



Sawed 'Em in Gomorra





DEADLANDS

SAWED 'EM IN GOMORRA

BY MATTHEW CUTTER

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The Collegium Incident

Back in July 1879, the future was so bright for Gomorra, California Territory, its inhabitants just about had to wear smoked-glass goggles. But the boomtown suffered a major setback when its hometown center of New Science, the Collegium, blew sky-high after a particularly volatile experiment went awry.

In the wake of that horrific accident, some of the City o' Gloom's residents have wondered whether it was an accident at all...

THE STORY SO FAR

In a place with as many pryin' eyes and ears as the City o' Gloom, such suppositions are typically left to the most private conversations in the Steamer Saloon—or to one's own thoughts!

Still, the truth of the matter is more complex than what the public knows, or even what was reported in the *Tombstone Epitaph*.

In 1879, the Collegium was doing brisk business with the locals, and even provided a limited selection of steam augmentations. These were previously only available through Dr. Leonitas Gash in Salt Lake City. What few know is that one Dr. Marcus Perriwinkle worked with Gash for a short time in the City o' Gloom, before he absconded to the Great Maze—in possession of the stolen secrets of Formula X-19...the stuff that makes steam augmenting possible.

In Gomorra, Perriwinkle set up shop and performed as many augmentations as he could. Unlike Gash, he only replaced limbs lost through accident or misadventure. He would never have considered amputation as a viable route to installing steam-powered prostheses. Perriwinkle considered such actions extremely immoral, which was a good part of the reason he stole Gash's formula in the first place.

So when the Collegium exploded in July 1879, it wasn't much of a stretch for some muckrakers to suggest that Gash had somehow engineered the explosion as revenge on his former apprentice, though the story was far-fetched given the distance involved. The fact that Marcus Perriwinkle was one of the only survivors seemed to discount the theory, after all. If Gash had gone to all that trouble, it's unlikely he would have allowed Perriwinkle to walk away unscathed.

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Even more conspiratorial minds noted that Perriwinkle left the blast site with a steamer trunk full of Collegium patents, which he soon delivered into Dr. Jacob Smith's and Sir Clifton Robards's custody. A few went so far as to suggest—incorrectly—that Smith, Robards, or both of them were somehow involved in the rival Collegium's destruction. After all, not only did they stand to gain numerous patents, putting the Collegium out of commission opened new markets in the Great Maze, with the advent of Denver-Pacific Rail's Zephyr Line to Shan Fan.

Although none of those facts can be contested, in truth neither Smith nor Robards could be so dastardly as to kill scores of people to gain a trunkload of technology. Such heinous acts would fly in the face of all their beliefs.

Industrial Sabotage

Come to think of it, there aren't too many scientists in the Weird West who'd be willing to commit mass murder for the sake of knowledge and power. One does come to mind, however: Dr. Darius Hellstromme. And in fact, he was responsible for the Collegium disaster.

By the time 1879 rolled around, Hellstromme's personal timetable indicated he'd win the Great Rail Wars by year's end. To pave the way for Hellstromme Industries Ltd. in California Territory, it was clear to him he would have to eliminate his only notable rivals at the Collegium. But, he thought, why destroy everything when he could both wipe out his foes *and* steal their technological secrets?

Hellstromme sent one of his most trusted Wasatch Rail Agents, Mr. McGuire, to Gomorra in a scientist's garb and guise. McGuire infiltrated the Collegium as an "associate"—better known to you and I as a bodyguard—and did his work of secretly contacting the scientist most likely to accept Hellstromme's dastardly offer.

Of course, that "scientist" was Jacynth Ambrose (well known to readers of *Deadlands: The Collegium*). In reality a cleverly constructed automaton made to resemble an actual human being, Jacynth had been Hellstromme's eyes and ears inside the Collegium for years. What Hellstromme didn't count on, however, was that the manitou inhabiting Dr. Ambrose's

zombie brain had long since gone rogue. She was busily cobbling together her own little empire of New Science and augmentations, and had even manipulated Dr. Gerald Klippstein into beginning work on a small army of advanced automatons just like herself.

When Mr. McGuire arrived on the scene, bringing word of Hellstromme's request that she quit Gomorra and steal half the Collegium's secrets—including Formula X-19—Ambrose played along. But she had her own ideas about how the whole ploy would play out. With McGuire's help she laced the Collegium with ghost-rock-infused explosives, and used Klippstein's new creations to steadily acquire a large steamer trunk's worth of inventions, patents, and blueprints. Her work nearly done, she schemed a way to acquire Marcus Perriwinkle's personal logbooks and a sample of Formula X-19.

Ambrose didn't count on the observant Marcus Perriwinkle's perspicacity. Always on guard for anyone who'd try to abscond with his formulae, Perriwinkle's antennae went up the moment Ambrose darkened his laboratory door. And the doctor was quite immune to the woman's charms; he'd always sensed something cold and unnatural about her. It was child's play for him to discover that she and the Collegium's newest associate Mr. McGuire were in league with one another. When he learned of the high-yield explosives already planted throughout the compound, his blood ran cold. He knew he had to act fast.

The exact details matter little now, but suffice to say Dr. Perriwinkle was able to turn the tables and double-cross Hellstromme's agents, ending up in possession of the precious steamer trunk when a series of powerful blasts rocked the Collegium compound. Jacynth Ambrose is believed to have perished in an explosion as she returned to snatch the steamer trunk...which was long gone, in the back of Perriwinkle's steam wagon. For all his brilliant double-dealing, however, Perriwinkle never learned the identity of the plan's mastermind: Hellstromme. He erroneously believed Gash was out for revenge.

Rail Agent McGuire also escaped the blast, and returned to the City o' Gloom to face his employer's

legendary rage. True to form, Hellstromme was furious. But he soon realized that all was not lost. In fact, Dr. Marcus Perriwinkle was on his way to Salt Lake City to share the Collegium's secrets with Smith & Robards. Formula X-19 was not yet in his possession, but this development allowed Hellstromme to keep his enemies close at hand until he could find a solution to the conundrum.

Double Dealin' in Salt Lake

Smith & Robards weren't Perriwinkle's first choice of patrons; he would have preferred to go it alone. But Dr. Perriwinkle surely didn't trust Hellstromme, and given his suspicion that Dr. Gash's agents were responsible for the Collegium's destruction, he had no choice but to throw in with the inventors on Mount Necessity.

Smith and Robards agreed to give Perriwinkle asylum, set him up with his own augmentation laboratory, and allowed him to approve his own patients. They even assented to Perriwinkle's demand that he retain sole possession of Formula X-19, lest it fall into the wrong hands.

Dr. Smith felt this was the right thing to do: Keeping the formula's secrets from Hellstromme was tantamount, in his mind, to performing a valuable service for humanity. Smith persuaded Sir Robards to agree to the deal as well, but only if Perriwinkle would train a small team of assistants in the steam augmentation process. Robards insisted the endeavor would only be profitable if they were able to offer augments to more patients than Perriwinkle alone could operate on; Perriwinkle reluctantly accepted the offer.





But Robards had another plan in mind, one that would make the operation not merely profitable but extremely lucrative. Knowing that Perriwinkle would never willingly divulge the secret of Formula X-19, Robards secretly instructed a few loyal employees in the alchemy department to begin reverse-engineering the formula from samples he provided. In addition, Robards set up one of Perriwinkle's newly trained assistants—Nurse Ratchet—to provide unapproved augmentations on the side. Robards believed the operation could never be tracked back to him, and it hasn't been.

Not yet, at least.

AUGMENTATIONS

**AVAILABLE AT
REASONABLE COST**

WE OFFER:

-  Premium parts and gear sublet from Smith & Robards stock
-  Skilled surgeons in sanitary conditions
-  Pure ghost rock fuel cores guaranteed to burn beyond your expectations
-  Repairs and maintenance to keep your augmentations in fine working order

**NO ROOM FOR AUGMENTS?
NO PROBLEM!**

Our skilled surgeons have extensive experience to safely remove extraneous limbs

SERVICES PROVIDED BY:

Nurse Ratchet

who may be sought out in JUNKYARD

"Ask the right questions, and WE will find YOU."

Trouble a-Brewin'

So it went until 1883, when a pair of new developments changed the situation entirely. First, Nurse Ratchet's methods became far more cavalier than previously: She began offering augmentations to those who didn't require a prosthesis, removing existing limbs to make room for steam-powered gear. When Sir Robards' fury subsided it was replaced by fear that he would be found out. Having stockpiled enough Formula X-19 to continue augmenting subjects for years, Ratchet dropped out of contact and out of sight.

Soon after, Robards's men and women in the alchemy division had a breakthrough. Although they haven't yet perfected the exact proportions to create viable Formula X-19 samples, they believe they have isolated all the correct and necessary ingredients. It's only a matter of time before they get it right. And due to the presence of a spy in the factory, Hellstromme knows it too!

THE SETUP


This adventure's designed to take place during the *Good Intentions* Plot Point Campaign, when the posse signs on as an express delivery team for Smith & Robards (between episodes five and six). Officially speaking, the adventure is set in early 1883. You'll find additional information on Smith & Robards, the City o' Gloom, and Junkyard in *Deadlands: Good Intentions*.

Meeting With the Minds

The posse is summoned to meet with Dr. Smith and Sir Robards. If the cowpunchers aren't employed by the duo, assume Smith has heard of their exploits; a courier tracks down the heroes and cordially invites them to speak with Smith and Robards at their facility on Mount Necessity.

The meeting takes place in a finely appointed study in the Business Office (area B on the Smith & Robards Compound map in *Good Intentions*). The walls are lined with bookshelves and teak and mahogany decor, with electric lights to illuminate the massive table and chairs at the room's center. Dr. Smith and Sir Robards are the only people present, but a squad of bodyguards waits just beyond a concealed door, alert to any sign of trouble.

 **Dr. Jacob Smith:** See page 23.

 **Sir Clifton Robards:** See page 22.

- **Bodyguards (3 per hero):** Use the Soldier (Veteran) profile in the *Deadlands Marshal's Handbook*.

Details of an Investigation

After the pair welcomes the group and thanks them for their prompt attendance, Sir Robards rises from his chair to look out the windows overlooking the compound, and the sea of grayish smog that conceals the City o' Gloom far below. He stands with his back to the group, hands clasped behind him, as Dr. Smith speaks:

"As you may already know, for several years we at Smith & Robards have offered steam augmentation services. The surgeries and augments are performed by our very own

Dr. Marcus Perriwinkle, late of Gomorra in California's Great Maze.

"What you may not know is how Dr. Perriwinkle came to be in our employ. In 1879 a terrible accident rocked the Collegium – an explosion that killed dozens of people and destroyed years of scientific work and knowledge. Quite regrettable. When Dr. Perriwinkle arrived here in Salt Lake City in possession of many of the Collegium's patents – including the secrets of functional steam augmentation – we saw it as our duty and responsibility to provide him with a secure location to continue his valuable work.

"Steam augmentations, for all their danger and unpredictability, have improved the lives of countless factory workers maimed in industrial accidents. Moreover, and no less important, we saw it as our duty to keep these secrets out of the hands of our rivals and counterparts at Hellstromme Industries, Limited."

Dr. Smith slides a sheet of paper across the table to the posse (see page 24 for a player handout). It is a broadsheet advertising steam augmentation surgeries (see page 3 for the Marshal's version).

"Here is our concern: This 'Nurse Ratchet,' whom we believe to be a former apprentice of Dr. Perriwinkle's, clearly possesses steam augmentation knowledge. Ratchet even claims to have access to our stock here at Smith & Robards, which is impossible...and a slap to our faces for all the benevolent work we have bankrolled.

"Worst of all, Ratchet is now advertising with broadsheets like this one the immoral act of amputating limbs to make way for steam-powered gear. Frankly, we believe this is an affront to nature and man.

"We know you are skilled and accomplished in your work. So I ask that you find this Nurse Ratchet and put a halt to his or her operation, both to preserve our good name and to prevent any secrets from falling into Hellstromme's hands. Take Ratchet into custody and confiscate any stock you uncover; we will do the rest."

Should the heroes agree, Smith offers them \$1,000 each in bank notes on the job's completion. A sodbuster who succeeds on a Notice roll during the meeting can tell Sir Robards is nervous; with a raise it seems he's holding something back.

Hip Bone, Leg Bone

After their meeting with Smith and Robards, the posse should set out for Junkyard and start asking around for Nurse Ratchet, per the broadsheet's instructions. Crafty buckaroos may want to have a word with Dr. Marcus Perriwinkle first.

PERRIWINKLE'S LAB

If the saddletramps ask to speak with Marcus Perriwinkle while they're still at the Smith & Robards Compound, here's how it all shakes out.

Dr. Smith doesn't see any problem with it, but he advises the heroes,

"Unlike most of our staff members, Doctor Perriwinkle maintains a certain degree of autonomy. He approves his own patients and makes his own appointments. So you must go through the proper channels to secure a modicum of his limited time. That being said, I don't imagine he would object to speaking with you about Nurse Ratchet."

Again, observant shootists who watch the silent Sir Robards's reactions, and succeed on a Notice roll, sense a slight amount of discomfort at the prospect of the posse talking with Perriwinkle.

If anyone is so bold as to comment on Sir Robards's demeanor, he narrows his eyes and responds in a chilly British accent:

"I can assure you, running an operation of this magnitude brings with it an astounding panoply of complications and, at times, mishaps. Since it is my responsibility to mitigate them, perhaps you would be so kind as to remain focused on your newfound duties—for which you shall be well remunerated."

Pressing Sir Robards further on the matter produces no good results; particularly rude or persistent cowpokes may end up **Blacklisted!** (see the Setting Rule in *Deadlands: Good Intentions*). Smith fills any ensuing, awkward silence with nervous, tittering laughter, and offers to escort the group to Perriwinkle's office suite in the Assembly Area & Factory building (area A on the Smith & Robards Compound map).

ADVENTURE OVERVIEW

Here's a quick overview of all the major events in this tale, Marshal. It's not required that the posse complete every encounter, and you might find yourself adding scenes—using *Deadlands: Good Intentions* as a handy guide—if they embark on a course of action not described here. That said, we've covered the likely avenues of inquiry.

The Collegium Incident: The first chapter lays out the story that's transpired so far, explaining how Marcus Perriwinkle got from the Collegium to the City o' Gloom, Sir Clifton Robards's machinations, and Nurse Ratchet's current activities. It also describes the setup, wherein Smith and Robards hire the group to arrest Nurse Ratchet.

Hip Bone, Leg Bone: Here's where the search for Nurse Ratchet really gets cooking. Heroes can speak with Dr. Perriwinkle at the Smith & Robards compound, draw the attention of one of Hellstromme's spies, and go looking for Nurse Ratchet and Dr. Gash in Junkyard—where they find more trouble than they bargained for!

Gash & Ratchet: In this chapter the posse finds Nurse Ratchet and discovers her identity, but they find her operation more difficult to shut down than they may have expected. If the sodbusters go looking for Gash to determine his involvement, they learn that Perriwinkle's suspicions were incorrect: Gash reveals Hellstromme's involvement in the Collegium disaster.

In the end, the heroes have to decide how they handle the information they gain. Do they shut down Ratchet and Gash's augmentation services? Or do they return to Jacob Smith and reveal Sir Robards's sponsorship of Ratchet? One thing's for sure: Every choice has a consequence.

Allies & Enemies: Details of all the adventure's *dramatis personae* and weird critters round out the tale.

Smith leaves the posse at Perriwinkle's office, explaining that he has other duties—including an experiment in progress—that demand his immediate attention.

Inside Perriwinkle's office is a reception area, and beyond a locked door lies a hallway with four surgical suites on each side. Steam augmentations and fuel cores are stored elsewhere in the facility.

As promised, Dr. Perriwinkle is a very busy man. A man and a woman—factory workers by the look of them—wait in chairs, looking sweaty and nervous, she missing an arm and he a leg. From time to time a muffled scream issues from behind the locked door, and each time the patients startle in shock. The receptionist does not react in any way, merely continuing his paperwork. He looks over the posse briefly to see who's missing a limb, then asks,

“Yes? How may I help you?”

The typical wait time for an appointment with Perriwinkle is 2d6 weeks, and it requires a Persuasion roll (-2) to bypass. If anyone mentions Nurse Ratchet or points out that they only need a few minutes of the doctor's time, give them a +2 on the roll. With success, the receptionist informs the group that Perriwinkle is in surgery, but should be able to speak to them in approximately one hour (which turns out to be 1d6 hours). On a raise, the receptionist checks the appointment book and discovers Perriwinkle is available right away.

- **Factory Workers (2):** Use the Townsfolk profile in the *Deadlands Marshal's Handbook*. One of them has the One Arm Hindrance, and the other has One Leg.
- **Receptionist:** Use the Townsfolk profile in the *Deadlands Marshal's Handbook*, but add Intimidation d6, Persuasion d8, Taunt d6, and the Strong Willed Edge.

Dr. Perriwinkle, I Presume?

See page 21 for Marcus Perriwinkle's profile. After he clanks into the room on his mechanical leg, give the players a chance to introduce their characters to him. Once that's done, the doctor asks them to kindly get down to business; he's quite a busy man.

When he's asked about Nurse Ratchet, Perriwinkle has no definite answers but provides the following speculation:

"Yes, of course – Nurse Ratchet. Sir Robards mentioned he would be contracting a band of troubleshooters to find that miscreant. I wish you all good luck in the endeavor. What Ratchet is doing – mutilating perfectly good bodies to make room for augmentations – is beyond repugnant. It is illegal and immoral.

"I do not know who Nurse Ratchet is, but I have narrowed the possibility to three of my former apprentices who remain in Salt Lake City. The first is George Cross, an admittedly brilliant surgeon with unfortunate delusions concerning his own and others' bodies. I assured him time and again we humans are not made of wax! But to no avail. I was forced to dismiss him.

"The second possibility is Dr. Angus Myron Bardsley. A few years ago, we learned he had routine contact with operatives employed by Wasatch Rail. Suspecting he was attempting to provide my designs and patents to Dr. Hellstromme, we had no choice but to dismiss him as well.

"The last possibility is Miss Katy Van Packer. She had a wonderful mind, full of scientific curiosity. But she was also stubborn, and insisted on doing things her own way despite my wishes. When stubbornness turned to insubordination she was asked to tender her resignation."

Dr. Perriwinkle has not seen any of these individuals since they left their jobs in his employ, but he has heard word from time to time that would seem to suggest they remain in the City o' Gloom – somewhere.

Let the players ask any other questions that come to mind about Ratchet, Gash, or the so-called Collegium Incident. Perriwinkle willingly fills in any details in accordance with the story as it was made public (the details are on pages 1-3). But remember that Perriwinkle doesn't know of Hellstromme's

involvement, believing his former mentor Dr. Gash to be the real culprit.

Before the posse departs, Dr. Perriwinkle adds:

"Nurse Ratchet is a menace, and he must be captured before someone dies in his care. That much is certain. But I do not believe he could maintain his operation and anonymity without the support of someone much more influential. They say Ratchet never performs augmentation surgery in the same locale twice. That's quite a feat. And since Dr. Hellstromme does not, to my knowledge, possess the secrets of steam augmentation...only Dr. Leonitas Gash, my former mentor, could be behind Ratchet.

"If you can't find Ratchet, perhaps you can find Gash. Heaven knows he's as great a threat to mankind as Ratchet – perhaps greater – and he is almost certain to know how to find the Nurse."

With that, Perriwinkle bids the team good day and good luck, and returns to surgery.



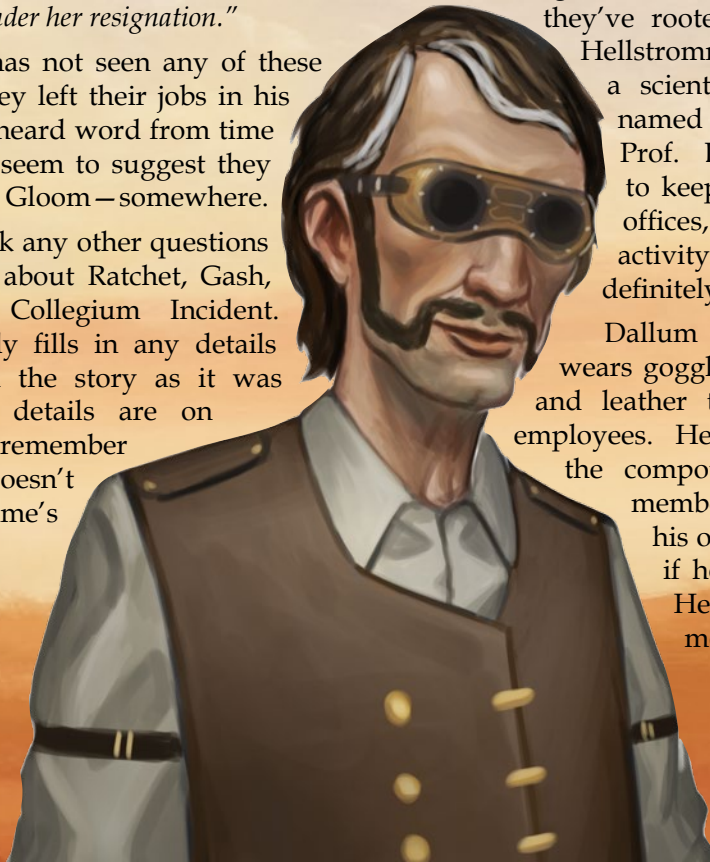
Dr. Marcus Perriwinkle: See page 21.

Wolf in the Design House

This isn't so much a scene in itself, just some suspicious activity that follows the posse around the Smith & Robards compound – if they're canny enough to catch on.

Although Smith and Robards believe they've rooted out and exiled all of Hellstromme's spies, one remains: a scientist in the design house named Professor John Dallum. Prof. Dallum has instructions to keep an eye on Perriwinkle's offices, and report on any unusual activity there. The posse's visit definitely qualifies!


Dallum is a slender man who wears goggles and the white lab coat and leather tunic issued to all S&R employees. He's fairly nondescript in the compound's context, so posse members are unlikely to key on his observation. (Which is fine; if he's able to report back to Hellstromme things get far more interesting later on.)



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Dallum keeps an eye on the group after they leave Smith and Robards's company and when they enter Perriwinkle's suite, and notes their departure. A hero with the Danger Sense Edge receives the typical Notice roll automatically, but barring that, only a cowpoke who specifically states his or her eyes are open for trouble, observers, and so forth, can make a Notice roll to catch Dallum's watchful gaze, opposed by Dallum's Stealth.

If he's confronted, Dallum of course denies any wrongdoing and claims he was merely curious. That night, he leaves the Smith & Robards compound and travels to Hellstromme Industries Ltd.'s Plant #1 by a circuitous route, where he reports the posse's number, disposition, and general descriptions to Hanuman, Hellstromme's right-hand man. See page 10 for the result.

 **Hanuman:** See page 19.

- **Prof. John Dallum:** Use the Scientist profile on page 23, but add Persuasion d10, Stealth d12, and the Loyal Hindrance.

PERILS O' JUNKYARD

As Ratchet's broadsheet notes, to find Gash or Ratchet one has to ask around Junkyard to find their people. Searching for the folks Perriwinkle named is a dead end: George Cross has a plot in the Gentile graveyard, and neither Dr. Angus M. Bardsley nor Katy Packer can be found.

Canvassing the Locals

No matter which surgeon the posse goes looking for, they can gain a +2 bonus on a Streetwise attempt by spending \$1 × 1d10 on drinks or other refreshments for the locals they're pumping for information.

Gash: Success on a Streetwise roll (-4) puts the buckaroos in contact with Gash's people. Since Gash always works out of the same location, inquirers can opt to roll Investigation (-4) if they so choose. Whatever method is chosen, each attempt (failure or success) takes a full day; with a raise, the attempt takes half a day. When the heroes succeed on the roll, go to **Welcome to the Asylum** on page 11.

Ratchet: Unlike Dr. Gash, Nurse Ratchet never performs augmentations in the same place twice, relying on her Luck and McGyver Edges to get the job done in conditions that are at times adverse. Only asking around and canvassing locals with Streetwise (-6) allows the group to find her people, although the penalty is reduced to -2 on attempts subsequent to a success. As with Dr. Gash, each attempt takes a full day, or half a day with a raise. When the saddletramps succeed, go to **Suspicious Stove Top** on page 14.

It Don't Come Easy, Amigo

Given the difficulty involved in finding either Nurse Ratchet or Dr. Gash, it's likely to take one or more days to track down their respective operations. But that's just fine, Marshal: It gives you a chance to show your group just how dangerous—and scary—wandering Junkyard's streets can be.

Whenever the group fails a Streetwise or Investigation roll (and wastes a day chasing down false leads), spring one of the following encounters on them. You can roll a d4 to pick randomly, or choose the ones you like best. Be sure to draw them out to generate maximum tension and trepidation among your players as they're stalked by Junkyard's monstrous predators. Only then do the critters attack.

If the players experience extremely lousy luck, you might have mercy on their poor hombres and substitute a mundane encounter with Gentile factory workers, miners, scientists, or other nonplayer characters. The encounter tables in *Deadlands: Good Intentions* can help spice things up a bit while remaining relatively nonlethal.

1. Lurkers Above

In a part of Junkyard where the Steel Sky—the tangle of pipes, catwalks, and conduits that blocks out the heavens—is quite dense, the group finds itself prey rather than hunting party.

Call for a Notice roll. With a success, read the following passage:

As you make your way through Junkyard, the sky obscured behind steam pipes and metal walkways above, you hear a pipe pinging and knocking repeatedly. With dawning horror, you

realize that the sound is moving along the length of a pipe directly above. Then you hear another, and yet another...what do you do?

A character who scrutinizes the snarled pipeways above can make another Notice roll (at +2 if she shines a light of some sort). With success, she catches sight of a shadowy, humanoid figure perched up there. On a raise, the silhouette appears to have more than two arms!

These are Junkyard's true lurkers, out seeking an easy meal. When they're seen, they attack with their Web ability; otherwise they stalk the posse (roll their Stealth opposed by the group's Notice rolls) and wait for an opportunity to catch one hero alone. Then they attack with their webs as above.

- **Lurkers (1 per hero):** See page 20.

2. Up From the Ooze

When the pistoleers are canvassing the western end of Junkyard in the vicinity of Sludge Creek, call for a Notice roll at -2. If any heroes succeed, read the following passage:

Up ahead in the gloom, you see a compact shadow shamle across the street and into an alleyway. It's about the size of a young child, but bloated and somehow misshapen. Your hear a faint, metallic clang in the alley...then silence.

If the posse turns around or down another street, the shadow remains a mystery and troubles them no more. Curious hombres who approach the alley and succeed on another Notice check hear a thick *splat!* from the alley, but it goes silent again if they enter the alley's confines.

Barrels of refuse and garbage pails line the alley; a large dumpster sits on the left side at the midpoint. Slime pools, excrement, and garbage litter the ground. The buildings on either side are run-down tenement buildings populated by Gentile factory workers and their families. All is silent and still, except for the soft hiss of steam escaping the Steel Sky's pipes.

Several oozers—vaguely sentient “children” of the Sludge Creek—have crawled from the muck to explore Junkyard.

They hide in the garbage pails and barrels, and one flattens itself beneath the dumpster. When the posse walks past, choose a random searcher: The oozer reaches out and grabs that person's ankle, which is a Touch attack (+2), plus The Drop (+4 to attack and damage) if the poor sod is unaware of its presence.

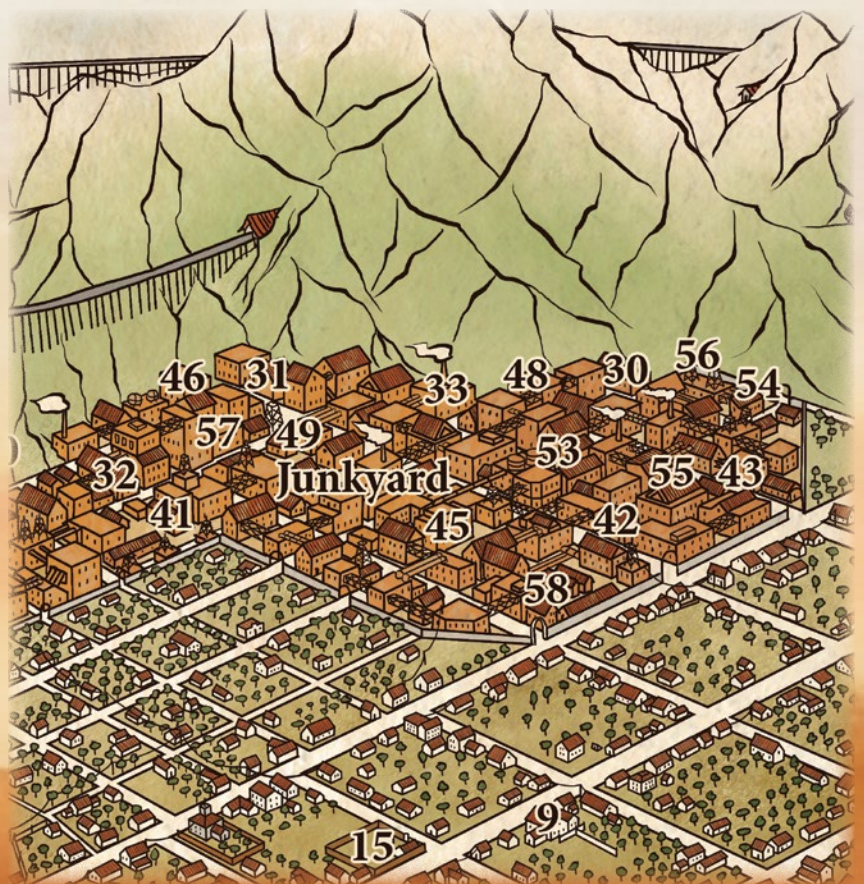
After the dumpster oozer attacks, the others rise slowly from their hiding spots and shamle toward the heroes.

- **Oozers (1 per hero):** See page 21.

3. Rats!

On any secluded street in Junkyard, the compadres find a person lying facedown in the street next to an open manhole. The steel cover lies to one side, and the figure doesn't move a muscle. As the group gets closer, they see that the person wears waist-high rubber hip-wader boots and carries a number of tools on a belt. If they turn the body over, read this:

You're startled to see a bloody, grinning skull where the man's face should be. His tongue is lolling out and tattered, and the round, wet eyes



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stare sightlessly. The corpse's torso is similarly mangled, with bloody guts and entrails exposed.

Call for a Fear check versus Nausea (see *Savage Worlds*) as the sight and smell of the cadaver wash over the posse. The man wears Hellstromme Industries Ltd. coveralls, although it requires a Common Knowledge roll at -4 to identify them as such due to the copious blood. While attempting to repair an electrical conduit in the sewer, the technician was mauled by huge rats.

After the group inspects the body for a round or two, read the following:

From the shadows of a nearby alley, you hear a low, menacing growl. Then another from beneath a wooden staircase behind you. And another from among some trash bins. A shadow emerges, stalking on four legs, like a feral dog. But as the light falls upon it, you see beady black eyes, twitching whiskers, and flat, yellow incisors dripping blood...it's a big ol' rat!

After the first rat appears, its hungry companions grow bold and join it, rushing in to attack the searchers from all sides.

- **Big Rats (1 per hero):** See page 17.

4. Yard Full o' Cats

This is another encounter that can take place anywhere in Junkyard. Read this passage to the group:

You nearly jump out of your skin as a sudden caterwauling rings out in the street. It sounds like clanking metal and feline screeching: as if a poor little cat were being shredded by a clockwork de-moler. The sound goes on, growing louder, until it sets your teeth on edge. It's coming from the other side of a tall wooden fence.

The fence is made of solid lumber panels, so heroes can't peer through it. A simple Climbing success allows a cowpoke to hoist himself to the top and peer over (and up to two companions can aid in a Cooperative roll if they wish). Otherwise, if they want to see what the hubbub's about the posse has to make their way around to the other side of the fenced-in yard, where an opening lies.

Either way, they don't find a cat being abused. They find a number of alleycats—clockwork monsters that long ago escaped into the wild—

fighting amongst themselves like cats and...er, cats. As soon as they see someone poke his durn fool head over the fence or enter the yard, they put aside their differences and attack.

- **Alleycats (1 per hero):** See XX.

An Offer You Can't Refuse

This encounter takes place during the heroes' search, when a single hero is on his or her own. If the posse never splits up, one of the cowpokes—preferably a mad scientist, though any type will do in a pinch—receives an ornate, handwritten note asking them to go to the intersection of Pipe St. and Steam St. in Junkyard alone, at 8 p.m. When the chosen cowpuncher is walking alone or reaches the location, read this:

An ornately decorated, enclosed steam carriage pulls up beside you. Brass fittings and painted red designs on its glossy black surface mark it as a fancy, upscale model. The muffled howls of its ghost rock boiler tell you no expense was spared to quiet its infernal racket. As it idles there, ghostly wisps of smoke curling from twin exhaust pipes above, the side door opens. A man of Indian descent—the country, not a native tribe—impeccably dressed in a black wool suit and filtered vapor mask, beckons you inside.

This is Hanuman; he assures reluctant hombres it is safe. Inside the carriage waits Hellstromme himself, face obscured by darkness. He doesn't identify himself, but says in an English accent:

"Good evening. I understand you are searching for Nurse Ratchet. I too wish to find the elusive nurse, so I might put his or her tools to far better use. I'd like for you to work with me to end Ratchet's threat. I can't do it without you. You must secretly inform Hanuman here as soon as you have found her stockpile. And of course, tell no one of this meeting lest our plans be ruined. So...will you help me?"

Hellstromme uses his Touched Special Ability to secure the hero as his secret confederate. If he succeeds it certainly adds an extra layer of intrigue to the mission! Take the player aside briefly and explain the effect so he or she can roleplay it convincingly.



Hanuman: See page 19.



Dr. Hellstromme: See page 19.

Gash & Ratchet

After a few days asking around Junkyard for appointments with Dr. Gash and Nurse Ratchet, your saddletramps are no doubt ready to get down to brass tacks with the aforementioned mad surgeons.

Trouble is, that's precisely the moment things get dangerous...

WELCOME TO THE ASYLUM

When the group succeeds on a Streetwise or Investigation roll to locate Dr. Gash, they are told to go to a particular streetcorner by the Skullchucker Arena (#53 on the Junkyard map). There they should look for a man described as “the red mop-top wearing a vapor mask.” Sure enough, simple success on a Notice roll at the specified location allows cowpokes to spy a tall, skinny young man in a dingy lab coat that may once have been white. To call his prodigious shock of red hair a “mop-top” doesn’t quite do it justice. It’s more like a fancy bird’s plumage.

When asked about Gash, the man looks the posse over and says,

“I can help you with that. But if you want to see the doctor, you’ll need to wear a blindfold.”

Can’t have his location getting out. He’s on the wrong side of the law, you know.”

Paranoid cowpunchers who inspect the surrounding area carefully—and succeed on another Notice roll (–4)—realize they’re being watched by eight casual yet tough-looking shootists armed with a variety of weapons and blending in with the crowd. Attacking the mop-top (whose name is Jim Hart) would be unwise; in that case they immediately spring to his defense.

Folks who agree are securely blindfolded, led into a nearby alley, loaded into the back of a waiting steam carriage, and driven along a bumpy road into the hills above Junkyard.

- **Jim Hart:** Use the Scientist profile on page 23.
- **Bodyguards (8):** Use the Gunman (Veteran) profile in the *Deadlands Marshal’s Handbook*, but add the Rock and Roll! Edge. They’re armed with various Gatling weapons.

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Gash's Underground Lair

Dr. Gash's laboratory and surgical suites are hidden beneath the Asylum (#30 on the Junkyard map), in a series of secret caverns. They're accessed via an abandoned mine about a quarter-mile north of the Asylum itself, whose entrance is camouflaged with brush and a wooden gate made to look old and rickety (Toughness 14). The steam carriage drives for about 10 minutes down a wide, underground tunnel and stops. Only then does Jim Hart remove the shootists' blindfolds.

Hart smiles grimly and says,

"The doctor will see you now."


Consult the map on page 13. Each guard post is manned by four tough-looking hombres and chicas like those near the Arena. Jim Hart leads the posse to the reception area, which is fairly well-appointed for a subterranean cave. There

the heroes wait for $1d4 \times 10$ minutes until Dr. Gash can make time to see them.

Finally, Gash enters wearing a bloodstained surgical coat and a beaming grin full of large, crooked teeth. His eyes gleam with barely suppressed mania. He scans the group and says,

"Good day to you, who are about to enter the wonderful world of steam augmentations. Which of you is missing a limb? Or must we remove one? That will not be a problem, I assure you, as our facilities are well-stocked and quite modern. Do not let our subterranean location deceive you – we are prepared to augment you."

Threatening or attacking Gash would be unwise, as he has bodyguards stationed in the next room, and a dozen more close by (it takes them one round to reach the area when summoned). Most likely, it's time for the searchers to 'fess up and ask their questions.

 **Dr. Gash:** See page 18.

• **Bodyguards (4, plus 12):** Use the Gunman (Veteran) profile in the *Deadlands Marshal's Handbook*, but add the Rock and Roll! Edge. They're armed with various Gatling weapons.

Revelations

Characters might have a wide variety of questions to ask Gash (and may even want to add or repair existing steam augmentations!), but for the purposes of this adventure we're most concerned with the ones related to Nurse Ratchet.

Gash has no reason to lie, and success on a Notice roll confirms his truthfulness. Asked if he's providing Ratchet with support, material or otherwise, Gash snorts derisively and blurts,

"Oh, heavens no! That novice with a silly pseudonym? I wouldn't give him the time of day, much less my help. Whoever it may be, this so-called Ratchet is a competitor who is stealing much of my valuable business. A pox on him!"



If the buckaroos ask if Gash knows where Ratchet hides out, the slightly unhinged surgeon narrows his eyes and asks the group to swear it intends to put Ratchet out of business – permanently. If the heroes assure him this is the case, he relaxes a bit and says in a conspiratorial whisper,

“Do you know the old Jackson Smeltworks? It’s at the east end of Junkyard, by the Co-op Hacienda. I can’t say for sure, but my contacts tell me Nurse Ratchet’s merry band of augmentation tyros hides out there, making use of the old machine shop to enact repairs. It’s just like Ratchet to settle for unsanitary and outdated facilities. Disgusting, really.”

Finally, truly curious dudes (or those who enjoy pushing their luck) might think to ask Gash if he was behind the Collegium Incident. Gash looks shocked at the implication; he shakes his head slowly.

“Oh my. You must think me a devil in human flesh to even ask such a question. No, my dears – that was Darius Hellstromme.”

With that, Gash offers augmentations (and amputations, if necessary) to anyone who’d like to see how the auger half lives. Refusal prompts him to shrug and go back to his work. Assistant Jim Hart takes the group back to the steam carriage, blindfolds them as before, and drives them back to the Skullchucker Arena.

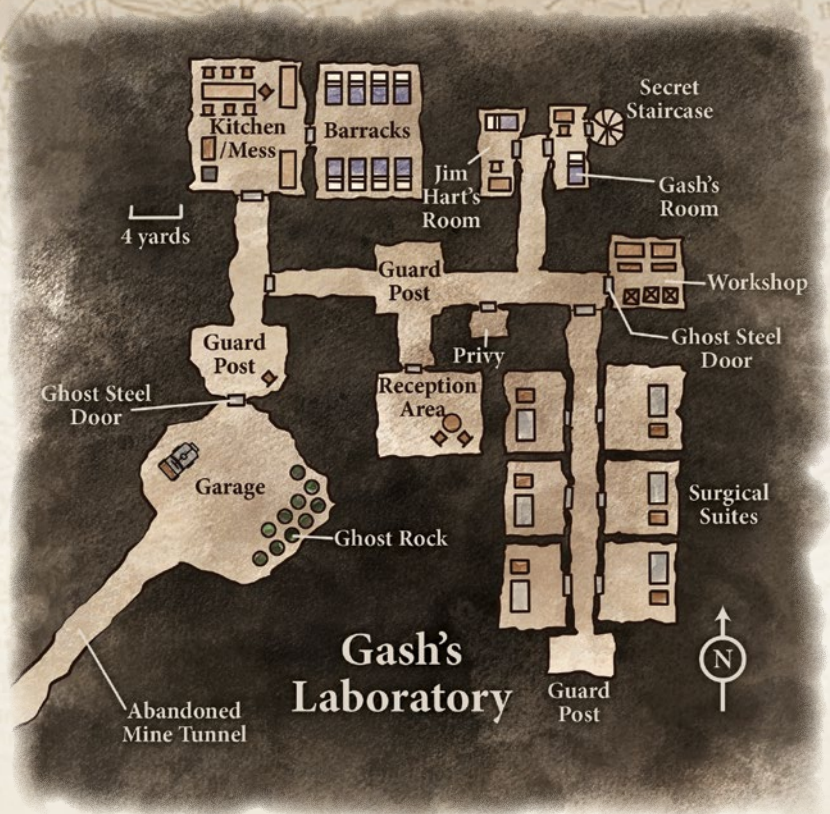
Gash’s Laboratory

Consult the map at right for the locations listed here. The entire complex is brightly lit with electric wall sconces. Gash doesn’t allow visitors to wander freely through his abode.

Garage: This area lies at the bottom of the abandoned mine, and is where Gash keeps his steam carriage and several barrels of ghost rock to fuel it. The door to the complex is made of reinforced ghost steel (Toughness 18).

Barracks: Eight double-bunks with foot lockers provide lodging for 16 bodyguards.

Electrical Generators: Ghost rock powered turbines provide power for the complex. Several barrels of ghost rock sit in the corner.



Guard Posts: Each post is manned by four bodyguards, with profiles as listed above.

Kitchen/Mess Hall: Food and water are stored in electric chill boxes in the kitchen, and tables allow off-duty bodyguards to eat and socialize.

Living Quarters: These two rooms serve as Jim Hart’s and Gash’s bedrooms, although the doctor hardly ever sleeps.

Privy: A wooden seat perches over a chimney chute into depths no one wants to explore.

Reception Area: Several comfy couches, chairs, and a chaise lounge furnish this room.

Secret Staircase: This leads up to the Asylum.

Surgical Suites: Each chamber contains a full array of tools and surgical implements, along with a steel table equipped with thick leather straps to secure a vict – ah...that is, a *patient*.

Workshop: Gash creates and stores a bizarre variety of steam augmentation components and parts here, locked behind a ghost steel door (Toughness 18) to which he has the sole key.

SUSPICIOUS STOVE TOP

When the investigators succeed on the Streetwise roll to find Nurse Ratchet, they're directed to the Rustbucket Saloon—the seediest dive in all of Junkyard (#48 on the map). They're told to ask around for someone named “Stove Top” Lanihan, an auger with a flat-topped, ghost steel skull who's partial to bearskin coats.

Bucket o' Rust

At the Rustbucket, it's not hard to identify Lanihan; simple success on a Notice roll picks the hulking, former trapper out of the crowd. It's a little more difficult to persuade him to make an appointment with Nurse Ratchet. He's a gruff man of few words. Success on a Persuasion roll opposed by Lanihan's Notice convinces him the cowpokes are on the level about needing an augmentation. Give your dudes a +2 on the roll if they have a scrapper among them.

Failing the Persuasion roll means Lanihan shakes his head with a frown and returns to his whiskey. He grunts with finality,

“I don't know no Nurse Ratchet.”

Success on the roll prompts Stove Top to finish his drink, wipe his beard on his sleeve, and beckon to the group to follow him. He mutters,

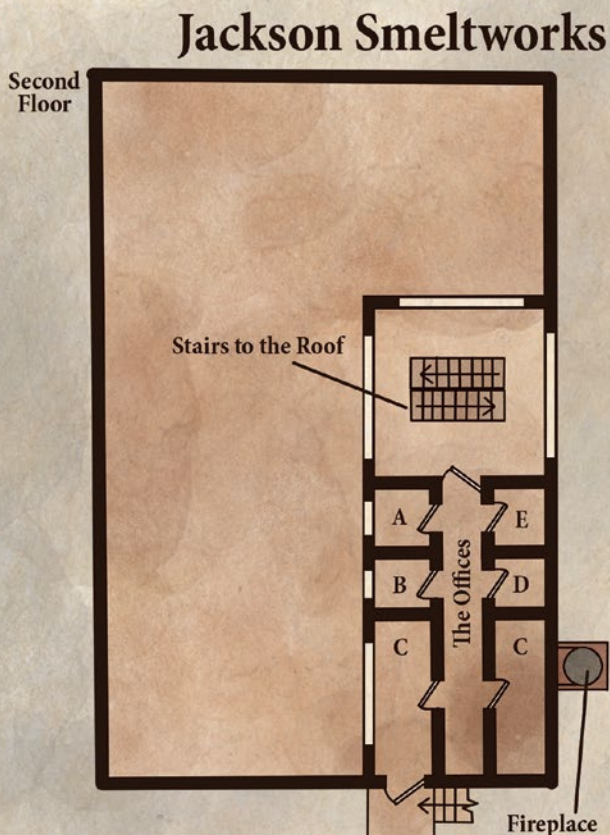
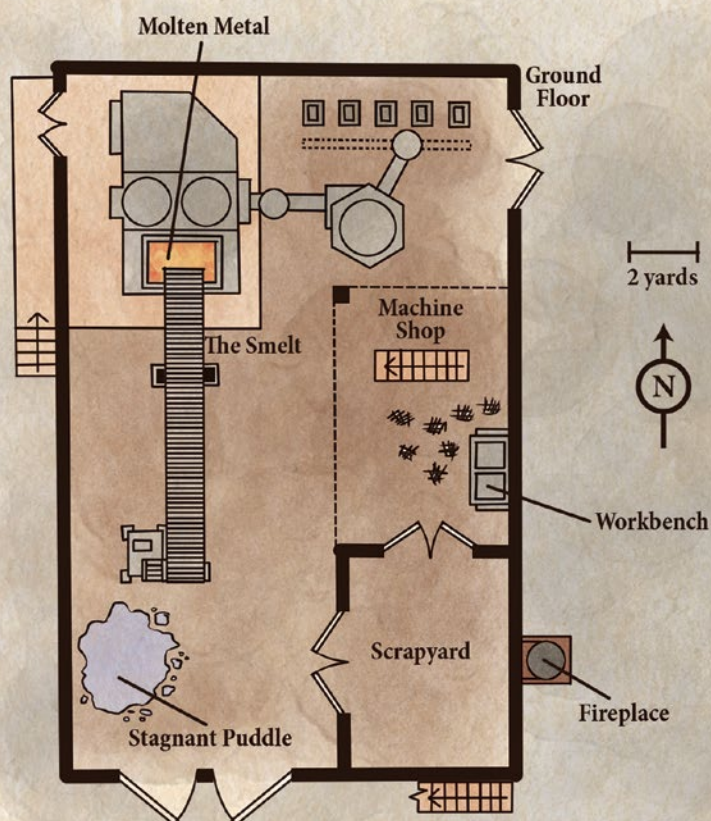
“Let's go get you an apper'ntment.”

In this case he silently leads the group to the old Jackson Smeltworks; see below. If the party fails to convince Lanihan of their sincerity, they have to follow him there using Stealth to overcome his prodigious perception. Otherwise, Lanihan gives them the slip and heroes must learn the location of Nurse Ratchet's hideout from Dr. Gash.

“Stove Top” Lanihan: See page 20.

JACKSON SMELTWORKS

Jackson Smeltworks (#56 on the Junkyard map) was founded by Fineas Jackson, who lit out for Pittsburgh when rumors of ghosts put him out of business. For a time, the Tremendae Gang used it as a hideout (see *Deadlands: Stone and a Hard Place* to find out where ol' Rex Tremendae ended up). After a long period of abandonment, Nurse Ratchet moved in and got the place running again. Although she doesn't perform many augmentations here (only on Lanihan),



she's put the machine shop and smelter to good use in her business. She also uses the offices to set up future appointments and tell prospective patients where to meet her when it's time for their procedures.

The Layout

Refer to the map on page 14. From the outside, the place appears dingy and abandoned, with boarded-up windows—just how Ratchet likes it. The building is surrounded by heaps of old bricks, busted-up lumber, garbage, and various lean-tos and makeshift shelters occupied by Junkyard's indigents. Most of them wear vapor masks—or at least bandanas—to keep out the soot, but there's more coughing than a tuberculosis ward.

Inside the smeltworks it's tremendously hot, and lit a hellish orange by the molten ghost steel filling the smelter. Anyone inside the place must make a Vigor roll versus Fatigue each hour; any Fatigue gained in this way fades after 1d6 hours in a cool spot with water to sip.

Stagnant Puddle: This large pool is murky and dark, shallow at the edges but roughly a foot and a half deep at the center. Ratchet and Lanihan know not to touch it; seepage from the smelt and the scrapyard have rendered it highly acidic. In a pinch, Stove Top might try to shove some unlucky sod in—anyone in the puddle takes 1d12 acid damage per round.

Machine Shop: This room features an advanced array of hydraulic tools hooked up to a central boiler, which Nurse Ratchet has repaired and improved. There's a lathe, steel punch, hydraulic cutters, and other items useful in building and repairing steam augmentations.

The Smelt: The smelt used to be automated, moving ghost rock down the conveyor belt, into the smelter itself with ore, and then funneling molten ghost steel into a series of molds. Although the automation is kaput, Ratchet has the smelter working well enough to cast new ghost steel parts and fuel cores for her customers.

Anyone who falls or is pushed into the smelter is entering a world o' pain. A person immersed in the glowing slag takes 3d10+2 damage per round (that's hotter than lava, compadre, and armor provides no protection). Even after climbing out,

the poor devil is drenched in liquid metal, taking 2d10+2 damage the following round, and 1d10+2 damage the round after that. At that point the victim is a living statue encased in hardening ghost steel: Her Pace is halved until a Repair roll (–4) with industrial tools or a magical effect is used to remove the metal from her body.

Scrapyard: The doors to this chamber are held shut by ghost steel rods wedged in the handles. Inside is where Ratchet used to toss metal scraps and amputated limbs to rot. When it became tainted with traces of Formula X-19, the waste materials slowly congealed into an undead, animalistic intelligence she calls the “flesh clot.” She keeps it locked up until she can figure out how to dispose of it, but neither she nor Lanihan are averse to freeing it if the posse threatens Nurse Ratchet's operation.



Flesh Clot: See page 18.

Offices: These glass-fronted offices overlook the factory floor, so Ratchet can see when anyone enters. She and Lanihan cleaned them out and brought in new tables, chairs, and filing cabinets. The office marked **A** holds Ratchet's appointment desk, and **B** is where she sleeps on a cot. The offices marked **C** have been renovated into surgical suites for augmentation, and office **E** is where Stove Top beds down. Office **D** is a storeroom for extra parts, as well as several crates of brand-new augmentations with “Genuine Smith & Robards Products” stenciled on the side. There's also a single crate of Formula X-19 vials.

If a character's brought to her office, she looks up with her piercing green eyes and says,

“Well, hello there. Always nice to meet a new customer. And let me just take a moment to assure you, you've come to the right place. There's no better way to get augmented in the City o' Gloom than by Nurse Ratchet herself.”



Nurse Ratchet: See page 22.

What's Yer Plan, Amigo?

If the posse is forced to shadow Stove Top to the Smeltworks, or finds out the location from Dr. Gash, use the area descriptions above—and your group's tactics—to determine how events transpire. When the searchers arrive, Nurse Ratchet is in her office (A) and Stove Top Lanihan

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patrols the ground floor looking for trouble. He takes the stairs up to the roof once every hour to check the lay of the land outside.

If the heroes arrive with Stove Top under the pretense of setting up an appointment, he asks the group to remain on the factory floor while he takes the prospective patient upstairs to Ratchet's office. He keeps an eye on them from the office window upstairs while Nurse Ratchet does business, setting a time and place for the surgery. (Incidentally, she says she's rented an apartment in the Rathole—#45 on the map—to perform the installation.) Once they see her face, canny pistoleros are sure to guess her identity as Marcus Perriwinkle's former apprentice, Katy Van Packer.

At this point it's up to the posse to decide what to do: slap leather and spray hot lead, negotiate for Nurse Ratchet's surrender, or even continue the ruse until they can arrest her under better circumstances. But it ain't quite that simple.

All's Well That Smelts Well

First of all, Nurse Ratchet has no intention of seeing her operation go down in flames. She uses trickery, double-talk, and finally force to do away with the heroes if they get ornery. And her loyal bodyguard Stove Top has no qualms about killing a few interlopers to keep their good thing going—he's done it before, after all.

Both of them know the Smeltworks layout well, and they use it to their best advantage. Stove Top uses his augmentations as well as the dangerous environment, shoving cowpokes into the smelter or the stagnant puddle if they make it easy to do so. If their backs are really up against the wall, either Nurse Ratchet or Stove Top yanks free the ghost steel bars that hold the Scrapyard doors shut, freeing the abominable flesh clot from its makeshift prison. This is truly a last resort, though, since both of them are petrified of the weird, howling creature.

If the heroes manage to incapacitate or kill Stove Top and the flesh clot, Nurse Ratchet isn't willing to fight to the death. She's stubborn, but far too ambitious to die

over a business. Instead, she surrenders to the heroes, dropping any weapons she's holding and throwing her hands toward the sky. Then she says, slowly and deliberately,

"I don't know who you're working for – Perriwinkle, Gash, Smith and Robards, Hellstromme himself for all I know – but you're making a big mistake."

"I've got connections in high places. If you knew who my supplier is, it might be worth a substantial amount of money for you. And I do mean substantial."

If the heroes deign to listen to what Ratchet has to say, she continues:

"I get my stock – the parts and the Formula X-19 – straight from Sir Clifton Robards. He thought he could make a little extra money on the side by using me after that fool Perriwinkle exiled me from his lab. What do you say we work together? Just imagine how much Robards would pay to keep this whole thing quiet. We could all live high on the hog our whole lives."

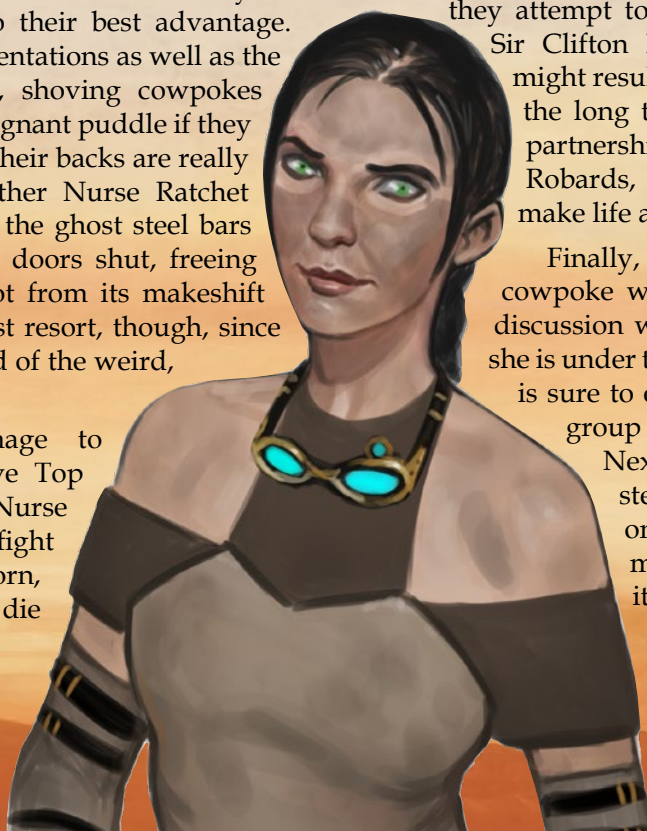
Success on a Notice roll tells a dude that Ratchet is telling the truth, or at least believes what she says.

Your Move!

Now the heroes hold all the cards. Do they complete their mission and return Ratchet to the Smith & Robards compound in disgrace? Or do they attempt to extort hush money from Sir Clifton Robards? Such an action might result in short-term gain, but in the long term Smith and Robards's partnership would survive (and Robards, with his resources, could make life a living Hell for the posse).

Finally, there's the matter of the cowpoke who was invited to a brief discussion with Hellstromme. If he or she is under the scientist's sway, trouble is sure to ensue when the rest of the group find themselves betrayed.

Next, they might just have to steal Formula X-19 back from one of the world's greatest minds. If anyone can do it, it's our heroes!



Allies & Enemies

To wrap up this tortuous tale, we present a rogues gallery of potential allies, dastardly villains, and weird abominations to go up against your posse, including a few of the most brilliant scientists in Salt Lake City.

As usual, wild cards are marked with a handy marshal's badge to distinguish them from the extras.

Alleycat

These metal monsters—mechanical felines that escaped their maker's control and killed him—lurk in Junkyard's back alleys.

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

Skills: Fighting d6, Notice d8, Stealth d8, Tracking d6

Pace: 8; **Parry:** 5; **Toughness:** 4 (2)

Special Abilities:

- **Armor (+2):** Alleycats are steel-plated.
- **Bite/Claw:** Str+d4.
- **Size -2:** Alleycats are similarly sized to felines.
- **Small:** Attackers subtract 2 from attempts to hit an alleycat.
- **Steal Breath:** When a victim is Incapacitated (or sleeping) alleycats steal her breath. The

target must make a Vigor roll (-2) each round or gain a Fatigue level; this effect can kill.

Big Rat

Big rats are gray-furred, jagged-incisored, lightning-fast creatures. They are oddly cunning, and travel in packs numbering six to 12.

Attributes: Agility d6, Smarts d8 (A), Spirit d4, Strength d6, Vigor d6

Skills: Fighting d8, Intimidation d6, Notice d8, Stealth d8

Pace: 10; **Parry:** 6; **Toughness:** 3

Special Abilities:

- **Bite:** Str+d4.
- **Infection:** Rats carry all sorts of infectious maladies, and the ones under Pestilence's roof are even worse. Anyone wounded by a big

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rat's bite contracts a Short Term, Debilitating Disease (Vigor -2, see *Savage Worlds*).

- **Size -2:** Big rats are roughly the size of cats or small dogs.
- **Small:** Attackers subtract 2 from attack rolls directed at big rats.

Flesh Clot

This disgusting mass of rotting flesh is unique—for now. It is the evil product of Nurse Ratchet's sloppy disposal methods. For years she has tossed amputated limbs, surgically extracted organs, and scrap metal into the Scrapyard in her hideout. It was only a matter of time before trace amounts of Formula X-19 ended up in the putrescent mix. Since the compound is designed to form an essential link between living tissue and inanimate metal...well, you see where this is going, amigo.

Unlike a 'glom, which is clearly composed of numerous bodies fused together, the flesh clot is a huge, stinking glob of flesh with bone fragments, teeth, and hunks of scrap metal lodged in it. Its surface pulses with bloodshot eyes that beam with hatred. When provoked, it continuously howls in rage with scores of mouths. Worst of all, it regenerates damage almost instantly and can form vicious pseudopods as needed.

Attributes: Agility d8, Smarts d8 (A), Spirit d10, Strength d12+2, Vigor d12+2

Skills: Fighting d8, Notice d12, Stealth d6

Pace: 4; **Parry:** 6; **Toughness:** 14

Special Abilities:

- **Coup (Slow Regeneration):** A Harrowed who absorbs the flesh clot's essence gains the Regeneration (Slow) Monstrous Ability, as described in *Savage Worlds*.
- **Fear (-2):** The sight of a flesh clot is terrifying, provoking a Fear test at -2.
- **Immunity (Bullets):** Most bullets and slugs pass harmlessly through the flesh clot's deliquescent mass. This immunity does not extend to shotgun shells.
- **Pseudopods:** Str+d8. The flesh clot's flailing tendrils are embedded with teeth and jagged

metal shards. It may attack with up to three of them per round with no multi-action penalty.

- **Regeneration (Fast):** Being a clump of dead flesh has its benefits: Namely, the flesh clot makes a Vigor roll each round to heal damage, even after it is "killed." A success heals one wound; two with a raise. The flesh clot adds +4 to Spirit rolls to recover from Shaken.
- **Size +3:** The flesh clot is the size of a full-grown kodiak bear.
- **Undead:** +2 Toughness. Called shots do no extra damage. Does not suffer wound modifiers.
- **Weakness (Acid):** A strong acid splashed on the flesh clot inflicts 1d12 damage, which cannot be regenerated.
- **Weakness (Fire):** The flesh clot cannot regenerate damage caused by fire, or by fire-based attacks and magical effects.

Dr. Leonitas Gash

Once a respected scientist at Deseret University, Dr. Gash is a wanted criminal (reward: \$5,000). Gash discovered the science of "augmentation" and pioneered the use of Formula X-19. After he was reported to have cut off functional limbs to replace them with steam-powered augments, he was fired for blasphemy and driven underground in Junkyard.

His flesh ravaged by leprosy, his mind ravaged by insane insights...Gash would be a piteous figure if he weren't so dangerous.

Attributes: Agility d10, Smarts d12, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Guts d10, Healing d12, Intimidation d8, Knowledge (Augmentation) d12+2, Knowledge (Chemistry) d12+2, Knowledge (Engineering) d12+2, Knowledge (Occult) d12+1, Knowledge (Disguise) d12+1, Notice d12, Persuasion d8, Repair d10, Stealth d6, Streetwise d12, Taunt d8, Weird Science d12

Cha: -2; **Drain:** 4; **Grit:** 5; **Pace:** 5; **Parry:** 5; **Toughness:** 4

Hindrances: Ailin' (Major, Leprosy), Curious, Elderly, Enemy (Major, Mormon Church), Small, Wanted (Major)

Edges: Alertness, Arcane Background (Weird Science), Elan, Eureka!, Followers (Assistants), Scholar (Augmentation, Chemistry), New Powers, Power Points, Strong Willed

Powers: *Boost/lower Trait* (Injected serum), *healing* (Ghost salve), *puppet* (Pheromone aerosol), *smite* (Scalpel); **Power Points:** 30

Gear: Scalpel (Str+d4).

Special Abilities:

- **Augmentation:** Piston Arm (Str d12+1, Armor +2, and Str+d6 unarmed damage).



Hanuman

Hanuman is Hellstromme's longest tenured and most trusted employee, the only one of his lieutenants with a clear view of Hellstromme's plots. He is a native of India: dark-skinned and all business. He wears a tailored wool suit no matter what the weather is like, uses a cane, and always carries a black leather attaché. He wears a high-end, filtered soot mask outdoors.

Attributes: Agility d8, Smarts d12, Spirit d10, Strength d6, Vigor d6

Skills: Driving d8, Fighting d6, Guts d10, Intimidation d6, Knowledge (Business) d12, Knowledge (Engineering) d10, Notice d10, Persuasion d10, Piloting d8, Repair d8, Shooting d8, Taunt d6, Weird Science d6

Cha: +4; **Grit:** 4; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (2)

Hindrances: Cautious, Outsider

Edges: Alertness, Attractive, Brave, Charismatic, Followers (Attorneys), Jack-of-All-Trades, Rich, Scholar (Business, Engineering), Snakeoil Salesman, Strong-Willed

Gear: Rifle cane (Range 24/48/96, Damage 2d8, RoF 1, AP 2), light armored hat (Armor +1), hat gun (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), bulletproof suit (Armor +2), attaché case.



Dr. Darius Hellstromme

Hellstromme's life story is recounted in *Deadlands: Good Intentions*. Unbeknownst even to himself, Hellstromme is the Servitor of Pestilence on Earth, thanks to his part in the proliferation of ghost rock and the technological advances he's pioneered.

This has led to countless outbreaks of ghost rock fever, for which the good doctor is indirectly responsible. Darius Hellstromme is a cultured-looking gent, with a neatly trimmed beard and moustache and a "distinguishing" scar on the right side of his face.

Attributes: Agility d10, Smarts d12+6, Spirit d12, Strength d8, Vigor d8

Skills: Boating d8, Driving d12, Fighting d6, Guts d12, Healing d8, Intimidation d12, Investigation d12, Knowledge (Biology, Chemistry, Occult, Physics) d12+6, Notice d12, Persuasion d12, Piloting d10, Repair d12, Shooting d10, Stealth d6, Streetwise d8, Swimming d6, Taunt d12, Throwing d12, Weird Science d12+6

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

Hindrances: Curious, Greedy, Mean, Overconfident, Vow (Resurrect his dead wife Vanessa)



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Edges: Arcane Background (Weird Science), Charismatic, Connections (Hellstromme Industries, Ltd.), Eureka!, Filthy Rich, Gadgeteer, Great Luck, Improved Arcane Resistance, Improved Dodge, Improved Level Headed, Improved Trademark Weapon (Any Gadget or Gizmo), Marksman, Master (Smarts, Biology, Chemistry, Occult, Physics, Weird Science), McGyver, Mr. Fix It, Reputation, Rich, Rock and Roll!, Snakeoil Salesman, Steady Hands, Strong Willed

Gear: Tool kit, monocle.

Special Abilities:

- **Contingency:** Hellstromme is always in the company of at least one of his automatons, which is under orders to return his body to one of his private labs should he perish. There, an automated process implants Hellstromme's brain into an automaton frame, returning him to life.
- **Mad Insight:** If madness is a job requirement for inventors (and most folks think it is, these days), Hellstromme's overqualified. His gizmos count as infernal devices, and never malfunction or run out of Power Points so long as he wields them. Further, given an hour in his lab, he can invent (and build!) a new such device to reflect any Power he wishes. Finally, he receives +4 on Smarts, Knowledge, and Weird Science rolls.
- **Touched:** Hellstromme's insanity is a special sort. Given a calm situation and a Persuasion roll (opposed by the target's Spirit), he can convince anyone of anything that he himself believes. He's not delusional, so he won't talk someone into trying to fly to the moon to get a piece of moon cheese, but he could easily convince a hero that murdering his friends is not only justified, but necessary. Heroes forced to commit suicide or perform some heinous act may make another Spirit roll (opposed by Hellstromme's Persuasion) to break Hellstromme's hold.

"Stove Top" Lanihan

A few years back, Kit Lanihan was a trapper on the northern slopes of the Wasatch Mountains. On his last expedition he ran into a nomadic

Shoshoni tribe, though, and while trying to escape he murdered a native woman and her child. Needless to say the tribe's warriors weren't too happy with Kit when they caught him; they scalped him so bad they took the top of his skull clean off, then left him for dead.

But the trapper's companions found him and carried him back to Junkyard. There Nurse Ratchet saved Lanihan's life with a flat skull plate – which also lent him the name "Stove Top." Since then he's continued to receive "upgrades," as he calls them, even when they're not necessary: He's had his right arm amputated, replaced, and festooned with weapons, and had Nurse Ratchet pluck out his left eye and replace it with a telescopic lens. He makes his living by serving as Nurse Ratchet's fiercely loyal bodyguard.

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

Skills: Fighting d8, Gambling d6, Guts d6, Intimidation d6, Notice d10, Shooting d10, Survival d8, Tracking d8

Cha: 0; **Drain:** 7; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Hindrances: Illiterate, Loyal

Edges: First Strike, Wilderness Man, Woodsman

Gear: 20× ghost rock nuggets, bearskin clothes.

Special Abilities:

- **Augmentations:** Hidden Compartment (Arm), Infernal Device Weapon: Flamethrower (Range: Cone, Damage: 2d10, RoF 1), Mechanical Arm (+1 Str die, Armor +2), Skull Plate (Armor +3 on head, headbutt Str+d4 damage), Mechanical Hand (+1 Str die type, Armor +2), Retractable Spike (Str+d4+1), Telescopic Lens (+2 Notice to observe distant objects).

Lurker

Lurkers are grotesque humanoids with four spider-like arms ending in cruel hooks. They have gray-furred bodies, horrendous compound eyes, and the ability to spit webs from their fanged maws with deadly accuracy.

Attributes: Agility d12, Smarts d4, Spirit d6, Strength d6, Vigor d8

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Skills: Climbing d12+2, Fighting d12+1, Guts d8, Intimidation d6, Notice d6, Shooting d6, Stealth d12+1, Tracking d8

Pace: 10; **Parry:** 8; **Toughness:** 6

Special Abilities:

- **Claws:** Str+d6. Lurkers attack once per round with each of their four arms, with no multi-action penalty.
- **Fear -4:** Seeing one of these sickening man-spider hybrids provokes a Fear check at -4.
- **Implantation:** When a victim is thoroughly entangled by webs (see below), lurkers descend on him and inject eggs into the bloodstream. The victim falls into a semiconscious state. The eggs hatch into six new lurkers 1d6 days later, an event that kills the host. Until the moment of death the eggs can be removed with healing magic or surgically (a Healing roll at -4, or -2 if the surgeon has done this before). Failure on the Healing roll inflicts a wound, but the doctor can try again; snake eyes means the patient is Incapacitated and Bleeding Out (see Savage Worlds).
- **Wall Walker:** Lurkers only make Climbing rolls in the most adverse situations. Otherwise they automatically walk on vertical or inverted surfaces at their full Pace.
- **Web:** Range 1/2/4, Damage Special, RoF 1. Instead of attacking with its claws, a lurker may spit webs from its mouth with a Shooting roll opposed by the target's Agility. Success indicates partial restraint; the target suffers -2 to Pace and Agility- and Strength-linked skills. A raise restrains the target fully. The webs have Toughness 12, and the victim can break free with success on an Agility or Strength roll.

Oozer

Sludge – the City o' Gloom's sentient, polluted creek – learned to create humanoid blobs of itself several years ago. Since then, it has grown far more adept in controlling its "bits" as they wander the city. They can remain autonomous for about three hours before they dissolve into "dead" puddles of flammable slime. Oozers aren't quite as smart as Sludge, being infused with only a small portion of the creature's mind. They explore in an almost childlike fashion,

touching and tasting everything they can. They "see" their surroundings by sensing sounds.

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

Skills: Fighting d8, Notice d4

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

Special Abilities:

- **Acidic Arms:** Str+d4. If an oozer hits with a raise, the victim suffers 2d8 acid damage.
- **Invulnerability:** Sludge is unaffected by attacks except its Weaknesses. All others pass harmlessly through its viscous form.
- **Weakness (Fire):** Since they're made of ghost rock, oozers take double damage from fire and fire-based attacks.
- **Weakness (Matter-Destroying Attacks):** Acid, energy, and magical effects designed to destroy matter affect oozers normally.



Dr. Marcus Perriwinkle

In his younger days, Marcus Perriwinkle was among the more cautious members of the Collegium's staff. After he saw the darker and bloodier side of life during the demon Knicknevin's rampage, he came to fear for his friends and humanity at large. Some of his worst fears were realized in the Collegium Incident. Now he considers himself and his patients as "weapons" in the battle against the darkness and fear that grips the Weird West.

Originally, Marcus used only clockwork augmentations to avoid ghost rock's corrupting influence. But when those devices grew too unwieldy to construct and far too prone to malfunction, he altered his approach to mirror the designs of his former mentor, Dr. Leonitas Gash. Still, he refuses to "mutilate perfectly good bodies," and installs augmentations only on those already maimed.

Marcus is a middle-aged, balding gentleman with white hair, and a mass of scars on his once-kindly face. His augmentations are all on his left side: arm, leg, and an intricate mechanical eye.

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

DEADLANDS: SAWED 'EM IN GOMORRA



Skills: Climbing d8, Fighting d8, Guts d6, Knowledge (Augmentation) d10+2, Knowledge (Battle) d8, Knowledge (Biology) d12, Knowledge (Engineering) d12, Knowledge (Occult) d12, Knowledge (Philosophy) d12, Notice d8, Repair d12, Shooting d8, Streetwise d10, Taunt d6, Weird Science d12

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

Hindrances: Loyal, Outsider

Edges: Arcane Background (Weird Science), Connections (Smith & Robards), Mr. Fix It, New Powers, Power Points

Powers: *Boost/lower Trait, burst* (arm-mounted flamethrower), *healing*. **Power Points:** 25

Gear: Toolkit, pocketwatch, various spare parts.

Special Abilities:

- **Augmentations:** Mechanical Arm (Str d8, Armor +2), Mechanical Leg, Microscopic Lens (+2 on vision-based Notice rolls).

Nurse Ratchet

“Nurse Ratchet” is pseudonym adopted by one of Marcus Perriwinkle’s former apprentices, a brilliant surgeon and technician named Katy

Van Packer. Always one to seek an advantage, Katy jumped at Sir Robards’s offer to start her own practice in Junkyard. She is a shrewd young woman with green eyes and black hair tied back in a ponytail.

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

Skills: Fighting d6, Guts d8, Healing d10, Knowledge (Augmentation) d10, Knowledge (Medicine) d12, Notice d8, Repair d10

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

Hindrances: Stubborn, Wanted (Major)

Edges: Charismatic, Fleet-Footed, Level Headed, Luck, McGyver, Rock and Roll!

Gear: Toolkit, Gatling pistol (Range: 12/24/48, Damage: 2d6+1, RoF 2, AP 1), scalpel (Str+d4).



Sir Clifton Robards

Robards is a man of humble beginnings, whose skill at accounting allowed him to help build a technological empire in Deseret. He was born the son of a poor merchant in Norfolk, England. When he inherited his father’s business in 1843, he was only a few pence away from being hauled off to debtor’s prison. Displaying his uncanny knack for finances, he quickly turned the failing business into a growing concern.

Robards is a dashing man in his mid-50s. To casual acquaintances he appears eloquent and charming, but to those who know him well his devotion to Mammon—the personification of greed—is evident. Only Smith’s preoccupation with his work and his poor people skills have kept him from seeing his partner’s dark side.

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

Skills: Boating d12, Driving d10, Fighting d10, Gambling d8, Guts d8, Intimidation d12, Investigation d12, Knowledge (Physics) d12, Knowledge (Finances) d12+2, Notice d12, Persuasion d12+2, Piloting d10, Repair d12+2, Riding d4, Shooting d10, Survival d6, Taunt d8, Throwing d6, Tracking d8, Weird Science d12

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

Hindrances: Dementia (Eccentricity, Paranoia), Greedy (Major)

Edges: Alertness, Arcane Background (Weird Science), Attractive, Charismatic, Connections (British Crown), Connections (Confederacy), Eureka!, Filthy Rich, Followers (Scientists), Knack (Born on All Hallow's Eve), Master (Knowledge: Finances, Persuasion), McGyver, New Powers, Power Points, Reputation, Strong Willed

Powers: *Armor, blast, bolt, deflection, dispel, fear, healing, invisibility, obscure, puppet, quickness, smite, teleport, windstorm.* **Power Points:** 40

Gear: Most any weapon, piece of gear, or Infernal Device is available to Sir Clifton whenever he requests it. Since he pays for everything, he never uses his own or his company's resources frivolously.

Scientist

These highly educated researchers are found in numerous Smith & Robards and Hellstromme Industries factories scattered across Deseret.

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

Skills: Knowledge (any two sciences) d8, Notice d8, Repair d8, Weird Science d8

Cha: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 6 (1)

Hindrances: Quirk, Stubborn

Edges: Alertness, McGyver, Scholar

Gear: Tool kit, spare parts, lab coat, leather tunic (Armor +1, torso).



Dr. Jacob Smith

Jacob Smith was born and raised south of the Mason-Dixon Line in Charleston, South Carolina. He quit school when he was 15 to work with his father on the docks and supplement his family's meager income. He discovered he had a knack for building and fixing things and his services were soon in high demand.

Smith is in his mid-40s but looks older. His absent-minded demeanor makes him appear perpetually befuddled.

Attributes: Agility d6, Smarts d12+2, Spirit d12, Strength d6, Vigor d6

Skills: Boating d8, Driving d6, Fighting d4, Gambling d4, Guts d8, Healing d6, Intimidation

d8, Investigation d12, Knowledge (Chemistry) d12, Knowledge (Engineering) d12, Notice d4, Persuasion d12, Piloting d6, Repair d12+2, Riding d4, Shooting d6, Taunt d12, Weird Science d12+2

Cha: +2; **Grit:** 5; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Code of Honor, Curious, Dementia (Absent Minded, Eccentricity), Intolerant (Major, The Confederacy), Intolerant (Minor, Dr. Darius Hellstromme)

Edges: Alchemy, Arcane Background (Weird Science), Charismatic, Connections (United States), Connections (The Agency), Eureka!, Filthy Rich, Followers (Scientists), Master (Repair, Weird Science), Mr. Fix It, New Powers, Power Points, Reputation, Scholar (Chemistry, Engineering), Strong Willed

Powers: *Aim, armor, boost/lower Trait, dispel, entangle, greater healing, healing, mind rider, quickness, smite, speak language, stun, telekinesis, teleport, wilderness walk.* **Power Points:** 45

Gear: Most any weapon, piece of gear, or Infernal Device is available to Smith whenever he requests it. Of course the proper requisition forms must be filled out.

