

10000



COFFIN ROCK



Chris
mel
06

COFFIN ROCK

Credits & Acknowledgements

Written by: Sean Michael Fish

Additional Material: Jennifer Dornan

Editors: Dave and Jenny Blewer, Simon Lucas, Piotr Korys,
Paul “Wiggy” Wade Williams

Typesetting: Robin Elliott

Art Direction: Aaron Acevedo

Cover Artist: Chris Appel

Graphic Design: Travis Anderson

Interior Artwork: Christophe Swale

Savage Worlds by Shane Lacy Hensley



© 2008 Pinnacle Entertainment Group. Deadlands, Smiling Jack, Savage Worlds, and all related marks and logos are trademarks of Pinnacle Entertainment Group. All Rights Reserved.

Produced under license by Studio 2 Publishing, Inc. The Studio 2 logo is a trademark of Studio 2 Publishing, Inc. ©2008. All Rights Reserved.

CONTENTS

CHAPTER 1 - HELL IN A HIGH PLACE.. 1

The Story So Far.....1

The Set Up.....3

Adventure Summary4

CHAPTER 2 - A TWISTED TOWN.....5

Getting to Coffin Rock.....5

Somethings Wrong Here.....5

Heartbreak Hotel6

A Flawed Jewel.....7

Law & Disorder.....9

Fools Gold.....10

Wet Goods.....11

Unholy Communion.....12

Altered State.....13

Whats up Doc.....14

Fade to Black.....15

Six Feet Under.....16

Mayor's Office.....19

School House.....19

Barbers19

Hardware Store19

Livery.....20

Bank20

The Daly Place.....20

Corral20

Newspaper office.....20

Boarding House.....20

CHAPTER 3 - RUN TO THE HILLS.....21

A Bloody Pearl.....21

Out of Control22

Walkin' Dead Miners.....23

Under the Influence23

CHAPTER 4 - DUST TO DUST.....25

Mystery Of The Mine.....25

The Mudder Lode.....26

Practice What You Preach.....28

Map of Coffin Rock30

Hell in a High Place

INTRODUCTION

Howdy partner, and welcome to the first official adventure for *Deadlands: Reloaded*.

This tale is set in the troubled town of Coffin Rock, Colorado. If you're a savvy cuss you already know Colorado is taken from the Spanish for "color red." Your posse would do well to give this some serious consideration when they enter this place—it might just save their sorry lives!

Coffin Rock is named for the large, morbidly shaped bluff looming over the town. Not far from the base of that ominous stone outcropping lies the Cooked Earth Mine—a blasted pit of sorrow that stole many a miner's life as he desperately dug for copper in its played-out depths.

You might think we'd take it easy on folks just starting out in the Weird West, this being the first official adventure and all. Sorry, amigo, but if you're looking to be treated with kid gloves, you've come to the wrong place. See, something just ain't right in Coffin Rock and there's no one but these greenhorn heroes to figure out what that is. If you think they have the brains, fighting skills, and most important of all the intestinal fortitude to survive, bring 'em on in. You best remember one little thing though, we call it *Savage Worlds* for a reason.

Coffin Rock is intended for Novice or at most Seasoned heroes. But don't worry, Marshal, if your posse has carved themselves a bigger slice of fame in the Weird West we've included a way to make the whole thing a big challenge for even the hardest veterans of the Weird West. So strap on your six-guns and get ready for the ride.

Oh, and because we haven't said it for a while, welcome to Hell.

THE STORY SO FAR

Rising up from the plains of Kansas and crossing westward into Colorado brings a traveler to the Rocky Mountains. The rugged Colorado territory is home to many hundreds of great peaks in excess of 10,000 feet, riddled with seams of valuable minerals. Countless boom towns have sprung up to drag their fortunes from the earth's rocky clutches.

Coffin Rock began as just such a town—founded when copper was discovered in the surrounding mountains. Smaller claims came and went, and the town's fortunes rose and fell accordingly. But it was one big strike, and the man who made it, that shaped the town's history and its current predicament.

Daly's Tale

John Daly had everything. An only child from a rich Boston family, he took his inheritance and left to make his name on the frontier. He made it as far as Colorado and went into the mining business. In Coffin rock he struck a rich vein of copper in his first venture—the Cooked Earth claim. Coffin Rock started booming, and Daly saw the opportunity to make some real money. He bought up vacant lots and financed various businesses encouraging the town's expansion. His confidence and good reputation drew settlers to Coffin Rock like moths to a flame.

But Daly's confidence was ill-founded and in time the mines started playing out, even the Cooked Earth started losing money. In an effort to bolster confidence in the town he owned so much of, Daly bought up the failing mines, but the more he tried to dig his way out of trouble, the deeper he got. Without new miners the town began to suffer. Coffin Rock was dying.

COFFIN ROCK

FEAR AND LOATHING

During this adventure the town of Coffin Rock is being terrorformed into a Deadland. The place is unusual in many respects, but this is the most important. The activities of Reverend Cheval and his minions and the side-effects for the populace are causing the Fear Level to rise quite rapidly. Instead of the usual sustained steady increase, Ahpuch is whipping up fear as fast as it can manage.

One of the effects of this skyrocketing fear is that all reflective surfaces in the town serve to amplify the corruption. Some of the effects of these changes are reflected in the descriptions of the town within this book. You should feel free to add spooky bits here and there, Marshal, particularly ones that relate specifically to the characters in your posse. For more information about Fear Levels see the Deadlands Reloaded book.

Some packed up and left, but for others, the prospect of abandoning everything they'd worked for and starting again was too much, so they stayed, praying for better times.

Daly's position was even more desperate. Like a degenerate gambler, he started chasing his losses, pouring good money after bad. Pretty soon, he was paying miners just to stay in the town. He brought in Marshal Thomas Bryce, the toughest lawman he could find, and built a large church, a library, and a schoolhouse, in the hope of turning the tide.

When the new priest, and his followers arrived, Daly's gamble seemed to have paid off. Reverend Cheval lifted the town's spirits and for the first time in months the town grew, giving Daly some hope of a return to the good times. But, Cheval had his own plans and Daly wasn't part of them. Having devoted his life and fortune to Coffin Rock, Daly died a broken and penniless man, owning more than half of the worthless town. He was interred in a lavish mausoleum, built in better times—a grandiose monument to his shattered dreams.

Following his death, his magnificent mansion mysteriously burned to the ground along with all his papers and possessions. Marshal Bryce hanged a drunken miner for the crime, but many wondered whether the real culprit had gone unpunished.

Marshal Bryce's Story

Thomas Bryce is one mean hombre, with a cruel streak a mile wide. Brought in by Daly to police the town, he quickly cracked enough heads to be universally feared, if not respected. Most any situation in town was met with swift and sudden violence and the Marshal kept the jail empty through intimidation or an itchy trigger finger.

Despite Daly's objections to the violence, Bryce kept his position, as the town was undoubtedly safe—at least for everyone who didn't cross him. There were outlaws and bandits, of course, but after a couple of bloody incidents, they learned to steer clear of the town. Coffin Rock suited the petty vicious brute to a tee, not only could he bully and intimidate every living soul in town, he even got paid for it.

As the town's fortunes waned, Bryce considered abandoning Coffin Rock and looking elsewhere for innocents to abuse. However, before he got the opportunity to hightail it, Daly died, and Bryce was the first on the scene. Greed overcame quickly grief, and Bryce ransacked Daly's study, finding all the deeds to the properties and plots of land he owned, including the Cooked Earth Mine. The Marshal stole the lot and torched the house, killing a convenient patsy to cover his crime.

The only thing keeping him in town is his love of busting skulls, and the lure of easy money. Soon after his takeover, Bryce confronted Reverend Cheval, keen to assert his position as top (law) dog. Much to his surprise, the man of the cloth pushed back—hard. After a few tense minutes they came to an agreement. Bryce believes the priest has the power to revive the town, big time. He reckons Cheval was held under a bit too long during his baptism and isn't quite right in the head—frankly, Cheval scares him. However, in his madness, Cheval has tapped into something powerful, and if the pastor's hellish scheme pays off, the Marshall could sell his ill gotten gains at a huge profit, especially considering they hadn't cost him a bean in the first place.

The Parson's Tale

The first thing to know about Reverend Cheval is he's not a real priest—a fact even he forgets these days. Cheval is, in fact, an escaped lunatic

HELL IN A HIGH PLACE

from an asylum in New Orleans. He's clever and charismatic, but no less insane than most bug-eating nut-jobs.

While an inmate at the Sacred Heart Asylum, "the voices" crept into his padded cell and whispered in Cheval's ears. In his mania, he interpreted them as the voices of angels, convinced he had been chosen by God. Divinely inspired, he asked the angels for the secret to eternal life. They told him.

Of course, the voices weren't angelic, but were in fact supplied by an insidious manitou, called Ahpuch. When Cheval asked for guidance, he was snared. The manitou convinced Cheval he was chosen to lead a new order. Over time, Ahpuch gained an almost complete hold over Cheval's addled mind.

The wandering preacher's hellishly inspired impromptu sermons attracted other souls as lost or broken as himself—and together they formed The Brotherhood of the New Covenant. These followers misguidedly consider themselves good Christians, but in truth the cult has strayed far from the righteous path, and they are following Cheval into damnation. Cheval has written a "divinely inspired" gospel, the Book of the New Covenant. The cultists wrongly believe this book guarantees them life eternal.

Cheval's wanderings brought the Brotherhood to Coffin Rock, where the voices told him the secret to eternal life lies. There he found his fire and brimstone sermons mirrored the eye-for-an-eye approach to law enforcement of the brutal Marshal. Following the manitou's instructions, Cheval found and bound the ancient spirit of the mountains, Tacheene, extracting from it the power to raise creatures from the earth. These blood-men were blasphemous creations but served as mindless minions for the mad priest. He and the marshal hatched a plot to use the mud men as free labor in the Cooked Earth Mine—a way to make the mine profitable and turn the town back to prosperity. But, Ahpuch is in Cheval's driving seat and is steering Coffin Rock straight to Hell!

THE SET UP

In addition to using the blood men as miners, Cheval has released several of them into the mountains around the mine. During the day, these abominations hide up, but at night they roam the hills murdering anyone they come

across. Most of the victims are miners, but more than a few hardened bandits have also been slaughtered. The latter have been hauled back to un-life to further add to the region's problems, and rumors of the walkin' dead in the mountains have circulated through the town.

Ahpuch has also dragged the dead Daly back out of his mausoleum to further terrorize the simple folk of Coffin Rock. Remember, the main aim of a manitou is to spread fear, and what better way than have someone the whole town knows to be dead, get up and prowl the town?

There are a few other important players whose lives are intimately tied to the fortunes of Coffin Rock, but we'll cover their stories as we go along, partner. For now, you know the state of play in the town and how it teeters on the brink of a slide into despair when it will become a true vision of Hell—a Deadland!

Into this melting pot of trouble rides an unsuspecting posse.



COFFIN ROCK

ADVENTURE SUMMARY

Arriving in Coffin Rock, the posse has time to explore and discover some of the town's dark secrets. This can take as long as you want, Marshal, depending on whether you want this to be a single adventure, or the base of your posse's operations for some time. We've included lots of ideas throughout the book about how you can develop some of the themes in Coffin Rock. Or you can just get them through the main adventure as part of your posse's ongoing story. Whichever speed you opt for, Coffin Rock is nothing but trouble.

In time, they meet disturbed townsfolk, and after witnessing some strange images in the mirrors and windows around the town, it's clear something is rotten in the state of Colorado. Fear has taken hold of the populace and parts of the town have already started to change (see the section on Fear in Coffin Rock on page 5). Things are clearly not good.

Exploring the town itself is an unpleasant experience at best. Poking around beneath the quiet surface of Main Street leads to a twisted sawbones who fancies himself a tailor, a mayor who has lost his way, a haunted hotel, and more besides.

If they wander in the mountains surrounding Coffin Rock the posse may encounter the notorious gunslinger Shelly Pearl and her all female gang of bandits. Shelly may be an outlaw but she and her gang are among the only people in the region to have avoided the corruption creeping over everything. The posse can gain a valuable ally or a deadly enemy depending on how they treat this dangerous group of ladies.

After spending some time digging into the town's secrets, the posse finds a way to get to the bottom of things. Bryce isn't too happy about that and makes it his mission to chase the posse out of town. Following a trail of clues to the mountains, the posse has the chance to meet a wild-haired, wild-eyed, cackling Shaman called Laughs At Darkness. Trying the heroes' patience and testing their will in a kiva medicine lodge, Laughs At Darkness reveals much about the trouble in Coffin Rock, and the heroes can commune with the earth spirit Tacheene during a spirit walk. Learning he

is trapped and slowly being tortured in order to create a race of fearsome minions—an unholy army and a cheap source of labor, Tacheene asks the heroes to set him free and stop the corruption spreading through the land. He claims the rewards will be great—only by saving the earth can man hope to profit from it.

Eventually the posse finds its way to the Cooked Earth Mine. There the heroes battle with the hideous blood men grown of Tacheene's vital fluids, and finally find the place where the earth spirit is bound. Finally, they must disabuse Cheval's cultists of their delusion that they are following the new Messiah!

If they can unpick the entwined stories of Daly, Bryce, and the corrupted church at the rotten, stinking heart of all this evil, they might save the town and finally bring prosperity to Coffin Rock.

And what if they fail? Well, so much death and nastiness has occurred, Coffin Rock is just a couple of tombstones shy of becoming a Deadland. The posse's failure is the final straw and the Reckoners have a new holiday home!

Getting Started

To play this adventure you need a copy of *Deadlands: Reloaded* and the usual assortment of cards, dice, and Fate Chips (which take the place of bennies in the Weird West). You also need a posse with their own characters (or they can just use the ones provided on our website at www.peginc.com) and a solid amount of backbone. Miniatures or some other way to represent the characters on a map can be useful as well.

Be sure to read the entire adventure from beginning to end, paying particular attention to the section on exploring the town. During this part of the tale, the order in which the players investigate the different areas of Coffin Rock is left completely to them, so you need to be prepared for several different possible sequences of events and how they might impact each other. It is also important to be able to keep up with the players in the latter part of the adventure, as it gains pace. Once they start unraveling the town's secrets, the adventure is likely to turn into a ghost rock powered, steam-whistle blasting, express ride to the big bad place smelling of brimstone!

A Twisted Town

GETTING TO COFFIN ROCK

You have a couple of options here, either have them come to town using a plot device, or else just start in media res. Both have advantages and drawbacks, but whatever you choose, the posse has to get to this little corner of the Weird West somehow. Whichever method you use to attract the posse to Coffin rock, it'll take them a while to figure out why the town is so darned unsettling.

Plot Device

The plot device method has the benefit of being a little easier on the players, who rarely like to feel railroaded. You need to find some hook to lure them to Coffin Rock. It could be personal from the history of one of the characters (a missing relative), professional (a soldier ordered to cross the Rockies stops off at Coffin Rock en route), or financial (a patron hires the heroes to investigate the collapse of his investments).

In Media Res

Starting *in media res* is just a fancy way of saying beginning in the middle of the action. Using this method, you can start with the posse riding into town, taking their first drink in the Six Feet Under, or anywhere in town. This has the benefit of getting straight to the good stuff without having to develop a back story suited to your posse. It is ideal for a group of new cowpokes who have no history together. So if this is your first adventure in the Weird West, it's a good way of getting straight to the main course.

The downside is, your heroes have no real incentive to stay—you better hook them with the first scene you choose to run, Marshal. Be especially wary if you already have established characters. If you finished your last adventure in the Great Maze, starting your next in the mountains of Colorado might leave your players a little annoyed they never got to do any exploring on the way.

SOMETHING'S WRONG HERE

As the posse explores the town they may come across the encounters listed below in any order, depending on where they want to go. These encounters are all included primarily to show the changes that have already begun in Coffin Rock. Most also contain clues leading the posse to unravel some of the town's secrets and shed some light on the darkness enshrouding it. However, depending on the Fear Level at the time the posse visits, some things may or may not be revealed. In order to solve all the town's problems, the heroes may need to revisit places, to gather all the available information.

Fear in Coffin Rock

As we explained in the introduction, you can alter the difficulty of your posse's stay in Coffin Rock by using the town's Fear Level. For an average posse of Novice characters, the town's Fear Level is 3—a little higher than most of Colorado. But, if your heroes are meaner hombres than the average posse, feel free to alter that to 4 or even 5. Bear in mind that the Fear Level at the end

COFFIN ROCK

of the adventure will probably be bordering on the Deadland-causing 6, so the lower the starting level, the steeper the decline.

Ideally this means that you'll take your time, with the posse investigating Coffin Rock for a month or more as they figure out what's going on. If you're looking for a short adventure, events must come thick and fast and your posse had better be up for a challenge, as there'll be no time for healing their or even catching their breath! A slower build-up suits a more creepy style of play. The fear gets a chance to seep into the town and the heroes have some time to untangle the threads of the story before things get out of hand.

So, how does all this fear manifest itself in Coffin Rock? Glad you asked amigo. As we told you at the start, Colorado comes from the Spanish for red, and the rising Fear Level combined with Tacheene's imprisonment causes the land to bleed. Seams of blood-red rock become more visible in and around the town as the Fear Level rises and the rocks take on a skeletal look. The earth becomes dry as corpse dust, and the buildings look hollow and haunted, with windows and doors like tombstones.

Mirror Mirror

Any reflective surfaces in the town reflect the fears and nightmares of the town's poor inhabitants. At lower fear levels, the reflections are subtle, but unsettling. As things spiral down to hell, the mirrors and windows reflect the townsfolk as gaunt ghoulish creatures, making them increasingly introspective and paranoid. Confronted daily with these macabre visions, the townsfolk are sliding into depression and despair.

For Whom the Bell tolls

Any time there is a death in Coffin Rock, the church bell tolls. You may think there's nothing strange, except for the fact the bell tolls at the moment of death, not at some point after. It's as if the church bell knows what's going on. Don't draw attention to it at first, but as the Fear Level rises, have it become more apparent. The ringing is likely to get more frequent, and much more obvious—tolling before a body hits the floor in a shoot-out, for instance. If the posse investigates the church bell, see The Bell Tolls For Thee on page 13.

HEARTBREAK HOTEL

Often the first item on a posse's agenda upon reaching a new town is to find a place to stay. Only one hotel remains in Coffin Rock—the Crystal River. Arriving at the hotel, the posse may notice the paint is peeling from the sign over the door, which now sadly reads "Cry a River Hotel". As with everything in Coffin Rock, the place has been touched by tragedy.

Carl Testeverde brought his new wife, Dorothy, to Coffin Rock to set up business. They named their hotel the Crystal River, after the town where they met and married. But Coffin Rock's troubles took their toll on Dorothy. She saw her life slipping away and became obsessed with aging. Ironically, the worry ravaged her once beautiful face—she died last winter, old before her time.

Carl is a withdrawn, haunted, and heartbroken man. He mourns his wife, spending his days in a sort of trance, and his nights drowning his sorrows alone in his room.

A room at the hotel is a dollar a day, but without his wife to cook, no meals are served. With the current state of the town, the hotel has no guests.

Fear Level 3

The rooms are dark and the sound of weeping echoes through the empty hallways. In the mirrors and windows of the hotel, a guest sees himself looking worried—even if he isn't.

Fear Level 4

The reflections now reveal the viewer to be aging prematurely. Deep lines and wrinkles crease their face and a haunted, sorrowful look of loss can be seen in their eyes.

Fear Level 5

The ghost of Dorothy manifests in the night and slams doors, while weeping and wailing. If confronted, she tearfully tells how she wasted her youth by marrying a nobody, and following him to this godforsaken dump in the hills. In the hotel's reflections, the posse sees images of loved ones they have lost looking mournful and distraught. All Spirit and Spirit-based skill rolls suffer a -2 penalty for 24 hours—or until the player uses a Fate Chip (of any color).

A TWISTED TOWN

Carl is constantly henpecked and haunted by the wraith of his wife. After two days of this torment he commits suicide, unless the posse intervenes. If they manage to do so, they each gain a white Fate Chip.

Dorothy Testeverde's ghost

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

Skills: Fighting d6, Intimidation d10, Notice d10, Taunt d10, Stealth d12,

Pace: 6; **Parry:** 5; **Toughness:** 5

Special Abilities

- * **Ethereal:** Ghosts are immaterial and can only be harmed by magical attacks.
- * **Fear -1:** Ghosts cause Guts checks at -1 when they let themselves be seen.
- * **Poltergeist:** Once per day, Dorothy's ghost can create a storm of small objects covering an area the size of a Large Burst Template. This shower of trinkets may move up to 2d6" per round. Anyone inside suffers 2d4 damage per round. The storm lasts for 2d6 rounds. Make sure to keep the duration secret from the posse.

Quote: *"I wasted my life on you, miserable worm"*

A FLAWED JEWEL

At some point, the posse is going to want a little entertainment. There are a number of boarded-up saloons in Coffin Rock, suggesting the town once thrived. Today, only the Six Feet Under, and the Jewel Theater remain in business.

This Jewel has a flaw...

If the posse decides to check out the Jewel Theatre, they might just find themselves the main course at a grisly dinner.

A large gaily painted wooden sign proudly identifies the Jewel Theatre. After dark, the posse might see shadows moving behind silk draped windows, dimly silhouetted by a lurid crimson light. The sound of music and laughter can be heard day and night.

Entering, the posse could think they are visiting a fancy city bordello, however the dust and palpable desperation of the place soon shatters this

illusion. At night, flickering, red, glass oil lamps give everything a macabre hue. Ornate mirrors, lining the walls catch and amplify the effect.

Chairs are scattered around in front of a raised stage, framed with a silk curtain. Loud, cheery music blares constantly from backstage somewhere. Left of the entrance door is a curved sweeping staircase.

Most nights, soiled doves lounge on the staircase trying to catch a customer's eye, while scruffy-looking miners watch tired showgirls go through their paces on stage. A similar sight can be seen in bordellos across the west, however behind the scenes something much nastier is taking place—robbery and even cannibalism!

Fear Level 3

The large glass windows are dusty and grimy, distorting reflected faces.



COFFIN ROCK

Fear Level 4

The windows appear streaked with blood. Shadows in the corners of the rooms seem to form grasping hands.

Belle and her girls have taken to getting their patrons very drunk, and robbing them. If any inebriated cowpoke goes upstairs with one of the girls, he must make a Vigor roll at -2 to stay awake. Otherwise he wakes in the cemetery, in his long johns. Anyone running to the Marshal receives no sympathy, and earns a night in the cells for vagrancy.

Fear Level 5

The windows reflect passers-by as rotting, walking corpses—a double-take, and the image is gone, but a Guts roll is required. Failure means the worried soul gains a Fatigue level for the rest of the day.

The Madame of the Jewel Theater, Belle Sygrove, and her girls have always made a living from men, as showgirls and whores. Recently, however, the corruption which has afflicted the town has turned their minds. They now live off men!

The girl's methods are simple, but brutally effective. They start the men drinking during the show and keep them drinking until they pass out or can be lured upstairs to be killed while "indisposed." Any posse member showing an interest in their wares risks meeting this grisly fate. Belle is friendly and charming, doing everything in her power to separate the posse—once they are isolated, they can be dealt with. If the encounter turns into a melee, the women fight like wildcats. Some of their patrons are likely to join in, ignorantly defending their "dates." If there is any gunplay, the Marshal and two deputies arrive after 1d6 rounds, to bust heads, and restore order. Remember, the church bell tolls for anyone who dies.

Bryce won't entertain the notion the Jewel is anything worse than a brothel. He has the deeds to the place in his possession, and uses them to claim a portion of Belle's income. If the posse can somehow reveal the goings-on in the Jewel and save any further deaths there, they each gain a Red Fate Chip.



Belle Sygrove at Fear Levels 3 and 4

A darkly beautiful woman dressed in a sparkling sequined dress, Belle oozes sexuality from every pore.

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

Skills: Fighting d6, Intimidation d4, Notice d6, Persuasion d8, Taunt d6

Charisma: +6; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Greedy

Edges: Charismatic, Command, Snakeoil Salesman, Very Attractive

Gear: Bowie Knife (d6+d4+1)

Quote: "Howdy folks, I'm Belle. As in, Belle of the ball."



Belle Sygrove at Fear Level 5

Belle is still a beautiful woman, but she has started to metamorphose into a ghoul. She now wears much less revealing clothing to hide patches of grey skin. Her hands, which she hides in long gloves, are transforming into claws. Belle's night vision has significantly improved, but at the cost of a painful light sensitivity.

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

Skills: Fighting d6, Intimidation d6, Notice d6, Persuasion d8, Taunt d6

Charisma: +4; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Greedy

Edges: Charismatic, Command, Snakeoil Salesman, Attractive

Gear: Bowie Knife (d6+ d4+1)

Special Abilities

* **Claws:** d6+d4

* **Night Vision:** Belle ignores all darkness penalties. Her eyes have a glow slightly red.

* **Weakness (Bright Light):** All actions taken by Belle suffer a -2 penalty when she is exposed to a light brighter than a lantern.

Quote: "It's dinner time, girls!"

A TWISTED TOWN

Jewel Dancers (5)

These girls' good looks are slowly being destroyed by their hard lives, and the trials besetting the town. They are skilled at covering their flaws in make-up and a seemingly sunny disposition.

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

Skills: Fighting d4, Intimidation d4, Notice d4, Persuade d6, Taunt d4

Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Greedy, Illiterate

Edges: Attractive

Gear: Knife (d6+d4)

Quote: *"That'll be extra, darlin'."*

Jewel Patron (7)

These potential meals are scruffy-looking, hard-drinking miners working the various played out claims in the surrounding mountains. In town for a brief spell, the miners are out looking for a little fun.

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

Skills: Fighting d6, Gambling d6, Notice d6, Shooting d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Illiterate, Mean

Edges: -

Gear: Colt Frontier (12/24/48, 2d6, shots 6, AP 1), knife (d6+d4)

Quote: *"Get yer stinkin' paws off my date!"*

LAW AND DISORDER

Marshal Thomas Bryce should quickly become the posse's nemesis. He is intolerant of strangers who cause trouble, and chances are, the posse are nothing but.

Marshal Law

Bryce is rarely found at the Marshal's office, he spends most of his time patrolling the town, looking after his "investments". The jail is manned by his six deputies. Six deputies is a lot for a town of this size, but they make good money, follow orders and never ask questions. The rest of the townsfolk are too intimidated by Bryce's "gang" to protest.

A large shiny ornamental star hangs in the window. Wanted posters paper the walls; they are all very old, and torn. Some of them have had the faces deliberately scratched out—as if someone doesn't want the poster's subject identified.

Fear Level 3

Those reflected in the star hanging in the window have an unmistakable angry red welt around their neck, as if they have been recently hanged. Inside the jail, bored deputies while away the hours avoiding work. The only residents of the cells (apart from uppity posse members, of course) are the occasional miner who has crossed the Deputies. These poor souls are beaten and thrown into the cells until they "sober up".

Fear Level 4

The wanted posters now sometimes show the faces of whoever is looking at them, marked "Wanted: Dead or Alive". Even more alarmingly, the word Alive has been struck out in red ink! Anyone finding their image on the wall must succeed at a Guts roll or suffer a -1 penalty on all rolls while attempting an illegal act for the next 24 hours.

One of the miners, seeing his face on a poster finally succumbs to the paranoia and fear which has been eating at his soul for months. Loudly proclaiming his innocence, he takes hostages and holes up in one of the abandoned buildings. Chances are this whole sorry episode will end in tragedy. Bryce and his deputies don't have the patience for negotiation, and will go in guns blazing. If the posse intervenes and prevents the hostages being killed, award them a White Fate Chip.

Fear Level 5

The corruption of the town has finally driven the deputies over the edge of sanity. They have surrendered to their dark appetites, transforming the last cell into an impromptu and grisly torture chamber.

Those who cross the deputies—almost anyone, given their hair trigger tempers—are clubbed unconscious and dragged to their terrible fate. They are shackled to a large iron chair, bolted to the floor. Their head is encased in a metal, eyeless helm inspired by The Man in the Iron Mask. This grotesque device both disorients their victim and muffles his screams. Once helpless, the poor soul is tortured to death using knives and other tools.

COFFIN ROCK



Marshal Bryce

The Marshal got his job because he is the meanest junkyard dog in town. He's thrown in his lot with Reverend Cheval in the hope he can profit from Coffin Rock. He keeps the peace through intimidation and violence.

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

Skills: Fighting d8, Guts d6, Intimidation d10, Notice d6, Shooting d10

Charisma: -6; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Bloodthirsty, Greedy, Grim Servant o' Death, Mean, Stubborn

Edges: Combat Reflexes, Hip Shooting, Marksman, Quick Draw, Speed Load

Gear: Colt Dragoon (12/24/48, 2d6+1, shots 6, AP 1), quick draw holster.

Quote: "This is MY town!"

Deputies (6)

Before they were deputized, these worthless curs were members of the Rotten Catfish Gang. They tried to turn over a new leaf, but old habits died hard.

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

Skills: Fighting d6, Intimidation d4, Notice d4, Shooting d6

Charisma: -6; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Arrogant, Bloodthirsty, Mean, Illiterate, Wanted

Edges: Combat Reflexes

Gear: Colt Frontier (12/24/48, 2d6, shots 6, AP 1),

Quote: "Yeeha! Look at 'im dance!"

FOOL'S GOLD

The town's assay office was once the busiest place in town. Hundreds of miners changed their ore into cold hard cash, which was then poured into the town's many saloons and brothels. Today, visitors are rare as hen's teeth, and Ike Turnbull, the sole employee, closes up early most days and heads down to the Six Feet Under.

Fear Level 3

A viewer catching a glimpse of himself in the window sees his face distorted with greed.

Fear Level 4

Ike Turnbull's alcoholism combined with the constant torment of the town, tips the man into the abyss. He covets the dwindling supplies of copper, murdering miners who come into the office. He hides their bodies in the cellar of the building, and stashes their belongings in the assay office safe.

Fear Level 5

The rising Fear Level in the town has awakened an all-consuming greed in some townsfolk, eventually driving them to lay siege to the assayer's office.

Marshal Bryce and his deputies opt not to get involved in this incident, all hell has broken out in town and they only choose the fights they can win. Posse members who intervene might find themselves in the unenviable position of being trapped in an office with a murderer, surrounded by a mob baying for blood. To make matters

A TWISTED TOWN

worse, if Ike Turnbull is killed, the corpses in his cellar animate, and come crawling up the stairs hungry for flesh, dragging themselves across the floor toward their intended victims.



Ike Turnbull

The town has chewed Turnbull's sanity to ribbons, reducing him to the paranoid killer he is today.

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

Skills: Fighting d8, Intimidation d4, Knowledge (Mining) d8, Notice d4, Stealth d8

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Delusional (all the copper in town is his), Greedy, Grim Servant O' Death

Edges: Trademark Weapon (Pickaxe)

Gear: Pickaxe (2d6)

Quote: *"It's mine, and no one's takin' it."*

Greedy Townsfolk (10)

These good folks have been twisted into wealth-obsessed lunatics by the town.

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

Skills: Fighting d4, Knowledge (Trade) d8, Notice d6, Shooting d4

Charisma: -4; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Bloodthirsty, Delusion, Greedy

Edges: -

Gear: 6 Pitchforks and clubs (d6+d4), 1 saber (2d6), 1 double barrel shotgun (12/24/48, 1-3d6, RoF 1-2), 2 Colt Frontiers (12/24/48, 2d6, AP 1)

Crawlin' Dead (4)

These four poor souls were killed and partially dismembered by Turnbull. With his death they are free to enact their revenge on a town that didn't even register their passing.

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

Skills: Fighting d6, Intimidation d6, Notice d4

Pace: 3; **Parry:** 5; **Toughness:** 7

Special Abilities

* **Claws:** d6+d4

* **Fear:** Anyone who encounters a crawlin' dead must make a Guts roll.

* **Fearless:** Crawlin' dead are immune to Fear and Intimidation.

* **Undead:** +2 Toughness, +2 to recover

from being Shaken. Called shots do no extra damage. Arrows, bullets, and other piercing attacks do half-damage.

* **Weakness (Head):** Shots to crawlin' dead's head are +2 damage, and piercing attacks do normal damage.

WET GOODS

If the posse decides to check out the General Store, they uncover some things best left covered. Reverend Cheval has cursed the store with a corrupt cross and owner Ray Wisely has fled, unable to control or understand what is happening.

The store has fallen into disuse and a thick layer of dust covers everything. The barrels of tools are rusty and splintered, and several meal bags have burst, covering the floor with worm infested grain. Slimy green mold grows up the walls.

If any of the Posse succeed at a Notice (-2) roll, they spot a peculiar accumulation of mold on the wall behind the counter. Disturbing the mold forces the cowpoke to make a Spirit roll or gain a Fatigue Level that fades after an hour. Clearing the mold away causes the church bell to toll once, and uncovers a tarnished, upside down cross.

Casting *bunch* or *detect arcana* reveals the cross to be corrupt. Removing the cross from the store also removes the taint, and further effects in the store. Wisely eventually returns to work, able to make the store a going concern again.

Fear Level 3

Anyone seeing themselves in the large dirty front window is confronted with his very own personal worst image. A deadly gunslinger might appear unshaven and bleary-eyed with shaking hands. The most charismatic character is weak-chinned and uncertain. The stealthiest appears to be clumsy, tripping over his feet and attracting attention.

Fear Level 4

A nauseating smell emanates from the store affecting everyone who walks by. Anyone entering risks contracting a horrible disease.

Anyone entering and not covering their mouth must make a Vigor roll or inhale spores from the mold on the walls. The mold slowly grows in the victim reducing his Agility die by one every 2d6 days. If the victim's Agility is ever reduced

COFFIN ROCK

to below d4, he suffers a horrible painful death. The disease can be treated by the Healing skill or power, but the attempt suffers a -2 penalty.

Fear Level 5

The reflections in the shop's window show each viewer his inadequacies as before. However, they are so exaggerated a Guts roll is required or the hero's confidence is shaken to such a degree they suffer -1 to all Agility and Agility-based skill rolls for the next 2d6 hours.

Now, opening the door releases a swarm of insects, covering anyone within a Large Burst Template. Inside, a further three swarms wait to consume anyone who enters. These swarms are the size of a Medium Burst Template. There is still a chance of contracting a disease, as described on page 11.



Insect Swarms (4)

Attributes: Agility d10, Smarts d4(A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d6

Pace: 10; **Parry:** 4; **Toughness:** 7

Special Abilities:

- * **Bite:** Swarms inflict hundreds of tiny bits every round to their victims, hitting automatically and causing 2d6 damage to everyone in the template.
- * **Swarm:** Parry +2. Because the swarm is composed of thousands of creatures, cutting and piercing Weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round.

Ray Wisely

Ray Wisely owns the General Store. Since things literally went bad, he avoids the place like the plague (or perhaps for fear of it). Instead, he spends his time playing very low stakes poker game in the Six Feet Under.

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

Skills: Fighting d4, Knowledge (Shop management) d8, Notice d6, Persuasion d6, Shooting d4

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Anemic, Bad Dreams

Edges: -

Gear: Colt Frontier (12/24/48, 2d6, shots 6, AP 1).

Quote: "I'm ruined. Ruined. Pour me another."

UNHOLY COMMUNION

The white church stands alone at the end of Daly Street, its tall, thin steeple is an unusual sight in churches in the Weird West. Huge stained glass windows are imbedded in three of the walls. The last wall contains the double doors that provide the only entrance.

One of the apparent success stories of Coffin Rock are the religious folks who have taken up residence in the church.—The Brotherhood of the New Covenant. Before the troubles hit the town, these devout do-gooders lived amongst the townsfolk. Since the town started its long slide

A TWISTED TOWN

into hell, they have all moved, en masse, into the church, where they pray day and night for the town's deliverance.

Or, at least, that is what they want everyone to believe.

The dozen or so cultists, led by Deacon Robert Plume, are in fact guardians of the copper clad altar at the far end of the church—a portal into the Cooked Earth Mine. The cultists are friendly and hospitable to anyone who calls upon them. However, they are constantly on the lookout for strangers and loners. These unfortunates are overpowered by smiling, happy cultists and forced through the portal to be transformed into blood men.

If Plume or the cultists are asked about Cheval, they happily report he is out scouring the countryside, trying to track down the source of the evil afflicting the town. If asked about the constantly ringing bell, they explain that the steeple is very drafty. If the Posse investigates the bell, see The Bell Tolls for Thee on page 13.

ALTARED STATE

The copper clad altar reflects the church perfectly. On a successful Common Knowledge roll, a cowpoke realizes the reflection is too perfect—there isn't any distortion caused by the altar's contours. The altar serves as a portal between the church and the Cooked Earth mine, the portal only opens for Tacheene (and Cheval), nothing the heroes can do, at present, can get it to work.

The Bell Tolls for Thee

A posse investigating the steeple discovers the bell rope is missing, as is the ladder which would give them access. While they are investigating, the bell rings. The pealing is incredibly loud—much louder than a single bell should be. Unless the heroes succeed at a Spirit roll, they gain the Minor Hard of Hearing Hindrance for the next d4+1 hours. A successful Notice roll discovers there was no wind to cause the bell to toll.

Fear Level 3

The huge stained windows cause almost tangible rainbows to surround everyone in the church. It also creates the illusion of bruises and old wounds on the faces of everyone it illuminates.

Fear Level 4

The scenes on the stained glass appear to have changed, depicting the final judgment. A Notice roll identifies the posse among the sinners being cast into the pit! Sitting in judgment is a priest—this is very unusual, as any Blessed can attest: Christ is usually depicted in this position. Anyone who sees Cheval can make a Smarts roll to identify him as the priest in the window.

Fear Level 5

The images in the stained glass windows have become more extreme. Scenes from Revelations abound, and a successful Notice roll reveals everyone the heroes know suffering in torment. The Posse is present, surrounded by the trappings of their favorite vices. Demons are tearing them apart.

Cultists (3 per hero)

These men and woman present the acceptable face of the Brotherhood of the New Covenant. Don't be fooled, they are still dangerously insane.

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

Skills: Fighting d6, Notice d6, Persuasion d8

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Hard of Hearing (Minor)

Edges: Charismatic

Gear: Club (d6+d4)

Quotes: "Join us!"

Deacon Robert Plume

Plume was one of Cheval's first and most devout followers. He keeps the flock in line and is constantly on the look-out for fresh converts to the cause.

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

Skills: Fighting d6, Notice d6, Persuasion d8, Shooting d6

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Hard of Hearing (Minor)

Edges: Attractive, Combat Reflexes, Command

Gear: Club (d6+d4), Colt Thunderer (12/24/48, 2d6, shots 6, AP1)

Quote: "Brother Cheval, is leading us along the path of salvation."

COFFIN ROCK

Boneyard Bust-up

Coffin Rock's cemetery is larger than could be expected for a town of its size and age. The entrance on Daly Street is marked by massive wrought iron gates, decorated with angels and stars. Many of the graves are very recent, marked with simple wooden crosses. The cemetery is dominated by a tall and elaborate mausoleum—John Daly's tomb.

If the posse causes enough trouble, Bryce decides to deal with them. The cemetery, with its plentiful cover and shadows serves as perfect ambush country. The marshal browbeats a miner into leading the posse into the cemetery, claiming he has found evidence of tunnels beneath the earth.

One deputy waits on top of the mausoleum with a rifle, and the rest lurk among the graves. Bryce fires from cover and only reveals himself when necessary. See page 10, for the stats of Bryce and his deputies.

If any deputies are captured, they use the age-old excuse of evil-doers everywhere—they were just following orders. Bryce tells them anything he needs to in order to save his skin, including selling out his own deputies, or even Cheval.

Fear Level 3

The shadows in the cemetery last long after the sun should have dispelled them. Furthermore, many of the graves look freshly disturbed.

Fear Level 4

Reverend Cheval directs the cultists to desecrate the Daly mausoleum, releasing the corpse of John Daly from the grave. It staggers down the street to stand in the charred remains of its former home. The corpse is seen by the townsfolk, and rumors start to circulate. If the posse ignores such rumors, the Fear Level increases by 1.



John Daly: Walkin' Dead.

Daly revisits the site of his old mansion nightly, if no one tries to interfere with him, he doesn't interfere with them.

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

Skills: Fighting d6, Intimidation d6, Notice d4

Pace: 4; **Parry:** 5; **Toughness:** 7

Special Abilities

* **Claws:** d6+d4

* **Fear (-1):** Anyone who encounters a walkin' dead must make a Guts roll.

* **Fearless:** Walkin' dead are immune to Fear and Intimidation.

* **Undead:** +2 Toughness, +2 to recover from being Shaken. Called shots do no extra damage. Arrows, bullets, and other piercing attacks do half-damage.

* **Weakness (Head):** Shots to a walkin' dead's head are +2 damage, and piercing attacks do normal damage.

Fear Level 5

Fresh graves marked with granite gravestones start appearing in the cemetery bearing the names of townsfolk who are still alive. If these graves are dug up, simulacrum of those named on the headstones are found. These "corpses" then disintegrate into a mass of writhing worms and insects.

WHAT'S UP DOC?

If the heroes decide to visit the doctor, perhaps because of a run-in with Bryce's men or a violent encounter with bandits in the hills, they discover a skilled man with a foul obsession.

The interior of the dingy office is neat and ordered. Several bookcases line the walls. A chipped and cracked desk sits in the middle of the room. A large solid-looking door leads to the doctor's surgery.

Fear Level 3

If the posse visits Dr Osgood while the town is at Fear Level 3, they find him to be a pleasant enough doctor, if a little too interested in the condition of their skin.

Fear Level 4

If the heroes visit the doctor now, they interrupt him during a delicate surgical procedure. He is attempting skin grafts. He meets them at the door in a blood splattered apron, very unwilling to let them further into his surgery. Posse members who succeed at a Notice roll hear muffled moans of agony from behind him. If they force their way past him, they discover the poor wretch he has been operating on, a miner, who suffered

A TWISTED TOWN

burns some time in the past. The skin has been cut and flayed from his body. He is only moments from expiring due to shock and blood loss.

Dr. Osgood claims the posse's interruption couldn't have come at a worse time and lays the miner's death squarely on their shoulders. Other than being disappointed with them, he isn't at all antagonistic or violent. If the matter is brought to Bryce's attention, he questions Osgood for nearly an hour and then releases him.

Fear Level 5

Calling on the doctor now is a horrifying experience. Screams can be heard from the surgery and there are signs of a struggle in the outer office—with splashes of blood over everything. The doctor refuses to open the door to the back room claiming he is in the middle of a very complicated operation.

Breaking down the door involves overcoming an Object Toughness of 10. Doing so disturbs the doctor as he flenses the flesh from his still living victim—another one of the poor put-upon miners. Hanging from hooks in the surgery are several leathery sheets of skin, while other pieces soak in vats of noxious chemicals. A mannequin stands against the far wall, modeling a half completed skin suit the doctor has slowly been making.

Osgood is enraged by the interruption and attacks the posse with a strangely reflective scalpel. His victim can be saved, but faces a life of pain, disfigurement, and bigotry.



Dr. William Osgood

The doctor has what many consider an advanced mind. He is willing to ride the cutting edge of medical knowledge. The corruption of Coffin Rock took that natural predilection and amplified it tenfold.

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

Skills: Fighting d8, Healing d8, Intimidation d4, Notice d4, Shooting d6

Charisma: 0; **Pace:** 6; **Parry:** 6/4; **Toughness:** 7/9

Hindrances: Bad Eyes (Minor), Curious, Obese, Quirk (likes touching people's skin)

Edges: Frenzy, Healer

Gear: scalpel (2d6)

Special Abilities

* **Berserk:** Dr. Osgood is permanently berserk when disturbed in his flensing operation. He



gains a +2 to all Fighting and Strength rolls and ignores Wound Penalties. On a Fighting die roll of 1, he hits a random adjacent target.

Quote: *"Fascinating! That looks like a painful irritation...you should let me take a look at it."*

FADE TO BLACK

Another of the town's struggling businesses, the blacksmith stands sadly on 2nd Street, surrounded by derelict buildings. With a successful Smarts roll, a cowpoke realizes there is not a single mirror in this place and the windows are smeared with soot to prevent them from reflecting. If asked about that, proprietor Jonah Thurgood is sanguine. He claims to have heard things about what other folk have seen, and doesn't believe in taking chances.

COFFIN ROCK

Fear Level 3

Jonah is always in his smithy. He is polite and hard-working, and can relay a lot of gossip about the outlaws in the hills. He has even heard a few tales of wandering fiends seen late at night.

Fear Level 4

Jonah has started making weapons, despite a limited supply of parts, he can also repair guns. He is still polite to those who enter his shop, but is cagey and doesn't like being quizzed.

Fear Level 5

Jonah has barricaded himself inside the smithy. He is very jumpy and, if anyone tries to break in, he shoots before asking questions. He isn't insane, he's just being over-cautious as he watches the rest of the town go to hell.

Jonah Thurgood

The town's blacksmith is the stoutest heart in Coffin Rock. He is teetotal, rarely mixes with other townsfolk, and never attends church.

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

Skills: Fighting d6, Knowledge (Blacksmith) d8, Notice d6, Persuasion d6, Repair d8, Shooting d4

Charisma: 0; **Pace:** 5; **Parry:** 5; **Toughness:** 7

Hindrances: –

Edges: Brawny

Gear: Sledgehammer (d10+d8, Parry –1), double barrel shotgun (12/24/48, 1-3d6, RoF 1-2)

Quote: *"Well it's none of my business, but I heard the other day..."*

SIX FEET UNDER

Standing proudly in Main Street, The Six Feet Under is the only remaining saloon in Coffin Rock. As the only source of alcohol in the town that doesn't come with a robbery or cannibalism chaser, it's very popular with townsfolk and strangers alike.

Tables are scattered haphazardly around the saloon; the place has obviously seen better days. The two windows flanking the front entrance are caked with enough dust as to be almost opaque. A staircase with a rickety railing leads up to a

landing, and several wooden doors lead to other rooms. A dirty chandelier provides feeble lighting, even during the day.

A scarred bar runs the length of the room. The stools are filled, day and night, with townsfolk and miners drowning their sorrows. The wall behind the bar is covered by a filthy, cracked mirror. The crack bisects everything reflected in it.

There are several folks in the bar most days and nights.

The Barkeep

Taylor Johnson, the saloon keeper is a broken man. He's aware something strange is happening in town but has neither the courage nor imagination to come to terms with what it is. He is close-mouthed and surly, believing if he doesn't pay attention to the troubles, they won't pay attention to him. If push comes to shove he shoves his shotgun under a troublemaker's chin.

The Mayor

Mayor Wilfred Hambly is a man who knows the wisdom of the proverb 'be careful what you wish for.' Hambly always wanted to be an important man, and when Daly appointed him mayor, he thought he had finally made it. Then, everything went south, all the way to the fiery place. Today, he never sets foot in the Mayor's office, preferring to lose himself in absinthe rather than listen to his people's woes.

Occasionally he looks at his gold watch—a present from Daly and inscribed with an inspirational message to encourage Hambly to do right by the good people of Coffin Rock. These days, reading the message just drives Hambly deeper into the bottle; a constant reminder of the many ways he's failed.

Mayor Hambly has got one nugget of information that might help the posse. In visions, brought on by his addiction to absinthe, he has made contact with the earth spirit Tacheene, and he knows the Preacher is torturing the spirit in the Cooked Earth Mine. However, getting him sober enough to talk about it won't be easy. If the Fear Level ever reaches Level Five, the mayor wanders off into the hills and commits suicide.

The Piano Player

Mike Hall the pianist, knows everyone in town, but almost nothing about them. He has turned staying out of people's business into an art form. Mike's not stupid, but he's not what you'd call a

A TWISTED TOWN



thinker either. He often sits with a far away look in his eye, as if imagining a better time or a more generous crowd.

The dirty bandage on his arm is the last reminder of a recent operation. He believes Dr. Osgood removed a canker from his arm, unaware the “good” doctor was just trying a new flensing technique on him.

The Showgirl

Lizzie Pierce is the only dancer from the Jewel to have escaped the town’s dark influences. She isn’t exactly sure what’s wrong with her “sisters” but she left when things started going bad. She’s been staying upstairs at the Six Feet Under, earning her keep by sweeping the floors and cleaning, and has no intention of going back to the Jewel anytime soon, at least not alone. She has some family belongings she would love to retrieve and tries to convince anyone in the posse who is nice to her to fetch them. If pushed, she returns with the posse but would rather not venture anywhere near that forlorn place.

The Miners

Four miners, in an obvious attempt to block out the horrors happening around them, spend their days and nights drunk out of their skulls playing poker. They are argumentative and unpleasant, and it’s only a matter of time before they start killing one another. Bryce sends his deputies in shifts to the saloon to keep an eye on them. The deputies see this as more of a reward than a duty, so more often than not the deputy ends up nearly as drunk as those he is supposed to watch.

Fear Level 3

The temperance movement refers to whiskey as the “demon drink”: they could be on to something. Very occasionally a drunk may see some sort of demonic beastie glowering at them from within a bottle of whiskey, if he looks again, it is gone.

Unrelated to this effect, the Coyote shaman, Laughs At Darkness, is trying to attract the attention of anyone in the area who can serve as his

COFFIN ROCK

totem's champions. Posse members who make a Notice roll, start seeing water stains and plaster cracks that remind them of the eponymous Coffin Rock overshadowing the town. Once this is first noticed, the cowpoke starts seeing it everywhere. Laughs hopes his visions will draw the posse to his kiva (see page 23).

Fear Level 4

Anyone who drinks at the Six Feet Under must succeed at a Spirit roll or gain the Mean Hindrance for the next twelve hours.

Fear Level 5

A hero failing his Spirit check here after drinking not only gains the Mean Hindrance, but also gains the Bloodthirsty Hindrance for the next twelve hours. Bloodshed and violence become an almost nightly feature of the saloon.

Taylor Johnson

Taylor is a simple man in the wrong place at the wrong time. If he had anywhere else to go, he would have left Coffin Rock long ago.

Attributes: Agility d6, Smarts d6, Spirit d4, Strength d6, Vigor d6
Skills: Fighting d4, Knowledge (Barkeep) d8, Notice d6, Persuasion d6, Shooting d4, Streetwise d6
Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5
Gear: Shotgun (12/24/48, 1-3d6, RoF 1-2, Shots 2, +2 Shooting at short range)
Quote: "I don't know nuthin'"

Mayor Wilfred Hambly

The mayor looks more ragged with each passing day; the pressure is straining him past his limits.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d4, Knowledge (Politics) d8, Notice d6, Persuasion d8, Shooting d4
Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5
Hindrances: Habit (Major: Absinthe)
Edges: –
Gear: Gold Pocket Watch
Quote: "Remember folks, vote early, vote often... where's my drink?"

Mike Hall

Mike is generally a friendly, quiet fellow, who keeps himself to himself.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d4, Knowledge (Music) d8, Notice d6, Shooting d4
Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 6
Hindrances: Clueless
Edges: –
Quote: "My name's Mike, not Sam. Why does everyone call me Sam?"

Lizzie Pierce

Lizzie is a faded raven-haired beauty. She used to be curvy, but her voluptuousness has turned to plumpness. In her day, she turned many a head, but a tough life has made her hard. Now she works as a cleaner at the Six Feet Under.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d4, Knowledge (Dancing) d8, Notice d6, Taunt d6
Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Hindrances: –
Edges: Acrobat, Attractive
Gear: Boot knife (d6+d4)
Quote: "Can you help me?"

Miners (4)

These rough-looking characters are clearly somewhat crazed. They are coming to the end of their money, and dread the day they have to go back out to the mines.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6
Skills: Fighting d6, Gambling d6, Notice d6, Shooting d6
Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Hindrances: Greedy, Illiterate, Mean
Edges: –
Gear: Colt Frontier (12/24/48, 2d6, shots 6, AP 1), knife (d6+d4)
Quote: "You're a stinkin' cheat!"

A TWISTED TOWN

MAYOR'S OFFICE

The mayor's office on Main Street is derelict and boarded up. It contains the town's records and details of all the land ownership including records of all deeds. The Marshal is unaware of this fact, or he would surely have torched the building, as he did the Daly place.

LIBRARY

The Library is dusty and derelict, the building was barely used. The bookshelves remain empty; indeed, most books never made it out of their packing crates.

SCHOOL HOUSE

There are no children left in Coffin Rock. All the settlers with families left town for the sake of their young 'uns. The school marm left too, leaving the school house abandoned. However, the streets around the school are haunted by a child's wraith.

The wraith is vicious, as only a spiteful little girl can be. She is confused and hurt by her abandonment, and is lashing out at anyone she finds. The streets around the old school house are a no-go area. After she kills three victims the Fear Level in the town raises by one. Somebody has to stop her, and this is the kind of job the posse thrives on.

Getting to the school house itself, is no small feat. The wraith assaults them with thrown debris and other supernatural attacks. If the posse can detect her, she really ups the ante, using her fright attack. The only clue to her location is an echoing, non-directional laughter.

Once the posse reaches the school house, she manifests and attempts to drive them away. She is invulnerable to all attacks, only by finding and claiming her remains can she be defeated. As soon as her remains are found and buried, the wraith is dispelled. Her skeleton has been stuffed into a small supply cupboard.



Child Wraith

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

Skills: Fighting d6, Intimidation d10, Notice d10, Taunt d10, Stealth d12,

Pace: 6; **Parry:** 5; **Toughness:** 5

Special Abilities

- * **Anchor:** The ghost cannot travel more than a mile from her remains.
- * **Ethereal:** Ghosts are immaterial and can only be harmed by magical attacks.
- * **Fear -2:** Ghosts cause Guts checks at -2 when they let themselves be seen.
- * **Hardy:** Two Shaken results do not cause a wound.
- * **Invisible:** The ghost is naturally invisible, but can become visible at will. Attacks against an invisible target are made at -6.
- * **Invulnerable:** Attacks can only leave the ghost Shaken, not cause wounds.
- * **Poltergeist:** Once each day, the ghostly girl can create a storm of small objects covering an area the size of a Large Burst Template, and causes 2d4 damage per round to anyone it touches. The storm may move up to 2d6" per round and lasts 2d6 rounds. Make sure to keep the duration secret from the posse.
- * **Terror:** The ghost can reveal its most terrifying form, forcing those who witness it to make a second Guts roll with a -2 modifier.
- * **Weakness:** The ghost is banished as soon as someone buries its mortal remains.

BARBERS

The Barbers is abandoned and unlocked. In the large mirror, people appear wild-looking and very hairy. The back wall of the barbers is replaced in the reflection with the slab of rock which gives the town its name. A figure can be seen standing on top of it who appears to be staring at the viewer.

HARDWARE STORE

The doors to the Hardware Store hang off their hinges. The windows are smashed and all the mining gear and tools have been looted.

COFFIN ROCK

LIVERY

Inside the long wooden building are a series of stalls. Two dead and rotting horses, were left to die, when the owner fled town.

BANK

This imposing brick building standing on 3rd Street next to the jail was abandoned when Coffin Rock's upward path faltered. Most of the fittings are still intact, but the huge safe was removed by the previous owners.

THE DALY PLACE

This charred ruin is the wreckage of John Daly's fine mansion, burned down by Bryce to hide his crimes. There is little left here now except the blackened remains of a grand staircase and the collapsed walls of the ground floor, strewn with debris.

CORRAL

This fenced-in land stands near the center of town, empty unless the heroes tether their horses here.

NEWSPAPER OFFICE

Sections of the floor in this building are rotten. A successful Notice (-1) roll spots these dangers, otherwise the cowpoke must succeed at an Agility roll or fall into the cellar. Luckily his fall is broken by a pile of shredded paper, and he takes no damage. Unfortunately his fall releases a mouse plague into the town. You see, thousands of mice have made their nests in the cellar, feeding on the paper.

A plague of mice might not seem so terrible, but they literally get everywhere and eat everything they can. For many townsfolk it's the last straw.

Unless the posse takes care of the plague within a few days, the Fear Level of the town is raised by 1. To rid the town of the mice, the posse has to destroy 5 swarms of them—the real problem is finding the swarms. The mice tend run away and fight only when they have no other choice. This may end in a cat and mouse hunt through the town.

If the posse get across the floor and make it into the archive room, they can, with a successful Investigation roll, discover the complete history of Coffin Rock.

Mice swarm

Attributes: Agility d10, Smarts d4(A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d6, Stealth d12+1

Pace: 10; **Parry:** 4; **Toughness:** 7

Special Abilities

- * **Bite:** When cornered, mice inflict hundreds of tiny bites every round to their victims, hitting automatically and causing 2d4 damage to everyone in the template (victims in completely sealed suits are immune).
- * **Cowardly:** The mice fight only when they have no other choice, otherwise they try to run away.
- * **Split:** Mice are clever enough to split into two smaller swarms (Small Burst Templates) should their foes split up. The Toughness of these smaller swarms is lowered by -2 (to 5 each).
- * **Swarm:** Parry +2. Because the swarm is composed of hundreds of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round.

BOARDING HOUSE

The boarding house has a big sign in the window reading "No Vacancies." This isn't true; the place is completely empty—even the owners have fled. It could serve as a base for the posse.

Run to the Hills

Sooner or later the heroes will leave the town confines and wander into the hills surrounding Coffin Rock. Given the dangers in the town, they might believe it's safer in the hills—they'd be mistaken! Bandits, zombies, and worse await them. However, a trip into the wilds might also secure some vital information.

A BLOODY PEARL

Shortly after leaving town, the posse encounters Shelly Pearl locked in battle with one of the blood men, released into the hills by Cheval. Shelly has already suffered a wound and is losing.

If the posse intervenes, and Shelly survives, she is extremely grateful and is willing to pool information and resources with the posse. She is unaware of Reverend Cheval's role in the town's troubles, believing Bryce is behind everything—totally blinkered by her hatred. The blood man is one of several such creatures she has seen roaming the hills. She doesn't know where they are coming from, and doesn't particularly care.

Pearl's Story

Born Shelly Pearl Daly, Shelly came to Coffin Rock to be with her father. She arrived just too late. Knowing from his letters, that her father never sold any deeds to Bryce, she confronted him. Bryce tried to kill her—she barely escaped with her life.

Shelly lurked for a while in the hills above Coffin Rock, hoping for a chance to strike back at Bryce. Somehow she became a magnet to the wives and daughters of Coffin Rock, brutalized by Bryce and his men. She never set out to be a gang leader.

Blood Man

These twisted creations are formed from the mortal remains of miners fused with the blood of Tacheene. This unholy fusion is a corrupted servant of the manitou, Ahpuch.

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

Skills: Fighting d6, Shooting d6

Pace: 5; **Parry:** 5; **Toughness:** 7

Special Abilities

- * **Bloody Mud Blast:** Blood men may make a ranged attack range 2/4/8, 2d6 damage, target is set alight on a 1 in 6.
- * **Construct:** +2 to recover from being Shaken. Arrows, Bolts, firearms and Piercing attacks do half damage. Fearless. Immune to disease and poison.
- * **Fear:** Anyone who encounters a Blood Man must make a Guts roll.
- * **Hardy:** A second Shaken result does not cause a wound to a Blood Man.
- * **Henchman:** Blood Men get a Wild Die as though they were Wild Cards
- * **Immunity (Fire):** Blood Men are immune to fire.
- * **Searing Touch:** 1d10+1d6, target set alight on a 1 in 6.
- * **Size +1:** Blood men are significantly bigger than a man.
- * **Weakness (Possession):** Blood Men reunited with their own ghosts lose their Henchman ability and become regular Extras.
- * **Weakness (Water):** Water based attacks or powers with water trappings inflict an extra d6 damage to blood men.

COFFIN ROCK



Shelly Pearl

Shelly is beautiful, direct, and deadly. She is a woman of few words and has no time to waste on foolishness. She knows the officials in the town are corrupt, though she doesn't know how far the corruption has gone.

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

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

Charisma: +4; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Enemy (Bryce)

Edges: Attractive, Charismatic, Dodge, Quick, Quick Load

Gear: Colt Peacemaker (12/24/48, 2d6+1, shots 6, AP 1)

Quote: *"Bryce stole my birthright: I intend to make him pay."*

Pearl Gang Member (6)

These rough and tumble women hooked up with Shelly Pearl after being victimized by Bryce and his men. They are determined, dangerous, and fiercely loyal to Shelly.

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

Skills: Fighting d6, Notice d6, Shooting d6, Stealth d6, Survival d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Wanted (Minor).

Edges: Quick Draw

Gear: Colt Peacemaker (12/24/48, 2d6+1, shots 6, AP 1), Colt Revolving Rifle (24/48/96, 2d8, shots 5, AP 2, Reload 2)

Quote: *"Shelly gave us our lives back."*

OUT OF CONTROL

A gang of outlaws, fleeing the law in Kansas have holed up in a cave a few miles south of Coffin Rock. Led by Hank „Mayhem” Archer, they are trying to lay low, but such is their nature, they'll ambush anyone who comes close to their hideout.

If Bryce is still alive when the town reaches Fear Level 4, the gang rides through Coffin Rock, shooting up the town. If the posse doesn't interfere, five townsfolk are killed, including Mike the piano player. Bryce does exchange gunfire with them, but he makes no real attempt to track them

down. He claims they are beyond his jurisdiction—which is true, but he is also totally fixated on sucking every dime he can out of the town. Archer figures he has pushed his luck as far as it will go, and doesn't return to the town while Bryce is still alive.

If the Posse kill Bryce and his deputies, the gang is sure to hear about it eventually. They ride into town shooting their pistols in the air and generally raising hell. The townsfolk look to the posse if this happens, as they are the ones who inadvertently caused the problem. If the gang is allowed the free run of the town, the Fear Level increases by 1.

With three successful Tracking rolls the posse can pursue the gang to their hideout and attempt to apprehend them. Each gang member is worth \$250 reward, with Hank Archer commanding a \$400 bounty. These figures are all doubled if the criminals are returned to Kansas for the reward.



Hank “Mayhem” Archer

Archer thinks he has it in him to become a true legend of the west. Truth is he is just another bully destined for Boot Hill.

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

Skills: Fighting d6, Guts d8, Notice d8, Shooting d10, Riding d8

Charisma: -6; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Bloodthirsty, Mean, Wanted

Edges: Hip Shooting, Marksman, Quick Draw, Speed Load

Gear: Colt Peacemaker (12/24/48, 2d6+1, shots 6, AP 1), Winchester '73 (24/48/96, 2d8, shots 15, AP 2).

Quotes: *"This is my town now!"*

Out of Control Gang Member (10)

These desperadoes don't follow Archer through any loyalty; he's just meaner than them. If he shows any sign of weakness, they'll seize their chance, and the gang.

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

Skills: Fighting d6, Gambling d6, Notice d6, Shooting d6, Riding d6, Stealth d6, Survival d6

Charisma: -4; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Bloodthirsty, Wanted

Edges: Quick Draw

Gear: Colt Peacemaker (12/24/48, 2d6+1, shots

RUN TO THE HILLS

6, AP 1), Colt Revolving Rifle (24/48/96, 2d8. shots 5, AP 2, Reload 2).

Quotes: “Yeehaw!”

WALKIN’ DEAD MINERS

The hills around Coffin Rock have been mined for years, and have seen more than their fair share of tragedy and death. The increasing Fear Levels in the area have attracted many minor manitous who have raised up some of the corpses of these unfortunates.

Zombies roam the hills looking for fresh brains to snack on. Though most are content to waylay the many miners who still try to eke their living from the meager copper seams, it is only a matter of time before some find their way into town. The zombie invasion raises the Fear Level by 1.

Walkin’ Dead.

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

Skills: Fighting d6, Intimidation d6, Notice d4

Pace: 4; **Parry:** 5; **Toughness:** 7

Special Abilities

- * **Claws:** d6+d4
- * **Fear:** Anyone who encounters a walkin’ dead must make a Guts roll.
- * **Fearless:** Walkin’ dead are immune to Fear and Intimidation.
- * **Undead:** +2 Toughness, +2 to recover from being Shaken. Called shots do no extra damage. Arrows, bullets, and other piercing attacks do half damage.
- * **Weakness (Head):** Shots to a walkin’ dead’s head are +2 damage, and piercing attacks do normal damage.

UNDER THE INFLUENCE

If the posse pay heed to the various clues and visions in town, or are just naturally inquisitive, they may try to explore Coffin Rock’s

eponymous geographical feature. Getting to the top of the grimly shaped outcrop is an arduous task—climbers must succeed at a Vigor roll or suffer a Level of Fatigue.

Laughs At Darkness

The coyote shaman, Laughs at Darkness, waits in his kiva—an underground chamber used for spiritual and communal ceremonies. He has been tasked by his Guardian Spirit with freeing Tacheene from his captors, a feat beyond him. The shaman has been sending out spiritual smoke signals hoping to attract allies. Finding the kiva entrance in its secluded, shadowy position requires a Notice roll.

The shaman is friendly, obviously pleased to see them. He tells the posse their goals are intertwined, and they both seek to end the town’s torment. However, before he can say anymore, they must smoke with him in his kiva.

The Kiva

The Kiva is constructed within Coffin Rock and is entered via a rope ladder. A stone bench lines the inside wall. A fire burns at the center of



COFFIN ROCK

the kiva, filling the chamber with pungent herb-scented smoke. The Shaman urges the posse to sit down, and lights a long pipe which he then passes round.

If the posse chooses to stay in the chamber—they can leave at anytime, the shaman does nothing to stop them—they start to feel light-headed, but at peace. The Shaman's voice comes to them, as if from far away.

He tells them that, even if they don't realize it, they have been chosen as champions in a war with a great evil. The events in the White Man's town are a small, but significant skirmish in this war, he has been sent to give them the spiritual tools to succeed.

The Coyote shaman's voice lowers with menace as he tells the posse they must first pass a dangerous test. He stresses how dangerous this test will be, but gives no details. They can refuse to take the test and he will think no less of them, what they are about to face has humbled the greatest of warriors.

Those who refuse, are each given a small fetish—"to help them"—and asked to leave the kiva. He says their presence will disrupt the ceremony. Once they have left, the shaman clicks his fingers once, activating the fetishes. Anyone holding them is teleported to Coffin Rock's church, possibly into the midst of cultists.

Tests of Spirit

Those who remain must face the test. Laughs at Darkness produces a handful of herbs and throws them onto the fire, which flares into a mauve flame. The shaman laughs and announces they have passed the test.

The smoke fills the kiva and each remaining posse member must make Vigor and Spirit rolls. Those who fail the first roll are forced from the kiva by the smoke. Those who fail the second fall unconscious and suffer terrible dreams detailed below.

Those who pass both tests are catapulted from their bodies on a vision quest. Their consciousness' travel, as if flying, to the Cooked Earth Mine. They sink below the earth and are brought before the earth spirit Tacheene. The spirit explains its plight to them:

"I must ask for your help. The land around this place is under my protection. I have been here since the earth was young. Some time

ago the thing you call a mine was begun, and deep wounds were dug into the earth. Then a man came with magic unfamiliar to me. I do not know how he found me but he called upon the magic of the sky, my nemesis, and trapped me. I cannot touch the earth and so I only have a fraction of my power. The man drains my power and uses it for his own dark purposes. I know not what they are but I ask you, please, find me beneath this mine of yours and free me. Do not let one of your kind twist my power so. Help me and I will be generous in my reward."

Those who fail the Spirit roll have visions of being thrown into a pit of boiling mud. The searing heat destroys their flesh and covers their bones. They emerge from the pit an abomination, in the thrall of a terrible priest and are sent out of a mine to hunt down their friends and family.

The heroes awaken several hours later. Those who failed the test have a pounding headache lasting for the next five hours. During this time they have two Fatigue Levels. They also suffer a -1 to all Spirit rolls in the Cooked Earth Mine. Those posse members who passed the test feel alert and fresh, and gain a +2 bonus on all Spirit rolls in the Cooked Earth Mine.

Laughs at Darkness has disappeared, never to be seen again.

Laughs At Darkness

This mysterious shaman is an enigma, who will probably remain a mystery for the rest of the heroes' lives.

Attributes: Agility d6, Smarts d8, Spirit d12, Strength d6, Vigor d6

Skills: Fighting d8, Guts d8, Persuasion d8, Riding d8, Shooting d6, Stealth d6, Survival d8, Tracking d8, Tribal Medicine d12+1

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Old Ways Oath, Quirk (constant laughter)

Edges: Arcane Background (Shamanism), Power Points, Professional (Tribal Medicine), New Power x5, Talisman Creator,

Powers: *Boost/lower trait, environmental protection, greater healing, healing, protection, teleport, vision quest* ; **Power Points:** 20

Gear: Knife (d6+d4), peyote, Talismans – teleport and protection

Quote: "Terrible tests you will face"

Dust to Dust

Eventually the posse gathers enough evidence to head over to the Cooked Earth Mine. Whether they were sent there by vision quests, curiosity, or the fact that everyone keeps talking about the place doesn't matter; all roads lead to the Cooked Earth, eventually.

MYSTERY OF THE MINE

The entrance to the Cooked Earth Mine looks like a tomahawk wound in the earth, an eerie red glow emanates from its depths. Those who succeed in a Notice roll hear whispers on the wind, but are unable to make out any words. Those who get a raise believe the voices are coming from the mine and are pleading for help.

Inside the mine entrance is an elevator, big enough for ten. Cranks in the center of the elevator raise and lower it. Warm, moist air seems to exhale from the shaft—almost as if the mine is breathing.

Rockfall

The shaft is one hundred feet deep. Cultists from The Brotherhood of the New Covenant have left a trap for anyone foolish enough to use their elevator. A Notice roll at -2 detects the mechanism. There are four makeshift platforms above the elevator stacked high with rocks. Release wires run from the top of the elevator frame to the support beams of the platforms. Unhooking the wires from nails on the supports disables the trap.

Otherwise, when the cranks are turned to lower the elevator, the rocks tumble down onto the lift. Have everyone make an Agility roll (at -2 for the confined space). Anyone who fails is hit for 2d8 damage.

The Disembodied Ghosts

The passageway leading away from the bottom of the lift shaft is lit by a red glow—bright enough to see by—coming from weird crimson veins running through the walls. The walls are corrupted by blood rock, which is slowly seeping out of the blood pit (see page 26).

The whispered cries for help are louder and more desperate here. Ghosts of miners are in the walls, their bodies, transformed into blood men by Cheval's foul practices, act as spiritual anchors—they are trapped in the mine.

The ghosts appear to the posse, crying out for aid. They manifest as insubstantial figures in mining gear. The ghosts have no interest in attacking the posse, and if met with violence, retreat back into the walls.

If the posse offers to hear their plight, the ghost of William Wood—the mine foreman when alive—tells the sad tale of their demise, and why they are trapped in this rocky purgatory. Furthermore, he explains, they are unable to move through or pass across the blood rock. This effectively bars them from returning to the blood pit, which is literally shielded by it. Wood believes if he and his brethren can reach the blood men, they might be able to reclaim their bodies. If the heroes are willing to act as vessels for the ghosts, then they will be able to pass into the blood pit where the ghosts can spiritually assault the blood men.

Each posse member who agrees has one ghost pass into his body, starting with William Wood. The ghosts are suspicious of an will not enter a Harrowed body—they have tasted death once too often already. The memories of the ghost are inflicted upon the host, read the following out to them:

COFFIN ROCK



The ghostly figures slowly merge with your bodies. It almost feels like being immersed in cold water. A chill washes over you and then the memories come. The chill turns warm and then scalding hot as you are forced down into red bubbling mud. Your screams are drowned out as the mud pours down your throat. Your last feeling is of the searing pain washing over every inch of your body. Slowly coming out of the haze you realize you aren't actually dead. You see the ghosts of the miners in the eyes of your companions and once again you feel the chill of death. A voice speaks from the one William Wood merged with. "Let's get this over with."

Each posse member acting as a host must make a successful Spirit roll or gain a Level of Fatigue while the ghost is present. The posse can speak freely at any time while the spirits are in their bodies, but so can the men inside them.



Ghost miners

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

Skills: Fighting d6, Intimidation d10, Notice d10, Taunt d10, Stealth d12,

Pace: 6; **Parry:** 5; **Toughness:** 5

Special Abilities

- * **Anchor:** The ghosts cannot travel more than a mile from their remains.
- * **Ethereal:** Ghosts are immaterial and can only be harmed by magical attacks.

THE MUDDER LODGE

Along the way the miners converse with their hosts, telling them of their grisly fate. Several of them were turned by Reverend Cheval and his cultists. The others were forced into the mud by the first blood men. It should be quite disconcerting for the posse to have someone else using their voice. Play this up a bit as they are rushing through the mine. The red glow and heat of the mine both increase the closer they get to the blood pit. They also start to hear screams of agony from deeper in the mine. These get louder, the deeper they go.

Eventually, the tunnel opens up into a large cavern. Floating in the air, surrounded by a glowing field of blue energy, is Tacheene—the earth spirit—a large creature made of rough red stone. His thick, rocky arms are outspread. Large gaping wounds pour magma like blood into a pit below.

Two hideous creatures made of red mud are pushing a man into the pit. He continues to scream in agony. Several more creatures stand between the posse and the pit.

If the heroes succeed at a Notice roll they spot Reverend Cheval on a ledge, 15 feet or so above the pit. He is furious at the posse's interruption, ordering the blood men to slay the intruders. He then leaps directly into the blood pit.

There is a one more blood man than there are posse members. William Wood and his ghosts emerge from those who agreed to his plan. The ghosts possess their remains and impede the blood men in anyway they can. As each blood man is destroyed, a ghost is released to travel to its final reward.

Blood Men (1 per posse member +1)

These twisted creations are formed from the mortal remains of miners fused with the blood of Tacheene. This unholy fusion is a corrupted servant of the manitou, Ahpuch.

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

Skills: Fighting d6, Shooting d6

Pace: 5; **Parry:** 5; **Toughness:** 7

Special Abilities

- * **Bloody Mud Blast:** Blood men may make a ranged attack range 2/4/8, 2d6 damage, target is set alight on a 1 in 6.
- * **Construct:** +2 to recover from being Shaken. Arrows, Bolts, firearms and Piercing attacks do half damage. Fearless. Ignores Wound Penalties. Immune to disease and poison.
- * **Fear:** Anyone who encounters a Blood Man must make a Guts roll.
- * **Hardy:** A second Shaken result does not cause a wound to a Blood Man.
- * **Henchman:** Blood Men get a Wild Die as though they were Wild Cards

- * **Immunity (Fire):** Blood Men are immune to fire.
- * **Searing Touch:** 1d10+1d6, target set alight on a 1 in 6.
- * **Size +1:** Blood men are bigger than a man.
- * **Weakness (Possession):** Blood Men reunited with their own ghosts lose their Henchman ability and become regular Extras.
- * **Weakness (Water):** Water based attacks or powers with water trappings inflict an extra d6 damage to blood men.

After the fight is over, Tacheene thanks them. Destroying the blood men has negated much of the power Cheval had over the spirit. However, Tacheene is still held in the cult leader's mystic trap.

The spirit can now open the portal for the posse, allowing them to pursue the corrupt Reverend. However Tacheene is weak from his ordeal and his control over the portal is erratic. The blood pit is a flickering kaleidoscope of images—a view of the general store from just inside its windows, the Jewel Theatre from its walls, the doctor's operating room, a splintered view of the Six Feet Under, the inside of Coffin Rock's church looking



COFFIN ROCK

down from the altar, and more. If necessary the posse can attempt Smarts rolls to realize they are looking out from the mirrors of Coffin Rock.

The brief glimpses the posse gets of the church reveal Cheval there; he appears to be making preparations for a major summoning spell. The only hope the posse has in stopping him is leaping through the portal and trusting they will be transported to the church. However, Coffin Rock has one last trick in store to stymie the posse

PRACTICE WHAT YOU PREACH

Cheval—and the Manitou that possesses him, Ahpuch—are summoning a demon. The destruction and terror this creature will inflict upon the remaining townsfolk will be enough to tip the town over the edge, turning it into a Deadland.

The posse members who leapt into the portal feel their bodies being stretched and flattened as they are transported through the reflections in the pool. After an immeasurable period of time they tumble from the windows and mirrors of Coffin Rock.

Unfortunately, Tacheene failed to stabilize the portal and the heroes are scattered all over the town. They have also lost nearly an hour, giving Cheval enough time to gather the last of his followers to complete the ritual. The posse must find one another again, and assault the church.

The doors to the church are unguarded as all the occupants are busy summoning the demon. However they are magically sealed, requiring the heroes to overcome an Object Toughness of 10.

Once inside, the posse discovers Cheval and his cultists approaching the end of their ritual. Their attempts to break down the door have alerted the misguided minions to their presence. The cultists attack the posse while Cheval completes the ritual, reciting from a large leather book. The light through the stained glass windows gives everything a blood red hue. A hellish wind rips through the church.

Cheval's words are unnaturally loud and he is reading in a language totally alien to the posse's ears. Each posse member must succeed at a Guts roll or roll on the Fright Table. The cultists use every method at their disposal to stop the posse from interrupting the ritual, which Cheval completes in five rounds. There are only two ways

to stop his terrible summoning spell, wound Cheval, or knock the book from his hands with a disarm maneuver.

If the ritual is disrupted, Cheval turns his rage upon the posse. If the ritual is completed a terrible demon from the pit is summoned. The madman is distracted by the posse's attack and the demon is allowed a sliver of freewill. It abuses its liberty by attacking whoever is closest to Cheval—but, not Cheval himself.

When the final blow is dealt to Cheval, he does not go quietly. He is a maelstrom of arcane energy which implodes as the fourth wound is dealt. The implosion shatters the stain glass windows; the flying glass inflicts 2d6 damage to all posse members who fail an Agility roll. Any surviving cultists are killed by flying glass. The demon, being a creature of arcane energy, is destroyed by the implosion.



Reverend Cheval

For all his evil actions, Cheval is also a victim of the madness which afflict the town.

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

Skills: Fighting d10, Guts d8, Knowledge (Occult) d8, Notice d6, Persuasion d8, Spellcasting d10

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Hindrances: Delusion (Major), Overconfident

Edges: Arcane Background (Magic), Champion, Charismatic, Command, Fervor, Improved Arcane Resistance, Snakeoil Salesman

Gear: Unhallowed Blade (d8+d4, Soaking wounds caused by this blade suffer a -2 penalty), Book of the New Covenant.

Powers: *Armor, bolt, dispel, environmental protection, fear, puppet, smite*; 20 PP

Special Abilities

- * **Ahpuch Blessing:** Cheval has an inexhaustible number of Power Points within 3 inches of the altar.
- * **Hardy:** A second Shaken result does not cause a wound to Cheval
- * **Manitou ridden:** Cheval ignores wound penalties.

Quote: „I can smell the beathen magic on you. Let us see if something can be done about that.”

DUST TO DUST

Cultists (3 per hero)

These men clad in crimson robes guard Reverend Cheval with their lives.

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

Skills: Fighting d6, Notice d6, Persuasion d8

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Hard of Hearing (Minor)

Edges: Charismatic

Gear: Dagger (d6+d4)

Quotes: *"The teacher guides us!"*

Summomed Demon

This creature looks like one of the classic demons from a medieval woodcutting—all teeth, claws and horns.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12+1, Vigor d10

Skills: Fighting d10, Intimidation d12, Knowledge (Occult) d8, Notice d6, Stealth d8, Taunt d8

Pace: 8; **Parry:** 7; **Toughness:** 10 (1)

Special Abilities

- * **Armor +1:** Demons have thick, sometimes scaly, hide.
- * **Bite/Claws:** d12+d8+1.
- * **Fear (−4):** Anyone who encounters a demon must make a Guts roll (−4).
- * **Fearless:** A demon is immune to Fear and Intimidation.
- * **Immunity (Fire and Heat):** A demon takes no damage from fire or heat based attacks, nor can it suffer Fatigue in related conditions.
- * **Immunity (Normal Weapons):** A demon takes no damage from mundane weapons. Magical attacks affect it as normal.
- * **Size +2:** Demons are nearly ten feet tall.
- * **Weakness (Holy Symbol):** Demons must make a Spirit roll or be Shaken when in the presence of a Holy Symbol.
- * **Weakness (Holy Water):** A demon splashed with Holy Water is shaken.

EPILOGUE

Sweet Town of Mines

Any survivors in Coffin Rock are stunned and confused. They aren't sure what happened, but they sure know that a spiritual noose has been cut from their necks. A successful Persuasion roll lowers the Fear Level by 1 immediately, pulling the town back from the brink of damnation. The red veins disappear from the surrounding land overnight, although faint traces can still be found near the entrance to the Cooked Earth Mine. Mirrors no longer plague the town with horrific visions, though the townsfolk of Coffin Rock become the least vain folks you'll ever meet. If, by some miracle, Bryce and his boys survive the events in town, they soon skedaddle. When the mayor's office is re-opened, the true deeds are discovered (unless the posse has already brought his deception to light), and if she survived, Shelly Pearl reclaims her birthright. She is elected Mayor-ess and proves to be more than up to the task. The Fear Level drops again within the month.

Surviving posse members can dine on the town's goodwill for months. Depending on their skills and abilities, they are offered positions of importance and respect within the town.

With Cheval slain, Tacheene is freed from his spiritual prison. Within a week, a new copper vein is discovered in the hills. Pretty soon, claims are being made all over, and most prove very profitable.

The Cooked Earth Mine does the best—copper is found in every tunnel and new seams open almost daily. Before long, news has traveled of the return of the good times. Coffin Rock booms again.

The Posse should feel rightly proud of themselves. Their struggles and sacrifices have harmed the Reckoner's plans in this lonely corner of Colorado.

THE TOWN OF COFFIN ROCK

