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DEAD

LANDS



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Shane Lacy Hensley and BD Flory
Savage Worlds by Shane Lacy Hensley

CREDITS & ACKNOWLEDGEMENTS

Additional Material: Simon Lucas, Paul "Wiggy" Wade-Williams, Dave Blewer, Piotr Korys

Editing: Simon Lucas, Dave Blewer, Piotr Korys, Jens Rushing

Cover, Layout, and Graphic Design: Aaron Acevedo, Travis Anderson, Thomas Denmark

Typesetting: Simon Lucas

Cartography: John Worsley

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Playtesters: Dan Adamski, Tom Angus, Pete Atkinson, Steve Bartell, Stephan Becker, Gary Bowerbank, Tom Braaksma, Piotr Braciak, Chris Cellestino, Harald Chuchlik, Rob Clardij, Erik Counts, Markus Finster, Carter Geyerman, James Geyerman, Greg Gruschow, Marc Hameleers, Tim Hannon, Vince Knuffman, Piotr Korys, Michal Kuzniacki, Jos Lauwers, Erika Lexen, Rob Lusk, Gary Matthews, Marcin Ostrowski, Julian Pritchard, Jess Ray, Andrew Read, David Ross, Tom Rued, Benjamin Schollnick, Catherine Schollnick, Shay Smith, Mark Spanjer, Baz Stevens, Josef Teufer, Michaela Trimmel, Philip Verhagen, Ronald de Vries, Greg Whalen, Eljay Wharff, Martin Whittick, Tom Wisniewski, Simon Wray, Lou Wynar, Sue Wynar, Maciej Ziebicki



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The Tombstone Epitaph

Sunday, June 29 1879

A Letter from the Editor

FAITHFUL Readers,

Many of you have written over the past year to express your consternation at the disappearance of the *Epitaph's* own Lacy O'Malley. Some believed I had fired Mr. O'Malley for his flights of fancy, while others wondered if perhaps one of the many horrors of which he writes had finally claimed him.

I wish to extend my gratitude to you all, however, for remaining loyal to the *Epitaph*, despite Mr. O'Malley's prolonged absence.

But rest assured, gentle reader, that he is safe and well. His frequent expeditions into these wide lands lead him far from Tombstone, but he always returns with a new story with which to regale us. And so it is on this occasion.

I shall now turn the remainder of this extra edition of the *Epitaph* to our prodigal son, as so many of your letters have made it quite clear why I employ Mr. O'Malley rather than subject you any longer to my pale own prose.

Regards,

John Clum
Editor, *Tombstone Epitaph*

GREETINGS

MANY of you, I'm certain, wait with bated breath for my harrowing tale of the horror that managed to bring me low. Others probably salivate at the thought of the wild tale of my abduction by the Agency or its southern counterpart, the Texas Rangers, as part of an effort to silence a free and independent press.

Although such an article would be the unvarnished truth, I must confess that it is the momentous events that loom large on the horizon of which I write today. Even as I write this, a new age approaches.

Peace Breaks Out

As anyone old enough to toddle around on his own must surely realize, the long Civil War that has rent our nation asunder ended nearly nine months ago. Though the peace we currently enjoy is dubbed a cease fire by the press offices of both American nations, it is our sincere hope here at the *Epitaph* that the tree of liberty has drunk its fill, and the blood of patriots need no longer be shed.

As faithful readers know, we here at the *Epitaph* have had our eye on another struggle for some time now: the race to the coast waged by the rail companies of America. Though I have in the past cast aspersions on the methods employed by

several of these companies, I must admit to a growing pitch of excitement here at the offices of the *Tombstone Epitaph*. For the very first time, travelers will enjoy the splendor and majesty of America without subjecting their bottoms to the rigors of the saddle or their purses and persons to the danger of stagecoach robbery.

Though even now, the rail companies' enforcers battle one another across the West, we can only hope this too shall pass with the end of the aptly named "Great Rail Wars." It is a tribute to the American spirit that despite the troubles and turmoil of these recent years, such a monumental—nay, Herculean—feat can still be achieved.

I am honor-bound to extend a note of caution, however, to the readers who have already begun to pack. The West remains an untamed land, and should you decide to make the journey despite my counsel, stay close to the rail lines and the roads well-traveled. Despite the age of enlightenment just around the corner, many are the nooks and crannies of the West that have yet to face the shining light of truth. Here there be shadows, Dear Friends.

And they bite.

Your Chronicler
Lacy O'Malley



Out West

The year is 1879, and the history is not our own.

After almost two decades of bitter fighting, the American civil war has ground to a standstill. The Confederate states are still free. California has fallen into the Pacific Ocean. Rail Barons fight bloody battles to decide whom the victor will be in the race for a transcontinental railroad, while a superfuel called ghost rock advances technology by unpredictable leaps and sometimes dangerous bounds. The Sioux have retaken the Dakotas and the Coyote Confederation dances the Ghost Dance on the High Plains. Some even say the dead walk among us.

We know that's a lot to take in, partner, so let's start at the beginning.

Out West

THE LATE UNPLEASANTNESS

The American Civil War began as it did in our own history. After more than a decade of conflict over the States' right of self-government, Abraham Lincoln's election to the American Presidency was the straw that broke the camel's back. Seven Southern states seceded to form the Confederate States of America and laid claim to federal property within the borders of the young nation.

Not even sworn in, President-elect Lincoln was faced with an immediate dilemma. Though many of the claims of the Confederate government did not present immediate crises, the question of federal forts garrisoned by Union troops would not stand unanswered for long. Lincoln ultimately decided to resupply two forts in immediate danger of capture by Confederate forces: Fort Sumter near Charleston and Fort Pickens in Pensacola Harbor. Infamously, the former would be the match that lit the powder keg.

Upon receiving news of the resupply, the Union garrison refused to surrender in a timely fashion, hoping to hold out until help arrived. On April 12, 1861, Confederate forces attacked, and a new nation—the Confederate States of America—was baptized in blood.

A House Divided

The Battle of Fort Sumter prompted four more states to secede from the Union, or more accurately, three and a half. Virginia, like the Union itself, was divided. The residents of the western counties of the state refused to secede, instead forming the new state of West Virginia. The rest of Virginia followed the footsteps of its Southern neighbors. The Confederacy now included Alabama, Arkansas, Florida, Georgia, Louisiana, Mississippi, North Carolina, Tennessee, Texas, and Virginia. With Virginia's secession, Richmond was named the Confederate capital. The battle lines had been drawn, and the war was on.

For the next two years, generals and soldiers of the North and the South battled to decide the fate of two nations. The stakes were high, and the costs



higher. During the Antietam campaign, a single day's fighting inflicted over 20,000 casualties, both blue and gray.

Then something changed...for the worse. Union forces, led by Major General Gordon Meade, met and defeated General Robert E. Lee's Army of Northern Virginia at Gettysburg, Pennsylvania. Though Meade scored a victory, he was unable to pursue the retreating rebels. A lot of folks make a lot of claims about that day. Some say Meade's uniform changed from blue to yellow, while less stable folk claim dead soldiers rose up and shot at their living comrades.

War without End

Whatever the case, Lee's forces escaped to fight another day, and fight they did. Spotsylvania, Cold Harbor, Appomattox, on and on, over and over. While the North held the advantage in men and materiel (that's guns to you and me, amigo), the Confederacy relied on the tenacity of its troops and brilliance of its generals. Ground was bloodied, gained, and lost all across the front, but just as at Gettysburg, a decisive victory for either side seemed out of reach.

The war ground on with no end in sight. Though battles in the West were few and far between thanks to the low concentration of forts and troops on both sides, battlefields in the East were bloodied again and again as both sides gave and gained the same ground over and over. It was so common to fight on ground once thought secured that generals and historians on both sides began to refer to battles not only by the name of the nearest town, but by how many times the blue and the gray had met on that spot. Antietam was followed by Antietam II, Antietam III, and so on. Even when new battlefields were christened, it was assumed more fighting would follow on the same ground.

REVELATION

Then, in 1868, a change of a more noticeable sort came around. An earthquake the likes of which history has never seen shattered the west coast from Mexicali to Oregon. It left in its wake a labyrinth of jagged mesas towering over flooded, broken terrain. This region was quickly dubbed the "Great Maze."

The ruins revealed wonders unseen previously, such as the California Maze Dragons, immense reptilian creatures that trolled the rough channels of the Maze. Still more amazing was the discovery of what some believed to be simple coal, but was soon determined to be a new mineral altogether.

This new fundament burned a hundred times hotter and longer than coal. When consumed, it gave off a ghostly white vapor and howled like the Devil himself. The first survivors who discovered it dubbed it "ghost rock," and the name stuck.

Though it didn't happen overnight, ghost rock would change the face of the war...and the West.

The Power of Ghost Rock

Immediately after this discovery, many hopeful inventors flocked to the Maze. In months, they had perfected devices powered by steam and fueled by ghost rock. Reports of horseless carriages, ghost-rock powered ships, and even weapons capable of spewing great gouts of flame or torrents of bullets became common.

It wasn't long before the miracle mineral was put to even more use, both in engineering and chemistry. It was discovered that ghost rock could be used in place of coke when refining steel, creating a much stronger and lighter metal with a higher melting point, called ghost steel. Likewise, refined ghost rock—usually in powdered form—could be used as both a catalyst and reagent in chemical reactions, leading to the creation of many new tonics, salves, and unguents using the powdered mineral as a key ingredient. While these elixirs remain popular today, ingesting higher concentrations of ghost rock invariably proves fatal.

Science Marches On...

...into battle. You guessed it, partner. It wasn't long before generals and other high and mighty folks Back East noticed the array of gadgets coming out of the Maze. Confederate President Jeff Davis was the first to realize their potential, and quickly instituted a program to turn this "New Science" toward the war effort. Confederate scientists in a secret base near Roswell, New Mexico developed a whole passel of these infernal devices and shipped them Back East.



In February of 1871, General Lee and the Army of Northern Virginia attacked Union lines near Washington D.C. Lee's forces included dozens of Davis' secret weapons. Flamethrowers, steam tanks, and other, stranger weapons rained death on Union troops. The attack was devastating, so much so that Lee's forces temporarily seized the Union capital itself!

The Union Antes Up

Though it didn't take long for the Rebels' experimental devices to malfunction and their supply of ghost rock to run low, the message was clear. The war would turn on a wheel powered by ghost rock.

Since the Quake of '68, ghost rock had been found all over the country, but the greatest concentration was still in the Maze. Once back in the White House, President Grant offered the exclusive government

contract for ghost rock to the first company that managed to build a transcontinental railroad. President Davis followed suit the next day.

The Civil War, bloodier than ever, continued, and the Great Rail Wars had begun.

AMERICA ASUNDER

Most everyone, even tenderfoots from Back East, knows America is divided in two. Even that's shy of the truth by a country mile. In fact, what used to be the United States of America and its territories is now six separate nations. Had it not been for the war, there is little doubt there would be no Sioux Nation, no Coyote Confederation, no Republic of Deseret, and certainly no Commonwealth of California.

Though Confederate President Jefferson Davis' dying words urged peace between the Americas, and his successor Eric Michele made good by ordering Southern forces to stand down—a gesture later returned in kind by US President Grant—the genie is out of the bottle. It is unlikely America will ever be united under a single flag again.

THE UNITED STATES OF AMERICA

President Ulysses S. Grant has occupied the White House since 1872. Many thought he would lose the 1876 election, as he seemed more suited to command on the battlefield than from the White House. That said, the "November Offensives" of 1876—so called because both the Union and Confederacy staged major military campaigns prior to the elections to win votes for the incumbent presidents—and the British invasion of Detroit that followed on its heels convinced the public that "Unconditional Surrender" Grant was their man.

Until recently, Grant's administration claimed dominion over the entire country and refused to acknowledge the existence of any other American nation. The truth, however, is that Washington exerts little to no authority over the other nations described here, and recent peace negotiations have forced him to recognize the Confederacy's legitimacy.



Now the president broods in his capital, watching his beloved nation fall apart around him. Worse, a new year and new elections approach, and Grant fears his successor will lack his firm stance in peace negotiations. Many believe Grant is merely biding his time and regrouping the Union armies for a renewed assault on the South.

The Agency

One of President Grant's most effective tools is the Agency, a shadowy organization formed in 1877. The US once relied on the Pinkerton Detective Agency for its intelligence gathering, but it gradually became clear a private company could not carry out all the duties a wartime government requires.

The men and women of the Agency now infiltrate, attack, and sabotage all perceived enemies of the state. Rumors persist that the Agency's second, less publicized function, is to investigate and quell rumors of bizarre and supernatural events. Allegedly, the Agency resorts to bribery, blackmail, and intimidation to keep such stories from spreading.

THE CONFEDERATE STATES OF AMERICA

After nearly twenty years, this young, hot-blooded nation finally knows peace. Though the long Civil War has had many lulls with no major battles, there

has never before been a day in the CSA's history on which it was not at war. Unfortunately, this may only be a brief respite: even as the last echoes of gunfire fade across the Mason-Dixon Line, hawks in both the North and South urge new hostilities. Worse, if Mexico secures control of the Maze, Santa Anna's forces are poised to take a crack at reclaiming Texas.

Changing of the Guard

Peace is not the only first for the CSA. Since the nation's inception, an iron fist has ruled it in the form of its first president, Jefferson Davis. Just before his term was to elapse in 1867, he instituted martial law in the Confederacy and rescinded presidential elections. This move was supported by both the Confederate Congress and the military, who felt it was unwise to allow a change in administration during a war for the nation's very survival. Free elections were not restored until nearly a decade later in 1876, although an amendment to the Confederate Constitution would allow Davis to run for reelection. (Originally, a Confederate President was elected for a six year term, and was ineligible for reelection.) The Whig party nominated the beloved Robert E. Lee to challenge Davis. The election in the Confederate States proper went to Lee, but highly suspect votes from the CSA's Western territories swung the election in favor of Davis.

Despite the distraction of the presidential campaign, Davis apparently managed a major diplomatic coup late in '76. Presumably at Davis' request, the British finally entered the war in force, having previously limited their interference to breaking the Union Blockade of the South in 1864. Now, it seemed, they would lend arms to the Confederate cause on land. A column of British troops marched from Canada into Detroit and took it in a day. Though the war is now over, these troops show no indication of returning to Canada, even though the Confederacy has requested their withdrawal due to Union demands.

Despite this success, many were still opposed to Davis' iron grip on the Confederacy—violently so. Davis was assassinated in late 1878, and his cabinet named Secretary of War Eric Michele acting president through a unanimous vote. With Robert E. Lee also killed in a rail car explosion some weeks before, no candidate stood to challenge Michele

for the presidency in the emergency election held in early 1879. Michele was elected, and has since done his best to pursue a tenuous peace with the Confederacy's northern neighbors.

The Texas Rangers

The Texas Rangers first served as spies and scouts in the Texas Revolution of 1835-6, and in the same capacity in the Mexican War of 1846-1848. With Texas' independence from Mexico won, they continued to protect Texas against Mexican invasion, and later became the law throughout this wild young state.

Early in the Civil War, several detachments of Texas cavalry were dispatched east. They fought in many of the most important battles, including Gettysburg. There, rumor holds, the Ranger organization assumed its new job of monster hunting.

Much like their northern counterparts, the Agency, the Texas Rangers are widely held to seek out and destroy the supernatural, and later quell the inevitable tall tales that spring up around such incidents.

THE DISPUTED TERRITORIES

The Disputed Territories—including Kansas and Colorado, as well as the portion of Oklahoma not claimed by the Coyote Confederation—remain a sore point in the ongoing peace negotiations between the North and South. Each nation stakes a claim on these territories, and not without cause. Even the states themselves are rife with internal conflict on whether to throw in their lot with the Union or the Confederacy.

Indeed, just as was the case in the recently ended War, these conflicts grow more heated the further East one travels. In Colorado, most folks don't care too much. Those who do generally limit their political ardor to "loyalty rallies" (pro-Union), and "freedom marches" (pro-Confederate). Further east, in Kansas, hardly a week goes by in which some ornery Reb doesn't take a pot shot at a Yankee (or vice versa).

As part of the terms of the recent cease fire, both North and South agreed to pull troops out of the Disputed Territories until such time as their allegiance can be decided.

Bloody Kansas

Kansas has been the site of 25 years of guerilla warfare, and shows no signs of calming down anytime soon. According to the original Kansas-Nebraska act, which opened Kansas to settlement back in 1854, the people of the territory would vote on whether the territory would enter the Union as a free or slave state. One can guess what kind of conflict this caused.

For a while, Kansas had been fighting its very own Civil War, well before the Blues and Grays ran into their little problem. "Border ruffians" from Missouri filtered across the border and tried to ensure Kansas became a slave state, while abolitionists—called "Jayhawkers"—tried to counter their efforts. Neither group shied from violence to influence the decision of Kansas' citizens. Kansas wound up joining the Union as a free state only a few months before the Civil War broke out.

While no major military campaigns have been fought here, the long tradition of guerilla warfare and intimidation continues to this day. Diehard Rebs and staunch Unionists often live side by side in some Kansas towns. The fact that regular military units are pretty much prohibited in Kansas only allows these tensions to boil out of control, sometimes even



erupting into “Territorial Wars” between towns loyal to differing nations. The fire of the Civil War may only be embers and coals, but Kansas is a powder keg, and the fuse is still burning.

Dodge City

Like Kansas itself, the loyalties of Dodge’s citizens are torn between the North and the South. The old animosities run as deep here as anywhere back East. While most towns in Kansas are pretty solidly blue or gray, Dodge is split right down the middle. Dodge’s original charter explicitly stated that those of all political persuasions were welcome, and even made provisions for a larger police force to keep the peace.

Most folks are willing to put up with a little conflict in the name of the dollar. Buffalo hunting is big business in Kansas, and Dodge has become quite the commercial hub. Thanks to cattle plagues elsewhere in the country, buffalo meat has become a valuable commodity, and a hunter can bring home as much as \$30—in just about any currency he can name—for a single buffalo. Local slaughter houses usually buy the meat and hide for shipment to points East.

The rest of Dodge’s economy—other than the money to be made by rail passengers who spend the night in one of the city’s hotels or houses of ill-repute—is based on serving buffalo hunters. Saloons, dance halls, and supply stores are thick on the ground, and you can’t take more than a few steps without tripping over a snake-oil salesman or grifter.

Naturally, all the booze and guns—combined with Kansas’ seemingly inevitable inclination toward political divisiveness—leads to a lot of folks coming down with terminal cases of lead poisoning. A couple years back, the Town Council had enough, and passed a law that required anyone entering the town to come to Marshal Larry Deger’s office to check his guns.

Needless to say, this didn’t go over well with the rowdier elements of society, but the law’s chief proponent—Deputy Wyatt Earp—isn’t one to be trifled with. More than a few buffalo hunters who “forget” to check their rifles wake in a cell with an “earp”—a nice shiny new bruise delivered by the barrel of Earp’s pistol.

Of course, the day anything’s made illegal is the night a lively black market springs up. In this case, back alley trade in weapon claim slips is common. Combined with the fact that Dodge City is served by two major rail lines—Black River and Union Blue—and is as far East as you can go without heavy border patrols, this lively underground makes Dodge an attractive stopover point for spies bound for points both North and South. All of this adds up to a rowdy nightlife in the boomtown.

Oklahoma

Oklahoma, at least as far as its white inhabitants are concerned, is pretty firmly Confederate. In loyalty, as in so many things, where Texas goes, so goes Oklahoma. That said, only a very small part of Oklahoma can properly be considered a territory anymore, either of the Union *or* Confederacy. Most of it is controlled by the Coyote Confederation, and the small part that isn’t is subject to frequent and violent Indian raids.

In some areas, the more zealous tribes of the new Indian nation have even taken to forcing the few remaining white settlers onto smaller and smaller plots of land as an imprisoned population. Usually, they are allowed to live in one of the few self-sufficient townships, though the more brutal tribes require these poor folks to live according to the Old Ways. The latter groups usually don’t last long, as they’re ill-prepared for the hardships of life on the open plain, and the former don’t exactly have it easy.

Either way, people here are not allowed to travel without an Indian war party escort, and getting the Coyote Confederation to provide one is about as much fun as pulling teeth. What’s more, the tribes have long-since severed telegraph and rail lines in and out of Oklahoma, so they maintain complete control over who and what passes through their domain.

While the Union professes sympathy for the Confederate population in Oklahoma, it is unwilling to allow the Confederacy to break the terms of the cease fire in order to send in troops to defend the settlers. Further, the Union is unwilling to cede Oklahoma without similar concessions from the Confederacy, specifically Colorado or Kansas. Since most of the territory belongs to the Coyote by treaty,



the Confederacy is loathe to trade the larger and more valuable Disputed Territories to the Union for a small slice of Oklahoma.

While the diplomats wrangle, the situation in Oklahoma grows steadily worse.

Siege Mentality

Naturally enough, the more extreme Coyote tribes mentioned above are the cause of a great deal of distrust and hatred between white settlers and the Coyote Confederation as a whole. Many settlers assume all the tribes of the Coyote are looking to subjugate them, so they take up arms in their own defense. The peaceable tribes of the Coyote, meanwhile, see white settlers attacking any of their people who approach on sight, which in turn spurs the more violent Coyote tribes to even worse abuses.

Many of the supposedly subjugated towns are actually quite well-armed, having temporarily fought off the initial Coyote attacks. They quickly threw up stockade walls to defend themselves and

only open their doors to refugees from other towns destroyed by the Coyote. Most of these towns are desperate for relief, as both ammunition and food is running low. Some have held out for as long as two years. Unfortunately for them, the state of peace negotiations between North and South means any help from Confederate troops will likely be funeral services performed by the chaplain corps.

Colorado

Both the Union and Confederacy are quick to claim Colorado, and neither seems willing to negotiate the point. In fact, both nations count Colorado as a state, pretty much regardless of Colorado's thoughts on the matter. Being so far West, most folks in Colorado don't care too much which flag they salute, but there are always a few bad apples to spoil any bunch.

Unlike Kansas and Oklahoma, Colorado's agriculture isn't its main attraction for the squabbling nations. Colorado's economic lifeblood is gold and silver, along with a few big cattle ranches scattered about the state.

No major battles and precious few skirmishes were fought in Colorado in the long War Between the States, but that doesn't mean it is untouched by violence. The Battle of the Cauldron, the biggest engagement to date in the Great Rail Wars, hit in late 1876. All six of the competing Rail Barons pitched in. Some had legitimate interests in the area, while others simply assumed the rest of the Rail Barons were up to something. The Cauldron wasn't an ongoing battle as generals Back East might understand it, but a series of small, bloody skirmishes waged over the course of a month. The campaign ended as the winter months closed in.

Ultimately, Union Blue and Denver Pacific held the field, but the campaign had cost a total of just over 300 lives, and left nearly ten times that amount crippled. Further, more than half a million dollars worth of rolling stock belonging to the various rail companies was destroyed. To this day, every spring sees renewed hostilities in Colorado; every summer long and costly battles; every fall a stalemate.

The Queen of the West

As the saying goes, "all rails lead west to Denver." The Queen City of the Desert lies nestled in a valley in the foothills of the Front Range of the Rockies. Folks claim it's the largest city between Dodge and the City of Lost Angels, and between Texas and Seattle, making it the perfect place to run a rail to.

The Denver Pacific—ostensibly neutral in the Rail Wars as its owners claim no interest in the government contracts for ghost rock shipping—has done just that, and connects with three of the major lines in the Disputed Lands. This means folks can hop a train Back East, ride it to somewhere in the Disputed Lands, then hop a DP line to Denver. The DP reaches quite a ways west as well, but service is sporadic.

Still, if a cowpoke doesn't feel like running all the way down to Tombstone to take the Ghost Trail to the Great Maze, going through Denver is the next best bet. This route is pretty much closed in the winter, though. In the pass through the Rockies, there's often snow even in the height of summer. If you try making your way through here around Yuletide, you'd better ask ol' Saint Nick for a Christmas miracle, or you'll be frozen solid for the New Year.

The best known citizen of Denver is Mayor Caleb Hornsby. Elected by the city's residents, he refuses to answer to either of the provisional state governments appointed by the North or South. Hornsby (Ol' Caleb to the locals) has proven himself extremely popular with the citizens of Denver. Few of his laws, even the one against carrying guns within city limits, are ever challenged.

THE SIOUX NATIONS

Perhaps the folks that benefited the most from the Civil War are the Sioux. As the Union Army's attention remains focused south, it has little manpower to patrol the Dakota Territory effectively and control its red neighbors within. Even with the war over, most within the US government and military realize that going to war with the Sioux over the Dakota Territory—however rich with ghost rock it may be—would be the military equivalent of suicide.

Sitting Bull & Custer

The leader, or *hunkpapa wicasa*, of the Sioux is Sitting Bull, a wily old Indian chief who is far more belligerent than the rest of the *wicasas* (a council of elder chiefs, medicine men, and revered warriors). It was Sitting Bull who defeated General George Armstrong Custer at the Battle of Little Big Horn. Custer managed to survive and escape the debacle, only to later be court-martialed. Since then, the Union accords the Sioux a little more respect.

Unfortunately, the headstrong Custer has not forgiven the Sioux for his humiliating defeat and loss of rank. He pieced together a rag-tag army of claim jumpers, troublemakers, and freebooters, and threatens to invade the Dakotas. Custer is acting without authority from Washington, but the Sioux don't see it that way. Since he still wears the rank of a US Army officer on his collar, to them, he *is* a US army officer.

Deadwood

When ghost rock was discovered in the sacred Black Hills of the Sioux Nations, thousands of white prospectors violated the Indians' borders in search of

riches. The Sioux took up their weapons to protect their territory and violent clashes were frequent. This caused so much trouble, the *wicasas* finally allowed the whites to mine in the Black Hills, but only if they would not stray from designated areas, pay a fee to the Sioux, and live in the treaty city of Deadwood.

Those who stray outside these boundaries are considered trespassers and subject to Sioux law. In the case of minor infractions—a couple of prospectors wandering a few hundred yards “off the reservation”—the Sioux usually hog-tie the offenders and drop them off at the edge of town. More severe incursions or repeat offenders are usually punished with a slow and painful death, with the bodies deposited somewhere other would-be prospectors are certain to find them.

Unfortunately, the vengeful Custer and the greedy miners of Deadwood constantly violate the treaty. It seems to be only a matter of time before such an incident sets off a war between the Sioux and every white man who sets foot in the Dakota Territory.

The Old Ways

Outnumbered though they are, the isolated whites of the area have one important advantage—or so they think. The *wicasas* claim that a great change came over the land about fifteen years ago, that evil spirits had returned to the world to punish them for adopting some of the “polluted white man’s evils,” such as fire water and guns. This philosophy eventually came to mean the Sioux were not to use any sort of technological device; the *wicasas* told them to return to the “Old Ways,” and the movement was born.

Many young braves feel the Old Ways Movement is foolish, and attacking Gatling guns and cannons with arrows and tomahawks is suicide. The *wicasas* forbid such talk, but rumor persists of a secret rebellion calling itself the “Order of the Raven.” The Ravenites, it is said, use the white man’s tools against him in secret, despite the condemnation of the elders.

The *wicasas* feel this behavior poisons the Sioux in the eyes of their gods, and put to death any young brave found with the hidden tattoo that marks him as a Ravenite.



THE COYOTE CONFEDERATION

Down south, in what used to be “Indian Territory,” a coalition of Cherokee, Comanche, Creek, Seminole, Kiowa, Chickasaw, and Choctaw Indians saw the success of the Sioux and, longing for a similar degree of independence, decided to follow suit. This proud group of tribes formed themselves into a new nation, called the Coyote Confederation. The Confederation’s leader is an enigmatic figure known only as “Coyote.”

Coyote remains cloaked and cowled even among his own people, so it’s entirely likely one of the tribes’ true leaders acts as Coyote. Quanah Parker and Satanta are likely candidates, though one of their trusted medicine men might be under the hood as well. In fact, it’s probably not the same Indian from day to day, since Coyote has often been reported hundreds of miles from his last known location in the space of as little as an hour!

In any case, Coyote seems wiser than the sometimes hot-headed Sioux leadership, but doesn’t take an active hand in the Confederation’s affairs. Instead, he leaves each tribe largely to its own devices. Thanks to the lack of a single, strong leader, some braves carry on the age-old tradition of raiding enemy settlements—usually white folks—a habit that brings them in frequent conflict with settlers in the Disputed Territories.

Brothers in Arms

The Coyotes rarely raid into the Confederacy, or even towns in the Disputed Territories sympathetic to the Southern cause. It's basically an open secret that the Coyote Confederation abides by some kind of agreement with the Confederacy, though with Michele's succession of Davis as president, raids into Confederate territory are on the upswing. Oklahoma, it seems, was never included in this tacit agreement, as raids on the small part of Oklahoma not considered Indian Territory were frequent even before the Civil War ended. Now that the Confederacy has pulled its troops out of Oklahoma entirely, many believe the Coyote Confederation plans to expand its borders to include all of Oklahoma.

THE REPUBLIC OF DESERET

Mormons have long been the odd men out where Christianity is concerned. Their version of the faith didn't often sit well with their neighbors Back East. Eventually, things got so bad the self-proclaimed Latter Day Saints packed up and headed west. There, they settled on a desolate parcel of land called Utah, and their new leader and prophet Brigham Young founded Salt Lake City in 1847.

President Brigham Young

Young was a clever man, and he orchestrated Utah's recognition as a territory rather quickly. The Mormons enjoyed isolation, anonymity, and even their own laws until the Gold Rush of '49. Though the Saints prospered financially as Salt Lake City became a waystation for thousands of miners headed west, the new Gentiles didn't always live according to Mormon law. Once again, the Mormons found themselves battling for their way of life, which included polygamy—a practice the rest of the country wouldn't tolerate.

The Saints muddled along until 1866. By then, with no end in sight for the Civil War and several unfortunate conflicts with Gentiles (including the Union army) under their belts, Brigham Young declared the Mormons would rule themselves until



such time as the government had the resources to properly address the Saints' concerns and complaints. The new nation was named Deseret, and encompasses all of the territory known to Gentiles as Utah.

The City o' Gloom

Salt Lake City is often called the City of Gloom. This title is not some satirical comment on the Mormon lifestyle, but rather recognition of the city's incredible factories.

These factories build ghost rock powered devices of steam and steel. The constant cloud of ghost rock soot that hangs in the air and permeates certain sections of the city gives it its less than cheerful moniker.

Worse still is the Junkyard, the maze of streets, overhanging pipes, and gantries built up in and around Darius Hellstromme's numerous factories. The maze overhead is called the Steel Sky, and pretty much blots out the sun on even cloudless days. Squeezed smack dab between Salt Lake City proper and the nearby Rockies, the Junkyard isn't a place proper Mormons go. It's left to the Gentiles—and the bloodthirsty gangs, desperate fugitives, and darker things that run it.

THE CITY OF LOST ANGELS

The last stop on our tour takes us back to the start of it all, the Great Maze.

After the Great Quake of '68, one group of survivors was led to shore by the Reverend Ezekiah Grimme. He provided the large band of refugees both food and fresh water during their arduous escape, and eventually came to call his followers the Lost Angels. The group founded a city where they came ashore, and Grimme named it for his beloved flock—the City of Lost Angels was born.

Reverend Grimme

Since then, Reverend Grimme's become a bit more stern. He forced the city's co-founders to build the streets in a pattern of concentric circles with the

Church of Lost Angels' cathedral at the center of it all. He claims he was inspired by a divine dream to create this "Celestial City."

It wasn't long before the city became the center of the ghost rock trade between the isolated boomtowns of the Maze and the rest of the world, a fact that has escaped neither Grimme himself nor the Rail Barons. Despite the rough and tumble types that flooded in, Grimme maintained control for one simple reason: food is incredibly scarce in the Maze. The high desert on the landward side of the city is arid and poorly suited for crops, and the few herds anyone has tried to raise are inevitably ravaged by disease. Starvation is a very real threat in the Maze—or would be if not for Reverend Grimme.

Every Sunday following his weekly sermon, those who attend services may join the congregation in a great feast. Fruit, vegetables, and especially meat are free for the taking. Fruits and vegetables are hard to come by in the city, and meat nearly impossible, but Grimme's feasts never seem to lack second helpings.

In any other city, Grimme's feasts would make him a popular man. In the Maze, where a loaf of bread can cost as much as a man makes in a week, Grimme is seen as just a step below the Almighty Himself.

The Edict of '77

Reverend Grimme believes a transcontinental railroad will only bring graft and corruption to his city. Outsiders often feel he is afraid a rail line would make food more plentiful, and thus shake his grip on power. Grimme, however, preaches his point of view at his services every week, so the Lost Angels faithful are firmly in his camp.

He railed against the coming of the railroads for years, but finally the iron horses must have come too close. In 1877, Grimme—long the *de facto* ruler of the city—took official control and declared the City of Lost Angels a sovereign state. He apparently figured if the Vatican could do it, so could he.

In his now famous Edict of '77, he proclaimed that only true believers in the Church of Lost Angels could live in the city (though thousands of hopefuls live in the "tent city" outside). Those who do not recognize the church's sovereignty are not only exiled, but considered enemies of the state as well.



As such, pretty much everyone in the city pays at least lip service to the church. Even visitors to the city—who are grudgingly allowed—are expected to toe the line, inasmuch as they are not allowed to practice their own faith within city walls, nor speak out against the Church or the city's great benefactor.

Grimme's law is enforced by his own elite, the Guardian Angels. These true believers always carry the word of Grimme for potential converts, and a six-gun for troublemakers.

Grimme's Crusade

Needless to say, no one outside the city of Lost Angels much liked seeing one man control a good chunk of the world's supply of ghost rock.

The USA, CSA, Republic of Deseret, and a host of other nations lost no time condemning Grimme's move and calling him a despot, and the list of groups seeking the end of the reverend's influence in the city has grown over the intervening years.

Even the zealous Grimme knows he can't take on the entire world. To convince folks the Church of Lost Angels is acting in everyone's best interest, he sends small bands of missionaries out across the West to proselytize and recruit new followers.

Of course, the railroads don't take kindly to the folks standing in the way of their quest for victory in the Rail Wars, and their armed gangs often attack Lost Angels on sight. For their part, the Angels usually give as good as they get. After all, it's better to have the Word of God and a shotgun at your side than just the Word of God.

If any Rail Baron attempts a final push into the City of Lost Angels, it'll touch off a conflict as vicious and bloody than the Rail Wars themselves.

The Commonwealth of California

The City of Lost Angels is effectively the capital of the Commonwealth of California, formed following a referendum by California's citizens to remain independent from both the United and Confederate States. That said, no real efforts have been made to form a government for this would-be nation, and the territory remains as chaotic as ever. The big cities—Lost Angels and Shan Fan—more or less ignore each other, while the smaller boomtowns scattered across the mesas rely on them for their line of supply.

The Commonwealth of California is likely to be a stillborn nation unless one of the parties currently struggling for control—be it Grimme, either of the Americas, Santa Anna's Mexicans, one of the Rail Barons, or someone else entirely—can muster enough force to bring the varied communities of the Great Maze to heel.

GO WEST, YOUNG MAN!

Now that we've covered current events, it's time for a little practical knowledge. The new frontier is a strange and dangerous place and is unforgiving for the tenderfoot. Before you wander out into the wilds, you have to know the best way to get around in the West, and how to pay your way as you go.

Forget the latter, and you'll need to know how to avoid the law. Forget *that*, and you'll need to know how to wire home for Momma.

Getting Around

If you've decided to head on out West, you'll first need to pick a means of locomotion.

Remember that the civilized world ends just west of the Mississippi. After that, you hit the Disputed Territories, the Sioux Nations, or the Coyote Confederation. Or Texas, Lord help you. Tread cautiously, and keep a six-shooter handy in case local disputes reach the blood-letting stage while you're passing through.

Scared yet? Then you're wiser than most. But if your heart's still set on making the journey, you can get around by hoof or rail. Don't bother with the heel-toe express – the distances are just too great.

Hoofing It

Whether you choose to ride in your own saddle alongside your compadres, or in a spiffy new Concord stagecoach, hoofing it across the West is basically a bad idea for anything but the shortest distances. The ride is long, hard, and uncomfortable, and you're likely to be chased by angry Indians, road agents, or the biggest and nastiest critters you've ever tangled with.

For longer distances, your best bet is a stage. The drivers stick to well-known routes (often likely places for ambush, by the way), and change horses every 15 miles or so to keep up a steady pace. Most reputable stagecoach lines average about 100 miles a day, though less well-known ones realistically average about 70.

Stagecoaches are more comfortable than riding your own animal. The coaches hang by leather straps to take away some of the bounce on rough trails, but you're still looking at a week sitting on

plush pillows after a few days' ride. Concords, by far the most popular model, fit nine in the passenger compartment and as many as can hold on up top. Six horses is typical for a stage, though stages on shorter routes often use only four.

Of course, if you're the kind of cowpoke who calls his horse "Silver," you probably aren't interested in taking the stage and leaving your horse behind. The ride's long, and even experienced trail hands can get a bit saddle sore if they push too far. In any event, riders generally average about 40 miles per day.

Riding the Rails

Taking a rail line west is a good deal safer and faster than a stage or a horse, but even this can be dangerous.

Bandits are common along rail lines. Most are two-bit thugs, easily handled by the train's guards. A few are a little more devious. The Wichita Witches,

an elite posse of female gun hands who work for Black River, have been known to dynamite trestles and send entire trainloads of honest folks to their doom just to inconvenience the other Rail Barons.

All the big companies employ armed guards on board to deal with trouble. Trains carrying payroll or gold shipments usually have a contingent of soldiers, Pinkertons, or hired guns. Passenger trains are more likely to have troubleshooters dressed as ordinary folk.

Bandits, however, aren't the biggest worry when you ride the rails in the West. Not by a long shot, compadre! That dubious distinction belongs to the rail companies themselves. Regardless of which rail company you choose to carry you west, remember that you're planting your kiester smack in the middle of the bloody Great Rail Wars when you board that train. The stakes couldn't be higher for these companies, and the Rail Barons play for keeps!

SADDLE SORE

We aren't kidding about the discomfort of long distance riding, partner. Do your hind end a favor and buy a ticket. If you're dead set on hitting the trail in your own saddle, you'll need to make a Riding roll (-2) each week to account for all the sore muscles and bruises you're going to rack up. Failure means you gain a level of Fatigue. Recovery requires 1d4 days of rest – preferably in a bath house where you can soak your brand new aches and pains – which removes all Fatigue levels.

The only way around this is to hop lines from one smaller company to another, but even minor lines aren't immune to attacks from rival lines. Further, it's much more expensive to buy passage piecemeal like this, and there are some stretches of land (such as the Sioux Nations) that only the major lines service.

Assuming your journey proceeds unmolested, a train usually covers about 250 miles a day, but remember it can only take you as far as a rail head. To reach many of the more remote communities in the West, you'll have to get off at the nearest railhead and hop a stage or ride the rest of the way.

DNERO

Only a fool or a madman ventures out into the Weird West without proper survival gear. More often than not, "proper survival gear" includes a shootin' iron along with the usual equipment. Of course, if you're going to buy any of that gear, you're going to need a way to pay for it.

MONEY	
Coin	Value
Gold Eagle	\$10
Half Eagle	\$5
Quarter Eagle	\$2.50
Silver Dollar	\$1
Half Dollar	50¢
Dime	10¢
Half Dime	5¢
Copper Cent	1¢

Most merchants out West don't like paper money, since folks from both sides of the Mason-Dixon Line are liable to shop at their establishments. If a shop does take paper, it probably charges a 10-20% "exchange tax."

Metal is always a safe bet. Both the Union and the Confederacy still issue coins minted from precious metals (in various denominations, as shown above),

which can be spent on either side of the Mason-Dixon Line. Even if a particularly loyal businessman won't accept paper currency from the "other" America, he'll usually accept hard coin wherever it's from for the value of the metal used in its minting.

Other Currency

There are a few more types of money floating around the Weird Western economy.

Most Indian tribes prefer barter, but some accept coins or paper at about a quarter its printed value. Tribes of the Coyote Confederation honor Confederate scrip at half its value.

Deseret also prints its own money, called "bank notes." To begin with, there were some problems with so-called "Mormon money," and a lot of people lost their shirts (and pants and shoes). The problem seems to have been resolved since the foundation of Deseret, however.

Despite what the bible says about the love of money being the root of all evil, after the Edict of '77, even Grimme created his own currency and decreed that only church scrip could be used within the bounds of the City of Angels. Now Grimme is a preacher, not a printer, so this stuff is pretty cheaply made and tends to smudge if it gets wet. Keep church scrip in your sweaty paws for too long and you'll find the red ink rubs right off on your hand, leaving suspicious-looking stains on your skin. This tendency has given Grimme's currency its other name—blood money, and the stuff is rarely accepted outside the city itself.

Rocks for Cash

Although merchants in the Maze continue to accept paper or coin like just about everyone else, outside of the City of Lost Angels, ghost rock is becoming a popular form of currency, and folks often pay for goods and services with carefully measured chunks.

Gold, silver, and other precious metals are used in the same way in places where such minerals are abundant and prospectors gather. Precious metals can often be spent in frontier towns, though most boomtowns also have an assay office where miners can exchange their finds for currency... for a price.

COMMUNICATION

Time was, communication was restricted to the speed of the fastest horse. Nothing stays the same for long, it seems. As people travel quicker, so communication becomes easier, and new inventions and incredible new technologies allow folks to converse faster than ever before.

A few years back, a dude named Bell invented an electrical speech machine that lets folks talk to each other over long distances, with voices and everything. Like most of the other newfangled gadgets those scientist types keep turning out, these machines aren't in common use Back East yet. Out West, they're practically unheard of.

Weird inventions aside, then, there are basically three ways to communicate over long distances in the Weird West—telegraph, government mail, and the Pony Express.

Telegraph

The telegraph is a staple in Western settlements of any size. Thanks to this device, it's now practical for folks to communicate over long distances in a timely fashion. For the first time, a man can write an article in Denver and have it printed Back East the same day. That said, this service isn't cheap—a telegram costs about 5¢ a word.

Telegraphs aren't problem-free either. Telegraph offices in both the North and the South are actually forbidden by law to transmit messages over the border, except for a select few offices operated by the military. All of these are Back East. You can still get a message through by wiring someone in the Disputed Lands, but these "black market" telegraphers charge triple the normal price, or more.

Even when messages do get through, they are frequently garbled, misinterpreted, or just plain wrong. Outlandish theories abound on the unreliable





nature of the telegraph, but most put it down to line sabotage and operator error—either intentional or otherwise.

Government Mail

Both the United and Confederate States run national mail services, though neither delivers over the Mason-Dixon Line. That said, both nations make claim to the Disputed Territories, so you can get a letter delivered anywhere in the West. That said, expect to pay double the usual postage or so, and don't write anything private—even after the truce

the respective militaries generally open and read any letter to be delivered care of the rival nation's postal service.

Assuming you pony up the cash, neither rain, sleet, nor gloom of night keep the mailmen from their appointed rounds. It's usually the highwaymen, or more specifically the bullets, that prove a problem. Mail robbery is on the rise. You may only send a letter to Aunt Minnie in Denver, but the bandits who sort through the mail bag don't usually bother delivering the leftovers once they've pulled out the currency.

Postal rates vary based on the weight of the package, but the cost of a single page letter usually hovers around 2–3¢.

The Pony Express

Much more reliable than the CS or US Mail is the Pony Express. Its riders—all orphans or single men and women—are paid better, and are often well-suited to fighting off or fleeing from highwaymen and other varmints. It's a fair sight more expensive than the mail services, but perfect for vital deliveries.

Cost of delivery is \$1 per ½ ounce (anything less than ½ ounce is charged the minimum rate of \$1).

THE BLUE AND THE GRAY

Let's take a look at the regular army units a cowpoke is likely to run into out West. Most of the units past the Mississippi are cavalry forces, though there are a few infantry regiments stationed at key points along the Disputed Territories. Both the North and the South use the same organization and ranks, (see Rank Hath its Privileges on page 38).

Other than blue and gray uniforms respectively, Union and Confederate forces are pretty much identical.

The basic rank is private: your ordinary, ground-pounding grunt. 95 privates (plus NCOs and officers) officially make up a company, though a company very rarely achieves full strength, and it is usually led by a captain.

Ten companies, usually designated A-J, form a regiment under the command of a lieutenant colonel. Regiments on both sides are designated by a number and their state of origin: 18th Virginia Infantry Regiment, for example.

Three or four regiments make up a brigade, under the command of a brigadier general. Union brigades are designated by number within their division (1st, 2nd, etc.); Confederate brigades, by their commander's surname (Garnett's Brigade, for instance).

Three or four brigades form a division, usually led by a major general. Union divisions are numbered within their corps (1st, 2nd, etc.); Confederate divisions, once more by commander's surname (Pickett's Division).

Yep, you guessed it, hombre, three or four divisions make up a corps, commanded by a lieutenant general. Union corps are designated by number within their army (1st, 2nd, etc.); Confederate corps by surname.

Finally, three or four corps make up an army, almost always under the command of a full general. Union armies are named for major rivers in their area of operation (the Army of the Potomac). Confederate armies are named after the state they are headquartered in (the Army of Northern Virginia).

THE LAW

Just in case you tenderfoots think the army isn't enough to protect you from the big bad bandits of the Weird West, you can get the law on 'em. There are three tiers of law in the West: town marshals, county sheriffs, and US marshals & Texas Rangers. Except for those last two, things work pretty much the same in the North and South, since it's all the West. We'll cover the differences between marshals and Rangers below.

Town Marshals

At the lowest level is the town marshal. Most large towns have one, as do a few smaller ones with delusions of grandeur—or a lot of problems. Marshals are usually elected by the locals, though many towns allow the mayor or a town council to appoint them instead.

Town marshals and their deputies have jurisdiction within town limits, though most county courts uphold their right to chase fleeing criminals short distances beyond town boundaries. Hell, a few hanging judges have been known to ignore jurisdictional questions in favor of a guilty verdict, especially if that verdict comes with the promise of a hemp necktie for the accused. That said, most judges are a bit more sensible on the matter, even in the West.

The problem is that most troublemakers know just how little authority a town marshal has outside of his own little slice of the frontier. These canny outlaws commit a crime and then high-tail it for the hills, where the marshal has no official reach. That said, most town marshals ignore this technicality when in hot pursuit, and the courts usually back them up.

County Sheriffs

A step above a town marshal is the county sheriff and any deputies he's appointed. These men and women are the law throughout the county.

Western lawmen are usually a tough and independent breed, and this stubborn streak often leads to a head-butting contest when a sheriff rides into an ornery marshal's town. Strictly speaking, the sheriff holds all the cards, but that doesn't mean a marshal might not win an occasional hand.

Sheriffs are always chosen by popular election. Famous gunmen—good and bad—are often elected on the strength of their reputations, and sometimes take the post just to justify any killing they might have to do in or around a town. All so-called “law dogs” must still prove self-defense after a fatal shooting, however. Most abusive lawmen are eventually dismissed by the state or territorial government. That is, assuming there is no graft or corruption involved.

CRIME & PUNISHMENT

Here are a few of the more common offenses in the West, and the penalties prescribed by law. Don't forget about those hanging judges, though...

<i>Offense</i>	<i>Sentence</i>
Horse Thieving	Hanging
Rustling	Hanging
Murder	Hanging
Rape	Hanging
Attempted Murder	20 years or more
Bank Robbery	20 years or more
Train Robbery	20 years or more
Theft from a Widow	20 years or more
Theft from someone of authority	5 years or more
Grand Larceny (Stealing \$300 or more in goods other than horses or cattle)	5 years or more
Theft of less than \$300	1 week to 1 year
Drunk in public	Overnight and a \$10 fine
Disorderly	\$10 fine
Carrying a weapon in a no-weapon zone	Confiscation and a \$10 fine

US Marshals & Texas Rangers

In Union states and territories, US marshals have ultimate authority over the law. They can hire deputy US marshals, authorize posses, cross state and territorial lines, and even call on county sheriffs and town marshals if need be.

Most are based in the largest cities of the state or territory they're stationed in, although some work out of district offices scattered in important areas elsewhere. When they leave their offices, it's usually because they've been called on by a smaller town or are on the trail of some vicious desperado.

Despite the resources at their disposal, most US Marshals prefer to work alone, generally because a Marshal needs to be able to operate discreetly, slipping into towns without alerting his quarry. Inexperienced deputies with loud feet and loose lips can do more harm than good, the kind of harm that adds up to an unmarked grave in Boot Hill.

The Confederacy relies on the military or territorial rangers to do its interstate policing in the West. Regiments scattered throughout rebel states and territories always have jurisdiction over local town marshals and county sheriffs.

The South's elite are the Texas Rangers. These surly fellows fought as regulars in the early years of the war, but they were later detached from the regular military to serve the Confederacy as mounted police officers. They continue to fulfill that duty in the South today, though rumors persist of more secretive duties.

"The Fourth Level"

The Agency and the Rangers are the constant targets of conspiracy theorists and tall tale tellers pedalling stories of a secret fourth level of the law in both North and South that operates under its own authority, and with its own agenda.

These wild-eyed paranoids believe the Agency and the Rangers care nothing for the rights of the common man, and will do as they please in the interests of their respective countries' "national security," up to and including the incarceration of innocents, blackmail, and allegedly even murder.

Judges and Courts

Every state county has its own judge, and the state usually has some sort of superior court for appeals or matters of state jurisdiction.

In the territories, the men who interpret the law are called circuit judges. Rather than holding court in a single place, they make a circuit through the towns of a territory, which can mean a long spell in jail if you're awaiting trial in some remote spot.

There just aren't enough judges to maintain permanent courts out West. This means a desperado might wait anywhere from two to ten weeks for a fair and speedy trial. Worse, if the judge gets bushwhacked making his rounds, the accused waits even longer for the state to appoint a replacement!



Makin' Heroes

Strap on your six-guns and saddle up, amigo. It's time to make your lone gunslinger, mysterious huckster, or savage brave.

Fortunately, making characters for DEADLANDS: THE WEIRD WEST is as easy as creating characters for any SAVAGE WORLDS game. The hardest part is choosing what kind of hombre you want to play, because the wild west is chock full of strange and interesting types.

Makin' Heroes

Here's some common character types found in the Weird West, just to get you thinking.

Blessed: Whether a pastor, nun, rabbi, or chosen slayer, you are one of humanity's most powerful weapons against the forces of darkness.

Bounty Hunter: This gun is for hire. Some folks can evade justice for an awful long time in the lawless frontier towns of the West. Fortunately, you make your grubstake by hunting these varmints down and bringing 'em in... dead or alive.

Common Folk: Not everyone is a hard-bitten gunslinger, war-weary soldier, or mysterious huckster. You are an ordinary man or woman—perhaps a craftsman, farmer, or trader—who traveled west seeking a new life and a fresh start. Unfortunately, folks like you are often preyed upon by the horrors and outlaws of the Weird West, and you're sometimes forced to pick up a gun to survive.

Deserter: You've seen your fair share of death and misery, and won't be a party to it any more. Or maybe you'd rather just shoot the bad folks, rather than the ones who wear a particular uniform. Regardless, you were branded a coward and traitor by the military you left behind, and are likely to be executed if ever captured by your former service.

Drifter: You make a living on odd jobs; more often than not, these odd jobs involve a smoking gun. Good thing you know how to handle one. In any case, you've never put down roots in the West, but there isn't much for you Back East.

Escorts: Most often of the feminine persuasion, these "soiled doves" sometimes work a single saloon, and sometimes travel from town to town plying their trade. Though you seem innocent enough, you can hold your own in the roughest boomtowns in the West. With the upswing in independent, prosperous women over the last decade, male escorts have begun to pop up in bigger cities.

Explorer: You're always looking over the next horizon in search of something new. Though you realize the vast virgin territories of yesteryear are gone forever, you also know that many wonders—and horrors—of the West have yet to be uncovered.



Grifter: You ply your dishonest trade to make a quick buck on the frontier. You're a snake oil salesman, a con man who sells worthless elixirs of flavored water and extracts from dubious roots and herbs. Perhaps you search for real "miracle cures," and finance your quest with ill-gotten gains.

Hucksters: You plumb *Hoyle's Book of Games* for the arcane secrets encoded therein. Some say that within this cryptic text are hidden messages detailing ancient incantations and rituals of the black arts. Others believe hucksters are fakes and frauds. Most have never even heard of these secretive sorcerers. Your spiritual brethren, hexslingers, ply their mystical trade with a double-action pistol rather than a deck of cards.

Immigrant: Chinese or Mexican, European or African, you are a stranger in a strange land. You bring new and unusual customs to this land of opportunity, which sometimes leads to your persecution.

Indian Brave: The long Civil War means that neither the USA nor CSA has the will or manpower to subjugate the Sioux Nations or the Coyote Confederation. You are fiercely loyal to your tribe, and once spent your time hunting or patrolling tribal borders. Some braves learn the ways of the white man, while others take up the Old Ways vow.

Indian Shaman: Shamans have many roles in Indian culture, whether serving the spiritual needs of your people, healing and guarding against sickness, or leading in war. It is rare that one shaman fills all these roles for a single tribe, as the duties are usually divided among shamans with specific expertise. Regardless, all understand the importance of fighting the manitous.

Law Dog: The West is a wild frontier, with wilder outlaws. It's up to you—whether you're a town marshal, county sheriff, or even federal marshal or Texas Ranger—to keep a lid on the worst of them.

Mad Scientist: You use ghost rock to create infernal devices of steam and steel. Some believe in your genius, others think you mad. Alchemists are mad scientists' chemical cousins, investing their effort in potions bestowing seemingly magical benefits.

Muckrakers: You believe in reporting the truth above all else, no matter who it offends. Yellow journalism is your stock in trade, and you hope to do a little good by lifting the scales from America's eyes. Unfortunately, the only organization willing to publish your sometimes wild stories is the *Tombstone Epitaph*, a notoriously sensational newspaper. The "truth" sometimes requires embellishment to appeal to the skeptical masses. The *Epitaph* also publishes photographs shot with the incredible

Epitaph camera. This camera enables photographers to record images of objects in motion, a feat impossible with mundane cameras. This very success leads many to doubt the authenticity of such photographs, claiming them to be impossible fakes.

Outlaw: Whether a ruthless bank robber, cold-blooded killer, or innocent fugitive on the run, you have a price on your head and the law on your tail. Some outlaws evade pursuit and build new lives, but some crimes are so heinous that the Union, Confederacy, and everyone

in between wants to see the outlaw hanged.

Prospectors: You know there's gold in them thar hills—not to mention coal, silver, ghost rock, and a host of other valuable fundamentals. You've spent your life digging for it, and you spend what little you find on wine, women, and song. Only occasionally do prospectors actually strike it rich. A few hunt even more fantastic treasures, though they are often dismissed as dreamers at best, insane at worst.

Soldier: You bravely serve either the United States or Confederate Army. Whether you fight to preserve the Union or the Confederate States' right of self-determination, you lay your life on the line for a cause more important than yourself. Those who excel climb the ranks to command other soldiers.

THE FAIRER SEX

In *Deadlands*, the Civil War has dragged on for nearly 20 years. Manpower in both the North and the South is at an all-time low. This is good news for women, because many of them are able to fill roles they could only dream about before the war.

Women in the Weird West can be most anything, from gunslingers and gamblers, to Indian shamans and warriors, or even politicians (though thus far, only at a local level).

MAKIN' HEROES

Once you've decided on a concept for your hombre, it's time to figure out his statistics. You'll find a character sheet designed specifically for this setting both in the back of this book and at our website at www.greatwhitegames.com.

1. Race

Humans are the only race allowed in *Deadlands*, but you still get your free starting Edge as usual.

You can choose any ethnicity you like. Despite the general lawlessness of the West—or perhaps because of it—folks from around the world flock to America in pursuit of a better life.

2. Traits

Now it's time to assign your hero's attributes and skills. Your character begins play with a d4 in each of his five attributes: Agility, Smarts, Spirit, Strength, and Vigor. You have 5 points to distribute among these attributes as you choose. Raising an attribute by a die type costs 1 point, and you may not raise an attribute above d12.

Now you have 15 points to buy your skills. Raising a skill by a die type costs 1 point, as long as it's no higher than the attribute it's linked to. It costs 2 points per die type to raise a skill above its linked attribute. Skills cannot be raised above d12.

All standard skills in the *Savage Worlds* rulebook are available in *Deadlands*.

Languages

Most folks in the Americas, regardless of where they hail from originally, have gone out of their way to learn the language of the land. That's English, amigo. Heroes with the Outsider Hindrance know a different language instead and must drop a couple of points into Knowledge (English) to make themselves understood. If you want to speak another language, you have to buy it as a separate Knowledge skill.

Secondary Statistics

The following stats are based on the traits you have chosen, or are common to all characters, unless changed by Edges or Hindrances.

Charisma Your Charisma is +0

Pace is equal to 6".

Parry is equal to 2 plus half your Fighting die. If you haven't taken the Fighting skill, it's just 2.

Toughness is equal to 2 plus half your Vigor die.

Grit is a new Secondary Statistic for *Deadlands*. You have one point of Grit for each Rank (1 for Novice, 2 for Seasoned, etc.). We'll tell you what it does soon enough.

3. Special Abilities

Next you need to decide what flaws and abilities set your hero apart from other folks. If you choose to take any Hindrances, you can use the points from them to gain any of the benefits below. You may take one Major Hindrance (worth 2 points) and two Minor Hindrances (worth 1 point each). You may take additional Hindrances beyond this, but you do not gain points for them.

For 2 Hindrance points you can:

- Raise an attribute one die type.
- Choose an Edge.

For 1 Hindrance point you can:

- Gain another skill point.
- Gain an additional \$250.

4. Gear

Each hero starts with the clothes on his back and \$250 in whatever currency is appropriate for the hero (see Dinero on page 20). You'll want to spend some of that now on weapons, ammunition, and equipment. You'll find a complete list on pages 45-54.

5. Background

Finish up by filling out your hero's background. Give him a name, think a bit about where he came from and why he's traveled west (or what he's done his whole life, if he started out there).

This all helps you to play your character well, and gives the GM lots of ideas for interesting stories.

6. Worst Nightmare

Finally, think a bit on what really scares your hero. What's he afraid of and why? Now think about what kind of dream makes him wake up with the cold sweats at night. Write it down. No reason, really. Trust us.

NEW HINDRANCES

All of the Hindrances listed in *Savage Worlds* are available in *Deadlands*, with the exception of Anemic, which is replaced by Ailin'. Wanted works a little differently than described in *Savage Worlds* as well. In addition, there's a whole passel of new Hindrances available.

A WORD ON SLAVERY

Let's get this out of the way early – whether in the North, South, West, or somewhere in between, slavery is a thing of the past. While it was a divisive issue in 19th Century America, and many on both sides of the Civil War cited it as a moral motivation to prosecute the war, the real causes of the Civil War were quite a bit more complicated.

In any event, it rapidly became clear to Confederate leadership that in order for the fledgling nation to gain international recognition, the "Peculiar Institution" must be discarded. In 1864, Generals Robert E. Lee and Patrick R. Cleburne proposed a plan to offer slaves their freedom in exchange for military service. President Davis quickly endorsed the plan in a Congressional address.

This helped convert the British Empire's passive sympathy toward the Confederate cause into formal recognition of its independence, and French Emperor Napoleon III soon followed suit. In exchange for the aid of England and France in breaking the Union blockade of Southern ports, and an agreement with England to fix the Confederate dollar to the British pound at a very favorable rate, the British asked the Confederacy to abolish slavery altogether. The Davis administration

continued...

Ailin' (Minor or Major)

Medicine is a rudimentary science on the wild frontier, and there are worse ways to die than a severe case of lead poisoning. This Hindrance is reserved for ailment-ridden hombres with a cold grave in their near future.

Like Doc Holliday, your hero has a reservation with the undertaker. It's just not been confirmed yet. The cause of his future demise is something like consumption (tuberculosis), diabetes, or cancer.

When a cowpoke has this Hindrance at the Minor level, he always subtracts 1 from Fatigue rolls made to resist physical exertion (but not Agility rolls to avoid suffering bumps and bruises). He's in the earliest stages of the disease and may not even be diagnosed yet.

If this is a Major Hindrance, your hombre always subtracts 2 from Fatigue rolls made to resist physical exertion (though not Agility rolls to avoid bumps and bruises). It's impossible to hide the fact that he's ill, and everybody can tell that death's walking one step behind him.

In either case, at the end of every game session, just before rolling to convert remaining Fate Chips to experience points, the lunger must make a Vigor roll. On a failure, the disease gets worse. The Minor version of this Hindrance becomes the Major version. If the hero already has the Major Hindrance, he dies at the end of the next session in which he fails a Fatigue check (or an appropriate time chosen by the Marshal).

Bad Dreams (Major)

Your hombre doesn't sleep well. In fact, the Land of Nod is a constant nightmare for him. He tosses and turns like a demon on a rack, and likely keeps everyone within a dozen yards of him awake with his nightly torment.

The cowpoke begins the game with 1 less Fate Chip to represent his constantly tired state. This is cumulative with the effect Bad Luck.

Grim Servant o' Death (Major)

Your hero's a killer. His family's probably pushing daisies, his enemies are worm food, and even a few of his friends have holes in them that are suspiciously the same caliber as his very own shootin' iron.

Only Wild Cards can take this Hindrance, and you shouldn't do it lightly, amigo.

The good news is your *hombre* adds +1 to every damage roll he ever makes, whether it's from Fighting, Shooting, Spellcasting, or even Throwing things at people in a most inhospitable manner.

The downside is that your hero winds up in the *hoosegow* or on the run a lot. But there's more than that, *amigo*. Any Shooting or Throwing attack roll that comes up a 1 on the skill die (regardless of the result of any Wild Die) automatically hits the nearest friendly character in sight—whether they're in the line of fire or not. Other players' characters are always first choice, but an allied Extra will do in a pinch.

Even hand-to-hand attacks hit allies when that mean old 1 comes up. This may require a little imagination, but either the weapon flies out of the hero's hand and strikes his friend, or the hero must move adjacent to his erstwhile comrade and “accidentally” whack him.

In either case, snake eyes on the attack roll adds an additional d6 to the damage (as if the cowpoke hit with a raise).

Heavy Sleeper (Minor)

A thunderstorm from Hell itself won't wake this Dozing Doolie. Once he drops off, he must make a Notice roll (-4) to wake up. He also suffers a -4 penalty to Vigor rolls made to stay awake.

Lyin' Eyes (Minor)

Lies just don't come easy to this *hombre*. That sounds all good and noble, but often causes problems when dealing with more nefarious types. A hero with this Hindrance suffers a -2 penalty to all Intimidation and Persuasion rolls where lies—even little white ones—must be told.

What's worse, if your hero is planning to make his money playing poker, the penalty also applies to bluffing (that's -2 to your Gambling rolls in a poker game as well, *compadre*)!

Old Ways Oath (Major)

Whether your hero is an Indian or he's gone native, he's decided to forego modern technology to honor the spirits. This includes guns, wagons, steel hatchets, etc. In addition, he refuses to travel in modern conveyances such as trains or steam wagons (horse drawn carriages are distasteful, though acceptable).

Shamans, whose magic relies on communing with nature spirits, *must* take this Hindrance.

Slowpoke (Minor)

Molasses on a cold day moves faster than your hero. Reduce his Pace by 1. This is cumulative with the *Lame Hindrance* if you really want to put yourself in for the next tortoise and hare race. We'll leave you to figure out which one you are.

complied, and on April 9, 1865, all slaves in the Confederate States of America were freed.

Fearful of losing the moral high ground (and “naturally anti-slavery” himself), United States President Abraham Lincoln quickly followed the earlier Emancipation Proclamation (which only abolished slavery in states in rebellion against the United States) with the proposed 13th Amendment to the Constitution of the United States, which would end slavery in America. The Amendment was ratified by the end of the year.

By 1879, racism is becoming a thing of the past in the *Weird West*. Progress has been made, and more will come as peace returns and folks resume their normal lives. The prospect of further integration of Confederate society is aided by a greater sense of community and shared values than in actual history. Circumstances are similar in the North. Just as in the real West, folks are willing to overlook the color of a person's skin in favor of the content of his character.

Bottom line: just as in our own lives, bigoted and outright racist attitudes are the province of villains and the shamefully ignorant.

Now that's clear, let's get back to your character, *amigo*.



Tenderfoot (Minor)

Some dudes aren't cut out for the dangers that await on the wild frontier, and your hero is one such greenhorn. For as long he's been out west, he's never really seemed to fit somehow.

Your poor hero suffers -1 Grit as a result of his inexperience in the ways of the West. A hero with this Hindrance can't take the True Grit Edge.

Of course, this doesn't last forever. The reason Tenderfoot is only a Minor Hindrance is that it can be removed. Once a hero has reached Seasoned rank, he can buy Tenderfoot off by giving up the opportunity to level up one time. This removes the Grit penalty and the restriction to taking the True Grit Edge.

Thin Skinned (Major)

Every little ol' cut and scrape makes your cowpoke cry for mama. As long as he has at least one wound, he suffers an additional -1 penalty to all his actions (so a hero with 2 wounds would suffer a -3, for example).

Wanted (Minor or Major)

Whether or not your cowpoke did something wrong, the law thinks he did! His face is on posters all over the territory, and maybe further afield too. The nature of the crime and the Marshal's sense of "sport" determines how far and wide the charges may have circulated, but someone somewhere is looking for you.

As well as having someone after his hide, your hombre also has a price on his head. For the Minor version, there's a reward of 1d6 x \$100. A Major Hindrance ups the bounty to a tempting 1d6 x \$1000. The player and GM should agree where the bounty can be collected.

NEW EDGES

The following Edges are not allowed in *Deadlands*: Arcane Background (Psionics) or (Super Powers), Mentalist, Soul Drain, and Wizard. Also, characters may only take one Arcane Background Edge.

Background Edges

Arcane Background (Magic)

Requirements: Novice

Magic in the Weird West is not to be taken lightly. Those who practice sorcery must often wrestle their powers from the dark spirits of the Weird West, who are rarely willing to give up easily. Hucksters envision these duels of will as card games, and the best are capable of amazing powers. It is rumored that others tread even darker paths, and harness the power of blood magic.

If you choose to take this Edge, be sure to read the appropriate details in *No Man's Land*, where you'll find additional Edges available only to Hucksters (see page 76).

Arcane Background (Miracles)

Requirements: Novice

Certain characters can call upon the power of their deity (or deities) for aid. In the Weird West, these pious souls are called the blessed. Blessed are nuns, priests, or even average but (relatively) pure-hearted folks blessed by a divine entity. Though rare in the Weird West, there are also blessed imams, Buddhist

monks, and others of faith running around with higher powers covering their holy backsides. When these folks behave themselves, they can sometimes invoke miracles to help them fight the evils of the Weird West.

For details on playing one of these crusaders, see page 72, where you'll find some extra Edges available only to the Blessed.

Arcane Background (Shamanism)

Requirements: Novice, Old Ways Oath

Shamans are Indian holy men and women, and keepers of tribal medicine. Their power comes from bargains with the demanding spirits of the natural world. When these medicine men honor the nature spirits, they can accomplish amazing feats that make even the most doubting Thomas tremble.

For details on playing a shaman, along with some extra Edges, see page 80.

Arcane Background (Chi Mastery)

Requirements: Novice, Martial Arts

A few folks in the Weird West have studied the ancient oriental fighting arts. A very few of these supremely skilled fighters have achieved spiritual discipline necessary to channel supernatural force through their own bodies, called chi. These enlightened fighters use the Arcane Background (Chi Mastery) Edge to reflect their astonishing abilities.

For details on playing one of these enlightened warriors, as well as a new Edge that opens up different martial arts fighting styles, see page 85.

Arcane Background (Weird Science)

Requirements: Novice

Adherents to the principles of New Science (called Mad Scientists by most) build weird and wonderful

devices, machines which often seem to defy the very laws of reality. Most every such inventor (or at least the successful ones) rely on ghost rock to power their inventions in some fashion.

For the scoop on these crackpot inventors and their bizarre gizmos, see page 83.

Veteran o' the Weird West

Requirements: Wild Card, Novice, Guts d6+, Knowledge (Occult) d6+

So you want to be a hero, huh? A big, tough, experienced hero? No problem. Just check your sanity at the door, because those who have already been around the cactus a few times have seen things that would stop most men's tickers. And as a result, they ain't the same as they used to be!

Veterans o' the Weird West begin play at Seasoned (or one Rank higher than the rest of the cowpokes in your campaign), which means they gain 20 Experience Points. Go ahead and level up your hero normally.

There's a price, though.

If you take this Edge, you must draw a single card from the action deck once you're done creating your cowpoke. Show it to your Marshal and he'll



check the table in the Marshal's Handbook (page 126) to see just what kind of bad luck your hombre wandered into on his path to studliness. If you draw a Joker, draw again and tell your Marshal whether you drew a black card or a red card (or another Joker).

Beware, though, that the results can be quite extreme—from maiming to insanity. Your Marshal has the details.

You've been warned!

Combat Edges

As you'll find out later (that's page 58, for you impatient types), things have been shaken up in the Weird West, combat-wise. We call this new way of doing things the Way of the Brave, and it means you'll see some changes to the way your hombre fights.

Under this system, melee damage is *not* a trait roll (even though it derives one of its dice from the character's Strength score). That means you *cannot* spend a Fate Chip to reroll damage. So we've added a new Edge, called No Mercy, that dramatically helps experienced fighters.

Don't worry about this just now, amigo, we'll discuss it again in more detail later.

Duelist

Requirements: Wild Card, Novice, Shooting d6+

Your hombre is a deadly gunfighter, and most anyone foolish enough to face him in a duel at High Noon is likely to wind up in the boneyard by sunset.

In a duel, this hero receives an extra hole card for each point of Grit he has. Rules for dueling can be found on page 62.

Hip-Shooting

Requirements: Seasoned, Shooting d8+

Any hombre can fan a single-action pistol, but your hero's a natural hip-shooter. He suffers only a -2 to his Shooting rolls when fanning the hammer (see page 60).

Improved Hip-Shooting

Requirements: Heroic, Shooting d10+, Hip-Shooting

Your hero's got fanning down to a fine art. He suffers no penalty to his Shooting roll when fanning the hammer.

Martial Arts

Requirements: Novice, Fighting d6+

You've trained in martial arts or boxing, or learned to street fight *really* dirty. Your character's body is a finely honed weapon so, even when your hero fights unarmed, he is considered armed. In addition, opponents in melee combat never benefit from any gang-up bonus against your hero.

No Mercy

Requirements: Seasoned

This isn't called the "savage" West for nothing, partner. This Edge lets you make every bullet, blade, and blast count.

The character may spend a Fate Chip to reroll damage from one of his successful attacks. The Edge applies only to a single type of attack: Fighting, Shooting, Throwing, or an arcane skill (like Spellcasting), but you may take the Edge multiple times to cover all your bases (No Mercy: Fighting, No Mercy: Spellcasting, etc.).

The reroll applies to any one damage roll, not multiple damage rolls from a single attack (such as a Sweep attack).



Rebel Yell

Requirements: Novice, hero must be from the CSA

The blood-curdling Rebel Yell has terrified Yankees and emboldened Confederates from Manassas on. Sure, the shooting has mostly stopped now, but feelings run pretty deep on both sides and, when the blood is up, this war cry can still elicit the same responses.

When used, the Reb may make an Intimidation roll against all targets in an area (as opposed to a single victim as usual). Place a Large Burst Template adjacent to the character (a 6" area of effect, with the edge adjacent to the cowpoke). Every creature within the circle must roll against the character's Intimidation total.

Speed Load

Requirements: Seasoned, Agility d8+, Shooting d6+

Your pistolero has mastered the fine art of loading his six-gun in an all-fired hurry. Your hero can reload one weapon on his action, ignoring the usual -2 penalty to Shooting rolls in the same round.

If your hero is using a weapon that requires a full round or more to reload, the time required is reduced by 1 round.

Social Edges

Card Sharp

Requirements: Novice, Gambling d6+

Your hero has a way with a deck and never feels more at home than when he's shuffling cards. He's learned a whole heap of ways to cut, shuffle and deal that give him an edge in a game.

A gambler with this Edge only gets caught cheating on a roll of snake eyes. What's more, if your hero's a Huckster, folks get a -2 to Notice rolls when trying to spot a hex being cast.

Reputation

Requirements: Veteran

Whether the character is branded a hero or villain, he has earned a reputation across the West. He may add his Charisma to Intimidation rolls. A negative score is treated as positive for this purpose (and the character has a bad reputation).



True Grit

Requirements: Wild Card, Novice, Spirit d8+

Some folks just seem to exude toughness, and your hero is one of them. The horrors of life in the Weird West don't faze this hombre. He's got gravel in his gut and ice water running through his veins.

Your hero's cool demeanor give him +1 Grit.

Professional Edges

Agent

Requirements: Seasoned, Smarts d8+, Fighting d6+, Knowledge (Law) d4+, Knowledge (Occult) d6+, Investigation d6+, Shooting d6+

The shadowy Agency is the Union's answer to the mysterious occurrences some say are happening in the world. Its Agents are a secretive lot, and do not share information outside their ranks if they can avoid it, not even with the local law.

This Edge is for full-time Agents beholden to the Agency. Other characters may work for the Agency on a part-time "troubleshooter" basis, but only those who work for the Agency every minute of every day of their lives until they retire (rarely) or die (much more common) should take this Edge.

Agents are expected to spy on the enemies of the Union, seek out and contain, destroy, or capture weird creatures, and generally follow the orders handed down to them by the Agency itself.

These secretive servants of the Union have jurisdiction anywhere within its borders, but are expected not to reveal their credentials except under extreme and desperate circumstances.

Agents receive a free Gatling pistol upon

ARCHETYPES

The Weird West is a land of opportunity. Everyone from prospectors to buffalo gals and muckrakers to spies can find something to interest them out West.

When you're making your character, think of them as an archetype. Then think about the skills and Edges you'll need to play that role. Some of you may be looking through the Professional Edges and wondering where the Saloon Girl or Spy Edges are. You don't need special Edges to play these types—everything you need is in the Savage Rules rules.

A saloon girl might pick Attractive (or Ugly). Heck, she may be plain looking but Charismatic. If she's "popular," she may have Connections among the clientele. A muckracker should definitely take the Investigator Professional Edge. Being Charismatic won't hurt either, if you want to get to the truth.

You want to play a spy? Consider taking Investigator or Thief. Indian brave? Take the Woodsman Edge. Ah, but what about a law man? What's wrong with Charismatic or Command, for a start? Then slap on a Vow to keep the peace.

Heck, there's nothing to stop your Marshal tweaking the rules if you really want to tie yourself to a geographic area. He might allow you to take the Noble Edge (without the cash increase) to represent your authority in your area of jurisdiction and the oath you took to uphold the law. Since you're losing the Rich benefit, he might even be kind and allow you to take an extra Edge related to your profession.

In summary amigos, we've given you a set of wheels to your specific wagon. You don't need to go making your own.

completion of their training course and always add +1 to their Guts checks.

Agents are simply ranked as Grade 0 through 5. Grade 6 is reserved for the legendary leader of the Agency, the "Ghost," though rumors of his recent demise are widely circulated.

Agent characters begin at Grade 0, and test for promotion upon the completion of each assignment or the destruction of some great evil (Marshal's call). See the Promotion Table on the following page for the procedure.

Pay is \$40 per month at Grade 0, though Agents have access to more funds on a temporary and returnable basis, as shown on the table below. These allotments are rough guidelines per month—not absolutes. If an Agent absolutely needs people, equipment, or other resources beyond his rank to stop some unholy threat, he'll either get it or a more senior Agent will be sent out to take over. If a more senior Agent is needed, however, that Agent will most likely get the promotion and accolades instead. More on the Agency can be found on page 70.

Agency Ranks

<i>Grade</i>	<i>Pay</i>	<i>Allotment</i>
0	\$40	\$500
1	\$60	\$1000
2	\$80	\$2000
3	\$120	\$4000
4	\$150	\$8000
5	\$200	\$15,000

Scout

Requirements: Novice, Notice d6+, Tracking d6+

Scouts have learned to watch the signs and trust their instincts when it comes to navigating the vast wilderness.

Anytime the Game Master draws a face card while traveling (indicating a random encounter has occurred), a scout may make a Notice roll at -2. If successful, the scout detects the hazard, creature, or situation at the earliest opportunity, likely giving his party time to avoid it or at least attack it on their own terms. Don't forget to remind the Marshal you have this Edge if your posse's going to be traveling.

Scouts also gain +2 to Notice rolls made to avoid surprise in tactical situations.

Snakeoil Salesman

Requirements: Novice, Smarts d6+, Spirit d6+, Persuasion d8+

With honey-dewed lips that weave lies and fabrications like they were the Gospel truth, this smooth talker could sell salt to the Mormons and buffalo hides to Indians.

The character gains a +2 bonus to Persuasion and Streetwise rolls. He can also use his forked tongue to initiate a Persuasion Test of Will, opposed by the target's Smarts.

Soldier

Requirements: Special

A hero with this Edge may start as a private, NCO, or officer when he takes this Edge. Each step comes with its own perks and responsibilities—it's not necessarily better to be an officer instead of an NCO or private.

Characters may progress upward from their current rank by making Promotion rolls (see the Promotion Table). Note that the Union Army pays slightly better than its Confederate counterpart, as noted under **Rank Hath Its Privileges**.

Characters may also be demoted a number of ranks if they perform poorly, abandon their post, disobey orders, or otherwise operate outside the code of military conduct. Demotions are subjective and entirely up to the Marshal, and no roll is required.

Soldiers are on duty 24 hours a day, seven days a week. Those who decide to run off on personal adventures without permission may find themselves victims of a court martial or even summary execution!

Characters aren't expected to take entire companies on traditional adventures, of course (though this *is* *Savage Worlds*, so they could!), but the Rank Table lists the resources they may be able to draw upon if the situation warrants.

Private

Requirements: Novice, Fighting d6+, Shooting d6+ **Privates** get regular food, pay, and their gear, which includes a uniform, Winchester '73 rifle with 20 rounds, canteen, bedroll, and a horse if the private is part of a cavalry troop.

Privates always subtract 2 from Promotion rolls. Once they are promoted to corporals, they no longer suffer the penalty. Corporals who gain promotions become NCOs.

PROMOTION TABLE

At the completion of an Agent or Ranger's mission, roll 1d20 and add the modifiers below. A roll of 20 or greater means the character is promoted. A total of 24 or better means the hero is awarded an appropriate medal or citation as well.

Each medal or citation adds +1 to the hero's Charisma toward those who respect the award and have the chance to notice it (whether it is worn or simply known by reputation).

Mission Modifiers

—	Routine Mission
+2	Difficult Mission
+4	Very Difficult Mission
+6	Suicidal Mission

Situational Modifiers

-2	Character is Grade 0 or a Private
+2	Character was injured
+2	Character committed an act of conspicuous bravery witnessed by others

NCO

Requirements: Seasoned, Fighting d6+, Intimidation d6+, Shooting d6+

Noncommissioned Officers (NCOs) in the Union or Confederate Army start as sergeants and lead squads of ten privates. As NCOs advance through the ranks, they lead larger and larger formations. Note however, that they are held directly responsible for the lives of the men under their command, their performance, and morale.

Sergeants start play with the same gear given to a private, plus an Army pistol and 20 rounds. Sergeants also gain +1 Charisma due to their rank when dealing with those who respect their authority.

Officer

Requirements: Novice, Smarts d6+, Knowledge (Battle) d6+

Officers lead a command, depending on their rank, as shown on the table below. Unlike NCOs, officers are often held responsible for operations and battles before individual lives, though they must often weigh these lives carefully against defeat.

Officers gain +2 Charisma when dealing with those who respect their authority. Officers are given a uniform, saber, an Army pistol with 20 rounds, and a horse if commissioned by the cavalry.

Rank Hath Its Privileges

Rank	Command	Pay
Private	—	\$20/17
Corporal	—	\$25/\$20
NCOs		
Sergeant	Squad	\$30/\$25
Ordinance Sgt.	Squad	\$50/\$35
Quatermaster Sgt.	Platoon (4 Squads)	\$65/\$50
Sgt. Major	Company (8 Squads)	\$80/\$65
Officers		
2 nd Lt.	1 Platoon	\$30/\$25
1 st Lt.	1 Platoon	\$40/\$30
Captain	1 Company	\$50/\$35
Major	1 Company	\$75/\$40
Lt. Colonel	1 Battalion	\$100/\$60
Colonel	1 Regiment	\$120/\$75
Brigadier Gen.	1 Brigade	\$200/\$100
Major Gen.	1 Division	\$400/\$200
Lt. Gen.	1 Corps	\$800/\$400
General	1 Army	\$1600/\$800

Tale Teller

Requirements: Novice, Persuasion d8+

A good storyteller not only entertains, he gives hope and comfort as well. Sodbusters and saddletramps in the Weird West can use all the hope and comfort they can find. We don't want to say too much, but good tale tellers are critical to saving the world.

What? The world needs saving? You bet it does. You'll discover why eventually. In the meantime, know that spreading the tales of your posse's derring-do is far more important in the grand scheme of things than the ability to fire a gun or ride a bronco. So if you do something amazing, bucko, tell people about it!

The Marshal has the skinny on all this, but you need to know what the Edge does, so we'll share this much with you now. When making a Persuasion roll to tell the tale of his posse's exploits, an orator with this Edge gains a +2 bonus. Furthermore, where most tale tellers bungle the story when they roll a 1 on the Persuasion die (regardless of the result of the Wild Die), your hero does so only on a roll of snake eyes.

When a tale teller successfully lowers a Fear Level, he gets a one-time, one-use Legend Chip all his own (it doesn't go into the players' pot like other Fate Chips do, it goes straight to the player). Talk to the Marshal about this, amigo. We've already told you more than we should.

Texas Ranger

Requirements: Seasoned, Vigor d8+, Fighting d6+, Riding d6+, Shooting d6+, Streetwise d6+, Survival d6+, Tracking d6+

The South uses the Texas Rangers to police its interior. These hardened men hunt the High Plains and other regions for outlaws, bandits, deserters, and Union spies. The *Tombstone Epitaph* claims that, like the Agency, they are tasked with seeking out stranger prey as well, but only crackpots believe these bedtime stories, right?

Rangers advance along military ranks, but always start as privates. Ranger privates are given a badge (giving them +2 Charisma to those who respect its authority, and jurisdiction over all civilians of the Confederacy), a copy of *Fugitives from Justice* (giving them +2 to Law-based Common Knowledge rolls), and a general direction to mosey toward.

Pay is slightly higher for the Rangers than for their Union counterparts, but Rangers of all ranks are expected to handle things themselves according to the old creed: "One riot, one Ranger."

On the completion of every encounter with outlaws or other weirdness, the Ranger must report in and the Marshal can check for promotion on the promotion table on page 37.

Ranger Ranks

Rank	Pay
Private	\$43
Corporal	\$45
Sergeant	\$52
1 st Sergeant	\$60
2 nd Lt.	\$130
1 st Lt.	\$135
Captain	\$140
Major	\$194
Lt. Col.	\$206
Colonel	\$237

For you Ranger types, there's more information about these tough hombres and their secretive ways on page 72. Check with your Marshal before you read, it partner.

Wilderness Man

Requirements: Novice, Smarts d8+, Vigor d6+, Notice d8+, Survival d6+, Tracking d6+

Whether they live in the high Rockies, the Great Plains, or the deserts, wilderness men are used to the rigors of nature and take extremes of weather in their stride.

They gain +2 to Survival and Tracking. In addition, lives of living with nature give them a +2 bonus to Vigor rolls to resist Fatigue from Heat or Cold (see Savage Worlds).

Weird Edges

Fate's Favored

Prerequisites: Wild Card, Seasoned

This cowpoke's got someone watching out for him, and he can trust Lady Luck to come through in a pinch. Once per session, he may spend a Fate Chip of any color and treat it as if it were a blue chip.



Fate's Favored may be selected more than once, but only one time per Rank. Each time you choose it, your hero gains another use of the ability in each session.

Knack

Requirements: Wild Card, Novice

This Edge should only be taken during character creation (unless there is a good reason for the hero to "discover" his latent powers at a later date).

The Weird West is a superstitious place, where rumor and old wives' tales abound. Just occasionally, though, these folk tales contain a germ of truth. A knack is just that – folklore come true.

Well, now you get to choose one of the special events that coincided with the time of your birth. Each one gives you access to a special ability, which you can activate by using a Fate Chip (of any color). If you don't have a Fate Chip to spare, you can't use your knack.

Bastard: Well, that's what your hero is. Not the mean ornery kind, but the fatherless kind. A child born out of wedlock is said to be able to see the unseen.

Discard a Fate Chip to be able to see invisible critters, or those that supernaturally blend in with their surroundings.

Born on All Hallow's Eve: They say the King of Halloween favors those born on his day of mischief, and grants them a greater understanding of the arcane world. As one of these rascals, your hero

can only choose Magic and Weird Science Arcane Backgrounds. If you've already set your heart on a different Arcane Background, you'll have to choose another knack.

A Weird Scientist with this knack can discard a Fate Chip and make a successful Spirit roll to avoid dementia as a result of taking the New Powers Edge (see page 84).

A huckster with this knack can discard a Fate Chip to discard and redraw a card when making a poker hand to cast a hex (see page 78).

Born on Christmas: A babe born on Christmas is particularly resistant to arcane effects powered by evil spirits. As such, your hero can only use Miracles and Shamanism Arcane Backgrounds. If you wanted to take a different Arcane Background, this isn't the knack for you.

When targeted by a power from any other Arcane Background, a hero with this knack can discard a Fate Chip to negate the effect and force the caster to make a Spirit roll (-4) or be Shaken.

Breech Birth: A baby born butt-first is said to have the uncanny ability to heal injuries.

Your hero is just such a person and can spend a Fate Chip to use the *Greater Healing* power. He doesn't need to roll, he automatically gets a single success (healing one wound).

Seventh Son: Your hero is fated for greatness; his legend will loom large in the Weird West.

This hombre has the ability to control fate. Any time a Fate Chip is used in his presence, he can discard a like-colored chip to negate its effect.

Legendary Edges

Behold A Pale Horse...

Requirements: Legendary

The Lone Ranger had Silver, Zorro had Toronado, and your steed is no less impressive. Whether it is a new stallion you've just broken in, or the same faithful pony you've had since you were young, there is something special about your horse. It has character.

Your faithful beast uses the statistics for a war horse (see the *Savage Worlds* rules) but gains the Fearless special ability and the Danger Sense Edge. What's more, the horse is



a Wild Card. That's right, muchacho, your horse has its own Fate Chips and can do all the things a Wild Card can do. If the trusty steed dies, however, you have to choose this Edge again, or lose the benefit.

Damned

Requirements: Legendary, Reputation

Old gunslingers don't die, they just...

Okay, they do die. Usually in messy and embarrassing ways. But if your grizzled veteran of the Weird West goes down, he's definitely coming back. Taking this Edge is something of an insurance policy against having your plans for this old hand ended prematurely.

If your hero is killed, he automatically returns from the grave, a Harrowed (and we're not talking suicide here). Just how long that takes relies on the Marshal's whim and the story. It could be near-instant, or it could be after your partners put you in a pine box and read the 23rd psalm.

Your Marshal has more information on this weird state of affairs. Death is just the beginning, amigo!

Fast As Lightning

Requirements: Legendary, Quick, Agility d10+

When your hero reaches for his shootin' irons, folks rarely have time to blink, much less draw him down. Some say he's the fastest gun in the West.

Whether that's true or not, he's quick, real quick. Any time your hero is dealt lower than a ten for initiative, treat his card as a ten of the same suit.

Right Hand of the Devil

Requirements: Legendary, Shooting, Fighting, or Throwing d10+

Your hero is fast on the trigger and renowned far and wide as one mean hombre in a fight. Folks have taken to calling him the right hand of the devil (or left hand of the devil if your cowpoke is of the sinister persuasion).

Whichever weapon your hero uses in his favored hand has been infused with some of the mythic status he is accorded, turning that weapon into a powerful relic. A relic weapon does an extra die damage of the same type as that weapon's highest damage die. So a relic Colt revolving rifle would do a fearsome 3d8 damage.

Of course, the Edge remains with the weapon, so if you lose your gun, you lose the Edge and whoever takes the weapon gains the benefit of the relic.



Gear & Goods

A well-oiled six-gun. A Winchester: the gun that "tamed the West". A good horse and a sturdy saddle.

These are the necessities, but there are all sorts of things for sale in the Weird West. In this chapter you'll find a good assortment of the things a cowpoke needs to get by, whether by the skin of his teeth or luxurious style.

Gear & Goods

As we told you in the last chapter compadre, you start with just \$250 in your local currency. Anything you want in the way of possessions, you're going to have to buy! Now we know your money won't go far, so in *Deadlands*, you have two options when you go shopping. You can pay the price listed on the charts in this chapter, or you can hunt down a bargain by buying el cheapo gear. Of course, there's a downside to being over-thrifty. We don't want to make it too easy on you, amigo!

El Cheapo Gear

Most anything listed here, excepting services, can be bought cheaper than the listed price. Common items such as clothes are ratty and torn, hats are crumpled, and dinged up playing cards can't be used anywhere except by the campfire. The effects of these items are usually situational, though many items can cause bigger problems... or become them!

El cheapo gear costs 50% of the normal price, but a cowpoke only receives a discount on types of gear described below. Cheap equipment that doesn't come with a disadvantage costs near full price.

Cheap guns, saddles, and so forth—anything a cowpoke might use in an attribute roll—malfunction when the player rolls a 1 on the skill die, as if your hombre had the All Thumbs Hindrance. This even applies to gear that is normally exempted from All Thumbs. Your el cheapo tomahawk, for example, might fall apart while you're trying to whack on some no good rascal. If your cowpoke has All Thumbs, he's in for double trouble: el cheapo gear malfunctions on a 1 or 2. (Good luck, buddy.)

Items that don't come into play for skill rolls might affect folks' perception of your hero. A ratty duster, for example, is a sure sign of a no good scofflaw or saddletramp in civilized company (and in the West, too!). These items inflict a -1 Charisma modifier on your hombre, though the maximum total Charisma penalty for el cheapo gear is -2.

El Cheapo Horses

Skinflint characters who cheap out on horseflesh are in for a whole different brand of trouble. El cheapo horses, in addition to their normal statistics, have two Minor Hindrances or a Major Hindrance



of the Marshal's choice. That's right, partner, you could wind up with an elderly nag, a stubborn mare, or a stallion full of piss and vinegar. You pays your money (or not) and you takes your chances.

Marshal, we know how much you want to punish your players for being misers, but use common sense here. Horses don't make the kind of enemies that call them out for a duel at High Noon, and they're about as likely to be outlaws as Doc Holliday is to join a sewing circle.

Selling Goods

Posses often wind up with a fair amount of spare gear. Everyday items are easy enough to sell or trade, but unloading more unusual or dangerous gear—guns, blades, and gold bullion, for example—can be a bit tricky. One or two such items can be sold at full price if the trader finds the right private buyer, but no merchant pays full price.

Attempting to unload much more is liable to catch the attention of suspicious law dogs, something characters in the market to sell ill-gotten goods probably want to avoid. A Streetwise roll in a city of fair size or larger allows the seller to dump the goods at a quarter the normal value, a raise nets half the list price. This roll may be attempted once a week.

GEAR NOTES

Most of the items on the gear lists are self-explanatory. A few have some additional rules, as listed below.

Chaps: These heavy leather seatless trousers are worn by ranchers and other riders to protect their trousers and legs. They grant a +1 bonus to Riding rolls to resist Fatigue.

Camera: This is an old-fashioned box camera. Unlike the *Epitaph* Camera, the photographer's subject must remain still for several minutes for a clear picture.

Hatchet: Treat this as a knife when used as a weapon.

Lantern: A lantern provides light in a 4" radius for three hours per pint of oil. There is a 50% chance the lantern breaks if dropped, and a 1 in 6 chance it sets normal combustibles alight.

Lockpicks: A scofflaw who tries to pick a lock without these tools suffers a -2 penalty to his Lockpicking roll.

Nitro: A liquid explosive used in the manufacture of dynamite, nitro isn't particularly stable. If a cowpoke rolls a critical failure on any Agility roll while carrying Nitro, the bottle explodes and inflicts damage as if it was thrown.

Pick: Picks make poor weapons due largely to their weight and poor balance for the task. The user suffers a -1 to Parry and Fighting rolls while using a pick, and must have at least d8 strength. They inflict d6 damage.

Quick Draw Holster: This item allows the user to draw a pistol quickly in combat. Pistoleros only suffer a -1 multi-action penalty when they draw a pistol carried in a quick draw holster (additional multi-action penalties are -2 as normal).

Rope (20 yards): This rope can safely handle 300 pounds without difficulty. For every 50 pounds over that, roll 1d6 every minute, or whenever the rope suffers sudden stress. On a 1, the rope snaps.

Speed Load Cylinder: A pistolero can use a speed-load cylinder to reload a six-shooter as if he has the Speed Load Edge, provided he's pre-loaded the cylinder.

Wood Ax: This ax is intended for chopping lumber, and makes an awkward weapon. If used in this fashion, it acts like a tomahawk with a d8 minimum Strength, but requires two hands to use. Further, if the would-be lumberjack rolls a 1 on his Fighting die, he whacks himself. A critical failure means he takes damage as if he had rolled a raise.

Weapon Notes

Bolas/Lariat: These weapons can be used to make an Agility Trick roll using the wielder's Fighting (for lariats) or Throwing (for bolas) skill. On a raise, the opponent falls prone, in addition to suffering -2 Parry and being Shaken.

Colt Buntline Special: The original model was specially made for Ned Buntline. It has a 16-inch barrel and a detachable shoulder stock. Buntline had others made and gave them as gifts to prominent Western personalities.

These pistols cannot normally be bought. They must be ordered directly from the Colt factory in New Jersey (for \$500), or pried from the cold,

dead fingers of their owners. Since this list includes such luminaries as Wyatt Earp and Bat Masterson, ordering is likely the wiser course.

Buntlines are slow on the draw due to their long barrels. When using a Buntline, gunslingers do not benefit from the Quick Draw Edge or quick draw holsters.

English 1840 Model/Wesson Dagger-Pistol: A knife blade juts out from between these weapons' multiple barrels, which inflicts Str+d4 damage.

Evans Old Model Sporter: This high capacity rifle uses special .44 caliber ammo made only by the gun's manufacturer. These bullets are hard to come by out West, but can be ordered directly from the company (delivery takes about three weeks).

Gatling Gun: Gatling guns were commonly used on the battlefields of the Civil War, but are prone to jams. If the shooter rolls more 1's than anything else in a single burst, the weapon jams and does not operate until a Repair roll is made. On any other result, it simply misses as usual.

LeMat Carbine/Revolver: These unusual weapons mount a 16-gauge scattergun barrel under the pistol (or rifle) barrel. A switch moves the hammer between the two, so the weapon can be fired either way each action round without penalty.

Whip: If the wielder scores a raise on his attack roll, the attack does not inflict an additional d6 damage. Instead, the victim suffers a -2 to his parry until his next action.

CAP & BALL WEAPONS

Cap and ball weapons get their name from the way they are fired. The bullet (ball) and gunpowder are loaded by hand into the weapon's chamber, requiring more time to reload than modern cartridge ammunition. These weapons have Reload 2 (all Reload 2 weapons listed are Cap & Ball weapons).

Be careful if you go for one of these old pieces, amigo. They load a mite slow. Stick with one of these weapons and you'll learn the hard way: they'll get you into trouble but they won't get you out.

Common Gear

<i>Item</i>	<i>Cost</i>	<i>Weight</i>
<i>Clothes</i>		
Boots	\$8	4
Chaps	\$4	6
Duster	\$10	4
Longjohns	\$2	2
Shirt/blouse, dress	\$3	1
Shirt/blouse, work	\$1	1
Silk Stockings	\$1	-
Shoes	\$2	1
Suit/fancy dress	\$15	6
Trousers/skirt	\$2	2
Winter coat	\$15	3
<i>Explosives</i>		
Blasting Cap	\$1	-
Dynamite (per stick)	\$3	1
Fuse (per foot)	5¢	1/50ft.
Nitro (per pint)	\$2.50	1
<i>Food & Drink</i>		
Bacon (per pound)	15¢	1
Coffee (per pound)	25¢	1
Restaurant, good		
<i>Breakfast</i>	50¢	-
<i>Lunch</i>	25¢	-
<i>Dinner</i>	\$1	-
Restaurant, cheap (any meal)	25¢	-
Trail Rations (per day)	50¢	3
<i>General Equipment</i>		
Ax, wood	\$2	5
Backpack	\$2	3
Barbed wire (per yard)	5¢	5/50ft.
Bed roll	\$4	10
Camera	\$3	5
Canteen	\$1	5 (full)/1 (empty)
Cigar	5¢	-
Detonator, plunger	\$10	10

<i>Item</i>	<i>Cost</i>	<i>Weight</i>
Detonation wire (per 50')	\$2.50	1
Drill	\$2	2
File	25¢	1
Ghost Rock (1 lb)	\$100	1
Guitar	\$8	6
Hammer	50¢	2
Handcuffs	\$3.50	3
Harmonica	50¢	—
Hatchet	\$1	2.5
Iron skillet	50¢	5
Lantern	\$2.50	4
Lantern oil (per gallon)	10¢	6
Lockpicks	\$50	1
Matches (box of 100)	50¢	1/4
Mess kit	\$2	3
Photographic plate	\$1	1/2
Pick	\$2	12
Pipe	\$2	3/4
Playing cards	25¢	—
Rope (per 50')	\$5	8
Shovel	\$1.50	5
Spectacles	\$5	—
Tobacco, chewing (tin)	50¢	1
Tobacco, smoking (pouch)	50¢	1
Watch, standard	\$2.50	1/2
Watch, gold	\$10	1/2
<i>Gun Accessories</i>		
Gun belt	\$2	1
Holster	\$3	1
Quick-draw holster	\$11	1
Rifle boot	\$3	.5
Shotgun thong	25¢	—
Speed-load cylinder	\$3	1
<i>Hats</i>		
Bonnet	\$2	—
Derby	\$1.50	—

<i>Item</i>	<i>Cost</i>	<i>Weight</i>
Fedora	\$3	—
Sombrero	\$3.50	—
Stetson	\$5	—
<i>Liquor</i>		
Beer (glass)	5¢	—
Cheap stuff		
<i>Shot</i>	10¢	—
<i>Bottle</i>	\$2	4
Good stuff		
<i>Shot</i>	25¢	—
<i>Bottle</i>	\$5	4
<i>Transportation</i>		
Buckboard	\$75	—
Buggy/cab	\$200	—
Conestoga wagon	\$200	—
Horse	\$150	—
Mule	\$50	—
Riverboat (per mile)	5¢	—
Saddle	\$25	30
Saddlebags	\$5	5
Stagecoach (per mile)	10¢	—
Train ticket (per mile)	5¢	—
<i>Services</i>		
Bath	\$1	—
Burial	\$5	—
Doctor visit		
<i>Office</i>	\$3	—
<i>House call</i>	\$5	—
Photo	\$10	—
Room (per day)		
<i>Boarding house (w/meals)</i>	\$3	—
<i>Low-class hotel</i>	\$2	—
<i>High-class hotel</i>	\$10	—
Shave and a haircut	25¢	—
Telegram (per word)	5¢	—

INFERNAL DEVICES

While many of the weapons above represent the cutting edge of mundane technology, they fall far short of the ghost rock powered inventions of the self-styled “New Scientists.”

Despite these new-fangled machines’ incredible effectiveness, more than a few folks have taken to calling them “infernal devices” thanks to their tendency to rattle apart, explode, and otherwise malfunction—usually just when their owners need them most.

Despite most inventors taking great offense at the term, it stuck. The vast majority of infernal devices (seen by the public anyway) come from the workshops of the acclaimed Smith & Robards. Customers can order these amazing machines and have them delivered to their doorstep, or even via emergency courier “out in the field.”

Gizmos and Infernal Devices

There is an important difference in the terminology of the New Science.

“Gizmos” are hasty devices made in the field by a Mad Scientist. Infernal devices require months or years of intensive research in well-equipped labs, as well as materials made in smelters or custom-made by skilled craftsmen. The latter can only be purchased from businesses such as Smith & Robards, or discovered in the possession of private inventors. Player characters cannot invent infernal devices during the normal course of play, but that doesn’t mean they can’t notionally be “working” on such creations! Most scientists are lost if they don’t have a project they’re secretly developing, or an important breakthrough they’re on the verge of discovering.

Likewise, noxious brews made in advanced distilleries are called “elixirs.” Those cooked up “in the field” by a scientist with the Alchemy Edge (see page 84) are called potions.

But I Want to Make a Steam-Powered Spaceship!

Your average scientist simply doesn’t have the equipment or time to manufacture elixirs and infernal devices; only outfits like Smith & Robards and Hellstromme Industries can muster those kinds of resources. It is likely both the Union and



Confederate governments have their own labs dedicated to such designs, but their existence would obviously be a closely guarded secret.

Malfunctions

Malfunctions work differently in the Weird West than described in *Savage Worlds* thanks to the instability of ghost rock, or the hurried nature of the construction. When a character using a gizmo or infernal device rolls 1 on his trait die (regardless of the result of the Wild Die), be that the scientists Weird Science skill, or a skill appropriate to the device, it malfunctions with spectacular effect.

Gizmos explode, release noxious fumes, or otherwise cause harm in a Medium Burst Template for a whopping 2d6 damage. Infernal devices have specific malfunction results listed in their description.

If this sounds incredibly unpredictable, guess what—it is! Just remember that you can always spend a Fate Chip to reroll. This eliminates the 1 and gives you a second chance to avoid the big boom noise (assuming of course you don't roll another 1, but nobody's that unlucky, right?).

Regardless of the specific malfunction, the device is ruined until repaired, which typically takes 2d6 hours and a Repair roll by someone with the Arcane Background (Weird Science) Edge.

Buying Infernal Devices

Despite the inherent dangers, many a brave (or foolhardy) gunhand employs infernal devices and elixirs for that extra edge. While these items are not available for purchase at your average general store or apothecary, they can be ordered direct from Smith & Robards.

Smith & Robards' home office is located in Salt Lake City, Utah, with regional offices found in Denver, Dodge, and Virginia City. These secondary locations do not sell "off the lot." Any purchases must be ordered from the home office. Smith & Robards requires payment in advance for purchases, and shipping usually takes about a week (two to Dodge) by rail. Delivery can be made in the field via ornithopter or steam wagon as well. This costs an extra dollar per pound delivered, with a minimum fee of \$1000. This generally only takes 1d20 hours.

Since research and development of these items takes months or years, S&R doesn't do custom orders.

SMITH & ROBARDS CATALOG

The following items are those most commonly ordered from the factories of Smith & Robards.

Auto-Gyro

Cost: \$8,000

For those interested more in speed of travel than comfort, S&R engineered the incredible auto-gyro. This vehicle is propelled by a steam-powered air screw. As the auto-gyro moves forward, the air washing over it spins the blades of the upper lift fan and elevates the vehicle off the ground. The auto-gyro has room enough for two people.



Acc/Top Speed: 15/30; **Toughness:** 8 (2); **Crew:** 2;
Cost: \$8,000 **Notes:** -2 Piloting in rough conditions; travels approximately 50 miles on one pound of ghost rock.

Malfunction: On a roll of a 1 on the Piloting die, (regardless of the result of any Wild Die), the ghost rock boiler explodes, causing 3d10 damage to everyone in a Large Burst Template (including those aboard and the vehicle itself).

Bullet Proof Vest

Cost: \$1,800

Smith & Robards makes an armored vest that not only deflects most small arms fire, but is light enough to wear in the heat of the West. The vest is infused with ghost steel shavings that provide +2 protection to all who wear it. This weighs only 10 pounds. A heavier vest is also available that provides +4 protection, but it weighs 20 pounds. Both vests protect only the torso. Donning or removing the vest requires an action.

Malfunction: Of all the devices S&R produce, the vest is among the safest. Occasional accidents have been reported, however. If the wearer ever rolls snake eyes on a soak roll, the damage ignites the ghost steel shavings in the vest causing 2d10 damage to the wearer immediately and a further 2d6 damage each round until he takes it off.

Epitaph Camera

Cost: \$1,600

The *Tombstone Epitaph* publishes weekly reports of bizarre creatures and events, few of which are taken seriously by sensible folk. A picture, however, would be worth a thousand words, but any sort of movement ruins pictures taken by most cameras.

Smith & Robards overcame this limitation by mixing powdered ghost rock with the emulsifier that coats photographic plates. These plates are incompatible with standard cameras, and require an “*Epitaph*” camera to properly record an image.

The camera is so named because upon its availability, the *Epitaph* immediately adopted it for all photographic images published in the paper. Unfortunately, the very success of these cameras causes skeptics to believe the images are faked.

Characters use Smarts to take photographs. Plates for these cameras are more expensive than ordinary photographic plates, at \$5 a pop.

Malfunction: On a roll of a 1 on the Smarts die, (regardless of the result of any Wild Die), the camera’s ghost rock plates explode, causing 2d4 damage in a Small Burst Template.

Flamethrower

Cost: \$2,000

Smith & Robards’ flamethrowers use the standard rules for such weapons in the *Savage Worlds* rules. They have 30 shots. In a clever marketing move, S&R only recommend their proprietary incendiary mix, meaning that to refuel the flamethrower, a cowpoke has to find an S&R stockist, or risk a substitute fuel. The real mix costs \$90 per tankful.

Malfunction: On a roll of a 1 on the Shooting die, (regardless of the result of any Wild Die), the device explodes, causing 3d10 damage to everyone in a Medium Burst Template and likely setting the victims alight as well (see the rules for fire in the *Savage Worlds* rules)!

Gatling Weapons (Personal)

Cost: Varies

Personal Gatling weapons are becoming more common in the Weird West. The Agency is widely known to issue these weapons to their operatives. See the table on page 54 for details of these devices.

Malfunction: On a roll of a 1 on the Shooting die, (regardless of the result of any Wild Die), the user spins about wildly, spraying bullets everywhere. Treat this as a Suppressive Fire attack against everyone in a Large Burst Template centered on the user. The weapon can’t injure more victims than it has bullets remaining.

Ghost Rock Detector

Cost: \$2500

Highly complex and incredibly expensive, the ghost rock detector is an ingenious machine that analyses the atmosphere for ghost rock vapor.

A successful Weird Science roll detects the presence of ghost rock in a 100 yard radius. A Notice roll (-4) once per day detects the seam of ghost rock, which can then be mined. A raise on the Weird Science roll narrows the distance down to 50 yards and reduces the Notice roll penalty to -2.

Malfunction: On a roll of a 1 on the Weird Science die, (regardless of the result of any Wild Die), the device starts to give false readings, detecting ghost rock everywhere the posse travels.

Greased Lightning Pills

Cost: \$75/dose

Concocted for gunslingers looking for an edge in a fight, these pills stimulate the nervous system, speeding nerve impulses dramatically, and granting the pistolero preternatural reflexes.

Whenever a character affected by these pills is dealt an 8 or less in combat, he may discard that card and draw again, keeping the best of his draws. This effect lasts until the user is dealt a Joker, or the end of a combat.

Malfunction: A bad patch of pills slows the reflexes. For each dose taken, the recipient must make a Vigor roll. On a 1 (regardless of the result of any Wild Die), he does not gain the usual benefit, but instead is dealt two cards each round, and acts on the lower of the two. Further, if the user has any Edges that modify initiative cards, they are nullified. This effect lasts until the user is dealt a Joker, or the end of a combat.

Restoration Elixir

Cost: \$150/dose

A good long plug of S&R's patented Restoration Elixir cures what ails you. After taking a draught, a cowpoke immediately regains any lost Fatigue levels and may make an immediate Vigor roll to recover wounds as if healing naturally, regardless of whether he suffered the wounds within the last hour. He ignores wound penalties for this roll.

Malfunction: For each dose taken, the recipient must make a Vigor roll. On a 1 (regardless of the result of any Wild Die), the elixir burns going down, and lights a fire in the cowpoke's belly as well. He immediately suffers 2d6 damage.

Rocket Pack

Cost: \$2,100

The buffalo soldiers stationed at Fort Apache, New Mexico, were the constant targets of Apache ambushes. Their commander was browsing through the latest S&R catalog when he spotted this brand new device and used his own personal fortune to order five. He assigned them to the best men of his regiment, an elite squad that soon became known as the "Flying Buffaloes."

The rocket pack can lift up to 300 pounds (plus the weight of the pack) for 20 minutes per one pound chunk of ghost rock. When the fuse atop

it is lit, a ghost rock rod at the center of the pack ignites, heating the water inside the boiler. The steam pushes the wearer into the air, and he can control the thrust by venting extra steam from large panels on either side.

The rocket's Pace is 20, and moving vertically costs 2" per 1" climbed. The user can safely descend at his normal Pace.

Malfunction: If a 1 is rolled on the pilot's Piloting die while making a maneuver (regardless of the result of any Wild Die), the pack explodes, causing 3d10 damage to everyone in a Medium Burst Template.

Steam Wagon

Cost: \$1,500

When Mormons first settled Salt Lake City, they found the surrounding Salt Flats alive with Utah rattlers. Crossing this dangerous terrain was one of their most perilous trials. In 1870, Professor Darius Hellstromme arrived and offered them the secret to a new invention: the steam wagon.

This steam-powered horseless carriage can dash across the Salt Flats in no time. They don't work well in uneven terrain and can't enter rocky areas at all, but on the wide open plain, they outpace a horse over long distances.

The vehicles gained such notoriety that bandits in Nevada and other relatively flat areas began using them to hold up trains. Some of these desperadoes even mount Gatling guns on their steam wagons.

Steam wagons have the following stats:

Acc/Top Speed: 5/15; **Toughness:** 10 (3); **Crew:** 4; **Cost:** \$1,500 **Notes:** -2 Driving in rough terrain; Travels approximately 60 miles on one pound of ghost rock.

Malfunction: The ghost rock boiler explodes, causing 3d10 damage to everyone in a Large Burst Template (including those aboard and the vehicle itself).

Vocal Uncction Elixir

Cost: \$50/dose

This soothing throat syrup tightens (or relaxes) the vocal cords, bringing them to the perfect pitch for pleasing speech. It's a favorite among singers and thespians, as well as politicians—who like the sound of their own voices to begin with!

Upon imbibing this elixir, the drinker gains +2 Charisma for the next hour.

Malfunction: If the user rolls a 1 on his Persuasion skill die while benefiting from this elixir (regardless of the result of any Wild Die), his voice becomes hard and hoarse for the next 24 hours, giving him -2 Charisma.



Shootin' Irons & Other Ranged Weapons

<i>Weapon</i>	<i>Range</i>	<i>Damage</i>	<i>RoF</i>	<i>Cost</i>	<i>Weight</i>	<i>Shots</i>	<i>Min Str.</i>	<i>Notes</i>
<i>Automatics</i>								
Gatling Gun (.45)	24/48/96	2d8	3	\$1,500	40	100	-	AP 2; may not move
<i>Carbines</i>								
Sharps '55 (.57)	20/40/80	2d8	1	\$18	8	1	-	AP 2; Reload 2
Spencer (.56)	20/40/80	2d8	1	\$15	8	7	-	AP 2
LeMat Carbine (.42)	20/40/80	2d8	1	\$35	9	9	-	AP 1; see notes
& Shotgun (16-ga)	12/24/48	1-3d6	1	-	-	1	-	-
<i>Derringers & Pepperboxes</i>								
Derringer (.41)	5/10/20	2d6	1	\$8	.5	2	-	AP 1
English 1840 Model (.36)	5/10/20	2d6	1	\$5	1	8	-	AP 1; reload 2
Rupertus Pepperbox (.22)	5/10/20	2d6	1	\$6	1	8	-	
Wesson Dagger-Pistol (.41)	5/10/20	2d6	1	\$6	1	2	-	AP 1; see notes
<i>Revolvers, Single-Action</i>								
Colt Army (.44)	12/24/48	2d6+1	1	\$12	2	6	-	AP 1
Colt Buntline Special (.45)	15/30/60	2d6+1	1	\$500	3	6	-	AP 1; see notes
Colt Dragoon (.44)	12/24/48	2d6+1	1	\$11	4	6	-	AP 1
Colt Navy (.36)	12/24/48	2d6	1	\$10	3	6	-	AP 1
Colt Peacemaker (.45)	12/24/48	2d6+1	1	\$15	2	6	-	AP 1
Lemat Grapeshot Pistol (.40)	12/24/48	2d6	1	\$25	4	9	-	AP 1; see notes
& Shotgun (16-ga)	5/10/20	1-3d6	1	-	-	1	-	-
<i>Revolvers, Double-Action</i>								
Colt Frontier (.32-20)	12/24/48	2d6	1	\$8	2	6	-	AP 1
Colt Lightning (.38)	12/24/48	2d6	1	\$13	2	6	-	AP 1
Colt Peacemaker (.45)	12/24/48	2d6+1	1	\$15	2	6	-	AP 1
Colt Thunderer (.41)	12/24/48	2d6	1	\$14	2	6	-	AP 1
Starr Revolver (.44)	12/24/48	2d6+1	1	\$9	2	6	-	AP 1; reload 2

<i>Weapon</i>	<i>Range</i>	<i>Damage</i>	<i>RoF</i>	<i>Cost</i>	<i>Weight</i>	<i>Shots</i>	<i>Min Str.</i>	<i>Notes</i>
<i>Rifles</i>								
Ballard '72 (.56)	24/48/96	2d8	1	\$24	11	1	-	AP 2; Reload 2
Bullard Express (.50)	24/48/96	2d10	1	\$30	11	11	d8	AP 2
Colt-Paterson Model '36 (.69)	24/48/96	2d10	1	\$25	12	7	d8	AP 2; Reload 2
Colt Revolving Rifle (.56)	24/48/96	2d8	1	\$24	11	5	d6	AP 2; Reload 2
Enfield Musket (.58)	12/24/48	2d8	1	\$25	9	1	-	AP 2; reload 2
Evans Old Model Sporter (.44)	24/48/96	2d8	1	\$30	12	34	-	AP 2
Sharp's Big 50 (.50)	24/48/96	2d10	1	\$20	10	1	d8	AP 2
Springfield (.58)	24/48/96	2d10	1	\$8	9	1	d6	AP 2; reload 2
Winchester '73 (.44-40)	24/48/96	2d8	1	\$25	7	15	d6	AP 2
Winchester '76 (.45)	24/48/96	2d8	1	\$40	7	15	-	AP 2
<i>Shotguns (all 12-gauges)</i>								
Colt Revolving Shotgun	12/24/48	1-3d6	1	\$45	10	5	d6	+2 Shooting rolls
Double Barrel	12/24/48	1-3d6	1-2	\$35	8	2	-	+2 Shooting rolls

Ammo

<i>Ammo</i>	<i>Number</i>	<i>Weight</i>	<i>Price</i>
Arrow	20	1/5	\$2
Pistol (.22-.38)	50	3/50	\$2
Pistol (.40-.50)	50	5/50	\$3
Rifle (.38-.52)	50	6/50	\$4
Rifle (.56+)	50	8/50	\$5
Powder & Shot	20	4/20	\$1
Percussion Caps	60	1/60	\$.50
Shotgun Shells	20	2/20	\$2

<i>Weapon</i>	<i>Range</i>	<i>Damage</i>	<i>RoF</i>	<i>Cost</i>	<i>Weight</i>	<i>Shots</i>	<i>Min Str.</i>	<i>Notes</i>
Scattergun	6/12/24	1-3d6	1-2	\$35	5	2	-	+2 Shooting rolls, SBT
Single Barrel	12/24/48	1-3d6	1	\$25	6	1	-	+2 Shooting rolls
Winchester Lever-Action	12/24/48	1-3d6	1	\$35	8	4	d6	+2 Shooting rolls
<i>Other Ranged Weapons</i>								
Bolas	4/8/16	Str+1	1	\$3	.5	1	-	see notes
Bow	12/24/48	2d6	1	\$3	2	1	-	
Dynamite	4/8/16	2d6/stick	1	\$3	.5	1	-	MBT; +1" radius, +1 inch damage per additional stick
Nitro (8 oz. bottle)	4/8/16	3d6	1	\$1.25	.5	1	-	LBT; see notes

SBT: Small Burst Template. MBT: Medium Burst Template. LBT: Large Burst Template.

Melee Weapons

<i>Weapon</i>	<i>Damage</i>	<i>Weight</i>	<i>Price</i>	<i>Notes</i>
Brass Knuckles	Str+d4	1	\$1	
Club	Str+d4	1	-	
Club, War	Str+d6	3	\$3	
Club, War (Bladed)	Str+d8	6	\$8	AP 2; Parry -1; Requires 2 hands
Knife	Str+d4	1	\$2	
Knife, Bowie	Str+d4+1	2	\$4	AP 1
Lariat	-	3	\$4	Parry -1; Reach +2; see notes
Rapier	Str+d4	3	\$10	Parry +1
Saber	Str+d6	4	\$15	
Spear	Str+d6	5	\$3	Parry +1; Reach 1; requires 2 hands
Tomahawk	Str+d6	4	\$3	
Whip	Special	2	\$10	Parry -1; Reach +2; see notes

Gatling Guns

<i>Weapon</i>	<i>Range</i>	<i>Damage</i>	<i>RoF</i>	<i>Cost</i>	<i>Weight</i>	<i>Shots</i>	<i>Min Str.</i>	<i>Notes</i>
Gatling Pistol (.45)	12/24/48	2d6+1	2	\$800	5	12	-	AP 1
Gatling Rifle (.45)	24/48/96	2d8	2	\$1200	13	12	d6	AP 2
Gatling Shotgun	12/24/48	1-3d6	2	\$1500	15	12	d8	

Gatling weapons cannot fire single shots and must fire at their full Rate of Fire.



Setting Rules

Some things work differently in the weird west. The setting rules in this chapter give Deadlands its hot and spicy flavor.

Mix two parts savagery with one part weird, simmer on a howling fire stoked by ghost rock, and you'll see exactly why some call it the "savage west."

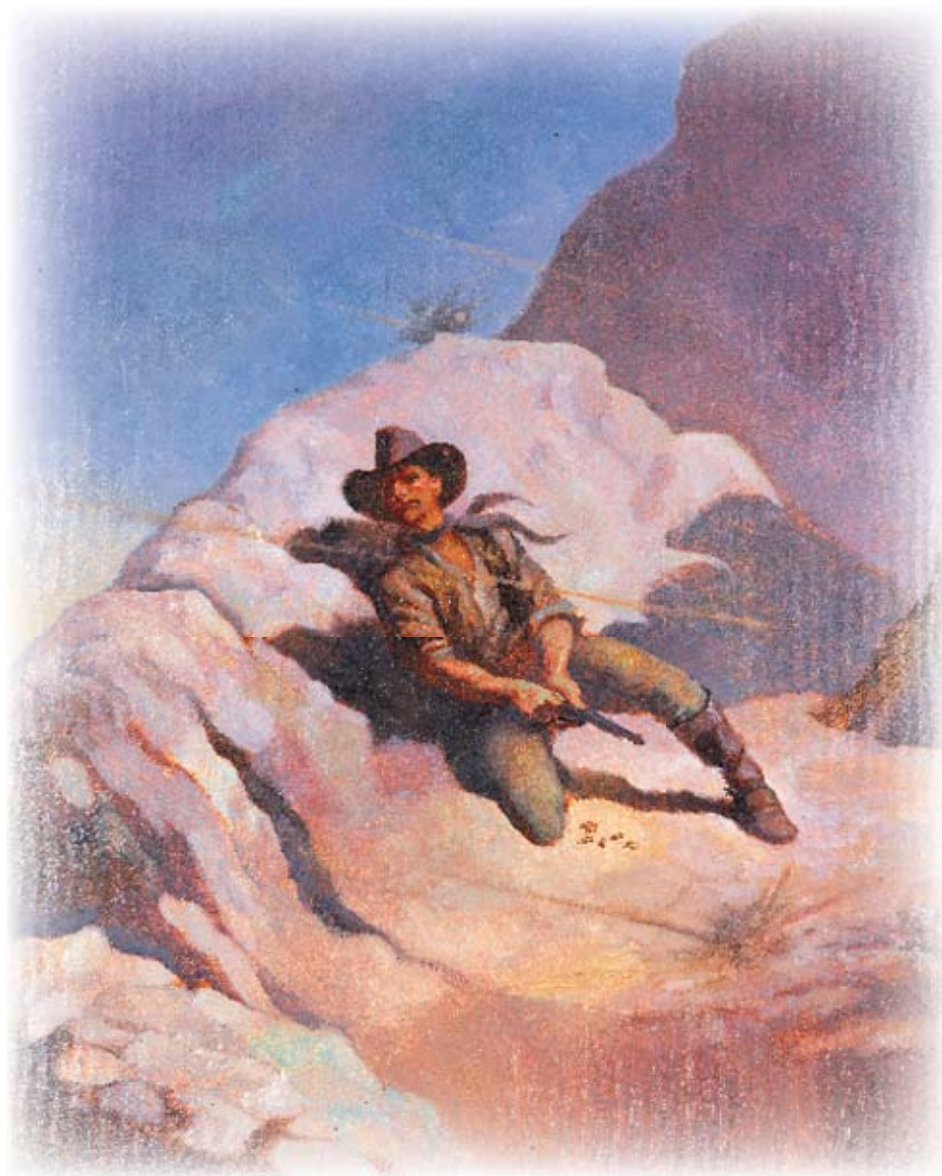
Setting Rules

GRIT

Grit is a measure of your hero's willpower, as well as his experience with the more horrific foes found on the dark prairie. Rookie heroes are as likely as not to skedaddle from some of the weirder varmints out there, while old hands are liable to look the creature straight in the face and spit in its eye.

Wild Card characters have one point of Grit per Rank, unless they've taken an Edge or Hindrance that modifies Grit. Each point of Grit adds +1 to the character's Guts rolls. You may think that's great, but you should know that most areas in the Weird West inflict a *penalty*.

There's more information on all this for the Marshal on page 125, but for now, all you players need to know is that a high Grit score helps your cowpoke keep his head when the going gets weird. Of course, a smart sodbuster might just run away anyway, or he could lose his head in a more literal fashion.



FATE CHIPS

Rather than use regular bennies, *Deadlands* uses colored poker chips we call Fate Chips. When playing *Deadlands*, any references to bennies in *Savage Worlds* refer to Fate Chips instead.

At the start of each game, the Marshal puts 20 white, 10 red, and 5 blue poker chips into a hat, cup, or other container—called the “Fate Pot.” Each player, without looking, draws as many chips as his character is allowed—usually three. The Marshal does the same, drawing one for each player in the game, to use for the bad guys. When Marshal-controlled Wild Cards turn up in the game, he draws two extra chips from the fate pot for each.

Fate Chips come in three colors because each grants a different benefit, but regardless of color, all allow you to attempt a Vigor roll to soak damage or

remove a Shaken condition as usual. Each Fate Chip also allows you a chance to gain Experience Points at the end of a session, as with bennies.

All Fate Chips are thrown back in the pot at the end of each session, so you may as well use ‘em up, amigo. What else are they good for?

Glad you asked.

White

If you're lucky and you live long enough, compadre, you'll see a lot of these. White Fate Chips are the most common sort and act just like regular bennies. So, if you spend one, you get to reroll a trait roll and keep the best result. All the usual *Savage Worlds* rules on bennies apply to white Fate Chips.

Red

A red chip allows you to roll a d6 and add it to your current total (this die can Ace as usual). This negates a critical failure from rolling a 1 on your skill die, should that be an issue. Or you can choose to use a red chip as a white chip.

The bad news is that the Marshal gets a free draw from the Fate Pot for his critters and cowpokes every time you use a red chip. The Marshal does *not* get a draw if you use a red chip as a white (to reroll, soak a wound, or eliminate a Shaken condition).

Blue

Blue chips work just exactly the same as red chips except for one difference. Using a blue chip doesn't give the bad guys a chip (the Marshal doesn't get a draw), no matter what you use it for.

DESIGN NOTES

The Way of the Brave system is much more lethal than the current one, but has a couple of advantages.

First, it balances melee versus ranged attacks a bit better. Ranged attacks typically have a lower Target Number, but a fixed damage of 2d6 to 2d8 or so. Melee often has a higher Target Number and currently exposes you to more danger. The payoff under this system is that a fighter with a good Strength and a decent weapon has a much better chance of doing more damage. Not only is the base total higher, but he also gets an additional chance to ace.

This also makes "mooks" much more dangerous. A zombie with d6 Str and claws (d4) does d6+d4—much better than the d6+1 he would have done before. Give him a short sword and watch out—that's 2d6 damage! In a fantasy game, where hand to hand is more common, this makes armor—or a high Parry—even more valuable.

Legend

There's one more type of chip your posse might see after it becomes a little better acquainted with the Weird West's dark underbelly. These suckers aren't put in the pot when you start the game. They're added when your group beats a really nasty critter of the Weird West and lives to tell about it. The Marshal has the complete info on when to add these to your pot.

Legend chips are one-use affairs—spend 'em and they're gone—and can be used in **one** of two ways :

- 1) They can be used like a blue fate chip, and add +2 to the final total.
- 2) They can be used to reroll ANY roll—damage rolls, rolls on a table, a malfunction check, and so on.

A player can trade in an unplayed Legend chip at the end of a session, the for an automatic Experience Point. Don't bother rolling the bones.

THE WAY OF THE BRAVE

The Weird West is a savage and brutal place. To reflect this, melee damage is figured a little differently than usual. This makes the game far more brutal and dangerous, yet helps hand-to-hand fighters take down opponents with high Toughness scores a little quicker.

To start, forget what you know about melee damage. Instead of using Strength plus a number, we **pre-calculate** the damage of melee weapons as die types rather than fixed bonuses.

Weapon	Damage Die
Fist	-
Dagger	d4
Short Sword	d6
Long Sword	d8
Great Sword	d10

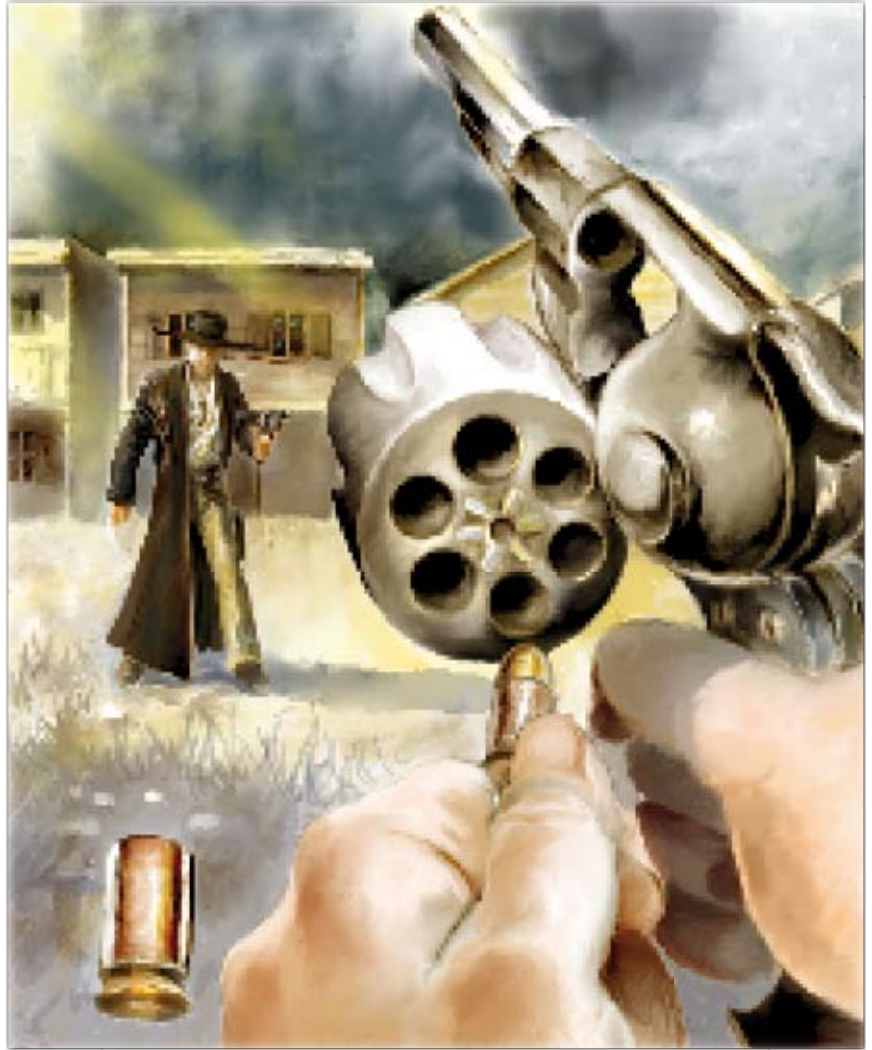
A weapon that does Str+5 becomes a d12. Str+6 is d12+1, Str+10 becomes d12+7, and so on.

Doing Some Damage

When a character hits a foe in melee, he rolls his Strength die and the weapon's damage die and adds them together. Both these dice can Ace (which helps against those high-Toughness critters out there)!

However, Fate Chips may not be spent on damage rolls, and there is no Wild Die added because it's no longer an actual Strength roll, it's a "fixed roll" that was calculated from your character's Strength. Think of the Wild Die roll as being already included in the damage die. Remember — we told you to forget everything you knew from before! It's a subtle difference, but an important one.

***Example:** Two Feathers has a d10 Strength and wields a war club (+d6). He lands a blow on a walkin' dead and rolls a d10 and a d6. He rerolls any Aces as usual and adds the final two results together for his damage total. This isn't a Strength roll, so he gets no Wild Die and he can't spend a Fate Chip to roll again unless he's taken an Edge that allows him to do it. Once he's got his damage total, he continues to figure wounds normally.*



Bonus Damage

These rules do not change the bonus damage rules at all. If you get a raise on your attack roll, you still get to roll a bonus d6, as usual.

Strength Restrictions

Now all this is not to say that little Johnny can pick up his father's great sword and roll d4+d10 damage — it takes some brute force to wield a weapon properly. Using the Way of the Brave, your weapon damage die can't be higher than your Strength die, so until Johnny starts working out, the scrawny brat would roll 2d4, not d4+d10.

What's more, if you're just too weak for the task (your Strength die is lower than the weapon's damage die), not only is the weapon's damage die reduced to equal your Strength, but you also lose any inherent benefits of using that weapon. This includes reach and parry bonuses as well as any fancy rules listed in the gear notes.

This penalty for being too weak to wield a weapon properly replaces the old rule covering melee weapons with Strength requirements. Under this new system, it's all neatly wrapped up with the damage die and your hero's Strength attribute.

Unarmed Combat

An unarmed combatant rolls only his Strength die. That means two tough guys fighting with bare hands will likely take a while to put each other down. That's intentional, and drives the need to find a weapon in most situations.

Of course, not everyone relies on a shootin' iron. For those who have turned their hands into lethal weapons, see the Martial Arts Edge (page 34).

Magical Weapons

Using this system makes magical weapons a little easier to use. Under this system, the GM can just say a weapon is +1, +2, or whatever. That bonus is then added to the Fighting *and* damage rolls.

Example: Now Two Feathers has a magical war club (+2). He adds +2 to his Fighting roll and his final damage total (after adding his Strength die roll and damage die roll together). With a successful attack, he's rolling his Strength die (d10), a die for his war club (d8), and adding +2. Better yet, with a raise on the attack, he adds an extra d6. And all those dice can Ace. Don't get in this brave's way, amigo!

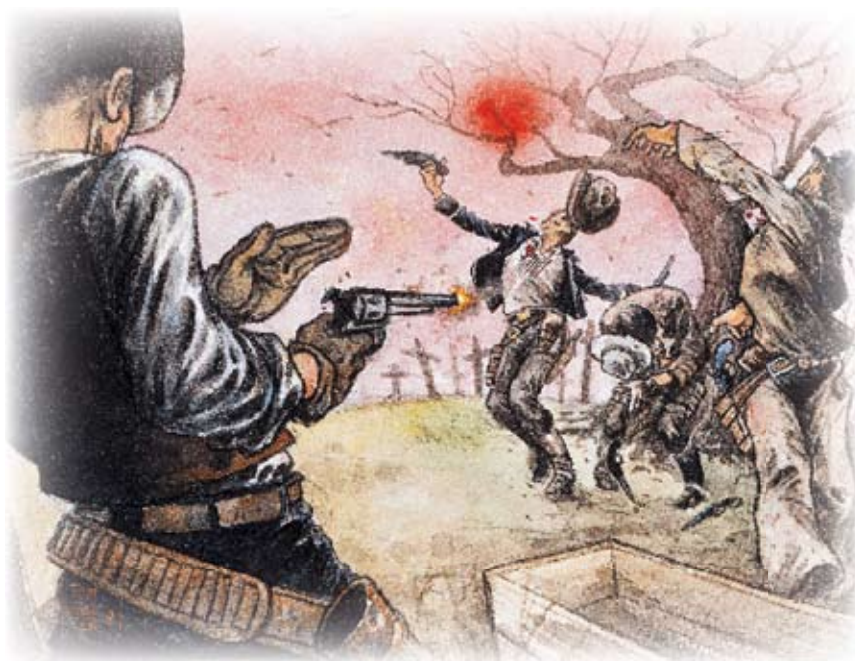
Full Defense

With melee being much more deadly now, a tinhorn had best think a little harder about protecting his hide. In addition to the usual options available, there's a new maneuver he can employ.

Under these rules, the "full defense" maneuver allows the player to make a Fighting roll and use the result as his Parry until his next action. This is a trait test, so he gets to roll his Wild Die as well. And, of course, the dice can Ace, and you can choose to use Fate Chips on the roll if you want to.

Note that the character's Parry never gets worse as a result of the roll. If the roll is lower than the hero's Parry score, he keeps that instead (but gains no bonus from the full defense).

A cowpoke using the full defense maneuver cannot move at all, however. He's doing everything he can to fend off whatever is attacking him. If you want to skedaddle, use the defend maneuver instead.



GUNFIGHTS

Combat in the Weird West works just like in the main *Savage Worlds* rules, with only a few exceptions. It doesn't much matter whether you plan to shoot, punch, knife, or otherwise maim your enemy, here's how we do things in the West.

Single-Action and Double-Action Revolvers

If you're not a gun nut, these terms probably don't mean much to you. Well don't worry, amigo, we've got you covered; here's what you need to know.

Single-action revolvers require the user to cock the hammer before he can pull the trigger and fire. This means a gunhand can't fire these hoglegs fast enough to use the Double Tap maneuver, but he *can* fan the hammer (see below).

Double-actions are faster and more reliable. They allow a gunslinger to simply point and shoot—the weapon's action cocks the hammer for him. These revolvers can't be fanned, but single shots can be fired quickly, allowing the hombre to Double Tap.

Fanning the Hammer

Most folks have trouble enough drawing a bead and hitting a target with a single shot. A few supremely skilled shootists can hit their targets while slapping their gun around like a red-headed stepchild, and in a fraction of the time, to boot.

A gunslinger who wants to "fan the hammer" holds the trigger of a single action pistol down while repeatedly slapping the hammer down with his other hand. Assuming his six-gun is fully loaded, he may fire up to 6 shots in a single action as if taking the Automatic Fire maneuver. Each shot suffers a -4 Shooting modifier, but what you lose in accuracy you more than make up for in getting lead in the air!

Just watch out who's about when you're fanning the hammer, partner. If your Shooting die comes up 1 or 2, there's a chance you have hit an Innocent Bystander (see the *Savage Worlds* rules).



Reloading

Most guns in the Weird West have to be reloaded the old-fashioned way: one bullet at a time. No, tenderfoot, that doesn't mean you spend six rounds filling your hogleg. It *does* mean that if you empty your weapon, you have to spend a little time digging bullets out and shoving 'em in your gun. Any time your firearm runs out of ammo, your hero must spend an action reloading. He can still shoot in the same round, but he takes a -2 multi action penalty to his Shooting roll.

Weapons with Reload 2 or more work as described in *Savage Worlds*. And before you ask — no, you can't take a multi-action penalty and get all the actions done in a single turn! But nice try, amigo, you'll go far in the Weird West!

DUELS

Ask most folks about the Law of the West, and they'll tell you good and decent folk observe frontier justice. In other words, if a fella steps outta line, he may not need to wait for the law to settle his hash, since his neighbor might just decide to do it for him. This attitude, along with an unspoken code of honor among gunfighters, often leads to that classic western scene: the shootout at High Noon.

In these duels, the combatants each wait for the other to go for his gun before drawing and firing. You see, if you just skin your hogleg and shoot someone, it's murder; if he draws first, it's self-defense. Believe it or not, there's some sense of law and order, even here in the Weird West.

The idea is to goad your opponent into going for his gun first, then draw and fire yours before him. That way you can kill the son-of-a-gun all nice and legal like. Of course, it's a risky game giving another gunfighter this kind of advantage, but getting the other guy to throw down is the only way to be sure you stay out of the hoosegow.

Dueling isn't just a matter of drawing your gun and popping the cowpoke who called you a cheat. Dueling is an almost sacred event. You see, once the two gunslingers stalk into the street and face off, something strange happens. Time seems to stop, as if nothing else matters but the battle

of nerves and lead about to take place in the street—a battle in which one of the protagonists will likely die.

The high stakes involved make dueling a tense and dangerous event. Men may enjoy watching the spectacle of two gunslingers squaring off, but few have the guts or the skill to participate. It takes a fast hand to gain an advantage in a duel, and in the midst of the smoke and the lead, the Devil gets his due.

If all this isn't your particular brand of beans, friend, you'd better think twice before calling a gambler a cheat or getting over-charming with his special lady friend. A western duel is no place for the gun-shy, and if you're not looking for a serious case of lead poisoning, you'd better make your apologies and leave.

The Quick and the Dead

Once the time for backing out has passed, the gunslingers hit the street and face off. Unless the duelists have agreed something unusual, they start a short distance apart (typically the limit of Short Range for whichever of the duelists' hand cannons has the lowest range).

Fingers flex, eyes lock, and maybe even a few cutting remarks are exchanged as the duelists steel themselves for that snake-reflex draw that means the difference between life and death.

For all the show and bravado, the stages of a duel are simple. Just follow the steps below.

1) Face Off

Each duelist is dealt 2 cards face down. These are your hole cards: you can look at them, but you shouldn't show your opponent. Some Edges add to the number of hole cards a pistoleer gets, so be wary of a gunslinger with a fist full of cards!

Next comes a special test of wills, representing the participants eyeballing and bad-mouthing each other. Each duelist makes a single Intimidation (the hard stare) or Taunt (trying to unnerve his opponent with trash talk) roll opposed by his rival's skill. Duelists don't have to use the same skill—Intimidation versus Taunt rolls are fine, and represent different ways of preparing for death. Ideally, the player should adopt a steely stare for the duration of the duel,



or come up with a suitable insult. This isn't a normal test of wills, however: the winner doesn't get a bonus to his action, and the loser can't be Shaken.

If the rolls are tied, each duelist is dealt an extra hole card and the roll is made again. This battle of nerves continues until one of the participants falters and his nerve fails. The strain is too much for the loser to bear and he reaches for his guns... and time seems to stand still. Whatever the outcome of the duel, any bystanders will testify they saw the loser of this test of wills move first. What's more, he suffers a -2 penalty on his Shooting roll in step 4, below.

***Example:** Two tough hombres, Zeke and English Dave decide to settle their differences like men and face off in the street. They each get dealt two hole cards face down. Dave gets a pair of Eights; Zeke an Ace, Jack. Feeling confident, Zeke opts to*

use his Taunt skill and rolls a 4. Dave remains silent, using Intimidation and rolls 6. Unnerved by Dave's resolve, Zeke goes for his guns!

2) Luck o' the Draw

The GM (or a player not involved in the duel, if you prefer) then deals a row of three cards face up on the table. He then deals two more cards face up, one at a time, with a pause in between. From these face up cards and the duelists' hole cards, the gunslingers aim to make the best poker hand they can using at least two cards from your hand and those revealed on the GMs draw.

There's a handy table on page 78 to help you non-gamblin' types decide which hand is best. Jokers are wild, so they can be any card you want, even a duplicate of a card in your hand.

TACTICAL DUELING

So, what's the best approach to the ultimate western show-down?

Ideally, you should call for the shot as soon as you get a hand, hoping your opponent has nothing. Waiting for better cards can get you killed real quick.

Okay, so your hole cards might be poor, but any kind of hand is better than none at all, and you may be able to do enough damage without a really good hand.

You might want to wait to get a better hand. Maybe the next card raises your measly Two Pairs to Three of a Kind. Big bonuses! Well, not if allowing your opponent to see the card enabled him to make his Flush.

If you can't make a hand, however, it's worth waiting, even until the final card on the table is flipped (assuming your rival lets you get that far). Why? Because the more cards that are revealed the more chance you have of getting a better hand. Of course, your opponent is thinking the same thing.

Hey, no one ever said dueling was easy. You need to decide on the approach that best suits your character, then skin that smokewagon and go to work!

As soon as a duelist thinks he's got a good hand, he shouts "SHOOT!" This can be after the first three face up cards have been dealt, or after each of the other two cards.

If neither duelist has chosen to shoot before the last face up card is dealt, both have to draw once the card is revealed, regardless of how good their best hand is. These fellas are here to gun each other down, after all!

The first three cards come up. Ace. Eight. Eight. A wicked grin spreads across Zeke's face and he calls "Shoot!" He doesn't know what cards Dave has, but he's feeling mighty confident with a pair of Aces and a pair of Eights.

3) Reach for it!

Each cowpoke (starting with whoever lost the test of wills) now has to decide whether to go for speed or accuracy. Just like in regular combat, a duelist can choose to draw and shoot in a single action (taking a -2 penalty to his Shooting roll in the next step) or can take things slower and hope to hit his mark instead. Remember that the loser of the duel's test of wills is already at -2 for being unnerved, so if he goes for speed, he'll be lucky to hit a barn door! The Quick Draw Edge works as normal here, ignoring the -2 for opting to draw and shoot.

With the preliminaries out of the way, it's time to show the cards and see who's still standing when the dust settles. Each duelist reveals his cards and declares his best hand.

Having lost the test of wills in the face off, Zeke has to choose first whether to go for speed or accuracy. He knows he's going to be on a -2, but with d12 Shooting he's not concerned. He goes for speed, pushing his -2 penalty up to -4! Dave, the cooler head, opts to take his time, giving Zeke first shot. If he had also chosen to go for speed, Zeke and Dave would have fired simultaneously (Dave on a -2, and Zeke on a -4). Then both gunslingers turn over their cards, and Zeke's smile fades as he sees his two pair beaten by English Dave's four of a kind.

4) Swappin' Lead

This is the important part, friend, where the metal meets the meat! Any duelists who chose to draw and fire at once now get to fire a single shot (you don't get to fan the hammer just yet, amigo). These shots are all simultaneous, so it doesn't matter which hombre rolls first. He makes a Shooting roll as normal, modified by -2 for drawing and shooting at once (having a quick draw doesn't mean you have a good aim). This means that the gunfighter who lost the test of wills is at -4 if he opts to shoot at speed.

Assuming he hits, the duelist now gets to roll damage. Dueling damage works slightly differently than regular ranged combat. The cowpoke rolls his weapon damage, plus an extra d6 for each hand his cards are higher than his opponent. So a cowpoke with a flush against an opponent with a measly two pair would get an extra 3d6 damage, all of which can Ace!

Any participants who opted for accuracy over speed (assuming they're still capable of breathing if their opponent chose to draw and shoot) get to fire next. This is handled in exactly the same way as above. Again, all such shots are simultaneous and can be resolved in any order.

Zeke shoots first, a 7 on his Shooting die isn't good enough with the -4 penalty, and his Wild Die comes up 1, so that's no help. English Dave takes his shot and hits with a raise. He's rolling 2d6 for his hogleg, plus 1d6 for the raise and 5d6 for the card hand being so much better than Zeke's! He Aces on five of his dice and Zeke groans... they don't call it the Dead Man's Hand for nothing!

Should the duelists still be on their feet when the smoke clears, deal out Initiative cards and move to standard combat rounds to finish the fight.

HANGING

Sometimes the law moves too slow to suit people. Sometimes it's just not around at all. At such times, vigilante posses often take care of matters. This usually means chasing the suspect down like an animal. If caught, he'll be guest of honor at a hemp party. That's a hanging for you tinhorns.

If a character is first dropped a few feet (usually from horseback or a gallows), he makes a Vigor roll (-2). Failure means his neck snaps and he's dead! A critical failure does exactly what you might think. Though, if you're being hanged, you weren't using that noggin of yours anyway, were you?

Assuming you survive long enough to start worrying about little things like breathing, make a Vigor roll (-4) each minute or suffer a level of Fatigue. Don't worry, Stretch, it won't take long.



No Man's Land

Lonely hucksters and hickory-swinging preachers screaming fire and brimstone. Brilliant madmen and deadly gunslingers who don't have enough sense to stay dead. These are the secrets of Deadlands. And they're not for the faint of heart.

This section covers material only certain players need to know about. Unless the Marshal has told you to crack open this section and study up, we suggest you vamoose. Part of the fun of the Weird West is keeping it weird.

No Man's Land

Now that we've dealt with the rabble, it's time to fill you in on the most dire details and sacred secrets of the Weird West. If you're still reading, it means your hero fits into one of those categories, and has the inside track on some aspect of what makes the West so darned weird.

What You Know

Most characters who have an Arcane Background of their own (or are Agents or Rangers) know a fair bit about all the other sorts running around out there. Hucksters know Blessed have the power of God on their side, for example, and both have a keen insight on how mad scientists got that way.

Once you recognize that the supernatural exists, it opens your eyes to other strangeness. So you know that weird creatures exist, though you may explain them away as new species just being discovered in this vast land. You also know that there's magic in the world that can be tapped, though again you might explain it away as just another energy source rather than anything "supernatural."

What follows are the basics all characters serving the Agents or the Rangers, Veterans of the Weird West, or heroes possessing an Arcane Background know about their surroundings.

The Reckoning

Being a part of the weirdness in the world, you've heard some rumors about what started it all. You've been told that something called the Reckoning happened on July 4th, 1863, and the received wisdom is that there are some sort of dark "gods" behind it, and that they returned magic and monsters to the world. If you don't hold firm to any religious viewpoint, however, you may consider this so much hogwash!

Anything beyond that—including why it all happened or who the "Reckoners" are—is a mystery you'll have to solve as you travel the Weird West. Keep your eyes and ears open muchacho, the truth is out there.

Whispers that the Reckoners have chosen mortals on earth are also fairly common. Some claim famous folks such as Darius Hellstromme are "servitors" of the Reckoners, but there are just as many wild tales about Grant, Davis, and his replacement being wolves in sheep's clothing, so take such rumors with a grain of salt.

Ghost Rock

Ghost rock is a superfuel found in 1868 right after the Great Quake. At first found only in the Maze, it's now been unearthed all over the world.

Conspiracy theorists claim it was placed by the devil to appeal to men's greed and start fights. You may or may not believe that, but it does certainly arise in the damndest places—like the Black Hills, a sacred site smack in the middle of the Sioux Nations.

Another rumor is that the screaming noise it makes when burned, and the ghostly faces some see in the vapors, are the souls of the damned. Even "mad scientists," who work with the stuff every day, claim that's poppycock, so you'll have to decide for yourself what you believe.

Monsters

You know monsters are real, and you've heard a lot of tales about how to put these creatures down. You know walkin' dead must be shot in the head, for instance, that vampires die with stakes in their heart, and werewolves don't like silver.

Some monsters—like witches—seem to have their own brand of sorcery as well. This is collectively called "black magic," and is not something "heroes" can do. It's quite possible these powers are granted to the horrors of the night directly by the Reckoners.

The Agency & the Rangers

Publicly, both the Agency and the Texas Rangers are in charge of overseeing local lawmen, ferreting out spies from across the border, and protecting their governments from particularly high-level threats.

In truth, most everyone with any experience in the Weird West knows them for what they are—monster hunters.

Sure, they do all the things they say in public, but those are usually cover operations to track down some nasty beast.

The bad thing about the Agents and the Rangers—to everyone else—is that they don't like witnesses. Both organizations believe that spreading tales of monsters will only cause more pain and suffering, and that such negative emotions somehow give the "Reckoners" more power. When a horror raises its ugly head (or heads), the Agents and the Rangers do their level-best to put it down fast, hard, and without the attention of the press—which they both



hate (particularly the *Tombstone Epitaph*, which is more accurate than most believe, but less accurate than it claims).

Arcane Backgrounds

There are a lot of different folk with mystical powers in the Weird West, but they can be grouped together into five broad categories. If you're reading this chapter, you know a bit about all these types.

The Blessed are by and large Christian preachers, but there are also nuns, monks, and mystics of all denominations out there as well. Regardless of their

particular faith, the "chosen" of the world's religions do often display miraculous abilities in the face of darkness.

The diversity of those who channel such blessings has sparked quiet debate among scholars that the forces of "good" are a pantheon of all the gods of the world's religions, or more likely, one god known by many names depending on the adherent's religious viewpoint. We'll leave that debate at the door of the local seminary, amigo. All that can be said with any certainty is "good religions seem to spark the creation of Blessed".

A few individuals who aren't religious have displayed the powers of the Blessed as well. Some are even surly cusses who are about as personally wholesome as cheesecloth. Padres simply smile and say the Lord works in mysterious ways when questioned about such seeming contradictions. The Almighty's plan usually centers on Saints, but sometimes Sinners are chosen to serve as well.

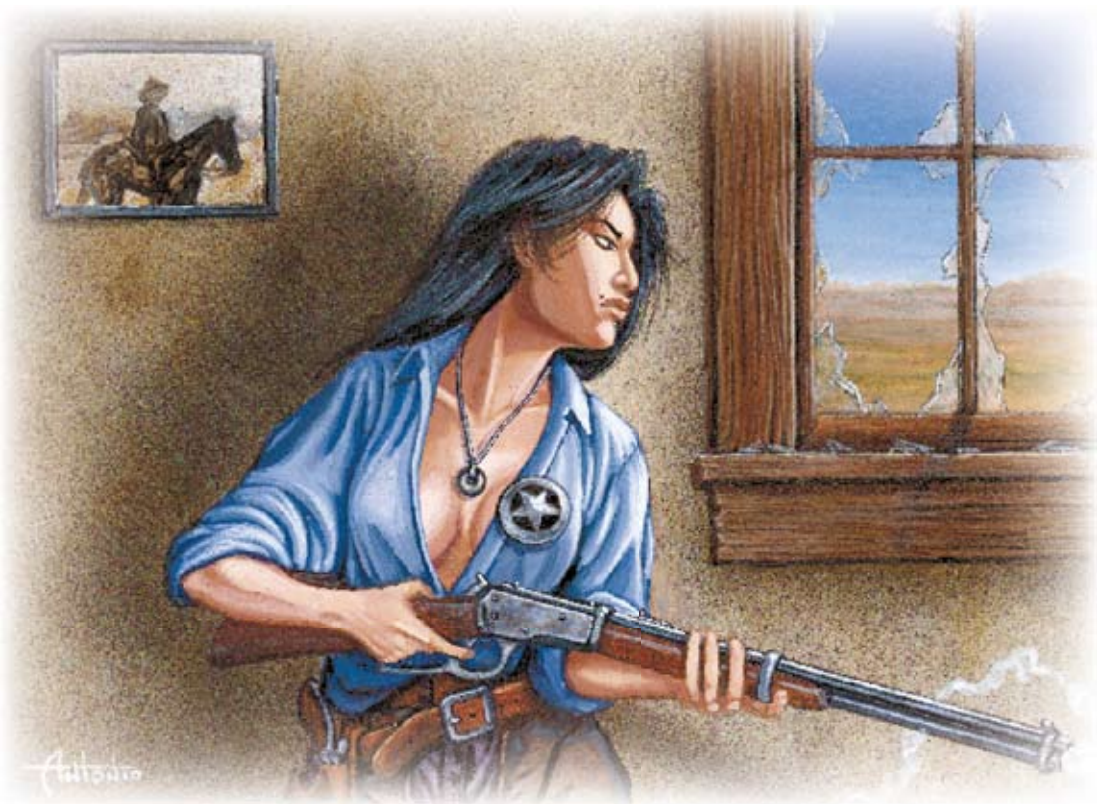
Hucksters are the wizards of the Weird West. They cast spells by making bets with unseen spirits for little bits of their ethereal power. When they win, they cast powerful spells that can send a flurry of cards to cut a man to ribbons, or make an infernal device pop its rivets and stop working.

When they lose, hucksters pay a heavy price—a little piece of their mind, body, or soul. This is called “backlash,” and it's not something you want to be near when it happens.

Mad scientists didn't get their name because they're angry. Like hucksters, they make deals with spirits for technological secrets, or to infuse otherwise ordinary contraptions with bits of supernatural power. Not surprisingly, the vast majority of mad scientists live in denial, either believing their gizmos are perfectly rational, or that they've tapped into a heretofore undiscovered energy source.

When their infernal devices work—flamethrowers, steam wagons, x-ray specs, personal Gatlings and the like—the results are impressive. When they malfunction, the results are spectacular. As in the 4th of July. Most gizmos use ghost rock in some way or another, so smart sodbusters give these explosion-prone inventors a wide berth.

Martial artists are no doubt the least understood of all those who have found some way to tap into the world's eldritch forces. The Agency has begun studying them in earnest, and has a theory that those who master their inner “chi” have learned to channel



arcane energies directly through their bodies, rather than making deals with demons as mad scientists and hucksters are known to do.

The Harrowed

The Harrowed are by far the most dangerous paranormal players in these dark times. These men and women have returned from the dead and are animated by dark spirits that dwell within them. The human soul seems to exist in their desiccated shells as well and seems to be in control most of the time. There are frequent stories of the “manitous” inside taking over their hosts for limited periods, however, and committing the most heinous acts imaginable, all while wearing their host's skin.

Some say the hosts aren't aware what's happening when the demon is in charge—others think it's a convenient excuse for a lack of willpower.

ON WITH THE SHOW

The following sections are meant only for those who plan on playing a character with an Arcane Background, a Texas Ranger, or an Agent. You can't choose to play a Harrowed character, though, that's just something that can happen to you during play.

It's your book, of course, and you're welcome to read them all, but part of the fun of a horror game is slowly learning about the unknown. We highly recommend reading the section above to get a good idea what you want to play, then reading only the corresponding rules found on the following pages.

THE SECRET SERVICES

If you're an Agent or a Texas Ranger, you have two roles. The public role is something like a national policeman. Your real role is to hunt the things that go bump in the night.

If you're playing either an Agent or a Ranger, you can read this entire section (meaning Agents can read the Ranger's info, and Rangers can read Agent's info). These two organizations know each other very well.

The Agency

The Agency is the Union's elite secret investigations squad. In Union states and territories, the organization is responsible for rooting out sedition, sabotage, and espionage, while Agents in the South have formed an extensive spy network within the Confederacy.

That said, intelligence gathering and counterintelligence operations are only one facet of the Agency's duties. Everyone knows Agents get up to some pretty sneaky stuff. What folks don't realize is that the Agency also investigates paranormal incidents that occur on Union soil. No Agent ever admits this publicly, of course. In fact, Agents are under orders to hide their association with the shadowy organization!

Top Secret

The reasons for this secrecy are pretty obvious. First, Agents on intelligence gathering missions in the South are constantly at risk of exposure, and brazenly advertising their association with the Northern government is liable to get them hanged. Despite the cease-fire, tensions are high and Agents who know what's good for them leave any Agency identification north of the Mason-Dixon Line.

Even when Agents are on assignment in Union territory, only rarely do they resort to flashing the badge. The Agency thrives on secrecy, and no Agent likes tipping his hand unless it's absolutely necessary, especially when investigating spies and saboteurs.

Even more importantly, the Agency's standard operating procedure in regards to the supernatural requires discretion. Most Agents, after an encounter with the supernatural, simply prefer to destroy any evidence of the occurrence and slip out of town with none the wiser. Advertising one's presence is a sure way to get the locals to start asking questions, and if there's one thing an Agent hates, it's answering questions.

If an agent is pinned down—a witness observes him staking a vampire, for example, or burning down a zombie-infested funeral home—only then will he show his credentials. Usually, he then “explains” that he has been in pursuit of enemies of the Union, and implies that the security of the nation relies on the witness' ability to keep his yap shut.

The Mnemomizer

Recently, Agents of Security Level 4 and higher have been issued a new device, called (by those who can pronounce it) the Mnemomizer. This small, palm-sized, silver globe opens when certain panels are pressed in the right order (to prevent others from using it or it going off while in an Agent's pocket).

Activating the device requires a successful Smarts roll from the Agent. When activated, the front of the globe opens and sends out a flash of green radiation in an arc the size of half a Medium Burst Template. Everyone within the arc must make a Smarts roll at -4. Those who fail are incredibly susceptible to suggestion for about 10 seconds. This gives the Agent a few moments to help the victims “remember” what they saw in a different light.

The only problem with the Mnemomizer is that it's very expensive to use and requires a 1 ounce chunk of ghost rock per use. It's also prone to malfunction. Should the Agent's Smarts roll fail, the ghost rock charge is simply used up with no effect. A roll of snake eyes means it actually “explodes” in a flash of radioactive energy that sears the eyes out of everyone within the template—the entire template, including the “back half” where the user was standing.

Use it sparingly, Agent.





The Texas Rangers

The Confederacy relies entirely on the military to do its interstate policing in the West. Regiments scattered through the Rebel states and territories have always held jurisdiction over local law. Of these units, one in particular has free reign over the entire Southwest—the Texas Rangers. These folks fought as regulars in the early years of the war, but they were later detached from the regular military to serve as a mounted police force.

When the Rangers were first assigned the job of policing the Confederacy, it included both mundane criminals and the more bizarre variety. That said, your average Confederate citizen has no idea the Rangers have another job: monster hunting! Further, the Texas rangers are required to suppress the truth about such events, in order to quell the spread of fear among the Confederate population.

Though the Rangers' responsibilities are much like those of their northern counterparts, the Agency, the Rangers have quite a bit more leeway in the field. They often operate independently for months at a time, prowling the west in search of their quarry.

The Rangers' unspoken motto is "shoot it or recruit it." Many of the supernatural forces of the Reckoning—including hucksters and Harrowed, for example—can be turned against the horrific creatures that have sprung up in its wake. That said, the moment one of these allies of convenience turns against a Ranger, the lawman is more than ready to put it in the ground.

The Ranger's Bible

Upon recruitment, each Ranger is given a copy of the book *Fugitives from Justice in the Confederacy*, more commonly known as the Ranger's Bible. This book details known habits and haunts of criminals wanted all over the South.

Higher-ranking Rangers have a more complete version of this book, which includes the fabled Chapter 13. This is generally only awarded to those with a Colonel's rank or greater. It reports some of the weird and unexplainable events Rangers have encountered over the years, beginning in 1863. This includes both a bestiary of the more common supernatural critters that have popped up across the West, as well as a rogue's gallery of supernatural threats—including anyone from hucksters to Harrowed, black magicians to secretive cults.

Most Rangers know Chapter 13 exists, but not its contents. When faced with some bad supernatural mojo, Rangers who don't yet rate a copy of the chapter must wire back to the home office in Austin, and hope one of the "researchers"—that'd be Rangers retired by their injuries—can dig up the information they need.

THE BLESSED

The blessed are those chosen by the divine beings of "goodness" as their champions. Yes, there are divine beings of goodness in Deadlands, they just have to work through humanity rather than clash with evil themselves. We don't make the cosmic rules, amigo, we just tell you about 'em.

Faith

Most folks on the frontier pay lip service to God (or Allah, or the Spirits, or whoever drives the wagon in their particular hallelujah hayride), but they don't really stop sinning unless they're about to meet him face to face.

A few chosen souls are nobler. They live the ideals of their faith and are beacons of hope for others. These are collectively called the "blessed." Not all blessed are preachers or nuns. The Lord truly works in mysterious ways, and sometimes the most

ornery cusses seem to inherit the divine wind, so to speak, while the local padre can't even light a candle without a match.

Sometimes blessings are bestowed because the soul beneath the surface is pure, other times because a particular person just happens to fit the Almighty's divine — though often obscure — plan.

To do this, the Powers That Be give their chosen access to minor miracles. The blessed don't learn a list of specific powers by rote in the way that hucksters and other types do. There is no list of available hexes or blueprints to gizmos that give blessed heroes guaranteed results, and they can't learn how to perform miracles from other holy rollers. When it comes to moving in mysterious ways, it's just between the blessed and his lord.

Playing a Blessed

To join the ranks of the blessed, your character must take the Arcane Background (Miracles) Edge and put a few points into the blessed's arcane skill, Faith. Miracles work a little differently in *Deadlands* from what is described in *Savage Worlds*, so pay attention. First of all, you don't have any Power Points; you don't need any (you'll see why soon, padre). So, you can't take any Edges that relate to the use or restoration of Power Points. Secondly, calling down a miracle is a different process.

Using Miracles

So you wanna call down the thunder, padre? Well, first you have to decide what you want to achieve. Blessed characters in *Deadlands* don't choose starting powers like those with other Arcane Backgrounds. Likewise, you can't choose the New Powers Edge. Instead, you can attempt to petition your lord

for any power available to the Blessed (see pages 87-105). If your prayers are answered, your power takes effect. That's right, your reverence, you don't have to worry about Power Points, you just have to pray real hard!

Name the power you're trying to create and tell the Marshal what Rank it is. Your blessed hero says a short prayer and you make a Faith roll. Modify the roll by -2 per Rank (-2 for Novice powers, -4 for Seasoned, and so on).

A blessed hero cannot maintain a power beyond its base duration, but if they get a raise on the Faith roll, the power's duration is doubled (this has no effect on Instant, Concentration, and Permanent powers).

If the roll is successful, your prayers are answered and the power takes effect as desired. On a failure, the power has no effect and the blessed gains a Fatigue level. Fatigue gained in this way can only be removed by several hours' quiet contemplation (three hours per level) or a good night's sleep.

Crisis of Faith

If the Faith die comes up 1 (regardless of the result of the Wild Die), your hero suffers a crisis of faith.



His prayers are ignored and his Faith die type is reduced by 1 until the next time he successfully performs a miracle. If his Faith die would ever be reduced below d4 in this way, the blessed has lost his faith. He can no longer perform miracles and must find some way to ease his doubts.

Much like atonement for a mortal sin, this usually takes the form of a spiritual quest to restore the blessed to his devout ways, performing a truly selfless act, converting a tribe of heathens, showing courage in defending the faith, and suchlike. The Marshal does not *have* to tell you what is required. It is up to the wayward soul to rediscover his faith, at which time he can once again perform miracles.

Sin

Furthermore, the blessed must also make their lives an example to others, and abstain from sinful ways. The information on what constitutes a sin to Christians—the most common religion on the frontier—is a good guide for what rules apply to other denominations.

Sinnin'

Severity	Example
Minor	Taking the Lord's name in vain, getting drunk, lying, refusing aid to those in need, envying another's possessions.
Major	Theft, turning away from those in dire need, failing to take communion (for a Catholic).
Mortal	Adultery, killing other than in self-defense, blasphemy (denial of faith)

New Edges

The blessed are the soldiers of God—by whatever name they know him (or them)—on the front lines in the battle against evil. As such, their faith must be unshakable. Here are a few blessed-specific Edges to help them fight the good fight.

Conviction

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

Some holy rollers seem to have the ear of the Almighty, and this lucky cuss seems to be just one such individual. He's more successful than most

when petitioning the Lord with prayer, and his humble calls for divine assistance are answered regularly.

This hero gains a +2 modifier to all Faith rolls made to call down miracles.

Flock

Prerequisites: Seasoned, Arcane Background (Miracles), Spirit d8+, Faith d8+

The greatest prophets and preachers are attended by followers. These men and women have found salvation in one sort or another in the blessed and devoted their lives to his cause.

Flock gives your padre 5 followers who serve at his side in whatever capacity you choose. They have the stats of Townsfolk (see page 235), though they can gain skills just like any other Allies. They come with nothing but the clothes on their back and a few dollars, but can be armed and outfitted however the blessed sees fit.

Members of the Flock who perish are slowly replaced over time (usually by giving a "revival"). The Edge may not be taken more than once until the blessed is Legendary. At that point he may take it as many times as he'd like (as well as the Followers Edge, if he so chooses).

Voodoo

Prerequisites: Novice, Arcane Background (Miracles), Spirit d8+, Faith d6+

Voodoo works the same as other miracles, it just comes from a different place; powerful spirits named loa. Player character houngans (males) and mambos (females) get their power from rada, the "good guys" in the voodoo religion. (Evil voodooists get their mojo from petro.)

Voodoo priests must prepare their abilities ahead of time in elaborate rituals (this is where all that dancing around the fire and sacrificing chickens comes in). Each night the voodooist must contact the loa and enlist their aid for the day to come. With a Faith of d4, the ritual must last at least 4 hours. For each die type above d4, the time required is reduced by 30 minutes. So a houngan with d8 Faith must chant and dance for 3 hours in the evening to be able to call upon the spirits the next day. If the ritual is not completed, the voodooist cannot call on any miracles the next day. During the ritual, the individual's powers are focused into charms—





rocks, feathers, chicken bones, and squishy stuff—carried in medicine bags, on a necklace, and so on.

When he wants to call on the power of a loa, the houngan takes an action to use a charm. He hurls a bone as an attack, rubs a cat's tooth for armor, and so on. If a voodooist is separated from his charms, he cannot work any miracles. Then he can make his Faith roll, look for raises, and so on. The charm is used up afterwards.

The upside to the inconvenience of nightly rituals is that Voodoo practitioners gain access to powers that other blessed characters do not. Most of these powers deal with curses, control, and contacting loas, the bread and butter of Voodoo. The additional powers are *curse*, *fear*, *mind rider*, *puppet*, *vision quest*, and *zombie*.

Finally, a voodoo practitioner is freed from the restrictions of the Sinnin' table. He or she is still fatigued if a power fails and can still suffer the effects of a crisis of faith like other blessed characters (see page 74), but mambos and houngans are not bound by Christian beliefs.

HUCKSTERS

The arcane secrets of casting hexes go back quite a ways. Back in the old days—the really old days, when folks still believed the earth was flat—magic was a lot more common than it is today. For reasons unknown, it began to fade from the world some time toward the end of the Dark Ages. Some of the more

powerful magics stuck around for a while longer, but they became the subject of myth and legend as the Age of Reason rolled around.

That said, not all was forgotten. Around 1740, a fellow named Edmund Hoyle wandered Europe, putting some of the pieces back together in the process. He knew that what he learned would probably get him burned at the stake for being a witch were he to write it down, so he came up with a cover story for his journal of the arcane. You and I call it “Hoyle’s Book of Games.”

The key to Hoyle’s power was communicating with certain mischievous spirits—he called them “Jokers” to confuse the uninitiated—and besting them in mental duels. He would wager some of his soul against a Joker’s power, and if he won, he could force the Joker to carry out some task.

Hoyle eventually refined his mental duels by visualizing them as hands of poker. Poker was relatively new at the time, and quickly became Hoyle’s game of choice whenever he cast his hexes.

The 1769 edition of Hoyle’s Book of Games contains these secrets in their purest form. A proper reading of the complex bridge diagrams, numeric codes written into card play examples, and sample scores that litter the book can uncover secrets beyond imagining. Later editions of this arcane tome exist, though they are not as complete; unknowing editors often ruined the arcane formulae in the process of reorganizing and republishing the manuscript.

Hoyle’s Hucksters

Those who knew the secrets of Hoyle’s Book of Games were rarely able to muster much in the way of power. The Jokers seemed rare as hen’s teeth, especially those strong enough to accomplish powerful magic. Then, in 1863, something changed. Suddenly, the world was flooded with spirits, including Jokers, and it was much easier to make use of Hoyle’s formulae.

“Witches” and “warlocks” are still considered evil by most folks, and a dabbler in the so-called “dark arts” had best keep his hobbies private. Otherwise, he risks being the guest of honor at a necktie party. What’s more, there are more than a few stories of sorcerous types being hunted by the Agency, the Texas Rangers, and even overzealous preachers with a few mystical powers of their own.

These wizards of the Weird West call themselves “hucksters” after the snake-oil salesmen who so successfully pull the wool over the public’s eyes. Other terms were borrowed from the Indians, who have a different view of the supernatural. Jokers became “manitous,” and the supernatural plane they call home became the “Hunting Grounds.”

Being a huckster isn’t easy. The would-be warlock must first learn to communicate with the manitous. This is easier said than done, especially since the huckster is trying to do more than scream at the spirits to leave him alone (like most well-balanced folks would do in the same circumstances).

Assuming he’s successful, the huckster must then tempt the manitou into a game of wits. The game takes place in the Hunting Grounds, and may seem to take seconds, hours, or even days. In the real world, however, it takes only a few seconds; a really good (and lucky) huckster can have a manitou licked fast enough to beat a gunslinger in a fair draw.

Everything to Lose

This contest between hucksters and manitous is entirely cerebral, but most hucksters visualize the process as some sort of game. The vast majority “play” poker, though a few play cribbage, rummy, or mahjong. Hell, a huckster could visualize the contest as a game of tiddly-winks if he wanted to (though he’d best not tell anyone). At any rate, if the huckster wins, the manitou is forced to do his bidding.

Manitous cannot normally affect the physical world directly, so the huckster must allow the manitou to inhabit his body for a short time in order to accomplish a required task. Unfortunately, manitous are as clever as they are evil, and occasionally fool a huckster into believing he’s won, before wreaking ten kinds of holy Hell once they’re in control. When a manitou cuts loose like this, it can cause massive damage, insanity, and even death.

Tipping Your Hand

Unfortunately, all these shenanigans in the Hunting Grounds don’t necessarily go unnoticed in the real world. Aside from the effects of the hex itself (which can be pretty remarkable), a hand of playing cards materializes in the huckster’s hand

HEXSLINGERS

In the original *Deadlands* book *Law Dogs*, we introduced the idea of “hexslingers” as a specific subset of hucksters. In *Deadlands: Reloaded*, we’ve folded that group back into hucksters where they really belong. You’ll notice some of the old hexslinger effects, such as the crackling six-gun, in the trappings of huckster spells now.

To be perfectly clear, the terms huckster, hexslinger, wizard, warlock, and spellslinger are all interchangeable now.

when he casts the hex. The huckster must look at the hand in order to draw the manitou’s power into the physical world.

In other words, someone who knows what they’re looking for can spot a huckster from a country mile. If a huckster wants to hide his mystic mojo, he usually keeps a deck of real cards in his hand and conceals the magical cards with a fancy shuffle or a one-handed cut. This nifty bit of legerdemain is why most hucksters disguise themselves as gamblers, and it’ll fool most folks. But if some bird-dogger’s giving you the hairy eyeball, he can make a successful Notice roll to spot what you’re up to.

Most townsfolk in the West (even the *Weird West*) are God-fearing folk who view magic as the work of Satan. The consequences of being caught “consorting with the evil one” usually involve a rope, a short drop and a sudden stop! You’ve been warned, amigo.



POKER HANDS AND POWER POINTS

Hand	Cards	Effect
Ace High	One Ace	1 Power Point
Pair	Two cards of the same value	2 Power Points (excess Power Points are lost)
Jacks or Better	A pair of Jacks or better	3 Power Points (excess Power Points are lost)
Two Pair	Two sets of two cards	4 Power Points (excess Power Points are lost)
Three of a Kind	Three cards of the same value	5 Power Points (excess Power Points are lost)
Straight	Five sequential cards	6 Power Points (excess Power Points are lost)
Flush	Five cards of the same suit	Spell goes off with a raise (if possible, otherwise no extra effect)
Full House	Three cards of one value, two of another	As flush, and hex Duration is doubled (except Instant hexes).
Four of a Kind	Four cards of the same value	As flush, and hex Duration is multiplied by 10 (except Instant hexes).
Five of a Kind	Five cards of the same value (requires use of a Joker)	As flush, but the huckster can turn the power on or off at will for 24 hours at no cost.
Straight Flush	Five sequential cards of the same suit	As above, and the huckster draws a Fate Chip from the fate pot.

Playing a Huckster

Playing a hexslinger works just like the Arcane Background (Magic) Edge described in *Savage Worlds*, except that hucksters' Power Points recharge at a much slower rate than other arcane types—1 point every three hours! The Rapid Recharge Edge reduces this to 1 point every two hours, and the improved version to 1 point an hour.

If a Huckster wants to play it safe, he can cast hexes as usual and use his precious Power Points up in the normal way. If he's in a gambling mood, however, he risk everything for more power. Interested?

Backlash

If a huckster opts for the standard method of casting spells, he makes his Spellcasting roll as usual. If the spellslinger rolls a 1 on his Spellcasting die, (regardless of the result of his Wild Die), he suffers backlash and is Shaken.

Deal With the Devil

Instead of the normal casting procedure, however, hucksters can choose to "deal with the devil." The devils in this case are actually manitous—lesser demons who give the hexslingers their power in the first place. This is basically like "double or nothing" in the spirit realm, and is far more dangerous than the huckster's usual game.

Dealing with the devil is a free and instant action, and largely replaces the usual Spellcasting roll.

To make the deal, the huckster announces which of his spells he's casting (including any variables, like extra damage or number of bolts, for example), and how many Power Points he needs.

Note that a huckster can't recharge his Power Points like this: he doesn't get the points generated by the deal, they are used on the power. He *can* use it to preserve his points by dealing with the devil when he still has plenty of Power Points to spare, however. It's his neck, after all.

Once the hexslinger has declared what he's after, he draws five cards plus one per point of Grit. He then makes the best poker hand he can (using just five of the cards in his hand). Jokers are wild cards and can be used in place of any card in the deck (even duplicating cards already in the huckster's hand). Unused cards are discarded and the huckster compares his hand with the chart on the left.

The Good the Bad and the Ugly

If the huckster's hand matches or beats the number of Power Points needed to cast the hex, he's won his bargain with the manitou. He still needs to make a Spellcasting roll to determine success, but the power points are paid by the manitou. With a Flush or better, success is automatic, but a Spellcasting roll may still be needed to hit or in the case of an opposed roll (the huckster gains a +4 bonus for the Flush).

This may seem like access to unlimited power, but there is a downside, compadre. If he fails to generate enough power for his hex, or uses a Joker in his final hand, the manitou wins the battle of wills, and gets the opportunity to flex its muscles a little. After the hex takes effect (or fails), the Marshal rolls on the Backfire Table (see page 129) and breaks the bad news to the huckster.

***Example:** Willy "KC" Silverton gets caught cheating at a game of cards and decides it's time to skin out the back way. He decides to cast Obscure, requiring 2 Power Points. Being a mite short on Power Points, he opts to deal with the devil and draws six cards (the standard five plus one for his single point of Grit).*

Taking on a manitou in an ethereal card game, Willy tries to wrest the power he needs from the ornery spirit. He's dealt two Queens. Checking the chart, he sees that a pair of Jacks or better nets him 3 Power Points. The hex is successful!

Willy throws his cigar to the floor as a mystical pair of shimmering Queens appears in his hand. His cigar erupts into a choking cloud of smoke and Willy makes good his escape.

New Edges

A canny spellslinger always keeps a few extra tricks up his sleeve (along with a couple of "spare" Aces). Here are a few new Edges that fit the bill.



Dealer's Choice

Requirements: Novice, Arcane Background (Magic), Spellcasting d6+

Your hero's never happier than when he has a deck of cards in his hands. Poker, faro, even patience, this huckster has card games in his blood.

Any time you are dealt a card for any reason, after you have looked at it, you can choose to spend a Fate Chip to discard it and redraw another card.

High Roller

Requirements: Seasoned, Arcane Background (Magic), Spellcasting d6+, Guts d8+

Go high or go home. You don't bother with lesser manitous. When dealing with the devil, your hombre draws an extra card. He may still only use five cards to form the hand, but now he has more choice.

Improved High Roller

Requirements: Veteran, High Roller.

This Edge functions like High Roller, only the spellslinger draws two extra cards instead of one.

Old Hand

Requirements: Heroic, Arcane Background (Magic), Spellcasting d10+

With knowledge comes power, and you know when to say when.



When dealing with the devil, red Jokers are wild cards but don't cause Backfire. Black Jokers still bring the pain as usual. (Make sure you can tell the difference before drawing cards.)

Whateley Blood

Requirements: Novice, Arcane Background (Magic)

Somewhere in your family tree is a crooked branch called the "Whateleys." This twisted family of inbred witches and warlocks are well-known by arcane types as being both extremely powerful, and extremely crazy.

Many of the Whateleys are deformed, though your hero doesn't have to be (take the appropriate Hindrance if he is). All have some tell-tale mark—pale skin, jet black hair, long fingernails, sallow complexion, and so on, and *all* have green eyes.

Whatever mark you choose, there's something about their tainted blood that just puts folks off, and gives your descendant -2 Charisma.

It's entirely unfair, and we know it, but a female with Whateley blood can choose if her tell is unsettling (-2 Charisma) or exotic (+2 Charisma). We'll repeat it one more time. We know it ain't fair, so don't write to us whining about the "free Edge" sister Whately got that her little brother didn't. (She'll have her hands full fending off suitors foolish enough to think about joining the family anyway.)

Now for the meat of what this Edge is all about. Hucksters with Whateley spirit running through their veins have learned "blood magic". They can voluntarily suffer a Fatigue level for 2 Power Points.

They can suffer a wound for 1d6+1 Power Points. This is done exactly as you'd think it'd be—by cutting, carving, or otherwise maiming themselves. This is a free action—they're quick, those Whateleys—and so can be done the same action as the spell they so desperately need to cast with no multi-action penalty.

Since this is a free and instant action, the Whateley can actually render himself incapacitated and still get his spell off. Good luck waking with your gear still in your pack, however.

SHAMANS

Indians see the world a little differently than white folks. They've known about the spirits for hundreds—maybe thousands—of years. The most spiritual members of the tribe are called "medicine men," but since some are female, we call them "shamans."

Mad scientists deal directly with the manitous, though most do so unwittingly. Hucksters are foolish enough, in the shamans' opinion, to actually contact them on purpose.

Shamans consider themselves far wiser in the ways of the spirits. They never deal with manitous except by accident. They rely instead on asking favors of other denizens of the Hunting Grounds, the nature spirits. Other faiths, too, call upon these spirits for supernatural aid, though they know them by different names. Voodooists call both nature spirits and the manitous by the name loa, and the kindly practitioners of that faith call on the more benevolent rada loa.

In any event, the truth is that these nature spirits are pretty ambivalent toward the affairs of humanity. They sometimes help those who know how to call upon them, but only in exchange for some sort of sacrifice or a commitment to the spirit's ways.

The Medicine Way

Unlike the religions of the white man, the spirits of the Indians are a part of daily life in an Indian village. In addition to the favors they grant, they communicate their wishes through the shamans of a tribe, and the tribe pays respect to the spirits for their continued assistance.

The life of a shaman is dedicated to the ideals of his tribe. Most are spiritual leaders and healers for their people, though some are war leaders. Some shamans are feared, but all are respected. All must set an example for their people and live a life that pleases the spirits that grant their powers. Shaman characters who do not uphold these beliefs find the spirits rarely listen to their pleas. And a shaman ignored by the spirits gets no respect from his people, and is not a shaman for long.

Shamans must often perform a sacrifice of some sort to entreat the aid of the spirits. This can be anything from a period of fasting or a pledge, to a ceremonial dance, or even ritual scarring and maiming. Generally, the more time required for a ceremony or ritual, or the more permanent the effect, the more it impresses the spirits.

The Old Ways

The most significant of these ceremonies are oaths to follow certain restrictions set down by the spirits in exchange for their aid. The most powerful of these is the Old Ways Oath.

To nature spirits, “natural” clothing, weapons, and other belongings made by and for particular humans have a history, and carry a bit of the maker’s soul. This is why they dislike mass produced items with no past, things so commonly used by the white man and symbolic of their ways. Shamans are also repulsed by machines that pollute and ravage the earth, such as steam-powered trains and wagons, particularly since the mad scientists who constructed them required the aid of manitous to do so (knowingly or not).

Shamans believe the spirits’ disapproval of such things has weakened their relationship with the People. Many shamans are attempting to remedy this by urging their tribes to return to the Old Ways, and forgo manufactured goods and technology in favor of hand crafted items. All shamans must take the Old Ways Oath Hindrance at character creation.



The Return of the Spirits

Until about fifteen years ago, the spirits only rarely answered the shamans’ calls. The various Indian tribes suffered badly at the hands of the invading white man. They were defeated again and again by the white man’s weapons, and laid low by horrific diseases brought to the Americas by the newcomers.

Fifteen years ago, all of that changed. Suddenly, the nature spirits had returned to the Hunting Grounds, and once more answered the pleas of the Indians. With their aid, the tribes were able to fight the white man on roughly equal footing. Combined with the fact that the invaders began to war amongst themselves, great alliances of Indian tribes were able to carve out territories in which the white man could not trespass.

Though the return of the nature spirits was welcome, their evil counterparts, the manitous, also began appearing in much greater numbers. The nature spirits told of an ancient bargain between “Old Ones” – powerful Indian shamans – and the nature spirits to battle the threat of the manitous.

Hundreds of years ago, the manitous’ evil inflicted great harm upon the world. Their power had been building for centuries, and it seemed little could be done. Desperate, the Old Ones turned to the nature spirits for aid. The nature spirits agreed to lock the manitous away from this world, deep in the Hunting

Grounds, but the price would be high. Not only would the nature spirits need to lock themselves away as well, but the Old Ones would be required to sacrifice their very lives to seal the bargain.

Unfortunately, the Old Ones had little choice. If the manitous were allowed to continue unchecked, the world would soon be consumed in darkness and terror. They agreed, and made the ultimate sacrifice for their people.

Now, however, the nature spirits claim the bargain has been undone. The manitous have returned to plague humanity with their evil.

Playing a Shaman

To become a Shaman, your character must take the Arcane Background (Shamanism) Edge, which works like Arcane Background (Miracles) from the *Savage Worlds* rulebook. Shamanism uses the arcane skill Tribal Medicine (which is linked to Spirit), so be sure to put a few points into that.

First, you must take the Old Ways Oath Hindrance to reflect the shaman's devotion to the ways of the ancestors. For shamans, the Old Ways Oath carries extra significance, as breaching the Oath is not only distasteful, but a sin. Failure to follow the oath leads to the shaman losing his access to the spirit world, and the powers bestowed on the faithful.

The exact details of minor, mortal, and major sins for Indian shamans are shown here. See the *Savage Worlds* rules for the results of these transgressions, and how to atone for them.



Following the Old Ways

Severity	Example
Minor	Using a gun or other manufactured tool in an emergency; eating food other than that hunted or killed according to the Old Ways; traveling by stage.
Major	Using a gun or other manufactured tool except in an emergency; dwelling in an abode manufactured other than according to the Old Ways; drinking firewater (that's whiskey).
Mortal	Traveling by rail; using a gizmo or infernal device.

Shamans still begin with 2 powers, but they get 15 Power Points instead of the usual 10 and are able to recharge them faster than other arcane types. As long as the shaman is in the wilds, sleeps under the stars, is warmed by an open fire, or otherwise away from "civilization," he regains Power Points at twice his usual rate.

Tribal Medicine

To use a power, the shaman must perform some sort of ritual. At the very least this involves chanting and a Tribal Medicine roll. If the shaman cannot speak, he cannot use any powers.

The shaman can choose to chant and dance to gain a +1 on his Tribal Medicine roll. Again, he must be able to speak and move freely for a full minute to get this bonus.

If he has time, the shaman can chant, dance and perform some physical trial (scarring, maiming or some ritual endurance test), to gain a +2 on his Tribal Medicine roll. This takes at least 20 minutes, but could be more than a day, depending on specific ritual. The Marshal may grant a larger bonus for particularly elaborate ceremonies.

Bad Medicine

If a Shaman ever rolls a 1 on his Tribal Medicine die (regardless of the result of his Wild Die), the power he was trying to summon fails and he gains a Fatigue level that can only be regained by several hours' meditation, communing with the spirits, in a sweat lodge or suchlike.

New Edges

Fetish Creator

Requirements: Novice, Smarts d8+, Spirit d8+, Arcane Background (Shaman), Tribal Medicine d8+

This is a shamanistic version of the Gadgeteer Edge.

Once per game session, the shaman can create a magic talisman and imbue it with arcane energy. The device uses any power available to the shaman (though this is still subject to Rank restrictions). It has half the creator's Power points and once these are used up they do not recharge. The ritual to imbue the object takes 1d20 minutes. Activating the device requires a Spirit roll.

MAD SCIENTISTS

Though Doctor Darius Hellstromme is the most famous new scientist in the Weird West, he is by no means the only one. Even taking aside his main competitors—Jacob Smith and Clifton Robards—pioneers on the bleeding edge of the new science create and manufacture new inventions every day.

However, only a few great men (those named above) have the wherewithal to manufacture such devices on the scale required to distribute them to the masses at a reasonable price. For most, the achievement of invention itself is its own reward.

Ghost Rock

Of course, without the discovery of ghost rock, no such achievements would be possible. Ghost rock is an amazing substance with many practical applications.

How it works depends on who you ask. The more superstitious believe ghost rock was placed here by the Devil himself to cause strife. It burns, they say, with Hell's

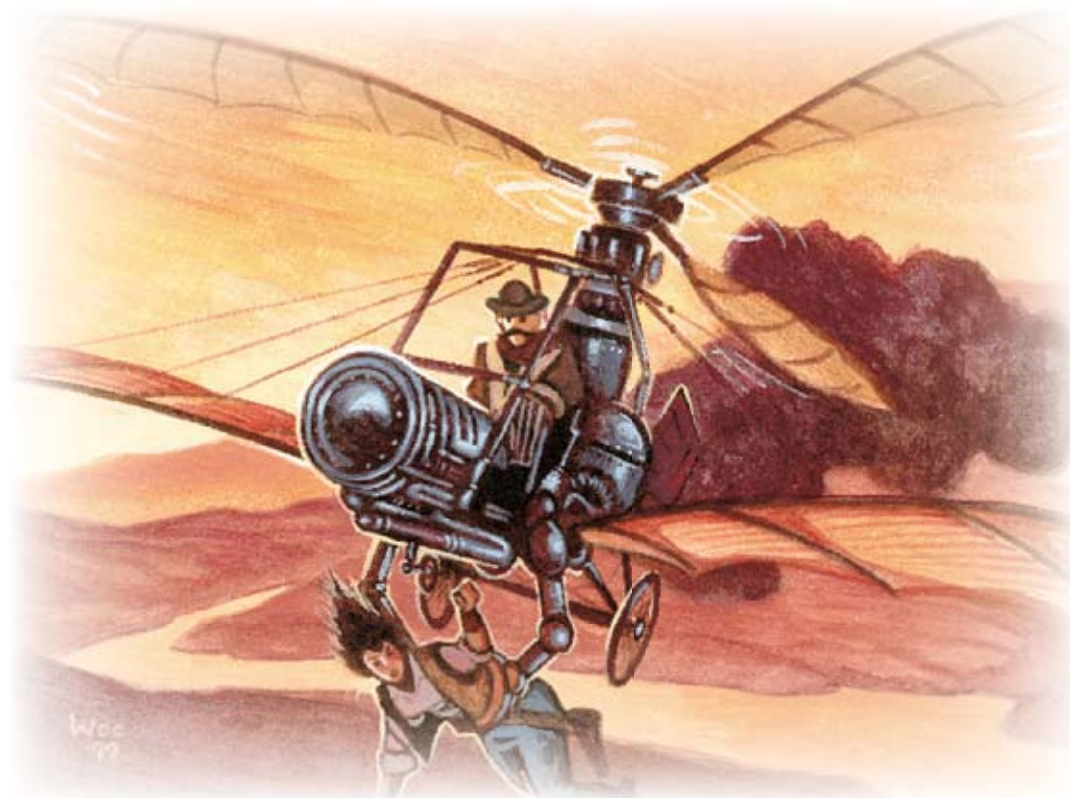
own heat, and is composed of souls of the damned, which are heard screaming in infernal agony as it's consumed.

More rational minds say that ghost rock was simply mistaken for impure coal in days past and ignored. Only the desperation of the Mazers during the Great Quake caused it to be discovered. The white flakes claimed by "simpletons" to be damned souls are simply impurities, which coincidentally act as a catalyst with the bauxite surrounding it. The reaction between these two substances are what allows ghost rock to burn so hot.

The ghostly wailing is similarly explained by simple science. Ghost rock is somewhat porous and shot through with numerous chambers of trapped air. When burned, the air heats and expands until it fractures the chamber and escapes through one of the many small fissures in the stone. This produces the high-pitched wail the more fanciful-minded attribute to the escape of a damned soul (which is, of course, preposterous).

Practical Applications

Whatever your scientist believes, there's no doubt the inventions of new science would not be possible without it. It burns a hundred times longer than coal, and can even be temporarily submerged in water



without being extinguished. As we know, water extinguishes flame under ordinary circumstances. Thanks to the subsurface air pockets within ghost rock, however, it provides its own oxygen to burn, which is usually released over a period of time. In turn, this accelerates the evaporation process, making steam engines far more efficient, both in terms of time and fuel.

Further, if ghost rock is used in place of coke during the process of steel manufacturing, it produces a metal both lighter and stronger than steel, and with a higher melting point. “Ghost steel” has made many engineering advances possible, including flying machines—thanks to its reduced weight—and boilers capable of withstanding higher temperatures than would otherwise be possible.

Thanks to ghost rock, new science has conquered many barriers once thought insurmountable. Man has flown with the birds, swum with the fish, and—somewhat disturbingly—marched to war with incredible weapons capable of wreaking havoc on a heretofore untold scale. Men and women of the new science must always remember that progress should be tempered with wisdom.

Playing a Mad Scientist

New Scientists use the Arcane Background (Weird Science) Edge, which works as described in *Savage Worlds*, with a few exceptions.



The good news is that mad scientists in the Weird West start play with 20 Power Points instead of the usual 10. Power hungry scientists can still take the Power Points edges for extra juice! You still only start with one power, though.

The bad news is that whenever someone using a scientist’s gizmo rolls a 1 on their trait die (regardless of the result of their Wild Die), it explodes, erupts, or otherwise breaks in the most spectacular and injurious manner possible. (Remember, this ghost rock is volatile stuff—the work of demons, if you believe what you hear.) This causes 2d6 damage in a Medium Burst Template centered on the user.

The gizmo is ruined until repaired, which requires 2d6 hours and a Repair roll by someone with Arcane Background (Weird Science).

There’s one more price to pay for being a mad scientist—your hero will actually go mad. Every time the inventor takes the New Power Edge, he gains a random dementia. Your Marshal has the details about this on page 127, amigo. We wish you good luck and a comfortable straight jacket.

New Edges

Alchemy

Requirements: Novice, Arcane Background (Weird Science), Knowledge (Chemistry) d8+

This character can make potions from his powers as well as devices. The downside is they must be prepared ahead of time.

The alchemist has half his normal Power Points per known power to divide among as many potions as he wishes. Extra points may be put into a potion to maintain the duration up to that limit. The alchemist can brew potions for each power he knows.

Brewing a potion requires a chemistry set and 30 minutes per power. At the end of the brewing process, the alchemist must make a Weird Science roll. Failure means the potion is ruined. Success indicates it will work when used, and raises work as usual. Attack powers require a Throwing roll to hit (range of 3/6/12), and opposed powers require a normal success to resist (or -2 with a raise). Otherwise, no roll is needed to use a potion.

THE SECRETS OF SHAOLIN

Chinese immigrant labor has helped build the West as we know it today, and much as it sometimes causes friction with the white settlers, they brought their customs with them. The Chinese inhabitants of the Maze brought many secrets from their homeland, too, the most famous of which are those of their ancient fighting arts. For centuries, practitioners of kung fu have made extraordinary claims about their fighting traditions. According to legend, the most accomplished martial artists can perform superhuman feats.

As with many other legends in the Weird West, this one's true.

The Cup Overflows

Once upon a time (in China), the secrets of kung fu took decades to master. Though wizened teachers (called sifu) could manage all sorts of amazing stunts, most students couldn't muster as much mystic mojo with their entire being as those fellows had in their little fingers.

In the last fifteen years or so, all that's changed. Sure, the masters are having a much easier time levitating while they contemplate their navels, but the upcoming spitfires are advancing faster than they have in hundreds of years. Most sifu—generally a conservative bunch—aren't too keen on what they see as a shortcut, but few immigrants and inhabitants of the Maze are the sort to be balked by custom. In other words, while there are a few learned masters wandering the Weird West, most students of these ancient arts are a bit younger—and definitely more headstrong!

Fighting Styles

While most folks out West think there's only one way to fight someone—dirty—the Chinese have actually developed a menagerie of subtly different styles. Unless you take an Edge that specifies your fighting style, though, you're just doing kung fu.



My Kung Fu is Superior!

Regardless of his specific style, a martial artist must train for years under the tutelage of a sifu. This sifu might have been the head of a renowned martial arts school, or just a wandering wise man most mistake for a saddletramp. Either way, he taught you the secrets of fighting, both mundane and mystical.

He also taught you spiritual philosophy, which many martial artists use to achieve harmony with nature, which lets you harness your inner potential. This is also handy when you want to spout poetical-type proverbs before going out to bust heads.

Thanks to this training, your character has achieved the spiritual discipline required to focus and control your chi energy.

Playing a Martial Artist

Would-be martial artists must take the Martial Arts Edge to reflect the physical aspect of their training. The Arcane Background (Chi Mastery) – the second half of the butt-kicking equation – covers the more spiritual side of things. Martial artists with both of these Edges are called “enlightened.”

Chi Mastery works much as Arcane Background (Super Powers) described in *Savage Worlds*, each power available to these characters has a skill of the same name, which is used to activate that power and that power alone. In *Deadlands: The Weird West*, all such skills are linked to Spirit. This reflects the supreme force of will required to channel supernatural energy from the Hunting Grounds through one’s own body, so be sure to put a few points into your hero’s Spirit, or his arcane skills are going to get a mite pricey! What’s more, you start with two powers in your arsenal. Of course, this means you need to spend points on another skill.

Other than that, Arcane Background (Super Powers) works exactly as described in the *Savage Worlds* rulebook.

New Edges

The following Edge represents the myriad Eastern fighting styles and lets your hero specify his own brand of mayhem. It is only available to those with the Arcane Background (Chi Mastery).

Superior Kung Fu

Requirements: Novice, Martial Arts, Spirit d6+, Fighting d8+

Through years of concentrated study under his wizened teacher, your character has mastered at least one of the mysterious martial arts of the Orient. His master (called a *sifu*) also fed him enough spiritual philosophy to choke a horse, all so he can spout Eastern wisdom before proceeding to crack heads. When you take this Edge, pick one of the martial art styles below and take the listed bonus.

This Edge can be taken more than once, but you must pick a different style each time. A character can only benefit from one style during his action, but can change styles as a free action at the start of a turn.

Drunken Style: You weave around like you’re out of your tree on firewater, making your moves hard to follow or predict.

Your hombre has +1 Parry but has his Pace reduced by 2 when using this style due to his staggering gait.

Eagle Claw: This is a fast, vicious style where you hold your hands like claws and tear away at some poor sodbuster’s pressure points.

Your Fighting attacks now inflict Str+d4 damage at AP 1.

Mantis: A mantis student holds his hands like hooks, and moves from mesmerizing calm



to sudden strikes in a terrifying instant. Discard and redraw cards of 5 or lower dealt to your character in combat. If he has the Quick Edge, discard and redraw cards of 8 or lower.

Monkey: In this style, you hunker down, screw up your face, and then move with sneakiness and speed. This surprises opponents, who often underestimate you because you look so dang funny.

Your sneaky hombre gets +2 when making Taunt rolls or performing Agility Tricks.

Shaolin Temple: Moves are based on five animal styles. In the Crane, you jab at people with your fingers pressed tightly together like a beak and stand on one leg a lot; the Snake is sneaky and fluid; the Dragon relies on good old-fashioned punches to inflict crushing damage; the Leopard style is all knuckles; finally, Tiger style is all about ripping away at your opponent's muscles.

Regardless of which form of Shaolin you choose, your hero's Fighting attacks inflict Str+d6 damage. The specific branch is just a matter of preference.

Shuai Chao: The practitioner grabs or throws his opponent, all the while sneaking in all sorts of jabs and rabbit punches. Watching this style in action is usually pretty confusing for your average cowpoke.

If your cowpoke Grapples an opponent and elects to inflict damage, he causes Str+d4 damage from a combination of the hold and sneaky punches.

Tai Chi: You focus your chi to such an exceptional degree that your attacks can knock your opponent halfway to Philadelphia, despite appearing as gentle as the breeze.

Opponents are knocked back 1d4" per success and raise your character's Fighting roll. If they strike a solid object, such as a wall, they are automatically Shaken.

Tan Tui: This style relies predominantly on kicks, and we don't mean can-can style. Up in Shan Fan, this one's very popular with spectators at various martial arts tournaments.

Your hombre's kicks cause Str+d6 damage. He can use his powerful legs to rise from Prone at no movement cost.

Wing Chun: This style emphasizes flurries of powerful blows, usually both offensive and defensive at the same time.

Your hero attacks as if he had the Two Fisted Edge when using his bare hands and feet



POWERS

Below are all the spells, miracles, and devices available to characters in the Weird West. We've repeated all the powers from the main rulebook for both the sake convenience and to tell you exactly how they work—and look—in the Weird West.

Note that hexes and miracles have very distinct trappings in Deadlands and are listed here. Some are known by particular names as well. A huckster calls the *barrier* spell *ring of fire*, for instance

Mad science is a little different because it can come in so many forms. Use the usual procedure for determining its trappings (let the player make it up based on his concept of the gizmo that produces the effect); some ideas are presented here to help you.

Aim

Rank: Novice

Power Points: 1

Range: Touch

Duration: 3 (1/round)

Aim increases a character's accuracy with a Shooting or Throwing attack. Called shot penalties are reduced by 1 for a success, and by 2 for a raise. Trappings:

Blessed: No visible effect.

Huckster: Small sparks of crackling lightning around the gun, card, or whatever is thrown.

Mad Scientist: A high-tech scope, or heat-seeking bullet.

Martial Artist: Adopting a fighting stance.

Shaman: No visible effect. Called *guiding wind*.

Armor

Rank: Novice

Power Points: 2

Range: Touch

Duration: 3 (1/round)

Armor creates a magical shield around a character that protects him from damage. Success adds +2 to Toughness, and a raise +4. Non-magical AP damage does not negate this bonus, but magical armor piercing damage does.

Trappings:

Blessed: Attacks simply miss.

Huckster: Attacks simply miss.

Mad Scientist: A bullet-proof vest, skin-hardener spray.

Martial Artist: The character dodges the round in “bullet time.”

Shaman: A shimmering war vest.

Barrier

Rank: Seasoned

Power Points: 1/section

Range: Smarts

Duration: 3 (1 per section / round)

Barrier creates a solid, immobile wall to protect the user against attack or entrap an opponent.

Regardless of what the barrier is made of (ice, thorns, stone, energy, etc.), it has a Toughness of 10. Every Power Point spent creates a 1” wide section

of wall. The barrier ranges in width from a few “real world” inches thick for stone or other hard materials up to a foot for things like bones or ice. The exact placement of each section is defined by the caster, but each section must be connected to at least one other section after the first. When the spell expires or a section is broken, it crumbles to dust.

Each section of the barrier may be destroyed by an attack that exceeds its Toughness of 10. Hitting the wall is automatic with a Fighting attack (ranged attacks must roll to hit as usual), but raises on the attack roll do not grant bonus damage.

Opponents may climb the barrier at -2 to their Climb roll if it is made of something solid. Fiery versions of the barrier cause 2d4 damage to anyone who wishes to leap through instead.

Trappings:

Blessed: A near-invisible wall of force.

Huckster: A ring of fire that causes 2d4 damage to anyone who tries to cross it. Called *ring of fire*.

Mad Scientist: An “instant trap”, a freeze gun, a flaming gel (2d4 damage to cross).

Martial Artist: Not available.

Shaman: Not available.

Beast Friend

Rank: Novice

Power Points: Special

Range: Smarts x 100 yards

Duration: 10 minutes

This spell allows arcane types to speak with and guide the actions of nature’s beasts. It works only on creatures with animal intelligence, not humanoids. Nor does it work on conjured, magical, or otherwise “unnatural” animals.

The target must be within the caster’s range—it is not conjured by the power.

The cost to control a creature depends on its Size. The base cost is 3, plus twice its Size for creatures with a Size greater than 0.

Swarms may also be controlled. Small swarms cost 3, Medium swarms 5, and Large swarms 8. Thus a single rat costs 3 to control, as does a small swarm of the creatures.

Trappings:

Blessed: No visible effect.



Huckster: The huckster produces an appropriate treat from his sleeve. Called *call o' the wild*.

Mad Scientist: A pheromonal control spray, bestial manipulator ray.

Martial Artist: No visible effect.

Shaman: No visible effect.

Blast

Rank: Seasoned

Power Points: 2-6

Range: 24/48/96

Duration: Instant

Blast is an area effect power that can put down many opponents at once. The character first picks where he wants to center the blast, then makes the appropriate skill roll. Normal ranged attack modifiers apply.

The area of effect is a Medium Burst Template. If the roll is failed, the blast deviates as a launched projectile. Targets within the blast suffer 2d6 damage. Unlike other attacks, raises on the attack roll do not add to damage to area effect attacks.

Additional Effects: For double the Power Points, the blast does 3d6 damage or is the size is increased to a Large Burst Template. For triple the points, it does both.

Trappings:

Blessed: Not available.

Huckster: A hurled card that explodes in a ball of green energy. Called *ace in the hole*.

Mad Scientist: Ball lightning gun.

Martial Artist: The martial arts version has no range, but essentially turns the character into an explosive flurry of fists and feet. Center the template on the martial artist. Everything within suffers the damage. Called *fury fans the flame*.

Shaman: Not available.

Bolt

Rank: Novice

Power Points: 1-6

Range: 12/24/48

Duration: Instant

Bolt hurls a beam of energy, a projectile, or other missile at a target. The arcane skill roll is used as the attack roll, and the base damage is 2d6.

Additional Bolts: The character may cast up to 3 bolts by spending a like amount of Power Points. This must be decided before the power is cast. The



bolts may be spread among targets as the character chooses. Firing the additional bolts does not incur any attack penalties.

Additional Damage: The character may also increase the damage to 3d6 by doubling the Power Point cost per bolt. This may be combined with the additional bolts, so firing 3 bolts of 3d6 damage costs 6 Power Points.

Trappings:

Blessed: Not available.

Huckster: The huckster hurls a playing card from his sleeve with devastating force. Called *soul blast*.

Mad Scientist: A ray gun, lightning cannon.

Martial Artist: Pebbles or other small projectiles are hurled. Called *stones fly from the hand*.

Shaman: Not available.

Boost/Lower Trait

Rank: Novice

Power Points: 2

Range: Smarts

Duration: 3 (1/Round)

This power allows a character to increase any of a target's Traits by one die type for a standard success, and two with a raise. The affected Trait can exceed d12. Each step over d12 adds +1 to his Trait total. For example, a raise on someone who already has a d12 in the affected Trait grants him d12+2 for the duration of the power.

The power can also be used to lower an opponent's Trait. This is an opposed roll against the victim's Spirit. Success lowers any Trait of the caster's choice one step, a raise lowers it two steps. A Trait cannot

be lowered below a d4. Multiple castings stack, though the caster must keep track of when each casting expires as usual.

Trappings:

Blessed: A blessing or curse. Called *bless* or *curse*.

Huckster: No visible effect.

Mad Scientist: A potion, mood manipulator, invigorating device.

Martial Artist: No visible effect.

Shaman: The spirit of an appropriate animal (owls for Smarts, bears for Strength, and so on) is barely perceptible to others with Arcane Backgrounds behind the shaman. Called *spirit of the bear, wolf, etc.*

Burrow

Rank: Novice

Power Points: 3

Range: Smarts x 2

Duration: 3 (2/round)

Burrow allows a caster standing on raw earth to meld into it. He can remain underground if he wants in a sort of “limbo” or burrow to anywhere within his range. A character with a Smarts of d8 could therefore move up to 16” (32 yards) on the first round, maintain the spell and stay submerged for the second and “move” another 16”.

A burrowing hero can attempt to surprise a foe (even one who saw him burrow) by making an opposed Stealth versus Notice roll. If the caster wins, he gains +2 to attack and damage that round, or +4 with a raise. Targets on Hold may attempt to interrupt the attack as usual.

Trappings:

Blessed: Not available.

Huckster: Not available.

Mad Scientist: A personal burrowing device, small vehicular contraption.

Martial Artist: The character spins into and out of the earth with great speed, like a human top. Called *earth's rotation*.

Shaman: Shamans can use this power, but move very slowly and never get the drop on victims. They may only move 2” per round rather than twice their Smarts.

Burst

Rank: Novice

Power Points: 2

Range: Flame Template

Duration: Instant

Burst produces a large fan of energy that bathes its targets in red-hot fire or other damaging energy.

When cast, place the thin end of the Cone Template at the character's front. Targets within the template may make Agility rolls versus the caster's arcane skill roll to avoid the blaze. Those who fail suffer 2d10 damage. This counts as a Heavy Weapon.

With a fire trapping, victims have a 1 in 6 chance of catching fire as well (see the Fire rules in *Savage Worlds*).

Trappings:

Blessed: Not available.

Huckster: A shower of playing cards that slices foes to ribbons. Called *54 card pickup*.

Mad Scientist: A flamethrower, shrapnel gun, energy beam.

Martial Artist: The martial artist kicks at the ground with great fury, showering those in the template with pebbles and other debris. This only works outdoors or other areas where such debris exists. Damage from this attack is only 2d4 rather than 2d10, and is never fatal (though characters can be wounded normally—they just won't die). Called *shower of the earth*.

Shaman: Not available.

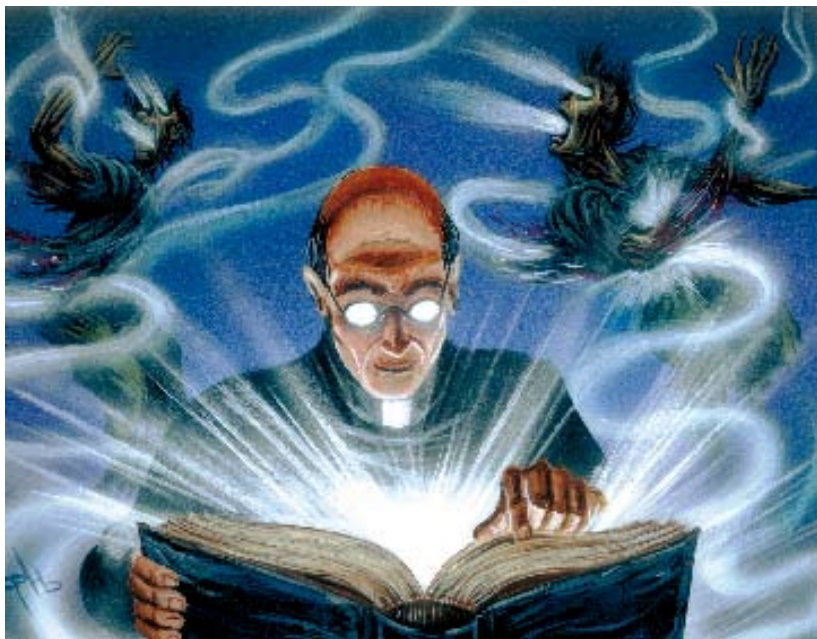
Curse

Rank: Seasoned

Power Points: 5

Range: Touch

Duration: Permanent



Some practitioners of the arcane arts heal their allies; others inflict sickness upon their enemies.

To use this particularly nasty spell, the shaman pits his Faith against the victim's Spirit. If the shaman is successful, the victim becomes sick and might even die. The character suffers Fatigue immediately and each day thereafter. Once he becomes Incapacitated, he makes a Vigor roll each day to avoid death.

The curse can be lifted by the shaman himself or use of *dispel*.

Trappings:

Blessed: Voodooists only. Curse requires a voodoo doll and a personal possession of the victim rather than a Range of sight.

Huckster: Not available.

Mad Scientist: Not available.

Martial Artist: Called *dim mak* (Touch of Death).

Shaman: Not available.

Deflection

Rank: Novice

Power Points: 2

Range: Touch

Duration: 3 (1/round)

Some uses of *deflection* actually redirect incoming attacks, others blur the target's form or produce other illusionary effects. The end result is always the same however—to misdirect incoming melee and missile attacks from the user.

With a standard success, attackers must subtract 2 from any Fighting, Shooting, or other attack rolls directed at the user. A raise increases the penalty to -4. This also acts as Armor against area effect weapons.

Trappings:

Blessed: No visible effect.

Huckster: No visible effect. Called *missed me!*

Mad Scientist: A deflection field belt.

Martial Artist: The attack misses. The martial artist may make an immediate Agility roll at -6 for bullets or -4 for thrown weapons. If successful, he hurls the projectile back at the original target for Str+d6 damage. Called *seize the pearl of death*.

Shaman: No visible effect.



Detect/Conceal Arcana

Rank: Novice

Power Points: 2

Range: Sight

Duration: 3 (1/round) or 1 hour (1/hour)

Detect/conceal arcana allows a character to sense supernatural persons, objects, or effects within sight. This includes invisible foes, enchantments on people or items, mad science devices, the activity of hucksters, and so on.

The power can also be reversed to conceal a single supernatural item, being, or effect. This has the same cost, but the duration is much longer—1 hour with a maintenance cost of 1 per hour.

When used in this way, those who wish to see through the ruse with *detect arcana* use their arcane skill roll as an opposed roll against the concealer's skill (rolled anew each time *detect arcana* is cast).

The detecting character may only attempt to see through concealed powers once per casting of *detect arcana*.

Trappings:

Blessed: No visible effect.

Huckster: No visible effect.

Mad Scientist: *Detect arcana* only. A "spirit detector," ghost rock goggles.

Martial Artist: Not available.

Shaman: No visible effect.



Dispel

Rank: Seasoned

Power Points: 3

Range: Smarts

Duration: Instant

Dispel allows a hero to negate enemy spells, miracles, mad science, or super powers. It has no effect on a creature's innate powers or abilities. Neither does *dispel* work on magic items or permanent enchantments unless the specific item or enchantment says otherwise.

Dispel can be used on a power already in effect, and can also be used to counter an enemy power as it's being used. The latter requires the countering caster to be on Hold and interrupt his foe's action.

In either case, dispelling the opponent's power is an opposed roll of arcane skills. The dispelling character suffers a -2 modifier if the target power is of another type (magic vs. miracles, etc.)

Trappings:

Blessed: An oath in the name of his God.

Huckster: A wave of the hand.

Mad Scientist: A negative energy discharger.

Martial Artist: Not available.

Shaman: A short dance to the trickster, Coyote.

Elemental Manipulation

Rank: Novice

Power Points: 1

Range: Smarts x 2

Duration: Instant

A character with the *elemental manipulation* power must select one particular element to control (though he may choose other elements as a new power). This allows him to perform basic "tricks" within his chosen element.

The specific tasks that may be attempted depend on the element selected and are listed below.

Air: The caster can create lesser air currents to blow out a candle, fan a flame, lift a skirt, or cool his body in oppressive heat (+1 to a single Fatigue roll caused by heat).

Earth: A wave of the hand can open a one-foot square hole in soft earth (or half that in stone), or cause a spray of sand that might blind an opponent (+1 to a Trick maneuver roll).

Fire: The caster can snap his fingers to create a small flame (about the size of a hot match). With existing fire, he can urge it to spread (+1 to see if a fire spreads), cause it to flare (perhaps as part of a Trick maneuver), or slowly light an object over the course of a few rounds (as if holding a match to it).

Water: The caster can conjure up to a pint of water somewhere within his sight (not “inside” objects or people). A wave of his hand also purifies one gallon of water, whether it be poisoned or simply salt-water. Those who have been poisoned within the last minute also get a second chance to resist any remaining effects.

Trappings:

Blessed: Air and water only. Voodooists may manipulate fire as well.

Huckster: Air and Fire only. A wave of the hand.

Mad Scientist: Lightning generator.

Martial Artist: Air only. A wave of the hand.

Shaman: Air and earth only. A short oath to the animal spirits. The spirit then performs the act—a gopher digs a hole, an hawk fans a flame.

Entangle

Rank: Novice

Power Points: 2-4

Range: Smarts

Duration: Special

This power allows the character to restrain a target with snaking vines, lengths of hair, spider webs, or some other vine-like trapping.

The arcane skill roll is opposed by the target’s Agility. Success indicates partial restraint so that the target suffers a -2 penalty to Pace and skills linked to Agility and Strength. A raise restrains the target fully. He cannot move or use skills linked to Agility or Strength.

Each following round, an entangled target may make a Strength or Agility roll to break free. Other characters may also attempt to free the ensnared person by making a Strength roll at -2.

For 2 Power Points entangle targets a single opponent. For 4 points it affects everyone in Medium Burst Template.

Trappings:

Blessed: No visible effect.

Huckster: The target is bound in mystical bands of undeniably supernatural energy. Called *mystic bands*.

Mad Scientist: An entangling device, “memory” metal bolos.

Martial Artist: The character hurls a piece of entangling rope or chain at the foe.

Shaman: Animated roots or branches.

Environmental Protection

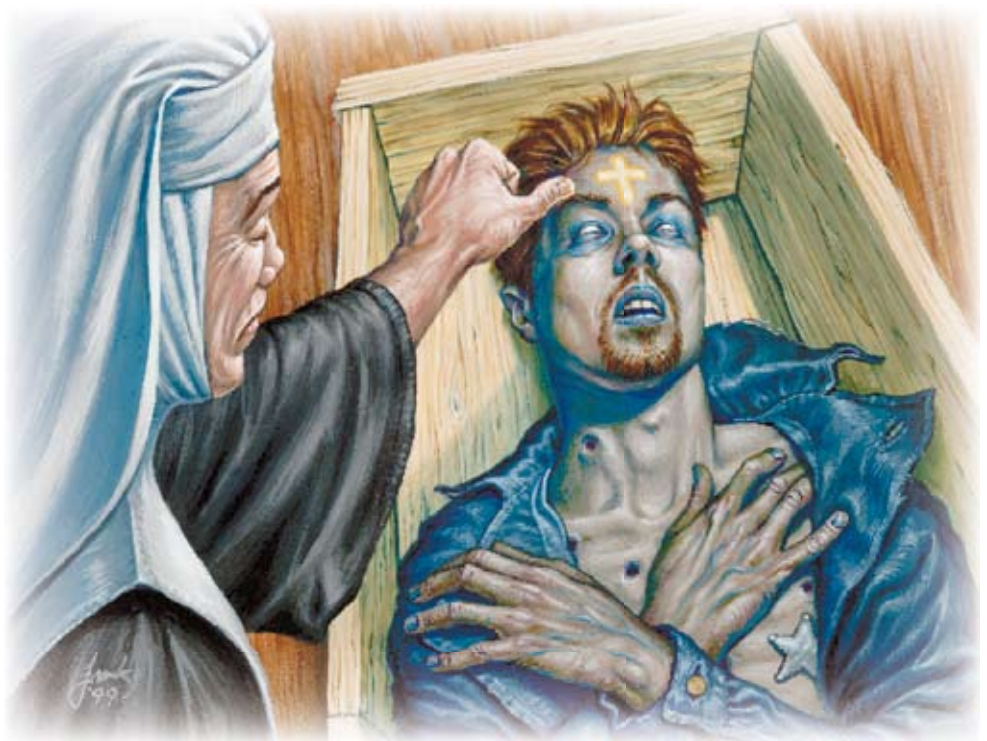
Rank: Novice

Power Points: 2

Range: Touch

Duration: 1 hour (1/Hour)

This power allows posses to travel beneath the waves, in freezing cold, or other hazardous environments. Environmental protection allows the target to breathe, speak, and move at his normal Pace while underwater, in a vacuum, in the lava





of a volcano or the baking desert heat, the frozen northern wastes, and so on. Pressure, atmosphere, air, etc, are all provided.

Complete protection is offered only for background hazards. A fire attack still causes normal damage even with environmental protection, for example.

A success is needed to accomplish the power. With a raise, maintaining the power becomes 1 Power Point per 2 hours (for that particular target).

Trappings:

Blessed: No visible effect.

Huckster: No visible effect.

Mad Scientist: A metal suit, a force field projector.

Martial Artist: Available, but Duration is vastly reduced. The character must make a Smarts roll to "concentrate" and maintain the ability each round.

Shaman: No visible effect.

Exorcism

Rank: Veteran

Power Points: 15

Range: 1 yard

Duration: Permanent

This long ritual banishes evil spirits from a mortal host. The process takes eight grueling hours, during which time the target must remain within the miracle's range (one yard). At the end of the eight hours, the priest makes an opposed roll of his Faith versus the demon's Spirit. If the caster wins, the demon is banished instantly and forever. If the

creature wins, it remains in the host and may never be exorcised by this priest. A Harrowed who is exorcised is laid to rest for eternity.

Trappings:

Blessed: Constant reading from the Bible (or other holy work), holy water, prayer beads, etc.

Huckster: Not available.

Mad Scientist: Not available.

Martial Artist: Not available.

Shaman: A long exhausting dance. The shaman must make a Vigor roll each hour of the dance or be Fatigued. Becoming Incapacitated stops the ritual, which must be started again from scratch.

Fear

Rank: Novice

Power Points: 2

Range: Smarts x 2

Duration: Instant

This power causes the target overwhelming dread and horror. The area of effect is the Large Burst Template. Every creature beneath the template must make a Guts check, apply -2 to the Guts roll if the caster got a raise.

Wild Cards who fail roll on the Fear Table, Extras are Panicked instead (see the *Savage Worlds* rules).

Trappings:

Blessed: Voodooists only. Dire warnings

Huckster: The huckster pulls a Joker card from thin air. The image of the Joker comes to life and screams, laughs, or otherwise says boo to the target.

Mad Scientist: An emotion manipulator, fear spray, terror generator.

Martial Artist: Not available.

Shaman: The shaman's target briefly glimpses into the Hunting Grounds (in his mind).

Fly

Rank: Veteran

Power Points: 3/6

Range: Touch

Duration: 3 (1/round)

Fly allows a character to fly at his basic Pace with a Climb rate of half that number. He may choose to double his Pace by spending twice the number of Power Points.

Trappings:

Blessed: Not available.

Huckster: Available only to nonplayer character "witches."

Mad Scientist: A flying disk, ornithopter, jetpack.

Martial Artist: Martial artists don't truly fly, but can "leap" almost as if they were flying, bouncing off tree limbs, dancing on poles, etc.

Shaman: Not available.

Gambler

Rank: Seasoned

Power Points: 5

Range: Self

Duration: Permanent

The blessed can sometimes transmute divine favor into pure luck with this minor miracle.

With a successful roll, the caster converts her 5 Power Points into a Fate Chip drawn at random from the fate pot. Failure, however, angers the fickle spirits of fate and costs her a Fate Chip instead. No Fate Chips may be spent on the Faith roll, and it may not be cast if the hero has no Fate Chips to wager.

Trappings:

Blessed: No visible effect. Called *holy roller*.

Huckster: No visible effect. Called *all in*.

Mad Scientist: Not available.

Martial Artist: A moment's concentration.

Shaman: Not available.

Greater Healing

Rank: Veteran

Power Points: 10/20

Range: Touch

Duration: Instant

Greater healing restores wounds more than one hour old. This use of the power requires 10 Power Points, but otherwise works exactly like the Healing power.

Greater Healing can also heal nonpermanent Crippling Injuries. This requires an arcane skill roll at -4, 1d6 hours of time, and 20 Power Points. Permanent Crippling Injuries may not be treated with this power.

Trappings:

Blessed: Laying on of hands and prayer.

Huckster: Not available.



Mad Scientist: A healing potion, invigorating ray. Repairing a Crippling Injury requires a prosthetic of some sort.

Martial Artist: Not available.

Shaman: The shaman dances about the injured character, asking the Great Spirit for divine aid. He then prepares foul-smelling poultices and paints glyphs all over the victim's body. This requires 10 minutes of time (though the victim is stabilized immediately if that's an issue).

Healing

Rank: Novice

Power Points: 3

Range: Touch

Duration: Instant

Healing repairs recent bodily damage. It must be used within the "golden hour," though, for it has no effect on wounds more than one hour old.

For Wild Cards, each use of the healing spell removes a wound with a success, and two wounds with a raise. The roll suffers a penalty equal to the victim's wounds (in addition to any the caster might be suffering himself).

For Extras, the Marshal must first determine if the ally is dead (see Aftermath in the *Savage Worlds* rules). If so, no healing may be attempted. If not, a successful arcane skill roll returns the ally to the game Shaken.

Healing can also be used to cure poison and disease if used within 10 minutes of the victim being afflicted.

Trappings:

Blessed: Laying on of hands.

Huckster: Not available.

Mad Scientist: A healing potion.

Martial Artist: Acupuncture, massage.

Shaman: The shaman utters a few oaths and promises to the spirits.

Hunch

Rank: Novice

Power Points: 3

Range: Touch

Duration: Permanent

The forces of darkness really hate this hex. It gives hucksters insight into the past of a person, place or thing.

Assuming the hex is successful, the caster gets a vision, feeling, insight, or “hunch” about some event that happened in the target object or person’s past. Raises on the arcane skill roll grant more information at the Marshal’s discretion.

Trappings:

Blessed: Not available.

Huckster: The huckster must deal himself a hand of cards from an actual deck and study them.

Mad Scientist: Not available.

Martial Artist: Not available.

Shaman: Not available.

Inspiration

Rank: Novice

Power Points: 5

Range: Special



Duration: Instant

The blessed use this powerful miracle to undo the cancerous effects of fear on the land itself.

When used in conjunction with the telling of a heroic tale, it adds +2 (+4 with a raise) to the Persuasion roll used to reduce the local Fear Level. The blessed does not have to tell the tale himself—he can cast the miracle on a more accomplished tale-teller instead.

Trappings:

Blessed: A rousing, good ol’ fashioned fire and brimstone-style sermon

Huckster: Not available

Mad Scientist: Not available

Martial Artist: Not available

Shaman: Not available

Invisibility

Rank: Seasoned

Power Points: 5

Range: Self

Duration: 3 (1/round)

Being invisible is a powerful aid in combat, and useful for spying on saloon gals as well!

With a success, the character is transparent, but a vague outline is visible. A character may detect the invisible presence if he has a reason to look and makes a Notice roll at -4. Once detected, he may attack the foe at -4 as well. With a raise, the character is completely invisible and the penalty is -6.

In either case, the power affects the character and his personal items. Anything picked up after the power was cast remains visible.

Trappings:

Blessed: Not available.

Huckster: The huckster merely concentrates and fades away.

Mad Scientist: An invisibility belt or potion.

Martial Artist: Not available.

Shaman: Not available.

Light

Rank: Novice

Power Points: 1

Range: Touch

Duration: 10 minutes (1/minute)

The ability to create light is a pretty simple one as magical spells and powers go, but a party trapped in the dark with loathsome undead is happy to have





an ally with this ability. Light must be cast on an inanimate object, such as a coin, a sword, a shield, or even someone's clothing. Clever casters often cast light on a foe's clothes or weapon to make him easier to see—ignore any penalties for illumination when attacking such an affected target.

The light is as bright as a torch, and provides clear illumination in an area equal to a Large Burst Template.

Trappings:

Blessed: A soft glow.

Huckster: A flash of light that "sticks."

Mad Scientist: Phosphorous paint.

Martial Artist: Not available.

Shaman: Not available.

Mind Rider

Rank: Novice

Power Points: 3

Range: 1 mile x Spellcasting

Duration: 1/minute

A character can use this ability to hear through a subject's ears, see through his eyes, etc. This is an opposed roll of the caster's arcane skill versus the target's Spirit.

If the target wins, the victim knows he was targeted by magic (if he knows such things exist) and the spell is unsuccessful (though the Power Points are still spent). The caster can sense anything the victim can if he proves successful.

The huckster can cast this spell on an unseen target if he has an object the subject has touched within the last week.

Trappings:

Blessed: Voodooists only. A deep trance.

Huckster: No visible effect.

Mad Scientist: A tiny transmitter lodged in the recipient's head, a flying eyeball.

Martial Artist: Not available.

Shaman: Swaying or dancing.

Obscure

Rank: Novice

Power Points: 2

Range: Smarts

Duration: 3 (1/round)

This power does exactly what its name implies—creates an area of obscurity equal to a Large Burst Template. Attacks into, out of, or through the area of effect suffer the standard penalty for pitch darkness of -6.

Trappings:

Blessed: Not available.

Huckster: The huckster snaps his fingers.

Mad Scientist: A light-negation device, smoke bomb, smoke potion.

Martial Artist: Not available.

Shaman: Not available.

Protection

Rank: Novice

Power Points: 0

Range: Self

Duration: Concentration

A blessed or shaman who does nothing but concentrate on his faith is very difficult for creatures of darkness to oppose. Religions with particular symbols (the crucifix, the star of David, etc.) gain a +2 bonus to their Faith roll when they present the symbol.

While using this power, the individual may take no other actions and may not move.

A supernatural creature that wants to directly attack a character using protection must first win an opposed test of its Spirit versus the target's arcane skill.

Trappings:

Blessed: The symbol of his faith.

Huckster: Not available.

Mad Scientist: Not available.

Martial Artist: Not available.

Shaman: Quiet and repetitive chanting.

Puppet

Rank: Veteran

Power Points: 3

Range: Smarts

Duration: 3 (1/round)

Sometimes it pays to persuade others to do your fighting for you. Some do this by blatant mind control, others do it by manufacturing visual and auditory illusions.

Puppet is an opposed roll of the character's arcane skill versus the target's Spirit. The user must score a success and beat the target's roll to gain complete control. The victim will attack friends and even commit suicide, though such acts allow the victim another opposed Spirit roll to break the spell.

Villainous types may have other versions of puppet that allow them to control subjects for much longer periods of time – perhaps even permanently. Such versions usually require a personal belonging.

Trappings:

Blessed: Voodooists only. Voodoo doll.

Huckster: The huckster plants a card in the pocket (or other area) of his puppet.

Mad Scientist: A mind-control ray or chemical.

Martial Artist: Not available.

Shaman: Not available.

Quickness

Rank: Seasoned

Power Points: 4

Range: Touch

Duration: 3 (2/Round)

Nothing makes a gunslinger faster on the draw than this amazing power. With success, the target has two actions per round instead of the usual one (at no multi-action penalty). With a raise, the recipient gains the benefits above, and can also discard and redraw any initiative cards lower than 8 each round.

Trappings:

Blessed: No visible effect. Called *Godspeed*.

Huckster: No visible effect.

Mad Scientist: Speed potion, time accelerator (or decelerator!).



Martial Artist: No visible effect.

Shaman: The slight outline of a spiritual wolf. Called *speed of the wolf*.

Sanctify

Rank: Novice

Power Points: 10

Range: Special

Duration: Permanent until desecrated

Sanctify allows the blessed or shamans to consecrate areas of earth, causing great pain to supernaturally evil creatures that attempt to tread upon it.

Sanctification takes an entire week of prayer. The blessed must remain within the bounds of the area for the entire duration. The area is determined by the Marshal, but is typically the grounds of a church, a battle, or some other place of importance. If no clear boundaries exist, the area is equal to five times the blessed's Faith in yards.

When the ritual is complete, the Faith roll may be attempted. If successful, the area is consecrated. If the roll is failed, the priest must start from scratch.

Any supernaturally evil creature that attempts to enter the sacred ground must make a Spirit roll at the start of each round or suffer a wound.

Trappings:

Blessed: Sprinkling holy water and praying.

Huckster: Not available.

Mad Scientist: Not available.

Martial Artist: Not available.

Shaman: The shaman makes an elaborate sand painting (or other ritual) at the center of the area.

Shape Change

Rank: Special

Power Points: Special

Range: Self

Duration: 1 minute (1/minute)

Many cultures have legends of shamans or wizards who can take on the shape of animals. This power does just that. This version of the power only allows a user to transform into mundane animals, but more bizarre transmutations may be found.

A character may learn this spell while of Novice rank, but cannot transform into the more powerful creatures until he attains the appropriate rank. The cost in Power Points depends on the type of creature the character wishes to change into. Use the Shape Change Table as a guideline for unlisted creatures.

Weapons and other personal effects are assumed into the animal's form and reappear when the power ends, but other objects are dropped.

While transformed, the character retains his own Smarts, Spirit, and linked skills (though he may not be able to use them since he cannot speak). He gains

the animal's Agility and Strength and linked skills, and cannot use most devices. He has no capacity for speech and cannot use powers, though he may continue to maintain powers previously activated.

The Marshal has final say on what an animal can and cannot do. A shaman in dog-form might be able to pull the trigger on a shotgun, for instance, but would use a default skill roll of d4-2 as the animal has no Shooting score of its own. The shaman's Persuasion functions normally, but without speech, might suffer a -4 or worse penalty depending on what he tries to accomplish.

Cost	Rank	Animal Types
3	Novice	Hawk, rabbit, cat
4	Seasoned	Dog, wolf, deer
5	Veteran	Lion, tiger
6	Heroic	Bear, shark
7	Legendary	Great white shark

Trappings:

Blessed: Not available.

Huckster: Not available.

Mad Scientist: Not available.

Martial Artist: Not available.

Shaman: The shaman "morphs" into the chosen creature.

Smite

Rank: Novice

Power Points: 2

Range: Touch

Duration: 3 (1/round)

This power is cast on a weapon of some sort. If it's a ranged weapon, it affects one entire magazine, 10 bolts, shells, or arrows, or one full "load" of ammunition (the GM may have to determine the exact quantity for unusual weapons). While the spell is in effect, the weapon's damage is increased by +2, or +4 with a raise.

Trappings:

Blessed: A simple blessing.

Huckster: Not available.

Mad Scientist: A hyper-sharpened blade, sharpening gel, a pneumatic jackhammer.



Martial Artist: No visible effect.

Shaman: No visible effect.

Speak Language

Rank: Novice

Power Points: 1

Range: Touch

Duration: 10 minutes (1/10 minutes)

This power allows a character to speak, read, and write a language other than his own. The language must be of an advanced form—not animalistic. A raise on the arcane skill roll allows the user to project a particular dialect as well.

Trappings:

Blessed: No visible effect. Called *tongues*.

Huckster: No visible effect.

Mad Scientist: A deciphering machine.

Martial Artist: Not available.

Shaman: No visible effect.

Speed

Rank: Novice

Power Points: 1

Range: Touch

Duration: 3 (1/round)

Warriors who need to close with their foes quickly often use this power, as do those who sometimes need to outrun the speedier breed of critter.

Speed allows the target of the power to move faster than usual. With a success, the recipient's basic Pace is doubled. With a raise, running becomes a free action, so he may ignore the usual -2 running penalty as well.

Trappings:

Blessed: Not available.

Huckster: No visible effect.

Mad Scientist: Speed potion, pneumatic shoes, muscle accelerant.

Martial Artist: The character becomes a blur.

Shaman: Called *speed of the hawk*.

Stun

Rank: Novice

Power Points: 2

Range: 12/24/48

Duration: Special

Sometimes foes must be taken alive, or a hero might not want to kill unnecessarily. *Stun* shocks those within a Medium Burst Template with concussive force, sound, magical energy, or the like.



If the arcane character scores a success, targets within the area of effect must make Vigor rolls or be Shaken. With a raise, victims make Vigor rolls at -2.

Trappings:

Blessed: A thunderclap!

Huckster: A massive boom.

Mad Scientist: A concussive grenade, vacuum collapser.

Martial Artist: Not available.

Shaman: Not available.

Succor

Rank: Novice

Power Points: 1

Range: Touch

Duration: Permanent

Succor removes one Fatigue level, or two with a raise. It can also remove a character's Shaken status. *Succor* may be used to restore consciousness to those who have been Incapacitated due to wounds as well, though the wounds remain. It does not stop bleeding or otherwise stop mortal wounds from worsening, however.

The arcane individual may never use *succor* on themselves.

Trappings:

Blessed: Giving comfort in some way.

Huckster: Not available.

Mad Scientist: An electric enervator, restorative tonic.

Martial Artist: Not available.

Shaman: The shaman paints glyphs on the target.

Telekinesis

Rank: Seasoned

Power Points: 5

Range: Smarts

Duration: 3 (1/round)

Telekinesis is the ability to move a single object or creature (including one's self) with arcane will. The weight a caster can lift is equal to 10 lbs times his Spirit die type, or 50 lbs times his Spirit with a raise on the casting roll.

Lifting Creatures: If the target of the power is a living creature, it may try to resist the power with an opposed Spirit roll. If the Spirit roll is greater than the caster's skill total, the creature is unaffected. If the creature loses, however, it is lifted as usual and does not get another attempt to break free.

Occasionally a victim might manage to grab onto something solid to prevent itself from being lifted. When this happens, the victim may make an opposed Strength roll versus the caster's arcane skill. If the victim is successful, he manages to grab onto something and is not moved that round.

Telekinetic Weapons: A caster can use telekinesis to wield a weapon. When this occurs, the weapon's Fighting is equal to his arcane skill, and its damage is based on the caster's Spirit instead of his Strength. A sword that does Str+d4 damage, for example, does Spirit+d4 when wielded by telekinesis. The weapon otherwise functions normally, including granting bonus damage when it strikes with a raise.

Dropping Things: Particularly ruthless characters often use telekinesis to drop their foes or bash them into walls and the like. A creature affected by this power can be moved up to the caster's Smarts in inches per turn in any direction. Dropped creatures suffer falling damage as usual.

Victims who are bashed into walls or other solid objects suffer the caster's Spirit+2 as damage. If this is a Wild Card, the player may roll his Wild Die with this damage as well.

Trappings:

Blessed: Not available.

Huckster: The huckster waves his hands as if controlling the force. Called *phantom fingers*.

Mad Scientist: A magnetic ray, a force generator.

Martial Artist: Not available.

Shaman: Not available.

Teleport

Rank: Seasoned

Power Points: 3+

Range: Special

Duration: Instant

Teleport allows a character to disappear and instantly reappear up to 10" distant for each 3 Power Points spent, or 15" with a raise. This counts as his movement for the round. Adjacent opponents do not get a free attack against the teleporting character. If the hero wishes to teleport somewhere he can't see, he must make a Smarts roll at -2. If it is an unknown area he has never seen the roll is at a -4 penalty.

Failure of either roll means the teleporter has hit an object of some sort. He returns to where he came from and is Shaken. A roll of 1 on the casting die (regardless of the Wild Die) indicates a more serious disaster—in addition to being Shaken he also suffers 2d6 damage.

The teleporter can never enter a solid space even if he tries. The power instantly returns him to his starting location as above.



Carrying Others: The hero can carry other beings with him, but this automatically causes one level of Fatigue per additional "rider." (More than two may be carried at once, but causes instant Incapacitation.) One Fatigue level can be regained for each full hour of rest.

Trappings:

Blessed: Not available.

Huckster: The huckster must step into a sizeable shadow and emerge in another. He cannot teleport into lit spaces. He may teleport freely at dark. Called *shadow walk*.

Mad Scientist: An atom scrambler.

Martial Artist: Not available.

Shaman: The shaman steps into the Hunting Grounds and steps out somewhere else. Called *spirit walker*.



Trinkets

Rank: Novice

Power Points: Special

Range: Sight

Duration: 1 (Concentration)

Trinkets allows a huckster to reach into a pocket, pouch, or bag and pull forth some minor mundane object.

The Power Points required depends on the item the huckster hopes to find.

Unfortunately, the item is very temporary and only lasts a number of rounds equal to the huckster's Smarts.

Power Points	Item
1	Match, penny
2	Scarf, random playing card, nickel
3	Derringer, knife, two bits (\$25)
4	Pistol, \$5 coin, specific playing card

Trappings:

Blessed: Not available.

Huckster: The huckster reaches into a container of some sort.

Mad Scientist: Not available.

Martial Artist: Not available.

Shaman: Not available.

Vision Quest

Rank: Veteran

Power Points: Special

Range: Self

Duration: Special

A *vision quest* is a plea to the spirits for a glimpse into the future. The shaman may ask the spirits a single question. The question determines the cost and the time it takes to perform the vision quest.

If properly appeased (the shaman makes his Tribal Medicine roll), the spirits return with the most likely answer. The future contains many paths however, so the vision may not always be correct.

Duration	Cost	Information Requested
1 Hour	3 PP	A minor matter such as the success of a crop, marriage, birth, etc.
1 Day	5 PP	A matter of import, such as the outcome of a great battle.
1d6 Days	10 PP	A major matter such as the identity of a murderer or the weakness of an abomination.

Trappings:

Blessed: Voodooists only. A deep trance.

Huckster: Not available.

Mad Scientist: Not available.

Martial Artist: Not available.

Shaman: The shaman dances, meditates, tattoos, creates sand paintings, or other rituals, depending on the time spent questing.

Wilderness Walk

Rank: Novice

Power Points: 1

Range: Self

Duration: 1/hour

Wilderness walk allows a spellcaster to move through the outdoors quietly and without leaving a trace. The earth's spirits quiet the sound of the shaman's footsteps, adding +1 to his Stealth rolls. They also disguise his path, making his footprints impossible to track. The miracle does not apply to his companions, however.

Wilderness walk cannot be used indoors.

Trappings:

Blessed: No visible effect.

Huckster: No visible effect.

Mad Scientist: A track-covering device, shoe brooms, wind machine.

Martial Artist: No visible effect.

Shaman: No visible effect. May not be used in white man's settlements.

Windstorm

Rank: Novice

Power Points: 3

Range: Sight

Duration: 1 (Concentration)

This power conjures up a twister strong enough to whip the coat off a dead man.

The whirlwind must be conjured out of doors, and is the size of a Medium Burst Template. Everyone within the whirlwind is automatically blinded and must make a Vigor roll or be Shaken each round. Any ranged attacks that cross the twister suffer a -2 penalty.

The caster can move the whirlwind as he wishes each round at a Pace equal to his Spirit die type. If the caster takes any action other than concentrating on the spell, he must make a Spirit roll or the effect is lost.

Trappings:

Blessed: The blessed proclaims the power of his lord, waving his arms and preaching a sermon (or whatever is appropriate) as the divine winds begin to swell.

Huckster: The huckster hurls a deck of cards (which is lost) into the air. They swirl about and remain in the twister. Called *Texas twister*.

Mad Scientist: A hurricane machine.

Martial Artist: Not available.

Shaman: The shaman calls upon the spirit of the wind, exhorting it to his will.

Zombie

Rank: Veteran

Power Points: 3/Corpse

Range: Smarts

Duration: Special

This power is considered evil by most. A huckster or houngan who uses it had best be sure there are no Agents or Rangers about.

When cast, *zombie* raises a number of dead specified by the character when he spent his Power Points. The undead are immediately obedient, though perhaps a bit mischievous and literal-minded in their duties.

Corpses aren't summoned by this ability, so there must actually be a supply of bodies available for the power to have any effect. Sadly, these aren't hard to come by in the Weird West. The bodies don't have to be fresh—*zombie* can raise servants that have been waiting patiently for centuries. Graveyards, morgues, and battlefields can all serve this purpose.

With a success, the dead remain animated for 1 hour. With a raise, they remain animated for 1d6 hours. With two raises, they remain animated for an entire day.



Certain powerful necromancers may have improved versions of this power that are cheaper to cast and create permanent undead.

Trappings:

Blessed: Not available to any but voodooists.

Huckster: Not available.

Mad Scientist: Spinal activators, electric animator, necrotic revitalizing fluid.

Martial Artist: Not available.

Shaman: Not available.

Zombie

These walking dead are typical groaning fiends looking for fresh meat.

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

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

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

Special Abilities

- **Claws:** Str.
- **Fearless:** Zombies are immune to Fear and Intimidation.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Arrows, bullets, and other piercing attacks do half-damage.
- **Weakness (Head):** Shots to a zombie's head do +2 damage, and piercing attacks do normal damage.

BEYOND THE PALE

This last section is dedicated to the dear departed. Thing is, in *Deadlands*, the dead don't always stay departed!

Some strong-willed individuals actually return from the grave. These individuals are actually possessed by a manitou, an evil spirit who uses the host's mind and body to affect the physical world. The poor stiff is called Harrowed, which means "dragged from the earth."

Fortunately, a manitou in an undead host is slain if the brain is destroyed (one of the few ways they actually can be killed), so they only risk their otherwise eternal souls on individuals with exceptional abilities. Weak or infirm mortals are only resurrected when it suits some more diabolical purpose.

Voices in Your Head

Manitous need to bond to a mortal soul in order to survive in the physical world. This means they keep their host's soul around, hoping to metaphysically beat it into submission. As such, Harrowed must occasionally battle for control of their own bodies.

For the most part, the manitou simply sits back and lets the Harrowed go about his daily unlife (otherwise the Marshal would be running your character for you). From time to time, however, the demon tries to hop into the driver's seat to do some dastardly deed. If the manitou is strong enough, it can take control of your hero for a while. If it gets too strong, it can take over permanently.

Dominion

We represent this struggle for control as Dominion. When you first return from the grave, you probably remember suffering through your worst nightmare. Well, guess what, hombre: the manitou puts you





through your own little corner of Hell every night, hoping to weaken your resolve. Fortunately, you don't sleep much anymore.

When you first rise from the grave, your Dominion starts at 0, meaning that you and the manitou are on roughly even footing. When the Marshal tells you to make a Dominion roll, you must roll your Spirit—opposed by the manitou—in order to keep the manitou out of your head. This Spirit roll is modified by your current Dominion.

If you succeed, you retain control and gain 1 point of Dominion, or 2 on a raise. If you fail, the manitou takes over (and gets up to some evil shenanigans right quick) and you lose 1 Dominion point, or 2 if the manitou scored a raise. If you tie, the manitou doesn't take control, but you spend 1d6 rounds fighting off its influence (you're Shaken for the duration, *hombre*). No matter how many times you win or lose this struggle, your Dominion can never go below -4 or above +4.

Here's a little hint, partner—you can take a whole lot a suffering before actually getting killed (as described below), but try to avoid taking a dirt nap while the manitou's ahead of the Dominion game.

THE UNLIFE OF A HARROWED

So what's it like being undead? A mixed blessing, truth be told. A walking corpse is a tough hombre to take in a fight, but he has trouble making friends.

Death Wounds

As you'll see in a bit, Harrowed regenerate. It's awfully tough to do any serious harm to someone who's already crawled out of the grave once, much less hurt him bad enough to leave a scar. That said, all Harrowed have at least one wound that never quite heals—their death wound. Whatever puts a fellow down the first time leaves an indelible mark.

Most Harrowed do their best to cover these ugly scars up. The living don't cotton to seeing folks' guts falling out of their bellies. Some wounds are easier to hide than others. A Harrowed who was strangled might just start wearing high-collared shirts; a fellow who had some ornery critter use his guts for garters is going to have a bit harder time of it.

Death wounds aren't as horrible as they were at death—they “heal” enough to be passed off—but they're always there, and always ugly.

Decay

Undead have pale, sallow skin. They don't truly rot since the manitous sustain their bodies with supernatural energy, but they don't smell like roses, either. Anyone who gets up close and personal with a Harrowed picks up the smell of decay with a Notice roll.

Drinking a quart or so of alcohol “pickles” a Harrowed for a day or two. He'll smell like a drunk, but at

least he won't smell like the dead. Animals, though, can always tell. Any Riding rolls, or any other rolls involving the cooperation of animals, suffer a -2 penalty when attempted by Harrowed.

If you're worrying about what this stench is going to do to your luck with the ladies, don't. Harrowed blood doesn't flow, which means it doesn't flow down south, either. Female Harrowed can “fake it,” but the experience won't be pleasant for either party.

Food and Drink

You'd think being dead would put a serious damper on a cowpoke's appetite, but this isn't actually the case—at least not if a Harrowed ever wants to heal. Harrowed need meat—fresh or carrion—to patch themselves up. Each healing roll attempted by a Harrowed consumes about a pound of flesh. The Harrowed must eat the meat, but he doesn't necessarily have to cook it first (we told you these guys had trouble making friends, right?).

Harrowed don't need water, and while we're on the subject of libations, can't get drunk either. For that matter, other than the pickling described above, Harrowed aren't affected by booze or drugs, and can't be poisoned or catch a disease (at least, not a normal disease).





Grit

Being a walking corpse hardens the mind to horrific experiences. It doesn't get much worse than clawing your way out of your own grave. Harrowed characters gain +1 Grit upon rising from the dead.

Sleep

Whoever first said "he sleeps like the dead" obviously didn't know any dead folks. The manitou inside needs 1d6 hours of downtime each night to do its thing and keep the magic flowing.

Unlike normal folk, Harrowed can't really push it to stay awake—when it's time to go night-night, the manitou just shuts the Harrowed down. The Harrowed can try to resist, but he must make a Spirit roll every hour or keel over on the spot (and likely get buried again when folks discover his heart isn't beating). This roll gets tougher as the night drags on: each additional roll suffers a cumulative -2 penalty.

For the record, sleeping Harrowed aren't completely oblivious. The manitou keeps one eye open for trouble, so Harrowed are just as likely as any other folks to wake up if trouble comes along.

Undeath

Harrowed are a pretty sturdy bunch. They don't suffer fatigue from mundane sources, and non-lethal damage has about as much effect on them as a mosquito does on a steer. Harrowed suffer wounds normally, but they can't be killed except

by destroying the brain. The only way a result on the Knockout Blow table can snuff a Harrowed is if a called shot to the noggin sent him there, or if a roll on the Injury Table indicates a head shot. If the brain is mush, the manitou can't control the corpses' functions and is ejected. For some strange reason, this destroys the sucker as well. The Harrowed is now actually dead, as in "not getting back up again."

A Harrowed can still take a beating fierce enough to take him out of action even without a hit to the noggin. If he's Incapacitated, he consults the Knockout Blow table as normal. However, if he "dies" due to anything other than a head shot, he's only put down for 1d6 days.

In either of the above cases, Harrowed don't really bleed out. If the hero is sent to the Bleeding Out or Mortal Wound entries, he's suffered enough physical punishment to put him out of action as discussed above, with no Vigor roll required.

One more thing, hombre. The Harrowed don't suffer damage like most folks. When an ordinary cowpoke gets shot full of holes, he cries for his momma and squirms around in pain. Harrowed don't feel pain, and they don't really bleed either. However, they still suffer wound penalties as normal. In the case of the Harrowed, these penalties reflect damage to the Harrowed's muscles and bones, making movement and action more difficult—it's also a little distracting having your stinking, rotted guts spilling all over your boots.

Counting Coup

You've probably figured out by now that the Weird West has a whole lot of nasties lurking around. (Hell, if you're Harrowed, you're one of them!) Like the Harrowed, most of these creatures have at least a spark of supernatural energy in them, and the most powerful have a whole lot. Harrowed characters can steal this energy. When one of these critters dies, a nearby Harrowed (within game inches equal to the creature's Spirit die) can "count coup" on it and collect its essence.

Harrowed who count coup gain some pretty strange abilities, but some powers come with a curse, as well. Taking all that evil inside is no small thing. In any case, Harrowed can only count coup on the more powerful creatures of the Weird West. Lesser critters just don't have enough mojo to collect.

If more than one Harrowed is within range to count coup, it's a contested Spirit roll to see which of them gets the honors. If a Harrowed can gain a coup power from a creature, it is listed in the creature's description (in the last chapter of this book). Your Marshal has the details on what powers come from each creature. The only way for you to find out, compadre, is to saddle up and take the battle to the enemy.

HARROWED EDGES

A hero gets one Harrowed Edge the moment he comes back from the grave. When leveling, the deader can choose to gain a new Harrowed Edge instead of a regular Edge.

Cat Eyes

Requirements: Novice, Harrowed

The character gains +2 to his Notice rolls to spot visual clues, and ignores penalties for Dim and Dark lighting conditions.

Improved Cat Eyes

Requirements: Seasoned, Harrowed, Cat Eyes

The Harrowed can see in the dark, ignoring all penalties for lighting. He can also sense if a character within a few feet is a supernatural creature of some sort.

Chill o' the Grave

Requirements: Heroic, Harrowed

They say the grave is damp and cold, and this Harrowed has mastered the ability to radiate that chill from the Hunting Grounds through his body, lowering the ambient temperature around him noticeably.

The deader makes a Spirit roll to use this power. On a success, the temperature drops 10°F. Anyone witnessing this supernatural chill must make a Guts roll. On a raise, it drops 20°F and the Harrowed is surrounded by a dank mist. Witnesses must make a Guts roll at -2.

Claws

Requirements: Novice, Harrowed

The character gains supernaturally sharp claws that cause Str+d4 damage in combat. The claws may be extended or retracted at will.

Improved Claws

Requirements: Veteran, Harrowed, Claws

The deader's Claws have become longer and sharper and now inflict Str+d6 damage.

Ghost

Requirements: Seasoned, Harrowed

The Harrowed decides if he is corporeal or incorporeal at the beginning of each of his actions. He must remain in that state until his next action—he cannot attack and then go incorporeal.

While ghosted, the deader is intangible, though he is still visible and magical attacks affect him normally. The Harrowed may remain ghosted as long as he continues to concentrate. If he suffers damage while in this state, he must make a Spirit roll or become tangible once more.

Hell Fire

Requirements: Heroic, Harrowed

There's a reason why flames figure prominently in the Hells of pretty much every religion. Many supernatural beings have a love affair with the destructive power of fire.

A Harrowed with this power suffers one die less damage from fire than usual, though he will still catch fire if exposed to flames. What's more, with a successful Spirit roll, he can cause a fire to flare or die at his whim.

On a raise, he can extinguish the fire, or he can cause it to explode, showering everything in a Medium Burst Template in flames. Roll to see if flammable material ignites, as usual.



Implacable

Requirements: Veteran, Harrowed

Most Harrowed take a while to get used to the fact that they don't suffer pain anymore. They still grunt when shot, and limp when their ankle gets chewed to hamburger by some unholy varmint. It's a mental thing.

Your hombre, on the other hand, has overcome this block—or he's too dumb to care. Either way, he ignores 2 points of wound penalties, cumulative with Nerves of Steel.

Infest

Requirements: Novice, Harrowed

Like animals, insects have spirits in the Hunting Grounds as well. The manitous have learned a few tricks to control these creatures.

A Harrowed with this power can control swarms of small biting, stinging insects. The creatures aren't created by the power, however, so they must be present in the surrounding terrain.

If the Harrowed does nothing but concentrate on this power for three rounds, he can summon a swarm of insects; one swarm template for each three rounds of concentration. Use the stats from the *Savage Worlds* rules for each swarm.

Soul Eater

Requirements: Veteran, Harrowed

This nasty ability, one of the Harrowed's cruelest weapons, allows the walking corpse to drain a victim of his life force.



Immediately after inflicting a wound with his bare hands (or claws), the character makes a Spirit roll opposed by his victim (even if the foe is going down). Should he win, the Harrowed can restore a lost Fatigue level. If he has no Fatigue, he can restore a wound instead. A raise on the Spirit roll allows him to heal two Fatigue levels (or two wounds).

Spook

Requirements: Novice, Harrowed

The Harrowed draws upon the power of the manitou within him to lend a little extra substance to his intimidating glare or grating voice. When the Harrowed makes an Intimidation roll and scores a raise, Extras are panicked and Wild Cards must roll on the Fright Table (see the *Savage Worlds* rules).

Stitchin'

Requirements: Novice, Harrowed

A dead man with stitchin' regenerates damage much faster than normal—he may make natural Healing rolls every day, provided he consumes a pound of meat for each attempt, as usual.

Improved Stitchin'

Requirements: Veteran, Harrowed, Stitchin'
As above, but the deader may roll every hour.

Supernatural Attribute

Requirements: Novice, Harrowed

Supernatural attribute immediately improves any one attribute two die types (a d12 becomes a d12+2, and so on). This Edge may be taken up to five times, once for each attribute. Note that it does not apply to skills.

Wither

Requirements: Novice, Harrowed

The taint of death hangs heavy around this deader and this ability allows him to pass some of that unwholesome energy to others.

This power allows a Harrowed to cause something he touches to age prematurely. Whatever he is attempting to affect, it must be no bigger than the size of the Harrowed's hand. On a successful Spirit roll, he ages the thing by a month. On a raise, it ages by a year. Though this power cannot harm something as large as a human, it does cause food to putrefy, wood to rot, and metal to rust.



Marshal's Handbook

Like the High Plains drifters of old, some folks have to walk alone. That's you, Marshal. It's time to leave your posse behind and ride on ahead into the Weird West all by your lonesome.

This section is full of dark secrets and dirty tricks fit only for a Marshal's ears. If your life story fits on a character sheet, partner, turn your wagon around and head on back into Posse Territory.

Marshal's Handbook

There will Come a Reckoning

Now that we've run off those nosy players, it's time to give you the real scoop on what's going on in the Weird West, Marshal.

If you've been paying attention, you might have figured out that things started going wrong—that's wrong with a capital W—around 1863. That's both true and false. The fact is that supernatural evil has been around a whole lot longer.

There will Come a Reckoning



THE ORDER OF THINGS

Since man has walked the Earth, there have been monsters in the world. All cultures have their bogeymen, their spooks and monsters that frighten children and adults alike. Collectively, they're called "abominations," and they are *very* real.

Abominations dwell in the physical world. In the spirit world—the Indians call them the Hunting Grounds, and so do we—nature spirits and manitous are more common. Nature spirits are generally good or at least neutral toward the affairs of man. Manitous are downright evil.

Manitous drain fear and other negative emotions the abominations spawn, and channel them back to a special place in the Hunting Grounds called the Deadlands. There, incredibly powerful and evil spirits—basically senior manitous—dwell, and feast on the heaped helpings of fear delivered by the manitous. At the moment, the most powerful of these spirits are the Reckoners, and all the others are forced to make do with scraps from their spiritual table.

The manitous don't know much about their mysterious masters, only that the Reckoners horde the fear they deliver to the Deadlands. Most of the fear

is consumed by the Reckoners or set aside for some unholy purpose, but some small sparks are granted to the manitous. The manitous then use these seeds to create more abominations according to the Reckoners' whims, and the abominations, in turn, create more fear to feed the Reckoners.

It's an ongoing, vicious cycle with razor sharp teeth, and it's been going on since the dawn of time. The Reckoners aren't the only beings to prey on humanity in this fashion, but once they took control of the Deadlands, they got it down to an art form. It didn't take long for things to get out of hand.

Whole societies lived in fear, feeding the Reckoners' unholy appetites. The future was looking pretty grim for the human race, right up until the end of the Middle Ages.

Who Are the Reckoners?

The Reckoners are not the first evil gods of the Hunting Grounds. Indeed, the Deadlands are ruled by a hierarchy of evil spirits—the Reckoners just happen to be the most powerful at the moment. They were once relatively minor powers in the Deadlands, but they hitched their evil little wagons to a movement called Christianity a couple thousand years ago.

As the new religion gained momentum, the Reckoners remade themselves as the Four Horsemen of the Apocalypse. This allowed them to focus the fear of millions of people on a fairly small cadre of evil entities, where previously folks' fear went to feed a rogues' gallery of malicious gods.

Though not everyone believes Christian doctrine, the Reckoners ultimately became powerful enough to muscle out the rest of their dark compatriots. They now have first crack at any fear the manitous deliver, whether it comes from Christians, Muslims, Jews, or anyone else.

THE OLD ONES

That's when the Old Ones—the elder medicine men of the various Indian tribes in the American East—called a council deep in the mountains of New England. There, they discussed the state of the Earth and the increasing number of horrors that walked upon their sacred lands.

The Old Ones knew there was no way to banish all evil from the land at once. The abominations would have to be defeated one at a time. If the manitous were gone, however, far fewer new abominations would be born.

The Great Spirit War

The Old Ones asked the spirits of nature to war against their evil cousins, the manitous. The spirits agreed, but their price was high. The Old Ones would have to join them in their war.

The Old Ones traveled to an ancient Micmac burial ground and performed a long and arduous ritual. When they were through, a portal to the Hunting Grounds stood open.

The shamans stepped through and began their long campaign against the manitous. The Great Spirit War raged for hundreds of years as time is measured in the Hunting Grounds, though no one really knows how much time passed in the physical world. It was a secret battle unseen by the vast majority of mankind. Only the most spiritually powerful individuals sensed something was afoot.

The Old Ones finally tracked down and defeated their foes, but the manitous, being spirits, could not truly be destroyed. The best the Old Ones could do was defeat them and hold them to a sacred bond: as long as the Old Ones and the nature spirits remained in the Hunting Grounds, the manitous could not escape either. No spirit, good or evil, could interfere with the affairs of men any longer. The Old Ones were trapped with the

malignant spirits they had defeated, but the horrors of the world abated and began to dwindle. The price the shamans paid was high, but the Great Spirit War was won.

A TALE OF VENGEANCE

The manitous kept their bargain. For hundreds of years, no new abominations were born, and those supernatural horrors that remained on Earth slowly dwindled and died.

In 1763, a young Indian shaman of the Susquehanna tribe had just completed his studies. He was an incredible student, and devoured the arcane lessons of his elders as if they were his last meal. Though the spirits could no longer visit the Earth, shamans and other mystically powerful souls could communicate with them on their home turf, the Hunting Grounds. Raven listened eagerly to their words.

One summer day, he sat on a high mountain in the new colony the white men called Virginia. As he meditated, the nature spirits told him of the Great Spirit War, and the pact the Old Ones had made with the manitous. His conversation was cut short by the sound of musketry near his village far below.





Raven descended the mountain as fast as he could, the cruel din of battle mocking his every step. His feet felt as if they were made of stone, and miles seemed like leagues. When he finally arrived at his village, he saw a band of white men butchering his family. They were the last of the Susquehanna, and now Raven was the last son of a dead tribe.

Raven Reborn

Raven stayed hidden, and watched the massacre of every human being he held dear. His heart filled with hatred, he left the valley that was once his home and wandered the Earth, searching for ways to increase his own power and exact revenge on the white men.

The shaman learned many secrets during his travels among both the Indian tribes and the towns of the white men. He also learned rituals that enabled him to sustain his own life. Though born in

1745, Raven looks no more than 40 years old today. The most important secret he learned, however, was that the Old Ones had left their long forgotten door to the Hunting Grounds wide open.

From 1861 to 1863, Raven visited all the tribes he could, and spoke solemnly of the massacre of his people. He said he was the last of his tribe, the Last Son of the Susquehanna, and he was searching for other braves who shared his thirst for vengeance.

Other shamans often sensed Raven's long quest for vengeance had twisted him, and that he was consumed by evil. Most banished him quickly. Sometimes, though, a vengeful youth—often an adopted survivor of a massacred tribe—turned his back on his adopted family to follow Raven on his dark quest.

These young men understood Raven's sorrow and rage. They were the last of their tribes, villages, or families as well. Like Raven, they were the Last Sons.



The Last Sons

Raven told his followers their troubles were caused by the coming of the white men. In some cases, this was true. In others, it was yet another gross misunderstanding between two different cultures.

In either case, Raven told the Last Sons he knew how to defeat their common enemy. The Last Sons would release the manitous from their pact, and there would come a Reckoning.

Raven told the braves and shamans who chose to follow him that the manitous were the tribes' protection against the white man's expanding invasion. He said the Old Ones were fools for banishing the spirits. By forbidding the manitous from leaving the Hunting Grounds, they had limited their own powers and condemned the tribes to a long and painful road that could only end in their destruction.

According to Raven, it was the Last Sons' sacred duty to travel to the Hunting Grounds and return the spirit world to its natural order. There was only one way to accomplish this—they would enter the Hunting Grounds and murder the Old Ones.

THE HUNT

The Last Sons began their long trek to the wooded mountains of New England early in 1863. The group reached the old Micmac burial ground on the first day of July, and stepped through the Old Ones' gate into the Hunting Grounds.

Only a few days passed in the physical world, but the Last Sons' battle with the Old Ones took many weeks in the Hunting Grounds. In that strange place, the Last Sons committed one atrocity after another, and hunted and slew the Old Ones in the name of vengeance.

The remaining Last Sons emerged from the Hunting Grounds on July 3, 1863, their war complete. It was only a few hours before America's Day of Independence, and the Battle of Gettysburg was in full swing.

Many of the Last Sons did not return, but their quest was successful. The Old Ones were dead, and their blackened spirit blood forever stained the hands of their slayers. The manitous were free once more.

The Reckoning had begun.

THE RECKONING

When the manitous were bound in the Hunting Grounds, they could no longer deliver tasty tidbits of fear to the Deadlands. The Reckoners slumbered. As the last of the Old Ones died, the pact was broken. The manitous immediately gathered up as much fear as they could, and the Reckoners stirred to find a feast before them. The Reckoners reveled in their revival, but remained all too aware of the mistakes of their past.

The Reckoners now know they cannot flood the world with abominations. An army of monstrous creatures would expend all of the Reckoners' precious energy. Worse, jaded mortals stop fearing the creatures of the night and fight back, as the Old Ones did centuries ago. Far more energy can be generated by keeping the abominations at the edge of the unknown and relying more upon purely human evil.

Mortals will bleed pure terror. When the Earth is flooded with enough fear to sustain the Reckoners, when it is finally remade in the image of the Deadlands, the Reckoners will walk upon it.

THE WORLD TODAY

Now, it's 1879, and the Reckoners' plans are going nicely. Though a cease-fire has stalled the War Between the States, the Great Rail Wars are once more picking up steam. The Indians fight against the white men and each other, abandoning the Old Ways and forsaking the nature spirits. The dead rise from their graves and strange beasts stalk the terrain.

Though the Reckoners' plots encompass the whole of the Earth, the American West is the focus of their efforts. The wide open spaces give their creations plenty of room to hide, and the lawless frontier pits man against man on a daily basis. Before we get into the details of what's going on in the Weird West—including the state of the Great Rail Wars—let's talk a bit about fear.

THE POWER OF FEAR

Fear is the bread and butter of the Reckoners, and all of their effort goes into cooking up a simmering stewpot of the nasty stuff. See, fear is like candy to





the Reckoners, only a lot more nutritious. They thrive on the energy produced when a cowpoke screams for mama and soils his delicates.

Even without the influence of the Reckoners, there's already plenty to be afraid of in the Weird West. Spies and saboteurs are at work in the Union and Confederacy, and they're thick on the ground in the Disputed Territories. The Rail Barons' forces prey on each other, and don't much care about the innocents caught in the crossfire. In many cases, folks can't even count on the law to do right out West. All the while, the manitous work to make things even worse, slowly "terrorforming" the environment to make it more hospitable to the Reckoners.

Terrorforming

The manitous and the Reckoners are busting their evil butts to make the West an even more fearful place than it already is. The Reckoners cannot yet influence earthly events on a massive scale, though they are capable of communicating with a few of

their most powerful servants. The manitous do the lion's share of the work by birthing horrific abominations.

These abominations can take any of a million different shapes, based on the whim of the manitous that create them. Usually, they give life to dark legends of the local populace, whether Indian or white. Some manitous might invest a bit of energy in raising a pack of walkin' dead to terrorize the locals, while another might dust off an ancient Indian myth and set it loose on the prairie.

In any case, the biggest baddest thing in a given area is responsible for raising the Fear Level. We call it a "fearmonger." It calls the heroes "lunch." This is often the main creature or creatures behind your tale of terror in a particular session or series of sessions, Marshal. This is the creature that best serves the Reckoners, and creates the most terror in an area.

Fearmongers might have minions, but they have no special control over other abominations or villains. In fact, the monsters of the Reckoning almost

always work alone. Several powerful abominations may all exist in one area, but only the wickedest is the fearmonger.

A given fearmonger rules over a particular location, such as a forest, a cave, a haunted mine, a town where folks have been disappearing, and so forth. However, this territory isn't necessarily a geographic area: a manitou might inhabit an artifact, or haunt an Indian tribe with a powerful curse.

Fearmongers can raise a Fear Level by +1 every month or so, assuming they cause considerable mischief and don't go overboard. That's a *very* rough guideline, Marshal. Some critters are far more subtle, taking years to work their dark magic. Others barge in and start rending, driving the Fear Level up in a week.

Abominations that get too wild can actually stagnate a Fear Level. The unknown is the greatest horror of all. A mysterious horror stalking the Maze and leaving slaughtered prospectors in its wake strikes fear into everyone. A band of bloodthirsty banditos—even bloodthirsty *undead* anouks—are just another foe to waste bullets on.

Speaking of things to waste bullets on, let's talk a little about the different kinds of horrors your heroes might face.

Abominations

Abominations are your run of the mill horrors (though don't tell your posse we said that). Walkin' dead, wall crawlers, and hangin' judges are all good (okay, evil) examples.

As a rule, such creatures are concerned only with their own survival. They know nothing of the Reckoners, nor their part in the Reckoners' plans. That said, they are no less horrific for their ignorance.

Despite this, abominations are more than capable of taking on the role of Fearmonger. Sometimes, a group of abominations might do so, like a pack of walkin' dead infesting a mine.

Many abominations are common enough that they're more or less accepted as part of the local fauna, though folks back East generally dismiss them as tall tales.





Servitors

Servitors are far more insidious than abominations. Servitors are those individuals who have *chosen* the path of evil. That said, it is rarely presented as such, nor are Servitors often aware of their servitude. The four most powerful in the Weird West are Captain Jasper Stone, Raven, the Reverend Ezekiah Grimme, and Darius Hellstromme, who serve Death, War, Famine, and Pestilence respectively.

Each chose to commit an evil deed and start down the slippery slope of servitude, and as they each committed more atrocities, still worse sins came more easily. Stone is the first modern Harrowed, so evil that he cowed his manitou into submission and forced it to tell him of the Reckoners. He now serves as the Reckoners' attack dog, and dispatches heroes left and right. Raven's original sin is obvious, and since his victory over the Old Ones, he and his followers have committed many more atrocities against the white men. Grimme's story is a bit more

involved, but ultimately resulted in him serving human flesh to starving folks in order to increase his own power and influence. Hellstromme is the world's preeminent mad scientist, and has no regard for the well being of others. He considers people tools to be used and abused, often as test subjects.

You can create your own lesser servitors to throw at your posse. Just remember that all servitors were once human (Hellstromme is an exception in that he still is), and more importantly that they *chose* their fate, it was not forced upon them. Trust us. It's a Faustian thing.

Over time, these monstrous individuals can become monsters in the more literal sense, and whether or not their bodies are twisted to match their blackened souls, they each develop unique powers based on their past misdeeds. It turns out that their evil past is also their Achilles heel, as most servitors are invulnerable except for a specific weakness. Clues to this vulnerability can be found in the story of their respective falls to evil.



Note also that most of these individuals are completely unaware of their servitude, and each would likely deny such with his dying breath. Only the most powerful know they serve higher, darker powers. Not even Darius Hellstromme knows of the Reckoners' existence, though he suspects much.

Manitous

These are evil spirits that knowingly serve the Reckoners. They drain the fear and negative emotions created by their horrific creations, and channel them back to the Reckoners.

Of course, the Reckoners are smart cusses, and the Manitous have instructions to invest a little of that fear back into sowing more abominations on Earth, thus reaping more fear. It's near impossible to attack a Manitou directly. Even if they take a direct hand in events—say, by raising a posse of walkin' dead—they're really just playing with their toys.

The easiest way to get rid of a Manitou is to starve 'em out by lowering the Fear Level (see page 125). A manitou can be killed, but only if it has bound itself permanently to the physical world by creating a Harrowed (see page 105). Then, the Harrowed must be finished with a shot to the head, or exorcised of the demon within.

The Reckoners are the most powerful of these spirits, so powerful that they may not even be manitous at all. Whether that's true or not they aren't

saying, but they do not directly exert their influence on Earth, instead allowing the manitous to do most of their dirty work.

Mundanes

Mundanes are just plain folk that go around scarin' the bejeebers out of other folk. Whether murderous Indians, warmongering army officers, or a psychotic serial killer, mundanes can be just as dangerous—and just as fearsome—as the worst the Reckoners have to offer.

The Reckoners and manitous love these guys: all of the benefits of an abomination, none of the investment required.

Fear Levels

Well, we've talked a lot about fear so far, Marshal; how important it is to the Reckoners and how widespread it is in the Weird West. As you read on through the rest of this book, you'll find that each area that your posse visits has its own "Fear Level," to represent the success of the Reckoners and their minions in turning the world into a living Hell. In the next chapter, you'll find the rules for using Fear Levels in your game.

Now that we know how things get scary, let's talk a little about what each Fear Level should look and feel like:

Fear Level 0

This is happy land, folks. The natives are friendly, the sky is blue, and you can walk the streets at night. Perhaps you won't be surprised to hear that only a few of these places are left in the Weird West, and they ain't easy to find.

Fear Level 1

In such places, some folks believe monsters exist, they just haven't seen any. The sky is still blue, but if you must go out at night, bring a buddy.

Fear Level 2

No one goes near the creepy old shack on top of the hill. The land looks about the same, but the shadows are just a little bit longer. It's not really safe to go out alone at night, but it's not a death sentence, either. This is the general prevailing Fear Level in most places these days.

Fear Level 3

Things are starting to get a little weird. There's an occasional disappearance, and probably more than a few weird creatures live close by (though folks don't really talk about it). Don't go out at night without a weapon or a friend.

Fear Level 4

There are mysterious disappearances, and when the bodies are found, it's piece by piece. The land itself starts to change: the shadows on the cliffs start to look like leering faces, or cornrows always seem to rustle as if something's hiding within. The winds of the High Plains might whisper your name.

Fear Level 5

There's no doubt something's amiss. Folks have seen monsters, and almost everyone's terrified. Most flowers die, but weeds have no problem thriving. Don't go out at night without an armed posse.

Fear Level 6 (Deadland)

This is as bad as it gets, Marshal: a full blown nightmare landscape. Monsters run rampant, rocks look like skulls, and not only do the winds of the High Plains whisper your name, they do so in your dead friend's voice. Anyone out at night is dead meat. If the Reckoners have their way, the whole planet is destined to one day become such a place.

The Prospector

With all this talk of fear, Marshal, there's one character we ought to mention who may actually help your players out. He's a little crazy, but he has a lot of information about the material in this chapter.

Coot Jenkins is a grizzled old prospector who met up with one of Raven's Last Sons long ago, shortly after the Reckoning began. You'd kinda figure an angry native might up and scalp old Coot, but this one did something different: he confessed. See, by this time, the Last Son was dying, and guilt for what he'd done was eating away at him.

Coot was a bit skeptical at first, but as horrific changes began taking place across America, he began to believe. Further, he began to run across some folks who, though they were undead horrors, seemed right decent to him. Yep, you guessed it: these folks were Harrowed.

Over time, Coot figured out most of the truth about Harrowed folks, and he learned a whole lot about the Reckoning and the Reckoners themselves as well. And he decided to do something about it. Deuced cuss that he is, he might just succeed. See, he's been gathering an army – an army of the dead.

A while back, Coot discovered an elixir that, when poured down a Harrowed's gullet, puts the mortal soul squarely in control of his mortal remains once more. Coot's been traveling the Weird West and digging Harrowed folks up, "curing" them of their afflictions. He knows the elixir doesn't hold forever, but he figures he knows enough about the Harrowed to realize when one of them's losing it. He also found out about the Old Ones and their sacrifice to shut the Reckoners out of our world centuries ago. He figures that if another band of folks takes their place in the Hunting Grounds, the pact can be repaired. Who better than the Harrowed?

Trouble is, he knows full well that if even one manitou gains control it'll break the deal and his plans will only stall the Reckoners, rather than shut them out for good. He's looking for a solution a bit more permanent than his old elixir, but so far has come up empty. Unfortunately, he's wrong – the only way for a manitou to permanently lose control of a harrowed host is for the host to be put down for good – but he can't be convinced of that.

That said, Coot is the man with the most information about one of our other players – Stone. He tried to recruit the lone rider once and barely escaped with his life. He now knows Stone for what he is – the chosen slayer of the Reckoners.



More Setting Rules

Howdy, Marshal. The rules back here are just for you. Mostly they're ways for you to torment and terrify your friends in the posse, but we'll also discuss how they can actually fight the Reckoners and attempt to take back the Weird West from the horrors currently running roughshod over it.

More Setting Rules



So, how do you take what you know now about the Weird West and put it into the game? Well, read on and find out. This chapter contains the rules for a lot of the stuff you've just been reading about, collected together to make it easy to find in the heat of battle. So if you ever need to check what happens to a Harrowed who's lost control, or to a huckster who fluffs his hex, this is the place to come. We'll start with the low-down on Fear.

FEAR LEVELS

As we mentioned earlier, an area's Fear Level—a measure of how scared the local populace is—actually reflects on the terrain. This, in turn, inflicts a penalty to all Guts checks equal to the local Fear Level. Each region of the Weird West has an overall Fear Level, as explained in the next chapter. This can vary a great deal in specific locations, but unless

noted otherwise, assume that any locations within a geographic area share the general Fear Level. Descriptions of what particular levels of fear look and feel like are on page 122.

Lowering the Fear Level

The best way for your heroes to fight evil is to fight the fear.

Once the posse defeats a major evil, one of the heroes may make a Persuasion roll to tell the tale of the group's victory over the forces of darkness. The epic needs to be recounted to a sizeable audience (or an influential one, like the local reporter), and should *always* be accompanied by an actual recounting by the player. It must also be told within the area affected—an audience in New York doesn't care so much what happens in Podunk, Iowa.

Don't penalize a player if he's not actually a good story-teller—that's his character's job—but do make him try. In either case, the Persuasion roll is modified

by the Fear Level and any other situational modifier you think is appropriate (his audience doesn't like him, most don't speak English, etc). And you can certainly give him a bonus of +1 or +2 if he tells a really *good* tale.

If the tale teller is ultimately successful, he reduces the local Fear Level by 1. If he rolls a 1 on his Persuasion die (regardless of the result of the Wild Die), he sent the wrong message and did little more than reinforce the notion that people should be afraid of the dark—he actually *increases* the Fear Level by +1!

LEGEND CHIPS

Whenever the posse successfully lowers the Fear Level of an area, they get a shiny new "Legend Chip." This is a special, one-time only award, and it goes right in the Fate Pot.

Don't hand it out to a specific player—Fate decides who she smiles on when the players draw their chips before each session. If *you* draw a Legend chip, put it back and draw again until you get a different one. Legend chips are only for the heroes, Marshal.

Once a player draws and uses the Legend chip, it is removed from play until they earn another one. It doesn't go in the pot at the start of the next session once it has been used.

TABLES O' DOOM

The rest of this chapter gives you all the mean-spirited tables and snippets we've been hinting at in the rest of the book, from the infamous Veteran o' the Weird West table to what happens when a mad scientist picks a new power. We round it out with more details of including Harrowed heroes in your game, and how to deal with them.

Veteran o' the Weird West

This is the table for those power-hungry munchkins who bit off more than they can chew.

Don't forget to cackle with glee when you read the result, Marshal. In some cases, though, you may want to keep the actual result secret until the time is right to reveal it to the player.

Deuce: Jinxed

This hombre ran into something that jinxed him bad. He gains the Bad Luck Hindrance. If he had it already, he lucks out (he doesn't get it again).

Three: Hunted

The veteran didn't finish the job. Something is looking for him, and it wants him dead. Or worse. The Marshal gets to whip up some nasty beastie to come looking for the poor bastard. It's something fairly powerful, certainly a Wild Card, and perhaps more clever than strong. It might look to make the hero's life a living Hell instead of just springing out of the darkness one night.

Four: Debt

The Agency (red card) or Texas Rangers (black card) has something on the hero that could make him swing if it were revealed to the general public. They frequently recruit him for the roughest assignments, and "no" isn't really an option. When they come knocking, these organizations don't ask nicely, or twice.

Five: Addicted

The character would like to forget the things he's seen. He has a Major Habit for alcohol, or a drug like opium or peyote.

Six: Night Terrors

The cowpoke can never forget the horrors he's experienced. They even haunt him in his dreams, giving him the Bad Dreams Hindrance.

Seven: Maimed

An encounter with some supernatural creature left one of the character's limbs maimed or entirely missing. Roll a d6. On a 1-3, he's Lame; on a 4-6, he lost his non-weapon hand and has the One Arm Hindrance.

Eight: Beat With an Ugly Stick

One of the abominations this unfortunate hero encountered rearranged the hero's face or some other highly visible body part. He's Ugly when the wound is visible.

Nine: Insane

This dude's mind isn't what it once was. Roll once on the mad scientist's Dementia Table on page 128.

Ten: Paranoid

This tinhorn's seen things he shouldn't have. He's afraid of the dark, afraid to wander out of camp to relieve himself, and so on. He's so jumpy that all Guts rolls are modified by -2.

Jack: Infected

The last creature this hombre tussled with left a mark that won't go away. The hero has some sort of wound that gives him the Ailin' (Major) Hindrance.

Queen: Bollixed

This gunfighter has a bad case of gremlins. These buggers infect every device the hero touches, including guns and other non-weird science mechanical devices. Anytime the hero rolls a 1 on his trait die (regardless of his Wild Die) when using a mechanical device, it suffers a malfunction and is unusable until someone spends 2d6 hours working on it and makes a successful Repair roll.

True gizmos (which are already prone to mishap), malfunction on a skill roll of 1 or 2!

King: Marked For Death

Some intelligent and phenomenally evil abomination from the hero's past uttered a dying curse. All of the hero's Soak rolls are made at -2.

Ace: Forsaken

Long ago, this lone rider did something awful to survive an encounter with the supernatural. Ever since, the spirit world won't aid him on a bet. No beneficial tribal medicine or miracles work on him. Hexes, weird science, and black magic work normally. Lucky stiff.

Black Joker: Cursed

The hero's very soul was damned by one of the insidious creatures of his terror-filled past. The player draws only one Fate Chip at the beginning of each play session, or none if he has the Bad Luck Hindrance.

Red Joker: Harrowed

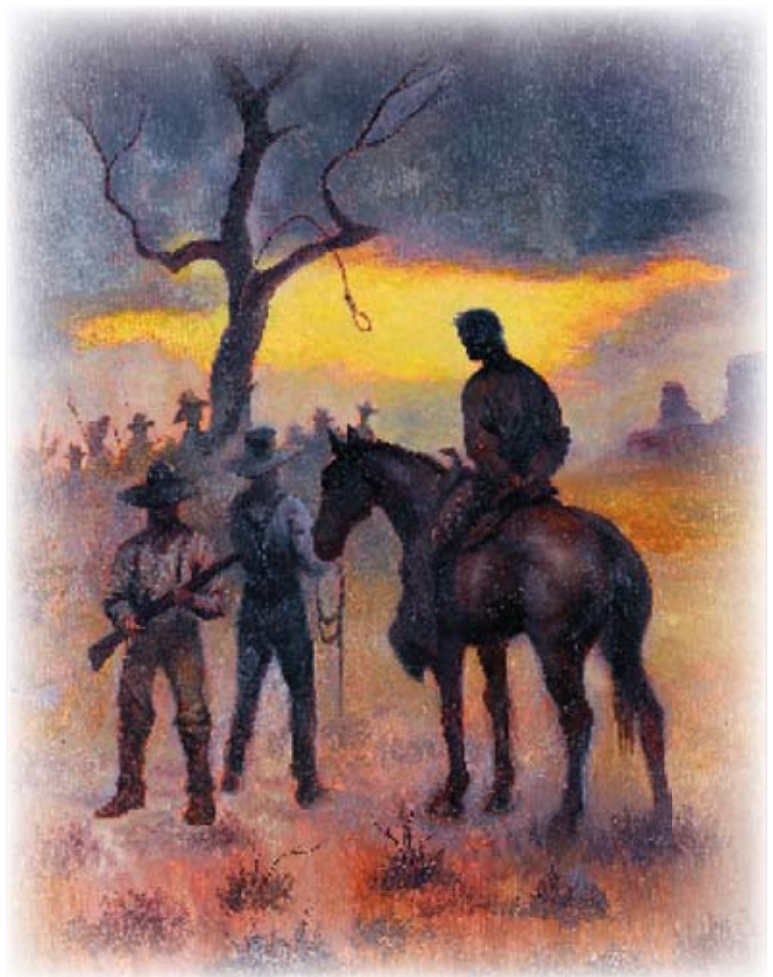
This gunhand took a dirt nap some time in the recent past. Difference between him and most folks, though, is that he got up again. The hero begins play Harrowed (see page 105), but he doesn't know it. Don't let the deader take his first Harrowed Edge until he discovers the grisly truth.

Mad Science and Other Insanity

As you may have sussed out from the rumor and innuendo in the player's guide, Marshal, most inventions of the new science are the result of manitous "inspiring" mad scientists. Though most scientists don't know it or won't believe it, these evil spirits whisper in their ears while they sleep, in many cases suggesting designs that would not work at all were it not for the supernatural properties of ghost rock.

That's right, despite what "rational" scientists think, ghost rock is not a natural ore. It was deposited here by the Reckoners back in '63, and you can see the havoc it's wreaked since. The *real* reason it's so powerful is that it's made of exactly what those gloomy naysayers claim—the souls of the damned.

You see, when bad folks die, they don't go to Hell. Assuming the reckoners don't resurrect them as abominations, the worst souls go to the Hunting



Grounds where they become manitous (and no matter how much fun it seems like they're having, that's a pretty rotten existence).

The weakest of these manitous are made into ghost rock by the Reckoners, then returned to Earth. Now most of these spirits were pretty bad men in life and they were promised a little fun in the hereafter, by the mischievous manitous that encouraged their evil deeds. To find they have been duped by the spirits and forced into a chunk of ghost rock for all eternity is a rude awakening for them and they learn pretty quick how insignificant they are in the cosmic scheme. That's why ghost rock shrieks when it burns: the sound is actually the damned souls screaming in pain and frustration.

Constant exposure to these tortured spirits would drive anyone a little bit nuts. Since genius is the next closest thing to insanity, and mad scientists are around the stuff all the time anyway, madness is all too common. Couple all that with manitous whispering to them in their sleep and it's a wonder they're as sane as they are.

Mad scientists gain a dementia anytime they take the New Power Edge.

Dementia Table

d20 Effect

- 1-2 Absent Minded:** The character tends to forget little details. He might eat raw coffee one day or forget to wear his pants the next. To remember an important detail, he must make a Smarts roll. If he fails, he can't remember it. Don't overuse this, Marshal, just when it is important.
- 3-4 Delusion:** The inventor's mind snaps and he comes to believe something that is patently untrue. Maybe he thinks he's a werewolf, or the sky is blue because the "Moon People" paint it that way every morning. His quirk reduces his Charisma by 1.
- 5-6 Eccentricity:** This cowpoke becomes what we like to call an eccentric. Other folks just call him "loco." Maybe he smothers his food in vinegar or eats lots of bran to keep his digestive system clear (ugh). The condition is basically harmless and amusing, though occasionally annoying, lowering his Charisma by 1.

d20 Effect

- 7-8 Evil Deeds:** An insidious manitou convinces the hero that someone or something is evil, or trying to steal his ideas, and must be stopped. Each time the character gets this result, his madness is more pronounced. At first he may only talk badly about his "enemies." Later on he might attempt to ruin or even kill them.
- 9-10 Depression:** The tortured genius becomes incredibly depressed about himself, his inventions, the futility of humanity, or his chances of surviving another adventure. He often speaks of mankind's impending doom. His lack of faith causes him to lose 1 point of Grit every time he gets this result.
- 11-14 Phobia:** The scientist develops a strange fear of something completely irrational and unrelated to his inventions (his phobia does not prevent him from working). He gains a Major Phobia when in the presence of the feared object or environment. See *Savage Worlds* for a complete description of phobias and their effects.
- 15-16 Mumbler:** The engineer talks to himself constantly and his sentences often taper off into meaningless drivel. Occasionally, he might hear "voices" talking back, whispering the secrets to brilliant new inventions. The frightening truth is, the voices are real. This lowers his Charisma by 1.
- 17-18 Paranoia:** Everyone's out to steal the inventor's ideas, or so he believes. Or maybe sinister creatures from "Dimension X" are lurking just outside his lab, waiting to steal his amazing breakthrough so they can conquer the Earth. His bizarre claims lower his Charisma by 2.
- 19-20 Schizophrenia:** Any time any player draws a Joker, the character adopts a drastically different attitudes from time to time. At one moment he might be passive and restrained. Later on he's a raving madman. Choose a new Minor Hindrance for the poor sap to reflect the change. Make sure the Hindrance is a mental instability rather than a physical handicap.

Huckster Backfire

As explained earlier, hucksters draw the energy to power their hexes from the manitous in the hunting grounds by engaging the spirits in a battle of wits. The hucksters tend to see these spiritual duels in terms of poker games, and when they lose a hand, their hexes often go awry. For details on when to roll on this table, check out the rules for these Hucksters in No Man's Land (see page 79).

Anytime a manitou gets to run amok, it means bad news for the folks in the real world and hex backfire is no different.

Backfire Table

<i>d20</i>	<i>Effect</i>
1 -4	Brain Drain: The manitou fries part of the huckster's mind with energy from the Hunting Grounds. He's Shaken for 1d6 rounds before he can attempt to recover and his Spellcasting drops a die type for 24 hours.
5-8	Backlash: The manitou overloads the huckster's nervous system with eldritch energy. He suffers 3d6 damage.
9-12	Spirit Sap: The hexslinger must make a Vigor roll or become Incapacitated. Even with success he suffers a level of Fatigue. One level of Fatigue is recovered every 15 minutes of rest.
13-15	Madness: The manitou drives the huckster insane. He picks up a Dementia from the Mad Scientist's Dementia Table. He must also make a Smarts roll. If failed, the Dementia is permanent. Otherwise it lasts for 1d6 days before he "snaps out of it."
16-19	Corruption: The hex is twisted to have the worst possible result for the hexslinger. Damage-causing spells affect him or his allies, protection affects his foes, information-gathering incantations lie, and so on.
20	Mindwipe: The manitou fries a part of the huckster's mind. The spellslinger's Spellcasting die drops 1 level permanently.

THE HARROWED

You may have noticed that the Player's Guide doesn't have much on how to play a Harrowed. There's no "Harrowed" Edge that an eager player can scoop up if he wants to play one of these undead hombres. That's because Harrowed aren't made, they're born. Well, reborn, anyway.

Manitous don't go around blithely reanimating folks, especially heroes with hearts of gold. No, it takes something special for a body to get a manitou's attention. Specifically, manitous are only interested in those folks who can help generate more fear. Considering the original soul is liable to be in charge a good chunk of the time, it has to be a lot of fear to make up for the good the hero can do after coming back from the grave. In short, the deader has to be one hard individual for the manitou to reanimate him, and it's even better if he's famous. Nothing's more fun for a demon than ruining a shiny reputation with rape, murder, and other mayhem.

This means manitous are more likely to Harrow heroes with a colorful past. When a hero dies, shuffle up the Action Deck and deal one card per point of Grit the hero has. If a Joker comes up, the hombre's on his way back from the boneyard. Of course, crawling out of your own grave is no picnic, and when it happens, the deader suffers terrifying dreams. Read the character's Worst Nightmare description and figure out a way to turn that into a nightmare scenario based on the hero's worst fears.

Keep in mind there are a few occasions where a manitou won't animate even the hardest of heroes. Since the demon needs to animate the brain to control the body, the corpse has to have most of its



head left. Note that we said most. Both Abraham Lincoln and Wild Bill Hickok were shot in the head and they came back, but they had enough brain left for the demons to work with.

One more thing, Marshal. Manitou's don't Harrow Extras because they're sent back to the Abyss when their host dies. Some might animate such folks from time to time (which is where walkin' dead come from), but they don't take up permanent residence like they do the Harrowed.

Hitchhiker from Hell

So, now that you've saddled one of your heroes with a manitou, what do you do with him? For the most part, just let the lone rider go on as he did before he died. Manitous don't generally interfere in a hero's day to day life. It's just not interested in whether he orders whiskey or beer, for example. That said, if a demon sees an opportunity to spread a little fear around, it'll jump on it faster than you can say "Amen."

Just remember that a manitou won't knowingly endanger its host, because if a Harrowed dies, the manitou dies along with him.

Once the manitou decides it's time to come out and play, here's how you do it. First, you have to ante up a Fate Chip (any color). Once you've paid the piper from Hell, tell the hero to make a Spirit roll. This is (secretly) opposed by the manitou's Spirit (a manitou's Spirit is always one die type greater than the Harrowed's), and make sure the Harrowed applies his Dominion modifier to this roll. If the manitou wins, adjust the hero's Dominion

as described in Beyond the Pale (see page 105). Oh, and the demon's in charge, too. The manitou keeps control for 1 hour. You can spend an additional Fate Chip at the end of each hour the manitou is in control to maintain its control.

Playtime

Now that the manitou's in charge, just what does it do with the poor sodbuster's body? Whatever it wants, Marshal. Just remember that manitous aren't stupid; they're aware that by inhabiting the Harrowed's body, they are vulnerable to attack and they're very conscious of getting caught and killed for their misdeeds.

That in mind, a manitou's goal is chaos, mischief, and fear, but not necessarily death. They almost never make an outright attack, instead preferring to rely on dirty tricks and subtle machinations.

That said, if one of the Harrowed's companions is in a precarious and inescapable position, most demons won't be able to resist taking advantage. Say, for example, a mad scientist friend of the Harrowed's stands looking over the edge of a deep pit full of hungry prairie ticks. No manitou in God's green earth could resist giving the "prairie nerd" a little shove.

The Slippery Slope

Once a Harrowed starts losing Dominion, he begins sliding down a slippery slope. For now, he may just lose control for an hour or two. However, if the Harrowed's current Dominion is at -4, the manitou might have a chance to take permanent control.

Anytime the Harrowed goes to the Knockout Blow Table (and isn't killed by a shot to the noggin) when he's at -4 Dominion, the manitou may attempt to take permanent control. This works like the more temporary process described above, except that if the Harrowed loses, it's for keeps. You just gained a shiny new villain, Marshal!

Harrowed Abilities

We mentioned it above in passing, but it bears repeating: manitous have all the abilities of their host. This means that if a Harrowed huckster loses Dominion, the demon can cast his hexes, use his





Edges, and so on. The exceptions to this are powers from the Arcane Background (Miracles) and Arcane Background (Shamanism) Edges. The powers of light don't much like granting miracles to demons so manitous aren't able to access these abilities.

The hero can still use these abilities while he's in charge, though. Despite the demon squirming around inside his noggin, the Powers That Be know the hero himself hasn't done evil, and he didn't *invite* his Hellish houseguest in. This means (for example) that if a manitou takes control of a blessed Harrowed, and goes on to murder someone, it doesn't count as sinning for the blessed, since *he* didn't commit the sin, the manitou did.

Just as manitous can use a Harrowed's abilities (in general), they *cannot* use any abilities the Harrowed lacks. A manitou is limited to the same bag of tricks as the shell he inhabits.

Finally, a manitou has one more important advantage. A manitou can see and hear through the Harrowed's eyes, even when the Harrowed is in control (though the reverse is not true). This makes it nearly impossible to fool a manitou into revealing its true nature unless it wants to.

Even if a clever posse does manage to trick it somehow, interrogation doesn't net much information. Manitous don't know what's going on with any other horrors in the world. Neither do they know much about the Reckoning.

They know only that they serve greater masters by sowing fear in the world, and those demons still in spirit form harvest it and take it back to the Hunting Grounds. They don't really know what the masters do with the fear, but they do know these beings live in a place in the Hunting Grounds called the Deadlands.

117 118 119 120 121 122 123 124 125 126



PACIFIC OCEAN

- DISPUTED LANDS
- UNION
- CONFEDERACY
- SIUX NATIONS
- COYOTE CONFEDERATION

- SCRUB OR WASTELAND
- FORESTED
- PLAINS AND GRASSLAND
- SWAMPLANDS

THE WEIRD WEST



MEXICO



The Weird West

Hold onto your stetson and make sure your spurs are tight, because the trail is about to get rocky. Around the next bend are more terrible secrets and dire dilemmas than you can shake a Buntline at.

On the following pages is a rundown of the major regions of the Weird West. You'll recognize a lot of these from their descriptions in the Player's Guide, but this time we'll actually tell you the truth.

The Weird West



So now you know how the West got weird and how to incorporate that weirdness in your game. There's a lot going on the new frontier, and a passel of places your posse might explore. This chapter gives you more information on all the strange locales and twisted tales mentioned in the Posse Territory, as well as information on the major players, their secrets, schemes, and hidden agendas. We'll talk a bit about the Great Rail Wars, as well, as it's a matter of special importance to the Reckoners, the evil beings that started this whole mess.

Places of Note

Within each regional description are several locations of note. Often, these are major boomtowns or cities in the region, but other significant locations—such as Worm Canyon in the Badlands or Fort 51 in the Great Basin—are listed as well. Each region has a general Fear Level; specific locations often have

their own Fear Levels that override whatever's going on in the larger area. A ghost town in the middle of Kansas, for example, has a higher Fear Level than the rest of Kansas (which is saying something, because “Bloody Kansas” is a rough place to start with).

You should add additional towns, establishments, characters, and oddities as you see fit. There's no ghost town listed in Oklahoma, for example, but it's a pretty safe bet there's more than one abandoned town in Coyote lands!

Encounter Tables

Each area described in this chapter has an Encounter Table. This is a quick way to help you play up the dangers of the wild spaces between the towns. Don't worry about rolling encounters when the group is in a settlement of some sort—those places usually have plenty going on all on their own.



Each day the posse spends traveling the highways and byways of the Weird West (and isn't on a train, boat, etc), draw a card from your Action Deck. If you draw a face card, roll on the appropriate encounter table to see what the posse stumbles into. If you draw a Joker, the posse's in double trouble: roll twice on the appropriate encounter table and combine the results. Reshuffle the deck after every encounter.

Tell your players to take a snack break and think about the encounter a bit before setting it up. A few minutes' pause before you hit the heroes with some awful beastie or a gang of desperadoes can make a "random encounter" a much more memorable experience.

If your heroes are traveling the Chisholm trail and you roll a Hangin' Judge, for example, don't just have the spook bump into the posse and start blazing away. Maybe at night, one of the heroes hears the Judge whisper his "crimes." All the next day, the posse is stalked by a strange figure on the horizon toting a noose. The following night, the Hanging Judge strides into camp while the lone hero is on watch and attempts to hang him, and the rest of the posse must struggle to save their comrade from a grisly death, despite not having the appropriate tools to knock off the Judge.

Obviously, these individual encounters often lead to full-fledged adventures. In the above example, the Hanging Judge probably stalks the hero until the posse manages to put it down permanently, which means discovering the history of the Hanging Judges and their vulnerability to a lawman's bullets and a hanging noose.

Likewise, mundane encounters can be turned into something special with a little planning. If the heroes are traveling to Tombstone and an encounter roll results in a gang of outlaws, the heroes might have run into a group of Tombstone's Cowboy gang. Though they manage to overcome the gang, this creates tension for the heroes when they arrive in Tombstone to find one of the Cowboys escaped to warn Old Man Clanton.

BACK EAST

Fear Level: 1

Whether you're in the North or South, the lay of the land Back East is entirely different than out West. For starters, there's a lot more people, places, and problems per square mile than out West. Even in the South, which is sparsely populated compared to the Northeast, you won't find the wide open spaces of the West (that's why there's no encounter table for the East, amigo, in case you were wondering). Odds are good that if you're not in a city teeming with strangers, you're trespassing on someone's land. Wide open spaces are something you read about in a travelogue.

It's surprising, then, that folks Back East are in many ways even more isolated than those in the West. With so many people around, most folks can't be bothered to give someone else the time of day, much less show any sort of kindness to a stranger. Due in part to the sense of alienation that is so common Back East, Fear Levels in the various cities can rise as high as 2, 3, or even 4.

This anonymity is also a fertile breeding ground for secrets, conspiracies, and lies, many of which stretch their twisted tendrils all the way to the West. The most prominent example in the North is the Freemason conspiracy. The South, meanwhile, still struggles with the legacy of the monster that until recently held the keys to the kingdom. Jefferson Davis, the nation's fallen leader, was a creature of unspeakable evil, and some of his cronies remain.

While evil lurks in the shadows of the civilized areas of the Eastern Seaboard, the region surrounding the Mason-Dixon Line is a war-torn no man's land. Though armies no longer tread with booted feet across the land, the blood-stained battlefields left in their wake have spawned all manner of horrors.

These killing grounds often have high Fear Levels, in a few cases even reaching the status of a Deadland (Fear Level 6).

Fish Out of Water

Back East, subtlety is the order of the day, and most folks are a bit more genteel, and sport at least a veneer of civilization.

In most cities — especially the big ones — it's illegal to carry firearms, which means your posse needs to rely more on wits than gunplay. Further, thanks to the high population density, it's tougher for ne'er do wells to go unnoticed, and Wanted heroes may face frequent run-ins with the local constabulary.

All this means the heroes may face many problems foreign to their experiences in the West. They may have to maneuver through the murky waters of government bureaucracy or rub elbows with Boston's snooty upper crust.

In short, it's the difference between the adventures of the Man With No Name and the Adventures of Sherlock Holmes.

The Masonic Conspiracy

The Order of the Freemasons has influenced America for some time now. The majority of the men who signed the Declaration of Independence were Masons, and the Order's power has not diminished in the intervening century. Unfortunately, the Masons have been infiltrated by a black-hearted soul named Sir Lionel Thompson.

Back in 1861, Sir Lionel was booted from the British Masonic lodge. His quest for certain knowledge "Man Was Not Meant to Know" was just too much for his

fellow aristocrats. America was a bit more hospitable to British outcasts, however, so he and a dozen loyal followers he'd recruited from the Order packed up their estates and moved to what the British still refer to as "the colonies."

It didn't take long for Thompson to come up with a way to regain the favor of the British Masons — he would reclaim the American Colonies for the Crown! Ordinarily, this would've been nothing more than a pipe dream, but he soon discovered — right around the time the Reckoning began — the mystic rituals he'd been researching for so long granted him real power.

Most importantly, he found a number of mind control rituals disturbingly effective and quickly turned these toward achieving his goal. He split his followers — by now, about twenty strong — into four groups, who traveled to Masonic lodges in several US cities and insinuated themselves therein.

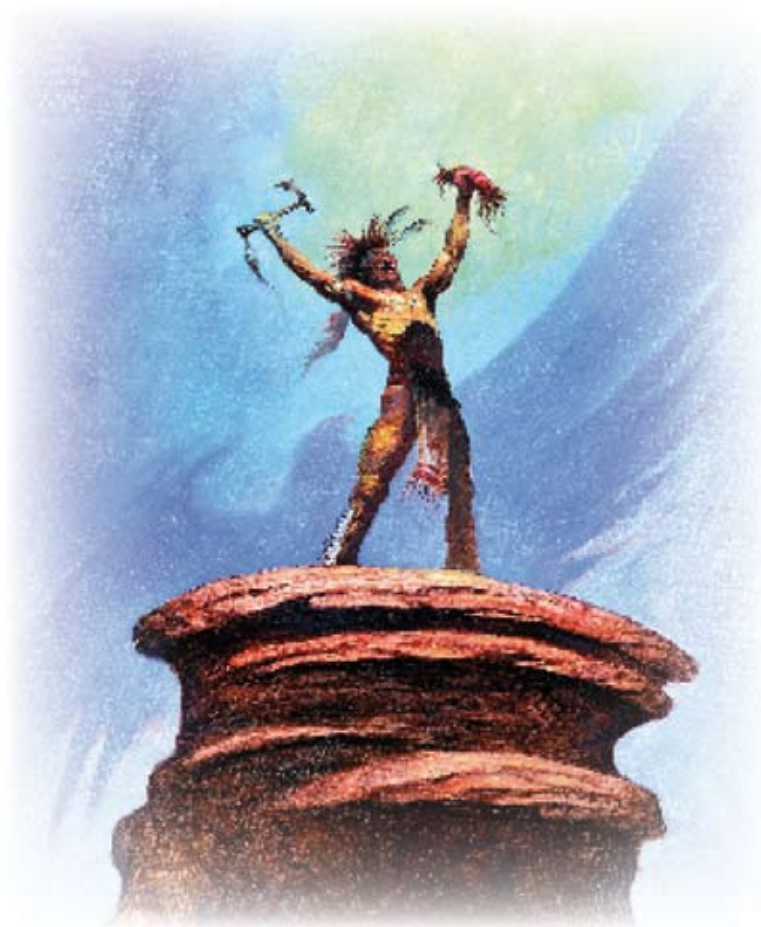


Each of these groups had five members, the minimum number required to perform Masonic magic. Once they penetrated the various lodges, Thompson's Masons used their magic to achieve positions of power and influence within the lodges, and then without. By 1879, they've woven a web of influence through mind control throughout the municipal governments of Boston, New York, Philadelphia, and most importantly, Washington D.C. This presence is particularly insidious in Washington, where Thompson himself now heads the Masonic lodge, and has firm control over a large number of powerful government figures, including several ranking officers within the Agency.

Thompson's troublemaking is currently limited to making secret deals with the British in Detroit, but his influence over the Agency is spreading.

Davis' Legacy

Jefferson Davis is dead. You knew that, right? Well, what you might not know is that he's actually been dead for eight years, ever since the winter of 1871.



While taking a lonely moonlit walk, the Confederate president was bushwhacked by a doppelganger—a shapeshifter that can disguise itself as its victims—and replaced. The doppelganger assumed Davis' consciousness and memories, but was a twisted shadow of its presidential victim.

In the time since, the doppelganger used its newfound power to wreak all sorts of havoc Back East, taking special joy in greasing the wheels of the long Civil War. Though a few—including famed Confederate General Robert E. Lee—suspected something very wrong in their young government, none could prove a thing. It didn't help that anyone who could had a tendency to die ugly.

Before anyone realized what was happening, Davis replaced most of his cabinet with yes-men and a few outright villains, and soon did the same with his top military staff. Lee was spared this purge, and only thanks to his popularity in the South.

In a few short years, the Davis doppelganger held the South in an iron grip, and none were powerful enough to act against him. A few brave conspirators plotted his removal, but despite their precautions, they were not beyond his reach. Robert E. Lee numbered among them, but was assassinated himself before the conspiracy of light could move against Davis. Fortunately, Lee's compatriot (and Davis' Secretary of War), Eric Michele, was able to recruit a band of heroes to bring the President's doppelganger low.

Later, he spun an elaborate cover story, blaming the doppelganger's own lieutenant for Davis' assassination, and Michele assumed the Presidency through a vote of Davis' former cabinet.

Unfortunately, Michele doesn't realize the cabinet that he himself served on is rotten to the core. They are in the process of plotting Michele's assassination, and hatching a plan to use the murder of yet another politically powerful Confederate to enact draconian laws designed to instill fear in the soul of the South.

Trouble a Brewin'

Despite the recent end of the Civil War, both North and South face the potential for armed conflict in the near future. In the South, Santa Anna is spoiling for a fight to reclaim Texas, and the North must deal with a British-occupied Detroit. Unfortunately, with peace negotiations moving at a crawl, neither





American nation can spare the forces to establish a strong frontier against their respective new enemies. The South, at least, has some time to maneuver, as Santa Anna has his eye on the Maze rather than the Confederacy proper, as well as an untrustworthy ally in the form of Baron Simone LaCroix.

The North, however, faces a much more immediate crisis in Detroit. On November 5th, 1876, a British line division crossed the Canadian border into Michigan and seized the city of Detroit. With the Union unable to commit forces to eject the invaders thanks to the then-ongoing Civil War, the British were able to fortify their positions. Tensions between the British and the Union are the worst they've been since the war of 1812, and a brand new war is liable to break out on the Union's northern border unless the British abandon their occupation.

Alas, a full scale war is exactly what the Reckoners want, for where there is fear and bloodshed, their agents are found.

THE DISPUTED TERRITORIES

Kansas, Colorado

Fear Level: 2

The Disputed Territories are about as lawless as it gets in the Weird West, thanks largely to the terms of the Civil War cease-fire. With neither North nor South allowed to deploy troops into the region, it is

plagued by bandits, raiders, and outlaws who would otherwise be hunted by one federal government or another.

As far as the influence of the Reckoners goes, the Disputed Territories are largely the province of War. As such, most of the horrors the posse encounters here should be the result of violence: the Black Regiment, 'Gloms, and Mourning Mists for example. That said, several of the more "mundane" creatures of the Reckoning can be encountered here as well, such as jackalopes, prairie ticks, and saddle burrs.

Bloody Kansas

Worse, despite the ongoing peace negotiations, both North and South "sponsor" partisan guerillas in the region. For the most part, these forces are supported by the Mason conspiracy (for bluebellies) or those corrupt officials leftover from Davis' reign of terror (for rebs). These vicious outlaws have been known to put entire towns to the torch, killing every man, woman, and child in the area. The Fear Level in towns nearest these rampages often jumps to 3 overnight, while the most contested areas of the state usually hover around 4.

The most notorious of these ne'er-do-wells are Quantrill's Raiders, led by "Bloody" Bill Quantrill, and the James Gang. Ostensibly a Confederate guerilla, Quantrill is so bloodthirsty he's reviled and feared throughout Kansas, regardless of which flag a body salutes. Not even women and children are safe from the depredations of this Harrowed fiend. On the other hand, opinion on the James Gang is split. The James boys are famed for their hatred of anything north of the Mason-Dixon line, and many die-hard rebs hold them up as folk heroes. On the other hand, more sensible rebs – and just about any Union sympathizer you care to name – revile them.

Dodge City

Fear Level: 3

Dodge is a city divided. Like Kansas itself, the loyalties of Dodge's citizens are torn between North and South. Unlike most towns in Kansas, however, Yankees and Rebels live side by side in Dodge. You wouldn't think they'd tolerate each other for very long, but there's money to be made in Dodge, and that's a powerful motivator.

Unfortunately, it also means that everyone in Dodge has an axe to grind with somebody. On top of the problems with partisan violence, Dodge has to deal with two competing railroads—Black River and Union Blue—as well as a rowdy population of buffalo hunters. These buffalo hunters are themselves hunted by outlaws and Indian war parties up from Coyote Lands in Oklahoma. It's a big ol' mess, so let's take things one step at a time.

Back when the city was founded by Robert Wright, he envisioned it as a place where those tired of the constant fighting in Kansas could live in peace. These days, Dodge is called "Peacetown" only with a heavy dose of irony.

The town's population grew quickly, thanks in no small part to Wright's insistence that both Black River and Union Blue be granted right-of-way through the city. This placed the city along major rail lines from both North and South, and Dodge was flooded with newcomers. Some were war-

weary folks tired of living in the shooting gallery that was Kansas, others just wanted to make a buck, and a few harbored more sinister motives. Wright was elected mayor by a slim margin, and he and his town council—a group of six individuals elected to two-year terms—quickly hired a competent and well staffed police force under the command of Marshal Larry Deger.

These men strive to enforce the law without bias toward Union or Confederate sympathizers, though some live up to this lofty ideal better than others. Five deputies have already been dismissed after complaints of favoritism. Even Deger's job is in danger, though this is more due to a popular movement to elect Deputy Wyatt Earp to the job than any charges of bias leveled against Deger.

The most controversial law in Dodge is the prohibition against firearms within city limits. With all the violence committed in Dodge, the Council thought it wise to force people to resort to fisticuffs



rather than more lethal – and permanent – solutions. Anyone arriving in town is required to head for the marshal's station and check his guns, where they are given a claim slip in return. The bearer can return a claim slip for the weapon upon leaving Dodge.

Of course it often turns out that the owner of the gun and the bearer of the claim slip are not always the same person. A brisk black market trade in claim slips has sprung up since the law's enactment, and slips have been stolen, lost, traded, and even wagered in poker games. Carrying a weapon in Dodge can lead to a jail term of up to three months, confiscation of the weapon, and a \$50 fine per violation.

Of course, even without guns, Dodge is a violent city. Fist fights routinely break out between Rebel and Yankee neighbors. Worse, Dodge often plays host to one of the many bands of partisan raiders that roam Kansas. These armed groups tend to ignore the gun laws, and even Wyatt Earp – renowned for his steely will and cool head – is loathe to challenge them for fear of a war breaking out between the law and the raiders.

The Meat Market

Most folks looking to make a legal buck in Dodge do so in either buffalo hunting or the cattle trade, or else by catering to those who do.



Buffalo hunting is the perfect job for those who enjoy gunning down animals too stupid to run away, and it's an easy business to get into. All you really need is a good rifle, a wagon to haul the carcasses, and a crew to lift the carcass onto the wagon! Crews of skinners – men willing to perform the grunt work of buffalo hunting, including skinning the carcasses and hauling them to town – usually work for about 10% of the buffalo hunter's take. Buffalo hunters themselves can make anywhere from \$15 to \$30 per buffalo, depending on size, freshness, and quality. Several slaughterhouses in town split up the animal and ship the meat and various bits out on the railroads. Of course, where there's money, there are outlaws and thieves. Buffalo hunters are constantly under the threat of attack by other hunters looking to steal their haul, bandits looking to steal their cash, or Coyote raiders looking to steal their scalps.

Only marginally more civilized than the buffalo hunters are the cattlemen who drive Texas longhorns to Dodge for shipment on one of the rail lines. Cattle owners associations out West have forged exclusive deals with their local railroads to haul their beeves and no one else's, forcing the small-time operations to drive their longhorns north to Dodge.

Both of these groups, once they collect their pay (either from the slaughterhouses or the trail bosses) hit the town with a vengeance, boozing and gambling away most of their hard earned cash. Worse, buffalo hunters have occasionally been known to "accidentally" pick off stray longhorns, so tensions between these two groups often lead to drunken brawls.

City of Intrigue

With easy access to Dodge by rail from both North and South, Dodge is an ideal jumping off point for spies headed for enemy territory. This also means that both nations have an extensive spy network in place. Some provide false papers and safe houses for agents headed across the Mason Dixon line, while others stay in contact with the many partisan raiders in Kansas and provide guns and supplies to keep the "war effort" alive. Of course, with Black River and Union Blue both present in force, corporate spies are common as well.

All of these factions devote an unhealthy amount of time to ferreting out each other's agents and bumping them off in creative ways. The Texas Rangers, the

Agency, Black River, Union Blue, and a number of freelancers all dance this deadly waltz, and hardly a night goes by that somebody doesn't disappear without a trace.

The law in Dodge takes a dim view of all this cloak and dagger, and anyone convicted of spying in Dodge—whether Union or Confederate, Indian or rail man, or even a citizen of Deseret—hangs.

City of Ghouls

Most folks who spend any amount of time in Dodge hear tell of the body snatchers. Depending on who you talk to, these nasties loot the dead, eat the dead, or even raise the dead. They're described as anything from little green men, to shambling corpses, to pink elephants. Some of these stories are even true.

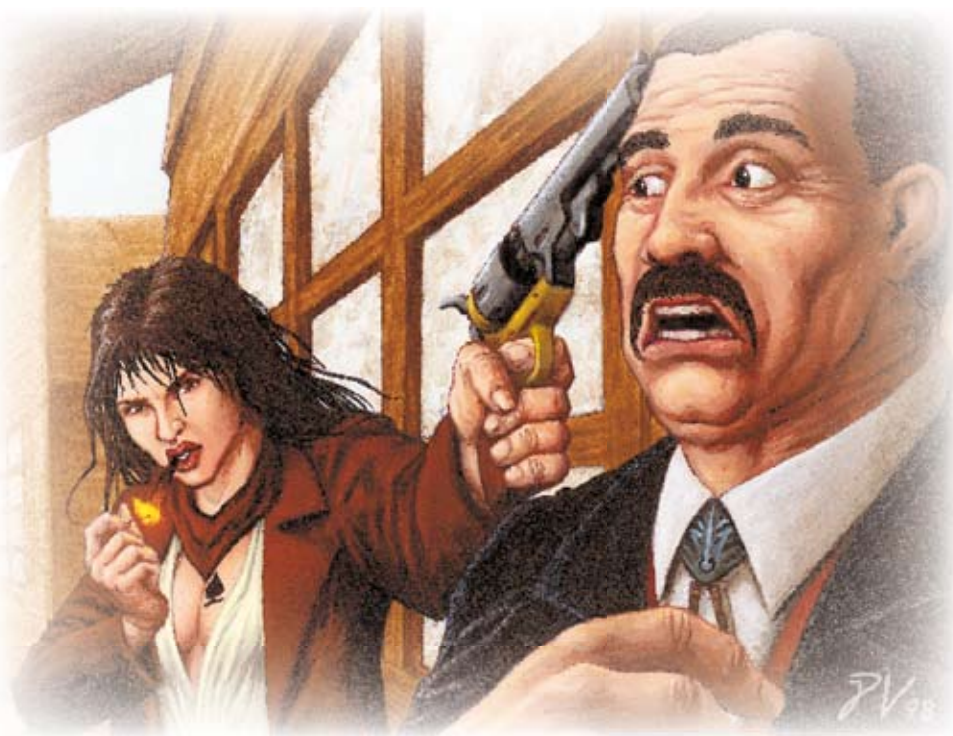
Naturally, a good chunk of those who disappear are victims of the intrigues so common in Dodge. That said, a colony of ghouls *has* dug out a warren beneath Boot Hill.

Colorado

Fear Level: 2

As yet, Colorado hasn't been engulfed in the partisan violence so common in Kansas. That said, bands of raiders occasionally lie low in Colorado when things get too hot further East. Colorado towns nearest Kansas have occasionally been overrun by raiders, though usually in a figurative sense. These rowdy bands often ride into Colorado towns for a little "relaxation", which pretty much means drunken brawls, casual murder, and...well, let's just say raiders are an ungentlemanly lot, and don't often take 'no' for an answer.

This has raised quite an outcry in Denver, where Mayor Hornsby—more or less the de facto governor of the territory, what with the Confederate and Union provisional governments more or less canceling out each others' efforts—has been petitioned to do everything, from declare for the Union or Confederacy in the hope of military assistance, to raise a Denver Defense Brigade of soldiers.



Agents of the Reckoning tend to operate in a more subtle fashion in Colorado than in Kansas. War's minions are rarely born of violence, but more frequently sow the seeds of violence themselves. Weeping widows mourn husbands and sons killed in battles long past; humbugs play on the nerves of entire towns, often leading to violence; ghost trains wipe out entire towns, leaving ignorant survivors to blame the Union or Confederacy for the bloodshed. And there are all too many mundane foes roaming the territory, too. Outlaws and raiders for whom misery is a passtime.

The Disputed Territories Encounter Table

d20	Encounter
1-4	2d6 Partisan Raiders (Soldier profile)
5-9	2d6 Outlaws
10	2d4 Veteran Outlaws
11	2d4 Walkin' Dead
12	Glom
13	Mourning Mist
14-15	Jackalope
16-20	Prairie Ticks

THE GREAT BASIN

Southern California, Nevada

Fear Level: 1

Southern California and Nevada form the Great Basin. This arid land is mostly desert, though water can be found if one knows where to look. That said, a body who knows what's good for him won't venture out in this region without a map and a few weeks' provisions.

The Great Basin is Death's territory, and it shows. The region is as liable to eat a man alive — sometimes literally — as it is to let him escape. Mojave rattlers, dust devils, tumblebleeds, and their ilk are common here, as is starvation, thirst, and exposure.

Death Valley

Fear Level: 5

Death Valley is one of the hottest places on earth — maybe even *the* hottest. Only the hardest sort manage to survive here, including a few prospectors who scratch a living out of the volcanic mountains.

The lower portions of the valley are covered in salt flats, left behind by a rare wash from the Amargosa River, which is usually dry as a bone but fills with a few inches of water about three times a year.

Bizarrely, a few prospectors have reported someone is laying track through the region. Most speculate (accurately, as it happens) that it's Bayou

Vermilion, as it lies along the railroad's path toward Lost Angels. No one's gotten close enough for a look, though, thanks to hungry patrols of brain-seeking zombies.

Baron LaCroix isn't worried, largely because his workers dropped dead years ago. His rail crews in the Valley consist entirely of walkin' dead. The dry environment is ideal for the hard workin' stiff, as it helps preserve their undead flesh, and they toil away in both baking heat of the day and chill of the desert night.

Fort 51

Fear Level: 0

Fort 51 is the Union's answer to the Confederate base at Roswell, and all manner of experiments are conducted here at all hours of the day. Seventeen scientists and their families live on the base, overseen by "Mr. Eddington," a mysterious, secretive type who rarely speaks and never smiles, but keeps his nose in every experiment.

Officially, however, the base is home to Captain Jay Kyle's Flying Buffalos. Some time ago, Kyle's men suffered greatly from Apache snipers who positioned themselves high in the surrounding terrain. Being a wealthy individual, Kyle sprung for five Smith & Robards rocket packs. These proved invaluable in fighting the Apaches, and Kyle now has an entire regiment trained in the use of the rocket packs. He has about 50 of the powerful devices available, though only 40 can usually be operated at any one time (the rest are in for repairs). Whenever the Federals mount a raid into Apache territory, the Flying Buffalos are the only choice.

Lately, however, Kyle has noticed that more of his rocket packs than usual are in for repairs at any given time. Though he's pressed Eddington for an explanation on more than one occasion, the man simply refuses to answer.

Mr. Eddington is actually a high ranking Agent, and has been issuing the rocket packs to a few of his cold-blooded compatriots. These Agents use the rocket packs to fly out to Apache territory and test Fort 51's latest weapon designs on the Apaches, with little care for any innocents that may be harmed.





The Ghost Trail

Fear Level: 3

The Ghost Trail used to run to Santa Fe, where it became the Santa Fe Trail. It came to life in '69, when Southerners used it to ship ghost rock to Roswell for Jeff Davis' attack on Washington. Since Roswell exploded, the contractors working for the government move their loads to the railhead at Tombstone instead.

Bandits and thieves are common along the ghost trail, as are the ghosts of their victims.

The Mojave Desert

Fear Level: 4

The Mojave is a huge expanse of barren land in southern California. Part of the desert is hard and brittle, with only a few stray cacti and dry scrubs scattered across the landscape. The rest is made up of shifting sand dunes and bizarre rock formations.

There isn't much reason for sane folks to head out into the Mojave. A few of the crazy sort, however, make an honest—if dangerous—buck hunting Mojave rattlers.

The Great Basin Encounter Table

<i>d20</i>	<i>Encounter</i>
1-2	1d4 Guardian Angels (10% chance of Lost Angel Cultist)
3-5	2d6 Soldiers (d6: 1-3 = Union; 4-6 = Confederate)
6-10	2d6 Outlaws
11-12	2d4 Veteran Outlaws
13-14	2d4 Indian Braves
15	2d4 Veteran Indian Braves
16	Mojave Rattler
17-18	1d6 Tumblebleeds
19-20	1d4 Dust Devils

THE GREAT MAZE

California

Fear Level: 2

The broken landscape of the Maze is a magnificent sight. From certain vantage points, a cowpoke can see thousands of settlements. Some are perched atop one of the many mesas, while others rest on the rubble below.

Everywhere one looks, hopeful prospectors chip away at the cliff faces for gold, silver, or ghost rock. Below, ore barges scud back and forth. The lucky ones are guarded by Federal or Confederate ironclads—those less fortunate are sometimes preyed upon by pirates and raiders. The wider channels host a variety of colorful vessels, ranging from Kang's sampans and junks to the heavily-armed flotillas of the Mexican Armada.

Resting at the point where the broken landscape meets what remains of California is the City of Lost Angels, resting atop the low inland cliffs overlooking Prosperity Bay.

The Maze is Famine's territory. The inland side of California is dry and vegetation is sparse, making it difficult to grow or hunt for food in the region. Further out in the Maze, potable water is extremely rare, as most sources of fresh water west of Lost Angels were ruined when the waters of the Pacific flooded the Maze. A few areas inland support small herds of cattle, but prairie ticks and Texas fever ravage the beeves on a regular basis. Folks in Lost Angels pay



about ten times the normal prices for meat or fresh fruits and vegetables, and not even water is free in the Maze. Folks further out in the Maze have it even worse, sometimes paying as much as \$50 for a single steak of even the rangiest quality.

Let's start at the center of it all, Marshal.

The City of Lost Angels

Fear Level: 5

In the wake of the Great Quake of '68, the survivors made their way inland as best they could. It was an incredible journey. Besides the lack of food and fresh water, the refugees had to cross shark-infested sea channels and scale rugged mesa walls.

The most successful of these groups was led by a preacher named Ezekiah Grimme, who somehow managed to provide food and water for his followers on their pilgrimage. When they arrived at the inland side of the Maze to find a natural spring, Grimme proclaimed the pilgrims' journey complete, and proclaimed the site a new home for his "Lost Angels."

The newly founded City of Lost Angels grew slowly but steadily until the discovery of gold in the Maze, and later ghost rock. When the rush began in earnest, Grimme's sanctuary became the natural shipping point for everything coming into and out of the Maze.

As such, the City of Lost Angels is a haven in the barren landscape of what's left of California. But danger, deceit and treachery lie beneath the surface of Grimme's West coast paradise.





The Church of Lost Angels

Grimme still leads his Lost Angels in worship to this day, and his sermons are pure fire and brimstone. Most folks in the city are members of the church in body, if not in spirit. The weekly feasts held after mass make for a lot of fair-weather faithful.

A Devil in Shepherd's Clothing

As you may have guessed by now, Marshal, there's more to Grimme than meets the eye, and the same goes for the true believers who follow him. Here's what really happened to Grimme all those years ago.

When he led the survivors of the quake inland, food was scarce as hens' teeth. Many of his followers resorted to cannibalism out of necessity, but Grimme himself, being a man of God, refused to partake. The pious Grimme starved to death along with many of his followers, who followed his example. But the Reckoners sensed the strength of the man and seized the opportunity to make something new and terrifying in his image.

That night, after the cannibals had consumed Grimme's flesh, a dark miracle took place. His bones grew bloody, then oozing sinews and gory flesh wrapped themselves around Grimme's skeleton. When the spectacle was over, Grimme had returned, tattered black priest's garb and all. This was not the good-hearted man who had led his flock from the ruins of California and resisted the temptation to feast upon human flesh; this was an abomination created by the Reckoners to take full advantage of the situation.

The new Reverend Grimme had none of the qualms of the old. He embraced cannibalism wholeheartedly. In fact, he ordered his starving companions, now devout converts to their risen leader's side, to seek out other refugees and harvest them for their meat. So Grimme lead his disciples

on a bloody trek through the shattered remains of California. The unholy pilgrims soon reached the future site of the City of Lost Angels, and refugees from across the Maze converged upon the camp.

With the eyes of thousands upon him, Grimme took a more subtle tack. He provided food and shelter for the new arrivals, while his inner circle quietly picked off the weak as they slept.

The camp soon became a town, and within three years, it grew into a city with a population just shy of 20,000. The City of Lost Angels was born, and Grimme's faithful had gained a herd of human cattle upon which to feast.

Grimme established the church of Lost Angels to maintain his own power within the growing community. He secretly does everything he can to keep food prices high, often using his dark powers to blight crops and inflict disease upon cattle herds that arrive in his city. This makes him that much more popular when his church serves a feast of mystery meats (accompanied by vegetables watered with the blood of his victims) to the starving citizens. The nature of Grimme's dark religion prevents his followers from transforming into ghouls or wendigos, the fate of most cannibals.

Needless to say, the feasts make Grimme a popular figure. Most members of the Church of Lost Angels believe him to be a magnanimous benefactor. Only his inner circle – the Cult of Lost Angels – knows the horrific truth. For more details on the Cult of Lost Angels itself, see the Encounters chapter.

Sunday, Bloody Sunday

It didn't take long for Grimme to figure that he might, at some point, need to perform a miracle or two in public, and he knew his black magic wouldn't exactly endear him to God-fearing folk. With that in mind, he arranged a ritual designed to disguise his dark magics as miracles from Heaven.

One Sunday back in '76, a horde of demons invaded the Church of Lost Angels during Grimme's sermon. They slaughtered a whole passel of churchgoers, and it appeared to the survivors that Grimme drove the demons off with his holy powers.

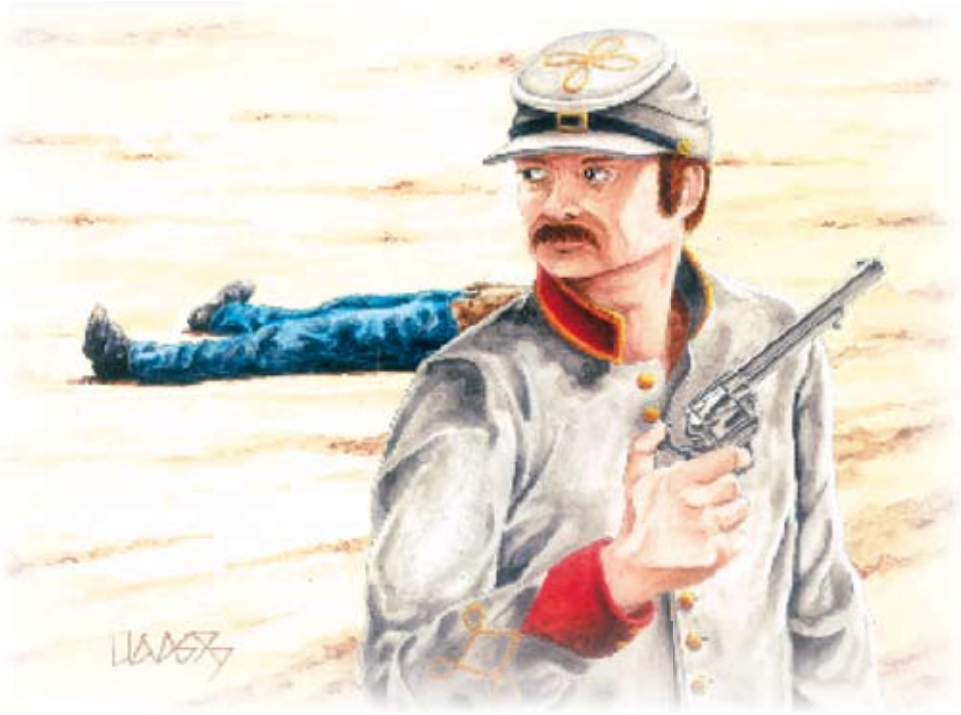
In truth, the demons were in cahoots with Grimme, and the murders they committed were part of a bloody ritual.



This ritual created a “safe zone” for Grimme, a 75 mile radius area in which his black magic and that of his followers is disguised as divine, centered on Lost Angels.

Grimme’s priests can even take a chunk of his altar with them to maintain the illusion further abroad. These altar shards are extremely valuable to his cultists, and they would die before parting with one.

He followed this little miracle up with the Edict of '77, which we told you about back in the Player’s Guide (see page 17), in which he started to make his big play for the whole of California.



THE COMMONWEALTH OF CALIFORNIA

Fear Level: 2

As we mentioned back in the Player’s Guide, the good (and evil) folks of California voted on which flag they should salute a while back. Thing is, most folks voted for neither, instead electing to pursue an independent Californian nation. Grimme seized upon this opportunity following his Edict of '77 and declared the City of Lost Angels sovereign territory. Though he claims all of California as his bailiwick, Reverend Grimme’s power really only extends about 75 miles (the area in which his unholy miracles can be disguised as blessings from above). Beyond that, the Maze is pretty much up for grabs.

While everyone fights over the Maze, wily merchants butter their bread on both sides by selling gold and ghost rock to both sides of the Mason-Dixon Line.

The Struggle for the Maze

Unfortunately for Reverend Grimme, he’s not the only one with his eye on this prize. Even taking aside the many boomtowns not beholden to any

particular lord (other than the almighty dollar to be had mining the mesa walls for ghost rock), several factions vie for control of this rich region.

Both the Union and the Confederacy maintain a Pacific fleet, stationed in crude harbors and strongholds scattered throughout the Maze. They engaged in battle frequently during the war, but large naval engagements were difficult to commit to, thanks largely to the challenge of maneuvering a single vessel—much less a fleet—through the channels of the Maze. Instead, the fleets would patrol the tight confines of the canyons and attempt to lure smaller forces out to open water.

The uneasy truce has not led to a slackening of patrols in the fractured canyons as the North and South aren’t the only fighters in this particular ring. The Chinese warlords make a strong claim on the region surrounding Dragon’s Breath and Shan Fan, while Santa Anna’s Mexican Armada scores victory after victory as it attacks and occupies settlements throughout the region. Both the Union and the Confederacy fleets combined are outnumbered by the ships of the Mexican Armada, and very few escape Santa Anna’s reign of terror. Those who do report horrors beyond belief.

Brown Water Navies

The Union fleet is a collection of small, open boats with steam driven propellers. Few sport guns of any kind, though their crews are armed



with a variety of personal firearms. The Confederate Navy is even worse off. Until recently, it granted letters of marque to some of the more notorious rogue pirates, though these “licensed pirates” were cut loose as the cease-fire called a halt to the Civil War. Unfortunately, many raiders continue to fly Confederate flags, causing the mistaken, though reasonable, assumption they still operate under Confederate authority.

Unlike either of these forces, the Mexican Armada is both well-equipped and highly trained. It consists of both fast clipper ships that patrol the coast and sturdy ironclads that patrol the channels of the Maze itself.

Collectively, the Armada is the terror of the Maze. The few ships of the Union and Confederate Pacific Navies are no match for the flotilla, either within the Maze or along the coast. Most assume it is only a matter of time before Mexican troops make landfall and attempt to conquer large swaths of the Maze.

Finally, there are the numerous rogues and pirates of the Maze, who ply the waterways picking off lone vessels in search of a rich haul. Many of these are sole operators, but a number are minions of the various Chinese warlords who make the Maze their home.

The Chinese Warlords

Chinese immigrant labor is a vital part of the Western economy, but the laborers themselves find conditions in the West hard and they are often poorly treated.

The Chinese warlords of the Maze build their fortresses high atop the small but high-walled islands in the heart of the Maze. When these men established their strongholds in California, they each brought with them scores of their own warriors. The Chinese already living in the Maze, tired of the oppression of the white man, flocked to their colorful banners by the score.

Most of these warlords have so many followers they cannot hope to house them all within the walls of their island fortresses. Each overcrowded fortress hosts a small fleet of sampans of various sizes and levels of quality, each docked to one another and floating in nearby channels. When traveling the Maze, your first clue that you’re approaching a warlord’s fortress is likely the variegated sails of these colorful floating sampan cities.

These warlords are hardly confined to the Maze itself. Some, like the infamous General Kwan or Wang Ti-P’ing Hsien (the so called “King of the Horizon”) control a fair amount of real estate inland.

Kang

Of all the Chinese warlords, the enigmatic Kang is by far the most powerful. His forces include legions of highly trained warriors, including many who study ancient Chinese martial secrets.

Kang’s boats scour the interior of the Maze seeking out prospector’s camps and newly founded boomtowns (which seem to spring up overnight on the mesas). When they find one, they send their spies to seek out the owners of any ghost rock strikes in the area. If the spies uncover any worthy strikes—really, any ghost rock strike at all—Kang’s warriors move in and claim the strike for their own. He controls every ghost rock strike within fifty miles or so of his fortress (called Dragon’s Breath), as well as a few scattered further through the Maze.

Shan Fan

Fear Level: 3

The Chinese warlords can all count on one safe haven in the Maze: the port city of Shan Fan, located about 300 miles north of Lost Angels.

While not as large or important as Lost Angels, Shan Fan holds its own, acting as a stop-off point for ghost rock shipments heading south, as well as a convenient place for Maze pirates to fence their ill-gotten gains.





Rather than any sort of elected government, Shan Fan is run by the Triads. The most powerful of these—the Shan Fan Triad, appropriately enough—is run by Big Ears Tam, who oversees all of Shan Fan. Every Triad in the city pays tribute to Tam. Kang has promised one of Tam’s lieutenants, Thin Noodles Ma, aid in his effort to overthrow the old man in return for right-of-way through Shan Fan. If the scheme is successful, Kang will have the city in his pocket, and a steadfast and powerful ally at the head of the triads.

Despite the Triads’ criminal endeavors—they run an assortment of gambling halls, opium dens, and prostitution rings—they’re popular with the miners. Further, since they’re in charge of Shan Fan and everyone knows it, their business interests aren’t actually illegal at all. Violence between the various Triads occasionally claims a bystander or two, but on the whole, the gangs keep their turf wars contained and inflict few casualties on innocent bystanders.

Santa Anna’s Crusade

The rumors regarding Santa Anna’s plans are right. The Mexican General has his eye on all of California (and most of the Confederate South, truth be told).

In addition to his bargain with Baron Simone LaCroix, Santa Anna has struck a deal with an ancient evil born in the days of the Aztecs. Xitlan (EET-Lawn) is an Aztec sorcerer who swore vengeance upon the white man when his civilization was destroyed

centuries ago. As far as Xitlan is concerned, Santa Anna’s as guilty as the next man, but his desire for conquest makes him a handy tool for killing the next man. Xitlan plans to aid the general in conquering the Maze, and then seize it for his own purposes (those purposes being using it as a defensible staging area from which to launch his army of the dead against the white invaders).

In the meantime, Santa Anna and Xitlan enjoy an uneasy alliance. Only a small portion of Santa Anna’s forces are made up of Mexican regulars, largely because he mistrusts them for cowards after they failed him in his 1836 and 1848 campaigns. The lion’s share of Santa Anna’s forces are rotting undead animated by Xitlan. The Aztec sorcerer controls his zombies with a special herb mixture called *plantagrito*, which is mixed with their usual diet of raw meat.

Santa Anna knows he won’t be able to occupy with this force, and doesn’t particularly care. He just wants to give Maximilian a victory so the Emperor will give him another crack at Texas. By this time, Santa Anna’s so far ‘round the bend that it doesn’t occur to him Maximilian might want to reap some benefit from his conquest.

Regardless, Santa Anna has gradually been shipping his Army of the Dead into the area via LaCroix’s Bayou Vermilion rail line, and is only a few months shy of launching his invasion.

The Great Maze Encounter Table (Land)

d20	Encounter
1-6	2d4 Guardian Angels (50% chance of Lost Angel Cultist)
7-10	1d6 Iron Dragon Martial Artists
11-14	2d4 Soldiers (d10: 1-4 = Union; 5-8 = Confederate; 9-10 = Mexican)
15-16	1d4 Dusters
17	Gaki
18	1d6 Wall Crawlers
19-20	1d4 prospectors (use townsfolk)

Braver (or more foolish) posses may also decide to travel the Maze by boat, in which case, use the following table instead.

The Great Maze Encounter Table (Sea)

d20	Encounter
1-4	1d10+10 Devil Rays
5-6	Maze Dragon
7	Giant Octopus
8	Giant Saltwater Crocodile
9	Giant Shark
10-11	2d8 Wave Shadows
12	1d4 Weresharks
13-20	Ship (roll 1d10 = 1 Union ironclad; 2 = Union raider; 3 = Confederate ironclad; 4 = Confederate raider; 5-6 = Pirate; 7-8 = Chinese pirate (use martial artists for crew); 9-10 = Mexican)

THE GREAT NORTHWEST

Washington, Oregon, Idaho

Fear Level: 1

At first glance, the beautiful landscape of the Great Northwest is serene and peaceful. The mist-shrouded base of Mount Rainier, the snowy evergreens of the Cascade Mountains, and the crystal lakes lure a man in like a siren's call.

Don't be fooled. The howls in the night are more than just the wind.

The Great Northwest belongs to Famine. Many a pioneer has starved to death in her clutches, only to be frozen and buried in a blizzard come down off the mountains.

In such conditions, where escaping to safety is impossible and food scarce, many God-fearing folk have been forced to do things they would otherwise shudder to consider. What most do not realize, there is a terrible price to pay for those who surrender to the cannibalistic urge.

Worse, many have fallen victim to the various primordial peoples who call the area home. Wolflings, Sasquatches, and Wendigos all claim the Cascade Mountains as their territory, and

humans are often caught in the midst of their ferocious winter wars. The Fear Level in areas commonly hunted by Wolflings and Wendigos often rises as high as 3, or even 4, as horror stalks through northern forests.

Sasquatches

The Salish Indians of Seattle believe sasquatches live in tremendous, hollowed-out tree trunks high in the Cascade Mountains. They're right, too. Where the Salish are wrong, however, is their belief that sasquatches remain, as they always have been in the past, benevolent protectors of nature, harmless to those who treat the land with respect.

Long ago, sasquatches existed in harmony with the Salish, but with the increase in numbers of their age-old enemies, the wendigos (see below), the sasquatch have adopted a fierce stance toward those who could become such creatures. Their solution to the problem is simple, but brutal.

Where once the sasquatch attempted to provide starving men and women with food, while still remaining out of sight, they now murder these people rather than allow them the opportunity to engage in cannibalism. Entire villages have been wiped out by the sasquatch during particularly harsh winters.

Sasquatches are truly intelligent beings, though they are primitive. They are crafty woodsmen, and make use of simple tools and clever traps to both hunt and elude the eyes of man. They do not



know the secret of fire, though they are fascinated by the dancing light and take pleasure in basking in its warmth given the opportunity.

Though the potential for peace between man and sasquatch exists, the sasquatches' practice of exterminating any who are in danger of starvation is slowly corrupting the gentle souls of this primitive species, and driving the human population to fear and hate them.

Wendigos

The mountains of the Northwest grow deathly cold in the winter. Survival is always a trial, especially the quest for food. When the chips are down, some humans engage in the horrible practice of cannibalism to survive. The Indians of the area abhor the idea, but are not immune to the temptation. The result of this ultimate sin is transformation into a wendigo.

Should a character ever resort to cannibalism while in the Great Northwest (for any reason), he must make a Spirit roll to avoid conversion into a

wendigo. He suffers a cumulative -1 penalty to this roll for each act of cannibalism, and a -2 if this occurs during the winter.

If he fails, the fallen hero becomes a wendigo under the Marshal's control. There's no way to get the hero back, so go ahead and tell the player to make a new one.

For details on these nasty critters, see the Encounters chapter.

Wolflings

The settlers and Indians of Washington don't agree on much, but they do agree the wolves of the area are dangerous predators. Local Indian lore goes one step further, and describes half-human, half-wolf creatures with coats of pure white. These feral creatures supposedly live in the lost valleys of the Cascade Mountains and venture out only to prey on mankind.

Wolflings are comparable to sasquatches insofar as their understanding of basic tools goes. They have both fingers and opposable thumbs, and



often use crude hand weapons in their hunts. They occasionally wear jewelry, scarves, and other articles of clothing claimed from their victims.

Since sasquatches tend to wander alone, wolflings have preyed upon them for generations. That said, wolflings much prefer the savory taste of man flesh.

The Great Northwest Encounter Table

d20	Encounter
1-2	Catamount
3-4	Chinook
5	Sasquatch
6	Wendigo
7-8	Wolflings
9-14	2d6 Settlers
15	2d20 Settlers
16-19	2d6 Braves
20	Prospector

THE HIGH PLAINS

Montana, Wyoming, Nebraska

Fear Level: 2

The northern area of the Great Plains looks harmless. Low rolling hills seem open and inviting, and the gently swaying grasses seem incapable of concealing danger.

However, nowhere in the Weird West is what it seems. These idyllic surroundings conceal horrific creatures behind nearly every hill. In the tall grass, fiends with bloodshot eyes and dripping fangs silently stalk lone travelers for meat—or entertainment.

The Badlands

Fear Level: 4

The Badlands west of the Black Hills host many dangers. These twisted foothills of the Rocky Mountains are home to all manner of predators—some human, some less so.

Even though the Californian desert is far from here, the occasional sighting of Mojave rattlers is enough to keep travelers on their toes.



It is not uncommon to encounter marauding Sioux war parties either. Belligerent young braves occasionally roam the Badlands looking to exact a little vengeance for the white man's incursion into the sacred Black Hills to the East.

The twisted valleys and canyons of the Badlands are home to swarms of devil bats who protect their aeries fiercely. They've been so effective in their hunts that the Fear Level of the area has shot up to 4 over the last couple of years.

Worm Canyon

Fear Level 5

There is an even more sinister evil at work in the Badlands. Worm Canyon, deep in the heart of the Badlands, is a labyrinthine area that is home to a number of giant worms similar to Utah and Mojave rattlers.

Here also lives a black sorceress named Ursula and her twisted followers, who worship the rattlers as gods. She and her coven of witches wound up in the area after narrowly escaping the Agency, only to be cornered by a pack of rattlers. Ursula was taken aback when the lead rattler whispered in her mind, but she didn't hesitate to fulfill its demand for a sacrifice. She shoved one of her followers off a cliff and into the creature's maw.

Since then, Ursula has been both the rattlers' prisoner and queen. She entraps travelers for sacrifice to the worms, but if she fails to do so for too long, the worms demand one of her coven. By now, she's about as crazy as an outhouse rat.



The High Plains Encounter Table

d20	Encounter
1-2	Adult Rattler
3-6	Devil Bats
7-8	Dread Wolves
9-10	2d6 Indian Braves
11-12	2d4 Outlaws
13-14	Pit Wasp
15-18	Prairie Ticks
19-20	2d6 Young Rattlers

THE REPUBLIC OF DESERET

Utah

Fear Level: 3

Mormons, or Latter-Day Saints, are God-fearing folks who believe Christ visited America following his resurrection. They also believe Joseph Smith, their first prophet, was visited by an angel who gave him a set of golden plates that described the flight of God's chosen people from the Holy Lands to the Americas.

Other than this, and their continuing practice of polygamy, their beliefs aren't all that different from many Christians. Nonetheless, it didn't take long for them to be driven out of their homes in Kansas and Missouri. They fled west to Utah, and founded Salt Lake City in 1847.

Brigham Young, Joe Smith's successor as leader of the Mormon people, declared the Utah territory the independent "State of Deseret" in 1866. Though at first he declared that Deseret's loyalties lay with the Union, the arrival of Professor Darius Hellstromme in 1870 changed everything.

The Doctor Is In

The Mormons were initially slow to accept this new arrival, but his invention of steam wagons, devices that aided the Mormons greatly in dealing with—read that as escaping—the salt rattlers of the Utah salt flats, made him their new favorite person. Soon, his incredible factories brought jobs and wealth to the Mormons, who until then had struggled to prosper in the hostile Utah territory. Most importantly, his inventions greatly enhanced the capabilities of the Mormons' own army, the Nauvoo Legion. Suddenly, the Mormons were Hellstromme's biggest boosters, and it didn't take long for him to be accepted among the Latter-Day Saints as a true believer.

The City o' Gloom

Fear Level: 4

Salt Lake City, popularly called the City o' Gloom, is the most technologically advanced city in the world. Thousands of high voltage wires and pipes bearing natural gas sprawl through the urban tangle, bringing light, heat, and electricity to those who can afford it.

Salt Lake City's mechanization does not come without a cost, however. The once-clean city now lies hidden beneath a pall of dirty smog. It's also attracted a rogue's gallery of prospectors, former rail warriors, and settlers who are down on their luck and hoping for a job in one of Hellstromme's many factories.

Most of these lost souls never leave the city's factory district, known locally as the Junkyard. Even in this grimy subsection, life in the city is incredibly expensive, so laborers usually find themselves

trapped in an endless cycle of wage slavery. Life is cheap in the Junkyard, but death can often be a money-spinner. Various blood sports are a common entertainment in the Junkyard, and some factory workers have been known to wager a week's salary on a single event.

Sandwiched between the Junkyard and the Wasatch Mountains are the city's many ore mining facilities, all mechanized thanks to Hellstromme's technological assistance. The lucky few who land jobs working the mines are able to escape the choking smog of Junkyard, only to risk life and limb operating Hellstromme's enormous digging and ore transport machines.

Despite the rapid advance of technology in the city, the Mormons themselves have weathered the change somewhat better than their neighbors in the Junkyard. The heavy, clinging smog only rarely drifts across the area of the Holy City reserved for Mormons, and those few Mormons who take jobs in

the Junkyard fill managerial positions thanks to the devout Hellstromme, rather than rather than any of the more menial, dirty positions.

Hellstromme the Man

Darius Hellstromme is careful to cultivate a pious and cultured front for his new Mormon friends. He lives just south of Salt Lake between the urban sprawl and the ore-rich Wasatch Mountains. His manor is surrounded by barbed wire, hired gunmen, guard dogs, and even an automaton or two.

The peculiarity of such a man of influence and alleged benevolence requiring such protection is of some concern to many Mormons, but far more see only the benefits Hellstromme has brought to Salt Lake City.

For his part, Brigham Young is all too aware that Hellstromme's façade is a far cry from the truth, but he also knows Hellstromme's innovations and assistance have been invaluable in the establishment



of an independent Mormon nation. Young still hopes to turn Hellstromme away from the darkness and into the love of God.

Hellstromme the Monster

If only the Latter-Day Saints knew what Hellstromme really got up to in that isolated mansion of his, they’d give him the boot faster than you can say “human test subjects.”

Being a genius, Hellstromme is one of the few folks who suspects the true significance of the events surrounding the Reckoning, and one of fewer still who have surmised that powerful beings – the Reckoners – are behind them.

The trouble is, Hellstromme simply doesn’t give a whit. Some time ago, his beloved wife Vanessa committed suicide, and the event nearly shattered him. Only the Reckoning gives him hope now, for he sees that the spirit world can once more be accessed from our own, and that death is no longer the end. He hopes the Reckoning will give him the means to somehow resurrect his lost love.

All of his factories, inventions, and even the Wasatch Railroad are simply a means to gather funds for his experiments in terror. Late at night, Hellstromme probes the mysteries of the Reckoning by building up the Fear Level in his personal

laboratories and observing the odd phenomena which occur in his various test subjects, both living and dead (and occasionally, undead).

**The Republic of Deseret
Encounter Table**

d20	Encounter
1	1d4 Wall Crawlers
2-8	2d10 Nauvoo Legion (Deseret) Soldiers
9-12	Catamount
13-14	Salt Rattler
15-16	Automaton Patrol (1d4)
17-18	Walkin’ Fossil
19-20	Tunnel Critter

INDIAN COUNTRY

Dakota, Oklahoma
Fear Level: 3

Indians are an enigma to most white folks. Some are noble and honorable, others savage and cruel. The truth is, they’re just plain folks, whether good, bad, or indifferent. Each tribe has its own culture, which may seem strange to those from more “civilized” parts of the world. Even more confusing to whites, the customs of these people are as varied as the people themselves.

There are literally hundreds of different tribes in the West, but there are three groups who have the most influence. From largest to smallest, they are the Sioux, the Coyote Confederation, and the Apache. The Apache are covered in the Wild Southwest.

The Sioux Nations

The Sioux Nations were formed in 1872, when the Union’s defeat at the Battle of Washington convinced the tribes of the Dakotas it was time to move to exploit the situation



and reclaim their borders. Sitting Bull started this movement, but even he could not make the tribes unite under a single leader. Instead, the tribes reinstated the old council of the Sioux Nations, the *wicasa yatapickas*. The *wicasas* are four wise leaders appointed by the tribes to make decisions on behalf of the Nations. Any formal dealings with the Sioux must be carried out through these men.

The four tribes directly represented by the *wicasas* are the Hunkpapa, Miniconjou, Brule, and Oglalas. The other tribes of the Sioux Nations, including the Northern Cheyenne and the Sans Arcs, must win the ear of one of the *wicasas* to air their grievances.

Relations with the US

At the moment, relations between the Sioux and the United States are cool, at best. Sioux are allowed to travel at will, though any group greater than five in Union territory is considered a “raiding party,” and is given an armed escort back to Sioux lands by the local cavalry.

The reverse is also true, only even more so. No whites are allowed in Sioux lands except by the Iron Dragon rail line. Even then, visitors must head directly to the treaty city of Deadwood, or to one of the few areas in the Black Hills where the Sioux have allowed mining. Anyone foolish to wander out of these areas and into the sacred lands of the Sioux is unlikely to be seen again.

The locals protest these “murders” to the US government, but the response is blunt—“You were warned.”

The Old Ways

As discussed in the Player’s Guide, the Old Ways Movement is actually law in the Sioux Nations. That said, Sitting Bull himself is actually a Ravenite. Even with his power, however, revelation of his political leanings would likely result in his execution by order of his colleagues. Instead, he has quietly organized the Ravenites and provided them with guns and other equipment from behind the scenes.

For now, he bides his time, waiting for some incident to turn popular opinion against the Old Ways, at which time he can depose the other *wicasas* and declare himself the Great Chief. The Battle of Little Big Horn, where the followers of the Old Ways triumphed over Custer’s US cavalry, set him back several years.



Sioux Nations Encounter Table

d20	Encounter
1	Poison Woman
2	Pox Walker
3	Uktena
4-9	2d6 Indian Braves
10-12	2d4 Veteran Indian Braves
13-14	1 Prospector
15-16	1d4 Prospectors
17-18	2d6 Raiders (Use Outlaws)
19-20	2d4 Iron Dragon Miners (Use Martial Artists)

The Black Hills

Fear Level: 3

The Sioux are ruthless in patrolling the sacred Black Hills. A miner who can’t produce a legal claim is dragged back to Deadwood without his gear. Anyone who fights back is killed, and his corpse mounted on poles along the trail to the Black Hills as a warning to other miners.

Deadwood

Fear Level: 3

Deadwood is a wild place. Over a third of the population makes its living from saloons, gambling, or prostitution. The knowledge that the Sioux could decide to wipe out the town any day lurks in the

back of every citizen's mind, and most eat, drink, and make merry, for they might never see tomorrow. This kind of debauchery just over the horizon is a powerful tool for Sitting Bull, as it's clear that though the Old Ways bought the Sioux their freedom, it didn't keep the white man off of their land.

Despite the perception of the Sioux, Marshal Seth Bullock and his deputies do their best to keep the peace and round up any errant drunks. He tries to keep violence to a minimum—especially when the Sioux are mixed up in an incident—but things don't always work out the way he'd like.

Most folks don't actually live within city limits, instead camping out in the hills overlooking the town. Some miners refuse to leave their stakes for fear claim jumpers will rob them blind. The Sioux leave the miners alone, provided they don't wander off their registered claims.

The Office of Indian Affairs

Speaking of registering claims, all miners are required to register their claims through the Office of Indian Affairs, which is run by a man named Joseph Bearclaw. He's a slick-talking lawyer educated Back East, but his parentage is Lakota Sioux. He's not real popular out in the Black Hills, but he's a necessary evil in the eyes of most Sioux. After all, they'd rather have him running their business affairs in town than a white man. Even so, if it weren't for Sitting Bull speaking on Bearclaw's behalf, it's unlikely the Sioux would trust him as far as they can throw him, and some still don't.



Sitting Bull, for his part, trusts Bearclaw implicitly, though not for the reason most Sioux believe. Bearclaw, like Sitting Bull, is a Ravenite. The two are plotting together to cause a bit more bloodshed between the whites and Indians than would otherwise occur, and Sitting Bull hopes to use the growing tensions to turn popular opinion among the Sioux against the Old Ways movement.

Chinatown

A large number of Chinese immigrants have set up housekeeping at the north end of town. Most work Iron Dragon-owned mines in the Black Hills (purchased through employees to circumvent the prohibition against company-owned mines), while others make a living as household servants. Many have gone into business themselves. Some of these run laundries and restaurants, while others cater to less wholesome tastes.

Just on the north side of the Iron Dragon tracks, there are a number of establishments that serve customers looking for something a little stronger than whiskey. At night, you can smell the burning opium from a block away. Kang's man Huang Li runs these establishments, as well as a string of brothels. He is widely recognized by Deadwood's Chinese residents as their leader, though few outsiders even know he exists.

Wild Bill

The legendary gunfighter James Butler "Wild Bill" Hickok is one of Deadwood's more famous residents. Unfortunately for him, he's also one of it's more dead residents. He arrived in the Summer of 1876. On August 2nd, while playing cards at Nutall & Mann's Saloon No. 10, he was shot in the back of the head by Jack McCall.

McCall later explained that he shot Hickok over a poker debt, and further claimed to be the brother of a man Hickok killed back in '69. Rumors ran rampant that McCall was hired to kill Hickok to prevent him from becoming marshal, but none of them were ever proven. McCall was acquitted.

A few days later, Hickok crawled out of his grave, hell bent on revenge. He's Harrowed, and has thus far managed to keep a shaky grip on his manitou's evil tendencies. The first thing he did after waking up from his dirt nap was visit Calamity Jane, who told him of McCall's acquittal.

Now, both Hickok *and* his manitou are hell-bent on revenge. Hickok's been haunting Jack McCall in an effort to get the man to reveal who hired him, but he's come up empty so far. If McCall doesn't crack soon, Hickok's manitou is liable to resort to more extreme methods.

The Coyote Confederation

Fear Level: 3

The Coyote Confederation was formed in 1874, just a few months after the Battle at Adobe Walls (see page 162). Coyote's own identity is a mystery to folks in the Weird West. Most agree Coyote is male, thanks to his deep booming voice, but they disagree on whether he is Comanche, Cheyenne, Kiowa, or something else. Satanta and Quanah Parker, who do know, aren't talking.

The truth is that Coyote is actually Isatai, the man behind the attack on Adobe Walls in '74. He caught a bullet in the battle, and Parker and Satanta carried him to the sacred Black Mesa of Oklahoma to die. He didn't.

Instead, he was visited by a vision of Coyote, the trickster, who informed him that he would live only if he went on to form a new confederation of the People in the trickster's name. Further, Isatai must forever guard his identity. When he asked why, Coyote only hinted at a dire fate that awaited Isatai should he fail.

Today, Isatai hides his face in the hood of a voluminous vermillion cloak.

Raven's Plan

In fact, Isatai's vision was not given to him by Coyote, but by Raven. Knowing that a move for an independent Indian nation would likely lead to bloodshed, Raven does the Reckoners' work in encouraging the fledgling Coyote Confederation. Further, Raven is using Isatai – guiding him through false visions to create even more fear and bloodshed in the region. It was Isatai's visions that led to the current state of affairs between the Indian nation and the white settlers of Oklahoma.

One day, when tensions have reached a suitable level, Raven plans to assassinate Isatai and take his place, which is why "Coyote" insisted that Isatai conceal his identity. Should the plan succeed, the



misguided followers of the duped Isatai, will surely bear the brunt of bloody fighting. Atrocity will be met with atrocity and the Reckoners will feed well.

Coyote Confederation Encounter Table

d20	Encounter
1	Night Raven
2	Pox Walker
3	Skin Shifter
4	Uktena
5-10	2d6 Veteran Indian Braves
11-20	2d8 Indian Braves

THE WILD SOUTHWEST

Texas, New Mexico, Arizona

Fear Level: 2

Texas has its fair share of rolling hills, auburn fields, cottonwood stands, and scrub plains, but the stark mountains of New Mexico and Arizona are what really define the area for most travelers.

Wild Texans, Apache raiders, and the constant threat of invasion from Mexico keeps the Fear Level simmering nicely. Further adding to the horrific stew is Pestilence himself, who calls the region home. Texas tummy twisters, prairie ticks, and pox walkers are all common in the area.

Adobe Walls

Fear Level: 3

High in the Texas Panhandle is a ruined village by the name of Adobe Walls. It was built in 1843 by the Bent, St. Vrain & Company trading company. Bent believed the town would give him an edge on his Indian competition for buffalo hides and stolen horses. The Indians didn't take kindly to this, and sent Bent scurrying Back East with his tail between his legs.

Since then, Adobe Walls has been the site of several conflicts between Indians and whites, most recently in 1874. That last fight left the town in ruins and, according to the Coyote Confederation, haunted. The Indians won't go near the place, and several unfortunate whites have camped there only to turn up dead the next morning.

The truth is that Chief Quanah Parker and his Comanche are the ones keeping Adobe Walls free of visitors. Most white folks know better than to stay at Adobe Walls these days, but Comanche war bands

also use it as a dumping ground for the bodies of buffalo hunters they've caught poaching in Coyote territory.

Tombstone

Fear Level: 3

While the Confederate government claims all of Arizona as its territory, anyone who spends any time near Tombstone knows better. Geronimo and his Chiricahua Apaches dominate the surrounding countryside, and Santa Anna and his New Mexican Army pass through the area frequently on their way to the Maze.

Tombstone was originally founded as a silver mining town, but enjoyed only modest success. The arrival of Bayou Vermilion's railhead, and the subsequent establishment of Tombstone as the destination for Confederate ghost rock caravans from the Great Maze, put it on the map overnight. Suddenly, the town was flooded with a transient population, as well as a horde of merchants,



outfitters, and saloon-keepers (and all the other types that make a boomtown boom) looking to part them of their hard earned cash.

The Maze or Bust!

Many would-be miners are greenhorns from Back East who have heard there's easy money in California. They come to Tombstone by train with little more than the clothes on their back and a pocketful of cash, then spend all that cash outfitting themselves with every conceivable piece of equipment, and wagons and mules to carry it. Needless to say, few of them strike it rich, and their dreams quickly evaporate in the arid Arizona climate.

The country between Tombstone and the Maze is crawling with all sorts of nasty critters and even nastier folks. There's a healthy business for guides out to the Maze, and the few who are worth a damn usually charge about \$50 a head for a safe trip out to the Maze. Those who aren't worth a damn charge \$50 anyway, then rob their customers once they're out of sight of Tombstone and bury them somewhere along the Ghost Trail.

The Mule Trains

Every couple of months, a mule train escorted by Confederate soldiers arrives in Tombstone, laden with ghost rock from the Maze. Each caravan includes fifteen to twenty wagons, escorted by two companies of regular troops, usually supplemented by Indian scouts and the occasional armed steamwagon or artillery piece.

Despite this protection, some caravans never reach Tombstone. Some are claimed by Grimme's Guardian Angels (citing divine right) before they ever leave California, others are attacked and destroyed by Apache raiders.

When a caravan does roll in, it's a major event. The soldiers are paid upon safe arrival in Tombstone, and most squander a good chunk of their cash blowing off steam in Tombstone's various gambling dens, dance halls, and saloons.

The law in Tombstone — Marshal White and a sole deputy, Spence Walker — isn't really up to the task of keeping a lid on things. The Sheriff of Cochise County, John Behan, doesn't help much. He excels at one part of his job — collecting taxes (of which he's entitled to 10%) — but you can count the number of arrests he's made on one hand.

For obvious reasons, most of Tombstone's population at any given time doesn't maintain a permanent residence, and instead camps in a tent city just outside the town proper. White knows better than to even pretend he's got any kind of pull there, and stays well clear.

The Cowboys

When the Confederates aren't in town, Tombstone belongs to the cowboys. We aren't talking about honest cattle herders here, Marshal, but the Cowboy Gang. The Cowboy Gang is the real law in Tombstone, and the law is whatever happens to be good for the Cowboys. They're a posse of no good cattle rustling lowlifes.

The movers and shakers in the Cowboy Gang number a little more than a half dozen. Old Man Clanton runs the gang, and his three sons, Ike, Phineas, and William, ride his coattails. When Old Man Clanton's not around, Curly Bill Brocius calls the shots. John Ringo and Frank and Tom McLaury round out the notables. The Cowboys can usually rustle up twenty to thirty yes-men and hangers-on should the need arise.

The Cowboys occasionally raid the Ghost Trail, but they're too well known in the region to go to that well too often. Instead, they usually head south of the border to rustle up some cattle that moo in Spanish.

It's best to stay indoors after the Cowboys return from one of their cattle drives, as their drunken "jollifications" put the Confederate soldiers' to shame. They get dead drunk at Ike's Place (that's a restaurant run by the eldest Clanton Brother), then ride around town shooting up the place. Despite numerous complaints, Behan has yet to arrest a single Cowboy. The real problem is that if you take on one Cowboy, you take on the whole gang. Trigger happy posses had better beware.

Unlike most of the Cowboys, Curly Bill Brocius is planning on moving up in the world. He's tired of rustling cattle, and wants to "graduate" to robbing trains and stagecoaches. He knows if he just up and killed Old Man Clanton, half the gang would follow him. It's the half that would backshoot him that worries Brocius.

Instead, he's brokered a deal with Bayou Vermilion to serve as muscle for the railroad. The Cowboys pay attention whenever someone starts



asking around about the railroad's operations, and pay an unfriendly "visit"—the kind that usually ends in gunfire—to whoever's nosing around.

A Holliday in Tombstone

No, not a vacation—not unless you have a death wish! We're actually talking about John Henry Holliday, better known as "Doc."

The man's had a few run-ins with the Cowboys and lived to tell the tale, which is no mean feat in Tombstone. The Cowboys aren't quite sure how to handle someone who isn't afraid of dying, much less afraid of the Cowboys. They're a bit worried he might make good on his threat and call in his good friend Wyatt Earp to visit Tombstone for a spell.

Doc's a mean shot, a mean card player, and a mean drunk. Cowpokes who know what's good for them pay their dues, play nice, and stay out of his way.

The Epitaph

Tombstone is home to one of the most widely read publications in North America, the *Tombstone Epitaph*. This rag specializes in ghost stories, monster sightings, conspiracy theories, and other such reports that most folks dismiss as nonsense. That said, it's entertaining nonsense, and most folks who read it do so for a chuckle and a good scare.

In fact, the *Epitaph* has a fairly solid record of reporting the truth (about 60% of its stories are at least close to the mark). Those who have been around the Weird West for a while and have seen a thing or two tend to develop a healthy interest in the latest reports of the *Epitaph*.

If the *Epitaph* weren't so popular, the Rangers or the Agency would've shut it down long ago. Both organizations are so intent on closing the *Epitaph's* doors, they'd probably kiss and make up if it meant getting rid of this thorn in their side. Fortunately for the *Epitaph*, its wide circulation means that any attempt to halt its publication might lend credence to its wild claims. Still, both organizations make it a practice to harass *Epitaph* reporters and suppress as much of the truth as possible.

Enterprising heroes can make a little extra cash out of their weirder adventures. The *Epitaph* pays half a cent a word for articles, \$10 for quality sketches, and \$15 and up for photographs. All submissions are subject to independent confirmation, and while the staff of the *Epitaph* is a credulous bunch, they're no fools.

The lion's share of reports published by the *Epitaph* are composed by the paper's only staff writer, Lacy O'Malley. Independent submissions are reviewed by the paper's editor, John Clum, who decides on whether to hire an independent consultant (such as the posse) to confirm or deny a story.

The Texas Rangers

Tombstone gets "civilized" about once a month when Hank Ketchum and his Texas Rangers ride through. That's usually around the time the Cowboys decide they've got business south of the border. Even Lacy O'Malley usually manages to keep his "wild theories" to himself while the Rangers are around. Of course, once they pull out, it doesn't take long for business as usual to resume.

The Apache

The Apache are the predominant Indian tribe in southern Arizona. Raiding and warfare are a way of life for them, and they have gained a well-deserved reputation as fierce warriors. Throughout the 1860's, the tribe proved a fierce opponent for American troops stationed in Arizona. When the Great Quake hit, and many of these troops deserted, there was nothing standing between the Apache and domination of the area.

For a few short months, the Apache were masters of their own destiny, only to have that dream quashed by Confederate troops who arrived to seize the Arizona territory from the Union deserters. Suddenly, the Apache were once more forced to battle for control of their very homes.

Worse, the forces of Baron LaCroix have brought their own blight upon the land. Under the leadership of Apache Chief Geronimo, they fight both the Confederate "trespassers" and the evils of the Reckoning.

The Wild Southwest Encounter Table

<i>d20</i>	<i>Encounter</i>
1-2	Bloodwire
3-4	Carcajou
5	Chupakabra
6	Desert Thing
7	Hangin' Judge
8	Prairie Ticks
9	Mojave Rattler
10	Terrantulas (d6: 1-3 = swarm; 4-5 = large; 6 = gargantuan)
11-15	2d6 Indian Braves
16-17	2d6 Confederate Soldiers
18-20	2d4 Outlaws



THE GREAT RAIL WARS

Most everyone out West is affected in one way, shape, or form by the so-called "Great Rail Wars." The lucky ones wind up missing a train because it got blown up before it got to them. The unlucky ones were on it.

In any event, the iron horses and the fight to build the transcontinental railroad are important enough to warrant a little more background on the railroads and the rail barons who run them.



Bayou Vermilion

Bayou Vermilion is run by a wealthy New Orleans merchant of Haitian descent, Baron Simon LaCroix. The public doesn't know much about

the reclusive LaCroix, including where he gets his title. His hermit-like behavior has spawned all sorts of wild stories, including claims that he dabbles in the black arts.

Wild stories being what they are, most are based on little more than rumor and supposition. LaCroix's reputation as a black magician, however, is absolutely true. He's a voodoo master of the first order, and he much prefers dealing with the darker loa—the *petro*—for his power. Once, LaCroix was little more than a flunky to his sister, a powerful voodoo queen. Ambition quickly won out over blood, however, and he managed to overcome her and assume her power in a bizarre ritual. (Sometimes he even uses her name—Simone).

LaCroix cares little for the shipping contracts offered by the North and South as spoils for the victor of the Great Rail Wars, nor indeed does he care much for the success of his railroad. He's in it because the devil made him do it; one of his dark deities ordered him to throw his hat in the ring. The only joy he gets out of the competition is the misery and bloodshed he leaves in the wake of his rail line.

For the record, Marshal, that dark deity we mentioned was actually a powerful manitou in service to the Reckoners. It's manipulated LaCroix into serving as a spoiler in the race, though the Baron himself is unaware of his status as prize patsy.

In any event, the Baron doesn't really have the financial resources to fight fair with his competitors, but he has one thing they don't—a labor force that doesn't tire, strike, or rest. Yep, he uses his voodoo magic to raise legions of walkin' dead to lay track

for him. Despite his great power, he's been taxed to his limit lately, and the fact that the Apache do everything they can to harry his rail gangs and destroy his unholy workforce doesn't help. He's extended his railhead as far as the Mojave Desert, but the brutal conditions are slowing down even his undead rail workers.

If Bayou Vermilion manages to win the Rail Wars, it will give the South a significant advantage in any future conflict between the North and South, due largely to the fact that Bayou Vermilion track is laid entirely through Confederate territory.





Black River

Black River is run by Mina Devlin, widow of the railroad's founder, Miles Devlin. These two were like peas in a pod. That is, if peas could have cold, shriveled hearts and souls as black as midnight six feet under!

For all their ruthlessness, they were quite enamored with each other. When Miles was assassinated, Mina tracked down his killer. After that, she moved on to those who had ordered his assassination, the executives of the Tennessee Central. She killed them, then bumped off their families just for grins. What happened to the assassin? Rumor has it, he's still alive, somewhere beneath Mina's mansion, but he wishes he weren't.

Her thirst for revenge sated, Mina quickly decided to take over Miles' business. To her, the Rail Wars are an opportunity to prove that a woman can be just as ruthless, megalomaniacal, and capable as a man.

Black River rarely ponies up cash for right-of-way through a town. Mina prefers campaigns of seduction, violence, or intimidation – and sometimes all three at once!

Her gangs are some of the meanest in the Rail Wars. Mina doesn't have the toys of Wasatch, the undead of Bayou Vermilion, or the assets of some of her competitors, but she's got secrets of her own; she has long dabbled in the dark side of witchcraft, and she's one of the most powerful witches in the Weird West. Worse, she's not afraid to pass on her knowledge to the most qualified (meaning, the most ruthless, vicious) female employees. You might remember we mentioned the most famous of her rail gangs – the Wichita Witches – back in the Player's Guide. We weren't kidding, Marshal, they really *are* witches, and mighty powerful ones at that. Usually, Mina's got them spread all over the place overseeing her operations, but Mina's gathered them all together on more than one occasion, whether for some black ritual, or simply a lucrative train robbery.

Mina herself is a canny double dealer, and has made and broken alliances with a number of other rail barons over the past several years, including both Bayou Vermilion and Union Blue. She's long since

dismissed LaCroix as a useless puppet (though she's unsure who holds the strings), Joshua Chamberlain of Union Blue has sparked her interest. He, to her mind, is a man of vision and, more importantly, resources. He's got the Union army at his beck and call too, and Mina wants it. Some time ago, Mina attempted to seduce Chamberlain away from his wife, but Chamberlain rebuffed her advances.

Unfortunately for him, she managed to palm several minor possessions on her way out of his private rail car. Thus far, thanks to these acquisitions, she's been able to favorably influence Chamberlain's opinion of her, making him more receptive to a variety of business deals and alliances of convenience. Ultimately, she hopes to turn his heart away from his wife, marry him, kill him, and inherit Union Blue for her own.

Like Bayou Vermilion, Black River is a Southern Railroad, though not to the same extent. While Bayou Vermilion track is laid entirely in Confederate Territory, much of Black River's rolling stock travels through disputed lands. That said, Black River's headquarters is in Memphis, Tennessee, which means the Confederate government can apply all sorts of unpleasant pressure should Devlin try to do business with the Union.





his Yankee murderers, and advises Fitzhugh on the wisest course of action in his pursuit of victory in the Rail Wars. Under the spirit's guidance, Fitzhugh hasn't put a foot wrong, and he is starting to make great advances for the southern railroad.

In fact, this isn't actually the general's ghost. It's simply a mischievous manitou intent on causing as much trouble as it can. In this case, it's playing on Fitzhugh's grief for his uncle to drive the man forward in the race for the Maze. If victorious, the younger Lee may very well turn his newfound influence toward pushing the Confederacy once more into war with their northern neighbors.

Just as a by the by, Marshal, Lee wasn't actually assassinated by Yankees, nor was the assassin employed by them. He was murdered by Confederate Colonel Robert Alexander, a pawn of the Reckoners. The story of a Yankee conspiracy is simply part of the manitou's deception.

Unfortunately, that's not the worst the manitou has to offer. It's promised the younger Lee that he—the revered Robert E. Lee—can be with Fitzhugh once more, in the flesh. All Fitzhugh needs to do is find a way to get Lee's body up and running again. Then the manitou can inhabit it and cause all sorts of trouble for the North and the South.



Dixie Rails

Once owned in part by Confederate General Robert E. Lee, Dixie Rails was originally conceived as a way to shuttle Southern troops along the American frontier in times of war.

With the discovery of ghost rock, however, it joined the other railroads in striving westward, in the hope of scoring a major advantage for the Confederate Government in the long war. Many in the Confederate government saw the same opportunity, and pushed a number of grants, subsidies, and other considerations for Dixie Rails through the Confederate Congress.

With Lee's death, he willed his stake in Dixie Rails to his nephew, Fitzhugh Lee, who had long managed the railroad's business. For his part, Fitzhugh continues striving to reach the Great Maze, but he is nowhere near the strategist his uncle was. Dixie Rails struggles along at a sluggish pace, and seems the underdog in the Great Rail Wars.

Lately, however, Dixie Rails has resumed the pace it once maintained under the guidance of Robert E. Lee. Fitzhugh seems a driven man, and spends all his waking hours on the business of winning the Great Rail Wars. Furthermore, he now seems gifted with insight heretofore beyond him.

You see, Fitzhugh's seen a ghost. Not just any ghost, but the ghost of his uncle (or at least, that's what it tells him). It cries out for revenge against



Iron Dragon

Everyone who lives in the Great Maze fears the colorful sampans of the Warlord Kang. His pirates steal ghost rock from other miners, raiding their camps and making off with their ore-laden barges. He

makes a great deal of money shipping his ill-gotten ghost rock to points East—that's Far East, Marshal. The rest of his filthy lucre comes from the opium trade, prostitution, and any other vice he can dip his well-manicured hands into. Needless to say, vice is big business in the Maze.

Kang is a ruthlessly efficient warlord, superior martial artist, and powerful sorcerer, but that's not enough for him. His secret ambition is to establish his own nation—an empire, in his mind—in the northern Maze. To achieve this, he needs money, and lots of it. Piracy and graft are quite lucrative, but

not nearly to the degree Kang requires. When the competitions to build a transcontinental railroad were announced, Kang saw his opportunity. He bought out the old Chicago and North Western and quickly extended its lines west.

Kang entered the race later than most, so he had some catching up to do. Worse, all the good routes had already been claimed by his competition, so he was forced to attempt what no one else had been able to manage—negotiate right-of-way through the Sioux Nation. Fortunately for Kang, the Sioux had been menaced for some time by creatures that made their home in the famed Devil's Tower in Wyoming. The *wicasas* made a deal with the warlord: if he could eliminate the creatures in the Devil's Tower, he could build a single rail line through the southern Sioux Nations.

In short: Kang took a band of hand-picked men and women to the Devil's Tower, some of whom actually came back alive. When Kang returned, the *paha wakansica*, or mountain devils, menaced the Sioux no more. Kang had his right of way. This really paid off for him with the founding of Deadwood, as he now has the exclusive right to ship men and materiel to and from the treaty city. He takes a share of all the vices Deadwood's inhabitants enjoy. And that's a lot of vice!

Kang figures that what's worked for him once could work again. While every other Rail Baron lays track toward Lost Angels, Kang is working on a deal with a powerful member of the Shan Fan triads—that's the Chinese mob—to grant him right-of-way into Shan Fan. Though nothing prevents the other Rail Barons from laying track to Shan Fan, most weren't really interested in dealing with foreigners for the right-of-way required for the final stretch. Kang, being Chinese himself, doesn't have that problem, and the triad bosses—notably Thin Noodles Ma (see page 152)—are likely to deal more favorably with Kang.

Kang didn't go straight to the top when he approached the Shan Fan triad, as he knows Big Ears Tam is pretty content with the way things are there. One of his lieutenants, however, covets the power held by Tam, and was interested in what Kang had to sell. Thin Noodles Ma now studies black magic under Kang's tutelage, and Kang has promised to deliver the means through which Ma can ascend to Big Bosshood.

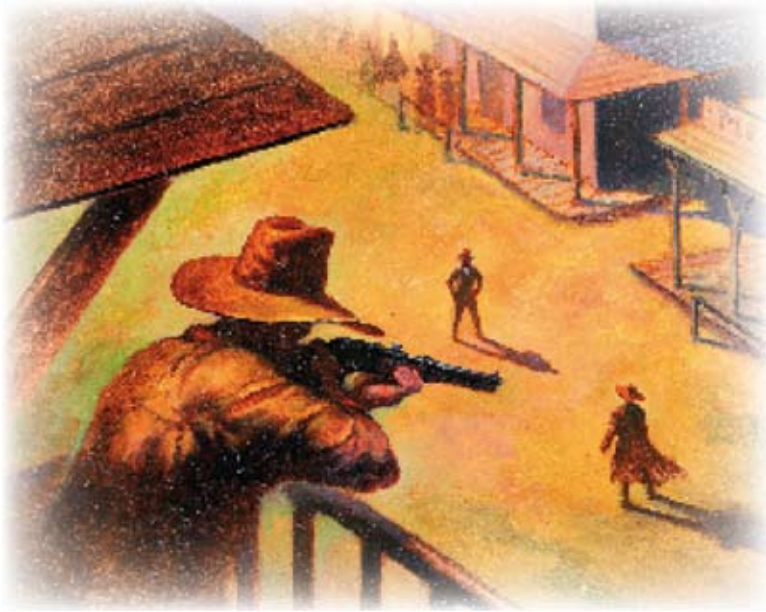


Union Blue

Joshua Lawrence Chamberlain, the hero of Gettysburg, is president of the Union Blue Railroad. He was working as Grant's aide de camp when the transcontinental competition was announced.

Realizing its importance to the country, he requested a leave of absence to form Union Blue.

Union Blue runs just south of the Sioux Nations, and as you might expect, Chamberlain is often forced to build spurs into the Disputed Territories in order to bring in much needed revenue. With the cessation of hostilities, however, he can no longer rely on Union troops to protect his rolling stock in the Disputed Territories, and his coffers are running low.



Chamberlain's real advantage stems from his personal character. His incredible sense of integrity and honor has won him many friends along his path, including many military commanders and the former leader of the Agency's Western Bureau, the Ghost. This allows him to quickly and cheaply negotiate right-of-ways with towns in both the United States and its territories, as well as in the Disputed Territories.

Unfortunately, one of these ties could also prove to be his undoing. The Ghost—also known as Andrew Lane, and more famously as former president Abraham Lincoln—is Harrowed. Only a handful of folks know this, and one of them is Chamberlain. A year or so back, however, the Ghost lost control of his manitou and got up to some evil out West. He eventually regained control, but took himself out of action for a while, hoping to cement his hold over his own body.

The Powers That Be in the Agency decided putting the Ghost back in charge of the North's best weapon against the Reckoning wasn't the wisest thing to do, even if he did seem rehabilitated. Instead, the Ghost volunteered his expertise as a troubleshooter to his old friend Chamberlain.

Without the benefit of Union military protection, Chamberlain can use all the help he can get, so he agreed. But he is entrusting the security of the railroad to the possessed dead president! If the Ghost can keep his unholy hitchhiker in check, Chamberlain may get the Union Blue clear across the country. If not, it's going to be one Hell of a derailing!



Wasatch

Back when the Rail Wars first got underway, most folks were betting on Darius Hellstromme and his Wasatch Railroad to win the whole enchilada. His amazing technology and financial might—Hellstromme is the Weird West's preeminent mad scientist—allowed him to lay track at an astounding rate. What's more, he never had any problems securing right-of-way through the various boomtowns and cities of the West.

Usually, this was because he simply bribed the town's mayor or citizens with piles of cash or a few of his amazing inventions; when that didn't turn the trick, he resorted to terror tactics employing his legions of mechanized monstrosities (along with more mundane mercenaries).

Unfortunately for Hellstromme, he's come up against a wall called the Denver-Pacific Railroad. Owned by his most prominent scientific rivals, Smith & Robards, the DP runs from Denver all the way to Virginia City, Nevada, the very same territory Hellstromme wishes to run his rail line through. What's more, the DP lines are poised to press on to Lost Angels (from their branch line to Fort 51), Shan Fan, or even to Sacramento. For a small player in a big struggle, the Denver rails would be a useful addition to a number of lines.

Originally, Hellstromme and the S&R boys worked out an amicable business arrangement that allowed Wasatch to use DP rolling stock and it seemed the great technological rivals were forging some kind of monopoly. That state of affairs didn't last, however (some say Smith was against it all along), and in a spectacular bust up, DP dumped Wasatch stock off their trains in the middle of the desert. No one knows what the cause of the aggravation was, but the only thing more surprising than S&R passing up a chance at a profit was Hellstromme's reaction.

Instead of launching an all-out war (his usual bargaining strategy), Hellstromme tendered a series of generous buyout offers, and never mentioned the hundreds of thousands of dollars of machinery that was destroyed in the incident. Rumor has it that Hellstromme's calm response has S&R more rattled

than if he'd brought down the thunder—They're ready for anything, but Smith & Robards aren't selling or surrendering.

Had the work begun years ago, Wasatch could have laid track around the DP line, but the railroad is now hemmed in by Black River to the South and Union Blue to the North.

Instead, Hellstromme put his enormous intellect to work and invented an enormous drilling machine with which he intends to burrow *beneath* the Rocky Mountains and emerge clear of the DP line. He hasn't named the thing—he doesn't really go in for the crazy gadget appellations his contemporaries tend toward—but the crews that work on it call it the Hellbore thanks to the tremendous racket sent up by the enormous amounts of ghost rock the thing burns, a cacophony only amplified by the confined spaces in which the machine operates.

Thus far the Hellbore has vanished into the Rockies along with the rail crews following behind it. A heavily-armed camp keeps looky-Lous from finding out what's going on. Some speculate it's almost out of the Rockies. Other say it's broken

down. A few rumors have even surfaced saying it tunneled straight to Hell, and Hellstromme has gone to meet his maker!

Peace in our Time?

Ironically, Hellstromme winning the Rail Wars is the best possible result for most folks. He's more than happy to accept the ghost rock shipping contract from both the North and the South, and is in prime position to do so, as his line is laid almost exclusively through the disputed territories. With neither the Union nor the Confederacy able to establish a clear advantage in ghost rock powered armament thanks to this balance of power, the Civil War would be less likely to resume.

That said, Hellstromme *is* the servitor of Pestilence. So, while his victory in the Rail Wars would undoubtedly put a damper on future hostilities in the Civil War, and would bring the bloody feuding of the rail barons to an end, he doubtless has nefarious plans of his own that could result in even more bloodshed and horror.



≡ncounters

so you know the history, you know the countless plots and schemes the major players have up their sleeves, and your players are scratching their itchy trigger fingers.

As your posse gets ready to saddle up and ride out, it's time to give some consideration to critters they're going to meet on their wanderings. Some are humans more monstrous than the foulest creature, some are weird, and others are just plain evil.

They're all in here, Marshal. Read on.

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Animate Hand

This abomination is born after a human hand is severed by some means, preferably one that makes it worthwhile for the hand to seek vengeance. The Reckoners then provide the missing member a disgusting life of its own. The things skitter along using their fingers and thumbs, and can even sit up on their stumps to manipulate other objects (they're rather fond of knives, actually). The hand always has a specific intended victim, but it doesn't mind harassing and terrorizing anyone who gets in its way. It loves to ridicule and tease its victims before closing in for the kill. A hand sometimes bars some identifying characteristic, such as a ring or tattoo. Identifying it doesn't really do anyone much good, but at least no one can say "Don't touch me! I don't know where you've been!"

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

Skills: Climbing d10, Fighting d10, Lockpicking d8, Notice d6, Shooting d8, Stealth d6, Taunt d4

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

Special Abilities:

- **Fear:** Anyone viewing an animate hand must make a Guts roll.
- **Fearless:** Animate hands are immune to Fear and Intimidation.
- **Improved Dodge:** attackers' Shooting and Throwing rolls are modified by -2, and the animated hand adds +2 to evade area effect weapons.
- **Invulnerability:** Animate hands can be killed, but return the next night unless destroyed by their Weakness.
- **Size -2:** The hand is... well... a hand.
- **Small:** Anyone attacking an animate hand suffers a -2 to their attack rolls.
- **Strangulation:** When an animate hand scores a raise on a Fighting roll, it latches onto the neck of its victim. It immediately forces the victim to make a Vigor roll or suffer a level of Fatigue from suffocation. Every round thereafter, the victim must make another such roll, each roll gaining a cumulative -1 modifier. The victim may tear the hand away with an opposed Strength roll. Once

ENCOUNTER DIFFICULTIES

You might be wondering about the difficulty of the encounters listed throughout this book. Are they intended for characters of Novice Rank? Seasoned?

The answer is none of the above. The encounters are created to reflect the natural (or in some cases *unnatural*) organization of the characters or creatures listed. That means your group had best be warned that this isn't like certain other games that automatically set the challenge level to something they can deal with. Sometimes a horrific abomination simply needs to be avoided, or clever tactics or hired guns employed to defeat it.

We do this both because it's more natural and it's more of a challenge. Besides, any system we create would have a difficult time fitting the nature of your posse. If a big game hunter hires on a squad of expert riflemen to cover his back, it doesn't make sense that suddenly every rattler has four buddies as well. That means that just as in real life, exploring the world with a larger party is safer (though it might not fit your posse's plans to stay low key). Of course, it also means the heroes have to feed the Extras and provide food water and ammo for them as well. And don't forget some of these apples are no doubt rotten.

All that said, the GM should tweak encounters to fit the nature of his party. You'll have a good handle on what your party can manage after a few sessions, without the need for some sort of formula.



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removed the victim regains 1 Fatigue level per round.

- **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Arrows, bullets, and other piercing attacks do half-damage.
- **Weakness (Fire, Acid):** Fire and acid are the only attacks that permanently destroy an animate hand.



Automaton

Automatons are roughly humanoid in shape, consisting of a large torso (housing a ghost rock boiler); piston-driven limbs; and a brassy, cylindrical head. One arm ends in a pincer-like claw while the other terminates in a Gatling gun or flamethrower attached at the elbow.

Dr. Darius Hellstromme builds these mechanical abominations in the City o' Gloom and deploys them all over the Weird West to protect his various interests.

The key to the automatons' intelligence, and therefore their independence, is the construction process. Hellstromme invented a process by which he can reanimate dead brain tissue, and he uses this procedure to create automaton brains. Essentially, automatons are heavily armored walkin' dead that are forced to obey Hellstromme's orders.

Hellstromme has no desire to see the inner workings of his invention exposed. Each automaton is wired with a powerful explosive that destroys the brain and most of the device's internal parts should the automaton cease functioning.

These metal monsters never surrender. They mow down their opponents with Gatling fire and crush them with their powerful pincers.

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

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

Pace: 4; **Parry:** 6; **Toughness:** 13 (4)

Gear: Gatling gun (24/48/96, 2d8, ROF 3, AP 2) w/ 60 rounds of ammunition.

Special Abilities:

- **Armor +4:** Automatons have thick iron plating.

- **Claw:** d12+d8.

- **Construct:** +2 to recover from Shaken. No additional damage from called shots. Arrows, bullets, and other piercing attacks do half damage. Immune to disease and poison.

- **Fearless:** Automatons are immune to Fear and Intimidation.

- **Gyrostabilizer:** The automaton suffers no recoil penalty when firing his Gatling.

- **Hardy:** A second Shaken result does not cause a Wound.

- **Self-Destruct:** If an automaton is Incapacitated, it explodes in an area equal to a large Burst Template, inflicting 3d6 damage on anyone within.

- **Size +1:** Automatons are considerably bulkier than a human.

- **Weakness (Head):** Attacks that target an automaton's head do normal damage.



Aztec Mummy

During certain periods of their history, the Aztecs practiced a form of mummification, particularly for those who were considered especially blessed or important. Occasionally, one of these mummies—usually that of a mighty king or priest—returns to the world of the living. These revenants usually inhabit ruins or other areas tied to their past, and often attract cults of human followers.

This type of mummy has a specific upkeep requirement. Every 20 days, it must obtain a new heart, fresh from a live human being.

The appearance of an Aztec mummy varies according to the freshness of its heart. With a new heart, the mummy is similar to a Harrowed—only detectable as undead with some effort. As the heart weakens, the mummy's skin begins to dry and tighten, until, on the last day, it becomes little more than a dried-up, withered bag of walking bones.

Some Aztec mummies are buried with a small jade stone under their tongues. These stones protect the mummy from all forms of attack while in place.

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



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

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

Gear: An obsidian edged club called a Macahuatl (d12+d10)

Special Abilities:

- **Fear (-2):** Anyone encountering an Aztec mummy must make a Guts roll (-2).
- **Fearless:** Aztec mummies are immune to Fear and Intimidation.
- **Invulnerability:** If an Aztec mummy has a jade stone under its tongue, it can be Shaken, but not Wounded, by damage from any source, even if it is directed at the abomination's heart. Called shots that target the jaw (-4) remove the stone from the mummy's mouth.
- **Level Headed:** The mummy draws two cards and acts on the highest.
- **Miracles:** Aztec mummies have 20 power points and the following powers: *beast friend*, *stun*, *puppet*, *zombie*.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Arrows, bullets, and other piercing attacks do half damage.
- **Weakness (Heart):** Damage that targets a mummy's heart is at +4 and piercing attacks do normal damage.

Black Regiment

The Black Regiment consists of reanimated soldiers slain on both sides of the War Between the States, their uniforms stained black by their own blood. The only members of the unit who seem to have any individuality are the Lt. Colonel and the Bugler, whose horn sounds a bloodcurdling charge.

During critical battles between the Blue and Gray occurred, the Black Regiment would sometimes appear to tilt the battle in favor of the loser, solely in the interest of sustaining further bloodshed. With the war over, the Regiment now targets units that become lax in their discipline, no matter where in the Weird West they might be found.

The undead of the Black Regiment prefer to fight viciously rather than effectively, favoring charges with their rusty bayonets. They attack their enemies mercilessly, but do not act in any way to protect their "allies."

Black Regiment Soldier

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

Skills: Climbing d8, Fighting d8, Notice d4, Shooting d6, Stealth d8

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

Gear: Spencer Carbine (20/40/80, 2d8, AP 2), bayonet (d8+d4 damage. d8+d6, +1 Parry, Reach 1, when affixed to a rifle. Requires both hands).

Special Abilities:

- **Fear:** The Black Regiment causes any who see it to make a Guts roll.
- **Fearless:** Soldiers of the Black Regiment are immune to Fear and Intimidation
- **Invulnerability:** Members of the black regiment can never be permanently killed, so long as the war rages. This includes guerilla warfare such as that which occurs in Kansas every day, as well as engagements between Union and Confederate privateers in the Maze. Once a battle is over, the regiment returns to the Hunting Grounds, swelling its ranks with the recently deceased.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Arrows, bullets, and other piercing attacks do half damage.

Black Regiment Bugler

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

Skills: Climbing d8, Fighting d8, Notice d4, Shooting d6, Stealth d8

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

Gear: Spencer Carbine (20/40/80, 2d8, AP2), bayonet (d8+d4. d8+d6, +1 Parry, Reach 1, when affixed to a rifle. Requires both hands).

Special Abilities:

- **Fear:** The Black Regiment Bugler forces a Guts roll.
- **Fearless:** The bugler is immune to Fear and Intimidation.
- **Invulnerability:** Members of the Black Regiment can never be permanently killed so long as the war rages. This includes guerilla warfare such as that which occurs in Kansas every day, as well as engagements between Union and Confederate privateers in the Maze. Once a battle is over, the regiment returns to the Hunting Grounds, swelling its ranks with the recently deceased.
- **Terror Bugle:** The bugler may blow his horn, causing *fear* (as per the power description). He has 4 Power Points for this power.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Arrows, bullets, and other piercing attacks do half damage.
- **Coup:** Any Harrowed who counts coup upon the bugler can thereafter use his horrific horn. The Harrowed gets 4 Power Points that can only be used with this power.



Black Regiment Commander

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

Skills: Climbing d8, Fighting d10, Intimidation d6, Notice d6, Shooting d6, Stealth d8

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

Gear: Colt dragoon (12/24/48, 2d6+1, AP1), saber (d8+d6).

Special Abilities:

- **Commander:** All members of the Black Regiment within 5" add +1 to recover from being Shaken.



- **Fear:** The Black Regiment Officer forces a Guts roll.
- **Fearless:** The commander is immune to Fear and Intimidation.
- **Invulnerability:** Members of the Black Regiment can never be permanently killed, so long as the war rages. This includes guerilla warfare such as that which occurs in Kansas every day, as well as engagements between Union and Confederate privateers in the Maze. Once a battle is over, the regiment returns to the Hunting Grounds, repopulating its ranks with the recently deceased.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Arrows, bullets, and other piercing attacks do half damage.
- **Coup:** Any Harrowed who counts coup upon a Black Regiment Commander gains the Command Edge.

Bloodwire

Related to tumblebleeds, this thorny, vine-like abomination is nigh indistinguishable from barbed wire. It camouflages itself along barbed wire fences, until prey approaches, then lashes out, wrapping itself around its victim and draining his blood through its thorny tendrils. Following its meal,



the engorged bloodwire resembles a fat, red milkweed and slowly slithers along the fence to lay a new ambush. Bloodwire is to blame for many range wars, as gunmen employed by opposing cattle barons assume their counterparts are responsible for the bloodwire's victims. The wounds inflicted by bloodwire resemble small-caliber gunshot wounds.

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

Skills: Climbing d4, Fighting d6, Guts d6, Notice d4, Stealth d12+2

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

Special Abilities:

- **Blood Drain:** A bloodwire cause 2d4 damage on a successful Fighting attack, as it drains the blood of its target through its tendrils.
- **Fear:** The sudden attack of the bloodwire causes its victims to make a Guts roll.
- **Size -2:** Bloodwires are long (between six and eight feet) but are thin as whips.
- **Whip Thin:** Bloodwires are difficult to hit thanks to their peculiar dimensions, and all attack rolls targeting bloodwires suffer a -4 penalty.

Bloody Ones

Priests of the Cult of Lost Angels are sometimes granted enchanted bone fragments taken from their victims. Grimme gifts them with a twisted miracle

that summons forth a bloody zombie with putrefying organs, which looks much as Grimme did during his rebirth. These blood-soaked skeletons are called bloody ones.

A cultist need only toss such a bone fragment on the ground to summon the horrid servants. The bloody one follows its summoner's orders to the letter, but only if he is a flesh-eating member of Grimme's cannibal cult. Anyone else, it attacks on sight.

Bloody ones do not speak, but sometimes emit a slurpy laugh. Usually, it's at the prospect of a nice meal of human flesh.

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

Skills: Fighting d10, Intimidation d8, Notice d8, Stealth d10, Taunt d8, Tracking d8

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

Special Abilities:

- **Claws/Bite:** d8+d6.
- **Fear (-1):** Bloody ones are horrific creatures.
- **Fearless:** Bloody ones are immune to Fear and Intimidation.
- **Improved Frenzy:** Bloody ones make two melee attacks with no penalty.
- **Undead:** +2 Toughness; +2 to recover from being Shaken. Arrows, bullets, and other piercing attacks do half damage. Called shots to the head do normal damage, but do not gain the usual +4 damage bonus.



Bogie Man

The bogie man is a spindly abomination made of dried twigs and sticks with a dry tumbleweed for a head. Once a creature of childrens' nightmares, this horror was given unholy life by the Reckoners. It takes special joy in frightening young children, whose elders rarely believe their tales. The bogie man is careful not to let adults see him, and it goes out of its way to make sure children witness its cruel and deadly mischief. If it can frame some poor child for the deed, so much the better.

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

Skills: Climbing d12, Fighting d12, Guts d8, Intimidation d10, Lockpicking d10, Shooting d10, Stealth d12+2, Taunt d8

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

Special Abilities:

- **Claws:** d8+d4.
- **Childhood Terror (-2):** Anyone with the Young Hindrance must make a Guts roll (-2) when they encounter a bogie man.
- **Fear:** Anyone who encounters a bogie man must make a Guts roll.
- **Unbelievable:** No one believes in the bogie man, even in the Weird West. Extras who have yet to encounter this critter are treated as having the Doubting Thomas Hindrance when the bogie man is encountered.
- **Weakness (Children):** Anyone with the Young Hindrance who strikes a bogie man with a Fighting roll and causes at least one wound destroys the creature instantly.
- **Coup:** A Harrowed who kills the bogie man gains an immediate die type increase to his Stealth skill (or gains it at d4 if he did not have it before), as well as a +2 bonus to all Intimidation rolls against anyone with the Young Hindrance. On the flip side, the Harrowed suffers +2 damage from any attacks made by those with the Young Hindrance.



Bone Fiend

The “heart” (so to speak) of a bone fiend is a human skull, colored as black as pitch. Bone fiends are created when a manitou finds a human skull with at least a little bit of brain matter left, and binds nearby bones and cartilage into a massive abomination.

The creature varies in appearance due to its ability to add additional bones to its mass, and can have up to six legs and as many as four arms provided enough bones are nearby. The lair of any bone fiend is always knee-deep in spare parts, which allows it to use its abilities to the fullest. It goes to great lengths to protect its black skull, which it usually hides within a tightly packed mass of bone in its torso.

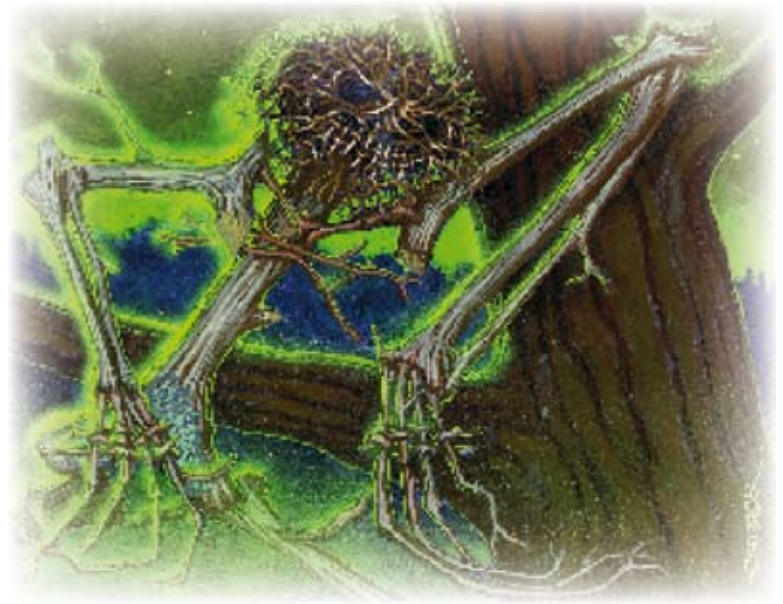
Attributes: Agility d10, Smarts d8, Spirit d12, Strength d10, Vigor d8

Skills: Fighting d12, Notice d6

Pace: 8; **Parry:** 8; **Toughness:** 11

Special Abilities:

- **Bite/Claws:** d10+d4.



- **Bone Explosion:** The bone fiend can cause itself to explode, hurling its bones outward like shrapnel. This inflicts 2d6 damage to everyone under a Medium Burst Template centered on the bone fiend. The bone fiend must spend one full round reforming, during which time it can take no action, and its skull loses the benefit of its increased Size.
- **Fear (-1):** Bone fiends cause Guts rolls (-1) for any who encounter them.
- **Fleet Footed:** Bone fiends have a d10 running die.
- **Fearless:** Bone fiends are immune to Fear or Intimidation.
- **Improved Sweep:** The fiend’s attacks hit all adjacent foes with no penalty.
- **Invulnerability:** Bone fiends can be put down, blown up, or otherwise destroyed, but will reform 1d4 rounds later as long as a ready supply of bones remains. The only way to kill a bone fiend is to destroy its ebon skull (see Weakness).
- **Size +3:** The fiends are around 8’ tall.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Arrows, bullets, and other piercing attacks do half damage.
- **Weakness (Ebon Skull):** A single wound to the skull (Toughness 8) destroys a Bone Fiend. Called shots to the skull are treated like called shots to the head, and inflict normal damage (though do not gain the usual +4 to damage).



Braincrawler

A braincrawler is a dark-colored, multi-legged, parasitic abomination about six inches in length. It resembles an enormous centipede. It attacks by burrowing into its victim's neck and latching on to his spinal cord.

Once attached, the braincrawler sends horrific images straight into the host's mind and sustains itself through his terror. The critter isn't very smart, and its host doesn't talk except for the occasional one-syllable word.

Further, when a braincrawler takes control, its host undergoes several physical changes. First, the victim's eyes turn solid black, reflecting the spiritual evil of the braincrawler. Second, because the critter is leeching off the host's nervous system, it increases his pain tolerance. Finally, since the parasite has different tastes, the victim isn't very picky about what he eats. Insects, worms, carrion, and human flesh are all considered tasty treats.

Braincrawlers always strike while their potential victim sleeps. These critters also prefer victims who live hermit-like existences, since they have little fear of discovery in such remote environs. That said, entire settlements have fallen prey to these insidious creatures.

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

Skills: Fighting d6, Knowledge (Local Area) d4, Notice d8, Stealth d6, Tracking d10

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

Special Abilities:

- **Fearless:** Braincrawlers are immune to Fear and Intimidation.
- **Parasite:** A braincrawler attacks by burrowing into the back of its victim's neck as he sleeps. This is automatically successful unless the victim is awake, in which case the braincrawler must roll a raise on a Fighting roll. Each day thereafter the victim must make an opposed Spirit roll to remain in

control of his own body. Failure means the braincrawler gains complete dominance. While in control the braincrawler uses its own Smarts and Spirit, but otherwise uses the traits of the victim. Once the braincrawler is fully in control, its victim cannot be Shaken, although he can be wounded normally. If a braincrawler occupies a Wild Card, it loses the benefit of the Wild Die but retains the three wounds allowed Wild Cards.

- **Size -2:** Braincrawlers are small creatures.
- **Small:** Attack rolls targeting braincrawlers suffer a -2 penalty.
- **Wild Card:** Braincrawlers only gain Wild Card status when they possess a Wild Card host.
- **Weakness (Alcohol, Fire):** Braincrawlers can be removed by dousing its fleshy burrow with 100 proof alcohol, or failing that, by burning the area with an open flame. In either case, the braincrawler must make a Spirit roll (-4) each round or flee the victim's body. The fleeing braincrawler does 1d4 damage to the host for each week or portion thereof it was attached to the host's spine. If this damage Incapacitates the victim, he does not roll on the Injury table, but instead suffers brain damage (losing one Smarts die type).

Canker

Cankers are easily mistaken for a prairie ticks, though they're much more insidious. They begin their horrible lives inside the human body. The creature's chitinous body starts out small—about the size of a chicken's egg—but grows quickly, reaching feelers and proboscis into the recesses of the host body to gain nourishment. After a month within a host, a canker has completely consumed the host's internal organs and its appendages are large and strong enough to stretch into the host's arms and legs and operate them. The canker leaves just enough of the victim's original mind intact so he's aware of his horrific situation. It doesn't take long for a canker to mimic its host, but it is nothing more than a sophisticated (and disgusting) parrot. It doesn't adapt well to new situations, but still possesses a fierce, animal cunning.

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

Skills: Climbing d6, Fighting d8, Guts d8, Notice d6

Pace: 6; **Parry:** 6; **Toughness:** 5 (1)

Special Abilities:

- **Armor +1:** Hard shell
- **Claws:** d6+d4.
- **Fear:** Anyone viewing a canker must make a Guts roll.
- **Meat Puppet:** A canker deposits its eggs through a tube down the throat of sleeping or bound victims, who must make a Vigor roll every day or be consumed by the growing canker within. So long as the potential host continues to make this roll, the canker can still be removed through surgery. This requires a Healing roll (-4), which saves the victim's life but leaves him busted up inside (he loses one Vigor die type). Once it gains control, the Canker has full use of the body and manipulates it like a puppet. While the victim still technically lives, he cannot survive the removal of the canker. Cankers can mimic, and therefore use, any skill or Edge possessed by the victim, with the exception of arcane skills. If a canker's host is Incapacitated, the hideous creature bursts out in a shower of gore and scrambles off into the night.
- **Reproduction:** If a canker manages to subdue a foe in its web, it may spend three rounds laying an egg in the poor soul. If the victim manages to escape the web before the process is complete, the canker withdraws into its original host.
- **Size -1:** When fully grown, cankers are the size of large dogs.
- **Webs:** This critter can spin small webs through the mouth of its victim, enveloping unsuspecting (usually sleeping) targets taking two rounds. Once bound, the victim must make a Strength roll to break free. Another character may spend one round removing the web without a roll.
- **Wild Card:** Cankers only gain Wild Card status when they have grown within a Wild Card host.



Carcajou

A carcajou is a nightmarish wolverine-like creature, roughly three feet tall. Its muzzle holds two rows of triangular, serrated teeth and its paws are tipped by three-inch long claws capable of scoring stone. The monster's fur is dark brown, shot through with lighter coloring around its muzzle. Its eyes are large, with oddly shaped and disturbingly human irises.

The carcajou is ferocious and ravenously hungry at all times. It preys on any animal, and can even wipe out small herds of cattle that wander too near its lair. Carcajou often strip trap lines (and, on occasion, their unlucky owners) and once it sets up housekeeping in a new lair, it quickly drives away all other animal life.

In order to conserve its energy, carcajou hide under rocky overhangs or fallen logs near game trails and water holes. They lunge at their prey in a whirlwind of fangs and fur, and usually make short work of any animal up to and including full-grown bears.

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

Skills: Climbing d10, Fighting d12+2, Intimidation d10, Notice d8, Stealth d12, Tracking d8

Pace: 10; **Parry:** 9; **Toughness:** 10 (1)

Special Abilities:

- **Armor +1:** Thick fur gives the carcajou additional protection.

- **Bite:** d10+d8.
- **Claws:** d10+d6, AP 1.
- **Dense Body:** +2 Toughness.
- **Daunting:** A carcajou's sudden frenzy allows it to make a free Intimidation attack at the beginning of the combat.
- **Fearless:** Carcajou are immune to Fear and Intimidation.
- **Hardy:** When Shaken a second time, Carcajou do not suffer a wound.
- **Quick:** Carcajous discard action cards of 5 or lower.
- **Improved Frenzy:** The creature makes two Fighting attacks at no penalty.
- **Size -1:** A carcajou is about the size of a large dog.

Catamount

The catamount is a large wildcat that is nearly impossible to spot thanks to its chameleon-like fur. It often conceals itself in trees, sometimes hooking its rear claws onto a branch and swinging down on unsuspecting prey. In addition, it is an uncanny mimic, and often imitates human screams or even cries for help.

As intelligent as a cowpoke and twice as big, the catamount is a fearsome abomination. It stalks hunters and often turns their own traps against them. Catamounts are found primarily in the major mountain ranges of the West: the Cascades, Sierra Nevada, Wasatch, and Rockies.



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

Skills: Climbing d12, Fighting d10, Guts d8, Intimidation d10, Notice d10, Stealth d12+2, Tracking d10

Pace: 8; **Parry:** 7; **Toughness:** 9

Special Abilities:

- **Bite/Claws:** d12+d6.
- **Caterwaul:** A catamount's yowl can be heard up to a mile away. The catamount may make an Intimidation test of wills against anyone within earshot.
- **Fleet Footed:** The catamount has a d10 running die.
- **Improved Frenzy:** The creature makes two Fighting attacks at no penalty.
- **Low-Light Vision:** Catamounts suffer no penalties for dim lighting.
- **Mimicry:** A catamount can alter its cry to sound like a call for help or the scream of a woman or small child. A Notice roll (-2) is required to detect something amiss.
- **Pounce:** A catamount can leap up to 5" and make an attack with each of its claws and its bite. It adds +2 to its attack and damage rolls when it does so.
- **Quick:** The creature discards Action Cards of 5 or less.
- **Size +2:** Catamounts are ten feet long.

Cemetery Wolf

Cemetery wolves are named for their propensity for digging up human corpses for their carrion feasts. The beasts have no fur on their muzzles and possess long, rock hard claws that are ideal for digging. Wicked canine teeth and near-human cunning complete the package.

Cemetery wolves appear in small packs wherever hastily dug graves are found. In other words, they're pretty much everywhere these days. They communicate with one another by laughing—yipping barks that raise a man's hackles. These critters are bigger than coyotes and have a dark stripe along their spines and dark spots on their flanks.

Cemetery wolves do not always wait. Often, when a battle is ended, the wolves begin feasting on the corpses while the dying look on in horror and wait their turn.



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

Skills: Climbing d6, Fighting d8, Notice d10, Stealth d8, Tracking d12

Pace: 8; **Parry:** 6; **Toughness:** 4

Special Abilities:

- **Bite/Claws:** d6+d4.
- **Fleet Footed:** The cemetery wolf has a d10 running die.
- **Improved Frenzy:** The creature makes two Fighting attacks at no penalty.
- **Low-Light Vision:** Cemetery wolves suffer no penalties for dim lighting.
- **Go for the Throat:** If a cemetery wolf rolls a raise on a Fighting roll, it hits its target in its most lightly armored location.
- **Size -1:** Cemetery wolves are the size of large dogs.

Chinook

The chinook is a massive beast that resembles a giant wolverine with gray and brown markings. It possesses large claws that allow it to move easily over snow or through mud. Its rather colorful name comes from the warm wind that causes early thaws in the Northwest Territory. Like the warm wind, the chinook represents a dangerous change in local patterns. The beast hibernates in summer, but emerges from its slumber in the late fall. The predator is a dedicated carnivore, and its massive size and appetite enable it to hunt any and all creatures found in the Pacific Northwest—especially humans.



Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d12+4, Vigor d12+2

Skills: Climbing d8, Fighting d10, Guts d10, Notice d6, Stealth d10

Pace: 8; **Parry:** 7; **Toughness:** 12

Special Abilities:

- **Bite/Claw:** d12+d8+d4.
- **Size+3:** Chinooks are as large as a fully grown Kodiak bear.
- **Weather Control:** A chinook can alter the surrounding weather conditions to induce blizzards or heat waves, regardless of the prevailing weather conditions. Anyone caught within a one mile radius of the chinook must make an immediate Vigor roll to avoid gaining a Fatigue level from either cold or heat, and must make further rolls as would normally be required (donning appropriate dress negates this). The change in weather lasts 1d4 days.



Chupakabara

This abomination is a small gray or brown creature with a vaguely monkey-like appearance, a large head, long arms, and short legs. Its hands and feet end in vicious claws, and it has a round mouth filled with jagged teeth. Chupakabara are nocturnal, and their large, round, milky black eyes provide excellent night vision. A chupakabara (Spanish for "goat-sucker") is produced when the Reckoners take

note of one who willingly betrays a family member. Chupakabaras feed on the blood of animals (usually domesticated beasts like goats), and like to get the drop on their prey. Besides drinking blood, the chupakabara also likes eating the soft, tasty bits of critters, such as eyes and lips, and can also reach its long arms down a critter's throat to pick out other "delicacies."

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

Skills: Climbing d6, Fighting d10, Guts d6, Notice d8, Stealth d12+2, Survival d6

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

Special Abilities:

- **Bite/Claws:** d8+d6.
- **Fear:** This critter causes those who see it to make Guts rolls.
- **Improved Frenzy:** The creature makes two Fighting attacks at no penalty.
- **Low Light Vision:** The chupakabra ignores Dim and Dark lighting penalties.
- **Trackless:** This critter never leaves a trail, and Tracking rolls attempted to follow it automatically fail.
- **Unseen Movement:** While running, the chupakabara becomes blurred and hard to see. Anyone who interrupts the monster to attack it while it is running suffers a -2 modifier on his attack roll.



- **Coup:** Harrowed who defeat a chupakabara gain its Trackless ability. Unfortunately for the Harrowed, he can't turn this ability off, which may lead to some unfortunate questions.

Clockwork Tarantulas

Clockwork tarantulas stand about 3' high and resemble enormous, mechanical versions of their namesakes. Eight gear-driven legs, each over a yard long, emerge from the bulbous, armor-plated body. Within this hard steel carapace are the pistons and devices that give the creature "life." The head contains a set of sharpened, hollow tubes that function as the mechanism's primary weapons, or "fangs."

These are another of Hellstromme's devices, designed to give his rail gangs an edge in the fight for the first transcontinental line. Like automatons, the duplication of these machines is beyond the ken of most inventors, and for the same reason. Clockwork tarantulas, however, don't rate human brains. Instead, they're guided by reanimated animal brains.

The mechanical arachnids are terrifying opponents, made more so by the potent acid they inject or spray at targets. Should a clockwork tarantula be defeated, its remaining acid is released to destroy the creature, concealing the method of its construction forever. Their metal plating makes them somewhat resistant to normal firearms. Just like automatons, these devices are absolutely fearless and fight accordingly.

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

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

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

Gear: Acid sprayer (1/2/4; 2d6; ROF 2; AP 5).

Special Abilities:

- **Acidic Bite:** d6+d12
- **Armor +2:** Clockwork tarantulas are covered in metal plates.
- **Booby-trap:** When a clockwork tarantula takes a Wound, it releases acid into its own brain case to dissolve the contents. Anyone adjacent to the tarantula must make an Agility roll or suffer 2d6 damage.



- **Construct:** +2 to recover from Shaken. No additional damage from called shots. Arrows, bullets, and other piercing attacks do half damage. Immune to disease and poison.
- **Fearless:** Clockwork tarantulas are immune to Fear and Intimidation.
- **Size -1:** Clockwork tarantulas are the size of large dogs.
- **Wall Crawling:** A clockwork tarantula may climb vertical surfaces at its full pace and move across inverted surfaces at half pace.
- **Weakness (Head):** Shots and other attacks which target an clockwork tarantula's head do normal damage.



The Weird West is chock full of fire and brimstone preachers who harangue their congregations with worries of Hell and damnation. The Reckoners are loathe to let such a ready source of fear fall by the wayside, and occasionally reward a Satanic cult—or torture a God-fearing congregation—with something straight out of the most zealous preacher's worst imaginings.

Demons draw much of their form from the concepts of the summoning cult or the frightened congregation. As a result, they vary greatly in appearance, size, and power. Most conform very closely to the most common depictions of demonic beings. Additionally, most demons play the appropriate role in any Faustian bargain a cultist



might propose, though any power granted comes straight from the Reckoners. The demon is nothing more than a Hellish broker.

When cultists “summon” a demon, they go through a series of complex rituals, possibly including human or animal sacrifice. The more horrific the ritual, the larger and more powerful the demon bestowed upon them as a reward. The demon, however, is in no way bound to the summoners, no matter what these misguided souls might believe. Once the cult is of no further use, the demon discards them in the most frightening fashion available.

On the rare occasions when demons are forced into direct physical confrontations, they take full advantage of their immunity to most attacks and rend their foes to shreds with their claws and teeth.

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

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

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

Special Abilities:

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



Desert Thing

Desert things are loathsome horrors lurking beneath the soft sands of the southwestern deserts. Desert things move very slowly beneath the dunes, setting up shop along popular trails or in or near a water hole. When a hapless traveler passes by, the thing grabs its legs or hooves with its long tentacles and drags it into its circular maw.

Desert things can sense approaching prey up to 25" (50 yards) distant with a Notice roll (opposed by Stealth if the posse's being sneaky). When the prey gets within reach of its 5" long tentacles, the creature attacks.

Attributes: Agility d8, Smarts d4(A), Spirit d4, Strength d12+2, Vigor d12

Skills: Fighting d8, Notice d6, Stealth d12+2

Pace: 2; **Parry:** 6; **Toughness:** 14 (2)/9 (7)

Special Abilities:

- **Armor:** +2 for the body submerged in the sand, +7 on the creature's tentacles
- **Bite:** 2d10 AP3.
- **Drag:** On a successful opposed Strength check the desert thing drags its prey 1" closer to its maw. Each raise on this roll increases the distance dragged by 1". If the victim beats the desert thing with a raise, he manages to break free from the tentacle.
- **Improved Sweep:** The desert thing may attack up to 8 opponents with a Reach of 5" at no penalty. Each tentacle has a Toughness of 9, and is severed if "wounded."

- **Size +5:** The enormous bulk of the desert thing is hidden beneath the sand.

Devil Bats

These critters live in the Badlands of the Dakota Territory. The Sioux call them "kinyan tiwicakte," or "flying murderer."

Devil bats are nocturnal predators who hunt in packs. They attack by racing from the night and grabbing prey with their taloned feet. If the bat thing is successful, it races into the air and drops its prey from the apex of its swoop, hoping to dash it to death on the rocks below. The things then settle down to devour the victim, whether he is dead or merely stunned.

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

Skills: Fighting d10, Intimidation d10, Notice d8, Stealth d12+2

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

Special Abilities:

- **Claws:** d12+d4+1.
- **Death From Above:** A flying devil bat that hits with a raise causes damage as usual. In addition, the thing grasps its prey in its claws, swoops into the air, moving the remainder of its flight pace. The next round the creature drops its prey to the ground (see falling damage in *Savage Worlds*). Characters



on Hold or who have not yet taken their action may attempt to hold on by making an opposed Strength roll. If successful, the prey continues to struggle. With a raise, the victim forces the creature close enough to a landing spot to jump free without taking damage.

- **Flight:** Pace 16".
- **Quick:** Devil bats discard action cards of 5 or lower.
- **Weakness:** Devil bats see by sonar. They must subtract 4 from their attack rolls if their prey stands stock still (assuming they detected it before the victims "froze"). Standing still when a devil bat is sweeping down on you requires a Guts check at -2. Failure means the victim flinches or moves, allowing the bats to "see" him.

Devil Ray

Devil rays are 15' wide manta rays with bony tail spikes. The creatures have pitch-black skin, small black eyes on their leading edge, and a mouthful of razor-sharp teeth on their underside. Two small, knobby projections jut from above their eyes, giving the impression of horns.

Devil rays swim quickly enough to launch themselves into the air, allowing them to glide more than 10 feet above the water's surface. They usually use this ability to sweep boat decks clear of potential meals. These abominations are found only in saltwater and travel in schools of 10 or more. Devil rays are the cause of many of the "ghost ships" that turn up in the Maze.

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

Skills: Fighting d8, Guts d6, Notice d6, Stealth d10

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

Special Abilities:

- **Aquatic:** Pace 12.
- **Bite:** d10+d4.
- **Fleet Footed:** Devil rays roll a d10 when running.
- **Flying:** Devil rays may fly for one turn if they "ran" in the water the previous turn. They may achieve a height of up to 4" and glide a distance of up to 12" and may make an attack at any point during the glide.

- **Grapple:** A devil ray may make a grapple attack by engulfing a target with its wings. If successful, it may make a bite attack each round until the grapple is broken. Characters dragged into the water must succeed at a Vigor roll every round or start to drown (see *Savage Worlds* rules).
- **Size +2:** Devil rays are 15' wide rays.
- **Tail Spike:** d10+d4, may attack to the rear only.

Dread Wolf

Dread wolves have blood-red eyes, and they constantly drool bloody saliva that coats their fur with gore. Their ferocious appearance is accentuated by the strong stench of carrion that clings to their mangy pelts. The smell and sight of a dread wolf causes normal animals to flee, and it doesn't do much good for people either.

These creatures, sometimes called blood wolves or banshee wolves, are created whenever a pack of normal wolves consumes the flesh of a supernatural corpse. The corrupted flesh transforms the wolves into servants of the Reckoners, infecting them with an unnatural form of rabies known as "bad blood."

Despite their appearance, dread wolves act much like normal wolves, traveling in packs looking for lone stragglers and other easy prey.

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d8, Vigor d10

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



Pace: 10; **Parry:** 6; **Toughness:** 7

Special Abilities:

- **Bite:** d8+d6.
- **Fleet Footed:** Dread wolves have a d10 running die.
- **Goforthethe Throat:** Dread wolves, instinctively go for an opponent's soft spots. When a dread wolf rolls a raise on its attack roll, it hits the target's most lightly armored location.
- **Howl:** Dread may take an action to make an Intimidation check against anyone within earshot of their fearsome howl.
- **Infection:** Anyone wounded from the bite of a dread wolf risks infection. A Vigor roll must be made to avoid sickness. In animals, this sickness manifests itself as a constant Berserk state (as the Edge). Humans gain the Bloodthirsty, Habit (Major) (Cannibalism), and Mean Hindrances. Infection can only be cured if the Habit is bought off (see the Habit Hindrance).

Dust Devil

Dust devils are vicious killers that lurk in the deserts of the southwest. When they spy prey, they create a whirlwind about themselves and move in for the kill.

Dust devils attack by centering on their prey and whirling around it with their spiny, serpentine bodies. They attack from the center of their dirt-filled whirlwinds, making them difficult to see or hit with normal weapons.

Attributes: Agility d8, Smarts d6(A), Spirit d4, Strength d12+2, Vigor d8

Skills: Fighting d12, Notice d8

Pace: 12; **Parry:** 8; **Toughness:** 6

Special Abilities:

- **Deflection:** Attacks aimed at the skeletal serpent within the whirlwind suffer a -2 modifier for its thin size and rapid movement. Ranged attacks that miss with a 1 on the skill die are deflected and spit out in a random direction, and strike the first target in that direction as if he were an innocent bystander.
- **Whirlwind:** The dust devil is the size of a Medium Burst Template. Everything inside or adjacent to the template is attacked



by the whipping spines of the thing and automatically suffers d12+2 damage. Those who are actually inside the template are blind as well (-4 to most actions), unless they wear goggles of some sort.

- **Coup:** A Harrowed who absorbs a dust devil's essence gains +2 Pace.

Duster

Dusters appear as scrawny, emaciated rabbits, or some other critter that blends in extremely well with their surroundings. In the Weird West, looks can be deceiving, and the duster is no exception. Per ounce, they're the cutest little killers in the Weird West.

These critters live only in the most inhospitable and arid of places, where they wait for unwitting travelers to look in their sad little eyes and invite them into their hearts and other organs. They live by sucking the water out of other living beings. Those who have lived to tell of encounters with them believe the desert wouldn't be dry if it wasn't for these malevolent furballs.

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

Skills: Fighting d6, Guts d6, Notice d10, Persuasion d12, Stealth d10, Tracking d10

Pace: 6; **Parry:** 5; **Toughness:** 3

Special Abilities:

- **Alertness:** Duster gains +2 bonus to all Notice rolls.
- **Quick:** Dusters discard Action Cards of 5 or lower.

- **Size -2:** Dusters are typical small animals such as rabbits.
- **Small:** Anyone attacking a duster must subtract 2 from his attack rolls.
- **Water Drain:** When a duster makes a touch attack in combat, it can drain moisture from the victim. Make an opposed Notice roll between the duster and its target. If the opponent loses, he gains one Fatigue level from thirst. Anyone who dies from this Fatigue loss is left a dried, mummified husk. This ability can also be used to drain the ambient moisture from the air, evaporating up to 4 quarts of water in an hour. Harrowed are not affected by this ability.
- **Water Sense:** A duster can sense water within 1 mile of its location, and may make a Tracking roll to locate the source.
- **Weakness (Water):** Oddly enough, dusters are very vulnerable to water. To a duster water is like fire, and inflicts 2d4 damage when splashed on it. Immersion in water kills a the thing instantly.

Flesh Jacket

Without a host, the flesh jacket is a slithering mass of human skin. The skin appears largely intact, save for the slit up the middle of the back and the absence of all skin above the neckline. Flesh jackets are fashioned by very powerful, very evil cults. To create one, a black magician with the proper knowledge removes the skin from a *willing* cultist, and imbues the shorn hide with a will of its own.

While the flesh jacket can keep a corpse moving indefinitely, the creature attempts to find a new host as soon as possible. Hauling around a carcass is no easy task, after all. It is possible — though difficult — to kill just the flesh jacket without harming its host if the host is subdued first.

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

Skills: Fighting d6, Guts d8, Notice d6

Pace: 2; **Parry:** 5; **Toughness:** 4

Special Abilities:

- **Damage Sharing:** All damage done to a host wearing a flesh jacket is divided equally between the host and flesh jacket. A flesh jacket cannot be Shaken while in its host

- **Fear (-1):** A flesh jacket on the move without its host causes a Guts roll (-1).
- **Hardy:** Flesh jackets are very hard to kill and do not take wounds from multiple Shaken results. It requires an actual wound to put a flesh jacket down, though its host benefits from no such protection.
- **Parasite:** Once a flesh jacket has enveloped its prey by scoring a raise on a grapple roll, the host must make a Spirit roll to avoid being taken over by the jacket. After it is in control, the monster can use any skill the victim has, and uses the victim's physical attributes at one die type higher than normal. The victim of a flesh jacket must consume an enormous amount of food to satisfy the hunger of both (twice the usual amount). Any time the host would suffer a level of Fatigue from hunger, the flesh jacket feeds upon him instead, inflicting a wound that cannot be negated.
- **Wall Crawling:** Hostless flesh jackets can crawl along ceilings and walls at their normal Pace. They prefer to drop onto victims from above (usually giving them the drop).
- **Wild Card:** Flesh jackets gain Wild Card status when they control a Wild Card host.

Gabriel Hound

Gabriel hounds (also called *gabbe brecht* or *barghests*) are associated with witches, werewolves, or other shape-changing humans. The large, black dogs resemble mastiffs with red sparks in their pupils and low growls rolling from their throats.

Gabriel hounds are almost always encountered as the forerunner of some more powerful evil. Although others may see it, only the creature's target is cursed by its power. The hounds seldom attack outright. If they do, they begin with a blood-chilling howl and follow up with their formidable fangs.

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

Skills: Fighting d8, Guts d10, Intimidation d10, Notice d10, Stealth d8, Tracking d12

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

Special Abilities:

- **Bite:** 2d8.
- **Curse:** Gabriel hounds are summoned and sent after a specific target. When the victim sees the hound, he automatically suffers from



the Bad Luck Hindrance until the hound's master is destroyed. Destroying the hound has no effect on the curse.

- **Fear:** A Gabriel hound forces any who see it to make a Guts roll.
- **Howl:** As an action Gabriel hounds may make an Intimidation check against anyone within earshot.
- **Immunity:** Gabriel hounds take half damage from normal weapons.
- **Improved Frenzy:** The horrors may make two Fighting attacks each round at no penalty.
- **Weakness (Holy Water):** A pint of Holy Water does 2d6 damage to a Gabriel hound.
- **Weakness (Silver):** Gabriel hounds take normal damage from silver weapons.

Gaki

Gaki is a powerful abomination, not a form of undead as legends suggest. It does however have the ability to turn itself into a tiger-like monster or

impersonate others. These monsters are sometimes found near isolated graveyards and they aren't above graverobbing to sate their hunger.

In its normal form, the gaki appears like a decaying emaciated corpse. However it uses this form only to startle its victims before attacking; due to its shapechange abilities, it usually chooses a normal human appearance.

The creature may hunt in animal form or use its disguise ability to lure in unsuspecting victims by appearing as an attractive member of the opposite sex. After it has feasted on a victim it may use their appearance as a lure to capture others, but it has no knowledge of the person's memories or personalities. It can only mimic the physical form.

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

Skills: Climbing d8, Fighting d8, Persuasion d6, Stealth d8, Tracking d10

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

Special Abilities:

- **Bite/Claws:** d6+d4.

- **Immunity (Normal Damage):** Gaki takes half damage from normal attacks
- **Fear:** Anyone who sees a gaki in its normal form must make a Guts roll.
- **Rapid Healing:** Gakis heal 1 wound level every hour. It cannot regenerate wounds caused by a called shot to the head.
- **Shape Change:** Gaki can mimic another human's appearance perfectly. It can also appear as a monstrous cat. The transformation takes a full round to perform.
- **Weakness (Blessed Weapons):** A gaki takes full damage from a sword blessed by a Shinto or Buddhist priest.

Ghost

Ghosts come in a wide variety of types. Poltergeists tend to throw things, shades haunt particular families or places, and phantoms are frenzied killers.

Exactly what powers your ghost has are up to you, but here are the details on the most common.

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

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

Pace: 8; **Parry:** 5; **Toughness:** 5

Special Abilities:

- **Anchor:** Some ghost have anchors which tie them to the world of the living. An anchor may be a building, a battlefield, the ghost's former body, or any other place or person that was important to it in life. Such spirits may not travel more than a mile from the anchor, though if it moves, they go with it.
- **Chill of the Grave:** A ghost may make a touch attack that deals 2d6 non-lethal damage. Only magic armor protects against this damage.
- **Ethereal:** The creature is immaterial and cannot be harmed by normal weapons. Magic and magical items affect them normally.
- **Fear (Variable):** Anyone who sees a ghost must make a Guts roll. The modifier for the roll can range from 0 to -2, depending on the ghost.
- **Invisible:** Ghosts are invisible, but can become visible at will (usually to cause Fear). Attacks against an invisible target—assuming someone even knows the spirit is present—are made at -6.
- **Nightmares:** Although a ghost cannot affect its anchor directly, it can affect the dreams of all those within its "domain." This has the same effect as the Night Terrors Hindrance.





- **Weakness:** Exorcism releases a phantom from its torment. Most ghosts can also be permanently laid to rest if a hero manages to rectify whatever has caused it to remain in our world. This might be anything from finding out some hidden truth, avenging its murder, or delivering its remains to its family.
- **Poltergeist:** Once a day, a ghost can create a storm of small objects in an area the size of a Large Burst Template. The storm may move up to 2d6" per round. Anyone inside suffers 2d4 damage per round. The storm lasts 2d6 rounds. Make sure to keep the duration secret from the posse.
- **Terror:** The ghost can reveal its most heinous form, forcing those who witness it to make a second Guts roll with a -2 modifier.

Ghoul

Ghouls are human-shaped and around 5 feet tall, though they appear shorter due to their stooped shuffling gait. Their skin is corpse gray and is often covered in sores or pustules.

Ghouls feed on the dead. They will eat any corpse, but they prefer fresh meat, so are often found near battlefields, though they have been known to grab those too badly wounded to defend themselves as well.

These grotesque creatures live in groups underground, and are led by a bloated bestial ghoul king (who is a Wild Card).

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

Skills: Fighting d6, Guts d4, Notice d8, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 7

Special Abilities:

- **Claw/Bite:** d8+d4.
- **Fear:** Anyone seeing a ghoul must make a Guts roll.
- **Night Vision:** Ghouls ignore all darkness penalties; their eyes have a slight red glow about them.
- **Poison:** Anyone bitten by a ghoul and who is at least Shaken must make a Vigor roll. If the roll is failed, the victim gains a Fatigue level.
- **Weakness (Bright Light):** All actions taken by a ghoul exposed to light brighter than a lantern suffer a -2 penalty.

Giant Octopus

Giant octopi have large bulbous heads about 10' in diameter and eight tentacles each upwards of 20' in length. They are most often a mottled brown or gray in color, but are capable of limited chameleonic color changes. They often feed on beasts that other creatures wouldn't think of tangling with, including sharks and killer whales (and unfortunate sailors).

Giant octopusi grab and crush their prey into unconsciousness with their tentacles, but they are limited to one tentacle attack per target unless the victim is at least Large Size. The octopus can also bite with its central beak, but it usually only does so once a victim is incapacitated.

Attributes: Agility d10, Smarts d6(A), Spirit d6, Strength d12+4, Vigor d12+2

Skills: Fighting d8, Guts d4, Notice d6

Pace: 0; **Parry:** 6; **Toughness:** 14

Special Abilities:

- **Aquatic:** Pace 10.
- **Beak:** d8+d6.
- **Water Jet:** A giant octopus may "run" by using its water jet, which gives it a d12 running die.

- **Ink Jet:** A giant octopus may release a cloud of dark ink the size of a Large Burst Template, inflicting a -4 darkness penalty on any Notice or attack rolls into or through it.
- **Large:** Anyone attacking a giant octopus gains +2 to his attack roll.
- **Size +5:** Giant octopi have 10' long bulbous heads, and tentacles that reach over 20'.
- **Tentacles:** Reach 3. The creature may attack up to four simultaneous targets at no penalty. The octopus first grapples its prey and squeezes the life out of them inflicting d12+d6+d4 damage per round. Characters dragged into the water must succeed at a Vigor roll every round or start to drown (see *Savage Worlds* rules).

Giant Saltwater Crocodile

This enormous crocodile grows up to 30' long, and its business end is dominated by jaws that can crush small water craft into matchsticks. They are found primarily in the Gulf of Mexico, though sightings have been reported in the Great Maze as well.

Giant crocodiles use their jaws and terrifying death rolls to devastate their prey, with the tail attack reserved to guard its rear.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d12+6, Vigor d12

Skills: Fighting d8, Guts d8, Intimidation d8, Notice d8, Stealth d10, Swimming d8

Pace: 6; **Parry:** 6; **Toughness:** 15 (3)

Special Abilities:

- **Armor +3:** Giant saltwater crocodiles have thick, scaly hides.
- **Bite:** d12+d10.
- **Large:** Attack rolls against a giant crocodile gain a +2 modifier.
- **Rollover:** If a croc hits with a raise on a bite attack, it does an extra 2d8 damage (instead of the normal bonus).
- **Semi-Aquatic:** Pace 4.
- **Size +4:** A giant croc is 30' long.

Giant Shark

This creature is a really big shark (35'+ long) with a really big mouth (6' across) filled with a lot of really big teeth (6" long). Any cowpoke who tangles

with one is in really big trouble. Sharks of this size require a huge amount of vittles, and eat any moving thing they come across. Blood in the water induces a berserk state in these beasts.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d12+6, Vigor d12+2

Skills: Fighting d10, Guts d8, Notice d12, Stealth d8

Pace: 0; **Parry:** 7; **Toughness:** 16 (2)

Special Abilities:

- **Aquatic:** Pace 12.
- **Armor +2:** Giant sharks have a thick hide.
- **Bite:** d12+d10.
- **Feeding Frenzy:** Once there is blood in the water, whether from the shark's attack or any other source, the fish enters a feeding frenzy. It gains the Frenzy and Berserk Edge for the next 10 minutes.
- **Large:** Attack rolls against a giant shark gain a +2 modifier.
- **Size +5:** Giant sharks are nearly 40' long.



A 'glom (short for conglomerate) is a group of corpses joined together into a horrifying mass and animated by an especially strong manitou. The parts of the component bodies can be seen clearly, although they are merged inseparably into a single abomination. The creation of a 'glom requires at least two corpses. One corpse, in which the manitou houses its primary essence, must be relatively intact, but the others needn't be so tidy.

Most 'gloms are formed from considerably more than two corpses, usually at the site of a recent battle. Even more terrifying is the 'glom's ability to join additional corpses to its seething mass, increasing its power proportionately.

'Gloms use their limbs and whatever weapons are handy to kill any living person in sight. Whenever possible, 'gloms add corpses to their mass. 'Gloms can wield guns if available, though since its limbs often flailing wildly, any shots fired by the 'glom suffer a -2 penalty.

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

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

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



Gear: 'Gloms may carry weapons according to the number of hands they possess.

Special Abilities:

- **Claws:** Str+d4. Strength depends on the number of corpses in the creature.
- **Fear (-2):** Anyone viewing a 'glom must make a Guts roll (-4)
- **Fearless:** 'Gloms are immune to Fear and Intimidation.
- **'Glom:** A 'glom takes a full round to add a corpse to its mass. For every corpse after the second, the 'glom gains one die each in Strength and Vigor. It also gains +1 Size. A 'glom suffers no multi-action penalties until it takes more actions in a turn than it has corpses in its mass. A 'glom may grow as large as ten corpses (Strength and Vigor d12+6, Size +9).
- **Size +1:** 'Gloms start out with two corpses incorporated into their mass.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Arrows, bullets, and other piercing attacks do half-damage.
- **Weakness (Head):** Shots to the 'glom's primary head do +2 damage. Piercing attacks do normal damage. A Notice roll at a -1 cumulative penalty for each 'glommed reveals which of a 'gloms many heads is the primary.

Gremlins

Gremlins infect mechanical devices. Their spirit form resides within, and causes the device to malfunction on occasion. The number of gremlins in a particular device depends on its size. Small items hold up to four gremlins. Medium devices (i.e. bigger than a breadbox) hold up to eight of these malignant spirits. Large machines, such as steam wagons, contain ten or more gremlins. A gizmo or infernal device (a device created by weird science) doubles the usual number!

The gremlins remain in the device until it is destroyed, it is exorcised, or the device is taken onto consecrated ground. When any of the above happen, the gremlins erupt from the device in physical form and may be slain normally. They cannot inhabit another device for at least 24 hours, so they usually try to escape as quickly as possible. Some might trail the party if they manage to survive, especially if the posse carries any attractive technological devices.

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

Skills: Climbing d10, Fighting d8, Lockpicking d10, Notice d8, Stealth d10, Swimming d10

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

Special Abilities:

- **Claws:** Str+d4.
- **Jinx:** Gremlins cause mechanical items to malfunction. Any gizmo infested by a gremlin malfunctions on a skill die roll of 1 or 2. Mundane devices malfunction on a skill die roll of 1. If the character using the device has



the All Thumbs Hindrance, increase this range by 1. Gizmos and infernal devices malfunction normally, while mundane devices simply stop functioning.

- **Size -1:** Gremlins are quite small, and suffer a -1 to their Toughness.



Hangin' Judge

From 1863-69, five Confederate circuit judges formed a secret alliance to steal land, ruin their rivals, and eliminate anyone who stood in the way of their wealth and fame. Those who opposed them were framed for "hangin' offenses" and hauled to the nearest tree for a lynching.

After six years of tyranny, the locals—mostly hot-blooded Texans—fought back. They rounded up all the judges and hung them from trees all along the Chisholm Trail as a warning to other authorities who would abuse their power.

The Reckoners seized the opportunity to infuse their spirits with unholy energy and send them back to earth as abominations.

Now the hangin' judges stalk the Chisholm by night, terrorizing anyone who happens to cross their path. They might decide blue is illegal one day and whistling Dixie is a hangin' offense the next. Being from Texas is always a heinous crime

in these horrors' evil book of the law. Whatever the "charge," they decide to bring, the judges' sentences are always death. And Death is the judges' stock in trade.

Hangin' judges are solitary and relentless hunters. Once they're on someone's trail, they stay with him until he's dead or morning comes. If their quarry is killed, they string him up along the Chisholm Trail and paint the victim's offense on his forehead in blood.

The judges never speak except to whisper their prey's offense over and over.

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

Skills: Fighting d12, Intimidation d12, Shooting d12+2, Notice d8, Stealth d12, Tracking d12+2

Pace: 8; **Parry:** 9; **Toughness:** 6

Special Abilities:

- **Ambidextrous:** Hangin' judges are as deft with their left hand as they are with their right. The ignore the -2 off-hand penalty.
- **Colt Revolvers:** The judges carry two single-action Army revolvers that never need reloading (12/24/48; 2d6+1 damage; AP 1).
- **Fear (-2):** Hangin' judges are terrors to behold.
- **Fearless:** Hangin' judges are immune to Fear and Intimidation.
- **Improved Block:** Hangin' judges add +2 Parry
- **Improved Dodge:** Attackers subtract 2 from their Shooting and Throwing rolls, and the judges add +2 to the rolls to evade area effect weapons when allowed.
- **Improved Level Headed:** A hangin' judge draws two additional action cards and acts on the best.
- **Improved Nerves of Steel:** Hangin' judges ignore two points of wound penalties.
- **Invulnerability:** The only way to destroy a judge is to hang 'im high (good luck there!). Bullets fired from a



lawman's gun can put them down, but unless they're hung afterwards, they return the following night hell bent on vengeance.

- **Marksman:** If a hangin' judge does not move in a turn, he may fire as if he took the aim maneuver.
- **Pistol Scythes (d12+d6):** The pistols of these horrors are fitted with scythes the judge s can use in melee combat. A raise on the Fighting roll allows a judge to fire his pistol at the same target as a free action.
- **Stone Killers:** Hangin' judges roll a d10 Wild Die when firing their pistols.
- **Two Fisted:** When attacking with a weapon in each hand, the hangin' judge ignores the multi-action penalty
- **Coup:** Hangin' judges are horrors of the highest order. If a hangin' judge is destroyed, a Harrowed gets the judge's twin, autoloading Army revolvers as coup. They won't fire even a single shot in the hands of a living person, however.



true nature is discovered, it reverts to its serpent form and attempts to escape. If it's cornered, it never gives up without a fight.

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

Skills: Fighting d8, Guts d4, Notice d8, Stealth d10

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

Special Abilities:

- **Aquatic:** Pace 6
- **Bite:** d10+d4.
- **Constrict:** With a raise on a successful bite attack, the serpent grapples the victim within its coils. The round entangled and each round thereafter, the serpent causes Str+d8 damage to its prey. The victim may attempt to escape the grapple as normal.
- **Horns:** d10+d6.
- **Poison:** Anyone Wounded by the serpent's bite must make a Vigor roll (-2). Those who succeed gain one Fatigue level which can be recovered after an hour's rest. Those who fail are knocked unconscious for 1d4 hours.
- **Shape Change:** The serpent has access to the *shape change* power. It is activated through Spirit rolls and costs no power points. It can change its shape to become identical to any creature it has preyed upon within the last

Horned Serpent

A horned serpent's belly is solid black, while the rest of its long body is covered with scales of multiple shades of green and blue. Its head is viper-like, similar to that of a rattlesnake or water moccasin. From the crown of its head to the base of its neck, however, runs a series of small, bony horns. On either side of this crest is a single long, sharp horn, each about two feet long.

These creatures dwell in the deeper rivers of the Southwest where they lurk beneath the surface, and wait for prey to approach for a drink. When the serpent strikes, it delivers a poisonous bite then coils around its victim to hold the poor sap while it feasts. The horned serpent uses its shape-changing ability to hunt outside its normal domain, but if its



24 hours. After this time period, it can no longer change its shape into a copy of that victim, though it may remain in that form indefinitely.

Humbug

The mercifully rare humbug is related to the common cicada. It mostly keeps to itself, but when it gets the urge to mate it lets out a terrible screeching whine intended to attract a humbug of the opposite sex. Unfortunately, few other creatures can take the noise, which covers a huge range of frequencies at a ridiculously high volume.

The humbug's mating call is so piercing that it prevents anyone from getting any sleep for miles around. Towns usually go into a tizzy if they've got a humbug infestation, because nobody can get any sleep, which makes everyone irritable and prone to violence. The humbug is a cowardly little critter that loves to hide in hard-to-reach places. If attacked, the insect modifies its mating call to be downright deadly. Usually, humbugs find a mate after about a month. When it finally shuts up, however, any nearby towns have already suffered outbursts of violence thanks to its influence.

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

Skills: Fighting d4, Guts d6, Notice d8, Stealth d12

Pace: 0; **Parry:** 4; **Toughness:** 1

Special Abilities:

- **Bite:** d4.

- **Danger Sense:** Any time the humbug is about to be the victim of a surprise attack or ambush, it gets a Notice roll at -2 just before the attack or event occurs.
- **Flight:** Humbugs have a flying pace of 20".
- **Size -2:** The humbug is a small insect.
- **Sonic Attack:** Once a humbug is provoked, everyone within a Large Burst Template centered on the critter must make a Spirit roll on its action or suffer 2d4 damage. This damage is sonic and completely bypasses armor (though thick wax earplugs reduce the damage to 1d4). If a humbug is left alone for a round, it resumes its usual irritating (but not damaging) Sonic Drone.
- **Sonic Drone:** Everything within five miles vibrates and shakes preventing sleep even for the deaf. Only those with earplugs or the Hard of Hearing Hindrance can even attempt to sleep (Spirit roll at -4 each hour). Each night without rest inflicts one Fatigue level from sleep deprivation, which can be recovered with a good night's sleep. If a character is Incapacitated in this fashion, he's dead tired, and falls asleep on his feet sometime during the next day. Finally, within 10 yards of the humbug, all glass shatters (including vials and glasses!).
- **Tiny:** Any attacks against a humbug suffer a -4 penalty due to its size.

Jackalope

Jackalopes are omens of bad tidings. They stalk a party and wait for bad luck to strike, then feed off the remains of those who don't survive it.

These little beasts are darned hard to kill. They have a sixth sense that warns them whenever they are about to meet danger, and they're fast enough to get out of the way when they do.

The best way to get rid of one of these tenacious critters is to kill it or to cross running water. Jackalopes can't swim, so unless they find a bridge or some other way across, they simply hop off to find easier prey.

On the plus side, jackalope feet are good luck charms. Anyone wearing one has the Good Luck Edge. The charm decays after about a month, at which time it's rendered useless.



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

Skills: Fighting d6, Notice d8, Stealth d10, Taunt d10

Pace: 8; **Parry:** 5; **Toughness:** 3

Special Abilities:

- **Antlers:** 2d4.
- **Bad Luck:** A party stalked by a jackalope suffers from horrible luck. They cannot spend Fate Chips until the thing loses interest (usually after a death) or is killed.
- **Sixth Sense:** Jackalopes sense danger, making them very difficult to hit. Direct attacks against them (but not area effect attacks!) suffer -4 to the attack roll.
- **Size -2:** Jackalopes are very small, and suffer a -2 to their Toughness.
- **Small:** Attackers must subtract 2 from attack rolls against these creatures.
- **Coup:** The jackalope's coup is good luck. A Harrowed who absorbs its essence draws an extra Fate Chip each session. This coup can only be claimed once.



Los Diablos

Los diablos have haunted humanity for thousands of years. Other cultures knew them as minotaurs and gorgons. In the Weird West, they have taken on the forms of mutated Texas longhorns.

They are the ultimate harbingers of doom, for they are one of the only direct servants of the mysterious Reckoners.

Los diablos hunt posses who become thorns in the Reckoners' sides. Fate rules even these mighty beings, however, so los diablos are only allowed to walk the earth on certain occasions. When all the characters in a posse are at least Heroic rank, and gain the attention of the Reckoners by foiling one of their better schemes, los diablos pay them a visit. Loners are usually left alone – sending the devil bulls after individuals is overkill even for the Reckoners.

Have the posse make a Guts check the first night the bulls are heard. On a failure, a hero loses his highest Fate Chip. Worse still, once los diablos have the posse's scent, the characters cannot draw new Fate Chips for any reason.

The next night, the rumbling grows louder, and everyone must make a Guts check at -2 or lose a Fate Chip. On the third night the penalty increases to -4, and finally to -6 on the fourth night.

On the fifth night of the hunt, los diablos appear, smashing through walls, doors, or windows to get at their prey. There is one diablo for every character of Heroic rank or higher in the group. These heroes are the devil bulls' sworn enemies and the only individuals Fate allows them to hunt.

The bulls can only harm or be harmed by those of Heroic rank or higher, and fight until they or all their prey are dead. Those who die fighting los diablos forever join them; their souls are taken into the Hunting Grounds to become diablos.

The Devil's Own Herd: Those around the posse aren't safe either. Los diablos ride at the head of a ghostly stampede called the "Devil's Own Herd."



These creatures are actually the souls of all those the herd has slain before.

The ghostly Herd cannot harm characters of Heroic rank or higher, but other unfortunates within a hundred yards are "trampled" by their demonic hooves. These bystanders must make a Spirit roll each round or suffer a level of Fatigue, which can lead to their death. Unfortunate bystanders who die in this way become another damned soul in the Devil's Own Herd.

Nothing on Earth can harm the herd. They dissipate instantly when all los diablos or their prey are dead.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+4, Vigor d12+2

Skills: Fighting d12, Intimidation d12, Notice d8, Swimming d8

Pace: 8; **Parry:** 8; **Toughness:** 20 (8)

Special Abilities:

- **Armor +8:** Diablos are covered in scaly hide.
- **Fleet Footed:** Diablos roll a d10 when running
- **Fear (-1):** Diablos are terrifying.
- **fearless:** Diablos are immune to fear and Intimidation.
- **Gore:** A raise on teh diablos Fighting roll throws its victim into the air for an extra d8 damage rather than the usual raise die.
- **Horns:** 2d12+4.

- **Immunity (All):** Diablos are immune to all attacks except those of its particular target.
- **Improved Frenzy:** Diablos may make two Fighting attacks per action at no penalty.
- **Nerves of Steel:** Diablos ignore one point of wound penalties.
- **Size +3:** Diablos are massive, brawny bulls.
- **Coup:** A Harrowed who absorbs a diablo's essence gains 2 points of natural armor.



Maze Dragon

All kinds of strange creatures emerged when California fell into the sea. One of the biggest is the California Maze dragon. These tremendous critters attack ships hauling ore and prospectors mining the canyon walls of the Maze.

Unlike most abominations, Maze dragons are known and accepted as ordinary creatures. Most folks just figure they somehow came with the Great Quake. The Chinese warlords of the area started calling them dragons, and the name stuck.

Attributes: Agility d8, Smarts d6(A), Spirit d4, Strength d12+4, Vigor d12+2

Skills: Fighting d10, Intimidation d10, Notice d8, Stealth d8

Pace: 0; **Parry:** 7; **Toughness:** 20

Special Abilities:

- **Aquatic:** Pace 10.
- **Bite:** 2d12.
- **Gargantuan:** Heavy armor. Ranged attacks by man-sized creatures are made at +4. Maze dragon attacks are Heavy Weapon. Add size to damage when stomping.
- **Size+11:** These massive serpents can range up to 50 yards long!
- **Swallow:** A dragon that hits with a raise swallows man-size or smaller prey whole. The victim suffers 2d6 damage every round from the crushing gullet and acidic bile. The only way to get out is to kill the beast. On the plus side, the hero can still attack the Maze dragon from the inside, where the creature doesn't benefit from its scaly hide!





- **Coup:** Maze dragons are ferocious beasts, and impart +1 Toughness to Harrowed who absorb their essence.

Mourning Mist

A mourning mist is a dark red cloud between 8 and 10 feet in diameter. The cloud is amorphous with thick tentacles and thin tendrils extending far beyond the core. A study of the mist from closer than 10 feet reveals shadowy human faces twisted in screams of agony moving throughout the creature's body.

Mourning mists are born at the sites of particularly ignoble battles, places where cowardice or treachery caused a disastrous defeat or the loss of many lives. The mist typically lurks only on the infamous battlefield where it was born, but some have been known to follow museums and traveling displays filled with relics anchor for the spirit from the treacherous fight.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d4, Vigor d12+2

Skills: Fighting d8, Guts d10, Notice d10, Stealth d10

Pace: 24; **Parry:** 6; **Toughness:** 9

Special Abilities:

- **Chilling Touch:** As a touch attack the mist causes 2d6 damage with its icy fingers. This attack ignores non-magical armor. It cannot be used with Pain Touch.

- **Fear (-2):** Anyone encountering a mourning mist must make a Guts roll (-2).
- **Ethereal:** Mourning mists can only be harmed by magic. If "killed," it reappears the following sunset unless the battlefield it was born on is *sanctified*.
- **Improved Sweep:** The mourning mist may make a single Fighting attack and apply it against all adjacent targets. It can use this in conjunction with its touch attacks.
- **Pain Touch:** The usual attack for a mourning mist is to share its pain through visions with a victim after a successful touch attack. Victims must make a Spirit roll at -2 or become Shaken. The visions are usually nightmarish and chaotic but also give hints to the mist's 'anchor'—which must be destroyed to free the mist.
- **Reach 4":** The mourning mist's gaseous tendrils allow it to make melee attacks on targets up to 4" away.
- **Voices o' Hell:** A mourning mist can unleash a hellish cry of pain as an action. Each hero within 10" of the mist must make a Spirit roll or be Shaken.
- **Weakness (Hallowed Ground):** If the mist's battlefield is *sanctified*, it doesn't disappear, but won't return if destroyed as long as the ground remains hallowed.

Mudsucker

These large leech-like creatures lair in muddy banks near stagnant waters, including bogs, ponds, and swamps. Individual mudsuckers hollow out small chambers to store their meals for later consumption. When hunting, they lie in the shallows of murky waters and grab their prey as it passes nearby.

Although their bite is not terribly formidable, mudsuckers tend to latch on and not let go. Once attached, mudsuckers inject their venom, which incapacitates the victim so it can be safely dragged under the water.

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

Skills: Fighting d6, Notice d6, Stealth d10

Pace: 2; **Parry:** 5; **Toughness:** 7

Special Abilities:

- **Aquatic:** Pace 6.
- **Bite:** d10+d4.
- **Grapple:** If a mudsucker makes a successful grapple attack, it may automatically inflict bite damage on each of its turns, beginning with the first.
- **Paralysis:** If a mudsucker bite causes a wound, the victim must make a Vigor roll or be paralyzed for 2d4 minutes.
- **Size +1:** A mudsucker is slightly larger and heavier than a human.

Nibbler Swarm

These fish resemble their larger South American cousins, the piranha. They are between three and four inches in length and fairly narrow. Their scales are a blood red color and their mouths feature a pugnacious underbite filled with needlelike fangs.

Due to the influence of the Reckoning, these ferocious little biters live in both fresh and salt water, and freely travel between the two. They normally travel in schools of 300 or more, and infested waters may contain thousands of individuals. Any animal entering such waters is likely to survive only a few moments before being completely stripped of its flesh.

Attributes: Agility d6, Smarts d4(A), Spirit d4, Vigor d10

Skills: Notice d4

Pace: 0; **Parry:** 4; **Toughness:** 7

Special Abilities:

- **Aquatic:** Pace 10.
- **Bite:** Nibbler swarms inflict 2d6 damage per round against every target within the area of a Large Burst Template.
- **Swarm:** +2 Parry. Nibbler swarms cover the area of a Large Burst Template. Cutting and piercing attacks inflict no damage. Area effect weapons affect nibblers normally. Because they are water creatures, splashing, stomping, and flailing doesn't bother them.
- **Tenacious:** When a nibbler swarm takes a wound, it splits into two smaller swarms, each the size of a Medium Burst Template with Toughness 5. If either of these swarms is wounded, it splits into two swarms the size of a Small Burst Template, but the smaller swarms' Toughness remains 5.

Night Haunts

Night haunts are evil creatures of corrupted shadow that subsist on human souls. They are lone hunters that appear only at dusk, following travelers across the plains, waiting for them to make camp for the night.

These shadowy killers are patient hunters. When a night haunt spots its prey, it hides away in the enshrouding darkness and waits for most of the travelers to fall asleep. Then it begins its insidious attack, using mimicry and illusion to draw out its chosen foe.

The camp's guard likely sees strange "patches" of darkness, or hears a distant baby's cry or some far-off screams—anything the night haunt can do to unnerve its prey. Its goal is to lure the guard out alone, preferably without waking his companions. If the night haunt is successful, it draws the poor fool out further from the safety of his compadres, until he's entirely isolated, and then attacks with its soul-wrenching claws.

When it has killed its victim, it feasts greedily on the fleeing soul. As a result, the unfortunate victims of a night haunt never return from the grave Harrowed.

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

Skills: Fighting d10, Intimidation d10, Notice d8, Stealth d10, Taunt d10

Pace: 0; **Parry:** 7; **Toughness:** 4

Special Abilities:

- **Claws:** Night haunts can attack corporeal beings at will, causing d8+d10 damage and ignoring any armor.
- **Ethereal:** Night haunts are incorporeal. They can only be harmed by magical effects and weapons.
- **Fear (-1):** Shadowy night haunts are obviously supernatural horrors, and cause any who behold them to make a Guts roll (-1).
- **Fearless: Night haunts are immune to fear and Intimidation.**
- **Fly:** Pace 10.
- **Weakness (Light):** Night haunts are creatures of shadow, and suffer 2d6 damage when hit by bright lights (a Fighting roll at +2 with a torch, lantern, etc.).



Night Horror

Many cowpokes experienced in just how weird the west can get have learned to hate the night. Sometimes the night hates them back. Night horrors can lure their prey out into the dark with illusion and mimicry. Those who have experienced this and survived report that they knew their actions were suicidal, but they could not help themselves. It was as if the abomination controlled them. Horrors also appear able to use the night as a weapon. Most terrifying of all, those killed by horrors return the very next night as a freshly spawned night haunt! Victims of a night horror never return from the grave as Harrowed.

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

Skills: Fighting d12, Intimidation d10, Notice d8, Stealth d12+2, Taunt d10

Pace: 0; **Parry:** 8; **Toughness:** 7

Special Abilities:

- **Claws:** Night horrors can attack corporeal beings at will, causing 2d10 damage and ignoring all but magical armor.
- **Ethereal:** Night horrors are incorporeal. They can only be harmed by magic.
- **Fear (-2):** Night horrors are obviously supernatural creatures, and cause any who behold them to make a Guts roll (-2).
- **Fearless:** Night haunts are immune to fear and Intimidation.
- **Fly:** Pace 12
- **Lure:** If the night horror succeeds in an opposed Spirit roll with its victim, it is able to supernaturally lure him or her out toward it. This is similar to the *puppet* power but lasts for 1d6 rounds.
- **Dark Tentacles:** Night horrors many cause the night itself to coalesce into tentacles of solid darkness, which attack all around it. This lowers the horror's Spirit by 1 die type for the rest of the night and is usually used to

cover the horror's escape. Any victims caught within a Large Burst Template (centred on the horror) must succeed at a Spirit roll or suffer 3d6 damage.

- **Spawn:** Those killed by a night horror rise as night haunts on the following night unless their bodies are completely consumed by flames during the day.
- **Weakness (Light):** Night horrors are creatures of shadow, and suffer 2d6 damage when hit by bright lights (a Fighting roll at +2 with a torch, lantern, etc.).

Night Raven

Night ravens are Indian myth brought to life by the Reckoners. The birds are attracted to vivid dreams and establish a psychic link with the dreamer. The raven then alters the content of the dream by drawing upon the sleeper's worries and fears, then feeds upon the anxiety caused by the newly born nightmare.

Night ravens sometimes serve other abominations, or even human sorcerers. They are frequently tasked with inflicting nightmares on their master's enemies.

The winged tormentors prefer to attack over several nights. At first, the changes it makes in the sleeper's dreams are minor, but with each visit the terror increases. Night ravens never physically attack and flee from dangerous situations. When threatened, the bird tries to make eye contact and frighten the attacker into inaction long enough to escape.

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

Skills: Guts d8, Notice d10, Stealth d12

Pace: 2; **Parry:** 2; **Toughness:** 3

Special Abilities:

- **Fear (-1):** Anyone who meets the gaze of a night raven must make a Guts roll (-1). Heroes attempting to avoid its gaze must succeed at a Spirit roll opposed by the raven's Notice.
- **Flight:** pace of 20".
- **Nightmares:** A night raven must be within 8" of the victim to use this ability. Each night the raven is altering the dreams of its victim, the poor sodbuster must make

a Guts roll. Each night after the first, the victim has a cumulative -1 to this Guts roll to a maximum of -5. At -3, the victim gains a permanent Fatigue level which abates after a week of peaceful sleep. At -5, wounds from the dreams appear on the flesh of the victim, though they are superficial. The visits continue until the raven is killed, or the victim dies of fright in his sleep (per the Fright Table).

- **Size -2:** These birds are indistinguishable from other ravens.
- **Small:** Any attack rolls targeting a night raven suffer a -2 penalty due to its size.

Nosferatu

Nosferatu are voracious, blood-sucking abominations intent on little more than finding their next meal. These creatures' arrival in the Weird West is thanks to Baron LaCroix's infamous "Night Trains."

Originally found only in a few isolated areas of the American Southwest, trainloads of these monsters were released onto the network of railroads inside the Disputed Territories. Although efforts by the Texas Rangers and Agency have been fairly successful in eliminating the resultant nests, smaller packs of these bloodsuckers still exist in scattered pockets throughout both countries.



Nosferatu are bald and emaciated humanoids. Their eyes are solid black, with only a tiny spark of red visible in the center. Coarse, brown claws tip their fingers and toes, while chisel-like incisors protrude from between their withered lips. When they bother to speak at all, it is only with sibilant, hissing growls.

Fortunately, nosferatu are only “half vampires.” They’re undead, but can be harmed by normal weapons.

Attributes: Agility d10, Smarts d6, Spirit d4, Strength d12, Vigor d10

Skills: Climbing d10, Fighting d10, Intimidation d8, Notice d8, Stealth d12

Pace: 8; **Parry:** 7; **Toughness:** 9

Special Abilities:

- **Bite/Claws:** d12+d4.
- **Fear (-1):** Nosferatu are frightening creatures, and those who meet them must make Guts rolls (-1).
- **Fearless:** Nosferatu are immune to Fear and Intimidation.
- **Grapple:** A nosferatu may attempt to grapple as normal. While a grapple is maintained, it automatically inflicts bite damage each round.
- **Improved Frenzy:** “Nose ferrets”, as the Rangers like to call ‘em, may make two Fighting attacks per action at no penalty.
- **Infection:** Anyone slain by a nosferatu’s bite rises as a nosferatu under the Marshal’s control in 1d6 hours.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Arrows, bullets and other piercing attacks do half damage.
- **Weakness (Sunlight):** Nosferatu suffer a Fatigue level every round they are exposed to sunlight. Once Incapacitated, further exposure (about 10 seconds) kills them. These Fatigue levels recover only if the creature is able to feast on fresh blood. Even one pint is enough for a nosferatu to be fully restored.
- **Weakness (Heart):** A called shot to the heart (-6) ignores the usual rule about half-damage for piercing weapons. Best of all, no wooden stake is required; bullets work just fine though a stake will do the job admirably as well!).



Patchwork Man

Patchwork men are obviously artificial creations. Large sewing and grafting scars crisscross their bodies, and limbs occasionally jut out at odd angles. Some even have animal parts grafted to their undead flesh! Patchwork men seldom display the decay or other signs of undeath common among walkin’ dead.

As a general rule, patchwork men are bound by their creator’s will, and in combat tend to follow whatever instructions have been laid out for them. Those with a measure of independent thought tend to be brutal killers.

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

Skills: Climbing d6, Fighting d8, Notice d6, Shooting d6, Stealth d8, Swimming d6

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

Special Abilities:

- **Alertness:** Due to the inclusion of animal parts, such as cat eyes, many patchwork men gain a +2 bonus to Notice rolls.
- **Bite:** d10+d4. Claws, horns, razor teeth, or other parts are sometimes used to give a patchwork man d10+d6 or d10+d8 claw attacks.
- **Fear (-1):** Patchwork men are grotesque creatures that force any who see them to make Guts rolls (-1).

- **Fearless:** Patchwork men are immune to Fear and Intimidation.
- **Hardy:** A second Shaken result does not cause a wound on a patchwork man.
- **Immunity:** The only way to kill this abomination is to destroy the head, though it can still be Shaken.
- **Patchwork Parts:** Patchwork men are built of a number of dead humans (and sometimes animals), and each part can operate independently of the others. When a patchwork man would normally be Incapacitated, instead roll on the Injury Table and apply the appropriate penalty. If a hero made a called shot to a patchwork man's limb, don't roll on the Injury Table; instead, that limb simply ceases to function.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from called shots. Arrows, bullets and other piercing attacks do half damage. Immune to disease and poison.
- **Weakness (Head):** Attacks that target a patchwork man's head inflict normal damage. If the head takes a single wound, the entire creature is put down. While the attached parts may still have some semblance of life, they have no senses and no intelligence to guide them. They simply flop and flail like landed trout.



Pit Wasp

The pit wasp is a gigantic version of its smaller namesake. Its spiky exoskeleton is predominantly red, so those folks unfortunate enough to live close to a hive of the critters call them "red coats." The things range between two and six feet long.

Pit wasps consume wood, and so usually build their nests in forested regions, but have been known to demolish small towns in search of sustenance.

Pit wasp nests are usually 12 to 30 feet tall and 20 to 90 feet across, with tunnels and pits dug beneath them. The tunnels branch out into the ground, and the entrance to the nest can be located up to a mile from the main body of it. These underground passages sometimes run close to the surface, and it isn't unheard of for a person or animal to fall through the ceiling of a tunnel. Fortunately for any wasp hunters, these nests have the consistency of paper, and burn fairly easily.

Pit Wasp Queen

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

Skills: Fighting d6, Guts d12, Intimidation d8, Notice d10

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

Special Abilities:

- **Command:** Pit wasps in mental contact with the queen gain +1 to recover from being Shaken.
- **Flight:** Pace 12".
- **Hive Mind:** Any pit wasp within 60" (even through solid material) of the queen uses her Smarts, Spirit, Guts and Notice traits.
- **Poison:** Anyone wounded by the queen's stinger must make a Vigor roll each round or gain a Fatigue level. If the victim is Incapacitated, he passes out for 1d6 hours. When he awakens, all Fatigue levels are immediately restored. If the victim succeeds at the Vigor roll, the poison has no effect until he is stung again.
- **Stinger:** d4+d6.

Pit Wasp Warrior

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

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

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

Special Abilities:

- **Flight:** Pace 15".
- **Hive Mind:** Any warrior within 60" (even through solid material) of the queen uses her Smarts, Spirit, Guts and Notice traits.
- **Poison:** Anyone Wounded by a warrior's stinger must make a Vigor roll each round or gain a Fatigue level. If the victim is Incapacitated, he passes out for 1d6 hours. When he awakens, all Fatigue levels are immediately restored. If the victim succeeds at the Vigor roll, the poison has no effect until he is stung again.
- **Size -2:** Warriors are about 3' long.
- **Small:** Attack rolls against a pit wasp warrior suffer a -2 penalty.
- **Stinger:** d4+d6.

Pit Wasp Worker

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

Skills: Notice d4

Pace: 3; **Parry:** 4; **Toughness:** 5

Special Abilities:

- **Sting:** Swarms inflict hundreds of tiny bites every round to their victims, hitting automatically and causing 2d6 damage to everyone in the template.
- **Swarm:** Parry +2; because the swarm is composed of scores of pit wasps, cutting and piercing weapons do no real damage. Area effect weapons work normally, and a character can stomp to inflict his Strength in damage each round. The swarm is foiled by jumping in water.



and part of her brains are exposed. As a result, a poison woman tends to wear a hat or scarf to cover up her brain, since it is her only weakness, and her disfigurement is immediately obvious.

Following her resurrection the new abomination can pick out pieces of her brain and use them to poison foods. The poison woman attempts to do just that to any unwary travelers who accept her offer of a home-cooked meal, a meal that usually turns out to be the weary traveler's last!

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

Skills: Faith d10, Fighting d6, Guts d8, Intimidation d8, Notice d10, Persuasion d8, Stealth d4, Survival d8, Taunt d10, Tracking d6

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

Gear: Knife (d10+d4), Miscellaneous gear

Special Abilities:

- **Invulnerability:** Poison women do not suffer wounds from magic or mundane damage, though they may be Shaken.
- **Magic:** Poison women wield powerful black magic, which mirrors the powers of Indian shamans. They have the *armor*, *bolt*, and *obscure* powers, and 20 Power Points.
- **Poison:** A poison woman can pull parts of her own brain out through the opening in her skull and use it to poison a meal. Anyone who consumes the meal must make a Vigor



Poison Woman

Native stories suggest that whenever a woman kills a man with poison within the borders of the Sioux Nations (including Deadwood), there is a chance she becomes a poison woman.

At first glance, a poison woman looks exactly as she did in life. Closer examination reveals that her legs are much thicker and stronger than before, however, the top of her skull is missing,

roll or die. Even those who succeed gain two Fatigue levels (one with a raise) as spasms and convulsions wrack his body.

- **Weakness:** Called shots to the back of a poison woman's head do normal damage.
- **Coup:** A Harrowed who counts coup on a poison woman duplicates the creature's peculiar brain chemistry. He may inflict a wound on himself to pull out a bit of his own gray matter (usually through his nose), which he can then use to poison a meal as described above.



Pole Man

When Sioux patrols are forced to kill trespassing miners (usually when the miner draws a gun), they turn the body over to the miner's compatriots. If no one claims the body, they lash it to a pole along the road leading out of Deadwood.

There, these unfortunates serve as a warning to other miners who might get out of line. The sweet fear they produce caught the Reckoners' attention, and they gave life to a new abomination: the pole men.

On rainy nights, the water loosens the grisly gray flesh of the creatures on the poles and grants them unholy life. As a lone victim passes beneath, the horror's dead eyes open, their legs elongate to reach the ground, and their rubbery arms shake loose of their bonds.

If the pole men capture a sorry traveler, they erect a new pole and tie the victim up. Death comes slowly from the loop the horrors place around his neck (use the rules for suffocating from hanging).

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

Skills: Fighting d12, Notice d8, Stealth d12

Pace: 14 (due to their long legs); **Parry:** 8;

Toughness: 7

Special Abilities:

- **Entangle:** The pole men usually have little trouble with their prey, because the poor sod is dumbstruck with terror. That said, if someone manages to fight back, the pole men resort to grappling. Once the target is successfully grappled, he has three rounds to escape before the pole men finish lashing him up on a pole of his very own.

- **Fear (-1):** The pole men are a terrifying sight.
- **Fearless:** Pole men are immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken. Arrows, bullets, and other piercing attacks do half damage. Called shots to the head do normal damage, but do not gain the usual +4 damage bonus.
- **Coup:** The Harrowed's arms become long and rubbery, giving him a +1 bonus to his reach with any melee weapon.



Pox Walker

When a particularly angry brave or shaman dies of smallpox or some other disease brought by the white man, the Reckoners sometimes take note and grant the brave new life as an abomination.

A pox walker appears as an Indian whose skin is pocked with pus-filled sores that ooze a sickly yellow fluid. Its flesh hangs limply where sores have burst. Its eyes are milky, and its body wracked by tremors. Froth gathers at the corners of its mouth, and it dribbles gobbets of sputum as it exhales.

Pox walkers are solitary creatures who use stealth and vicious cunning to spread the disease among those they feel have wronged them. Pox walkers victimize white settlements over all others, and some have thrown themselves off cliffs or into rivers rather than attack their fellow tribesmen (though this is rare). Woe betide any brave who thinks himself safe because of his race.

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

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

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

Gear: Bow (12/24/48, 2d6), knife (d8+d4).

Special Abilities:

- **Fear (-2):** Anyone who looks upon a pox walker's ravaged flesh must make a Guts roll (-2).
- **Fearless:** Pox walkers are immune to Fear and Intimidation.
- **Pox:** Heroes infected with the pox must make a Vigor roll each week or gain a Fatigue level from the disease. Each time the victim comes



in close contact with another human (usually touch), the other party must make a Vigor roll or become infected himself. This Vigor roll suffers a penalty equal to the carrier's own Fatigue penalty. If someone infected with the pox succeeds in three weekly Vigor rolls in a row, he recovers from the disease. Otherwise, he dies as soon as he fails one such Vigor roll while already Incapacitated. As this disease is magic in nature, Harrowed may be infected by the pox walker itself, but cannot be infected with the disease by subsequent carriers. The ghastly monstrosities have three ways of spreading their plague (see below).

- **Spatter:** If a hero's attack roll comes up snake eyes while attacking a pox walker, several of the creature's sores burst and spray all those adjacent with diseased pus. Everyone adjacent to the pox walker must make a Vigor roll at -2 or be infected with the pox (see above).
- **Tainted Weapons:** The vile creature covers its arrows or knife blade with its filth. Anytime an infected weapon causes a wound, the victim must make a Vigor roll (-2) or contract the pox (see above).
- **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Arrows, bullets, and other piercing attacks do half-damage.

- **Virulent Breath:** If the pox walker manages to grapple a target, it may exhale a menagerie of germs and bacteria at its opponent on its next action. The victim must make a Vigor roll (-2) or be infected with the pox (see above).
- **Coup:** A Harrowed who absorbs a pox walker's coup may thereafter cure disease by taking the infection into himself. He need only lay hands on the victim to do so. For the week following, the Harrowed suffers one level of Fatigue as he suffers the effects of the disease. At the end of that week, the disease is flushed from his system.

Prairie Ticks

Prairie ticks are the scourge of the High Plains. These horrid bloodsuckers live in underground burrows, and are rumored to be controlled by a single, giant queen that rules over each nest.

When prairie ticks sense prey, they crawl out of their burrow and bound through the tall prairie grass at top speed. They can sense the vibration of a man walking across the desert up to 50 yards away, double that for horses, and quadruple for wagons.

Prairie ticks leap for the mouth and pull the victim's lips down with their two front hooks, then crawl down the victim's throat. Once inside, the thing's hooked legs sink into the innards and it





begins to drain its host's blood. As the host dies, the tick gets larger. Days later, it bursts the ribcage and comes crawling out of the stomach or throat.

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

Skills: Fighting d10, Notice d10, Stealth d10

Pace: 6; **Parry:** 7; **Toughness:** 3 (1)

Special Abilities:

- **Armor +1:** Prairie ticks have thick, chitinous carapace.
- **Hooks:** A prairie tick that hits with a raise yanks his victim's lip down and crawls into his throat. Every hour thereafter, the victim must make a Fatigue roll. Death means the tick has grown large enough to burst out of the ribcage in a gory explosion.
- **Size -2:** The ticks are the size of a man's fist, and suffer -2 to their Toughness.
- **Small:** Attack rolls against these creatures suffer a -2 penalty.

- **Weakness:** The only known way to remove a prairie tick inside a host is to pour a quart of castor oil down the victim's throat. The host needs to make a Vigor roll at -2 to get the stuff down. If he does, the tick comes crawling out and can be easily squished.

Prairie Tick Hatchling Swarm

Prairie tick hatchlings ride on the abdomen of the queen or nest in the central chamber of the warren until they reach full size. If the queen comes under attack, she mobilizes the hatchlings into swarms to combat the intruders.

Hatchlings are in every respect just like a larger prairie tick, except they have an easier time slipping down some poor sap's throat.

Attributes: Agility d10, Smarts d4(A), Spirit d4, Strength d4, Vigor d6

Skills: Fighting d8, Notice d4, Stealth d12

Pace: 5; **Parry:** 4; **Toughness:** 6 (1)

Special Abilities:

- **Armor +1:** Hatchlings have tough carapaces.
- **Bite:** Hatchling swarms bite for 2d4 damage per round against every target within the area covered by a Medium Burst Template.
- **Hooks:** Each round, each swarm of hatchlings may make a Fighting roll against one target under the swarm template. This attack inflicts no damage, but on a raise, a single tick hatchling climbs down the target's throat. Starting at the end of the next hour, the target must make a Vigor roll each hour or suffer one level of Fatigue. If the creature dies from this Fatigue, the now full-grown prairie tick bursts from its guts in a shower of blood and gore.
- **Split:** Prairie tick hatchlings under the guidance of a prairie tick queen can split into two smaller swarms each the size of a Small Burst Template. These swarms have a Toughness of 4 (1).
- **Swarm:** +2 Parry. Hatchling swarms cover the area of a Medium Burst Template. Cutting and piercing weapons do no damage. Area effect weapons work normally, and a character can stomp to inflict her Strength in damage each turn.



- **Weakness (Castor Oil):** Anyone who has swallowed a prairie tick hatchling can drink a quart of castor oil – which requires a Vigor roll at -2 to keep down. Success kills the critter.



Prairie Tick Queen

A prairie tick queen lives in the central chamber of the warren. This chamber is typically more than 20' in diameter, but most tunnels leading to it are no more than 2' around. The queen is fed by the bloated drones from the prairies above. Queens evolve from drones when an old queen dies, or a drone strays far enough from one colony to start another. In other words, whenever there is no other queen nearby.

When she is receiving an adequate supply of blood, the queen lays many eggs and spawns many hatchlings at once—often enough for a swarm, perhaps even two. She uses the swarm to defend herself and only enters a fight if pressed. A queen is too fat to fit down most critter's throats, so she simply uses her hooks to flay her opponent's flesh.

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d10, Vigor d8

Skills: Fighting d10, Guts, d10, Notice d8

Pace: 3; **Parry:** 7; **Toughness:** 5 (1)

Special Abilities:

- **Armor +1:** A prairie tick queen has a hard carapace.
- **Bite:** d10+d8. On a raise, she grapples her victim. Once she has grappled, she automatically inflicts damage each round—including the first—until the victim escapes.

- **Hive Mind:** The queen can control all prairie ticks within 100 yards, coordinating their activities for hunting and defending the nest. This allows prairie ticks to offer double the usual bonus for ganging up, to a maximum of +6 instead of +4.
- **Size -2:** A prairie tick queen is about the size of a small dog.
- **Small:** Attack rolls against these creatures suffer a -2 penalty.

Rattler

They call these great worms “rattlers” because a person's teeth start chattering as the rattler rumbles through the earth beneath him. Though they are most common in the Mojave, rattlers are also found in isolated flatlands in Montana and Utah. The rattlers of each region tend to have their own colors and even personalities.

Mojave rattlers go straight for the kill, while the ones in Montana are skulkers. Utah rattlers are smaller but faster, and they absolutely love to chase steam wagons across the great Salt Flats. Like Maze dragons, rattlers are accepted near the regions they terrorize. Folks Back East think Westerners exaggerate, but the locals know better.

The greatest secret of the rattlers is that they're not creatures of the Reckoning. They were *awakened* by it, however. Long ago, the rattlers were a race of



near-gods, ruling over the primordial creatures of Earth's past. Their reign ended under mysterious circumstances, but they have been slowly attempting to recruit new worshippers from the odd creatures (humans) who now tread upon their former domain.

When a rattler moves in for the kill, it bursts up through the earth and tries to snag its prey with one of its tentacles. Though they have many tentacles, they never attempt to capture multiple targets unless their intended victims are very close together, such as a horse and rider, preferring to focus on a single quarry.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d12+6, Vigor d12+2

Skills: Fighting d8, Intimidation d10, Notice d8, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 26 (2)

Special Abilities:

- **Armor +2:** The worms are covered in thick, scaly skin. Clothing made of rattler hide (available only through a few merchants in the Southwest for hundreds of dollars per article) counts as +1 armor.
- **Bite:** 2d12+3.
- **Burrowing:** 18".
- **Fear (-2):** Anyone who encounters a rattler must make a Guts roll (-2).
- **Gargantuan:** Heavy Armor.+4 to ranged attacks from man-sized creatures. Using its entire bulk, a rattler can slam itself down upon a foe or an obstacle. Add Size bonus to Strength for damage. Rattlers can effect an area equivalent to a Cone Template with their slam attack.
- **Seismic Sensors:** Rattlers sense their prey by vibrations in the sand. They can detect the movement of a man up to 100" (200 yards) distant. This is an opposed Notice versus Stealth if the prey is trying to step lightly (-2 if running), otherwise just a Notice roll for the rattler. Horses are detected at double the distance, wagons at triple.
- **Size+15:** The great worms are well over 50 yards long!
- **Tentacles:** Rattler tentacles are 20" long. Once they grabble a target, they begin dragging them toward their maw. Each success and raise on an opposed Strength test drags the victim 1d6" closer to the hungry mouth. Each tentacle can take a single wound, but has a Toughness of 12. Bullets and impaling weapons cause half damage, while blunt attacks inflict no damage. Wounds inflicted on tentacles do not harm the rattler.
- **Weakness (Nerve Cluster):** Rattlers have a cluster of nerves deep in their bodies at the nexus of their tentacles. If targeted with a called shot (-6), damage ignores both the Size modifier and Heavy Armor of the rattler. Of course, the danger is in getting close enough to the rattler to take the shot!
 - **Coup:** Any deader who kills a worm gains the ability to burrow up to 5 x their Spirit (as per the Monstrous Ability).



Rattler Young 'Uns

Rattler larvae can be found all over the Badlands. Strangely, all the baby rattlers trappers kill in the area are about three feet long. Theory goes the creatures stay underground until they reach this size, prowling around the surface for a while, then go down for further incubation.

Young rattlers travel in packs of 6 or more.

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

Skills: Fighting d6, Notice d8, Stealth d6

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

Special Abilities:

- **Bite:** d6+d4.
- **Blizzard of Tentacles:** Young rattlers are not big enough to hunt like their larger kin yet, but use their tentacles to distract their prey. A lone rattler young 'un gains an automatic +1 Gang-Up bonus one its prey.
- **Burrow:** 15".
- **Quick:** Rattler young 'uns discard action cards of 5 or lower.
- **Size -1:** Rattler young 'uns are three feet long.

Replicant

These abominations are actually a form of intelligent plant life. While still a pod, a replicant forms a psychic connection with the nearest human mind and begins to grow. Initially, it is a featureless humanoid, but when the process is complete, the replicant is a perfect physical copy of the victim. There is one simple difference, however: replicants do not bleed. Instead, any wounds ooze a thick, white, sap.

Once "born," the replicant must make physical contact with its victim to gain access to his memories and personality, which it typically attempts while the victim is asleep. After the transfer, the replicant is capable of mimicking its victim almost perfectly. Close friends or relatives may notice a few inconsistencies in the host's behavior on a successful Notice roll (-4).

Fortunately, replicants reproduce slowly. Each abomination can produce a new seedpod once a month. These monsters are usually discovered long before they have the chance to overrun a settlement,

which is exactly what the Reckoners want. After all, a town full of pod people isn't worth much to them; a town with only a few pod people and a paranoid human population is gold.

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

Skills: Fighting d4, Notice d4, Stealth d4 (until memory drain)

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

Special Abilities:

- **Construct:** +2 to recover from Shaken. No additional damage from called shots. Arrows, bullets, and other piercing attacks do half damage. Immune to disease and poison.
- **Fearless:** Replicants are immune to Fear and Intimidation.
- **Hardy:** A second Shaken result does not cause a wound on a replicant.
- **Memory Drain:** When a replicant first emerges from its pod, it uses its rudimentary skills to locate and touch its victim. After five minutes of contact and a success on an opposed Spirit roll, the victim dies and the replicant gains all skills and all physical Edges and Hindrances possessed by the targeted character. Traits and secondary statistics marked with an asterisk are replaced by the victim's. Arcane Backgrounds and skills linked to Smarts are not drained, though the replicant attempts to duplicate the appropriate behaviors. If the replicant cannot drain the memory of its source character within 24 hours, the monstrous creature melts into a puddle of sickly green goo.
- **Wild Card:** If the drained individual was a Wild Card, the replicant also gains Wild Card status.

River Leviathan

The river leviathan, sometimes known as a river fiend, is an octopus altered by the Reckoners into a monster about 40 feet across, with tentacles about 20 feet in length. Most of the time, this critter sits on the bottom of a river, tentacles extended upward to grab prey. It can also rise to the surface of the water and sometimes adopts a wrecked ship or other large object as an improvised shell before it goes off in search of prey.

Whether the leviathan is actively hunting or lying in ambush, it first attacks with its long tentacles. In fact, many victims see nothing of the critter but the tentacles, which they sometimes believe are black, eyeless snakes. Those who live past their capture, though, might just catch a glimpse of the leviathan's body before the tentacle deposits them in the thing's mouth.

Attributes: Agility d6, Smarts d6(A), Spirit d12, Strength d12+4, Vigor d12+4

Skills: Fighting d12, Guts d12, Notice d6, Stealth d8

Pace: 0; **Parry:** 8; **Toughness:** 24 (5)

Special Abilities:

- **Aquatic:** Pace 12
- **Armor +5:** Shipwrecks or waterfront houses.
- **Fear (-2):** Sighting a river leviathan requires a character to make a Guts roll (-2).
- **Gargantuan:** Heavy Armor. Ranged attacks are made at +4 against a river leviathan. As an aquatic creature, it cannot bring it's

full weight to bear when stomping (using a tentacle to slam). Instead, add only half Size to damage when stomping.

- **Size +9:** These gigantic abominations average some 40' across with tentacles over 20' long.
- **Swallow:** A leviathan that hits with a raise on its tentacle attack automatically grapples its target. The victim has two rounds to escape before the leviathan pops the poor cowpoke into its maw. Characters dragged into the water while grappled must succeed at a Vigor roll every round or start to drown (see *Savage Worlds* rules). Those swallowed whole suffer 2d6 damage per round from the thing's digestive juices. If the leviathan is killed, any surviving swallowed victims are likely to drown unless they can make an Agility roll to escape the vile beast's now slack gullet.
- **Tentacle:** d12+d10, Reach 10".



Saddle Burr

Saddle burrs are about the size of walnuts, with brown quills sticking out of them like a prickly pear. They are light enough to be carried by the wind, which means they can be found almost anywhere.

Anyone who tries to squish a burr pushes the quills into his hand. The quills deliver a little jolt of poison that causes swelling and pain for a few days. Rarely are the burrs enough to make anyone water their boots, but the consequences of a burr bite might. Burrs should be used to add a little humor to the campaign or to cause special problems for the posse—like not being able to use a gun hand in a duel the next day. Running from a lynching party to find your horse can barely stand or that you can't use your trigger finger might also be cause for alarm and consternation.

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

Pace: 1; **Parry:** 2; **Toughness:** 3

Special Abilities:

- **Immunities (Slashing and Piercing):** Saddle burrs are too small to be effectively targeted by piercing and slashing weapons. Magic and bludgeoning attacks affect them normally.
- **Poison:** Anyone touching a saddle burr bare-handed is stung by the quills. The poor sap must make a Vigor roll or suffer a -1 penalty to all actions requiring the use of the stung area for the next 1d4 days. A stung hand causes a -1 penalty to Fighting and Shooting rolls for example. Multiple stings inflict a cumulative penalty.
- **Proliferation:** If Shaken in combat, saddle burrs create 1d4 more of their kind. These have a 50/50 chance of catching on an adjacent target. If actually wounded, the thing is destroyed.
- **Size -2:** Saddle burrs are normally 1" in diameter.
- **Small:** Attack rolls targeting a saddle burr suffer a -2 penalty.

Sand Viper

A sand viper looks like a 3' long greenish-black conch. A long spike projects from the narrow end of the shell when it's attacking, and small tentacles

emerge from the crown to pull the abomination through the sand. Beneath its shell, the sand viper is a large, saltwater mollusk that buries itself in sand just offshore, and is usually found in colonies of 20 or more.

This creature uses its spear-like appendage to inject a powerful paralytic toxin into its victims. Once its target is paralyzed, the sand viper uses the same organ to drain his vital fluids, leaving only a desiccated corpse behind.

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

Skills: Fighting d6, Notice d6, Stealth d8

Pace: 2; **Parry:** 5; **Toughness:** 6 (2)

Special Abilities:

- **Armor +2:** Sand vipers have a hard shell.
- **Burrow (2''):** Sand vipers can only burrow through sand and similar substances. More solidly packed soil is too dense for the critter to make much headway.
- **Fearless:** Sand vipers are immune to Fear and Intimidation.
- **Fluid drain:** A sand viper drains bodily fluids from a paralyzed victim at the rate of one Fatigue level per minute. If the creature takes a Fatigue level beyond Incapacitated, it dies.
- **Paralysis:** Any creature wounded by the sting of a sand viper must make a Vigor roll (-2) or be paralyzed for ten minutes.
- **Size -1:** A sand viper is a 3' long conch and weighs around 50 pounds.
- **Sting:** d6+d4.

Sasquatch

Sasquatch generally range between seven and eight feet tall, and are covered with thick fur coats. Otherwise, they closely resemble primitive humans.

You can learn more about them in the section on the Great Northwest.

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

Skills: Climbing d8, Fighting d8, Guts d10, Healing d6, Intimidation d8, Knowledge (Cascades) d12, Notice d10, Stealth d10, Survival d8, Swimming d8, Throwing 4d6, Tracking d10

Pace: 8; **Parry:** 7; **Toughness:** 9

Special Abilities:

- **Size +1:** They're called "bigfoots" for a reason.

Gear: Sasquatches sometimes use sharp sticks (d12+d4, reach 1, +1 Parry) to catch fish (or defend themselves), and can hurl large stones in a pinch (3/6/12; 2d6 damage)



Scarecrow

These abominations are man-made scarecrows animated by the Reckoners and filled with a desire to scare more than just crows. During the growing season, they are active only at night, and spend the rest of the day pretending to be ordinary scarecrows.

Once a scarecrow has taken a life, it can reproduce. It starts by growing seeds (like giant, black kernels of corn) in rows along its belly, one seed for each of its victims. Once these seeds get to be about the size of fists, which takes about a month, they can

be planted. The next night, a lesser scarecrow, also known as a corn stalker, sprouts in the scarecrow's field.

A corn stalker seed quickly grows to around two feet in height, with sharp claws, a scrawny body made of twisted corn husks, and a head that resembles a pumpkin with a leering face. If the corn stalker takes a life, it leaves its home field in search of a field with a normal scarecrow. Once it finds a suitable location, the corn stalker nestles inside and turns the once-normal scarecrow into another of these abominations.

If a scarecrow is destroyed and any corn stalkers survive, the first corn stalker to take a life may inhabit any new scarecrows erected in the field, inheriting the land from its creator.

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

Skills: Fighting d10, Notice d8, Stealth d10

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

Gear: Sickle (d8+d4), Scythe (2d8, -1 Parry, Reach 1, Requires 2 hands).





Special Abilities:

- **Construct:** +2 to recover from being Shaken. No additional damage from called shots (except to the head). Arrows, bullets and other piercing attacks do half-damage.
- **Fear:** Anyone who sees a scarecrow climb down off its pole, much less attack someone, must make a Guts roll.
- **Fearless:** Scarecrows are immune to Fear and Intimidation.
- **Invulnerability:** If a scarecrow is destroyed through any means other than its weakness, it returns to life the following eve.
- **Weakness (Fire):** Fire is a scarecrow's only weakness, and a scarecrow killed by fire is permanently destroyed.

Corn Stalker

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

Skills: Fighting d8, Notice d6, Stealth d10

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

Special Abilities:

- **Claws:** d6+d4.
- **Construct:** +2 to recover from being Shaken. No additional damage from called shots (except to the head). Arrows, bullets and other piercing attacks do half-damage.
- **Fearless:** Corn stalkers are immune to Fear and Intimidation.

- **Go to Ground:** By spending 3" of movement, corn stalkers can enter the soil of a field. On its next action it can reappear anywhere in the same field. It may appear adjacent to a hero and launch an attack, in which case the hero must make a Notice roll. If this roll is failed, the corn stalker gains the drop. Heroes on hold automatically make this roll.
- **Size -1:** Cornstalkers are around 2' tall.



Sin Eater

The sin eater looks like a deformed human with shadowy, writhing forms under its skin. Occasionally, a hand or face comes to the surface of the creature's skin, as if attempting to escape its awful prison. The sin eater can take on the physical appearance of any person whose corpse it has devoured. All this abomination requires to work its malicious mojo is the grave of an individual buried in unconsecrated ground within the last week. Once it finds such a grave, the sin eater consumes the corpse and absorbs the soul. It then rises and uses its powers to cause fear among the enemies of the deceased, as well as grief for the dearly departed's family.

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

Skills: Climbing d6, Fighting d8, Guts d8, Notice d10, Persuasion d8, Shooting d6, Stealth d8, Taunt d8

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

Special Abilities:

- **Fast Regeneration:** A wounded sin eater may make a Vigor roll each round to heal its wounds (one on a success, two on a raise), except for wounds inflicted by blades. Sin eaters gain +2 to recover from being Shaken.
- **Fear (-2):** Anyone who sees a sin eater in its natural state must make a Guts roll (-2).
- **Invulnerability:** If destroyed in battle, a sin eater is reborn the next night in the grave of a corpse buried in unhallowed ground. If there are no such graves within 10 miles, the sin eater is permanently destroyed.
- **Sin Eating:** Sin eaters consume corpses buried on unhallowed ground, and by doing so absorb the memories of the departed.

Everything from a person's life, down to accent, manner of speech, secrets and facts of the person's history are absorbed. It can then change its shape into a perfect copy of the departed as they were before death, and it may stay in this form for up to 24 hours. Once a disguise is dropped, the sin eater gains a Fatigue level which must be healed before it can take another shape. It may make a Vigor roll every hour, and once successful, the Fatigue is restored.

- **Weakness (Dismemberment):** If the sin eater is cut limb from limb and each part buried in hallowed ground it will not return to life.

Siren

Sirens are large fish, nearly 25' long, with wide bodies and fang-filled maws. Like a deep-sea angler, a siren has a 4" thick appendage which it inserts into the base of the skull of a human corpse, and it uses that corpse as a lure to attract prey — other humans — close enough to be attacked. The siren has limited muscle control over the corpse, but it can issue noises such as screams and unintelligible shouts. Sirens are only found in saltwater, most commonly in the Great Maze.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d12+4, Vigor d10

Skills: Fighting d8, Guts d8, Notice d10, Persuasion d8, Stealth d8

Pace: 0; **Parry:** 6; **Toughness:** 12

Special Abilities:

- **Aquatic:** Pace 10.
- **Bite:** d12+d10+4.
- **Fear:** Anyone who realizes the poor soul they've come to rescue is actually being animated by a fishy tentacle must make a Guts roll.
- **Large:** Attack rolls against a siren gain a +2 bonus due to its size.
- **Lure:** The siren may only apply its Persuasion skill through the use of the lure. A cowpoke who makes a Notice roll against the siren's Persuasion recognizes that something isn't quite right. The siren may also use its Fighting skill to attack with the lure, but the lure uses a d6 Strength die instead of the siren's actual Strength.



- **Size +5:** A siren is a monstrous, carnivorous fish.

Skinwalker

Skinwalkers are so-named because they usually walk off with the skin of a victim and wear it themselves. They can skin a human in less than five minutes thanks to their wicked retractable claws. During the process, skinwalkers lap at their victims brains with their rasp-like tongues, thereby stealing some of the deceased's memories. Even so, an alert hero can still spot oddities in a skinwalker's behavior.

Because the skinwalkers' skeletons are mutable, they may impersonate any size human, no matter if they are child, adult, or elderly. In their normal, skinless state, these abominations resemble a skinned corpse: muscle, tendon, cartilage, and bone are unveiled for all to see.

Baron Simon LaCroix, owner of the Bayou Vermillion railroad, has formed a strange alliance with a number of these creatures. He uses them for a variety of tasks, from spying to terrorism.

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

Skills: Fighting d10, Notice d8, Persuasion d10, Stealth d12

Pace: 5; **Parry:** 7; **Toughness:** 6

Special Abilities:

- **Claws:** d8+d6.
- **Disguise:** A hero must make a Notice roll (-4) to detect anything amiss with a disguised skinwalker. If the hero is close to the skinwalker's victim, the penalty may be reduced to -2, or even 0 (Marshal's discretion).
- **Fear (-1):** Anyone who encounters a "naked" skinwalker must make a Guts roll (-1).
- **Wild Card:** If the victim who "donated" his skin was a Wild Card, the skinwalker also gains Wild Card status.

Terrantula

A sub-species of tarantula infests the southwestern Confederate states, these horrid beasts swarms when hunting. The spider, identified by a unique set of markings resembling, oddly enough, a human skull, has been given the rather colorful sobriquet "terrantula" by frontiersmen.

The terrantula is believed to have two growth stages: one similar to that of the common tarantula, and a second, much larger size. Many believe that the smaller spiders—roughly the size of a grown man's palm—are hatchlings. Hatchling terrantula swarms are capable of overcoming prey much larger than themselves.

The larger terrantulas reach the size of a small dog. Adults become territorial and use methods similar to that of trap-door spiders to capture prey. Only the cannibalistic tendencies of these horrible anthropoids prevents terrantulas from dominating the South.

Small Terrantula Swarm

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

Skills: Notice d6

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

Special Abilities:

- **Bite:** Terrantulas inflict hundreds of bites each round, hitting automatically and causing 2d4 damage to everyone in a Medium Burst Template.
- **Split:** Terrantulas are clever enough to split into two smaller swarms (Small Burst Templates). The Toughness of these smaller swarms is lowered by -2 (to 5 each).

- **Poison:** Terrantulas use poison for killing its prey. Anybody wounded by a swarm should make a Vigor test. Success indicates the victim shakes off the effects; failure means he's paralyzed for 1d6 hours. A small terrantula's poison is only effective when administered by a swarm; a single bite is painful, but nothing more. Only make the Vigor check if a swarm damages the hero.
- **Swarm:** Parry +2; Because the swarm is composed of scores, hundreds, or thousands of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round. Swarms are evaded by jumping in water

Large Terrantula

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

Skills: Fighting d8, Notice d8, Stealth d12

Pace: 10; **Parry:** 6; **Toughness:** 5

Special Abilities:

Ambush: Terrantulas of this size dig trapdoor-covered holes near trails. These trapdoors can be spotted with a Notice at -4. The terrantula gets the Drop on anyone unaware of its trap.

Poisonous Bite: d8+2d6

Spring: Terrantulas can spring up to 3" gaining a +2 bonus to their first Fighting roll.



Profile: Gargantuan Terrantula

Attributes: Agility d12, Smarts d8, Spirit d10, Strength d12+8, Vigor d12

Skills: Fighting d12+1

Pace: 6; **Parry:** 8; **Toughness:** 16

Special Abilities:

- **Fear:** Anyone spotting a gargantuan terrantula must make a Guts roll.
- **Huge:** Attack rolls against a gargantuan terrantula gain a +4 modifier.
- **Ambush:** Terrantulas of this size dig trapdoor-covered holes near trails. These trapdoors can be spotted with a successful Notice at -4. The terrantula gets the Drop on anyone unaware of its trap.
- **Poisonous Bite:** 3d12+8



- **Size +8:** A terrantula of this size is about 20' tall and 40' across; this is about as big as the monsters realistically get

Texas Skeeter

These hand-sized insects (6" long) are gigantic versions of normal mosquitoes. The skeeters travel in swarms, descending on animals and humans alike to feast on their blood.

The name Texas skeeter refers to the critter's size, not its habitat. These nasty bloodsuckers have been sighted up and down the Mississippi, as well as further east. They prefer swampy terrain, and the bayous and bogs of Louisiana are a fertile breeding ground for these pests.

Unlike their smaller cousins, skeeters need a lot of blood to survive and tend to attack in large enough swarms to kill rather than simply annoy.

Attributes: Agility d10, Smarts d4(A), Spirit d4, Strength d4, Vigor d6

Skills: Notice d8

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

Special Abilities:

- **Bite/Blood Drain:** Swarms inflict hundreds of tiny stings every round to their victims, draining a small amount of blood each time. They hit automatically and cause 2d4 damage to everyone in the swarm's template.
- **Fly:** Pace 10.

- **Swarm:** Parry +2. Because the swarm is composed of many smaller creatures, cutting and piercing weapons do no real damage. Area effect weapons work normally.
- **Weakness (Fire):** Skeeters do not like fire, or even smoke, and don't normally attack anyone close to a fire.

Texas Tummy Twister

The most insidious plague to wrack the Southwest is a microscopic critter that lives in still ponds and muddy swimming holes. Any time a character drinks from a stagnant watering hole in Texas (a critical failure on Survival roll), there's a 1 in 4 chance he picks up one of these buggers.

Once a cowpoke's infected, the twister latches onto his gut and starts drinking blood. Within a week, the parasite grows to the size of a house cat. It also grows a spiny appendage that inserts into the host's spinal column, allowing the twister to exert rudimentary control over the poor sodbuster.

A human under a tummy twister's control isn't particularly bright. The parasite can manage a few words and remember its close friends' names, but that's about it. A successful Notice roll reveals only that the victim is suffering some sort of delirium. The twister can see through its host's eyes, but prefers to burrow out through the host's belly and use its own. When this peephole isn't in use, it leaves a long oozing wound on the host's belly.

The only way to get rid of a twister is to eat something incredibly spicy (or in some cases, force feed it to the host). Jalapenos make the nasty critters come crawling out in a few minutes, causing a wound on the way out (which can't be soaked). Acid gets rid of the little beasts as well, but it'll be a case of curing the disease by killing the patient.

The statistics presented here are for a full-grown tummy twister.

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

Skills: Fighting d6, Notice d6

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

Special Abilities:

- **Fear (-1):** Anyone who witnesses a tummy twister appear in his buddy's gut (or a stranger's, for that matter), must make a Guts roll (-1).

- **Infection:** If the tummy twister's tentacles hit with a raise, it impregnates its target with a larval tummy twister. The infection proceeds exactly as if the hombre had become infected by drinking standing water.
- **Size -2:** These creatures are the size of a cat.
- **Small:** Attack rolls against these creatures suffer a -2 penalty.
- **Spiny Tentacles:** The tummy twister lashes out from its host's gut with its spiny tentacles, causing 2d4 damage.

Tommyknocker

These carnivorous abominations lurk deep in mines. They damage supports, mine car tracks, and other important structures during the night. Miners and watchmen sometimes hear the creature tapping away down in the depths after the work force knocks off for the night. Should the creature succeed in causing a cave-in, it hunts down and feeds on any trapped miners, picking them off one by one as lack of food and oxygen weakens them.

Tommyknockers primarily haunt gold and silver mines, though they'll lurk in a tapped-out ghost rock mine, as well. They won't typically interfere with a ghost rock operation, though this is more out of instinct than any understanding of the mineral's value to the Reckoners. A tommyknocker—or even merely the rumor of one—can be responsible for raising the Fear Level in a mine almost overnight.

Tommyknockers are 3' tall humanoids with disproportionately large heads. They are perpetually hunched over, their skin mottled blackish-gray, and their solid black eyes are as large as saucers. Each hand features only three digits, but all three end in vicious claws.

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

Skills: Climbing d10, Fighting d6, Guts d6, Notice d10, Stealth d8, Tracking d8

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

Special Abilities:

- **Burrow:** Pace 4. Tommyknockers can burrow through stone and earth, leaving no trace of their passage.
- **Claws:** d8+d6.
- **Fear (-1):** Anyone spotting a tommyknocker must make a Guts roll (-1).

- **Night Vision:** A tommyknocker can see in total darkness as if it were daylight.
- **Size -1:** Tommyknockers are somewhat smaller than humans.
- **Weakness (Light):** Each round that tommyknockers are exposed to light brighter than torchlight, they take 2d6 damage. Tommyknockers killed in this fashion quickly boil away to nothing, leaving only a putrid cloud of steam behind.

Tumblebleed

In the Weird West, even the tumbleweeds are out to get you.

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

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

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

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



Skills: Fighting d10, Notice d10, Stealth d10

Pace: 10; **Parry:** 7; **Toughness:** 3

Special Abilities:

- **Size -1:** Tumblebleeds are about 3' in radius when dry.
- **Thorns:** Tumblebleeds drain blood, causing 2d4 damage every time they hit with a Fighting attack.
- **Weakness:** Dry tumblebleeds are extremely flammable. Add +2 to rolls to see if they catch fire.

Tunnel Critter

Tunnel critters are monstrous subterranean insects, typically the size of large dogs, with bodies like centipedes. They are armed with large mandibles and vestigial eyes in front. Each segment has 4 claw-tipped appendages, which the creature uses for movement, digging, and even limited manipulation of objects.

These creatures are found in deep mines and caverns in the Weird West. They are completely blind, but have a highly developed sense of touch. Mines are generally favored over caverns for the ready supply of food—miners!

Very young tunnel critters are harmless, but after a month or so their shells harden and the poison glands develop. They feed on anything living (even

each other) so old, large specimens are very rare. Full-grown specimens can also tunnel through earth.



Tunnel Critter, Elder

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

Skills: Climbing d4, Fighting d8, Guts d10, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 12 (2)

Special Abilities:

- **Armor +2:** Hard shell
- **Bite:** d10+d4.
- **Burrowing (2''):** Large tunnel critters can burrow through rock. When they burrow up next to a cowpoke, they may attempt a Stealth roll (opposed by the target's Notice) to gain the drop. Don't forget that multi-action penalty though, Marshal.
- **Egg Insertion:** On the round after a victim is paralyzed (see below), the critter injects the poor soul with eggs (another bite attack) which hatch within 1d4 hours. If the victim is alive when the eggs hatch, his death is as gruesome as you're guessing. A surgeon can remove the eggs before they hatch with a Healing roll (-2), 15 minutes, and a minor operation.
- **Paralytic Poison:** Any hero who suffers a wound from the critter's bite must make a Vigor roll (-2) or be paralyzed for 1d4 hours.
- **Size +3:** These critters are about 8' long

Tunnel Critter, Adult

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

Skills: Climbing d6, Fighting d6, Guts d8, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 7 (1)

Special Abilities:

- **Armor +1:** Hard shell
- **Bite:** d8.
- **Egg Insertion:** On the round after a victim is paralyzed (see below), the critter injects the poor soul with eggs (another bite attack) which hatch within 1d4 hours. If the victim is alive when the eggs hatch, his death is as gruesome as you're guessing. A surgeon



can remove the eggs before they hatch with a Healing roll (-2), 15 minutes, and a minor operation.

- **Paralytic Poison:** Any hero who suffers a wound from the critter's bite must make a Vigor roll (-2) or be paralyzed for 1d4 hours.

Tunnel Critter, Young

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

Skills: Climbing d6, Fighting d4, Guts d6, Notice d4, Stealth d8

Pace: 6; **Parry:** 4; **Toughness:** 5 (1)

Special Abilities:

- **Armor +1:** Hard shell
- **Bite:** d6.
- **Egg Insertion:** On the round after a victim is paralyzed (see below), the critter injects the poor soul with eggs (another bite attack) which hatch within 1d4 hours. If the victim is alive when the eggs hatch, his death is as gruesome as you're guessing. A surgeon can remove the eggs before they hatch with a Healing roll (-2), 15 minutes, and a minor operation.
- **Paralytic Poison:** Any hero who suffers a wound from the critter's bite must make a Vigor roll (-2) or be paralyzed for 1d4 hours.
- **Size -1:** Critters are about the size of a dog.

Uktena

The uktena is a 30' long snake as thick as a good-sized tree trunk. It has a pair of horns on its head, between which rests a small, brilliant, diamond-like crystal. Its neck has seven faint bands of color, one for each in the spectrum, and its heart rests under the violet stripe.

This beast (also called an unktehi) appears in the mythology of both the northern tribes of the Great Plains and in that of the southeastern groups. All these native peoples fear its power, but those with arcane abilities occasionally hunt uktena in an effort to secure its unique gemstone.

The crystal (which is about the size of a rifle cartridge) is imbedded in the uktena's skull. It serves as a conduit to the Hunting Grounds, constantly

feeding the monster supernatural energies. Not only does this make the creature nearly immune to injury, but it also has a hypnotic effect on any human.

Uktena uses their hypnotic power to render their victims helpless, then forces them to slowly approach the creature so it can feed upon them.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d12+2, Vigor d12+2

Skills: Fighting d10, Intimidation d12, Notice d10, Stealth d10, Swimming d12+2

Pace: 0; **Parry:** 7; **Toughness:** 13

Special Abilities:

- **Bite/Horns:** d12+d8+2.
- **Fear (-1):** Anyone who encounters an uktena must make a Guts roll (-1).
- **Hypnotism:** An uktena can take an action to subvert the will of anyone looking directly at it. This is an opposed Spirit roll. If the uktena wins, the victim is Shaken and approaches the uktena (at half pace due to being Shaken). Each turn, on its action card, the victim may attempt to break free by initiating another opposed Spirit roll, though the victim suffers a -2 penalty to such rolls. If the victim wins, he is unShaken, and if he scores a raise, he may act immediately.
- **Invulnerability:** Uktena suffer no damage from magical or mundane attacks.
- **Large:** Anyone attacking an uktena gains +2 to his attack roll.
- **Size +4:** An uktena is more than 30' long.
- **Weakness (Heart):** An uktena's weak spot is its heart. If a cowpoke makes a called shot to this location (-6), the uktena suffers damage normally.

Walkin' Dead

Pulp novels describe your basic walkin' dead as slow and mindless. Obviously the writers have never truly encountered them. Creatures like these aren't the kind to shuffle about like they hadn't a thought in their rotting heads.

These suckers are mean and clever. They know people think they're supposed to be slow and stupid, so sometimes they act that way just to get close. And by the way, they do feed on brains.

These walking dead are typical groaning fiends looking for fresh meat.



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

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

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

Special Abilities:

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



Walkin' Fossil

Walkin' fossils come in many varieties. In this case, the fossilized creature is the utahraptor, a quick predator some 20 feet long (including 8' tail). Parts of these reanimated beasts may be missing, but its fossilized form grants protection against attacks.

The whole creature appears to be made of stone, like a skeletal statue brought to life. Its empty eye sockets glow with unholy light. The dinosaur has vicious teeth and fore-claws as well as curved hind claws ideal for rending. When on the move, the creature's fossilized bones grind together, making it

difficult for the creature to catch its prey unawares. Fortunately for the utahraptor, it's a speedy little devil, so folks who take off running at the sound of its approach quickly become fast food.

The walkin' fossil is a smart, dangerous hunter. Utahraptors are pack hunters by nature, but nonetheless very capable alone. It can track prey by smell and wait in ambush if necessary, though it prefers the thrill of the chase. Once it spots prey, the critter usually runs forward and leaps on it with foreclaws and teeth, then rakes with its hind claws. Once a victim is down, the critter turns to other prey, eating only when all available prey is subdued or fled.

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

Skills: Fighting d12+2, Notice d8, Stealth d10, Tracking d12

Pace: 8; **Parry:** 9; **Toughness:** 12 (2)

Special Abilities:

- **Armor+2:** Petrified.
- **Bite/Claw:** d12+d8.
- **Fear:** Anyone who encounters a walkin' fossil must make a Guts roll.
- **Fearless:** Walkin' fossils are immune to Fear and Intimidation.
- **Fleet Footed:** The fossils roll a d10 when running.
- **Immunity:** Walkin' fossils suffer no damage from fire.



- **Improved Frenzy:** The horrors may make two Fighting attacks each round at no penalty.
- **Leap:** Utahraptors can leap up 20" with a running start. A leaping attack grants the freaky fossils a +2 bonus to the attack and damage rolls.
- **Size +1:** Utahraptors are somewhat larger than humans.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Arrows, bullets, and other piercing attacks do half damage.
- **Weakness (Head):** Called shots to a walkin' fossil's head inflict normal damage, although they don't gain the usual +4 damage bonus for head shots.

Wall Crawler

Wall crawlers are predators that hang on the shadowy sides of mesas, waiting for unsuspecting travelers to pass below. When they spot prey, they race down from their perches and strike with lightning speed. Their prey almost never sees them coming before it's too late.

Before they strike, wall crawlers are almost totally silent. They emit an evil hissing sound when fighting that sounds almost like a riled serpent.

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

Skills: Fighting d10, Intimidation d10, Notice d8

Pace: 10; **Parry:** 7; **Toughness:** 8 (2)

Special Abilities:

- **Armor +2:** Wall crawlers have thick, spiny hides.
- **Bite:** d10+d8.
- **Charge:** Wall crawlers charge on their first round of attack, gaining +2 to hit and damage as they scramble down from their high perches.
- **Fleet Footed:** Wall crawlers have a d10 running die.
- **Quick:** Wall crawlers discard Action Cards of 5 or lower.
- **Wall Crawling:** Wall crawlers can move over any moderately rough vertical surface at their normal Pace, and can even move along overhangs at half Pace.



Wave Shadow

Wave shadows resemble amphibious, reptilian humanoids. They equip themselves with items taken from their victims, making themselves grim parodies of the people they have killed. Normally, they conceal themselves behind a mystical cloak of darkness, making them appear to be living shadows.

Wave shadows have been rumored to exist in the ocean depths for centuries, and may in fact have existed prior to the Reckoning. A few cryptozoologists theorize that these creatures may be responsible for the myths of mermaids and other fantastic sea creatures.

Regardless of the origins of these elusive monsters, confirmed sightings have become increasingly common over the last sixteen years, usually in the Great Maze.

They are aggressive creatures, living in large clans and preying on small, isolated villages, lone travelers, and occasionally fully-crewed ships. They raid not only for goods, but for food as well. For they consume their victims. Clans of wave shadows set up underwater camps near the isolated communities they plunder. They leave spies hiding in the town, and if anyone arrives to investigate the ghost town, they prepare to attack.

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

Skills: Climbing d6, Fighting d6, Guts d6, Intimidation d6, Notice d6, Stealth d8, Throwing d6

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

Special Abilities:

- **Aquatic:** Pace 10
- **Claws:** d8+d6.
- **Fear:** Anyone encountering a wave shadow must make a Guts roll.
- **Shadow:** Between sunset and sunrise, wave shadows are constantly shrouded in deep shadow. They gain +2 to Stealth rolls, and all attacks directed at them suffer a -2 penalty.



Weeping Widow

This abomination is the grief-stricken spirit of a woman who has witnessed the violent death of at least one member of her immediate family, and then died herself soon after. These women never had time to mourn their loss, and their grief and rage bind them to the physical world.

A woman possessed by a weeping widow always appears as the widow did when she died. She dresses in funereal clothing, almost always with a veil covering her face. Her face is streaked with tears, and her gloves and handkerchief soaked with them. She speaks and weeps in the voice of her host body in a voice ranging from quiet sobbing to racking wails against fate.

During combat, the possessed woman shrieks howls of rage and pain at the top of her lungs, cursing the murderers of her sons or husband. If the widow defeats her opponents, she weeps over the bodies of those she has slain—as if they were her lost family—until the victim is dead, at which point the spirit moves on to her next victims.

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

Skills: Fighting d8, Intimidate d12, Notice d4

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

Special Abilities:

- **Acid Touch:** d4+d10, AP 4. This is a touch attack, allowing the weeping widow to get +2 on her Fighting roll.
- **Anchor:** Weeping widows cannot normally leave the area of their deaths. Since most weeping widows die of grief, this is often their former bedroom or parlor. Only once

the widow possesses another can the widow leave this locale, and if her host is killed, she must return to her anchor until she takes another host.

- **Possession:** The widow is an ethereal being, and remains so unless it possesses a woman who enters the widow's domain by making an opposed Spirit roll. Once possessed, the widow assumes the Agility, Strength, Vigor, and related skills and derived statistics of her host, but retains her own mental abilities.
- **Invulnerability:** The possessed woman does not suffer Fatigue, and the type of weapon used to kill the widow's loved ones (usually guns) cannot hurt her. If the possessed woman is killed, the widow abandons her and moves on to a new host.
- **Tears:** Anyone touching or making a successful bare-handed attack (including grappling) against the widow suffers 2d4 damage (AP 4) from the acidic tears saturating the possessed woman's clothing.
- **Weakness (the blessed):** -2 to any check required of the widow to resist the powers used by a blessed. The only way to kill a widow permanently is through an exorcism.



Wendigo

Winters can be tough in the northwestern reaches of America. The cold is so savage, it can drive men and women to resort to the unthinkable to survive: cannibalism. There is a price to be paid for the feast, however, and it's a high one.

Wendigos are the twisted spirits of those who consumed their fellows to survive. Their eerie howls can be heard in just about any cold climate, particularly in the Cascade Mountains. They might also appear in more southern areas during harsh winters, but return north as it grows warmer.

Wendigos crave one simple thing: human flesh to feed the gnawing hunger in their bellies.

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

Skills: Climbing d12, Fighting d12, Intimidation d12, Notice d10, Swimming d10, Stealth d10, Throwing d10, Tracking d10

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

Special Abilities:



- **Claws:** d12+d6+2.
- **Fear (-1):** Anyone encountering a wendigo must make a Guts roll (-1).
- **Fearless:** Wendigos are immune to Fear and Intimidation.
- **Immunities:** Wendigos are immune to cold and cold-based attacks or effects.
- **Night Vision:** A wendigo can see in all but complete darkness as if daylight.
- **Weakness:** A wendigo is instantly killed if someone manages to pour hot tallow down its throat. Good luck with that one, friend.
- **Coup:** A Harrowed who feasts on a wendigo's essence gains immunity to cold and cold-based attacks.

Wereshark

In humanoid form, despite having something of a predatory look about them, weresharks are, for all intents and purposes, normal humans.

In their beastly form, these creatures stand almost seven feet tall and are covered with a rough, gray, scaly hide. Thick webbing stretches between their clawed fingers and toes, and a small dorsal ridge hunches out of their backs. Their eyes become solid black and their lips harden over an abnormally wide mouth filled with a double row of razor sharp teeth. Gills appear on their throats, just below their receded chins.

These abominations lurk in port cities, particularly in the Maze, and join ship crews. Once the vessel is at sea (or deep within the Great Maze's channels), they prey on the crew. At least one ship plying the waters between Shan Fan and Lost Angels (the Edward Fitzhugh) is crewed entirely by weresharks.

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

Skills: Climbing d10, Fighting d12, Guts d6, Intimidation d6, Notice d6, Stealth d10, Tracking d8

Pace: 6; **Parry:** 8; **Toughness:** 7 (1)

Special Abilities:

- **Aquatic:** Pace 8.
- **Armor +1:** Weresharks have tough, scaly hides.
- **Berserk:** Weresharks always go berserk when they take a wound. Parry is reduced by 2, +2 on all Fighting rolls and Toughness.
- **Bite/Claw:** d8+d6.
- **Fear (-1):** Anyone encountering a wereshark in its beastly guise must make a Guts roll (-1).
- **Improved Frenzy:** Weresharks may make two Fighting attacks each round at no penalty.
- **Shapechange:** A were-shark may spend a round changing between its human and were-shark forms, during which time it may take no other actions (including movement).





Werewolf

When a full moon shines overhead, humans infected with lycanthropy lose control and change into snarling creatures bent on murder. Some embrace their cursed state and revel in the destruction they cause.

Many werewolves existed even before the Reckoning, their curse passed through blood and bite from a time before the Old Ones closed off the Hunting Grounds.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+2, Vigor d10

Skills: Climbing d8, Fighting d12+2, Guts d10, Intimidation d10, Notice d12, Swimming d10, Stealth d10, Tracking d10

Pace: 8; **Parry:** 9; **Toughness:** 7

Special Abilities:

- **Claws:** d12+d8+2.
- **Fear (-1):** Anyone encountering a werewolf in beastly form must make a Guts roll (-1).
- **Infection:** Anyone slain by a werewolf has a 50% chance of rising as a werewolf themselves. The character involuntarily transforms every full moon. He gains control of his lycanthropy only after 1d6 years as a werewolf, at which point he may make a Spirit (-2) roll to resist the change. Regardless, he always loses control while in werewolf form.



- **Immunity:** Weapons not made of silver can only Shake werewolves, but not wound them.
- **Infravision:** Werewolves suffer only half the normal penalty for bad lighting when attacking living targets.
- **Weakness:** Werewolves suffer normal damage from silver weapons.
- **Coup:** Harrowed gain +1 Toughness, but suffer double damage from silver weapons.



Will o' the Wisp

This abomination looks like a ball of light about the size of a person's head. Some believe they are apparitions of those killed by quicksand, in mining accidents, or through other misfortunes common to the places where they are found. The truth is unknown, except that they are a terrible hazard.

They are nearly impossible to harm, but are incapable of causing any direct injury themselves. Instead, they tempt others to follow them into the night. They invariably lead the victims into danger, then feast on the pain and suffering produced. Wisps are intelligent and able to communicate via flashing patterns of light, even in Morse code. They rarely communicate with humans, however, unless they are trying to manipulate the foolish mortals into making a possibly fatal mistake.

Attributes: Agility d12+4, Smarts d8, Spirit d10, Strength d4, Vigor d4

Skills: Notice d8

Pace: 0; **Parry:** 2; **Toughness:** 5 (3)

Special Abilities:

- **Armor +3:** Supernatural toughness.
- **Flight:** Wisps can fly at a Pace of 24.
- **Invulnerability:** A will o' the wisp can only be harmed by magic or electricity.
- **Puppet:** Will o' the wisps have the *puppet* power and 20 power points. It uses its Spirit to activate the power. Will o' the wisps only use *puppet* on those stubborn folks who refuse to go blundering into danger on their own.
- **Size -2:** Will o' the wisps are small balls of glowing light.
- **Small:** Attackers subtract 2 from all Fighting and Shooting rolls.



Wolfling

Indian tribes of the Cascade Mountains tell of the wolflings, predatory half-man, half-wolf beasts with pure white coats. These feral creatures live in the lost valleys of the Cascade Range and venture out only to prey upon mankind. The wolflings have honed their pack hunting tactics to a fine bloody point.

These pack creatures differ from werewolves in that they do not change from human to animal form, they remain savage beasts regardless of the phases of the moon

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

Skills: Climbing d10, Fighting d10, Guts d10, Intimidation d8, Notice d10, Stealth d12, Survival d8, Swimming d10, Tracking d12

Pace: 10; **Parry:** 7; **Toughness:** 6

Special Abilities:

- **Bite:** d10+d6.
- **Go for the Throat:** Like wolves, wolflings instinctively go for an opponent's soft spots. With a raise on its attack roll, a wolfling hits its target's most lightly armored location.
- **Improved Frenzy:** The wolfling may make two Fighting attacks each round at no penalty.
- **Pack Tactics:** Wolflings gain a damage bonus on their attack roll equal to their gang up bonus.

HUMANS

Not all of the threats the posse faces in the Weird West are spawned by the Reckoners. Here's a selection of the various types of people found throughout the Weird West. As a rule, the statistics presented here are a baseline. Don't be afraid to give a slick talking gunfighter the Persuasion skill, for example. Unless otherwise stated, Arcane Background (Black Magic) works exactly like Arcane Background (Magic) from the SW rulebook. Wild Card NPCs have Grit equal to half their number of Edges.



Agent

Most employees of the Agency are Agents themselves, but some are just freelance troubleshooters hired for their individual talents. They do the work of investigating supernatural incidents while obfuscating the truth about what's really going on.

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

Skills: Fighting d6, Guts d8, Intimidation d8, Investigation d6, Knowledge (Law) d6, Knowledge (Occult) d6, Notice d8, Shooting d8, Stealth d8, Streetwise d6

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

Hindrances: Cautious, Vow (Destroy or Contain the Supernatural)

Edges: Agent, Dodge, Level Headed

Gear: Gatling Pistol (12/24/48, 2d6, RoF 2, Shots 12, AP 1), disguise kit, Agency badge.



Blessed

A blessed might be a righteous crusader, a restrained pacifist, or a holy rolling evangelist. Regardless of specifics, these folks are pillars of their communities, and a powerful force for good in the Weird West. While preachers and zealots are pretty common, true blessed are a rare thing, and almost always Wild Cards.

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

Skills: Faith d8, Fighting d6, Guts d6, Heal d6, Intimidate d6, Notice d6, Persuasion d6

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

Hindrances: Heroic, Loyal, Pacifist (Minor)
Edges: Arcane Background (Miracles),
Champion
Gear: Hickory club (2d6), Bible, cross.

Cultist

Dark cults that worship graven idols are the bread and butter of evil in the Weird West. The rank and file cultist is blindly dedicated to his faith, and will happily murder for his dark gods. Further, most maintain public lives as ordinary people, and only practice their blasphemous rituals privacy. So unless worshippers are caught in the act of devotion, cults are hard to break up.

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

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

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

Hindrances: Bloodthirsty

Edges: Arcane Resistance

Gear: Cultists are usually armed with hand
weapons, often ritual daggers or similar
implements. That said, they're not above
resorting to gunplay.



Cult Leader

These dark-souled folks are favorites of the Reckoners. They treat with the manitous (whom they believe are dark gods) in exchange for even darker powers, and the Reckoners need not expend their precious energy creating monsters with these folks around. Often, cult leaders are pillars of the community in their daily life—Marshals, Mayors, and other notables—and naturally assume their leadership roles.

The most prominent cult in the Weird West is the Cult of Lost Angels. All of Grimme's true believers use the Cult Leader profile, and more than a few are Wild Cards.

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

Skills: Faith d10, Fighting d10, Guts d8,
Knowledge (Occult) d8, Notice d6, Shooting
d6

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

Hindrances: Bloodthirsty, Overconfident
Edges: Arcane Background (Miracles)
Command, Fervor, First Strike, Improved
Arcane Resistance,
Gear: Cult leaders frequently carry ritual
weapons imbued with evil (inflicting an
extra +2 damage for the cult leader only).

Guardian Angel

The Guardian Angels are the police force of the Church and City of Lost Angels. They are becoming more common away from the city of late, as they accompany proselytizing Church priests on their "crusades." Angels are organized in "flights" of five.

These men and women are usually little more than violent thugs looking for violent work, and the "cover" of Grimme's organization nothing more than a convenient excuse. They have no idea they are the foot soldiers of a cannibal cult.

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

Skills: Fighting d8, Guts d8, Intimidation
d8, Notice d8, Persuasion d6, Shooting d6,
Stealth d8, Streetwise d6

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

Hindrances: Stubborn

Edges: Combat Reflexes, Speed Load

Gear: Guardian Angels are encouraged to carry
whatever weapons they're most comfortable
killin' folks with.

Gunman

Most folks around the Weird West carry a gun (if they know what's good for them), but these men and women make their living with one, and somebody's always hiring. These unscrupulous types typically work cheap and aren't too fussy about the moral issues involved as long as their ammo is paid for and the cash comes on time.

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

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

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

Hindrances: -

Edges: Quick Draw

Gear: Gunmen carry a variety of firearms.

Gunman, Veteran

There's an old chestnut that there are two kinds of gunmen: the quick and the dead. These folks have been around a while, so they ain't slow. They charge a pretty penny for their services, but they're usually worth every dime.

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

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

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

Hindrances: -

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

Gear: Gunmen carry a variety of firearms.



Huckster

These cunning spellcasters like to keep a low profile. They know all too well that if their powers are revealed, they're liable to wind up on the business end of a noose.

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

Skills: Gambling d6, Guts d6, Knowledge (Arcana) d6, Notice d6, Spellcasting d10, Shooting d4, Taunt d6

Charisma: -1; **Pace:** 6;

Parry: 2; **Toughness:** 5

Hindrances: Curious, Habit (shuffles cards constantly), Wanted (Minor)

Edges: Arcane Background (Magic), Power Points

Spells: Bolt, boost/lower trait, deflection; **Power Points:** 15.

Gear: Derringer (5/10/20, 2d6, shots 2, AP 1), deck of cards.

Indian Brave

Bands of braves from various tribes can be encountered just about anywhere in the Weird West. The braves presented

here are followers of the Old Ways, but the profile can be easily modified to reflect their more pragmatic (or misguided, depending on your point of view) cousins.

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

Skills: Fighting d8, Guts d8, Intimidation d6, Riding d8, Shooting d6, Stealth d6, Survival d6, Tracking d6

Charisma: 0; **Pace:** 8; **Parry:** 7; **Toughness:** 6

Hindrances: Old Ways Oath, Stubborn

Edges: Block, Fleet Footed

Gear: Bow, tomahawk, horse.

Indian Brave, Veteran

Veteran Indian warriors have survived many battles against both the white man and the evils of the Reckoners, and in many cases other tribes.

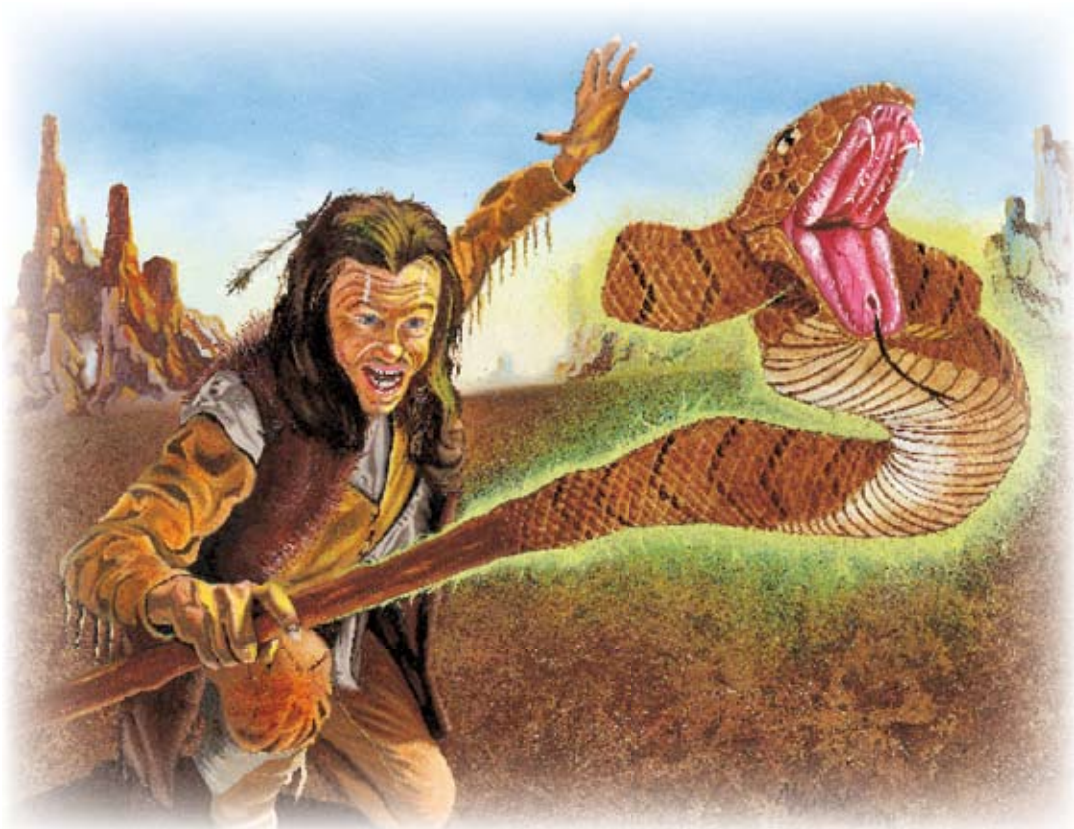
Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d10, Guts d8, Intimidation d8, Riding d10, Shooting d8, Stealth d8, Survival d6, Tracking d8

Charisma: 0; **Pace:** 8; **Parry:** 8; **Toughness:** 6

Hindrances: Old Ways Oath, Stubborn

Edges: Block, Fleet Footed, Improved Frenzy



Gear: Bow (12/24/48, 2d6), war club d10+d6, horse.



Indian Shaman

Depending on his tribe and its traditions, a shaman might be a mighty warrior, medicine man, or a wise leader.

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

Skills: Fighting d6, Guts d8, Persuasion d8, Riding d8, Shooting d6, Stealth d6, Survival d8, Tracking d8, Tribal Medicine d10

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

Hindrances: Old Ways Oath

Edges: Arcane Background (Shamanism), Power Points

Powers: Bolt, boost/lower trait, healing; **Power Points:** 15

Gear: Bow (12/24/48, 2d6), spear (2d6, Parry +1, Reach +1, requires 2 hands).



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

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Delusion, Quirk.

Edges: Arcane Background (Weird, Science), Gadgeteer, New Power, Power Points.

Powers: Ethereal energy condenser (*burst*), chrono accelerator (*quickness*).

Gear: Gadgets, tool kit.



Mad Scientist

Most folks can pick out a mad scientist from a country mile. While it's true that some wear lab coats or fancified duds from Back East, and throw around ten dollar words like they're going out of style, they're usually given away by the new fangled contraptions they tote around.

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



Martial Artist

With the influx of Chinese immigrants in the Maze—thanks in no small part to Kang and the other Chinese Warlords—the martial traditions of China are not unknown in the Weird West.

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

Skills: Fighting d8, Guts d6, Intimidation d8, Notice d6, Stealth d4

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

Hindrances: Code of Honor

Edges: Martial Arts

Gear: -



Martial Artist, Superior

A few martial artists have dedicated their lives to the pursuit of the philosophies of their art. Thanks to their dedication, they have learned to channel the energies of the Hunting Grounds into their maneuvers, making them a force to be reckoned with.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d8
Skills: Fighting d10, Guts d6, Intimidation d8, Notice d8, Stealth d6
Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 5
Hindrances: Code of Honor
Edges: Arcane Background (Chi Mastery), Martial Arts, Superior Kung Fu (Eagle Claw d8+d4, AP2).
Powers: *Armor* d8, *fly* d6, *smite* d8; **Power Points:** 20
Gear: -

Maze Pirate

The channels of the Great Maze are crawling with pirates of every nationality, including Union and Confederate Privateers, Kang's Maze Rats under the command of Red Petals Su, and a veritable flotilla of independent scurvy dogs.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Boating d6, Climbing d6, Fighting d6, Guts d6, Intimidation d6, Notice d6, Shooting d6, Stealth d6, Swimming d6
Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 5
Hindrances: Greedy, Mean
Edges: Block, Steady Hands
Gear: Colt Thunderer (12/24/48, 2d6 damage; RoF 1; Shots 6; AP 1), cutlass (counts as saber 2d6).

Outlaw

These men and women take the "lawless" part of the lawless frontier literally, and live by their own code (or not). They're much the same throughout the West, whether found in the Great Maze or on the High Plains: low down, dirty varmints.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6
Skills: Fighting d6, Gambling d6, Notice d6, Shooting d6, Stealth d6, Survival d6
Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Hindrances: Bloodthirsty, Wanted (Minor or Major)
Edges: Quick Draw
Gear: Outlaws can carry just about any weapon imaginable.

Rail Warrior

Rail warriors are the hard bitten folks employed by the rail barons to make their competitors' lives miserable. Some rail warriors possess special abilities and equipment; these are the elite few who define the character of each railroad.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8
Skills: Fighting d8, Guts d8, Notice d6, Shooting d8, Stealth d6
Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 6
Hindrances: Enemy (Opposing Rail Warriors), Mean

Edges: Speed Load

Gear: Rail warriors are usually outfitted by their employers, and carry a mix of pistols, rifles, and shotguns.

Special Abilities:

- **Faction:** While all rail warriors are employed by a specific rail baron, some gain special perks for their association, as follows. Keep in mind, these elite troops should be a rarity compared to the faceless minions who do the lion's share of the rail barons' dirty work. The factions bestow the following benefits to the basic rail warrior:
- **Bayou Vermilion:** *Re-Animated:* Baron LaCroix "rewards" his most effective troopers with resurrection—of a sort—upon their deaths. They gain the Fear, Fearless, and Undead monstrous abilities.



- **Black River:** *Coven:* Everyone knows Mina Devlin prefers female employees to males (though being a pragmatist, she'll hire a male gunfighter before a schoolmarm, for example). What most folks don't realize is that she schools her favorites—the few, the proud, the vicious—in witchcraft. They gain Arcane Background (Spells), 10 Power Points, and the *bolt*, *deflection*, and *fly* powers.
- **Dixie Rails:** *Confederate Soldiers:* Dixie Rails enjoys the backing of the Confederate government, and can often parlay this into military support. These troops use the Veteran Soldier profile.
- **Iron Dragon:** *Samurai:* Though Kang himself is Chinese, he has taken pains to show “face” to the various Asian immigrants throughout the Maze and the West. These warriors are ronin, samurai without a master until Kang offered them a new life in America in exchange for their skills. Samurai have d10 in fighting, the Code of Honor Hindrance, and the Sweep Edge. They carry a katana (Str+d10) and wear their traditional armor (+2).
- **Union Blue:** *Union Soldiers:* Like Dixie Rails, Union Blue enjoys the support of its parent government, in this case the Union. These troops use the Veteran Soldier profile.
- **Wasatch:** *X-Squads:* Gunmen and other servants who fail in their duties to Hellstromme often wind up in his infamous “X-Squads.” These doomed men and women must test the doctor's experimental devices in rigorous field tests. Most X-Squads are equipped with a mix of Gatling weapons, or possibly flamethrowers, and have a d10 Shooting. A few carry more esoteric

devices. They gain a single Weird Science Power with a trapping of your choice, and a d10 in the appropriate skill. All X-Squad troopers gain Repair at d6.



Ranger

The toughest hombres in the Weird West are no doubt the Texas Rangers. They usually operate on their own. When they gather, you can bet there's definitely some major trouble brewing.

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

Skills: Fighting d10, Guts d6, Intimidation d8, Knowledge (Occult) d6, Notice d6, Riding d10, Shooting d10, Streetwise, d6, Survival d6, Tracking d8

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

Hindrances: Overconfident, Vow (Destroy or Contain the Supernatural)

Edges: Brave, Texas Ranger

Gear: DA Peacemakers (12/24/48; 2d6+d4 damage; RoF 1; Shots 6; AP 1), Bowie Knife (d6+d4; AP 1), horse, Ranger badge. Most Rangers also carry a rifle or shotgun, and maybe even some dynamite for particularly dangerous critters.



Soldier

Soldiers, both Northern and Southern, can be encountered throughout the Weird West. Some are cowards, some noble, and some would back-shoot you for a few dollars. The only thing they all share in common is a duty to serve their nations in both war and peace.

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

Skills: Fighting d6, Guts d6, Notice d6, Shooting d6

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

Hindrances: Vow

Edges: Soldier

Gear: Winchester '73 (24/48/96, 2d8, RoF 1, 15 shots AP 2), Bayonet (d6+d4. 2d6, reach 1, +1 parry, two hands, when fitted to rifle).

Soldier, Veteran

These men have seen the elephant and lived to tell the tale. Whether it is against Mexicans, Indians or other Americans, they are experienced combat veterans, and have the scars to prove it.

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

Skills: Fighting d8, Guts d8, Notice d8, Shooting d8

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Hindrances: Vow

Edges: Block, Marksman, Soldier

Gear: Winchester '73 (24/48/96, 2d8, RoF 1, 15 shots AP 2), Bayonet (d6+d4. 2d6, reach 1, +1 parry, two hands, when fitted to rifle).

Soldier, Officer

Officers, whether trained at a military academy or promoted up the ranks, are responsible for the lives of their men and the successes of their respective militaries.

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

Skills: Fighting d6, Guts d8, Knowledge (Battle) d8, Notice d8, Shooting d8

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

Hindrances: Vow

Edges: Command, Hold the Line!, Soldier

Gear: Colt Army (12/24/48; 2d6+1 damage; RoF 1; 6 Shots; AP 1), Saber (2d6).



Townsfolk

The pioneer spirit runs deep in the folk of the Weird West, whether they be blacksmiths, cowhands, or saloon gals.

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

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

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

Hindrances: -

Edges: -

Gear: Townsfolk have a variety of gear appropriate to their trade. Many own a firearm, or at least a knife.



Voodooist

Voodoo priests—male hounsans and female mambos—are rare as hens' teeth outside of New Orleans.

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

Skills: Faith d10, Fighting d6, Guts d8, Notice d8, Persuasion d8, Shooting d6, Stealth d8

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

Hindrances: Outsider (Minor)

Edges: Arcane Background (Miracles), Voodooist

Gear: Derringer (5/10/20; 2d6 damage; RoF 1; 2 Shots; AP 1), Knife (d6+d4).

FAMOUS FOLKS

The Weird West births new legends every day. Some of these folks are famous thanks to their exploits, often reported in dime novels that glamorize the West for folks Back East. Others are known only to a few, and their names whispered with awe—and usually fear!



“Bat” Masterson

William Barclay “Bat” Masterson is currently sheriff of Ford County, Kansas, where his brother serves as Marshal of Dodge. Masterson spends most of his time in Dodge itself. He’s a friendly sort, but Hell to deal with when he’s angry.

He isn’t a particularly fast or deadly gun, but he excels at keeping his head and stopping trouble before it starts.

Masterson is fairly well-respected in Dodge City, and he can summon up a posse to back him up on a moment’s notice.

Masterson’s an impeccable dresser. He prefers a black suit with a matching bowler and tie. He keeps a short, neatly trimmed moustache.

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

Skills: Fighting d8, Gambling d8, Guts d8, Intimidation d8, Knowledge (Law) d8, Persuasion d10, Riding d8, Shooting d8, Stealth d8, Streetwise d8, Survival d8, Tracking d8

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Hindrances: Code of Honor, Curious, Heroic, Loyal, Outsider (Minor)

Edges: Attractive, Charismatic, Command, Improved Level Headed, Strong Willed

Gear: DA Peacemaker (12/24/48; 2d6+1 damage; RoF 1; Shots 6; AP 1), cane (d6+d4, +1 Parry).



Calamity Jane

Calamity Jane is one of the toughest women in the West, and has even posed as a man to get a job as a teamster or scout. Despite this toughness, Jane has a softer side. She’s “collected” groceries for the poor from wealthy “donors,” for example.

Jane was an acquaintance of Hickok’s while he lived, and she claims they were more than that. Most folks dismiss this, right alongside her claim that she’s spoken with him since his death. She’s been hitting the bottle pretty hard since Bill was dry gulched, and most believe the only spirits she sees are the alcoholic kind.

Jane’s down on her luck at the moment, and gets by on the charity of her friends and the occasional “hostess” job in one of Deadwood’s many houses of ill repute.

Jane is a plain looking lady (and we use the term loosely) with brown hair.

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

Skills: Climbing d8, Fighting d8, Gambling d6, Guts d8, Knowledge (the Dakotas) d6, Notice d6, Persuasion d4, Riding d8, Shooting d8, Stealth d8, Survival d6, Tracking d6

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

Hindrances: Bad Luck, Loyal, Ugly

Edges: Combat Reflexes, Speed Load





Gear: DA Peacemaker (12/24/48; 2d6+1 damage; RoF 1; Shots 6; AP 1), Winchester '73 (24/48/96; 2d8 damage; RoF 1; 15 Shots; AP 2), Bowie Knife (d6+d4; AP 1).

Gear: DA Peacemaker (12/24/48; 2d6+1 damage; RoF 1; Shots 6; AP 1).



Curly Bill Brocius

Curly Bill is the number two man in the Cowboys. For details, see the Tombstone entry in the Wild Southwest section.

Bill's a plain man, with kinky black hair and a vicious gleam in his eye.

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

Skills: Fighting d8, Gambling d8, Guts d6, Intimidation d8, Notice d8, Persuasion d8, Riding d8, Shooting d8, Stealth d8

Charisma: -1; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Hindrances: Habit (Minor) (Opium), Vengeful

Edges: Brawny, Command, Quick Draw, Speed Load



Doc Holliday

John Henry Holliday came west back in '72 when he was diagnosed with tuberculosis. He hoped the dry weather in Arizona would do his poor lungs some good. Although he dabbles in dentistry (hence the nickname), his business is gambling – and business is good.

Doc's a dangerous man to cross. He has a quick temper, and doesn't hesitate to act when provoked. He's made himself a lot more enemies than friends, but most hold their tongue, else Doc is apt to cut it out of their heads! That said, he's deeply loyal to those friends he has, including Wyatt Earp, and is an invaluable ally if things should come to gunplay.

Even from these friends, however, Doc keeps his secrets—prime among them are his arcane skills. He's an accomplished hexslinger in addition to being an excellent shot!

Doc is dying, and he knows it. He'll go out in a blaze of glory if given half a chance though.

Despite his pale complexion (due to consumption), Doc remains a handsome man. He has brown hair and a moustache.

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

Skills: Fighting d8, Gambling d10, Guts d8, Healing d10, Intimidation d6, Knowledge (Latin) d10, Notice d8, Persuasion d6, Riding d8, Shooting d12, Spellcasting d12

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

Hindrances: Ailin' (Major) (Consumption), Death Wish, Habit (Minor) (Alcohol), Loyal

Edges: Arcane Background (Magic), Attractive, Brave, Charismatic, Combat Reflexes, Dead Shot, Duelist, Improved Nerves of Steel, Level Headed, Marksman, New Power, (x2), Power Points, Rapid Recharge, Speed Load, Strong Willed, Quick Draw, Two Fisted

Powers: *aim, bolt, deflection, telekinesis.*

Power Points: 15

Gear: Twin DA Peacemaker (12/24/48; 2d6+1 damage; RoF 1; Shots 6; AP 1).



Johnny Ringo

Born John Ringold, Johnny Ringo is the most feared member of the Cowboy gang. He's faster than a rattler, and meaner than a barrel-full of 'em when he hits the bottle. Tombstone's streets clear faster than spit sizzles on a griddle when he staggers out of the saloon.



Johnny despises Doc Holliday, and the feeling's mutual. They've nearly traded lead on a few occasions, and everyone guesses the real showdown is coming soon.

Ringo's a good looking hombre, with slicked back hair and a bushy black moustache.

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

Skills: Fighting d8, Gambling d8, Guts d8, Intimidation d6, Notice d8, Persuasion d6, Riding d8, Shooting d10, Stealth d8, Tracking d8

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

Hindrances: Bloodthirsty, Habit (Minor) (Opium), Mean, Vengeful (Major)

Edges: Attractive, Dead Shot, Duelist, Improved Hip-Shooting, Quick Draw, Steady Hands, Two Fisted

Gear: Twin SA Peacemakers (12/24/48; 2d6+1 damage; RoF 1; Shots 6; AP 1).



Raven

Raven is the man responsible for starting up this whole Reckoning mess, and he's pretty happy with the way things are going. That said, he isn't hoping to turn the Weird West into a Deadland overnight. Raven's been around a while—over a century, in fact—and he's a master at planning for the long game.

Raven spends much of his time in the Sioux Nations, a shadowy advisor to Sitting Bull and other chiefs in the area. He no longer directly controls his cult, the Order of the Raven, but its leaders still report

to him. At the moment, Raven spends most of his time South of the Border at the Fountain of Youth in the fabled lost city of Cibola, the secret of which he tore out of the last of the Anasazi.

If you absolutely *must* pit your heroes against him—and you care about maintaining continuity with the Hell on Earth setting—Raven has a number of impersonators around the Weird West who act and speak in his name, all of whom are powerful members of the Order of the Raven.

Raven's stats are presented here, and you can represent his impostors by knocking all the die types down by one, and dropping the Special Abilities and any Background Edges or Edges requiring a Rank of Legendary. Like Raven, they have the black magic equivalent of Arcane Background (Shamanism). The impostors have five powers to which shamans normally have access and have 25 Power Points.

Raven is a leanly muscled Indian of indeterminate age. His face is lined with shallow wrinkles but his hair remains a lustrous black.

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

Skills: Climbing d10, Fighting d12+2, Guts d12, Healing d10, Intimidation d12, Knowledge (Occult) d12+6, Notice d12, Persuasion d12, Riding d12, Shooting d12, Stealth d12, Survival d12, Swimming d10, Taunt d10, Throwing d12, Tracking d12, Tribal Medicine d12+2

Charisma: +2; **Pace:** 8; **Parry:** 12; **Toughness:** 11

Hindrances: Bloodthirsty, Mean, Overconfident, Stubborn, Vengeful (Major), Vow (Major) (Serve the Reckoners)

Edges: Arcane Background (Shamanism), Brawny, Charismatic, Combat Reflexes, Command, Expert (Fighting, Tribal Medicine), Fast Healer, Fate's Favored (x3), Fervor, Fleet Footed, Followers (Order of the Raven), Hard to Kill, Harder to Kill, Hold the Line!, Improved Arcane Resistance, Improved Block, Improved Dodge, Improved



First Strike, Improved Frenzy, Improved Nerves of Steel, Improved Sweep, Improved Tough as Nails, Improved Trademark Weapon, Inspire, Master (Fighting, Tribal Medicine), Master of Arms, Mighty Blow, Nerves of Steel, Professional (Fighting, Tribal Medicine), Quick, Strong Willed, Very Attractive, Weapon Master.

Gear: The Bladed War Club he wielded against the Old Ones (2d12, Parry -1, 2 hands, AP 4).

Special Abilities:

- **Faustian Deal:** Raven is the Reckoners' fair-haired boy, and they're not about to let him go gently into that good night. If Raven is ever killed, he automatically returns from the grave Harrowed one week later. Further, once Harrowed, he gains the Invulnerability and Weakness listed below.
- **Fearless:** Raven has seen the worst the Hunting Grounds could throw at him, and never blinked.
- **Immortal:** Thanks to the power of the Fountain of Youth, Raven no longer ages. He must return to the Fountain once every decade to keep his babyface looks, however.
- **Invulnerability:** Raven cannot be harmed by magic or mundane attacks.



- **Powers:** Raven has every power listed in *Savage Worlds*, and as many Power Points as he needs.
- **Weakness:** Only the weapons of the very first white men to land on North America can slay Raven. A *conquistador's* sword, musket, knife, or other weapon causes normal damage.



Red Petals Su

Red Petals Su commands Kang's flagship in the Maze, the *Abysmal*. Kang's pirates actually fear her more than Kang himself, as she is more liable to lash out at them without provocation. They're also afraid to leave, as she has a reputation for tracking down and eviscerating deserters. She's *serious* about face!

Su has a love-hate relationship with Kang. That is, she hates him, but she can't take him in a fight, so she serves him. That said, she's really not enough of a thinker to strike out on her own. She relies on Kang for strategy, and without him to tell her what to do, she'd probably be kicking men's behinds at a two-bit rodeo. As things stand with him, she's the most feared woman in the Maze.

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

Skills: Fighting d10, Guts d8, Healing d8, Intimidation d6, Knowledge (English) d10, Notice d6, Persuasion d6, Shooting d8, Tracking d6

Charisma: -6; **Pace:** 6; **Parry:** 9; **Toughness:** 6

Hindrances: Bloodthirsty, Mean, Stubborn
Edges: Arcane Background (Chi Mastery), Combat Reflexes, Command, Connections, Dodge, First Strike, Improved Block, Martial Arts, New Power (x2), Superior Kung Fu (all), Sweep

Powers: *Armor* d6, *deflection* d8, *quickness* d8, *smite* d8; **Power Points:** 20

Gear: Cutlass (counts as saber, d8+d6), the Abysmal



Reverend Ezekiah Grimme

You can find most of Grimme's bloody backstory earlier in this book, Marshal. What's left? Well, here's where we tell you how your posse can take him out. We'd prefer if you didn't, though. We're kinda fond of the guy, and we want him to go out with a bit more of a bang than we have space to detail here. That said, if you think it's time this devil got his due, check out his Weakness under his special abilities.

That said, don't forget that if Grimme falls, it'll throw the Near Maze and Lost Angels itself into chaos. When things eventually shake out a few years down the road, it's likely the Church of Lost Angels will remain in control. With any luck, it'll be an actual church by then, with Grimme's influence—and cultists—eliminated.

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

Skills: Climbing d6, Faith d12+2, Fighting d12+2, Guts d12, Healing d10, Intimidation d12, Knowledge (Occult) d12, Knowledge (Religion) d12, Notice d12, Notice d12, Persuasion d12+2, Stealth d8, Streetwise d10, Swimming d8, Taunt d10

Charisma: +6; **Pace:** 6; **Parry:** 11; **Toughness:** 8

Hindrances: Bloodthirsty, Habit (Major) (Cannibalism)

Edges: Champion, Charismatic, Combat Reflexes, Command, Danger Sense, Expert (Faith, Persuasion), Fervor, Filthy Rich, Improved Frenzy, Improved Block, Improved Dodge, Improved Level Headed, Improved

Nerves of Steel, Inspire, Master (Faith, Persuasion), Mighty Blow, Professional (Faith, Persuasion), Rich, Unholy Warrior, Very Attractive

Gear: A stout hickory stick (of course it's magic! See Special Abilities, below).

Special Abilities:

- **Black Magic:** Thanks to his ritual, Grimme's magic appears to be divinely granted, so long as he remains within 75 miles of his church (in other words, always). He has access to every power available to the blessed, and has unlimited Power Points.
- **Devil's Deal:** Grimme has summoned the powers of Hell to serve him, and may spend an action to summon a demon to his side. He may only summon two such demons at any one time (making him the third part of an unholy trinity). He claims these demons are fallen angels sent by God to gain their redemption through service to Grimme's holy cause. That is, if there are any survivors.
- **Fearless:** Grimme is utterly fearless.
- **Fire & Brimstone:** Grimme may take an action to make a Persuasion roll as he rants and raves on his opponents' sins and Hell-bound souls. All opponents in earshot must successfully oppose Grimme's "sermon" with a Spirit roll or be Shaken by the prospect of eternal damnation.
- **Hickory Stick:** Grimme's hickory stick is enveloped in pure evil. Any hero it strikes must make a Spirit roll or be struck dead and



his soul consumed. There's no coming back Harrowed from that, Marshal. Even if the hero makes the roll, the stick inflicts 2d10 damage.

- **Hunger Spirits:** Grimme is surrounded by a passel of hunger spirits at all times. These beings are invisible and incorporeal, but all heroes within 24" of Grimme must make a Vigor roll at the beginning of each round or gain a level of Fatigue due to hunger. A hearty meal removes all Fatigue levels.
- **Invulnerability:** Grimme is immune to both magical and mundane damage.
- **Majesty:** Grimme exudes an aura of righteousness. Any foe must make a Spirit roll (-2) in order to attack him.
- **Unholy Charisma:** Even though Grimme is a disgusting depraved old coot possessed by a demon, people rarely see him for what he is. He gains +6 Charisma.
- **Weakness:** Grimme's only weakness is that he isn't truly the Reverend Grimme, who was a kind and decent man. If a hero manages to strike Grimme with the hickory walking stick (Str+d4) the true Reverend Grimme used on his pilgrimage out of the ruins of California, he inflicts damage normally. Unfortunately, the new Grimme's followers tossed the original Grimme's corpse – along with all his belongings – into Prosperity Bay, and the stick has since washed out into the Maze.





Seth Bullock

Seth Bullock is Deadwood's town marshal. An easygoing man, he prefers to handle his problems peacefully if possible, but with gunplay if necessary.

Bullock is a man of many parts. In addition to his law enforcement duties, Bullock serves on the Board of Health & Street Commissioners, and owns a number of local businesses. His increasing importance and wealth makes him cautious. Bullock's only remarkable feature is a piercing stare, which he relies on to dissuade rowdy cowhands from starting trouble in his town.

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

Skills: Fighting d8, Intimidation d12, Notice d8, Persuasion d10, Riding d8, Shooting d10, Streetwise d8

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

Hindrances: Enemy (Major) (Outlaws), Heavy Sleeper, Pacifist (Minor), Vow (Serve Deadwood as a Lawman)

Edges: Dodge, Rich, Strong Willed

Gear: DA Colt Peacemaker (12/24/48; 2d6+1 damage; RoF 1; Shots 6; AP 1), Winchester '76 (24/48/96; 2d8 damage; RoF 1; 15 shots; AP 2).



Stone

Jasper Stone is so mean Hell wouldn't take him. He found that out when he was shot in the back by his own troops at Gettysburg. Fortunately for him, the Reckoning was just taking hold and he popped right back up Harrowed.

Stone is the first Harrowed of the Reckoning. That's not to say he's the *first* Harrowed—that dubious distinction lies with someone else (and we ain't sharing yet, partner). But he's the first of this generation. And by far the meanest. Stone is such a bastard, in fact, that Death made him his servitor, and the Reckoners themselves appointed him their chosen assassin.

When heroes get too powerful (they reach Legendary Rank and are actively hunting down the Reckoners' minions), Stone is sent to take them out. He prefers a duel. It's far more amusing for him.

When he fires, he always aims for the head. He doesn't like his victims coming back husky.

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

Skills: Boating d10, Climbing d12, Driving d10, Fighting d12+2, Gambling d10, Guts d12+2, Intimidation d12+2, Knowledge



(Occult) d12+2, Lockpicking d12, Notice d12+2, Persuasion d10, Piloting d8, Repair d12, Riding d12+2, Shooting d12+4, Stealth d12+2, Streetwise d12+2, Survival d12+2, Swimming d12, Taunt d12, Throwing d12, Tracking d12+2

Charisma: -10; **Pace:** 8; **Parry:** 11; **Toughness:** 11

Hindrances: Bloodthirsty, Mean, Overconfident, Stubborn, Ugly, Vengeful (Major), Vow (Major) (Serve the Reckoners)

Edges: Alertness, Ambidextrous, Cat Eyes, Champion, Combat Reflexes, Command, Danger Sense, Dead Shot, Duelist, Expert (Shooting), Fleet Footed, Ghost, Giant Killer, Hard to Kill, Implacable, Improved Arcane Resistance, Improved Cat Eyes, Improved Block, Improved Claws, Improved Dodge, Improved Hip-Shooting, Improved Level Headed, Improved Stitchin', Improved Tough as Nails, Improved Trademark Weapon (Colt Dragoons), Marksman, Master (Shooting), Nerves of Steel, Professional (Shooting), Quick, Quick Draw, Soul Eater, Speed Load, Spook, Steady Hands, Strong Willed, Supernatural Trait (Agility, Smarts, Spirit, Strength, Vigor), Unholy Warrior

Gear: Relic Colt Dragoons (Range 12/24/48, 2d10, RoF 1, Shots unlimited 6, AP 4).

Special Abilities:

- **Aura of Death:** Stone is the red right hand of Death. Death may not be fate, but he sure can get her knickers in a bunch. No one, not Stone, or anyone else, may use Fate Chips for any purpose while within Stone's line of sight.
- **End of the Line:** Wounds inflicted by Stone cannot be healed by supernatural means, and Stone's victims cannot return to life by any means (including Harrowed).
- **Fear:** Stone is obviously Harrowed, and inflicts a Guts check on anyone who gets a good look at his desiccated mug.
- **Fearless:** Stone's manitou is afraid of him, but Stone himself fears nothing and no one.
- **Invulnerability:** Stone is immune to magic and mundane damage.
- **Weakness:** Stone can only be killed by a gun fired by his own stone-cold hands.



Wild Bill Hickok

Wild Bill came to Deadwood back in '76. He was always a cautious man, but his shoot first and talk about it not at all philosophy caught up with him eventually. On August 2nd, Jack McCall backshot Wild Bill in the Nutall & Mann's Saloon No. 10, while Hickok was playing cards.

McCall was captured and tried in by a miner's court. The cowardly bushwhacker explained that he shot Hickok over a poker debt, and also claimed to be the brother of a man Hickok shot in 1869. The jury acquitted him, despite whispers that McCall was hired by some low down varmint to murder Hickok to prevent the gunslinger's bid for marshal of Deadwood.

Hickok, however, didn't stay down. He rose from the grave Harrowed, and swore his revenge upon McCall and his employer, whoever that might be. He managed to keep his manitou in check for some time as he investigated McCall, but recently lost control.

Hickok was a tall fellow with sharp, handsome features. He's still tall, but his features rotted away just a bit before he awoke as a Harrowed.

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

Skills: Fighting d8, Gambling d8, Guts d8, Intimidation d12, Notice d8, Persuasion d8, Riding d8, Shooting d12+2, Stealth d10, Survival d8, Tracking d8

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





Hindrances: Bad Eyes (Minor), Bloodthirsty, Enemy (a bunch of folks hated Bill), Stubborn, Vengeful (Major)

Edges: Implacable, Improved Hip-Shooting, Nerves of Steel, Quick Draw, Speed Load, Strong Willed, Supernatural Trait (Shooting)

Gear: Two Colt Navy revolvers (12/24/48; 2d6+1 damage; RoF 1; 6 Shots; AP 1), Winchester '73 (24/48/96; 2d8; RoF 1; 15 Shots; AP 2), Bowie Knife (d6+d4 AP 1).

Special Abilities:

- **Harrowed:** Wild Bill is Harrowed, with all the attendant abilities and drawbacks. He lost control of his manitou some time ago.
- **Invulnerability:** The legend of Wild Bill's death has added to his power, and he can only be killed with the same weapon that Jack McCall used to murder him. Further, he must be shot in the head.



Wyatt Earp

Wyatt Berry Stapp Earp has lived a colorful life. He's worked as a teamster, rail worker, buffalo hunter, and stage coach driver. He began his law enforcement career in 1875 as a member of the Wichita police force, and a year later joined his friend Bat Masterson in Dodge as Assistant Marshal.

Unfortunately for Dodge, Earp is preparing to move on. He and his wife plan to join the other Earp brothers in Tombstone, where Virgil and Morgan both serve as local law. Wyatt himself is about done with wearing a badge, and plans to start his

own business. That said, he's certain to back up his brothers should the Cowboys prove a problem, which means Doc will be on board too.

Earp is a no-nonsense type with dusty brown hair, solid features, and a stare that can cut right to the soul.

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

Skills: Fighting d12, Gambling d8, Guts d10, Intimidation d12, Knowledge (Law) d6, Notice d8, Persuasion d10, Riding d10, Shooting d8, Stealth d10, Survival d8, Tracking d8

Charisma: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 6

Hindrances: Heroic, Loyal, Pacifist (Minor), Stubborn, Vengeful (Major)

Edges: Command, Duelist, Improved Dodge, Hard to Kill, Improved Level Headed, Inspire, Luck, Quick Draw, Speed Load, Strong Willed

Gear: Buntline Special (15/30/60; 2d6+1 damage; RoF 1; 6 Shots; AP 1), Winchester '73 (24/48/96; 2d8; RoF 1; 15 Shots; AP 2), Shotgun (12/24/48; 1-3d6; RoF 1; 1 Shot; +2 to Shooting rolls), Earp's Badge (Earp's Badge is a relic; Those attacking him suffer -4 to hit, cumulative with Improved Dodge).

THE RAIL BARONS

These famous folks are the movers and shakers in the Great Rail Wars. They each have access to vast amounts of wealth and armies of underlings, and most constantly hatch various nefarious plans for the posse to foil. While we are providing their statistics here, we recommend you try to avoid letting the heroes bump them off, as they are important to the ongoing *Deadlands* story.

We'd advise against simply tossing them to the wolves (that'd be your posse, Marshal). Each of these folks is a master planner, and generally stays far from the action. Should the heroes manage to confront one directly, it should only be in the last act of a campaign. Even then, if there is a way for one of these hombres to make a miraculous escape, to cheat death, or in some way evade you heroes' clutches, these individuals have the resources, smarts and muscle to pull it off!



Baron Simone LaCroix

Baron LaCroix's is a well-built black man of 40 years, his piercing gray eyes overshadowed by his menacing brow. He routinely shaves his scalp, and his face is free of beard or moustache. A small gold earring loops around his right earlobe.

You can find out more about LaCroix on page 166.

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

Skills: Faith d12, Fighting d10, Gambling d8, Guts d12, Healing d8, Intimidation d10, Investigation d10, Knowledge (Occult) d12, Lockpicking d6, Notice d12, Persuasion d12, Shooting d8, Stealth d10, Streetwise d10, Taunt d8

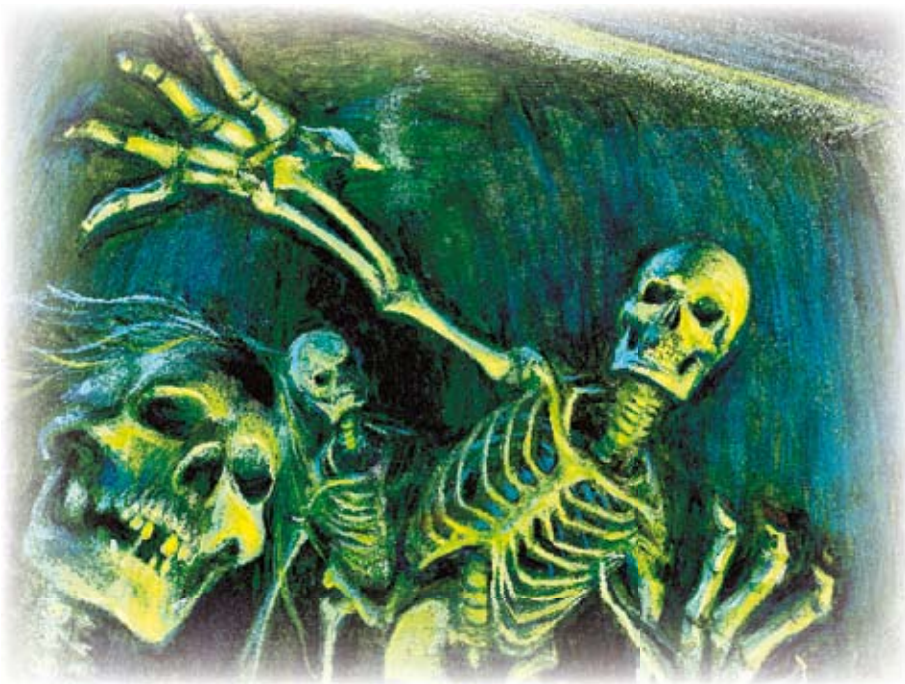
Charisma: -4; **Pace:** 6; **Parry:** 7/9; **Toughness:** 7

Hindrances: Bloodthirsty, Mean

Edges: Arcane Background (Miracles), Attractive, Brawny, Charismatic, Command, Conviction, Dodge, Filthy Rich, Improved Arcane Resistance, Improved Nerves of Steel, Level Headed, Voodooist

Power Points: 50

Gear: DA Peacemaker (12/24/48; 2d6+1 damage; RoF 1; Shots 6; AP 1), ritual dagger (d8+d4), conjure bag.



Special Abilities:

- **Chual:** As a powerful voodooist, LaCroix can *chual* for the Loa. In this case, however, LaCroix serves as *chual* to the Reckoners themselves! This link normally means he only suffers a -1 penalty per power Rank, but he can also assume a limited portion of the Reckoners' power (too much would destroy him from the inside out). He may only *chual* for each Reckoner once per week. LaCroix makes a Faith roll as a normal action, and if successful, he gains one of the following abilities (his choice) for one hour or until a Joker is dealt, whichever comes first.
- **Death:** LaCroix makes an unarmed melee attack. If successful, his target must make a Spirit roll (opposed by LaCroix's Spirit) or die.
- **Famine:** Any damage inflicted by LaCroix (or any weapon he wields), instead of causing wounds, causes levels of Fatigue as if the target suffered from starvation. These "wounds" may be soaked as normal, but the victim must roll Spirit to soak rather than Vigor.
- **Pestilence:** LaCroix may expel a cloud of noxious, plague ridden breath. Place a Large Burst Template adjacent to LaCroix. Anyone within must make a Vigor roll (opposed by





LaCroix's Vigor) or die. Unless the roll is made with a raise, the victim gains the Ailin' (Major) Hindrance, permanently.

- **War:** LaCroix's Strength, Vigor, Fighting, and Knowledge (Battle) are increased to d12+2. This increases his Parry to 9.
- **Invulnerability:** LaCroix is a favored servant of the Reckoners, and cannot be injured by magical or mundane means.
- **Misogyny:** Thanks to his history with his mother and sister, LaCroix hates all women unconditionally. He inflicts +2 damage on any woman he attacks, but any woman who strikes LaCroix gains the same bonus.
- **Weakness:** LaCroix can only be harmed by the very same ritual dagger he used to murder his sister (the same ritual dagger he carries today).



Darius Hellstromme

Hellstromme's story can be found on page 170. Unbeknownst even to himself, Hellstromme is the prime 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 many 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

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

Hindrances: Curious, Greedy, Mean, Overconfident, Vow

Edges: Arcane Background (Weird Science), Charismatic, Connections, Filthy Rich, Gadgeteer, Great Luck, Improved Arcane Resistance, Improved Dodge, Improved Level Headed, Improved Trademark Weapon (Any Gadget or Gizmo), Marksman, McGyver, Mr. Fix It, Rich, Rock and Roll!, 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 will implant 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.
- **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 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.



Fitzhugh Lee

Fitzhugh Lee is a stocky man running toward overweight in his middle age. His rounded features are accented by a bushy moustache and goatee. Despite his advancing girth, he still cuts quite an imposing figure when decked out in his dress grays.

Lee's history is discussed on page 168.

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

Skills: Boating d8, Fighting d10, Guts d10, Intimidation d10, Knowledge (Battle) d12, Notice d8, Persuasion d12, Riding d10, Shooting d10, Streetwise d6, Swimming d8

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 8

Hindrances: Loyal, Quirk (Prankster)

Edges: Brawny, Charismatic, Combat Reflexes, Command, Dodge, Hold the Line!, Inspire, Level Headed, Marksman, Natural Leader, Steady Hands

Gear: Colt Peacemaker (12/24/48; 2d6+1 damage; RoF 1; Shots 6; AP 1), Saber (d8+d6), Confederate Major-General's Uniform.

Special Abilities:

- **Guardian Devil:** Lee is watched over by a manitou he believes is the ghost of his uncle, General Robert E. Lee. He can beg his "uncle" for protection in combat, which is equivalent to casting the Deflection spell, but he rolls Persuasion instead of Spellcasing. Lee has 10 Power Points for this Power.



Joshua Chamberlain

Now in his fifties, Chamberlain has aged fairly well. He remains in fighting trim, though his hair and walrus moustache are peppered gray.

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

Skills: Boating d6, Fighting d8, Guts d10, Knowledge (Battle) d12, Knowledge (Latin) d10, Knowledge (Religion) d10, Notice d8, Persuasion d8, Riding d8, Shooting d10

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Hindrances: Ailin' (Minor) (War Wound), Cautious, Code of Honor

Edges: Combat Reflexes, Command, Fervor, Expert (Knowledge (Battle)), Hard to Kill, Harder to Kill, Hold the Line!, Natural Leader, Nerves of Steel, Professional (Knowledge (Battle)), Steady Hands



Gear: Colt Peacemaker (12/24/48; 2d6+1 damage; RoF 1; Shots 6; AP 1), Saber (d8+d6), Confederate Major-General's Uniform.



Kang

Kang is a tall, burly Asian man in his late 30's. He sports a long moustache, but is otherwise cleanly shaven. Scars from epic kung fu duels criss-cross his features, and his close-cropped hair grows irregularly across his heavily scarred scalp.

Kang is driven by the dream of a new nation out West, with him at the top of the heap. He takes a cut from almost every major criminal enterprise west of the Rockies and his power and influence is spreading all the time.

His traditional method of dealing with trouble is to try and buy it off. If there's one thing he hates, it's an incorruptible do-gooder prying into his affairs. When the subtle approach fails, of course, he has plenty of muscle to ensure the problem is resolved.

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

Skills: Boating d10, Fighting d12, Gambling d8, Guts d12, Healing d6, Intimidation d12, Investigation d6, Notice d12, Persuasion d10, Spellcasting d12, Stealth d12, Taunt d10

Charisma: -4; **Pace:** 6; **Parry:** 10; **Toughness:** 9

Hindrances: Bloodthirsty, Code of Honor, Vow (Found a New Nation)

Edges: Alertness, Arcane Background (Black Magic), Arcane Background (Chi Mastery), Brawny, Combat Reflexes, Danger Sense, Expert (Fighting), Filthy Rich, Frenzy, Giant Killer, Hard to Kill, Harder to Kill, Improved Arcane Resistance, Improved Block, Improved Dodge, Improved First Strike, Improved Frenzy, Improved Nerves of Steel, Improved Trademark Weapon (Fists), Level Headed, Martial Arts, Master (Fighting), Mighty Blow, Professional (Fighting), Superior Kung Fu (all), Strong Willed

Powers (Spellcasting): *Bolt, dispel, detect/conceal arcane, fear, obscure.* **Power Points:** 25

Powers (Chi Mastery): *Armor d10, deflection d10, quickness d10, smite d10*



Power Points: 25

Gear: Imperial Robes.



Mina Devlin

Mina Devlin's bloody history is discussed on page 167, though it is important to note that for all her evil, Mina Devlin is unique among the sorcerous rail barons in that she is not in service of the Reckoners (not directly, anyway).

She considers it a point of pride that she's accomplished her myriad achievements under her own steam, without striking a pact with outside forces (beyond that which is required for her witchcraft), and pride is one of her few weak spots.

Ms. Devlin is a ravishing, raven-haired beauty with alabaster skin, full red lips, and sensuous green eyes. She's not afraid to use her appearance to her advantage, and generally dresses to impress. Nonetheless, she tucks a derringer into her garter belt, and somehow manages to conceal her trademark whip on her person at all times.

As murderously ruthless as she is devastatingly attractive, Mina does whatever it takes to advance her agenda, and woe betide any who cross her.



Attribute: Agility d10, Smarts d12, Spirit d12, Strength d8, Vigor d8

Skills: Fighting d8, Guts d12, Intimidation d12, Investigation d10, Persuasion d12+2, Riding d10, Shooting d8, Spellcasting d12+2, Stealth d10, Streetwise d10, Taunt d12

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

Hindrances: Bloodthirsty, Vengeful (Major)

Edges: Arcane Background (Black Magic), Charismatic, Expert (Persuasion,

Spellcasting), Filthy Rich, Fleet Footed, Improved Arcane Resistance, Improved Dodge, Improved Level Headed, Improved Rapid Recharge, Improved Trademark Weapon (Whip), Marksman, Master (Persuasion, Spellcasting), Nerves of Steel, Power Surge, Professional (Persuasion, Spellcasting), Quick Draw, Snakeoil Salesman, Strong Willed, Very Attractive

Powers: *Beast friend, blast, bolt, deflection, detect/conceal arcane, fear, fly, obscure, shape change, speak language, stun, teleport.* **Power Points:** 30.

Gear: Derringer (5/10/20; 2d6 damage; RoF 1; 2 Shots; AP 1), Whip (Agility; Parry -1; Reach +2; target -2 Parry on a raise).





MUNDANE ANIMALS

There are countless mundane creatures in the Weird West, many of which you'll find in the *Savage Worlds* rules. Here's a four more dangerous critters, all native to our land, that your posse could come across in the wilds.

Buffalo (Bison)

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d12+2, Vigor d12

Skills: Fighting d6, Notice d6

Pace: 7; **Parry:** 5; **Toughness:** 10

Special Abilities

- **Horns:** d12+d6+2
- **Gore:** Buffalo use the charge maneuver to gore their opponents with their long horns. If they can move at least 6" before attacking, they add +4 to their damage total.
- **Size +2:** Buffaloes are large creatures.
- **Stampede:** The real danger from a big herd of buffalo lies in a stampede. Any unfortunates caught in a stampeding herd are trampled by their hooves. These bystanders must make a Agility roll (-4) each round or suffer a level 2d12 damage. After three successful Agility rolls, the individual has got out of the way of the herd.

Coyote

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

Skills: Fighting d6, Guts d6, Notice d10, Stealth d8

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

Special Abilities

- **Bite:** d6+d4.
- **Fleet Footed:** Coyotes roll a d10 when running instead of a d6.
- **Quick:** Coyotes discard action cards of 5 or lower and draw another.
- **Size -1:** Coyotes are relatively small creatures.

Grizzly bear

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d12+4, Vigor d12+2

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

Pace: 8; **Parry:** 6; **Toughness:** 11

Special Abilities:

- **Bear Hug:** Bears don't actually "hug" their victims, but they do attempt to use their weight to pin their prey and rend it with their claws and teeth. A bear that hits with a raise has pinned his foe. The opponent may only attempt to escape the "hug" on his action, which requires a raise on an opposed Strength roll.
- **Mama Bear!** A grizzly defending her cubs is a force of nature. Her Parry is reduced by 2 but she adds +2 to all Fighting and Strength rolls, and her Toughness. She ignores all wound modifiers.
- **Claws:** d12+d6+4.
- **Size +2:** These creatures can stand up to 8' tall and weigh over 1000 pounds.

Scorpion

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

Skills: Fighting d6, Stealth d8, Taunt d4

Pace: 4; **Parry:** 5; **Toughness:** 2

Special Abilities:

- **Damage:** Sting (Str and Poison)
- **Poison (-2)** Anyone wounded or Shaken by a sting must make a Vigor roll or immediately become Incapacitated (Death follows in 1d4 hours). Successful roll means that the affected location is paralyzed for 1d6 days.
- **Size** Very small (-4 to hit)



POKER HANDS AND POWER POINTS

Hand	Cards	Effect
Ace High	One Ace	1 Power Point
Pair	Two cards of the same value	2 Power Points (excess Power Points are lost)
Jacks or Better	A pair of Jacks or better	3 Power Points (excess Power Points are lost)
Two Pair	Two sets of two cards	4 Power Points (excess Power Points are lost)
Three of a Kind	Three cards of the same value	5 Power Points (excess Power Points are lost)
Straight	Five sequential cards	6 Power Points (excess Power Points are lost)
Flush	Five cards of the same suit	Spell goes off with a raise (if possible, otherwise no extra effect)
Full House	Three cards of one value, two of another	As flush, and hex Duration is doubled (except Instant hexes).
Four of a Kind	Four cards of the same value	As flush, and hex Duration is multiplied by 10 (except Instant hexes).
Five of a Kind	Five cards of the same value (requires use of a Joker)	As flush, but the huckster can turn the power on or off at will for 24 hours at no cost.
Straight Flush	Five sequential cards of the same suit	As above, and the huckster draws a Fate Chip from the fate pot.

AVAILABLE POWERS BY ARCANE BACKGROUND

MIRACLES (BLESSED)

Aim, Armor, Barrier, Beast Friend, Boost/Lower Trait, Deflection, Dispel, Elemental Manipulation, Environmental Protection, Exorcism, Gambler, Greater Healing, Healing, Inspiration, Light, Protection, Quickness, Sanctify, Smite, Speak Language, Stun, Succor, Windstorm

Curse, Fear, Mind Rider, Puppet, Vision Quest, Zombie (Voodooists only)

MAGIC (HUCKSTERS)

Aim, Armor, Barrier, Beast Friend, Blast, Bolt, Boost/Lower Trait, Burst, Deflection, Detect/Conceal Arcana, Dispel, Elemental Manipulation, Entangle, Environmental Protection, Fear, Fly, Gambler, Hunch, Invisibility, Light, Mind Rider, Obscure, Puppet, Quickness, Speak Language, Speed, Stun, Telekinesis, Teleport, Trinkets, Wilderness Walk, Windstorm

CHI MASTERY (MARTIAL ARTISTS)

Aim, Armor, Beast Friend, Blast, Bolt, Boost/Lower Trait, Burrow, Burst, Curse, Deflection, Elemental Manipulation, Entangle, Environmental Protection, Fly, Gambler, Healing, Quickness, Smite, Speed, Wilderness Walk

WEIRD SCIENCE (MAD SCIENTISTS)

Aim, Armor, Barrier, Beast Friend, Blast, Bolt, Boost/Lower Trait, Burrow, Burst, Deflection, Detect/Conceal Arcana, Dispel, Elemental Manipulation, Entangle, Environmental Protection, Fear, Fly, Greater Healing, Healing, Invisibility, Light, Mind Rider, Obscure, Puppet, Quickness, Smite, Speak Language, Speed, Stun, Succor, Telekinesis, Teleport, Wilderness Walk, Windstorm, Zombie

SHAMANISM (SHAMANS)

Aim, Armor, Beast Friend, Boost/Lower Trait, Burrow, Deflection, Detect/Conceal Arcana, Dispel, Elemental Manipulation, [Entangle], Environmental Protection, Exorcism, Fear, Greater Healing, Healing, Mind Rider, Protection, Quickness, Sanctify, Shape Change, Smite, Speak Language, Speed, Succor, Teleport, Vision Quest, Wilderness Walk, Windstorm



NAME: _____

BASE

DERIVED STATS

MOD

RANK: _____

XP: _____

ATTRIBUTES

4 6 8 10 12

AGILITY

4 6 8 10 12

SMARTS

4 6 8 10 12

SPIRIT

4 6 8 10 12

STRENGTH

4 6 8 10 12

VIGOR

○
○
○
○
○
○

PACE

PARRY
(2+ Half Fighting)

TOUGHNESS
(2+ Half Vigor)

GRIT
(Rank)

CHARISMA

○
○
○
○
○
○

HINDRANCES

EDGES

SKILLS

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

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4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

GEAR

ITEM

LOCATION

WEIGHT

MONEY

TOTAL WEIGHT CARRIED:

WEIGHT LIMIT:

ENCUMBRANCE PENALTY:

BACKGROUND

WORST NIGHTMARE

ARMOR TYPE

AREA PROTECTED

PROTECTION

WEIGHT

TRAINING (POWER)

DRAIN

RANGE

DAMAGE/EFFECT

DURATION

WEAPON

RANGE

ROF

DAMAGE

WEIGHT

WOUNDS!

-1

-2

-3

INC!

FATIGUE!

-2

-1

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Keep Your Powder Dry

cause it ain't over yet.



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