

# DEAD LANDS

The Land Beyond The Busted Doorframe







# DEAD LANDS

## THE LAND BEYOND THE BUSTED DOORFRAME

BY MATTHEW CUTTER

### *Credits & Acknowledgements*

**ADDITIONAL MATERIAL:** SHANE LACY HENSLEY, TIMOTHY BRIAN BROWN, MATT FORBECK

**EDITING:** JODI BLACK, MATTHEW CUTTER, PIOTR KORYŚ, TELLER

**DEADLANDS BRAND MANAGER:** MATTHEW CUTTER

**ART DIRECTOR:** AARON ACEVEDO

**LAYOUT AND GRAPHIC DESIGN:** MATTHEW CUTTER, AARON ACEVEDO, JOEL KINSTLE

**COVER ART:** WAYNE MILLER

**INTERIOR ART:** JOHAN LINDROOS, WAYNE MILLER, TAMIRES PEDROSO, BRYAN SYME, JON TAYLOR

**CARTOGRAPHY:** ALIDA SAXON

**AUTHOR'S DEDICATION:** *TO THE MEMORY OF E. GARY GYGAX, WHO SHOWED US NEW WORLDS*

DEADLANDS AND SAVAGE WORLDS  
CREATED BY SHANE LACY HENSLEY

Savage Worlds, Deadlands: The Weird West, artwork, logos, and the Pinnacle logo are © 2016 Great White Games, LLC; DBA Pinnacle Entertainment Group. Savage Worlds, all associated characters, logos, and artwork are copyrights of Pinnacle Entertainment Group. All rights reserved.





# CONTENTS

Huntington's World . . . . .	1
Camp Ace-High . . . . .	4
The Enchanted Forest . . . . .	8
Allies & Enemies . . . . .	21





# Huntington's World

In 1876, Professor Thomas Huntington was working on a "trans-dimensional displacement device" at his ranch house east of Salt Lake City. Then a lab explosion blasted his house to flinders. All that remained was a single doorframe, some charred floorboards, and Huntington's shadow burnt onto the floor.

In 1883, certain people take an interest in the ruins. The truth of Huntington's experiments is weirder than any of them guess...

## THE STORY SO FAR

As most of the City o' Gloom's mad scientists bent their addled minds toward solving the Weird West's problems with amazing devices, Tom Huntington was obsessed with a world no one else could see. Vast realms lay just beyond human perception, he insisted, and he alone would access them and catalog their secrets.

His Trans-Dimensional Displacement Device took him very close to success. He cobbled together a world of his own design—a small one, but still its own domain—and laid the groundwork for a grand exploration of *many* places and times. And that, amigos, is just about where the roof fell in on poor ol' Huntington.

To understand what went wrong, we need to go back a little further. And when we say "a little," we mean 2,000 years or so. All the way

back to when the Aztecs, Mayans, and Incas were the big bugs in the Americas.

## The Visitors

As told in *Deadlands: The Last Sons*, long ago South America's native people were contacted by alien creatures who arrived in a flying saucer. These lizard-like beings, who call themselves *s'suth*, were mostly friendly; they only occasionally incinerated crops or vaporized loudmouth humans with their beams of crimson flame. The locals mistook them for gods, raising pyramids and carving lines through the jungles in their honor.

Soon after creating a race of genetically crossbred human-aliens, the "gods" departed in their saucer for worlds unknown. Their visit was part of a vast colonization project; they settled a "superior" race on each planet they found. But it didn't quite work out how they'd planned on



# DEADLANDS: THE LAND BEYOND THE BUSTED DOORFRAME

earth. Human uprisings broke the crossbreeds' hold on South America and drove them north.

In 1876, only a handful of the creatures remained, locked away in their lair inside Devils Tower. By 1883, following incursions into their realm by ornery human cowpokes (as told in *Deadlands: Fortress o' Fear* and *The Last Sons*), most of the alien beasts were dead and the rest had degenerated into a savage race their forebears would scarcely recognize.

But them aliens were loyal to their own, and they had memories like elephants. With the best of intentions, they mounted a rescue mission.

## Devils Tower or Bust

After 2,000 years of progress, the aliens weren't interested in conquest. For one thing, they had their own problems with other, far more bellicose alien races. They needed to rally their people—all their people—and that meant sending out ships to collect all the crossbreeds they'd scattered across the galaxy so long ago.

Their technology had improved, too. The newest flying saucers could bend time and space to cross vast distances in an eyeblink. To do so they accessed a subspace realm called "hyperspace"—better known to you and I as the spirit world, or Hunting Grounds. The aliens set a course for Terra, homing in on a darkly shining beacon in Devils Tower. But as they approached, the beacon winked out. Proximity alarms detected an obstruction in their path. Unable to change course, they smashed into it at unimaginable speed.

And there they stayed, from 1876 until the present day.

## Huntington's Fanciful Realm

Where most mad scientists focused on the real world, Tom Huntington had his head in the clouds, imagining fantastic realms and their uncanny inhabitants. After reading Lewis Carroll's books *Alice's Adventures in Wonderland* (1865) and *Through the Looking Glass* (1871), and other fanciful tomes, he set about creating a domain that emulated their details...a place where human frailties and shortcomings didn't exist.

He built a Trans-Dimensional Displacement Device and used it to open a permanent portal to the Hunting Grounds. Because the spirit world's appearance conforms to the expectations of whoever views it, Huntington saw not a shadowy place of inscrutable spirits, but a wondrous world of imagination: He found an enchanted forest.

The scientist lost interest in the City o' Gloom and the daylit sphere, focusing on the twilit world beyond the portal. He built another ranch house almost identical to the first, and created a "Hall of Doors" to visit myriad spaces and times using his tiny pocket dimension as a stepping stone.

One fateful day, as Huntington fine-tuned and modified his gizmo, a shockwave ripped through the forest realm. Something *big* had crashed into it. The Trans-Dimensional Displacement Device surged with energy, and before Tom could shut it down it exploded. His home was obliterated and he himself vanished in a flash. Only the one busted-up doorway—portal to another world—remained.

## Hellstromme Takes Notice

In 1879, word reached Darius Hellstromme that something strange was afoot out at Huntington Ruins. Although the world's preeminent mad scientist had his hands full of plots and ploys, he had resources, manpower, and materiel—if not attention—to spare.

Hellstromme learned a few details about the doorway—a portal that accessed a place beyond understanding—and assigned Dr. Sandy Chivington (pronounced *Shivington*) to study it. Chivington had made a name for himself helping to develop the ghost-rock bomb, so the bad doctor both respected his intellect and sought to banish him to a place where he might meet an unexpected end. Hellstromme put several X-Squads at Chivington's disposal, and had a makeshift camp and quonset hut erected over the ruins to shield them from trespass and prying eyes.

As of 1883, Chivington has sent two X-Squads through the portal. With the exception of trooper Nell O'Halloran, neither returned. As the scientist plans his next move, entities from the other side of the busted doorway set this tale into motion.



## Spirits and Stranger Things

Aliens weren't the only visitors to Huntington's world. Before his untimely demise, the scientist created playing-card-like entities out of the odd spirits he found. Little did he know, some of those spirits were actually manitous.

Now the red and black cards are locked in a battle to the death, with the black suits (the manitous) determined to escape the Hunting Grounds into the City o' Gloom. Only the Red King and Queen and their subjects stand in their way, but due to the aliens' and X-Squads' meddling they're losing the battle to the malevolent manitous. In a desperate bid to secure aid, the Red Queen sends an agent to visit the Weird West.

## THE SETUP

This adventure isn't for a posse totally lacking in grit, Marshal. Some cowpokes should be at least Veteran Rank.

If you run this adventure as part of *Deadlands: Good Intentions*, Jack Diamond might show up at Smith & Robards looking for help, or the posse could meet him during a delivery. Otherwise, Jack appears anywhere you like, Marshal: the City o' Gloom's streets, an alley in Junkyard, or in a nearby town. Ogden, Corrine, or Provo would work nicely.

The first the heroes see of Jack Diamond is a thin, nervous-looking fellow in a fancy red suit—almost like a gambler, if he escaped from a traveling carnival. He wears a white, frilly shirt and a red tie. He gets punched in the face and spits out a bloody tooth. At the moment, the roustabouts whose money Jack swindled at the poker table are beating him mercilessly.

The roustabouts are angry but cowardly. Faced with a display of strength by an obviously

superior posse or simply dealt a few good licks, they run off with their tails firmly tucked.

- **Jack Diamond:** See page 24. He has a level of Fatigue from Bumps and Bruises.
- **Roustabouts (2 per hero):** Use the Townsfolk profile in the *Deadlands Marshal's Handbook*, but add Strength d8 and the Brawler Edge.

## Jack's Story

Questioned by rescuers, Jack quavers, "Amigo—you wouldn't believe me if I told you." But with a little gentle coaxing, he spins a stupefying tale:

*"They call me Jack. Jack Diamond. I'm not from around here. The only reason I can even talk to you is because a man—a great man—made me this way."*

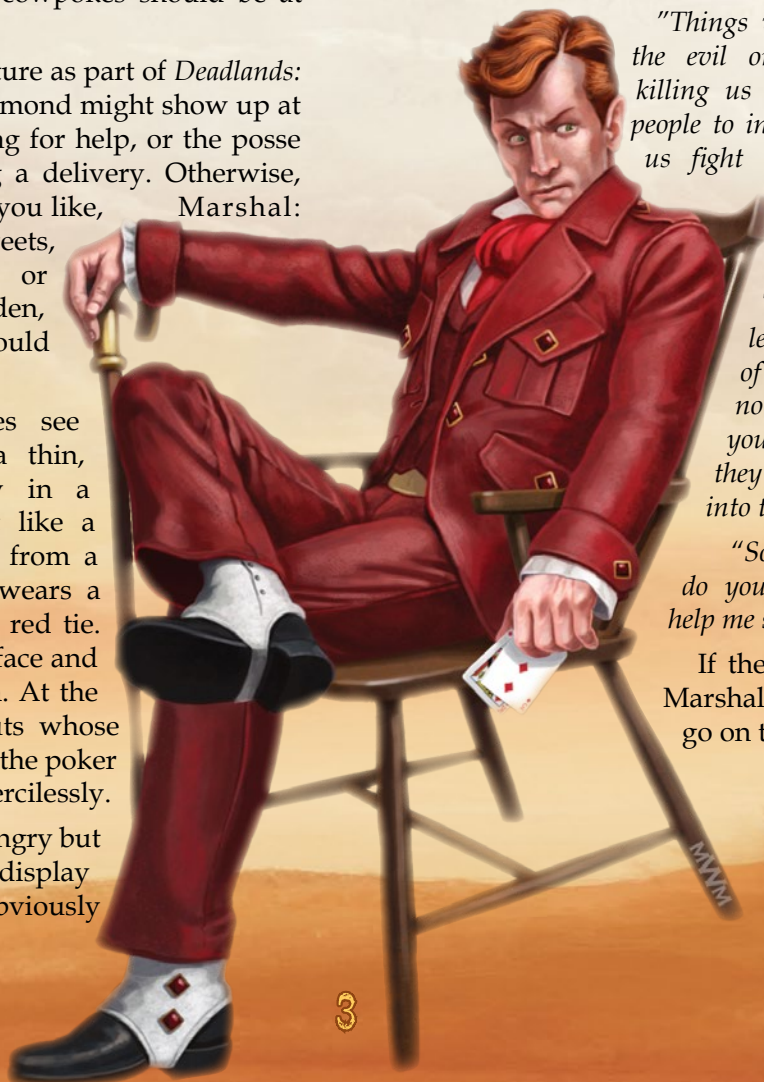
*"Do you know the old ruins east of Salt Lake City? Years ago, Tom Huntington built a doorway to another world. He made a whole realm there. And he let us live in it too."*

*"Things were good. Then the evil ones showed up, killing us off and hunting people to infest. Tom helped us fight them and drive them out."*

*"Then the snakes arrived. Tom vanished, leaving only a few of us. But now it's not just about us, you see. Because they want to escape into this world."*

*"So, amigos, what do you say? Will you help me stop them?"*

If the buckaroos agree, Marshal, now's the time to go on to chapter two.





# Camp Ace-High

This chapter explores the environs of Huntington Ruins and the folks dwelling there. Although there are a few secluded spots for a posse to make camp and check the lay of the land, there are also some bad-tempered dudes to throw a wrench in all the best-laid plans.

## IN THE FOOTHILLS

Huntington Ruins lie roughly five miles east of the City o' Gloom, along a dirt road in the foothills of the Wasatch Mountains. The area features scattered stands of redwood and three prominent hills. These days, the ruins are surrounded by an armed Wasatch camp. At a glance they're the only inhabitants, but looks can deceive.

Consult the map on page 5 to see the general layout.

### Bunker Hill

Rumors say this hill got its name from a passing similarity to the site of a famous Revolutionary War battle. It was actually dubbed Bunker Hill by Professor Huntington for the little-known structure he built atop it.

A grassy, overgrown track leads from Huntington Ruins to the hilltop, where a low concrete structure is embedded. Huntington stored ghost rock, spare parts, and other raw materials here, alongside Infernal Devices he considered too dangerous to be near his Trans-Dimensional Displacement Device.

The bunker is long looted, all its treasures stolen. Grass and weeds grow through cracks in the concrete, and the structure is overgrown with vines and lichen. A staircase leads down six steps to a ghost-steel door wedged open with dirt and gravel. This leads into the bunker's single 15-by-15-foot chamber.

A large black bear has made the bunker into her den, filling one corner with brush and shredded redwood bark to act as a bed. If searchers explore the location, draw a card: On an Eight or higher, the bear is home and unhappy to see visitors.

- **Bear (1):** See Bear, Large in *Savage Worlds*.



## Hunt's Hill

The Scorpions and Outcasts aren't Deseret's only outlaw gangs, but the Nauvoo Legion has hunted down most of them. Only the craftiest and most careful bandits—like the Moss Gang—manage to elude the law.

The gang is named for its leader, Dutch Henry Moss. Dutch Henry cut his teeth in the Range Wars of Kansas and Colorado, lighting out for Deseret when he'd notched his gunbelt with a score or more kills. He cares only for himself and, to a lesser degree, his confederates. Henry shows little mercy for targets of robbery; any victim who mouths off gets plugged full of lead. Dutch Henry, or "Dirty Dutch," has got a reputation to protect.

The gang has a camp on Hunt's Hill, sheltered among the rocks so it can't be seen from the road. The Wasatch forces at Camp Ace-High keep most folks from snooping around the region, and the gang escapes notice by only coming or going under cover of darkness. They also avoid ghost-rock-propelled vehicles in favor of horses, which keeps things nice and quiet.

Draw a card from the Action Deck if the posse explores Hunt's Hill. During the daylight hours, the camp is uninhabited on any card higher than a Five. At night, the camp is only empty if an Ace or Joker is drawn. There's always a guard posted if the gang is at home, but consider him an Inactive Sentry.

Dirty Dutch and his people have no use for folks trespassing on their hill. They shoot first and don't bother with questions. If they notice a posse sneaking into Camp Ace-High, or hear the

sounds of a scuffle inside it, they join the fray in the hope of liberating some Wasatch valuables. Depending how that endeavor pans out, they might even follow heroes through the busted doorframe. In that case, complications abound!

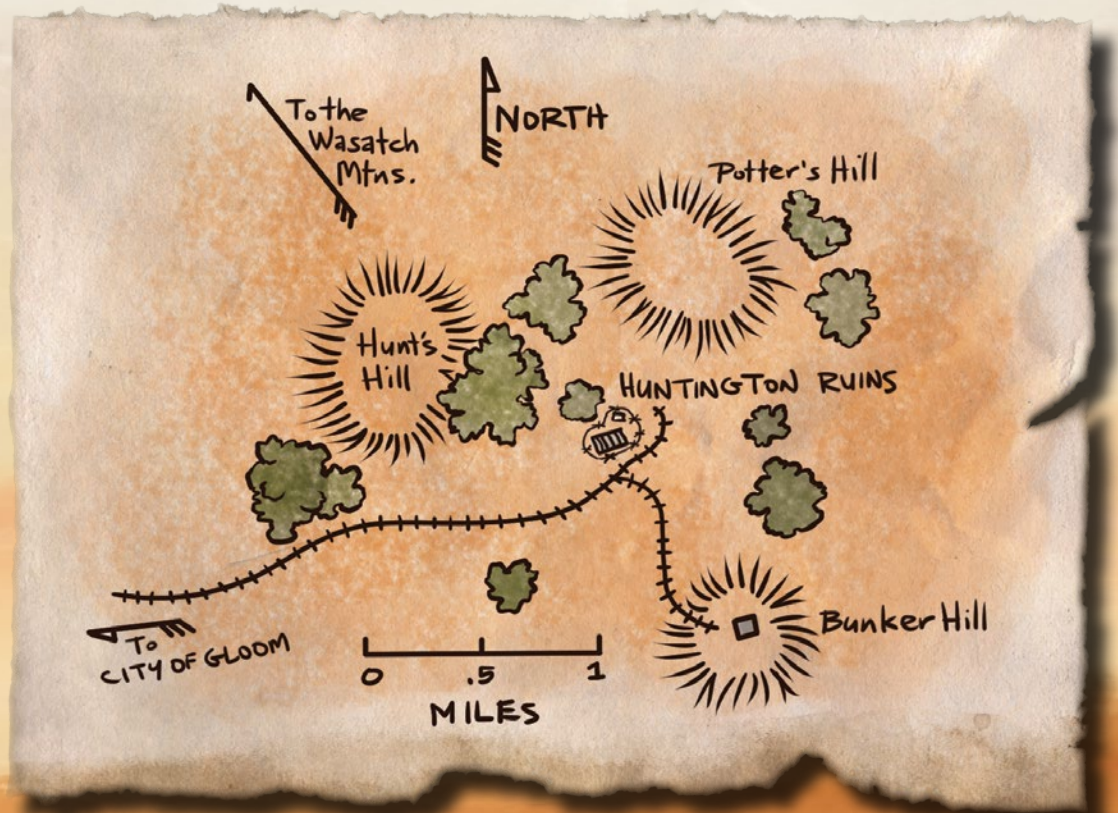
🌀 **"Dirty Dutch" Henry Moss:** See page 25. He has a riding horse (see *Savage Worlds*).

- **The Moss Gang (8):** Use the Outlaw profile in the *Deadlands Marshal's Handbook*. They also ride horses.

## Potter's Hill

The largest rise in the area, Potter's Hill affords a commanding view of Camp Ace-High and the road leading to it. Aside from the remains of a long-ago campfire and some prairie dogs, the hill is uninhabited.

For cowpunchers who prefer to bust in with guns and gizmos blazing, Potter's Hill has little to recommend it. A more methodical group can establish a base camp here for a series of expeditions through the doorframe.





# DEADLANDS: THE LAND BEYOND THE BUSTED DOORFRAME

## HUNTINGTON RUINS

*Fear Level: 4*

From 1876–'79, what remained of Huntington's ranch house sat exposed to the elements. It's a minor miracle the single standing doorframe survived that long. Since mid-1879 it's been sheltered by a quonset hut erected over it, which is enclosed within tall, barbed wire fences. The Wasatch rail warriors who inhabit the place call it by its code name, "Camp Ace-High."

The camp covers a square area 50 yards on a side, surrounded by a 12-foot-high fence topped with barbed wire. The only entrance is a wide, swinging gate that faces the road. Four veteran X-Squadders guard the gate at all times, and they turn away everyone except employees of Wasatch or Hellstromme Industries. They only ask nicely once, Marshal—after that, they have orders to open fire on trespassers.

- **Veteran X-Squad Guards (4):** See page 28.

## Inside Camp Ace-High

The only structures in the camp are a quonset hut, small storage shack with a padlocked door—inside is ghost rock, ammunition, food and water, and other supplies—and outhouse. Four large tents provide shelter for the troops. A pair of Hellstromme Industries steam carriages are parked beside the quonset hut.

The quonset hut has one entrance: a single locked door facing the camp's gate. Another X-Squad sentry stands just inside it at all times.

It has a bowed roof (similar to the hangar and workshop in Hellstromme's compound; see *Deadlands: Good Intentions*). The hut's interior is open, with the remnants of Huntington's house—the doorframe and charred floorboards marked with Professor Huntington's shadow—at dead center. Several pieces of weird machinery (Infernal Devices calibrated to monitor the portal's emanations) stand around it, covered with strange antennae and flashing lights.

- **Veteran X-Squad Sentry (1):** See page 28.

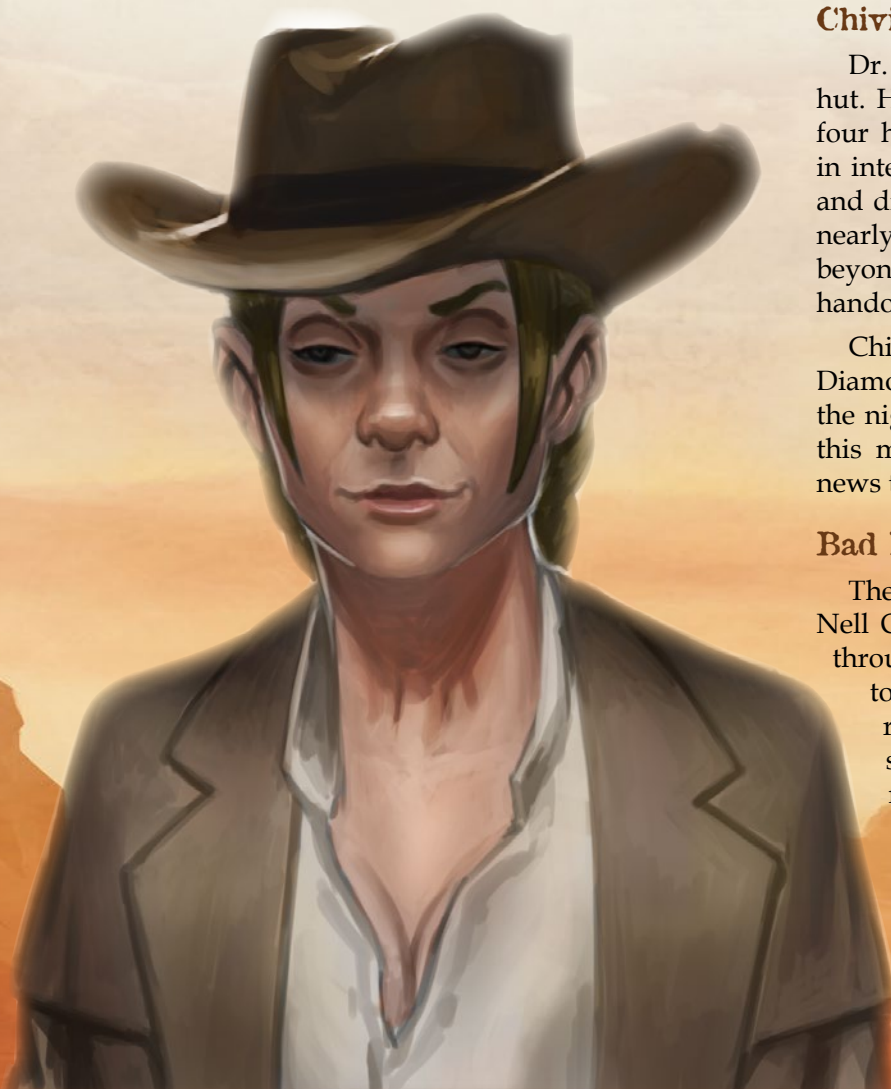
## Chivington's Obsession

Dr. Sandy Chivington never leaves the quonset hut. He sleeps on a cot in the corner for about four hours a day; the rest of his time is spent in intense study at a table covered with papers and diagrams. Among these scraps of cramped, nearly illegible notes is a partial map of the forest beyond the busted doorframe (see the player handout on page 7).

Chivington was the only soul to see Jack Diamond emerge from the portal and escape into the night; he's extremely concerned about what this might portend, but hasn't yet broken the news to Dr. Hellstromme.

## Bad Nell Gets Worse

The camp's other notable inhabitant is Bad Nell O'Halloran, the only person to have gone through the portal and returned. Unknown to Chivington and the troops, she's not really Nell anymore. After the rest of her squad met a bloody end at the hands of murderous cards and aliens on the other





side, a manitou took possession of her body and squashed her consciousness like a bug.

The real Nell is in there somewhere, but the manitou is in the driver's seat. Chivington hesitates to send anyone else through, preferring to wait until they know more about the threat involved. So "Nell" bides her time, waiting for an opportunity to usher the rest of her foul kind into the physical world.

• **Dr. Sandy Chivington:** See page 23.

• **Bad Nell O'Halloran:** See page 25.

• **Veteran X-Squadders (6):** See page 28.

## Crossin' Over

It's up to your cowpunchers to determine how they get into Camp Ace-High and through the busted doorframe. Options include trickery or disguise, creating a diversion to draw the X-Squads away, sneaking in with Jack Diamond's help, trying to discuss the situation logically with Dr. Chivington, or just kickin' in the front door and fightin' their way through.

Talking with Chivington isn't likely to lead anywhere good. His initial reaction to a posse is automatically Hostile (see Persuasion in *Savage Worlds*) and his loyalty to Hellstromme is total. That said, if the group uses Persuasion to raise his attitude to Friendly or better, which is possible in this situation because the doctor is grasping at straws, he agrees to let the pistoleers venture through on an exploratory journey. In this case he shows them his partial map of the forest (at right), suggests they watch out for the malevolent living playing cards, and insists they take Bad Nell O'Halloran with them as a guide.

If the group fights their way in or is seen sneaking through, Dr. Chivington sends a team of five X-Squadders after them with orders to shoot to kill and return as soon as possible. If this is how it turns out, Bad Nell stays in Camp Ace-High...hoping for more of her kind to return.







# The Enchanted Forest

*Your intrepid investigators have made it, Marshall! They've crossed over into the mysterious world beyond the busted doorframe. Here's where we describe the general environment, all the places and beings a posse can encounter, and finish up with a few words about what the buckaroos stand to win...or lose.*

## GENERAL CONDITIONS

The small portion of the Hunting Grounds beyond the portal was imprinted by Huntington's consciousness when he discovered it. He saw it as a whimsical enchanted forest, and with his Trans-Dimensional Displacement Device was able to solidify that appearance and render it permanent. It's become much darker and scarier since then, infected by the manitous' dark essence.

Dudes who pass through the portal are physically present in the enchanted forest with all their gear. If they die in the enchanted forest, they're as dead as they would be in the real world. But there's some good news: Normal weapons—guns, knives, arrows, and so forth—carried through the portal can affect creatures that are normally only affected by magic.

Time passes at the same rate in the forest as in the real world: Eight hours spent beyond the busted doorframe is the same span in the City o' Gloom. Should the group venture further into the Hunting Grounds, time grows elastic.

See the sidebars on pages 9 and 10 for some specific rules in play concerning the Hunting Grounds and the use of arcane powers.

## Physical Considerations

Most of the forest takes the form of grassy clearings and the paths that connect them. The environment is plentiful in oxygen, but very little "sunlight" filters through the boughs above. Birds (actually bird spirits) chirp and croak in the trees, and the air is deathly still. A few locations are rocky, elevated, or swampy lowland as noted in the encounter descriptions. Overall it's a gloomy and oppressive place, sure to put sensitive types on edge.



It's dang near impossible to cut, blast, chop, or otherwise pass through the forest: The branches and undergrowth are objects with Toughness 12, and they regenerate almost instantly, growing before one's eyes to fill a damaged area in 1d4 rounds. An hombre who somehow succeeds at making his way into a forested area soon finds himself in a bad spot. The surrounding growth closes in as the *entangle* power: Roll a d12 with a Wild Die in place of an arcane skill roll.

The forest muffles even loud noises. Generally, sounds can't be perceived beyond a given numbered encounter area unless the listener succeeds on a Notice roll at -4. In specific cases, the Marshal may decide a sound is loud enough that it can be heard with a lesser penalty or even automatically, but this should be reserved only for the loudest rackets.

Because the *fly* power doesn't function, it's difficult for a group to figure out the layout without effort. One method is to *teleport* to a high limb within line of sight and look over the canopy. Of course, an hombre with the sand to try it is welcome to climb a tree: This is a Climbing roll with a +2 bonus for all the handholds and branches on the way up. When a character reaches a high spot, the Marshal should give the player a quick look at the map on page 11.

## INTO THE WOODS

Intelligent denizens keyed to areas don't usually leave their clearing or area, but they sure do pursue saddletramps who rile 'em up. Some, however, may be found wandering through Huntington's world.

## Random Encounters

Whenever the posse sets out on one of the trails that connect the various clearings, draw a card from your Action Deck, Marshal. On a face card or higher, an encounter takes place.

Roll a d6 on the **Wanderin' Critters Table** to see what the cowpunchers meet. In the case of dead X-Squad troopers (result #6), the corpses wear tattered Wasatch uniforms and may have whatever remaining gear the Marshal wishes.

## Wanderin' Critters Table

d6	Item
1	1d4 red cards (see page 26)
2	1d6 s'suth soldiers (see page 27)
3	2d6 little people (see page 24)
4	2d4 black cards (see page 21)
5	Giant crow (see page 23)
6	1d4 dead X-Squad troopers

## Encounter Areas

Following are descriptions of all the forest's points of interest. Refer to page 11 for a map of the enchanted forest.

### 1. Huntington's Cottage

Heroes who step through the busted doorframe in Camp Ace-High emerge from a similar rickety doorframe (actually the same one, co-located in both dimensions) standing in the clearing, marked **A** on the map. The clearing is dreary, quiet except for the chirping of songbirds, and empty but for a small cottage and outhouse. If Jack Diamond is with the posse, he instantly

## THE HUNTING GROUNDS

Although the forest is a realm of its own and separate from the Hunting Grounds, it's close enough for a few special conditions to apply.

**Fear:** There's no overall Fear Level to worry about. Heroes still roll a Fear test when facing a critter with the Fear Special Ability.

**Totem Spirits:** If a shaman or other hero has a totem spirit (as described in *Deadlands: The Last Sons*), the spirit appears in physical form in the enchanted forest.

**Harrowed:** As in the Hunting Grounds, in the forest a worm is on its home turf. A manitou makes Spirit rolls for Dominion at +4. Each Fate Chip spent by the Marshal grants two hours of control instead of one. Spirits (including red and black cards) *always* sense the manitou's presence, and good ones don't like it one bit.



## ALTERED MAGIC

Magic doesn't work quite like heroes are used to beyond the portal. Some changes are due to the forest's proximity to the Hunting Grounds, others because of its unique status as a "pocket dimension." The only way to learn about these conditions is by enacting powers and seeing what happens.

**Power Points:** Because travelers are closer to the spirits and the source of all magic, Power Points replenish at twice the normal rate. Hucksters may use their own Power Points or deal a hand of cards as they wish; there's no chance of backlash and Jokers are merely wild. (If a huckster takes advantage of this too often, though, 1d4 manitous notice and seek out the "cheater").

**Device Trappings:** Arcane casters whose Trappings involve manufactured items (most mad scientists fit the bill) enact those powers with a -2 penalty. However, the Gadeteer Edge works as normal.

**Powers:** Most powers work normally, but some are altered as described or forbidden; the latter do not function at all.

**Contact spirit world:** Only the summoning functions work. Other uses fail and the Power Points are spent.

**Detect/conceal arcana:** Everything in Huntington's realm radiates strong magic; trying to *detect* or *conceal* any part of it is useless, but the Power Points are spent.

**Drain Power Points:** No target needed; it draws Power Points from the surroundings.

**Exorcism:** Works as normal, but the spirit gains a +4 bonus to its Spirit roll.

**Teleport:** Caster may only travel to a location in her line of sight. Other uses automatically fail and the Power Points are spent.

**Zombie:** Walkin' dead raised with this power are inhabited by manitous and have Smarts and Spirit d8. They're not obedient.

**Forbidden Powers:** *Beast friend* (there are no animals here, only spirits), *burrow*, *divination*, *elemental manipulation* (there is no earth or water present; fire and air work normally), *farsight*, *fly*, *hunch*, *inspiration*, *sanctify*, *summon ally*, *trinkets*, *vision quest*.

reassumes the form of a living playing card (see the red card profile on page 26).

**Cottage:** The front door to this small, single-story house is not locked. It has two rooms inside, and another unlocked door in the rear. The main room is a study with bookshelves lining the walls and a large table covered with open encyclopedia volumes, reference books, and numerous papers covered with notes and diagrams. There are also pencils and strange writing implements that contain their own ink reservoirs (ballpoint pens, which won't be invented for another five years).

A note on the table reads:

*Welcome visitors! I am ever so sorry to have missed you. Please help yourself to whatever food is in the icebox and enjoy the wide selection my library offers. If you travel the forest paths, beware the Clubs and Spades, for they are ill-tempered and mischievous in equal degree. That said, the energies of those you defeat can provide great benefits! Best wishes, Professor H*

A large grandfather clock stands against one wall, its pendulum swinging steadily (if the posse remains here long enough, they find that it chimes reliably on the hour and half-hour).

The library holds a wide and surprising array of tomes, including works of fiction by authors such as Shakespeare, Mark Twain, Lewis Carroll, H.G. Wells, H.P. Lovecraft, Edgar Allan Poe, and others. Success on an Investigation roll while perusing the books discovers a full set of the *Encyclopædia Britannica*, dated 1907. Surely this is a ruse of some kind, but anyone who takes a full day to read a volume increases a single Knowledge skill or their Weird Science skill by a die type.

The cottage's second, smaller room is a bedroom with single bed, nightstand, wardrobe, and a chest of drawers, stocked with clothing. On the nightstand rests a small glass jar sealed shut with wax and inscribed with runes, containing some kind of black smoke or gas. Success on a Knowledge (Occult) roll at -4 identifies it as Huntington's soul, sent here by a contingency plan enacted upon his death. It cannot see, hear, speak, or sense the world around it; the professor is in limbo. If the jar is opened near a soulless body or any being with the Construct Monstrous




# THE ENCHANTED FOREST





# DEADLANDS: THE LAND BEYOND THE BUSTED DOORFRAME

Ability, Huntington's soul enters the body and animates it. Breaking or opening the jar without a suitable host within 8" causes Huntington's shadow form to dissipate and be lost forever.

 **Prof. Thomas Huntington:** If Huntington is placed within a suitable host, he has Smarts, Spirit, Investigation, Notice, Repair, Taunt, and Weird Science at d12, the Arcane Background (Weird Science) Edge, and several scientific Knowledges at d10. He assumes the physical attributes and skills of a body he inhabits.

## 2. Hall o' Doors

In this clearing stands a single-story structure approximately 20 yards long and 10 feet wide. There is an unlocked door at one end.

Inside is a dark hallway that takes up the building's full width. It is lined with doors on either wall—10 on each side, evenly spaced—but oddly, none of the doors are visible on the building's exterior. That's because they access other worlds and time periods!

The Hall of Doors was Huntington's true reason for creating this realm, and his crowning achievement. He discovered that a strange effect of proximity to the Hunting Grounds allowed him to construct myriad portals and use them to explore a bizarre variety of universes.

Use these doors to take your posse anywhere you'd like them to go, Marshal. There's no time travel involved, per se, but the portals can go to any setting published by Pinnacle or that you can imagine: *Hell on Earth*, *Deadlands Noir*, *Lost Colony*, the *Deadlands* of the Dark Ages, the world of *Rippers*, *Weird War One*, *East Texas University*, *Weird Wars Rome*, *The Last Parsec*, or even a licensed setting like *Lankhmar*, *The Sixth Gun*, *The Goon*, or *Savage Rifts®*. Any door the group goes through is apparent on the other side and remains where they left it...but getting back to it may end up being the biggest challenge!

## 3. Cards on the Lam

Several living playing cards—all Diamonds and Hearts—hide in the tall grass of this clearing. Roll their Stealth opposed by the heroes' Notice. If they're discovered, they fall to their knees (or what passes for "knees" on a playing card) and

beg for mercy. If Bad Nell O'Halloran is with the group, she opens fire on sight.

A Persuasion roll or the presence of Jack Diamond causes them to calm down and explain what's going on:

*"It's the Clubs and Spades. They've gone mad. They're all mad here! You better watch out for them, or they'll bend your mind to their will. Heaven knows what they've done with our Kings and Queens."*

The cards refuse to leave the safety of their secluded clearing under any circumstances.

- **Red Cards (2 per hero):** See page 26.

## 4. Round Hill

A tall, steep-sided hill that rises above the tree line fills this clearing. Simple success on a Climbing roll (+2) gets one to the summit. From there, the whole forest and its layout are visible; show that player the map on page 11.

## 5. The Ravine

This area is dominated by a long, steep-walled slash in the earth that slopes downward from either end toward the center. At its deepest point the walls on either side are close to 50 feet tall. A narrow path runs along both sides of the ravine, if the heroes don't wish to descend into it. From somewhere below comes the sound of periodic gunshots, followed by loud cheers. Read the following if the heroes descend into the canyon, or walk along either path to its center.

*At the ravine's bottom is a pair of black playing cards, one the ten of Spades and the other the Jack of Clubs. They take turns firing six-guns at the Queen of Diamonds, who's tied up and slumped against the ravine's north wall. A group of black cards behind the shooters cheers every time they take a shot. They're competing to see who can get closest without hitting her, but they're pretty careless about that.*

Jack Diamond insists the heroes do something to rescue his queen. If Bad Nell is present, she argues that it's too dangerous and adds, "Besides, who cares about a lousy playing card?"

- **Black Cards (2, plus 2 per hero):** See page 21.
- **Red Queen:** See page 26.



**5a. The Cave:** The small, dark cave opens in the bottom of the ravine. Anyone who enters it and walks for about a mile finds that it opens into the Hunting Grounds. A buckaroo who goes past that point is well beyond the adventure's scope; consult *Deadlands: The Last Sons* for more information or make it up on the fly, Marshal.

## 6. Little People


This clearing is populated by nature spirits called little people. They're generally helpful to anyone who asks nicely, and know just about everything about the forest and its inhabitants. Because Huntington's perspective created this entire place, they appear like traditional Scandinavian gnomes: about as big as a bird, with tiny boots, blue coats, red breeches, and long white beards.

These particular little people serve as companions to moles, allowing them to *burrow* through the earth (their ability isn't hindered by the prohibition that forbids the use of the arcane power).

- **Little People (1 per hero):** See page 24.

## 7. The Manitou Court

In this expansive clearing, the royal courts of Clubs and Spades are gathered with their entourages. They're manitous in card form, so they spend most of their time arguing about how to find and kill the red cards, how best to escape into the living world, or simply think up arguments to counter whatever the other court says. When a group of shootists enters the clearing, they quickly put aside their differences and try to possess all the human minds they can.

 **Black Queens (2):** See page 22.

- **Black Kings (2):** See page 22.
- **Black Cards (3 per hero):** See page 21.

## 8. Alien Sentries

A pair of saurian s'suth are stationed here, alert for incursions by the malevolent playing cards that infest the enchanted wood. The manitous can't possess these creatures due to their alien brain makeup, but they've tried to attack them and their spacecraft more than once out of sheer meanness. Confronted with a human posse, the

startled s'suth put up a cursory fight with their laser weapons, but flee to area #11 immediately if one of them takes a wound.

- **S'suth Soldiers (2):** See page 27.

## 9. Restorative Well

A well stands at the center of this small clearing, surrounded by a low stone wall and covered by a wooden roof. A handy rope and pulley allow the bucket to be lowered. The well water is cool and refreshing. Moreover, anyone who drinks from it loses any Fatigue levels instantly, and has one wound *healed* per mouthful swallowed. The s'suth know of the well and its powers, and make use of it whenever needed.

## 10. S'suth Command Post

Since they've been trapped here for going on seven years, the s'suth commandeered this clearing for use as their headquarters and staging area for expeditions into the woods. Their captain, Xyyzz'cor, spends most of his time here giving orders and thinking up a plan to escape. Since a few of their early exploration teams were waylaid by black cards, manitous, and worse, they've curtailed most journeys into the woods. Contact with a posse of curious buckaroos, however, tells Xyyzz'cor the situation must have changed. Soon he'll send a search party to look for Huntington's portal back to earth.

If you've chosen to develop the crashed spacecraft's interior for your group to explore, Marshal, Captain Xyyzz'cor has an access card with a blue and a red stripe on it (see **The Flyin' Saucer** on page 16 for details). If you prefer to restrict the saddletramps' access to the saucer's interior, then Xyyzz'cor's access card only has a blue stripe on it.

 **Captain Xyyzz'cor:** See page 28.

- **S'suth Soldiers (2 per hero):** See page 27.

## 11. S'suth Camp

Most of the s'suth non-combatants and youngsters dwell in the tall grass of this clearing, hunting up food as needed and basking in the sun. The weather doesn't ever change in this weird realm, so they have no need of permanent



# DEADLANDS: THE LAND BEYOND THE BUSTED DOORFRAME

shelters. Confronted with human intruders, they flee in panic toward their flyin' saucer.

- **S'suth Folk (4 per hero):** See page 27.

## 12. Crashed Spacecraft

The leading edge of the spacecraft, banged up and half-covered with rocks and rubble, juts into this clearing. A pentagonal opening allows entry, but a single s'suth sentry is on guard at all times (he has a blue-striped access card). If the shootists venture inside, see **The Flyin' Saucer** on page 16.

- **S'suth Soldier (1):** See page 27.

## 13. Viewing Stone

A small pillar of stone and mortar about four feet high stands at this clearing's center, with a large fragment of polished quartz set into its top. To most cowpokes, it's just a rock, and not a very pretty one at that. To any character with an arcane background, it's far more.

Most divination-type powers don't function in the pocket realm. Huntington used his advanced understanding of dimensional travel to create the viewing stone, which circumvents those limitations. If a character with arcane

powers touches the stone, concentrates, and succeeds on an arcane skill roll at -4, she can see any location she's familiar with outside the enchanted forest. She could look in on the posse's campsite on Potter's Hill, the busted doorframe's surroundings in Camp Ace-High, or even her dear old grandmaw back in Boise, Idaho. If a buckaroo visits some weird world via the Hall of Doors (area #2), she can look there too.

There's no instruction manual or handy brass plaque telling a body how to work the dang thing. Arcane casters need to fiddle with it until they figure it out.

## 14. Forest Thing

This critter is an alien beast—a hungry maw with tentacles—that escaped from the s'suth spacecraft and made its lair in this clearing. It hides just beneath the grassy earth, waiting to grab any animals that pass overhead with its long tendrils. A big, juicy human would be quite a treat!

🌀 **Alien Critter (1):** Use the Desert Thing profile in the *Deadlands Marshal's Handbook*, but this Wild Card specimen also has the Fear (-2) Monstrous Ability.





## 15. Dunce Cap Twins

For years, Dr. Manfred Stark—the City o’ Gloom’s resident “Dr. Frankenstein”—has tried to create viable, intelligent life stitched together from disinterred body parts. The problem is, Stark is so far gone even he can’t remember how many times he’s failed miserably in the endeavor. (See *Deadlands: Good Intentions* for more on the mad scientist and his history.) The Dunce Cap Twins, as Stark dubbed them before exiling them forever from his presence, are by far his least intelligent failures.

Leaving the master’s lab behind in 1878, they wandered east until they came upon Huntington Ruins and stumbled through the busted doorframe. Finding themselves in a wondrous realm of eternal sunshine, they decided to stay. By now they’re familiar with the forest paths, know the way to the well (area #9), and hunt s’suth to eat.

The twins wear identical straw hats and overalls, and are stout with pot bellies. Confronted with a posse, they’re at first taken aback, but soon launch into a tirade of insults, finishing each others’ sentences and trying to goad the cowpokes into a fight. If a battle lasts more than five rounds, the giant crow that roosts in the trees above area #16 swoops in and attempts to carry off a random character. At the sight of the huge bird, the Dunce Cap Twins holler in terror and try to hide in the tall grass.

- **Dunce Cap Twins (2):** Use the Patchwork Man profile in the *Deadlands Marshal’s Handbook*. They are Extras with the Clueless and Illiterate Hindrances, and Taunt d10.

## 16. Quickmud Mire

The trail leading to this area slopes downward gradually, ending at the edge of a swampy mire that fills the clearing. Another path is visible on the other side, and a character who scans the trees above and succeeds on a Notice roll can see a massive nest of branches in the top of a towering oak, nearly 50 feet off the ground.

It’s not a just a swamp; it’s full of deep, sucking mud. Make a Notice roll (–2) for the lead character to detect the “quickmud.” Failure means he plunges in to his waist and begins to sink. The

unlucky hero sinks completely in three rounds unless extracted. With a successful Agility roll (–2) he stops sinking any further and floats on the soupy liquid. With a raise he reaches the edge and crawls out. On snake eyes, the character is sucked under immediately and starts **Drowning** (see *Savage Worlds*).

Heroes who aid their sinking comrade need a successful Strength roll to drag him from the quickmud. On snake eyes they’re pulled in and begin to sink too, as above. Once a character is under the surface she cannot extricate herself and must be dragged out by allies on the surface. Finding the character requires success on a Notice roll (–2). Extricating a submerged character takes a Strength roll (–2).

All this would be life-threatening enough without outside interference. Unfortunately for those who end up stuck in the mire, the giant crow living in the nest above uses the quickmud like flypaper. Once prey becomes stuck, it’s a simple matter to swoop down and pluck a tasty meal from the slime. Then the beastly bird flies back to its nest to feed.

- **Giant Crow (1):** See page 23.

**16a. Crow’s Nest:** The giant crow’s nest is difficult to reach, requiring a Climbing roll (–2). It’s full of bones, human and s’suth skulls, and various items dropped by the many hapless explorers who’ve stumbled into this weird realm over the years. If a muchacho digs through the detritus and shed feathers and succeeds on a Notice roll, he finds a useful piece of gear or loot. Roll 1d8 on the **Random Items Table** to determine what’s found.

### Random Items

d8	Item
1	Laser pistol (see <b>S’suth Weapons</b> on page 18)
2	Bottle containing 3× greased lightning pills (see the <i>Deadlands Player’s Guide</i> )
3	Ammo belt with 20× .45 bullets
4	Loaded double-barrel shotgun
5	Bowie knife in a scabbard
6	Fully loaded Gatling pistol
7	Leather sack containing \$100 in gold specie
8	Bottle containing 2× doses of restoration elixir (see the <i>Deadlands Player’s Guide</i> )



**16b. Narrow Path:** This path winds down a steep slope through the swampy forest until it opens on the Hunting Grounds. Pistoleers taking this path could be in a heap of trouble, though—the trail is slick with mud. Anyone who fails an Agility roll at -2 slides down the slope and is spit out into the wilds of the spirit world. Rescuing that poor hombre is up to his companions; what happens next is up to the Marshal.

## 17. The Red Court

The tattered remains of the Hearts' and Diamonds' entourages huddle here, trying to hide from the manitous. They react to characters with suspicion and fear unless Jack Diamond accompanies them, or the heroes have rescued the Queen of Diamonds (see area #5). If the party can raise their attitude to Friendly or Helpful with a Persuasion roll, one red card per posse member joins the group as an allied Extra; give these characters to the players to run.

- **Red King (1):** See page 26.
- **Red Cards (2 per hero):** See page 26.

## 18. Alien Graveyard

The s'suth used this small clearing to inter their fallen compatriots in graves. But no longer: After the dark energies of the Hunting Grounds seeped into the bodies, they rose from the earth as walkin' alien deaders. They stay here unless provoked, in which case they pursue living prey as far as their rotting legs can carry them.

- **Walkin' Dead S'suth (2 per hero):** Use the S'suth Soldier profile on page 27, but add the Undead Monstrous Ability: +2 Toughness, +2 to recover from Shaken, called shots do no extra damage.

## 19. Hunting Grounds

This path winds on for nearly a mile before it reaches the Hunting Grounds. This, however, is the path used by manitous to enter Huntington's forest. Travelers who enter the Hunting Grounds by this route find themselves in terrible danger, surrounded by a veritable swarm of evil spirits.

- **Lesser Manitou Swarms (2):** See page 24.
- **Manitous (1 per hero):** See page 25.

## THE FLYIN' SAUCER

The s'suth smashed into Huntington's pocket realm at this spot, and the sorely damaged ship hasn't moved since. We provide a portion of the ship's interior here, but most of it is beyond this adventure's scope. That said, we also provide a **Flyin' Saucer Template** (page 29) if you'd like to flesh out the rest of the ship for exploration.

**General Information:** The ship's interior floors, walls, and doors are made of a strange metal the heroes have never before encountered (Toughness 20). Other items and areas may incorporate plastic—the s'suths' access cards, for example—another invention beyond the group's ken. Hallway ceilings are about two yards high. Ceilings in the ship's rooms are slightly higher, at about three yards.

The air inside the ship has an acrid, smoky odor to it but is breathable by humans without much trouble. It is slightly noxious, however. For each hour the posse spends in the interior, they must succeed on a Vigor roll at +2 or sustain a level of Fatigue (which can Incapacitate, but not kill). Fatigue gained in this way fades at a rate of one level per hour of exposure to fresh air.

If you choose to fill in the rest of the ship's interior, Marshal, remember that the saucer is basically lodged in the pocket dimension's solid barrier, with the back half jutting out into the Hunting Grounds. Investigators who reach the saucer's rear viewports look out upon a truly extraordinary vista: the shadowy vastness of the spirit world, with brightly lit phantoms and horrifying creatures flitting through its dark fog.

**Access Cards:** Every door inside the ship is a pentagonal gate that irises open and closed. Beside each is a reader where an access card can be swiped. A blue-striped card opens only the doors colored blue on the map, and a card with blue and red stripes opens doors of both colors. Other, more highly restricted areas (with their own colors) may exist if the Marshal likes.

**Technology:** The s'suth make use of highly advanced tech that could be disruptive or downright damaging to a Weird West campaign. The Marshal should decide whether the s'suth technology functions only in Huntington's



# THE ENCHANTED FOREST

pocket realm (in which case it stops working as soon as it passes beyond the busted doorframe), or continues to work back in the City o' Gloom. In either case, a posse that brings back weird technology and brags about it soon finds itself pursued by agents of Hellstromme, Smith & Robards, and Brigham Young. They all wish to secure such items for their own study.

**S'suth Patrols:** Alien patrols move through the ship, keeping an eye out for living playing cards and other critters from Huntington's wood. Whenever the group moves into a new hallway or encounter area inside the ship, draw an Action Card. On a face card or higher, the buckaroos run into a patrol of two s'suth soldiers (page 27); if the Marshal draws a Joker, it's a security robot (page 27).

## Encounter Areas

The following entries refer to the Flyin' Saucer map below. If the Marshal has access to the *Science Fiction Companion* and *The Last Parsec: Core*, those

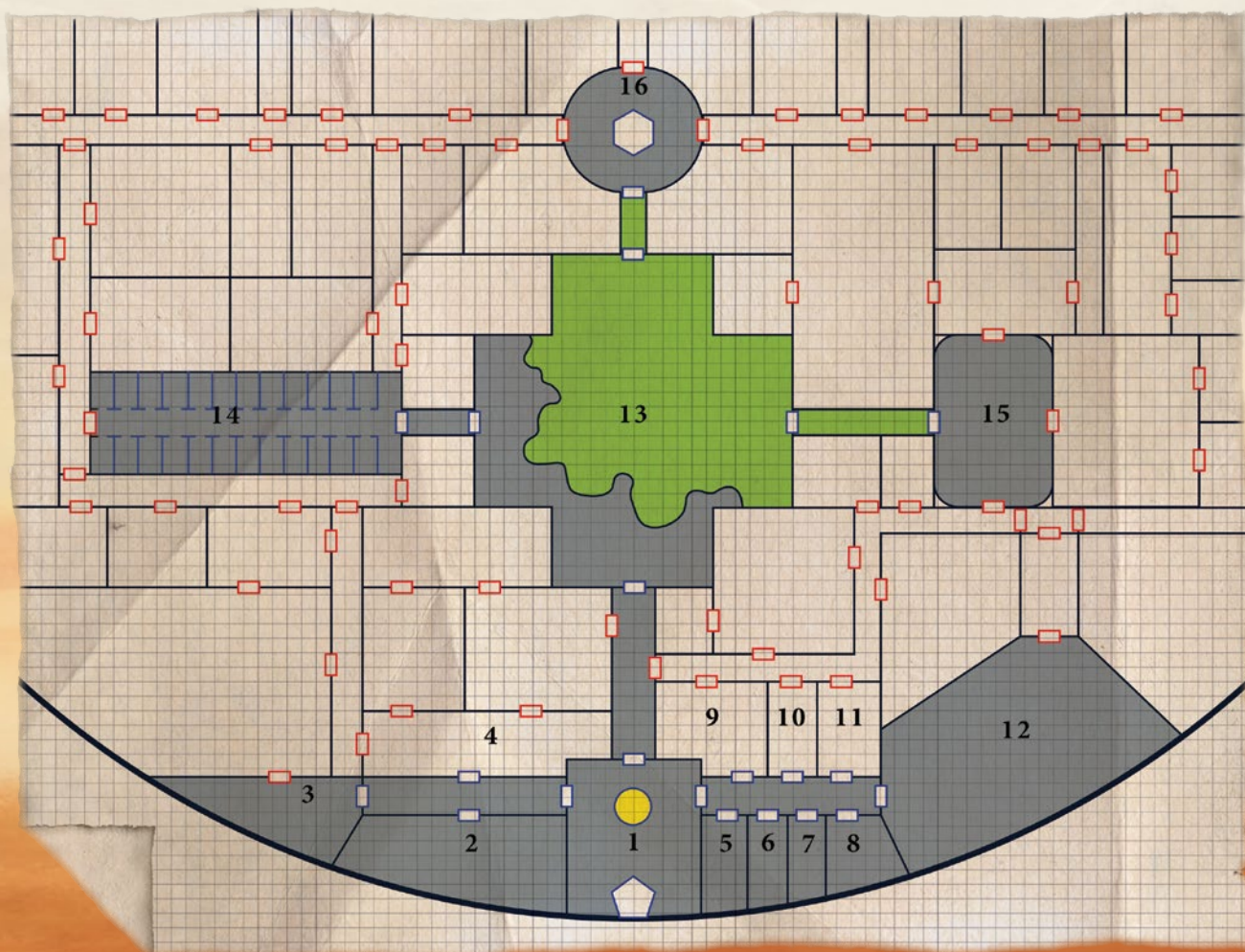
books can be extremely helpful in fleshing out the saucer's unmapped areas.

### 1. Environmental Purifier

The ship's pentagonal entrance opens into this room. Set into the center of the floor is a flat, circular yellow panel surrounded by a bluish-gray metal ring. The panel's surface is made of a smooth substance that resembles glass.

The circular panel is an environmental purifier. When a s'suth stands at its center, it hums loudly and emits a visible energy field that purges all surface and internal toxins, bacteria, parasites, particles, and so forth from the creature's body. In game terms, it removes any poison, disease, foreign organisms, or other impurities from a s'suth's system. It continues to function as long as a living creature stands on it.

However, the purifier is specifically calibrated for s'suth and dangerous to humans, whose physiology is quite different. A human who stands on the panel suffers wracking pain and 2d12 damage per round of exposure. Anyone who





# DEADLANDS: THE LAND BEYOND THE BUSTED DOORFRAME

reaches into the field to pull out an Incapacitated companion suffers 2d6 damage per round.

## 2. Spacesuit Storage

This room holds racks of spacesuits in a range of sizes, and helmets to go with them. To a resident of the Weird West, they resemble highly advanced diving suits. They're made to accommodate s'suth (so there's room for a tail) but a human could wear one in his or her size without much trouble.

## 3. Mess Hall

This chamber has tables and weird-looking chairs with a wide slot down the back of each (to fit a s'suth's tail). Cabinets hold tubes of nutritional paste, which is tasty and sustaining to the aliens but poisonous to humans.

Anyone eating the food here must roll Vigor (-4). On a success the glutton merely feels awful for 1d4 hours; on a failure he suffers a -2 on all Trait rolls for 2d6 hours from nausea and retching. Suffice to say that's the last time your cowpokes partake of alien food.

## 4. Staging Area

S'suth troops wait here to be deployed after gearing up. Two long, metal benches sit at the center of an otherwise empty chamber. Pictures of famous saurian leaders and warriors decorate the walls to provide inspiration.

## 5. Weapons Locker

This room holds a variety of laser weapons, grenades, and gyrojet weapons, with locked crates (Toughness 14) full of ammunition and energy packs. The weapons are all designed for s'suth: Although a cowpoke can tell they're weapons with a simple Smarts roll, it's a lot harder to actually make them work with the business end pointed in the right direction.

Figuring out how to use a given piece of s'suth weaponry is a **Dramatic Task** (see *Savage Worlds*) using Smarts or Weird Science (player's choice) at -4. There's not necessarily a time limit, but it's assumed the heroes don't have all day to mess around with items inside the ship. If the player draws a Club during the five-round process—indicating a Complication—and fails that roll, the

### S'SUTH WEAPONS

Weapon	Range	Damage	RoF	AP	Shots	Weight
Fragmentation Grenade	5/10/20	3d6	1	—	1	.25
<i>Notes: Heavy Weapon, Large Burst Template.</i>						
Gyrojet Pistol	12/24/48	2d6	1	10	10	3
<i>Notes: Heavy Weapon, ammunition weighs .5 lbs per 10 shots.</i>						
Gyrojet Rifle	24/48/96	2d6	1	10	30	10
<i>Notes: Heavy Weapon, ammunition weighs 1 lb per 10 shots.</i>						
Laser Pistol	30/60/120	2d6	1	2	50	2
<i>Notes: Semi-Auto, Energy pack .25 lbs, +2 Vigor vs Bleeding Out, may overcharge for +1d6 damage but if Shooting die is a 1 then one-round recharge time is required.</i>						
Laser Rifle	24/48/96	3d6	3	2	100	8
<i>Notes: Min. Str d6, Three-Round Burst, Semi-Auto (no recoil), energy pack .5 lbs, +2 Vigor vs Bleeding Out, may overcharge for +1d6 damage but if any Shooting die is a 1 then one-round recharge time is required.</i>						
Laser Submachine Gun	15/30/60	2d6	4	2	100	4
<i>Notes: Semi-Auto (no recoil), energy pack .5 lbs, +2 Vigor vs Bleeding Out, may overcharge for +1d6 damage but if any Shooting die is a 1 then one-round recharge time is required.</i>						



item breaks and is useless. If the Complication roll is failed and the result is 0 or less, the weapon goes off and deals its full damage to whoever's fiddling with it (or everyone in range, in the case of a grenade).

The table on page 18 tells you all the gory details of the s'suths' various weaponry and munitions. Only armor-piercing ammunition is available for the gyrojet weapons, and all the technology here is subject to the limitations set out for the Marshal on page 16.

## 6.-7. Wardrobes

These rooms hold various items of s'suth clothing and headgear. It's not much use to human beings, but any cowpoke who drapes himself in these robes and jumpsuits gains a +2 to Persuasion attempts to disguise himself against s'suth detection. It's not entirely convincing close up, but might fool the aliens at a distance (5" or more distant).

## 8. Waste Disposal

This is the aliens' outhouse. It takes a Smarts roll at -4 for posse members to puzzle out what the strange bowls, tubes, and machinery in this room are used for.

## 9. Lieutenant's Quarters

The s'suth officer on duty dwells here, keeping things in line while Captain Xyyzz'cor handles operations outside the ship. He's actually a lazy sort, and tends to stay in his room watching holovids whenever he can get away with it. The room contains a bunk, desk, chair, and solar lamp.

- **S'suth Lieutenant:** Use the S'suth Soldier profile on page 27, but he has Smarts d8, Knowledge (Battle) d8, and Throwing d8.

## 10.-11. Sergeants' Quarters

Here's where the two s'suth squad commanders on duty dwell. Only one of them is present, however (in area #11). Each room contains a bunk, desk, chair, and solar lamp.

- **S'suth Sergeant:** Use the S'suth Soldier profile on page 27, but he has Vigor d10, Toughness 9 (2), and Knowledge (Battle) d6.

## 12. Barracks

This large chamber has bunks and metal footlockers to accommodate around 20 s'suth soldiers, and several solar lamps. Only a few troops are present; the rest are at the s'suth command post with their captain (see page 13).

- **S'suth Soldiers (1 per hero):** See page 27.

## 13. Reactor Leakage

A searing, acrid odor assaults the nostrils as soon as buckaroos enter this area. This large room's lights flicker, lending an oppressive feel to the surroundings. Most of the floor is obscured by a pool of sickly green liquid, leaked from ruptured hyperspace reactor core elements above and below.

There's already a sickening taint to the air (see page 16), but in this area it's far worse. For each round the cowpokes spend in this room, they must succeed on a Vigor roll at +2 or sustain a level of Fatigue (which can Incapacitate, but not kill). As with elsewhere inside the ship, this Fatigue fades at a rate of one level per hour of fresh air exposure.

The green liquid is shallow at its edges, but deepens to six inches as a character heads toward its northeastern extremity. Anybody walking through it is in trouble; the sludge is acidic, dealing 1d10 damage per round to anything in contact with it.

## 14. Cell Block

Sodbusters who are captured by the s'suth inside the ship or in Huntington's forest end up here, locked in one of the 22 cells in this long hallway. There are no bars; each cell is secured with a force field (Toughness 20) when occupied. For the purposes of this adventure, all the cells are empty. But if the Marshal has access to the *Science Fiction Companion*, the cells could contain any number of alien species. These beings, if freed, would be extremely grateful and loyal to the buckaroos who cut them loose.

## 15. Navigation Database

The hallway leading to this area is filled with caustic reactor liquid, per area #13. But for those who reach its sanctuary, a treasure trove of



# DEADLANDS: THE LAND BEYOND THE BUSTED DOORFRAME

information is available. Computer banks and holographic maps display countless systems in the known galaxy at the touch of a few keys. A Smarts or Weird Science roll at -4 is needed to activate the system, but after that the universe is an egghead's oyster.

## 16. Hover Tube

A hexagon-shaped tube at the center of this room is covered by an anti-gravity field. A cowpoke has only to leap up into it or drop below to access the ship's two additional decks. A habitation level is above, and an engineering level below. Neither is detailed for the purposes of this adventure, but we provide you with a blank flyin' saucer map template on page 29 if you want to open up these areas for your posse's exploration, Marshal. There are more s'suth—and far weirder things—on both decks for the posse to tangle with. This room is guarded by a security robot that attacks intruders immediately.

- **Security Robot (1):** See page 27.



## PERMUTATIONS

Huntington realized the manitous' threat early on, and set things up the way they are to restrict spirits' access to the real world. The red cards—that is, nature spirits—can pass through his portal at will, but they don't typically *want* to.

The manitous, though—they want to enter the physical world by hook or by crook, and they're devious about it. Manitous that enter the pocket dimension through any one of its various connections to the Hunting Grounds are turned into black cards, but their number is limited to 26.

Those cards have to possess a living being (per their **Possession** Special Ability, detailed on page 22) to go through the busted doorframe. There's no reasoning with the Clubs and Spades; they seek only to spread fear and chaos.

## Wasatch Entanglements

Dr. Sandy Chivington is a self-preserving snake of a man. Even if he witnesses the posse sneaking or shooting their way into the busted doorframe, under no circumstances does he try to stop them. He's more likely to hide under his cot until the coast is clear.

Once the group goes through the portal, though, he sends a five-man X-Squad in pursuit. In that case, his troops' first goal is to kill the posse. Their second objective is to secure any magical or technological assets from which Hellstromme might benefit, and return them to Salt Lake City. If Hellstromme profits, so does Chivington.

## Resolving the Issue

Ultimately, the best way to solve the "problem" of the busted doorway is to return to the physical world and knock it down or otherwise destroy it. Doing so severs the link with Huntington's forest and the Hunting Grounds forever. That said, your caballeros might want to pass the site to Smith & Robards's control or take command of it themselves. With access to Huntington's Hall of Doors, myriad worlds and times are open for exploration and exploitation by enterprising heroes. The outcomes depend on you and your group, Marshal.



# Allies & Enemies

To wrap up this oddity of a tale, we present the various critters and folks a posse meets along the way. They're organized alphabetically, by last name in the case of mundane folks.

Wild cards are marked with a handy marshal's badge to distinguish them from the Extras.

## Black Card

The black suits—Clubs and Spades—are the form manitous take when they enter Huntington's pocket dimension. They look like huge, anthropomorphic cards slightly taller than a man, wielding swords made of paper. They are almost perfectly flat.

Set aside an extra Action Deck, with the black suits and red suits in separate piles. When the posse encounters a group of these creatures, deal out cards to see which specific beings are present.

**Spirit Combat:** In typical Hunting Grounds combat, any buckaroo—not just Harrowed—can Count Coup on defeated spirits or bind them into service. This works a little differently within Huntington's realm. Inside the pocket dimension (and in the *Flyin' Saucer*, should heroes encounter cards there for some reason), defeated cards grant the victor arcane energy per

the **Poker Hands and Power Points Table** in the *Deadlands Player's Guide*.

Whoever strikes the killing blow gets the Power Points. The player has the option of taking the points immediately (e.g., killing a Black Ace to get 1 Power Point) or saving up defeated cards to form a better hand (e.g., Two Pairs to gain 4 Power Points). Jokers are wild. Hand the defeated cards to the player when she earns them, and take them back when they're spent. A poker hand of Flush or better replenishes *all* the caster's points.

Non-casters can benefit from this effect as well. For a dude with no Arcane Background, any poker hand up to and including Two Pairs can be "spent" to instantly recover from Shaken, or remove one level of Fatigue. Hands of Three-of-a-Kind through Flush can be spent to remove *all* Fatigue or instantly *heal* one wound. Hands of Full House through Five-of-a-Kind *heal* two wounds. A Straight Flush *heals* all wounds and



# DEADLANDS: THE LAND BEYOND THE BUSTED DOORFRAME

removes all Fatigue from a character. (Arcane casters can opt for the *healing* option if they like.)

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

**Skills:** Fighting d8, Guts d6, Intimidation d6, Stealth d6, Taunt d4

**Pace:** 6; **Parry:** 6; **Toughness:** 7

## Special Abilities:

- **Immunity (Piercing):** Piercing weapons such as arrows and bullets punch holes in a card but don't inflict appreciable damage.
- **Paper Cut:** Str+d4+1, AP 2. Although their swords are made of paper, the black cards slice deeply into flesh and armor alike.
- **Possession:** As an action, a black card can take control of a human's mind. This works like the *puppet* power but costs no Power Points. If the card succeeds, it vanishes into the victim's head. As with the *puppet* power, forcing the subject to commit acts that run counter to his or her nature allows another roll to resist; with success the card is expelled and reappears 1d12" away in a random direction. Black cards that take over humans attempt to enter the physical world through Huntington's portal at the soonest opportunity. A card expelled from a character's mind in the real world manifests as a manitou (see page 25).
- **Size +2:** Black cards stand taller and wider than a human.
- **Two-Dimensional:** Cards are almost perfectly flat. When they turn sideways to a viewer and do not move, they gain +2 to Stealth rolls.
- **Weakness (Fire):** Being made of paper can be a liability. Black cards suffer double damage from fire and flame-based attacks and powers.

## Black King

The Black King is similar to his subjects, but bigger, tougher, and meaner.

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

**Skills:** Fighting d10, Guts d6, Intimidation d8, Stealth d6, Taunt d4

**Pace:** 6; **Parry:** 7; **Toughness:** 9

## Special Abilities:

- **Immunity (Piercing):** Piercing weapons such as arrows and bullets punch holes in a card but don't inflict appreciable damage.
- **Paper Cut:** Str+d6+1, AP 2. Although his sword is made of paper, the Black King slices deeply into flesh and armor alike.
- **Possession:** As an action, the Black King can take control of a human's mind. This works like the *puppet* power but costs no Power Points. If the card succeeds, it vanishes into the victim's head. As with the *puppet* power, forcing the subject to commit acts that run counter to his or her nature allows another roll to resist; with success the card is expelled and reappears 1d12" away in a random direction. Black cards that take over humans attempt to enter the physical world through Huntington's portal at the soonest opportunity. A card expelled from a character's mind in the real world manifests as a manitou (see page 25).
- **Size +3:** The Black King stands even taller and wider than his subjects.
- **Two-Dimensional:** Cards are almost perfectly flat. When they turn sideways to a viewer and do not move, they gain +2 to Stealth rolls.
- **Weakness (Fire):** Being made of paper can be a liability. The Black King suffers double damage from fire and flame-based attacks and powers.



## Black Queen

The King may be big and tough, but the Black Queen rules the roost. When angered, she is truly terrifying in aspect.

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

**Skills:** Fighting d8, Guts d8, Intimidation d8, Stealth d6, Taunt d10

**Pace:** 6; **Parry:** 6; **Toughness:** 7

## Special Abilities:

- **Fear (-2):** Seeing the Black Queen enraged – and she's *always* angry – provokes a Fear test at -2.
- **Fearless:** The Black Queen is immune to Fear and Intimidation.



- **Immunity (Piercing):** Piercing weapons such as arrows and bullets punch holes in a card but don't inflict appreciable damage.
- **Paper Cut:** Str+d6+1, AP 2. Although her sword is made of paper, the Black Queen slices deeply into flesh and armor alike.
- **Possession:** As an action, the Black Queen can take control of a human's mind. This works like the *puppet* power but costs no Power Points. If she succeeds, she vanishes into the victim's head. As with the *puppet* power, forcing the subject to commit acts that run counter to his or her nature allows another roll to resist; with success the Queen is expelled and reappears 1d12" away in a random direction. If the Black Queen takes over a human she attempts to enter the physical world through Huntington's portal at her soonest opportunity. A card expelled from a character's mind in the real world manifests as a manitou (see page 25).
- **Size +2:** The Black Queen is taller and wider than a human.
- **Strong Willed:** The Black Queen adds +2 to Intimidation and Taunt rolls, as well as attempts to use her Possession ability. She has a +2 bonus to resist Tests of Will.
- **Two-Dimensional:** Cards are almost perfectly flat. When they turn sideways to a viewer and do not move, they gain +2 to Stealth rolls.
- **Weakness (Fire):** Being made of paper can be a liability. The Black Queen suffers double damage from fire and flame-based attacks and powers.

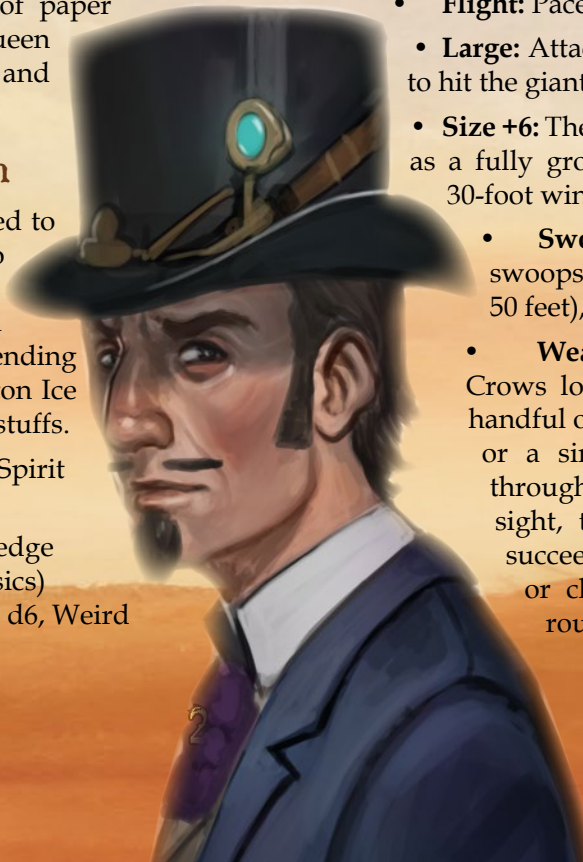


## Dr. Sandy Chivington

Dr. Chivington was hand-selected to study the busted doorframe due to his expertise with other dimensions. He's loyal to Hellstromme but not a willing combatant unless he's defending his life; he developed the Chivington Ice Gun to flash-freeze water and foodstuffs.

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

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



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

**Hindrances:** Curious, Dementia (Paranoia)

**Edges:** Arcane Background (Weird Science), Gadgeteer, New Power, Power Points, Scholar (Engineering, Physics)

**Powers:** *Burst* (Ice Gun), *contact spirit world* (Spirit Lens), *detect/conceal arcana* (Etheric Sensor Array). **Power Points:** 25

**Gear:** Spare parts, toolkit, fancy suit, top hat.

## Crow, Giant

The great crow that roosts in Huntington's forest is as big as an elephant. It's almost always hungry, so it frequently flies above the treetops seeking prey below. It can snap at targets with its beak, or flap its wings to hover in place and fight with its claws.

**Attributes:** Agility d10, Smarts d4(A), Spirit d6, Strength d12+2, Vigor d12

**Skills:** Fighting d8, Notice d12+4, Stealth d8

**Pace:** 2; **Parry:** 6; **Toughness:** 14

**Special Abilities:**

- **Beak:** Str+d10, AP 2.
- **Claws:** Str+d8. If the crow hits with a raise, the target is Grappled (see *Savage Worlds*). When the crow grabs a victim, it flies back to its nest to feed (see page 15).
- **Flight:** Pace 10".
- **Large:** Attackers gain a +2 bonus to hit the giant crow.
- **Size +6:** The great crow is as large as a fully grown elephant, with a 30-foot wingspan.
- **Swoop:** If the crow swoops to attack from at least 50 feet), it gains +4 damage.
- **Weakness (Trinkets):** Crows love shiny things. If a handful of coins, glass baubles, or a similar item is tossed through the bird's line of sight, the giant crow must succeed on a Smarts roll or chase after it for one round.



# DEADLANDS: THE LAND BEYOND THE BUSTED DOORFRAME

## Jack Diamond

In the real world, Jack Diamond appears as a young, thin man with red hair and freckles. He wears a garish red suit. In fact, he's a red playing card made flesh. If he returns to Huntington's world through the busted doorframe he resumes his red card form and has their special abilities (see below), with these stats.

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

**Skills:** Climbing d6, Fighting d6, Gambling d12, Notice d8, Persuasion d8, Shooting d6, Stealth d8, Streetwise d8, Swimming d6

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

**Hindrances:** Cautious

**Edges:** Attractive, Charismatic

**Gear:** Knife (Str+d4), fancy red suit.

## Little People

The most common and numerous nature spirits are known as little people. Different types of little people serve all the forces of nature: fire, earth, wind, water, and animals. They are generally helpful to those who ask nicely, but they are also easily distracted and scared.

Little people look like small, delicate humans. The ones in Huntington's forest are bearded and hairy, kin to burrowing moles. They have the ability to vanish deep into the Hunting Grounds when frightened.

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

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

**Pace:** 4; **Parry:** 8; **Toughness:** 3

### Special Abilities:

- **Coup (Burrow):** The consumer of a little person's essence gains the ability to *burrow* as the power once per day, using Spirit for the arcane skill roll and costing no Power Points.
- **Burrow:** These little people can use the *burrow* power at will, for no Power Points, rolling Spirit instead of an arcane skill.
- **Size -2:** Little people are only as big as birds.

- **Small:** Due to their tininess, attackers subtract -2 from attempts to hit little people.
- **Vanish:** When little people are startled, they have the ability (as a free action) to vanish into even the smallest bit of their particular natural aspect. These little people vanish into the soil. Vanished little people reemerge whenever and wherever they choose.

## Manitou

Manitous are the Reckoners' elite troopers. Culled from the millions of damned souls imprisoned in the Deadlands, they are given a shot at freedom in return for serving the Reckoners' desires. Some ride a soul back into its dead corpse and become Harrowed, while others remain in the Hunting Grounds to drive wandering ancestor spirits into the Deadlands.

Manitous are invisible in the physical world. In the Hunting Grounds they look like whatever they want, and subtle fear is out, *hombre*. They're off duty and ready to rip a traveler limb from limb in the spirit world.

They tend to target the weakest of a group first, forming out of shadow-stuff, dust, even the surrounding landscape. They can look like whatever they want, and it's always horrifying.

As soon as a manitou defeats a person or spirit in combat in the Hunting Grounds, it attempts to flee back to the Deadlands with the soul in tow. On the other hand, while a defeated manitou might be compelled to service, they can't be consumed. For one thing, a manitou would rot a person's soul from the inside out (or take possession of the body), and for another, they already belong to the Reckoners.

## Manitou, Lesser (Swarm)

These are the lowliest of the manitous—small predators and bullies with vicious tempers. They travel in packs.

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

**Skills:** Fighting d6, Guts d6, Intimidation d6, Stealth d6, Taunt d4

**Pace:** 8; **Parry:** 7; **Toughness:** 6



## Special Abilities:

- **Bite/Claws:** Manitou swarms are like hordes of angry spirit weasels. Each round they hit automatically and cause 2d4 damage to everyone in a Medium Burst Template. Apply damage to the least-armored location.
- **Camouflage:** Manitou have the ability to blend into their surroundings—literally. Anyone encountering a manitou must succeed on a Notice roll opposed by the manitou's Stealth or be surprised (see *Savage Worlds*).
- **Fear:** A manitou swarm is cause for a Fear test.
- **Split:** Lesser manitous have enough sense to split into two smaller swarms (Small Burst Templates, Toughness -2) when their foes split up.
- **Swarm:** Parry +2. Cutting and piercing weapons do no appreciable damage. Area-effect weapons work normally, and a character can stomp to inflict his Strength in damage each round.

## Manitou

These are the Reckoners' shocktroops when they go to war in the Hunting Grounds. Manitous are extremely creative in their cruelty.

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

**Skills:** Fighting d8, Guts d10, Intimidation d10, Persuasion d10, Stealth d8, Taunt d6

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

## Special Abilities:

- **Bite:** Str+d6.
- **Camouflage:** Manitou have the ability to blend into their surroundings—literally. Anyone encountering a manitou must succeed on a Smarts roll opposed by the manitou's Stealth or be surprised (see *Savage Worlds*).
- **Fear (-1):** The sight of a manitou provokes a Fear check (-1).
- **Rend:** A manitou's favorite tactic is to literally rip its foes in half. If two manitous successfully Grapple a single foe, they can act in concert to tear him apart. The manitous make a single cooperative Strength roll, opposed by the victim's Strength. If they're successful the

manitous do Str+2d6, or Str+3d6 with a raise. An Incapacitating wound delivered in this fashion tears a limb from its socket.

- **Size +2:** Manitous stand about eight feet tall when in humanoid shape.



## "Dirty Dutch" Henry Moss

They don't call him "dirty" for nothin'. Henry Moss has little regard for any human life but his own, and he hasn't bathed in months. He's too busy looking out for easy opportunities. Moss has a scraggly beard and icy blue eyes.

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

**Skills:** Fighting d8, Gambling d6, Intimidation d8, Notice d6, Riding d8, Shooting d8, Stealth d6, Survival d6

**Cha:** -4; **Pace:** 6; **Parry:** 6; **Toughness:** 7

**Hindrances:** Bloodthirsty, Wanted

**Edges:** Combat Reflexes, Improved Hip-Shooting, Quick Draw, Marksman, Reputation, Speed Load

**Gear:** Double-action Colt Peacemaker (Range 12/24/48, Damage 2d6+1, RoF 1), double-barrel shotgun (Range 12/24/48, Damage 1-3d6, RoF 1-2), 20× shotgun shells, 50× .45 bullets, Bowie knife (Str+d4+1, AP 1), \$45.



## "Bad Nell" O'Halloran

Bad Nell was bad enough before a manitou took over her mind; now she's worse. She came up as a particularly ruthless member of her X-Squad. These days she bides her time, waiting for the rest of her no-good kind to swarm out of Huntington's portal.

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

**Skills:** Fighting d10, Guts d8, Intimidation d8, Notice d6, Repair d6, Shooting d10, Stealth d6, Throwing d8

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

**Hindrances:** Enemy (Rail Warriors), Mean

**Edges:** Brave, Combat Reflexes, Rock and Roll!, Speed Load



# DEADLANDS: THE LAND BEYOND THE BUSTED DOORFRAME

**Gear:** Gatling shotgun (Range 12/24/48, Damage 1-3d6, RoF 2), 20× shotgun shells, Bowie knife (Str+d4+1, AP 1), chewing tobacco, 10× dynamite sticks, 100× matches, \$45.

## Red Card

Red cards are nature spirits transformed by the particular properties of Huntington's domain. They're typically good-natured but their motivations are largely inscrutable to humans.

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

**Skills:** Fighting d8, Guts d6, Intimidation d6, Knowledge (Hunting Grounds) d6, Stealth d6

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

### Special Abilities:

- **Paper Cut:** Str+d4+1, AP 2. Although their swords are made of paper, red cards can slice deeply into flesh and armor alike.
- **Immunity (Piercing):** Piercing weapons such as arrows and bullets punch holes in a card but don't inflict appreciable damage.
- **Two-Dimensional:** Cards are almost perfectly flat. When they turn sideways to a viewer and do not move, they gain +2 to Stealth rolls.
- **Weakness (Fire):** Being made of paper can be a liability. Red cards suffer double damage from fire and flame-based attacks and powers.

## Red King

The red Diamonds and Hearts each have a king, larger and tougher than the rest of their kind but kindly and generous.

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

**Skills:** Fighting d8, Guts d6, Intimidation d6, Knowledge (Hunting Grounds) d6, Stealth d6

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

### Special Abilities:

- **Hardy:** Additional Shaken results don't cause the Red Kings a wound.
- **Immunity (Piercing):** Piercing weapons such as arrows and bullets punch holes in a card but don't inflict appreciable damage.

- **Paper Cut:** Str+d4+1, AP 2. Although their swords are made of paper, red cards can slice deeply into flesh and armor alike.
- **Size +2:** Red Kings stand taller and wider than a human.
- **Two-Dimensional:** Cards are almost perfectly flat. When they turn sideways to a viewer and do not move, they gain +2 to Stealth rolls.
- **Weakness (Fire):** Being made of paper can be a liability. Red cards suffer double damage from fire and flame-based attacks and powers.

## Red Queen

The Red Queens can be imperious and demanding at times, but compared to her Clubs and Spades counterparts she's downright sweet.

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

**Skills:** Fighting d8, Guts d6, Intimidation d6, Knowledge (Hunting Grounds) d6, Stealth d6

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

### Special Abilities:

- **Immunity (Piercing):** Piercing weapons such as arrows and bullets punch holes in a card but don't inflict appreciable damage.
- **Paper Cut:** Str+d4+1, AP 2. Although their swords are made of paper, red cards can slice deeply into flesh and armor alike.
- **Strong Willed:** The Red Queen adds +2 to Intimidation and Taunt rolls. She has a +2 bonus to resist Tests of Will.
- **Two-Dimensional:** Cards are almost perfectly flat. When they turn sideways to a viewer and do not move, they gain +2 to Stealth rolls.
- **Weakness (Fire):** Being made of paper can be a liability. Red cards suffer double damage from fire and flame-based attacks and powers.

## Security Robot

These automated devices patrol the hallways of the s'suth spacecraft seeking intruders. They



are programmed to attack anyone whose life signs don't register as s'suth, and move by means of tracked wheels.

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

**Skills:** Notice d8, Shooting d8, Stealth d6

**Pace:** 6; **Parry:** 2; **Toughness:** 8 (4)

**Gear:** The robot has two laser SMGs rather than arms. Range 15/30/60, Damage 2d6, RoF 4. Each gun has 100 shots.

**Special Abilities:**

- **Armor +4:** Additional plating.
- **Construct:** +2 to recover from Shaken, no additional damage from called shots, immune to disease and poison.
- **Sensor Suite:** +4 Notice vs sound, motion, chemicals, radiation, and electrical fields up to 500 yards distant.

## S'suth

The s'suth are a cold-blooded, reptilian race that originated in a faraway star system (but not the Faraway of *Deadlands: Lost Colony*). They originally visited Terra to colonize it with a superior, human-s'suth crossbreed species, but more recently returned to rally their forces in the face of interstellar war.

## S'suth Folk

Most s'suth are untrained in the ways of war, simply seeking better lives for their families despite being trapped in a strange dimension.

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

**Skills:** Fighting d4, Guts d4, Notice d6, Stealth d6

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

**Hindrances:** —

**Edges:** —

**Special Abilities:**

- **Bite:** Str+d6.
- **Keen Senses:** S'suths' lizard tongues can "taste" the air, giving them +2 to relevant Notice rolls.

- **Weakness (Cold):** S'suth receive a -4 penalty to resist cold environmental effects, and suffer +4 damage from cold or ice-based attacks.

## S'suth Soldier

S'suth soldiers are drilled in military tactics and endurance, fighting to defend their people.

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

**Skills:** Fighting d8, Guts d6, Notice d6, Shooting d8, Stealth d8

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

**Hindrances:** —





# DEADLANDS: THE LAND BEYOND THE BUSTED DOORFRAME

**Edges:** Combat Reflexes

**Gear:** S'suth soldiers wield laser pistols (Range 30/60/120, Damage 2d6, RoF 1, AP 2), rifles (Range 24/48/96, Damage 3d6, RoF 3, AP 2), or laser submachine guns (Range 15/30/60, Damage 2d6, RoF 4, AP 2).

**Special Abilities:**

- **Bite:** Str+d6.
- **Keen Senses:** S'suths' lizard tongues can "taste" the air, giving them +2 to relevant Notice rolls.
- **Weakness (Cold):** S'suth receive a -4 penalty to resist cold environmental effects, and suffer +4 damage from cold or ice-based attacks.

## X-Squad Trooper, Veteran

Some X-Squadders survive their first brush with New Science technology and become even tougher. These hardened men and women serve at Hellstromme's most sensitive installations.

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

**Skills:** Fighting d10, Guts d8, Intimidation d8, Notice d6, Repair d6, Shooting d10, Stealth d6

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

**Hindrances:** Enemy (Rail warriors), Mean

**Edges:** Brave, Combat Reflexes, Rock and Roll!, Speed Load

**Gear:** Mixed Gatling weapons, flamethrowers.

**Special Abilities:**

- **Weird Science:** Half of all veteran are equipped with an Infernal Device weapon; they gain one power with a Trapping of the Marshal's choice, and d10 in the requisite skill.



## Captain Xyyzz'cor

Captain Xyyzz'cor once believed he and his crew would escape from the strange dimension they found themselves trapped in. Now he's not so sure. Xyyzz'cor isn't evil by any means, but he feels responsible for his people's predicament and will do whatever it takes to extricate them.

Confronted with newcomers to Huntington's forest—the posse, most likely—the captain alters his "wait and see" attitude to one of

active exploration. After all, if the heroes made it into the forest there must be some way to get out again. The prospects of repairing the flying saucer and rendering it spaceworthy are slim, so he's ready to entertain the notion that he and his people must settle for their own territory in the Weird West.

If the heroes are able to communicate with Xyyzz'cor by some means, they find him proud yet reasonable. If the cowpokes were to ingratiate themselves to the saurian captain and explain the situation in terms he can understand, he might prove a valuable and powerful ally against the manitous.

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

**Skills:** Fighting d10, Guts d8, Intimidation d8, Knowledge (Battle) d8, Notice d8, Shooting d10, Stealth d8, Throwing d8

**Cha:** 0; **Grit:** 3; **Pace:** 6; **Parry:** 6; **Toughness:** 9 (2)

**Hindrances:** —

**Edges:** Alertness, Ambidextrous, Brave, Combat Reflexes, Command, Elan, Marksman, No Mercy, Quick Draw, Tactician, Two-Fisted

**Gear:** 2× laser pistols (Range 30/60/120, Damage 2d6, RoF 1, AP 2), gyrojet rifle (Range 24/48/96, Damage 2d6, RoF 1, AP 10), 4× fragmentation grenades (Range 5/10/20, Damage 3d6, RoF 1, LBT), knife (Str+d4), body armor (Armor +2, torso).

**Special Abilities:**

- **Bite:** Str+d6.
- **Keen Senses:** S'suths' lizard tongues can "taste" the air, giving them +2 to relevant Notice rolls.
- **Weakness (Cold):** S'suth receive a -4 penalty to resist cold environmental effects, and suffer +4 damage from cold or ice-based attacks.



**FLYIN' SAUCER TEMPLATE**

