of Lawrence Blackwood swinging from the center of town with the headline "Justice Served!"

Dave's Remains

- **Out front of Dr. Emanuel Ashbel's Office**

A little girl screams somewhere nearby. The group rushes over to see a little girl standing over the body of Sheriff Dave Montreal. Sloane is nowhere to be seen, but the neat hole in his badge is a clear sign of her deadly aim.

There's little to do for Dave now, and before they can debate they're on to the next event.

Strange Brew

- **Walters Creek Distillery**

The heroes hear a series of explosions from the Walters Creek Distillery, then a number of screams.

Rushing to the sound of trouble, as heroes do, they see a group of civilians have taken refuge in the distillery. It's now on fire and surrounded by tumblebleeds and the last of the Sloaners. Left alone, they're going to be burned, blown up, or devoured. The posse must clear out a large number of critters before the townsfolk can evacuate.

- **Tumblebleeds (20):** Page 15.

There's Something You Don't See Every Day!

A round after the last tumblebleed goes to the great tumble patch in the sky, a boiler inside the distillery blows sky high, sending timbers, metal, and a shower of whiskey over everyone!

The explosion levels the distillery and leaves a massive smoking hole thirty yards wide. The heroes land on their backsides, but fortunately their actions saved the civilians – they run off with little more than burst eardrums and shrapnel wounds.

Give everyone a second to breathe, then read the following:

Weird blue smoke rises from the hole, followed by a stream of white-hot plasma. Something tells you the distillery was experimenting with something they shouldn't have been.

You jump as thousands of tumblebleeds suddenly rush past you, diving into the blue smoke and flame!

You can't see what they're doing, but it sounds like a twister whipping through thousands of rows of dry corn stalks.

Another moment passes. You shake your senses clear from the incredible shock of the explosion.

The ground rumbles. Something rises from the crater. Something as tall as a clocktower and covered in – no – made up of writhing tumblebleeds!

The weird vapors of the distillery's experimental brews (distilled with ghost rock, always a great idea!) have drawn the tumblebleeds together into a new horror – a towering tumbleweed amalgamation!

The monstrous abomination sways with its uneven weight, looking out over the town and its many tempting targets before it gets a nudge from the unholy powers that made it. The creature slides forward from the crater and focuses its Hellish ire directly on the posse!

★ **The Tumblebleed Amalgamation:** See page 16.

Creatures & Characters

Jonah Essex is the “mastermind” of the bizarre tumblebleed attack. He bred hundreds of the monsters in the caves beyond Gomorra in the previous months and has now set them loose on the town. Was it revenge? Or did he just want to see what would happen?

Our dinero's on the latter.

LAW DOGS & OUTLAWS



Androcles Brocklehurst

Not all of Gomorra's disputes end in gunfire or at the end of a rope. Sometimes you need a good lawyer. Or just a lawyer. Androcles Brocklehurst, the senior half of B&B Attorneys, fits the bill – and is happy to send his clients the bill. He is nattily attired in a white suit and contrasting black string tie, along with pompadoured white hair, trimmed mustache, and goatee.

Attributes: Agility d4, Smarts d10, Spirit d8, Strength d4, Vigor d6

Skills: Guts d6, Knowledge (Law) d8, Intimidation d6, Investigation d8, Notice d6, Persuasion d8, Streetwise d8, Taunt d6

Cha: +2; **Grit:** 2; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Greedy (Minor)

Edges: Charismatic, Connections (Gomorra), Investigator, Rich

Gear: Dapper suit.



Xiong “Wendy” Cheng

Wendy Cheng came to Gomorra from China (spending a brief time in Shan Fan) with her late father Tao “T.C.” Cheng. She has few memories of her native China. As a Law Dog deputy, she fiercely defends her adopted home. She sees Lucy Clover, who also lost everything, as a younger version of herself. Wendy considers herself both a surrogate parent and mentor to Lucy. While T.C. was well-versed in martial arts, Wendy relies on her trusty double-barrel shotgun. She has seen too much killing and prefers to use the butt of her shotgun to deliver a well-placed knock to the noggin.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d6

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Skills: Fighting d10, Guts d8, Intimidation d6, Knowledge (Law) d4, Notice d8, Persuasion d6, Riding d6, Shooting d8, Stealth d6, Streetwise d6, Throwing d6, Tracking d6

Cha: 0; **Grit:** 4; **Pace:** 6; **Parry:** 8; **Toughness:** 5

Hindrances: Loyal, Pacifist (Minor), Vow (Major – Protect Lucy)

Edges: Block, First Strike, Level Headed, Marksman, Martial Arts, Quick Draw, Speed Load, Trademark Weapon (Shotgun)

Gear: Double-barrel shotgun (Range 12/24/48, Range 1–3d6, RoF 1–2, Shooting +2).



Lucinda “Lucy” Clover

Lucy is 19 years old, but looks and acts younger. Originally from Ghost Creek, Lucy lost her home and family during the otherworldly storm that devastated Gomorra and the surrounding area. She is impulsive, fearless, and often needs to be restrained by the other Law Dogs from immediately going after lawbreakers. She and Wendy Cheng have gone through similar travails and have become inseparable comrades in arms.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d6, Guts d10, Knowledge (Law) d4, Notice d6, Persuasion d6, Riding d6, Shooting d8, Taunt d6

Cha: 0; **Grit:** 3; **Pace:** 8; **Parry:** 5; **Toughness:** 6

Hindrances: Loyal, Overconfident, Vengeful (Major)

Edges: Brave, Knack (Storm Born), Marksman, Pistolero, Quick, Seen the Elephant

Gear: Colt Peacemaker (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1).



Dawn Edwards / Eve Henry

Dawn and Eve are much like day and night. You can't have one without the other. Dawn Edwards is a brilliant scientist, with talent beyond that of her peers. So confident in her skills she's even taken to experimenting on herself, giving birth to Eve Henry, her other half. When Dawn transforms – usually due to extreme stress or trauma – Eve takes control. Eve



is impulsive, violent, and monstrous, murdering anyone in her path for spite and sport.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Driving d4, Guts d6, Knowledge (Occult) d8, Knowledge (Science) d10, Notice d8, Repair d8, Shooting d6, Weird Science d10

Cha: 0; **Grit:** 2; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Curious

Edges: Arcane Background (Weird Science)

Powers: Lightning gun (*bolt*), magnetic lab coat (*armor*), Doc Edwards Strength Enhancer (*boost / lower Trait*); **Power Points:** 20

Gear: Various gadgets and tools.



Eve Henry

Eve prefers to tear things apart with her bare hands. If she “emerges” with Dr. Edwards’ lightning gun in her hands though, she’ll happily expend it before leaping into melee.

Attributes: Agility d8, Smarts d4, Spirit d10, Strength d12+2, Vigor d12

Skills: Fighting d12, Guts d8, Notice d6, Shooting d6, Weird Science d6

Cha: -6; **Grit:** 2; **Pace:** 6; **Parry:** 8; **Toughness:** 10 (2)

Hindrances: Bloodthirsty, Ugly

Edges: (Imp) Extraction, (Imp) Frenzy

Gear: Eve is clever enough to use Dr. Edwards’ devices. She isn’t truly a weird scientist in this form, but enough knowledge remains subconsciously to use her powers.

Special Abilities:

- **Armor (2):** Eve’s skin is dense and resistant to damage.
- **Claws:** Str+d6.
- **Fear:** Eve is frightening to behold.
- **Leaper:** Eve can leap up to 2” (twelve feet) in the air. She often uses this to get away from heavily armed foes.



The Fixer

John “The Fixer” Perthin hides behind long black hair and a toothy grin. This aloof outlaw has earned his nickname by being Sloane’s ruthless troubleshooter. He’s handy with explosives, good with a six shooter, and driven by an insatiable blood thirst. “The Fixer”



is also a good bit smarter than his compatriots, making him as cunning as he is vicious.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d10, Guts d10, Intimidation d10, Knowledge (Demolitions) d10, Notice d6, Persuasion d6, Riding d6, Shooting d6, Taunt d8

Cha: -6; **Grit:** 3; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Bloodthirsty, Cautious, Mean
Edges: Alertness, Combat Reflexes, Danger Sense, Hard to Kill

Gear: Colt Dragoon (Range 12/24/48, Damage 2d6+1, RoF 1), Shotgun (Range 12/24/48, Damage 1-3d6), Bowie knife (Str+d4).



Abram Grothe

Abram Grothe is athletic in build, with flowing black hair. A cross hangs from his neck, a sign of his intense devotion to a greater power. From his hip, hangs Evanor—a divine blade that is more than just for show. Abram doesn’t currently have the mojo he needs to *really* make use of the sword (he doesn’t have the Holy Warrior Edge—yet!), but maybe someday.

DEADLANDS: CREATURES & CHARACTERS

He holds one other thing in high regard — the Law. So much so that upon the death of Dave Montreal, Abram took up the Sheriff's star and recruited devout men to serve along side him in his fight for the soul of Gomorra

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Faith d10, Fighting d6, Guts d8, Knowledge (Law) d4, Intimidation d8, Notice d8, Persuasion d8, Riding d8, Shooting d8

Cha: +2; **Grit:** 3; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Loyal, Overconfident, Vengeful (Major)

Edges: Arcane Background (Miracles), Brave, Charismatic, Fate's Favorite

Powers: Bless, deflection, healing, protection, smite;

Power Points: 20

Gear: Evanor (Str+d8+2, see page 16), Winchester rifle (Range 24/48/96, Damage 2d8, RoF 1, AP 2).



Tommy Harden

Tommy is a hot headed and noble deputy. He knows his way around a shotgun and is known to excel when his opponent fights dirty. His presence alone inspires order among most of Gomorra's Denizens and inspires them to act honorably as well.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6

Skills: Faith d8, Fighting d6, Guts d8, Knowledge (Law) d4, Intimidation d8, Notice d6, Persuasion d8, Riding d6, Shooting d6

Cha: +2; **Grit:** 1; **Pace:** 8; **Parry:** 5; **Toughness:** 5

Hindrances: Loyal, Heroic

Edges: Brave, Charismatic

Gear: Shotgun (Range 12/24/48, Damage 1-3d6).



Sheriff Dave Montreal

Sheriff Dave Montreal used to be Deputy Dave, before replacing the late, great, former sheriff. Dave knows he is more likely to cash in his chips than collect a pension, but he defends Gomorra until a bullet tells him otherwise. The sheriff uncomfortably wears a rumpled suit and battered hat. His calm presence and flinty gaze usually settle matters before the guns come out. That said, finding oneself on the wrong end of Sheriff Dave's peacemaker usually means a one-way ticket to Boot Hill.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d8, Guts d10, Intimidation d10, Investigation d8, Knowledge (Law) d6, Notice d8, Persuasion d6, Riding d6, Shooting d10, Streetwise d6, Tracking d6

Cha: +4; **Grit:** 5; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Heroic, Code of Honor (Sheriff), Death Wish (Protect Gomorra)

Edges: Attractive, Charismatic, Command, Command Presence, Elan, Fervor, Followers (Deputies), Hold the Line!, Improved Trademark Weapon (Peacemaker), Inspire, Level Headed, Marksman, Natural Leader, Quick Draw, Reputation, Steady Hands, Strong-Willed

Gear: Colt Peacemaker (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), Winchester '76 (Range 24/48/96, Damage 2d8, RoF 1, AP 2), Bowie knife (Str+d4+1).



Sister Mary Gideon

Sister Mary is a young nun with a warm and welcoming demeanor. Don't let that fool you though, she can wield a pair of six guns with righteous fury. She's only ever relied on herself and God. Other than that, not much else is known about her.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d4, Vigor d8

Skills: Faith d10, Fighting d6, Guts d10, Intimidation d10, Notice d8, Persuasion d4, Riding d6, Shooting d10

Cha: -2; **Grit:** 3; **Pace:** 8; **Parry:** 5; **Toughness:** 6

Hindrances: Heroic, Vow (Major – Protect the Flock)

Edges: Ambidextrous, Arcane Background (Miracles), Brave, Two Fisted

Powers: Bless, deflection, healing, light, protection, smite; **Power Points:** 20

Gear: Twin Colt .45s (Range 12/24/48, Damage 2d6, RoF 1, AP 1).



Sloane

Sloane leads the gang named for her. She is a rough-hewn woman, a deadly shot, and the gang both respects and fears her shooting prowess. While dangerous on her own, her marksmanship derives from the Legendary Holster (see below). The holster is Sloane and contains an ancient demon that controls its wearer, who becomes the "new Sloane."

Attributes: Agility d10, Smarts d10, Spirit d8, Strength d8, Vigor d10

Skills: Fighting d8, Gambling d8, Guts d10, Intimidation d10, Lockpicking d6, Notice d8, Persuasion d6, Repair d6, Riding d10, Shooting d12+2, Stealth d8, Streetwise d6, Throwing d6, Tracking d6

Cha: -6; **Grit:** 5; **Dominion:** -4; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Hindrances: Bloodthirsty, Grim Servant of Death, Mean, Wanted (Major),

Edges: Behold a Pale Horse, Command, Command Presence, Deadshot, Followers (Sloane Gang), Hold the Line!, Improved Hip-Shooting, Improved Nerves of Steel, Improved Trademark Weapon (×2), Leader of Men, Marksman, Master (Shooting), No Mercy,

Pistolero, Quick, Reputation, Steady Hands, Tactician

Gear: 2× Colt Peacemakers (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1).

Special Abilities:

- **Legendary Holster:** Sloane currently holds and is controlled by the Legendary Holster Relic. If the holster is taken from her or destroyed, she loses her negative Dominion (see **Harrowed** in the *Deadlands Marshal's Handbook*) and comes to her senses. If this happens, Sloane is trapped in the holster, and Jessica is returned to her former self: Reduce her Shooting to d10, and take away the edges associated with the holster (She still has Hip-Shooting, but not the Improved version).

Sloaner

Sloane's men and women are made up of all races and genders. At the very least, she doesn't discriminate!

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Intimidation d6, Notice d6, Riding d6, Shooting d8, Taunt d6

Cha: -2; **Grit:** 3; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Mean

Edges: –Sense, Hard to Kill

Gear: Various pistols (Range 12/24/48, Damage 2d6, RoF 1), shotguns (Range 12/24/48, Damage 1–3d6), or rifles (Range 24/48/96, Damage 2d8, RoF 1, AP 2). All carry a large knife (Str+d4) as well.

Tumblebleed

Tumblebleeds are vicious critters that look just like tumbleweeds, the dried plants you see blowing across the desolate desert plains. They attack by rolling into a victim and entangling him in their thorny branches. The things' mouths and spiny thorns then penetrate the skin and drain the prey's blood.

Tumblebleeds usually travel in packs for more efficient hunting. Hungry tumblebleeds stay well away from any prey carrying fire – they burn like dry tinder when they haven't fed recently.

A tumblebleed that has just feasted looks like a pile of wet, bloody seaweed.

Attributes: Agility d6, Smarts d4 (A),
Spirit d4, Strength d6, Vigor d4
Skills: Fighting d10, Notice d10, Stealth d10
Pace: 10; **Parry:** 7; **Toughness:** 3
Special Abilities:

- **Size -1:** Tumblebleeds are about three feet in radius when dry.
- **Thorns:** Tumblebleeds drain blood, causing 2d4 damage every time they hit with a Fighting attack.
- **Weakness:** Dry tumblebleeds are extremely flammable. Add +2 to rolls to see if they catch fire.



Tumblebleed Amalgamation

Attributes: Agility d4, Smarts d4(A), Spirit d8,
 Strength d12+6, Vigor d12
Skills: Fighting d8, Intimidation d10, Notice d6,
 Shooting d6
Pace: 6; **Parry:** 6; **Toughness:** 14
Hindrances: Mean
Edges: —
Special Abilities:

- **Feat (-4):** There are few things in the Deadlands more terrifying and disgusting than this writhing mass of screaming, blood-soaked vines.
- **Hardy:** The horror doesn't take a Wound from being Shaken twice.
- **Huge:** Attackers add +4 to their attack rolls.
- **Lash:** The abomination lashes out with "strands" of screeching tumblebleeds. It can attack up to four different targets each turn as a single action, causing Str+d4 damage.
- **Spit:** The thing can spit a tumblebleed at a foe as an action. This is a Shooting roll with a Range of 6/12/24, and damage 2d4. The tumblebleed acts with its "mother" on subsequent rounds.
- **Size +6:** The horror is 40' long, 5' thick, and made of the bodies of writhing tumblebleeds!
- **Whirlwind of Screeching Death:** When the death blow is struck, the amalgamation shudders and begins spinning wildly in place, shrugging off its "children" in all directions. The things attempt to escape—they don't attack—but everyone within 24 yards of the monstrosity is hit by tumblebleeds and their bloody pieces for 3d4 damage.

RELICS

Evanor

This former Crusader sword is sharp and strong despite its ancient age. In the hands of the righteous, it's true power emerges, bathing its owner in soft blue light that belies the deadliness of its bite.

- **Power:** Evanor is a long sword that causes Str+d8+2 damage. In the hands of a character with the Holy Warrior Edge, it causes Str+d8+d6, AP 2 damage and increases Parry by +2. If the weapon hits a living target with supernatural evil power and causes a wound or more, the wielder can heal one (and only one per hit) of her own wounds. Evanor cannot transfer life force from targets that have none, such as constructs or undead.

Legendary Holster

A seemingly normal holster, this relic has taken many forms over many eras. It houses a demon who goes by "Sloane." The wearer gains supernatural leadership and gunfighting abilities—at the cost of their own identity. Sloane consumes the wearer and uses their physical form as a vessel for his own spirit so that he may create chaos. A particularly hard-headed hombre can break the curse—but not many can win the initial battle of wills.

- **Power:** The wearer gains the following Edges: Hold The Line!, Improved Hip-Shooting, Leader Of Men, Master (Shooting), Tactician.
- **Taint:** The moment someone wears the Legendary Holster, the demon attempts to take control. Make an immediate Dominion roll (see **Harrowed** in the *Deadlands Marshal's Handbook*) at -4. If the spirited sodbuster manages to beat Sloane in this, let them believe they've won... for now. Continue to make Dominion rolls as you would if the shootist was Harrowed—these rolls are always made as if the hero's dominion was -4. If the unlucky cowpoke was already Harrowed, add an additional +1 to the demon's spirit rolls, as it tricks the manitou into thinking it will let it take over full control if it assists.