

# DEAD LANDS



## WEIRD WEST COMPANION



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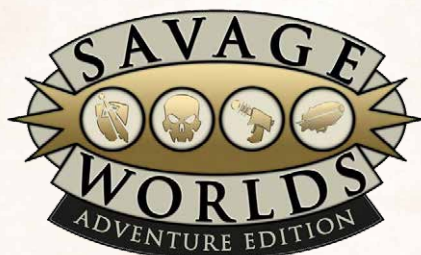
# DEADLANDS

## WEIRD WEST COMPANION

BY SHANE LACY HENSLEY & MATTHEW CUTTER

DEADLANDS CREATED BY SHANE LACY HENSLEY

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# CONTENTS

## INTRODUCTION

4

A Brief History of Deadlands..... 4

## NO MAN'S LAND

6

Harrowed Edges.....6

Metal Mages ..... 13

Mad Scientist Edge..... 13

New Powers ..... 15

US Marshals ..... 16

Voodooists .....17

Playing a Voodooist.....17

Trappings ..... 18

Voodooist Edge ..... 18

New Powers ..... 18

Witches.....21

Witch Edges..... 23

New Powers ..... 23

## RELICS

25

## RUNNING DEADLANDS

41

Spaghetti-Western .....41

Horror ..... 42

## THE STORY THUS FAR

47

Time O' The Servitors .....47

Famine's Feast .....47

War Is Hell .....47

Wages o' Death.....47

Pestilential Treatment ..... 48

The First Harrowed.....56

Where Things Stand ..... 56

## THE HUNTING GROUNDS

57

Look & Feel ..... 58

Regions..... 58

The Two Planes ..... 59

Spirits ..... 60

Manitous..... 60

New Power Option.....61

New Power.....61

Spirit Dances..... 62

Nature Spirits ..... 63

Legendary Spirits..... 64

Rules of the

Hunting Grounds ..... 64

Adventure Ideas ..... 66

Manitou Swarm ..... 66

Forbidden Lore ..... 66

Expose a Charlatan..... 66

Rescue Party ..... 66

Seek Aid..... 66

Between Many Worlds..... 66

## FAMOUS RASCALS

67

Famous Folks .....67

Rascals..... 82

## THE HORSE EATER

83

The Horse Eater..... 83

A Dark and Stormy Morning ..... 84

Scene o' the Crime..... 86

A Matter of Salt ..... 89

The Bog ..... 90

Blood and Bones.....91

Aftermath..... 94





# INTRODUCTION

Welcome, partner, to the *Deadlands: Weird West Companion*. This book gives you some further details about the Weird West, along with additional Arcane Backgrounds, extra information about Harrowed, and lore of the Hunting Grounds.

But before we get into all that, here's a little background information about the *Deadlands* setting, and the various twists and turns in the trail that brought us to this point.

## A BRIEF HISTORY OF DEADLANDS

*Deadlands: The Weird West* roleplaying game debuted in August of 1996, at GenCon, in Milwaukee, Wisconsin. Shane Hensley had the original idea, and was later joined by Matt Forbeck and Greg Gorden to form Pinnacle Entertainment Group. The game was an instant hit and sold out in just a few weeks.

That first version of *Deadlands* used a system that's come to be called "Classic" and was all in a single book. A "companion" called *The Quick & the Dead* followed soon after.

A slew of "splat" books—additional rules for character types like gunslingers (*Law Dogs*), hucksters (*Hucksters & Hexes*), blessed (*Fire & Brimstone*), and mad scientists (*Smith & Robards*)—followed quickly thereafter.

Around 1998, the information contained in *Deadlands* and the *Quick & the Dead* was split up into a *Player's Guide* and *Marshal's Handbook*.

We also published setting books like *Lost Angels*, the *Great Weird North*, and *Back East North (& South)*, and boxed sets like *The Great Maze*, *River o' Blood*, and *The City o' Gloom*.

1997 saw the release of *The Great Rail Wars*, the *Deadlands* miniatures game. That sold through its initial printing in just a few months and sparked a series of follow-ons like *Derailed!* (vehicle rules), additional troops (*Dogs of War: All's Fair*), and narrative campaigns like *A Fist Full o' Ghost Rock* and *Raid on Roswell*, where we established an early precursor to the Plot Point Campaigns we'd become known for later on.

*Deadlands: Hell on Earth*, a post-apocalyptic Western follow-up to the Weird West, came out in August of 1998. This setting postulated a possible future where our heroic posses failed and the Reckoners arrived on Earth. Clues were hidden in the original books that pointed to the Reckoners' true identity as the Four Horsemen, and at GenCon '98, a procession of wasteland warriors carried a box of the first shipment of books into the convention hall. Hundreds of fans awaited, and were shocked and thrilled at the big reveal.

Where the Weird West was built to model films like *The Outlaw Josey Wales*, fanning the hammer, and the gritty "chunk" of heavy lead



bullets on flesh, *Hell on Earth* had to suddenly accommodate rocket launchers, mini-guns, armored vehicles, and other sci-fi weapons—as well as the more epic powers of radiation priests, insect shamans, and undead cyborgs.

This and changes in the game industry at the time caused difficult times for Pinnacle, and the creation of a new, simpler set of rules based off *The Great Rail Wars*. This became *Savage Worlds*, published in 2003. A new edition of *Deadlands* for that rule system, called “Reloaded,” followed soon after in 2005. That was once again split into two expanded books, a Player’s Guide and Marshal’s Handbook, in 2010.

Dozens of great adventures and sourcebooks were published for *Deadlands: Reloaded*, including the premier “Servitor Series,” four mega-Plot Point Campaigns that pitted the heroes against the Reckoners’ human Servitors on Earth: Reverend Grimme, Raven, Stone, and finally Dr. Hellstromme.

The conclusion of those adventures heralded a new age in 2020. *Deadlands* is now just shy of its 25th anniversary. In the game world, the story has advanced from 1876 to 1884, with only one large revision—the collapse of the Confederacy in 1871 (in the previous game it continued into the 1880s). The revision was done for story-based reasons (“The Morgana Effect,” explained in the new edition of *Deadlands: The Weird West*), to make way for the more interesting fictional factions we’ve created since the game’s debut, and of course to move away from the CSA’s influence without whitewashing its terrible legacy.

There are many more stories to tell in the Weird West, and we’re working on them constantly. For those who want to see where we’ve come from, most of those tales outside a few dependent on the Civil War are still canon and can be dropped right into your campaign world with little effort.

Now you know a bit more about where the game came from. The rest of this book adds to this new edition and expands on some of our “legacy” character types, discussions of the mysterious Hunting Grounds, how to run the game, and a slew of relics your posse can use to fight back the powers of darkness.

We hope you enjoy your trek as much as we’ve enjoyed creating it, amigos!





CHAPTER  
1

## NO MAN'S LAND

## HARROWED EDGES

The Harrowed abilities in *Deadlands: The Weird West* are just tip of the big undead iceberg. Over the years, “deaders” have figured out all kinds of strange tricks. This chapter explores some additional Harrowed Edges your tall, dark, and creepy hero can take after she kicks the proverbial bucket and comes back Harrowed.

## BURROW

**REQUIREMENTS:** Novice, Harrowed

The Harrowed gains the ability to burrow through raw earth, per the power (see *Savage Worlds*). Although this makes him a very efficient traveler underground—the earth seems almost eager to get out of his way—he always finishes such a trip covered with soil, slime, millipedes, centipedes, and such subterranean accouterments.

The deader can burrow into loose earth and move through it at half normal Pace (he cannot run). He cannot normally be attacked while burrowing, and can attempt to surprise opponents who didn't see him coming by making an opposed Stealth vs. Notice roll. If successful, the burrower adds +2 to his attack and damage rolls that round, or +4 with a raise (he has The Drop).

## CHARNEL BREATH

**REQUIREMENTS:** Seasoned, Harrowed

Charnel Breath is the ability to dredge up all the worst stench of decay in a Harrowed's body, supernaturally fester it even further, and blow it out all over an unsuspecting target within arm's reach. The corrosive gas produces watery eyes and violent retching.

To do so, she breathes a cloud of noxious fumes in a Medium Blast Template adjacent to her position. Everyone within must make a Vigor roll at -2 or suffer Fatigue. This effect can only cause Incapacitation, not death. Beings that don't breathe are immune to Charnel Breath.

A Harrowed can wrutch up these foul vapors only after eating something and waiting at least an hour—it has to “simmer” in his wretched innards for a while.

## CONTORTION

**REQUIREMENTS:** Heroic, Harrowed

It's amazing what you can do with your body when you know it won't cause any permanent damage.

Contortion allows a Harrowed to dislocate pretty much any and every bone in her body—including shoulder blades, ribs, and pelvis.

To escape from being Bound or Entangled, or squeeze through a gap up to about the



width of the Harrowed's skull, the deader makes a Vigor roll as an action to pop some bones out of their sockets and slip loose or crawl through a gap.

Failure means he takes Fatigue and makes no progress (or takes a Wound with a Critical Failure).

Success means he either improves his situation one step (from Bound to Entangled), or slips through the gap (but it takes his entire turn—no other actions allowed). A raise means the contortionist is no longer Bound or Entangled, or moves through an opening as a normal move.

Anyone who happens upon a Harrowed in his contorted, busted-up state must make a Fear check—it's a fairly gruesome sight!

## DEAD MAN'S HAND

**REQUIREMENTS:** Veteran, Harrowed

Harrowed with this power can continue to control their own severed body parts—usually a hand or an eye—for short periods of time. To use the Edge, the deader slices off his own hand or plucks out an eyeball.

The severed body part remains active and under its owner's mental control up to a Range of one mile.

The deader can maintain the Dead Man's Hand as long as he wishes, though he has the One Arm or One Eye Hindrance until the body part is reattached.

Severed hands use the Animate Hand profile (see *Deadlands: The Weird West*). They can "walk" on their fingers at a Pace of 6 (no running). Eyeballs magically transmit back whatever they see to the owner, and can roll around at a Pace of 6 (no running). Ears can't move on their own, but if left behind somewhere they relay whatever they "hear" back to their owner.

**Healing:** Severing a body part causes an immediate Wound and any Hindrance associated with it (One Eye for the removal of an eye, One Arm for a hand, Hard of Hearing for an ear, and so on).

Sewing the body part back on reattaches it, but it doesn't actually work until the next time he makes a successful natural Healing roll.

## DEAD RECKONING

**REQUIREMENTS:** Novice, Harrowed

Dead Reckoning is the ability to sense the direction to any and all corpses—animal, human, or otherwise—within a mile.

This shows up almost like radar in the Harrowed's mind. Bits and bones show up as small "blips" while fresh bodies are larger.

Detecting the dead is an action but doesn't require a Trait roll. And yes, it can absolutely be used to tell if an individual is a walking corpse, though it doesn't tell him what kind—another Harrowed, vampire, walking dead, etc.

## DEATH MASK

**REQUIREMENTS:** Novice, Harrowed, Persuasion d6+

Use of this Edge allows a Harrowed to appear as she did when she still drew breath, negating others' Unfriendly attitudes and the Harrowed's innate -2 Persuasion penalty. Death Mask is an action to activate but doesn't require a Trait roll. Once activated, the Harrowed can keep it up as long as she likes.

The effect is a minor illusion, so if the Harrowed is Shaken, Stunned, or suffers one or more Wounds, he must make a Spirit roll at -2 to keep the disguise active. *Detect arcana* automatically sees through this effect, and a successful *dispel* removes it.

## DEVIL'S TOUCH

**REQUIREMENTS:** Seasoned, Harrowed

A Harrowed with this Edge can disrupt the workings of any mad scientist's gizmo or Infernal Device with a touch. This is an action and a Spirit roll. If successful, any failure when using the device counts as a Critical Failure. This lasts for three rounds after the device is touched, or five with a raise.

## FAST AS DEATH

**REQUIREMENTS:** Novice, Harrowed

Normally, dead bodies don't move very fast. But the Harrowed with this Edge can move with supernatural speed when the need arises. This increases her Pace by 3 and her running die one step. This stacks with Fleet-Footed and similar abilities!





## HELL STEED

REQUIREMENTS: Veteran, Harrowed

God's critters don't take so well to the unholy abominations called the Harrowed. Dogs bark, buzzards circle warily overhead, and horses snort and buck at a would-be rider who stinks of death.

But a Hell Steed is a strange kind of horse dredged up from the Hunting Grounds by the Harrowed's manitou. When summoned (by taking this Edge), it charges out of some Hell bound portal, snorting fire, eyes blazing, and a cloud of brimstone following in its wake. Within a few minutes the beast comes to terms with the mortal realm and becomes



a normal horse—though one that's clearly fierce and powerful.

The horse has the usual stats for a War Horse (see *Savage Worlds*), is Fearless, and a Wild Card. The beast is loyal and has sinister intelligence that understands its master's commands (treat its Smarts as human intelligence rather than animal). It's a strange creature, and serves the human as well as his manitou when the demon has control of the host's body.

If the Hell Steed is ever slain, the Harrowed doesn't automatically get a replacement! He can take the Edge again to summon a new beast, however. A Harrowed can't have more than one Hell Steed at once.

## MIMIC

**REQUIREMENTS:** Legendary, Harrowed

Great supernatural power springs from the Hunting Grounds in one form or another. Sometimes a Harrowed attuned to that power can decipher it and wrestle it away for herself.

When any power that uses the Spellcasting skill is used in sight of the Harrowed, she gains the ability to cast it herself. She may only do this once, and it must be within the same encounter she saw it used.

The Harrowed uses Spellcasting to cast the spell if she has that skill, or Smarts if she doesn't.

Any Power Points or Modifiers must be identical. If a cultist casts a 3d6 black magic *bolt* with AP 2 for four Power Points, the Harrowed may do exactly the same. A Critical Failure means the Harrowed is Fatigued and all currently maintained powers (if any) terminate.

## NIGHTMARES

**REQUIREMENTS:** Veteran, Harrowed

One of the manitous' duties in the spirit world is to torment dreamers. A Harrowed whose brain-worm gives him this power can share his misery, giving other living minds dark and terrible dreams.

The Harrowed needs something from the target to inflict nightmares on her—it could be something of her body, like a hair,

finger nail clipping, or blood stain; or it could be an item of some significance to her, such as a piece of jewelry, her firearm, or even her trusty horse.

The deader then simply decides if he wants his manitou to torment the target each night. If so, she has the Night Terrors Hindrance for as long as the Harrowed wants to torment her.

A victim can rid herself of the nightmares by killing the Harrowed or sleeping on sanctified ground. *Dispel* has no effect, but *detect arcana* senses an evil presence on the victim when she's being tormented. With a raise, *detect arcana* also gives an impression of the Harrowed himself, perhaps a stench, a memory of when the item was taken, or his dead eyes.

## POSSESSION

**REQUIREMENTS:** Veteran, Harrowed

If a manitou's good at anything, it's taking control of someone else's body. This power grants the Harrowed a limited ability to do the same.

Controlling someone works exactly like the *puppet* power in *Savage Worlds*, but the Harrowed uses his Spirit -2 for the arcane skill roll.

The deader is Distracted for as long as he maintains control. He may maintain the power as long as he wants, but remains Distracted while doing so (he may not use Power Points even if he has them). If he's Shaken, Stunned, or Wounded, he must make a Smarts roll or the power terminates as well.

## RIGOR MORTIS

**REQUIREMENTS:** Heroic, Harrowed

A deader uses this power to inflict terrible pain on everyone who gets too close to his cadaverous corpse.

Activating Rigor Mortis is a free action that creates a field of agony the size of a Medium Blast Template centered on the Harrowed. Everyone who enters the template (friend and foe alike) is wracked with pain and stiffness and Distracted. The condition terminates at the end of a victim's turn if he's no longer in the area of effect.



Rigor Mortis can be maintained as long as the Harrowed desires, but terminates if he doesn't make a Smarts roll when Shaken, Stunned, or Wounded.

### SILENT AS A CORPSE

**REQUIREMENTS:** Seasoned, Harrowed, Stealth d8+

As long as this deader's feet are in contact with dirt, he can move without making a sound (even if he's wearing boots). He adds +4 to Stealth where sound is the primary factor in detection.

In the Weird West, most everything that's not actually inside a building is dirt. Even the interiors to some buildings have dirt floors, such as barns, stables, poor farmsteads, and the like.

### SLEEP O' THE DEAD

**REQUIREMENTS:** Seasoned, Harrowed

Manitous have something of a talent for getting mortals to sleep. Harrowed with this

Edge can tap into the manitous' abilities to send a victim straight to the Land o' Nod with a single touch. Even other Harrowed are affected. This works much like the *slumber* power (see *Savage Worlds*), except it costs no Power Points, has a Range of Touch, and is enacted with an opposed Spirit roll against the target as an action. If the Harrowed wins the opposed Spirit roll, the target falls asleep for one minute, or 1d6 hours with a raise. It can't be maintained.

### SPEAK WITH THE DEAD

**REQUIREMENTS:** Seasoned, Harrowed

After death, a soul remains somewhat tethered to his remains for a while. It decays over a few months, the spiritual connection fading along with the flesh it once occupied.

Harrowed with this power can tap into those connections to call forth a cadaver's spirit and speak to it. The body's soul is distant and confused when summoned back to speak with the Harrowed. Its mortal





memories are vague and difficult to recollect. It may have a crystal clear memory of a clear summer day it spent swimming in a creek in his youth but can't seem to recall which of his "friends" murdered him. (That means the Marshal has full control on what information the posse gets, which should be helpful but rarely give away the mystery of a good adventure!)

Contact requires touch and the corpse can't have been dead longer than the Harrowed's Smarts die in months. Once contact is initiated, the Marshal rolls a d6. On a 2-6, the spirit is dragged forth and answers a few questions before it's pulled back into the Hunting Grounds and can't be summoned again until the next full moon. On a 1, a manitou responds instead, pretending to be the corpse's spirit, and causes as much mischief as possible!

## SPIDER

**REQUIREMENTS:** Seasoned, Harrowed

In a world filled with terrors and abominations, there are few things creepier than watching a Harrowed scuttle up the side of a wall.

That's exactly what this Edge does—it grants the hero the ability to walk on vertical surfaces at his regular Pace. He can even cling to inverted surfaces at half Pace (and he may not run on inverted surfaces).

## SPIRIT SIGHT

**REQUIREMENTS:** Seasoned, Harrowed

As any deader knows, all that power and locomotion is due to a demon squatting inside what's left of his moldering corpse. Spirit Sight allows the Harrowed to tap into the manitou's mind for a change, and take a quick gander into the spirit world. (A version of the ability is now a modifier to *detect arcana*, too; see New Power Option profile on page 61.)

Activating Spirit Sight is a free action (but can only be done once per turn if the game is in rounds). This is disorientating so he's Distracted until the end of turn after he drops the Spirit Sight.

While peering into the Hunting Grounds, the Harrowed can view such things as

manitous swirling around a huckster or lurking inside the corpse of a walking dead, how twisted an area is (its Fear Level), magical effects on people or objects, or even whether or not a manitou is wriggling around inside of someone. In the latter case, the manitou's demeanor might even indicate whether it currently controls its Harrowed host.

This might allow the deader to notice an invisible creature if it has a spirit (and is thus visible in the spirit world), but doesn't negate any penalties to affect it.

Additionally, any creature with the Fear Special Ability leaves a dark trail through the spirit world. Up to one hour after an abomination has moved through an area, it leaves a faintly glowing spoor of pure evil. A Harrowed with Spirit Sight can use Notice (not Survival in this case) to follow the tainted trail.

## SPIRITUAL BARBWIRE

**REQUIREMENTS:** Veteran, Harrowed

This Edge allows a deader to create a barrier that keeps out ghosts, poltergeists, and other ethereal entities—it has no affect on physical entities. The Harrowed makes a Spirit roll and then places a Medium Burst Template centered on himself. The Spiritual Barbwire persists as long as the cowpoke concentrates on it, which inflicts a -2 penalty on other Trait rolls.

Entities wishing to enter the Template must make an opposed Spirit check against the deader's total. If they fail, they cannot pass the barrier while the Edge remains active. Spiritual Barbwire stops the entity from passing through, but does not prevent it from "normal" actions such as Intimidation or throwing physical objects.

If any living creature of rat-size or larger that started inside the circle crosses to the outside, the Edge is negated and must be reactivated with another Spirit roll.

## TRACKIN' TEETH

**REQUIREMENTS:** Seasoned, Harrowed

The dead tend to lose body parts here and there. Those with this Edge can keep



track of those parts, whether they're attached to the rest of his cadaver or not!

Trackin' Teeth is a bit of a misnomer as it actually applies to any part of the deader's body, but this is what Coot Jenkins called it and the name stuck.

A clever Harrowed can learn to use it to not only keep track of his parts, but his enemies' whereabouts as well. He need simply plant a substantial piece of himself in or on a thing or person. By "substantial" we mean a piece of durable body matter such as a chunk of bone or tooth, not something comparatively insubstantial or perishable, like hair or a scrap of rotten flesh. The most accessible parts of a Harrowed are teeth—hence the Edge's name.

As long as the Harrowed's piece—tooth or otherwise—is within 10 miles, she can automatically sense its direction and approximate distance. If the piece moves out of range, the Harrowed loses track of it, but she picks it up if it comes back in range again.

## IMPROVED TRACKIN' TEETH

**REQUIREMENTS:** Heroic, Harrowed, Trackin' Teeth

As above, except the piece can be tracked up to 100 miles away.

## UNHOLY HOST

**REQUIREMENTS:** Legendary, Harrowed

This Edge grants the Harrowed a group of five allied Extras. But in this case, the allies are all dead...well, undead to be exact.

The host consists of five Walkin' Dead (see *Deadlands: The Weird West*). They're animated by lesser manitous, who serve as ruthless and chaotic allies. They can speak (though it's hoarse, gravelly, and stuttering), use weapons, or do anything else a normal person can do. Remember that walkin' dead in *Deadlands* aren't mindless zombies—they're human husks occupied by lesser demons.

The hero doesn't have a mental link with his Unholy Host, but when he gives them orders, they're bound to follow them. Of course they're also evil incarnate and clever in their interpretations. Give them an inch and they'll leave a slew of bloody corpses for a mile.

The manitous won't let their champion die if they can help it—that ends their good times on Earth for a while. They might let him suffer and may get a good laugh out of it though!

If any are lost, the Harrowed simply needs a new supply of cadavers to let the manitous back in.





## METAL MAGES

**NOTE:** Metal Mage is a new Edge for Mad Scientists. It blends the basics of the New Science with some of the magic of hucksters!

R. Percy Sitgreaves wasn't the first "mad scientist" to realize some of his inventions weren't entirely original. Some aspects of those ideas were whispered into his ear, metaphorically, by creatures from another plane of existence. After discussing his "insane" theory with a huckster friend of his, he realized the sinister truth—key parts of his inventive process were given to him by demons.

The tinkerer found employment with Smith & Robards in Denver, using his growing huckster powers to enhance his abilities through the interview process. He worked there for several years, watching the other inventors in wonder as they created device after device, never realizing exactly where their devilish flashes of inspiration came from.

Over time, Sitgreaves proved a mediocre inventor. His employers, Smith & Robards, "retired" him from the workshop but kept him on as the publisher of their catalog. The newly-appointed editor knew Hoyle used his Book of Games to pass coded instructions for casting spells to hucksters, and as he perfected his special blend of metal magic, he did the same in the Smith & Robards Catalog. Now dozens of individuals across the Weird West follow in his footsteps, blending both the worst and best of hucksters and mad scientists into "thauamaturgical diffusionists," or more commonly, "metal mages."

## MAD SCIENTIST EDGE

Metal mages are inventors who have figured out and accepted the fact that their powers are given to them by manitous.

### METAL MAGE

**REQUIREMENTS:** Novice, Arcane Background (Mad Scientist), Occult d6+, Weird Science d8+

Metal mages use devices like any other weird scientist, but can also **Deal with the Devil** (see *Deadlands*) like a huckster!

This allows them to cast any power available to mad scientists, even those they don't have or that are above their Rank, and perhaps even get enough energy directly from the Hunting Grounds to power it.

The process is similar to that of hucksters but with a few key differences—see the section on page 14 for all the details and differences.

It's quite a spectacular show when a metal mage successfully Deals with the Devil! Metal bits swirl about the scientist, either appearing from thin air or levitating from whatever crates, bins, or toolkits are within a few feet of him. Unseen hands assemble the bits into a Hellish device or effect, twisting, shaping, turning and smashing pieces together in a storm of hot wind that smells of brimstone and madness. And if one looks closely, he just might see a demonic face howling with glee in the middle of the swirling metal maelstrom!

There's no denying something supernatural is happening when a metal mage deals with the Devil. Anyone who sees the event knows devilry is afoot. Metal mages only resort to this measure as an absolute last resort when strangers are about.

The devilish devices created in this way last as long as the power itself lasts, then collapse into a pile of their component parts—often burning hot or icy cold from the touch of the demonic forces that assembled them.

See *Deadlands: The Weird West* for the **Dealing with the Devil** table, and the section on the next page for the process.



## DEALING WITH THE DEVIL FOR METAL MAGES

1. **Ante Up:** The hero must spend a Benny to deal with the devil, just like a huckster. Dealing with the Devil is an action that includes casting the spell, but can only be done once per turn.
2. **Choose a Power:** The character can cast any power available to mad scientists, including those he doesn't have or that are above his Rank. Total up the Power Points it requires, including any Modifiers.
3. **Make an Occult Roll:** Metal mages don't gamble with manitous, they open their minds to the spirits' mad whispers to create fantastic but temporary devices. Draw five cards from a fresh deck of cards, then make an Occult roll and draw one extra card for success or two with a raise. Failure means you get no additional cards. A Critical Failure means you get no additional cards, and after the spell is resolved, the Marshal rolls on the **Huckster's Backfire Table** in *Deadlands*.

Metal Mages can't take Huckster Edges and so can't get extra cards from them when Dealing with the Devil, but they get an extra card if they have at least 20 pounds of loose metal parts within arm's reach. They may also draw an additional card if they offer up an ounce of ghost rock (consumed in the process).

4. **Make a Poker Hand:** Once the mage has all his cards, put together the best poker hand you can manage and consult the **Dealing with the Devil Table** in *Deadlands*. Jokers are Wild Cards that can be used as any other card, and you get your ante (Benny) back!

You can only use the Power Points granted by the hand—not the character's pool—when Dealing with the Devil. The metal mage still attempts to cast the spell even if he didn't get enough Power Points, as you'll see in the next step.

5. **Activate the Device:** Now make a Weird Science roll. Subtract 2 for each level the power is above the character's current Rank, if any, and one for each Power Point you came up short in the last step. If the hand gave you more Power Points than you needed, you can add them to the Weird Science roll to increase the total, or replenish your existing Power Point pool (this can't exceed the character's maximum).

Failure means you've lost your ante and the power fails. Critical Failure means the power fails and the Marshal rolls on the **Huckster's Backfire Table** (see *Deadlands*).

**Resolve the Power:** If the power was successful, resolve its effects as usual.

### EXAMPLE: DOC GORDON & THE ARACHNOIDS!

Doc Samantha "Sam" Gordon needs to cast *blast* to fend off a wave of deadly clockwork spiders. She doesn't have that particular power so she must Deal with the Devil. She antes up a Benny and makes an Occult roll. She gets one success, so that's one extra card. She's in a scrapyards full of metal so she gets an extra card for that, and commits an ounce of ghost rock for one more card. That's eight cards total. She draws, and with a Joker, gets a Full House! The Joker gives her the ante back, and a Full House gives her 10 Power Points and double damage!

Sam needs three Power Points for the spell and adds Selective (+1), Area Effect (Large Blast Template, +1), and Damage (+2) for a total of seven Power Points. She keeps the remaining three Power Points from her Full House as a bonus to the roll, countering the -2 for it being a Rank above her (she's a Novice) with +1 to spare. She rolls her Weird Science skill and with the bonus gets an 8! The spiders vanish in a wave of jagged metal for a whopping 4d6 damage—doubled after rolling for the Full House!



## NEW POWERS

A character must have the Metal Mage Edge to take these powers.

### BREAKDOWN

**Rank:** Novice

**Power Points:** 2

**Range:** Smarts

**Duration:** Instant

Metal mages can create gizmos that cause other mechanical devices to jam, breakdown, or malfunction. The caster chooses any device with moving or connected parts (GM's call but no "simple" tools) in Range and makes a Weird Science roll. If successful, those using the item subtract 2 from their totals, and it breaks on a Critical Failure. Both effects work like the All Thumbs Hindrance and do not stack with it. Casting *breakdown* on a device that's already suffering this penalty counts as a raise—see below.

With a raise, the device suffers an immediate breakdown, and if it's a weird science gizmo or infernal device, the user must immediately roll on its appropriate Malfunction Table as well. Either result can be removed with a Repair roll, which takes an action if just removing the penalty or 1d6 hours if broken.

### MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect an additional item for 1 additional Power Point each.

### MEND

**Rank:** Novice

**Power Points:** 3

**Range:** Smarts

**Duration:** Instant

*Mend* allows a metal mage to repair damage done to complex machines—essentially any device that has Wounds, like vehicles or certain types of sentient constructs. It may take the form of a clockwork toolkit, multi-tool, or other repair gizmo of the metal mage's design.

Fixing a machine's Wounds is a Weird Science roll. A success repairs one Wound, and a raise repairs two. If the casting fails or does not heal all the damage, the metal

mage may try again. On a Critical Failure, the damage can only be repaired through normal hard work and replacement parts (see Repair in *Savage Worlds*).

### MODIFIERS:

- **CRITICAL HITS (+2):** The inventor can instead attempt to fix a vehicular Critical Hit by casting *mend*. Like repairing Wounds, this may be done multiple times.
- **EXPEL GREMLINS (+1):** A successful Weird Science roll removes one gremlin from a machine or all gremlins with a raise. (See *Gremlins* in *Deadlands: The Weird West*).

### TRINKETS

Metal mages may also take the huckster power *trinkets*. The device (Trapping) can be a clockwork assembler or some such, or it can just be a bag of random components the metal mage "assembles" when he activates the power. In any case, he always uses his Weird Science skill.





## US MARSHALS

We described the three levels of law enforcement, laws, and penalties in *Deadlands: The Weird West*. We also gave you rules for playing shadowy Agents and stalwart Territorial Rangers, but haven't yet given you rules for playing US Marshals

First off, remember that town marshals serve a specific town. US Marshals are federal authorities that serve throughout the states.

US Marshals are appointed by various courts to apprehend and transport criminals, serve warrants, protect officials, and enforce federal laws on (sometimes reluctant) local authorities.

US Deputy Marshals are appointed by US Marshals to assist them in their various duties or keep watch over an area, town, or region in their absence.

Marshals serve states, Rangers serve territories. Their duties are very similar but not identical, though all have authority to arrest and imprison individuals, recover stolen property, and use lethal force to protect themselves if necessary.

All the various agencies work together every day. US Marshals send telegrams to town marshals and sheriffs looking for escaped felons or requesting other information, and Territorial Rangers do the same. Agents partner up with Marshals to apprehend suspects or for backup when they're on the trail of something sinister they don't want an ordinary posse of hired guns to see.

Of course all these various agencies are made up of individuals, and individuals butt heads and spar over jurisdiction constantly. Contests like these are almost always resolved by sheer willpower and stubbornness.

### WHAT THEY KNOW

The US government kept the Marshals relatively clear of supernatural work until recently, preferring to lean on the Agency instead. In the last few years, the powers that be finally realized these law men and women were running into just as much

strangeness as Agents and Rangers and asked the Agency to share some information with those Marshals who seemed to have the sand for it.

US Marshals aren't officially instructed in supernatural events like Agents or Rangers. They aren't told about the Reckoning, Harrowed, magic, etc. Instead, they're told if they see something particularly strange it's best to report in and let the bigwigs decide how to proceed. Of course Marshals have learned much on their own, and occasionally swap "ghost stories" when they get together over a drink or two.

### US MARSHAL

**REQUIREMENTS:** Novice, Fighting d4+, Riding d4+, Shooting d4+, Trade (Law) d4+

US Marshals and Deputy Marshals have legal and policing authority throughout the United States. They may pursue fugitives into territories, but are expected to cooperate with local Rangers as soon as possible.

Your character may be a Deputy US Marshal or US Marshal—your choice. Wearing the badge of either grants +1 to Persuasion and Intimidation rolls within their jurisdiction.

Deputy Marshals are appointed by "full" US Marshals and have the Obligation (Minor) Hindrance to uphold and enforce the law. They can call on the US Marshal who appointed them if things get out of hand, though that individual might not be local.

Deputy Marshals typically receive \$50 a month in salary and fees.

US Marshals have the Major version of the Hindrance, and are expected to handle most situations on their own.

US Marshals gain and can use Favors just like Agents or Texas Rangers (see *Deadlands: The Weird West*). They start with 1 and can spend up to 4 on a request right from the start. They gain an additional Favor when the party reduces the Fear Level.

Marshals are paid \$300 a month in salary and fees.



## VOODOOISTS

- **Edge:** Arcane Background (Voodooist)
- **Requirements:** Novice, Spirit d8+, Faith d4+
- **Arcane Skill:** Faith (Spirit)
- **Starting Powers:** 2
- **Power Points:** 15
- **Available Powers:** *Arcane protection, aspect of the rada loa, banish, barrier, beast friend, blind, boost/lower Trait, confusion, curse, darksight, deflection, detect/conceal arcana, dispel, divination, empathy, fear, fury of the petro loa, healing, havoc, healing, holy symbol, object reading, protection, puppet, relief, sanctify, smite, speak language, speed/sloth, stun, warrior's gift, zombie.*
- **Miracles:** Voodooists may take Edges that require Arcane Background (Miracles).
- **Backlash:** A Critical Failure on a Faith roll causes the voodooist a level of Fatigue and all currently active powers are terminated.
- **Gris-Gris:** Voodooists must carry “conjure” bags on their person to activate their powers (see below).

### PLAYING A VOODOOIST

Voodoo's roots lie in Africa. The Mid-Atlantic slave trade brought Africans to the island of Hispaniola where their captors attempted to convert them to Catholicism. Instead, the ancient worship of spirits blended with the worship of saints and became the practice known as voodoo.

Those who practice voodoo are houngans (male) and mambos (female)—collectively, “voodooists.” Their power comes through spirits called “loas,” a host of spirits with specific personalities and traits like Baron Samedi (loa of the dead, who wears a top hat, black tail coat, and dark glasses), Papa Legba (intermediary of the spirit world who appears as an old man with a cane and straw hat), or the terrifying Marinette of the Dry Arms (a violent spirit who frees her people from bondage).

Gentle spirits are *rada loa*. Hot-tempered spirits are *petro loa*. Some label rada as “good” spirits and petro as “bad”, but voodooists

see each spirit as a tool. Some have relatively peaceful purposes, like Legba. Others are violent but all-too-frequently necessary, like Marinette.

Loas are numerous and have influence over different spheres of life and nature like the animal spirits worshiped by American Indians. They also bargain like manitous, but prefer to be fêted with gifts rather than a supplicant's soul.

Voodooists communicate and bargain with their spirits through rituals and shrines. Stationary houngans and mambos have shrines to numerous loas in their house or nearby environs. Traveling voodooists make do with a small shrine, usually lit by candles and placed before them each night before they bed down. Either spend at least an hour a day in prayer and occasional animal sacrifice (which are usually consumed as a meal as well).

These prayers and rituals petition various loas for power, which are focused into charms—rocks, bones, sculptures, animal parts, or even dirt or dust gathered from some special place. All of this goes into the voodooist's “gris-gris” bag so it can be drawn on when the houngan or mambo invokes the loa's power.

### RITUALS AND CONJURE BAGS

Voodoo priests and priestesses commune with loa through prayer and rituals. As they do so, they present various tokens to their loas' shrines which become energized with spiritual energy. Tokens are symbolic of the loas, and might include coins, tobacco, charms, artwork, animal parts, jewelry inscribed with the loa's vèvè. A bag might even include blood, alcohol, spices, or perfume, kept in small bottles or smeared on pieces of cloth.

In general, it's assumed a player character voodooist is able to perform these rituals “off camera,” perhaps before bed, in the morning, or after a meal as fits the particular loa. This takes about an hour, and gives her the items she must place in her conjure or “gris-gris” bag. If she can't perform these rituals and create her gris-gris bag, she can't use her powers.



## TRAPPINGS

Voodoo powers are cast through brief chants and manipulation of those charms invested through prayer and rituals. Depending on the spell, the caster may rub a talisman, toss a bone, sprinkle dust, or simply touch a necklace.

Voodoo spells seldom produce a visible effect, although the results may be evident, such as from a successful use of the *healing* power.

When a houngan wants to call on the power of a loa, he takes an action to use a charm, hurls a bone as an attack, rubs a cat's tooth for protection, and so on.

## VOODOOIST EDGES

### FAVORED

**REQUIREMENTS:** Seasoned, Spirit d8+, Arcane Background (Voodooist), Faith d8+

This Edge may only be taken once, and signifies a special relationship between a mambo or houngan and a particular loa. It only benefits those who have the *aspect of the rada loa* or *fury of the petro loa* spells.

The hero must plainly and visibly mark his or her allegiance to the chosen loa in some way—perhaps carrying a pet snake to signify a mambo's "marriage" to Damballa, wearing black "mourning" clothes to honor Baron Samedi, and so on.

As long as this homage is present, either power costs 3 Power Points instead of 5.

## BEEN TO THE CROSSROADS

**REQUIREMENTS:** Novice, Spirit d8+, Arcane Background (Voodooist), Faith d8+

This hero nearly died at some point but came back. He's seen the crossroads between worlds, and the spirits hear his call better than most.

This Edge may only be taken after character creation. The character must have been Incapacitated due to an effect that could cause death (not getting enough sleep doesn't count, amigo). Once the voodooist is no longer Incapacitated, either because he is healed or comes back Harrowed, he gets a free reroll on Faith rolls.

## NEW POWERS

Voodooists have a relatively small selection of powers compared to most Arcane Backgrounds, but make up for it with two powerful and versatile spells that invite the loa into their bodies.

### ASPECT OF THE RADA LOA

**Rank:** Novice

**Power Points:** 5

**Range:** Self

**Duration:** One Hour

This power invites a rada loa to "ride" the houngan or mambo's body for up to one hour. Only one spirit may ride the voodooist at a time, though the caster may drop the spell at any time and start another if she chooses.

*Aspect of the rada loa* invites the spirit into her body, giving her some of its personality (noted in each power). That loa remains for the entire Duration, and no other loa may be invited in until the previous spirit leaves.

**Range:** The voodooist can only cast this spell on herself, though the Range to any target is the caster's Spirit. This can't be increased with





the Range Power Modifier since it's not the Range of the power itself.

- **AGWÉ:** This loa rules over the great waters and all that dwells within them. He is most often depicted as a tall, handsome man with deep green eyes wearing formal clothes, crying salt tears for the slaves transported across the ocean during the Trans-Atlantic slave trade. Those ridden by Agwé are morose and easily brought to tears.

The spell allows the voodooist mastery of the water for the Duration of the power. She may walk upon it, breathe beneath its surface, and swim at her full Pace (plus running die if desired). With a raise, she adds +2 to her total Pace each round.

- **BARON SAMEDI:** Samedi appears as a tall man in black hat, dark glasses, formal coat with tails, cotton plugs in his nose, and painted skull face. He is a dirty-minded and foul-mouthed loa who relishes human vices. Samedi is the loa of the dead and gatekeeper to the Hunting Grounds. Anyone possessed by the Baron becomes bawdy and salacious.

Samedi temporarily severs an undead creature's link to the Hunting Grounds. If a creature with the undead Special Ability moves adjacent to the voodooist, it must make a Vigor roll (at -2 if cast with a raise) or be Stunned.

- **DAMBALLA:** The ancient creator of the world once lay beneath the earth in serpent form. It was he who created the mountains and the skies and the seas and all that humanity beholds. He's a powerful, pristine loa who communicates messages of wealth, prosperity, and health through dreams. Casters who invite Damballa into their body become more patient and kind, with a long view to the cosmos and all who dwell in it.

You can reroll any Vigor roll for the Duration of the spell. If using the Wealth rules from *Savage Worlds*, you can also reroll any Wealth roll for the Duration of the spell. If not, reroll any Persuasion rolls to haggle or otherwise negotiate prices to get a better deal (a discount the GM feels is appropriate for the particular situation).

## VOODOO TERMS

- **BOKKOR:** An evil male priest, or "warlock."
- **CAPALATA:** An unscrupulous female voodooist, or "witch."
- **CHEVAL (Horse):** A person "ridden" (possessed) by a loa.
- **GRIS-GRIS:** A magic talisman, usually a small bag containing various ingredients.
- **HUMFOR:** The voodoo community or congregation.
- **HOUNGAN:** A voodoo priest.
- **MAMBO:** A voodoo priestess.
- **MANGÉ:** A feeding of the loas or the dead, typically with the sacrifice of animals.
- **PETRO LOA:** A manitou or demon.
- **RADA LOA:** A nature spirit.
- **VÉVÉ:** A magical inscription, either on a piece of cloth or the ground.

All rolls are made at +1 if the spell is cast with a raise.

- **ERZULIE FRÉDA:** Erzulie appears as a "black Madonna," a loa of love and femininity. While beautiful and kind, she's also quick-tempered. When ridden by Erzulie, the voodooist also adopts these traits.

The power grants the hero favor with a single individual who is romantically inclined toward his or her gender and starts with a Neutral or better Reaction (see the Reaction Table in *Savage Worlds*). This isn't the *puppet* power—the individual isn't a mind-controlled slave—he or she is just eager to please the houngan or mambo. A raise means the target is even more eager to aid the voodooist.

Once the power expires, the target may rethink his or her commitment depending on the situation. Of course the voodooist can always channel Erzulie Fréda and rekindle the relationship anew.



- **PAPA LEGBA:** Legba is the great communicator. He is depicted as an old man with a cane, wearing a broad-rimmed straw hat and smoking a pipe, and is often accompanied by a loyal dog. When he rides an individual, she becomes more patient, wise, and sympathetic.

The houngan or mambo gets a free reroll on any Persuasion, Intimidation, or Taunt Tests for the Duration of the possession (at +1 if cast with a raise).

## FURY OF THE PETRO LOA

**Rank:** Novice

**Power Points:** 5

**Range:** Self

**Duration:** 5

Petro loa are more aggressive or ill-tempered than rada loa, so they're primarily useful in dangerous situations such as combat. Like *aspect of the rada loa*, *fury of the petro loa* invites these spirits into the voodooist's body.

Only one spirit may ride the voodooist at a time, though the caster may drop the spell at any time and start another if she chooses.

**Range:** The voodooist can only cast this spell on herself, though the Range to the target is equal to the caster's Spirit. This can't be increased with the Range Power Modifier since it's not the Range of the power itself.

**Other Aspects:** Most loas have more than one aspect. Those listed here are the most common favors requested by heroic voodooists in the Weird West.

- **ERZULIE DANTOR:** Erzulie Dantor is an aspect of Erzulie Fréda born of the bloody Haitian Revolution. She appears as a black Madonna with a scar on her cheek and a severed tongue—cut out to ensure she kept the secrets of the revolution. Anyone ridden by Erzulie gains a bleeding cut on the tongue (no game effect) and the Vengeful (Minor) Hindrance for the Duration of the power.

The fearful Dantor is a vengeful protector. Anyone who harms the voodooist (causes her to be Shaken, Stunned, or Wounded) must make an immediate Spirit roll (at -2 if cast with a raise) or be Stunned.

Targets of Erzulie's rage see her ghostly visage emerge from the voodooist. She races toward them, screeching with the stump of her severed tongue, eyes black as night and blood-stained hands reaching out for vengeance. She passes through their form and chills them to the very marrow...then disappears.

- **MARINETTE BWA CHECH ("Marinette of the Dry Arms"):** This terrifying petro loa is a tall, almost skeletal figure with wild hair, mad eyes, and parched skin wearing ragged, blood-stained clothes. Those ridden by Marinette gain the Mean Hindrance.

Marinette extends her host's Fighting attacks to Reach 2, and Str+d6, AP 2 if unarmed. The damage is increased to Str+d8 if cast with a raise.

Anyone struck by the voodooist sees a ghostly image of the horrific Marinette transposed over the attacker, screaming obscenities in her mad fury as she reaches out with her horrific dry arms and long, jagged claws.

- **MET KALFU:** Kalfu is the dark side of Papa Legba. He appears as a suave man in a top hat with a forked tongue. He is another loa of the crossroads between worlds, with influence over dark spirits and emotions. Those who invoke Kalfu gain the Ruthless (Minor) Hindrance. Voodooists who already have the Hindrance do not suffer the -2 to the Spirit roll below.

As master of strange, spiritual energies, Kalfu can sever a target's ties with Fate itself. Any time a foe spends a Benny and the voodooist wants to counter it, he may make a Spirit roll at -2 (or no penalty if cast with a raise). If successful, no Benny can be spent on that roll. With a raise, the Benny is lost as well!

When an opponent's luck is countered, he sees a ghostly image of Kalfu greedily drawing the energy into his mouth and devouring it with glee.



## WITCHES

- **Edge:** Arcane Background (Witch)
- **Requirements:** Novice, Spirit d8+, Spellcasting d4+
- **Arcane Skill:** Spellcasting (Smarts)
- **Starting Powers:** 3
- **Power Points:** 10
- **Available Powers:** *Arcane protection, banish, barrier, beast friend, beguile, blast, blind, bolt, boost/lower Trait, confusion, curse, darksight, deflection, detect/conceal arcana, disguise, dispel, divination, drain Power Points, dread, elemental manipulation, empathy, entangle, environmental protection, farsight, fear, fly, growth/shrink, havoc, illusion, invisibility, light/darkness, mind wipe, object reading, protection, puppet, shape change, sloth/speed, slumber, sound/silence, stun, summon ally, transform, wall walker, warrior's gift, zombie.*
- **In The Blood:** Witches may take the huckster Whateley Blood Edge (see **Hucksters** in *Deadlands: The Weird West*).
- **Backlash:** A Critical Failure on a Spellcasting roll causes the witch a level of Fatigue and all currently active powers are terminated. It also gives the witch a point of Corruption (see below).
- **Black Magic:** Witches get certain advantages in areas where the Fear Level is high.

### NOT YOUR GRAMMA'S WITCHES

Let's be clear before we go any further. We're not talking about wiccans, white witches, hedge mages, or other magic users who draw their power from nature, themselves, or anything good. Use the blessed or shamans for those who walk on the side of light.

### BLACK MAGIC

This Arcane Background features witches and warlocks who draw energy straight out of the darkest part of the Hunting Grounds. "Black magic" is a quick and easy source of power for those who learn to take it, and it's as tainted as week old meat. The Reckoners are happy to let mortals play with this power, even if they think they're ultimately doing good with it, because eventually it corrupts even the strongest wills.

Since witches gain their power from black magic, they gain certain advantages when the Fear Level is 4 or higher, just like those practitioners of black magic under the Marshal's control:

- **FEAR LEVEL 4-5:** The witch gets a free reroll on any failed Spellcasting roll (see Rerolls in *Savage Worlds*).
- **DEADLANDS:** The witch gets a free reroll on all Spellcasting rolls.

Of course those rerolls just give the witch more chances to become Corrupted, as we'll examine next!

### CORRUPTION

In addition to the usual effects of Fatigue and terminating all active powers, a witch who rolls a Critical Failure gains a point of Corruption. Each point of Corruption gives her a new Minor Hindrance or increases a Minor to a Major (her choice).

Hindrances should be negative in nature. A witch might become excessively irritable (Mean), grow a large wart on her nose (Ugly), or even become Wanted by the authorities. Occasional "good" Hindrances, like Loyal, are possible with the Marshal's permission.

If a witch's Corruption ever equals her Spirit, she becomes a truly evil nonplayer character under the Marshal's control.

**Reducing Corruption:** Every time a witch participates in reducing a region's Fear Level, she reduces her Corruption by 1. This eliminates a Minor Hindrance she gained through Corruption, or reduces a Major Hindrance gained through Corruption to the Minor version. (It doesn't affect other Hindrances she acquired or started with.)

She may also rid herself of a Hindrance gained in this way by spending an Advance (see **Advances** in *Savage Worlds*). If the Hindrance was gained from Corruption, it removes a point of Corruption as well.

### PLAYING A WITCH

Most witches in the Weird West come from one of two places—they're a descendant of the mad Whateley family or they were secretly trained in witchcraft at Mina Devlin's School for Girls in Dodge City, Kansas.





Witches and warlocks of the Whateley clan can also take the huckster's Whateley Blood Edge (see **Hucksters** in *Deadlands: The Weird West*). The Whateley clan in the US originates in the hills of New England (though the family is far older than that). Those in the West were either born to those few who moved on from there, or more likely left home themselves to escape their strange family. Several strong Whateley clans can be found in Kansas, the Great Maze, and the Texas hill country.

Whateley witches and warlocks have little formal training but inherent power and aptitude.

Witches trained by Mina Devlin get much more disciplined training in the black arts. They're taken in as orphans, given a formal education, and indoctrinated in Mina Devlin's particular view of the world. Mina and her lieutenants occasionally scour the West looking for clever, strong-willed female orphans desperate for an even stronger mother figure. Such promising recruits are taken in to Mina Devlin's School for Girls and slowly introduced to the black arts under Mina's evil tutelage.

On graduation at the age of 18, those young ladies who survive their training become enforcers for Mina's company, Black River Railroad. Each "coven" serves in different parts of the West. They play up their powerful reputations, wear distinctive leather masks and outfits, and aren't hesitant to use violence to further the company's goals—especially against men, thanks to Mina's influence.

The most famous of the Wichita Witches is Violet Esperanza. Violet and her murderous "sisters" serve as models for the rest of Mina's minions.

A few Black River witches have managed to break free of Mina's grasp and see the light over the years. These heroines should take the Enemy Hindrance—no one leaves Mina without incurring her wrath.

Of course witchcraft has been around for thousands of years so a character doesn't have to come from the Whateleys or Black River, those two paths are just the most common in the Weird West.



## WITCH EDGES

### FAMILIAR

**REQUIREMENTS:** Novice, Arcane Background (Witch), Spellcasting d8+

Your witch has a small (Size -3) creature that serves her.

The familiar has the Loyal Hindrance to its mistress but isn't a slave. It acts like a typical but very smart version of its species and can occasionally be distracted by its own inherent instincts. A cat might interrupt its task to chase a mouse or take a brief nap and will most likely hide during combat.

A familiar is a Wild Card with respect to Wounds and rolling a Wild Die with its Trait rolls. It doesn't get Bennies, but the witch can spend her own on its behalf.

The familiar can understand its mistress's speech and vice-versa (others hear only the creature's natural sounds). The bond between the familiar and its mistress makes it immune to the *beast friend* power.

If a familiar dies, the witch is automatically Stunned (no matter how far away it is). She can summon another after 13 days, and can change the type if she chooses.

Familiars do not advance as allies. Instead, a familiar has any one of the advantages below for each of the witch's Ranks (including Novice) and for every fourth advance the witch gains past Legendary, gaining them as she advances or starting with them if she must replace a fallen pet. Only increasing a Trait or gaining an Edge may be taken more than once.

- The witch can transfer Wounds and Fatigue to and from her familiar as a free action.
- The witch can increase one of the familiar's Traits one die type. This may only be taken once per Trait.
- Your witch can use the familiar's senses as if they were her own. This requires concentration and the maximum range for this ability is 10 miles.
- The familiar gains an Edge. It must make sense for the familiar's species and meet the Requirements as usual.

- The familiar has 5 Power Points of its own. It cannot cast spells, but the witch can draw on them as if they were her own. They recharge separately and at the same rate as the witch's.

### WICHITA WITCH

**REQUIREMENTS:** Novice, Arcane Background (Witch), Spellcasting d8+

Mina Devlin teaches her orphan girls reading, writing, arithmetic, etiquette, and of course, witchcraft! Her "girls" also learn how to defend themselves, intimidate the rough hired guns they often command, and of course, fight.

The trademark black mask, provocative leather outfit, and long whip mark the witch as one of Mina's witches (whether the character is still with her or not). When fully decked out, she adds +1 to Intimidation rolls and +1 to Persuasion rolls to those who might be attracted to her. (She subtracts 1 from Persuasion rolls when dealing with authorities or "law and order" types—GM's call).

Wichita witches also learn to charge their whip with violent energy. This costs one Power Point, is a free action, and can be triggered after the witch hits with the whip. If she hits with a raise and spends the Power Point, she can add a bonus die to the damage as usual (instead of only Entangling the foe—see **Whips** in *Deadlands: The Weird West*).

## NEW POWERS

### BEGUILE

**Rank:** Novice

**Power Points:** 3

**Range:** Spirit

**Duration:** Until the next sunrise or sunset

Witches know the easiest path to get their way is to charm gullible paramours into peacefully doing what they want.

*Beguile* is an opposed roll of the witch's Spellcasting versus the target's Spirit. It works only on those romantically attracted to one of the witch's gender, and only if they have a Neutral or higher attitude toward



her (see the **Reaction Table** accompanying Persuasion in *Savage Worlds*).

If successful, the target's attitude improves one level, or two with a raise. Unlike the *puppet* power, the target isn't mind controlled. He or she has free will, but is genuinely enamored with the witch and *wants* to do whatever he or she can to please her. Exactly what that means depends on the character. A blackhearted villain *beguiled* by a witch might push his own wife over a cliff to be with her. An average citizen would never think of physically or openly hurting his loved ones for her, but might cheat on them behind closed doors. A noble soul might even sacrifice himself—if he believes it's the only way to save the beloved witch's life.

The power wears off at the next sunrise or sunset, whichever comes next. It may not be maintained, but may be recast.

## DREAD

**Rank:** Seasoned

**Power Points:** 5

**Range:** Spirit

**Duration:** One Day

Given their reliance on the Reckoners' dark energy, it's not surprising witches seek dark places where their powers reign supreme. And when they can't *find* such places, they *create* them.

*Dread* allows a witch to increase the Fear Level by 1 with a success, or 2 with a raise. The area affected is 25" (50 yards) in diameter.

## MODIFIERS

- **AREA EFFECT (+3):** The effect covers an area roughly 50" (100 yards) in diameter.

## TRANSFORM

**Rank:** Seasoned

**Power Points:** 5

**Range:** Touch

**Duration:** One Hour

Tales of witches turning their enemies into frogs is the stuff of fairy tales. Mostly. It can be done, it just takes much longer than those stories would have one believe.

*Transform* curses a target into becoming a common animal of Size -2 to -3 (witch's choice). A successful Touch on an

unwilling victim causes him to make a Spirit roll (at -2 with a raise on the Spellcasting roll). If the victim fails, he transforms—his clothes and other personal items falling around him (they don't *transform*).

**Breaking the Curse:** The curse can be lifted by the original caster at will, and ends automatically if she's slain. *Dispel* also ends the transformation.

## MODIFIERS

- **TRUE CURSE (+0):** A witch can transform a target permanently but the process takes much longer. The Range becomes one mile rather than Touch, but requires a personal item of some sort—a lock of hair, a ring, or something else with some physical or emotional attachment to the target.

With a successful casting, the victim begins to take on the animal's characteristics over the next 12 hours. A man being turned into a frog might be compelled to watch buzzing flies for the first 10 hours, then actively attempt to eat them in the final two. A woman transforming into a pig might be excessively hungry throughout the day, eating more and more with less care as to quality until finally lying in cooling mud in the final hours.

In the final 13th hour, the transformation becomes shockingly apparent. The victim writhes in pain as his body changes into the target creature. Eyes bulge like a toad, noses elongate to snouts, feet crumple into hooves, and so on. The process is excruciating and the victim squeals, barks, or screeches in pain as his bones crack and skin tears. He suffers 3 points of Wound penalties though he's not actually Wounded (any powers or Edges that reduce Wound penalties apply here, too).

While the transformation is changing the victim, it can still be stopped if the caster chooses (or dies). Attempts to *dispel* incur a -4 penalty and each individual may only try once—if she fails it's beyond her abilities. Once the individual is transformed from a True Curse it's generally permanent without some elaborate quest devised by the Marshal to remove it.



# RELICS

The Weird West is a mythic place. Magic, both light and dark, flows through its deserts, mountains, valleys, and hills, and pools in items of power carried by heroes long gone – and those still kickin’!

## RELICS IN YOUR GAME

Relics in *Deadlands* aren’t like magic items in a fantasy game. They aren’t just lying around in some hoard waiting for adventurers to pick them up and start swinging at their enemies.

Relics are items that have become charged with magical energy in some way. Most are (or were) the personal possessions of some vaunted hero or villain. Others were present at the scene of a great event. A few were even deliberately enchanted through dark rituals, weird science, or prayer.

Relics have history, a story that influences the powers they give to those who wield them. Those used for evil purposes might also taint their new owner in some way that reflects its past. You can’t pick up an unholy symbol and expect it not to corrupt your values, after all.

Because of all this, relics aren’t included in some random treasure generator. Instead, the Marshal should either give them to her antagonists or make them the objective of their own *Savage Tales*, perhaps as a way to defeat some other evil of the Reckoning.

## RECOGNIZING POWERS

Unless a relic says otherwise, a character gains its abilities as soon as he picks it up. If he wants to know exactly what it can do, he needs to find someone with the *object reading* power. *Detect arcana* (and similar abilities like the Harrowed’s Spirit Sight) reveals whether or not an item is magical, and might even give hints to its usage and history, but *object reading* reveals all its pertinent information.

## BALANCE

Most relics are quite powerful. A posse with one or two combat-oriented relics may blow through lesser foes quickly. Many of these items have a drawback related to their story that offsets their advantage to some degree, but they’re still incredibly deadly when lead or blades start flying.

The Marshal might need to beef up the number of foes in published *Savage Tales* to make them more challenging. In campaigns, the rarity of relics means those who carry them become targets for those who want them! The Agency and the Rangers might decide they need them for some special purpose and get more than a little angry if the posse doesn’t agree. And of course the Reckoners might eventually recognize such troublemakers themselves, and direct their minions to recover them.



## ALLISON'S HOLSTERS

Clay Allison was a soldier, cavalryman, and later gunslinger known for his fast draw and steely nerve. He's still around in the Weird West and just as deadly as ever.

Clay occasionally replaces his holster as he wears out the leather on the last one. They retain a bit of Allison's speed and grant a boost to any gunfighter who wears them.

**Power:** Allison's holsters are fast-draw holsters (see *Deadlands: The Weird West*), but they grant a gunslinger an extra Hole Card at the start of a Duel.

**Taint:** The wearer becomes Slow (as the Minor Hindrance) for as long as she wears the holsters.

## BILLY THE KID'S HAT

Henry McCarty, AKA William H. Bonney, AKA "Billy the Kid" was a notorious outlaw and vigilante in New Mexico and Arizona before he was shot and killed by Sheriff Pat Garrett. At least that's the official story. Some say the Kid lives on, but the Agency and the Territorial Rangers have both officially closed the case. Of course, that's just what Billy would want, isn't it?

**Power:** Billy was notoriously lucky. He survived gunfights most others didn't and escaped from jail cells and captors on multiple occasions. Anyone who finds his dirty, raggedy old top hat gets an extra Benny per game session.

**Taint:** The hat's wearer gains the Overconfident Hindrance.

## BLACK CAT LEMAT

Aislin O'Rourke—a petite, red-headed spitfire of Irish descent, and a talented huckster—received these customized LeMat revolvers as a parting gift from one of her traveling companions. Ms. O'Rourke disappeared in early '73 while returning home to Newfoundland, but her guns

surfaced soon after in Boston. Since then, they've passed through the hands of several owners. The guns bring fortune to some, misfortune to others, and death to a few...in some cases at the hands of their own friends.

O'Rourke's twin "Black Cat LeMats" are silver-plated with ivory grips. Engraved in each grip is the figure of a cat, lacquered glossy black, sitting with its tail curled around its feet. Each cat has two emerald chips for eyes. Some see mischief in the cats' glittering, green gaze; others see only malice.

**Power:** You know the old saw about black cats crossing your path? These guns are no exception. The Black Cats come in a pair, and each is a single-action .40 LeMat grapeshot pistol (Range 12/24/48, Damage 2d6+2, AP 1, RoF 1, Shots 9) and 20-gauge shotgun (Range 5/10/20, Damage 1-3d6+2, RoF 1, Shots 1) combination.

Anytime someone spends a Benny in the presence of the guns' wielder, she can negate it by spending a Benny of her own. The Black Cats require both guns for this ability—it doesn't work if she's got just one.

**Taint:** The Black Cats cause a bit of bad luck to everyone around them. Anytime an innocent bystander is hit and the guns are nearby (generally within 20 yards or so), add +4 to the damage total.

## THE BLUE JACKET

There's an old story known among Ohio settlers that a fierce Indian chief named Blue Jacket was once a kidnapped Dutch boy named Marmaduke Van Swearingen. True or not, Blue Jacket led Shawnee tribes allied with the British during the Revolutionary War. After the Americans won their independence, Blue Jacket led a confederation of Indian tribes in an overwhelming victory against the early Americans at the Battle of Wabash. During the battle, he saw his birth brother fighting against him, but Blue Jacket famously cried out, "I have no white brothers!" and killed him on the spot.



**Power:** The jacket still exists, and is currently held by Dog Soldiers of the Coyote Confederation. Anyone who wears it gains Toughness +4.

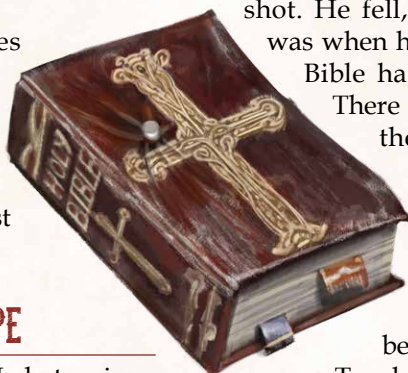
**Taint:** The bearer of the jacket and those he leads or influences (the other player characters, a squad, warband, etc.) gain the Vengeful (Minor) Hindrance.

## BOWIE'S LAST KNIFE

Jim Bowie had this knife in his hand when he was killed by Santa Anna's troops at the Alamo. His blood infused it with the power to slay his foes.

**Power:** The knife causes Str+2d4 damage, or Str+2d6 against soldiers of the Mexican Army.

**Taint:** The owner is quick to violence, especially against Mexican authorities.



## BUFFALO CALF PIPE

This is the sacred pipe of the Lakota, given to them by the White Buffalo Calf Woman, who instructed the Lakota on its meaning and care, and taught the People traditions they have followed ever since. It is the model on which all other sacred pipes were made. It serves a central role in the Ghost Dance movement, and is indestructible.

Sitting Bull was guardian of the buffalo calf pipe until the Black Hills War of 1881. After that conflagration, its whereabouts are unknown.

**Power:** The Buffalo Calf Pipe is associated with all types of medicine, so shamans who inhale its vapors add +2 to their Faith rolls for the next hour.

The pipe also grants the *divination* power regardless of the shaman's Rank.

**Taint:** None, but if the pipe were to fall into the hands of non-Sioux, a full-scale war would likely result as the Lakota tribes gather to recover one of their most sacred items.

## BULLETPROOF BIBLE

Everyone's heard about the traveling preacher saved from an early grave by his breast-pocket Bible. It was in Amarillo. Or St. Joseph. Or Oshkosh. Wherever it was, the locals weren't buying his sermon. He'd already made mincemeat of the Lord's prayer, and his story of the vision from St. Melvin wasn't opening any purses. Skipping town before the crowd turned mean would take a miracle.

Things turned ugly, tempers got hot, smokewagons were skinned. Before the preacher could dive for cover, he'd been shot. He fell, but the only pain he felt was when his head hit the ground. His Bible had stopped the bullet cold.

There was no choir of angels, but the message was clear. He stood up, apologized to the gathered congregation, and left before anyone could react.

Any holy book can become bulletproof, including a Torah or Koran, but given the number of preachers Out West, most are those of the Christian variety. Beyond their uncommon effect on weapons, no two bulletproof Bibles are alike. Some are thick sheaves of pamphlets, smudged by rain and fire. Others are family heirlooms or gilt-edged graduation gifts, slick with parental love.

**Power:** Faith is true protection against wickedness and want. Bullets too, when it gets right down to it. When a bulletproof Bible's carried, it provides +4 Toughness against attacks to the torso.

**Taint:** None to speak of, but such books have one quirk. Come bedtime, they occasionally show up on the owner's pillow or nightstand, open to a passage relevant to the day's events or upcoming tribulations.

## CAPTAIN JACK'S BLANKET

Kintpuash, better known as Captain Jack, led the year-long Modoc War (1872-1873) against General Edward Canby and the Union army. It took place among the



Lava Beds—encompassing southern Oregon and Northern California near the Maze—in a place known as Captain Jack's Stronghold.

Jack was so successful it took the Union army four separate offensives to capture him and his Modoc warriors...even after Jack murdered General Canby during peace talks. In the end, the Modoc people, tired of war, turned on Captain Jack and made peace without him.

During the conflict Captain Jack wore a specific "medicine blanket" said to be imbued with the spirit of the Modoc's powerful war leaders. It was the blanket, they said, that allowed him so many stunning victories.

The medicine blanket was lost after Captain Jack's capture and hanging. From time to time the medicine blanket, a wide mantle of white and black striped cotton, has shown up in the Commonwealth of California around the waist or shoulders of pirate captains, gunslingers, and Triad bullies.

**Power:** The medicine blanket confers upon its owner the Natural Leader Edge, and grants +2 Toughness and a reroll to any Shooting roll made against "authority figures"—law men or women, soldiers, and so on.

**Taint:** The medicine blanket gives its owner the Stubborn Hindrance when worn. Perhaps because of that, it's changed hands many times since 1873.

## COUP BOTTLE

A coup bottle can be created by a shaman or evil magician by drawing a few arcane symbols on any glass or ceramic container. Creating the device isn't the hard part—it's using it!

**Power:** A coup bottle open at the death of a creature that grants a Coup when killed absorbs its essence, and holds onto it until it's opened (or broken). If a Harrowed is present when the latter occurs, he can count coup as if he were present at the creature's demise.

**Taint:** A full coup bottle attracts manitous and trouble. When drawing for encounters, if the posse is in possession

of a full coup bottle a card draw of Nine or greater indicates an encounter.

## CORTEZ'S SWORD

Hernando Cortez and thousands of Indian allies ended the Aztec Empire in the 16th century. His conquistador's sword slew literally hundreds in the long and bloody war.

**Power:** The sword inflicts Str+2d6 damage and is a magical weapon.

**Taint:** Every time the sword draws blood from a living being (that is, causes at least a Shaken result), the wielder's hands ooze a tiny bit of blood. Each time thereafter, the stain grows slightly larger until the user's entire arm—just up past the elbow—oozes blood constantly. The bleeding doesn't hurt the character, but neither can he ever truly stop it. The slimy blood ruins clothes and generally makes it hard to walk about in polite society. Even bandages soon soak through. Indians, Mexicans, and other native North Americans see the taint as a mark of evil.

## CRAZY HORSE'S COUP STICK

The Battle of the Little Bighorn was a pivotal moment in the Reckoning. Several relics were forged in the blood of that day. One of the most significant is Crazy Horse's coup stick. As Custer fired his six-guns from amid the groaning bodies of his troopers, Crazy Horse crept right up behind him and whacked him with his coup stick. Custer rode away from that battle (though Harrowed), but Crazy Horse's action enchanted his coup stick forever.

**Power:** Anyone with Indian blood in her veins can use Crazy Horse's coup stick. A character officially inducted into a legitimate tribe might also be able to use the stick (that's the Marshal's call, partner). The first time the wielder touches a Wild Card opponent in combat, he gets a Benny! He can only count coup once per individual per encounter, and it must be a legitimate fight—Indian warriors don't count coup when someone's just having a heated argument!

**Taint:** None.



## CRITIC'S NOTEBOOK

In 1878, Neville Douglas was the *Tombstone Epitaph's* restaurant critic. In this capacity, he traveled for a year exploring the West's culinary offerings, cataloging interesting recipes he found along the way. His last known whereabouts were in the famine-stricken lands of California, where his stated intent was to investigate the source of the meat used in the City of Lost Angels' weekly feasts. Some speculate the unfortunate food critic was "invited to dinner" — never to be heard from again.

His journal was a pocket-sized notebook bound in green cloth, but its spine was broken and the pages scattered over a year ago. Like their former owner, they've got a tendency to mosey. These days pages turn up individually, or in sheaves numbering 1d6 pages, all over the West.

Each page is filled with handwritten notes about restaurants and recipes Neville encountered in his travels, along with diary entries.

**Power:** Neville's desire to share good food with others lives on through his notebook's leaves. With a successful Trade (Cooking) roll at -2, the reader is able to make a tasty and satisfying meal for up to five adults with any technically edible supplies on hand. It doesn't matter how vile the ingredients are — three-days-dead trail buzzard? Makes a hearty stew!

Failure means the meal's "delectable" ingredients are wasted and provide no sustenance. With a raise, those who consume it receive +1 to Vigor rolls for the next four hours.

**Taint:** None.

## DEAD MAN'S BULLETS

When a gunman dies in a duel at high noon, the bullets in his gun are sometimes enchanted by the Reckoning's foul mojo.

The defeated gunman can't be a pushover, so a villain who figures out how this relic comes to be can't just toss a schoolmarm a six-shooter and gun her down for a quick reload. Nice try though, sidewinder.

**Power:** When the shooter rolls damage for a dead man's bullet, he may reroll any 1s once.

**Taint:** None.

## DEADER'S BOOTS

These are boots that have been worn by a gunslinger who came back Harrowed and was then sent to his demise — er, *re-demise*. Anyone wearing them when he is killed has a greater chance to come back Harrowed.

**Power:** If a character is killed while wearing deader's boots, he draws three extra cards to determine if he comes back Harrowed.

**Taint:** The boots smell of rot that can't be cleaned or masked by even the strongest scents. The wearer reduces his Persuasion totals by 1 when wearing them — unless his target is dead himself, or can't smell!

## DEVIL'S CALLIOPE

This unusual steam organ has turned up with a number of traveling carnivals and theater troupes, but none are certain of its true origin. Much like a wagon, it has four wheels and can be drawn by a pair of horses controlled from its driver's seat. The sides of the calliope display what must once have been a proud array of metal whistles and delightful images of wild animals. But now the pipes are dingy and rusted, most of the paint has chipped off, and the carved wood has become dark, warped, and pitted. If you squint at it just right, the calliope looks like the grinning maw of something horrific.

It still plays a number of enchanting melodies, but some folks say its tone is downright eerie. Other listeners skip right over eerie and say the organ is cursed. There are unconfirmed tales of the calliope coming to small towns whose populations soon suffer frequent incidents of violence or vanish altogether. None can say if it's true, but the organ rarely stays in one place for very long, and those who've heard its strange keening shudder whenever they speak of it.

**Power:** The calliope plays a tune whenever its crank is turned. Anyone



standing within a Large Blast Template of it can perceive the Hunting Grounds. This allows them to see tell if a character has an Arcane Background (and what type), if someone is possessed, controlled, Harrowed, or undead (and which entity is in charge), the area's Fear Level, and any magical effects on people or objects.

Objects in the real world are also visible in the Hunting Grounds—walls block one's view, for example, so positioning the calliope is important when determining who or what can be seen.

**Taint:** The organ's music and its accompanying visions can drive an audience mad. Anyone in the template when it's activated must make a Fear check at -2.

Aside from the insanity, the visions work both ways. When a person gazes into the Hunting Grounds, the things that lurk there stare right back and become aware of the intruder's presence! This gives everyone who took part in the vision Night Terrors for the next 1d4+2 days.

## THE DEVIL'S SIX GUN

The Devil's Six Gun was meant to kill the Devil himself, and if any pistol in the Weird West can do it, it's this one. In fact, it can kill *anything*.

**Power:** The pistol's statistics are Range 10/20/40, Damage 1-6d6, RoF 1, Shots 6. It's considered the Weakness of any character or creature (including the Servitors!).

Of course just because the gun *can* kill anything doesn't mean it will—the user still has to hit and roll damage. For each consecutive, successful Shooting roll against a single target, the gun deals a d6 of damage, starting at 1d6 for the first bullet and working up to a maximum of 6d6 for the sixth round. If all six bullets hit, anyone else within a Large Blast Template of the original target is caught in a massive explosion of supernatural energy for 3d6 damage.

If the target is missed, the gun is used against a different target, or the gun is reloaded, the damage resets to 1d6 and the bonus is lost.

The Devil's Six Gun requires bullets with ghost rock powder, which must be custom-made using the Weird Science skill. This takes bullets molds, 6 oz. of ghost rock, lead, and an hour of work. Failure means the bullet-maker can try again, but a Critical Failure means it blows up on her for 3d6 damage and all the bits are lost. Success creates six bullets and a raise halves the time required to forge them.

**Taint:** The owner of the Devil's Six Gun suffers from Blackburne's Curse. He can't spend Bennies to reroll Shooting rolls made with it. He may still use Conviction, however.

Obviously this powerful weapon makes the wielder a target for just about every evil force out there. But other heroes want it as well, and some might be desperate enough to kill for it!

The gun was last seen in the hands of a mysterious stranger who took it from the hands of its inventor, Copernicus Blackburne. The identity of that stranger is up to the Marshal, and it may have changed hands several times since. Finding the weapon's location is a quest in itself—retrieving it from the owner is another!

## DISTILLED FEAR

Hellstromme's purpose in creating secret roundhouse laboratories across the West was to experiment with—and ultimately understand the true nature of—fear as a tangible energy.

One side effect of his experiments was the creation of pure distilled fear in liquid form. It looks like quicksilver in a thermometer, and absorbs instantly into exposed skin.

**Power:** A cowpoke infused with distilled fear has a certain knack for telling terrifying tales...the kind that cause an area's Fear Level to *rise*. When the infused character uses Persuasion or Performance for the purpose of tellin' a tale, apply a +2 bonus. If that buckaroo also has the Tale-Teller Edge, apply a +4 bonus. With a success, the local Fear Level rises by 1.

**Taint:** While infused, a dude's as scared as a rabbit in a wolf's mouth. He gains the Yellow Hindrance and suffers a -4 to Fear



checks. Successful casting of *banish* purges distilled fear from a person's system, as does entering a *sanctified* area.

## DREAMCATCHER

Pacific Indians make these devices to keep away bad dreams and nightmares. Truth is, they work, and can be quite handy to a fellow who suffers from night terrors.

**Power:** Anyone who sleeps in a room with a dreamcatcher sleeps peacefully. Wounded characters may add +1 to any natural healing rolls they make after a night's rest beneath a dreamcatcher.

A dreamcatcher has a 50% chance each night of negating the Night Terrors Hindrance.

**Taint:** None.

## EAGLE FEATHER

A shaman is said to have plucked a handful of feathers from the Great Eagle's tail. These rare, precious items have been passed down through the tribes over the ages, their power rekindled with the Reckoning's onset.

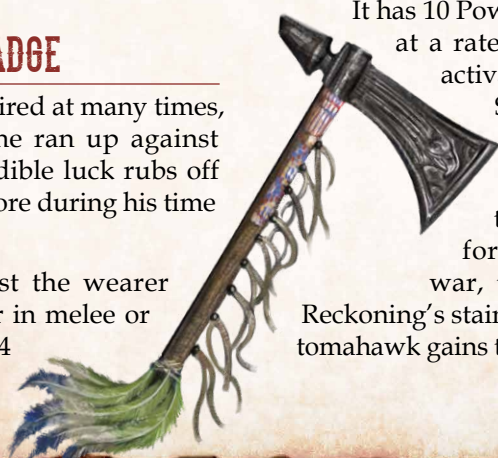
**Power:** Anyone holding one of the Great Eagle's tail feathers is completely immune to Fear and Intimidation!

**Taint:** None, but only the most powerful Native American shamans possess such items. An Indian shaman who owns an eagle feather is challenged to a test of strength, wits, or magical prowess by nearly every shaman she meets. If a non-Indian has the feathers and the Lakota find out, they hunt him to the ends of the Earth to retrieve them.

## EARP'S BADGE

Though Wyatt Earp was fired at many times, he was never hit until he ran up against Stone. Some of his incredible luck rubs off on the many badges he wore during his time as a lawman.

**Power:** Attacks against the wearer of Earp's badge, whether in melee or ranged combat, subtract 4 from their total.



**Taint:** The hero gains an aura of confidence that adds +1 to his Persuasion rolls. While this is often an advantage, folks are always asking her for help, and get mighty angry if they're refused.

## EXCALIBUR

Arthur's legendary sword is in remarkable condition considering its age. Its double-edged blade is over three feet in length and polished to such a degree it catches any available light and almost appears to glow.

No fancy etching or letters adorn the blade, and the plain, if apparently golden, crossguard sits atop a well-worn leather grip. Still, it's impossible to look upon the sword and not realize it's an item of true power.

**Power:** Excalibur is a magical weapon and deals damage as a standard long sword (Str+d8). But it ignores *all* armor, including Heavy Armor.

When attacking objects, damage caused by Excalibur can Ace.

**Taint:** None.

## GREAT TOMAHAWK

Occasionally a Native American's weapon becomes imbued with his desire for vengeance or violence, whether justified or otherwise. Most of those encountered are tomahawks, but they also take the form of war clubs, spears, or other Old Ways' style weapons.

**Power:** The damage of a great tomahawk (or other weapon) is increased one die type and is imbued with the *warrior's gift* power. It has 10 Power Points that recharge at a rate of 5 per hour, and is activated with the wielder's Spirit (or Faith if he's a shaman).

**Taint:** Because these weapons are forged in the flames of war, they bear a bit of the Reckoning's stain. The wielder of a great tomahawk gains the Arrogant Hindrance.



## GRAVEDIGGER'S SHOVEL

There's an old story about four brothers who lived in a sleepy little town somewhere west of the Mississippi. The eldest was the town's mortician, the youngest the padre, and the middle two were caretaker and gravedigger at the local cemetery. All their livelihoods involved caring for the living and the dead in one way or another, and they took their jobs quite seriously.

When the Reckoning began, the town was hit hard—an example to be spoken of afterward in hushed, fearful tones. Generations of dead crawled out of their graves and lurched onto Main Street. Only the four brothers stood against the horde, and together they returned every cadaver to its grave.

When it was over, there were three new plots. Only the gravedigger brother survived, and he soon left town to escape his terrible memories. He left his shovel behind, marked with the initials "E.B."

**Power:** The shovel is magical, and causes Str+2d6 damage versus Undead. It counts as a medium Improvised Weapon, weighs six pounds, and is Minimum Strength d6.

Any corpse buried by the shovel rests easy in its grave, no matter the circumstances of death. The body can never become Harrowed or rise as a walkin' dead, ghost, vampire, or other horror.

**Taint:** The shovel is infused with the gravedigger's pangs of loss, reducing his Persuasion rolls by 1. Others perceive the shovel's owner as morose and withdrawn. This effect lasts as long as the shovel remains in the character's possession, and for an additional 48 hours afterward.

## HARDIN'S CARDS

John Wesley Hardin is a flamboyant man—for a ruthless killer and well-known gunslinger. When he wants to show off, he often tosses a playing card into the air, draws his gun, and shoots a hole right through it. Hardin then signs the card and gives it to an admirer in the crowd. He thinks he's just having fun, but some of these cards have acquired arcane power.

**Power:** Anyone carrying one of Hardin's cards gets one free reroll on any Shooting roll (except a Critical Failure).

**Taint:** A Critical Failure always hits an innocent bystander, even if they aren't in the line of fire!

## GLANTON'S SCALPING KNIFE

After the Mexican-American War, John Glanton led a gang of mercenaries to track down and kill dangerous bands of Apaches near the Southwest US-Mexican border. Due to a scarcity of Apache targets, the Glanton gang took extreme liberties in their pursuits, often impersonating Apaches in order to kill innocents—and redeem their scalps for the reward money.

The Glanton gang's members were branded outlaws by the Mexican state of Chihuahua in 1850. They proceeded to kill some Yuma natives and take over their ferry operations on the Gila River in Arizona, where they would often rob and kill the passengers. In 1851, a band of Yuma Indians launched a retaliatory attack on the gang, killing and scalping Glanton and many of his gang, ending their bloody reign of terror.

But the knife Glanton used to perform his grisly deeds still carries his foul corruption. Now the blade has a disturbing aura, disquieting at best to anyone near the relic.

**Power:** The scalping knife (Str+2d4) ignores up to four points of penalty from Called Shots to the head (it doesn't help with other types of Called Shots).

The knife gleams wickedly in any illumination, a permanent blood-red tint visible on its razor-sharp edge. If brandished, it also gives the bearer one free reroll on Intimidation rolls.

**Taint:** The knife's owner has an overwhelming desire to scalp his enemies. Each time he personally slays an enemy, including varmints and creatures, he must make a Smarts roll or scalp them—even if he's in the heat of combat! This doesn't require a Trait roll but consumes one entire turn.



## GUNS OF JERICO

Jericho Slade was a failed inventor who, in his madness, reinvented himself as an outlaw gunslinger. He figured if he couldn't make money with his inventions, he'd use them to take money. With a few dark, whispered words from a crafty manitou, and spurred by his own insane rage to do its murderous bidding, Slade infused the Reckoning's hellish power into his vile new creations.

Jericho forged a pair of smoky black Gatling rifles in a fire of bones and tempered the steel in the blood of innocents. The firearms have a permanent smoke-tarnished patina that leaves the wielder's hands stained black. Only fresh blood or holy water can wash away these stains.

**Power:** The guns of Jericho are a matching pair of modified (.45) Gatling rifles (Range 24/48/96, Damage 3d8, RoF 2, Shots 20, AP 2). Each grants its firer the Rock And Roll! Edge as long as it's held.

The rifles emit a ghostly, hazy smoke as they're fired that lingers in a Small Blast Template until the start of the shooter's next turn. Ranged attacks into the cloud suffer a -1 penalty.

**Taint:** Whoever owns one of these guns receives the Greedy (Minor) and Mean Hindrances. As unforgiving as they are deadly, if the user rolls a Critical Failure on his Shooting roll when using the guns, they vanish into thin air. Where they end up is anyone's guess, but it's usually hundreds of miles away in some backwater town where they can "hide" for a while before causing more death and mayhem.

By the way, Jericho Slade is a gunslinging mad scientist, and he wants his guns back! If he hears of 'em being used, he sets out to reclaim them like a bat out of Hell.

## HELLSTROMME'S BLUEPRINTS

Professor Darius Hellstromme discards his past designs and later burns them to hide his often sinister experiments. Enterprising and unethical employees have salvaged a few from the

incinerators, however, and sold them on the City o' Gloom's black market.

**Power:** The blueprint works with one power, chosen by the Marshal when it's found. If a mad scientist casts that power (i.e. uses the blueprint in his design), any roll to activate it gains a +2 bonus—this includes others if the power is invested in an Arcane Device (see *Savage Worlds*).

Oddly, this doesn't apply to Dr. Hellstromme himself!

**Taint:** There is no actual taint to Hellstromme's blueprints, but the ruthless Dr. Hellstromme sends secret agents out to recover any of his devices or blueprints that "wander" from his compound.

Hellstromme's methods are also free from the guilt of social mores. The components are often illegal if not downright terrifying. Biological parts figure into some of his designs, whether from people or exotic creatures of the Reckoning!

## THE HOLY GRAIL

This is the, well, "holy grail" of relics, the cup Jesus Christ Himself drank from at the Last Supper. Legend says King Arthur's knights searched for it for years, but history doesn't record whether they found it or not.

The cup is a simple wooden vessel, though anyone who can see its true appearance (via detect arcana, a Harrowed's Spirit Sight, etc.), sees a beautiful gilded chalice of silver and gold.

**Power:** Mortal humans who drink from the Grail are instantly healed of all Wounds, illnesses, or other infirmities, including dementias and phobias. Even physical Hindrances are cured by the Grail.

The grail does nothing for animals or supernatural creatures, including the Harrowed.

**Taint:** The Grail never remains in anyone's possession for long. An hour or so after it's used, it fades away, moving to some new location where the powers of good feel it will eventually fulfill some unknown





and mysterious purpose. The same occurs if it's "destroyed" or discarded—it eventually finds its way back to the world.

At least that's how it usually works. The Cackler has found a way to "trap" the grail, and it's currently ensconced in his hidden citadel somewhere in the Weird West!

## HONEST ABE'S TOP HAT

This stovepipe hat is rumored to be the very bit of haberdashery in which President Lincoln met his demise. Somehow showing up in the possession of a prominent Washington doctor and later lost in a poker game, it eventually made its way to the Weird West.

The black hat's crown is a seven-inch-tall, cylindrical stovepipe with a two-inch-wide, flat brim. A black silk mourning band adorns the crown's base. Tucked inside the hat are a few scraps of weathered paper bearing illegible writing. The hat adjusts its size to fit a wearer when placed on the head. A distant, echoing gunshot accompanies this fitting, but only the wearer can hear it.

**Power:** If a hero is wearing the hat when he's killed, he's guaranteed to come back Harrowed.

**Taint:** The wearer gains a version of the Big Mouth Hindrance, making him honest and forthright in all his dealings.

If a Harrowed wears the hat, the manitou is immune to the hat's noble compulsions.

## HOYLE'S BOOK OF GAMES

Before his death, Edmond Hoyle's crowning achievement was to encode all the hexes he discovered during his travels into the 1769 edition of his famous manual. With each later edition, more of these arcane cryptograms were erased by clueless editors. But the 1769 edition is still pure, and contains hundreds of still-undiscovered hexes.

Every publisher who plagiarized *Hoyle's Book of Games* has unwittingly carried the old mage's spells over into their own editions. They're often corrupted, mistyped, or reorganized, but someone who knows what to look for—a huckster—

can glean enough knowledge from the text to piece them back together. A recent copy (editions published from 1861–1880) can be purchased for 25 cents. Older versions are far more rare, and difficult to come by.

**Power:** When a huckster who owns an earlier edition of *Hoyle's Book of Games* takes the New Power Edge, she can try to learn a power not normally available to hucksters. The edition lists which powers are available. Learning them requires an Occult roll with the modifier listed in parentheses after the editions below. If failed, the huckster can't learn that hex from that edition and must choose a power from the list usually available to hucksters. She may only try to learn the forbidden hex again using an *earlier* edition.

- **1769 EDITION (+2):** *Burrow, curse, darksight, drain Power Points, fly, growth/shrink, healing, shape change, smite, warrior's gift, zombie.*
- **1780–1800 EDITION (–):** *Burrow, darksight, drain Power Points, growth/shrink, healing, shape change, smite, warrior's gift, zombie.*
- **1801–1820 EDITION (–2):** *Burrow, darksight, growth/shrink, healing, shape change, smite, warrior's gift.*
- **1821–1840 EDITION (–4):** *Darksight, growth/shrink, smite, warrior's gift.*
- **1841–1860 EDITION (–6):** *Darksight, smite.*
- **1861–1880 EDITION (–):** No additional hexes. (Dang editors!)

**Taint:** None, but every huckster in the world would kill to get his hands on a priceless 1769 edition, and a good many would kill to get hold of one of the later editions too. Isn't that bad enough?

## HOYLE'S CARDS

Hoyle used many sets of cards in his travels. At the moment of his death—or more precisely, his mysterious disappearance—some became enchanted. They have since been scattered and only a handful have made it to the Weird West.

**Power:** When Dealing with the Devil (see *Deadlands: The Weird West*), each card in the huckster's possession lets the huckster draw an additional card.

**Taint:** None.



## JACKALOPE'S FOOT

Normally when you cut off a jackalope's foot, it's good for a luck charm for about a month before it starts to get a little too ripe to carry. However, someone with no small skill in taxidermy and some occult knowledge apparently found a way to preserve the charm. While it does continue to bring the bearer good luck most of the time, when things go bad for the owner, they go bad with a capital B-A-D!

**Power:** The owner gains the Great Luck Edge while in physical possession of a jackalope's foot.

**Taint:** When the owner rolls a Critical Failure, the result is worse than usual. It's the Marshal's call, but we're talking accidental shootings, fires, or other catastrophes!

## LITTLE ABBY'S BLANKET

Abigail Young was playing in the cellar when she heard her family attacked by someone upstairs. She covered herself with her blanket and was quiet. Moments later the cellar door opened, and a foul-smelling man seemed to look for her—but couldn't find her. Eventually the killer left, dismayed.

Little Abby grew up, discovered the man who killed her family was "Texas" Joe Slides, and left him bleeding out on the Kansas Plains.

Abby's blanket, which now completely hides anyone beneath it from the view of supernaturally evil creatures, eventually fell into the hands of a traveling salesman named Rutherford Ellington Dillenger. The British entrepreneur looks for just these kinds of artifacts and sells them to the highest bidders, usually the Agency or Rangers.

**Power:** The blanket is infused with Little Abby's stealth. Anyone hiding beneath it is completely invisible to supernaturally evil creatures, including Harrowed and other undead.

**Taint:** None.

## MAGARAC'S KNUCKLES

Any Pittsburgher can tell you the stories of Joe Magarac—the famous steel-man who stirred molten metal with his hands and

could out-eat, out-work, and out-sleep a jackass. According to legend, Joe's labor nearly put the whole town out of work, so he instead melted himself down to build a new mill. The steel in Joe Magarac's bones was later shipped out across the Weird West, laying rails that would conquer the frontier.

That particular tall tale is just that, and would resurface again in later eras. But someone—perhaps Joe Magarac, perhaps some unknown laborer—was one Hell of a steel-driving man, and his knuckle bones are worth their weight in ghost rock to mad scientists.

**Power:** Joe Magarac's might and work ethic are imbued in each of his knuckles. If one of Magarac's knuckle bones is worked into a device that deals damage—such as a lightning gun (*bolt*)—the gizmo deals an additional d4 damage. If placed in a device that produces a power with a duration—like a hurricane machine (*havoc*) or electric re-animator (*zombie*)—the power's base Duration is doubled.

Only one of Margarac's knuckles can affect a single Weird Science gizmo; installing multiple knuckles has no additional effect.

**Taint:** Unfortunately, Magarac's legendary mule-headedness also permeates his knuckles. Any Repair roll made on the gizmo suffers a -2 penalty and requires double the normal repair time.

## MARTYR'S CROSS

The blessed are called on to fight the horrors of the Reckoning more than any others. Sometimes, when a pious man or woman dies in the course of his crusade against evil, his chosen holy symbol is imbued with the power of his righteous sacrifice.

In the Weird West, most of these relics take the form of crosses or rosaries, but a shaman's fetish or a Mormon's Bible might also take on the power of the "martyr's cross."

**Power:** The wielder may add +4 to Faith rolls when calling on the *protection* power.

**Taint:** None.



## PINCE-NEZ DE PERDITION

These stylish eyeglasses have no arms, but are held in place by pinching the bridge of the wearer's nose—hence the French term “pince-nez,” or “nose pincher.” Those worn by Robert Ponty, a charming French huckster and gambler noted for his piercing gaze, gained significant power after his death.

Ponty was accused of cheating at cards and in the resulting scuffle, he killed a man popular with the locals. “Curse my eyes!” he uttered ruefully as he was hauled to the gallows, thinking of the simple mistake he'd made that led him to this end. As the townsfolk secured the noose around his neck, Ponty attempted one final deal with the Devil to free himself from this predicament... but failed.

Ponty died that day, but his spectacles were cursed with the power to lead others down his dire path.

**Power:** When worn, the glasses increase a person's Gambling two die types.

**Taint:** The wearer gains a Major Habit for gambling and the Minor Bad Eyes Hindrance! Only the *pince-nez de perdition* alleviates the ocular symptoms; other eyeglasses don't help. These Hindrances fade if the pair isn't worn for one week.

## PROSPECTOR'S ELIXIR

No one is sure just where the Prospector, Coot Jenkins, got his recipe for making the glowing green elixir he uses on the Harrowed. What is certain, however, is he never has much of it at a time. He can make about one application's worth per week.

To use the elixir, Jenkins has to pour it down the throat of a Harrowed. This usually requires the undead to be unconscious if he doesn't know or trust of Coot.

**Power:** A Harrowed who drinks Coot's brew gains 1 point of Dominion. The Prospector doesn't usually waste his elixir on Harrowed who are in control.

He saves it for those who have 0 Dominion or are dang close to it.

**Taint:** None.

## ROOSTER TALISMAN

The ancient Chinese believed chickens were the emblem of the sun god. Each lunar New Year's Day, the image of a chicken was painted on doors to protect homes from demons. Having this talisman was the same as having the sun itself guarding your door. The tradition has come to Shan Fan, where it is used to repel the Reckoning's ghosts and abominations.

A rooster talisman is a hand-sized piece of white silk embroidered with the image of a golden rooster and mounted within a thin bamboo frame. When hung on a door it has the power to stop even the most dangerous fiends from entering.

**Power:** Hanging a rooster talisman on an entryway protects the entire dwelling from supernatural intrusion. Hanging it on the door of an inner room protects only that room, provided it's the only entrance.

Any abomination that attempts to enter or damage the structure must make a Spirit check at -2. If the Spirit check fails, they may try again the following night, but at a -4 penalty. Further attempts are made at -4.

**Taint:** The talisman gives anyone protected by it the Night Terrors Hindrance. When the inhabitants try to sleep they hear sounds of a giant rooster scratching and fighting, making it impossible to get any decent sleep.

## SACAGAWEA'S WALKING STICK

Sacagawea traversed the Pacific Northwest with the Lewis and Clark expedition. Upon its return, her adventuresome spirit passed into her walking stick. The stick passed from traveler to traveler over the years, traversing the entirety of the Weird West, with most owners having no idea of its historical providence.



Sacagawea's walking stick is well-worn, made of black walnut, and just over five-and-a-half feet in length. It is adorned with carved scenes of Indians hunting, fishing, and playing.

**Power:** The stick can be used as a weapon (Str+d4, Parry +1, Requires two hands), and is considered magical for the purpose of damaging Ethereal creatures.

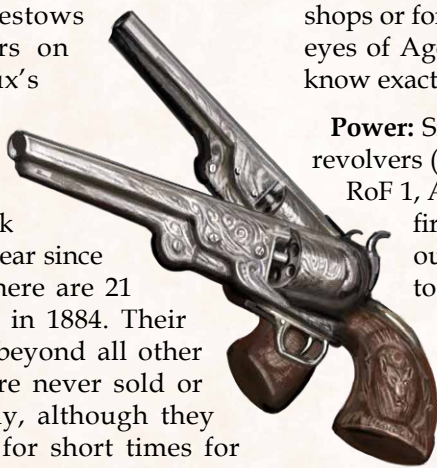
The walking stick's owner adds +2 to Survival rolls, and acts as if affected by the *wilderness walk* power (see *Deadlands: The Weird West*), whenever the walking stick is in her hand.

**Taint:** The stick's owner gains the Curious and Loyal Hindrances. For each week the owner travels with the walking stick, draw a card from the Action Deck. On a face card, an abomination of some kind (Marshal's choice) has caught the stick's arcane scent and starts hunting the owner. On a Joker, the abomination is definitely intelligent and a Wild Card. Taking the stick into the Hunting Grounds attracts unwanted attention from nature spirits and manitous alike.

## SACRED TOMAHAWK OF THE SUN

The Sioux bestow this sacred artifact upon one brave warrior at the end of their annual Sun Dance. The relic consumes the ceremony's magical energy, and from that point on it bestows its awesome powers on whomever the Sioux's council of wicasas awards it to.

The Sioux have created one tomahawk and one bow every year since the Reckoning, so there are 21 of each in existence in 1884. Their owners prize them beyond all other possessions. They are never sold or given away willingly, although they may be loaned out for short times for worthy causes. The owner may also willingly pass the weapon on to someone she feels is worthy, usually a son or daughter, but sometimes a trusted friend or ally.



Of course some are occasionally taken from the noble warrior's body, as well. If the Sioux see such a weapon wielded by someone who didn't earn it, they look to return it to the People, either by trade if the current owner seems honorable, or more violent means otherwise.

**Power:** Against most foes, the weapon is a regular tomahawk (Str+d6). When wielded against a supernatural creature of evil—including a Harrowed, with or without Dominion—the tomahawk does Str+2d6 damage.

**Taint:** None, but the warrior is obligated to fight for the Sioux when he or she is called upon. Non-Sioux with the tomahawk are asked to return it. If that fails, Sioux warriors put on their warpaint and go on the hunt to return the sacred relic to their tribe.

## SINNER'S GUNS

Sinner's guns come in pairs, and are made from an eerie, grayish metal of unearthly origin. Fancy engravings depict sinners in torment in Hell, which seem to crawl slowly over the surface as one watches. It's possible that's exactly where they came from, perhaps planted by Old Scratch to cause more death and mayhem in the world.

At least six sets of these weapons have been spotted around the West, often in pawn shops or for sale in small towns far from the eyes of Agents or Territorial Rangers who know exactly the trouble they cause.

**Power:** Sinner's guns are 1860 Colt Army revolvers (Range 12/24/48, Damage 3d6+1, RoF 1, AP 2) that fire Hellish bolts of red fire. Because of this, they never run out of ammunition and never need to be reloaded.

When drawn, they emit a loud and terrible wailing that adds +2 to its owner's Intimidation rolls.

**Taint:** The guns give the owner the Bloodthirsty, Mean, and Vengeful (Major) Hindrances. Some claim anyone who kills with them is fated to die a violent death and spend an eternity in the depths of Hell.



## TOM SMITH'S SPURS

Tom "Bear River" Smith was the Marshal of Abilene and later a US Marshal. He was a tough and imposing man who served the law from New York City to Wyoming to Kansas. At Bear River City, Wyoming, he put himself between warring railroaders and local vigilantes, holding off both sides until the US Army came from Fort Bridger.

Smith died in the line of duty, but his legend lives on among the West's most notable law dogs. Anyone who wears any of this hard-riding frontiersman's former spurs can call on a little bit of his menacing air.

**Powers:** A cowpoke wearing the spurs has his Intimidation die type increased one step, or two steps with both spurs.

**Taint:** The wearer gains the Mean Hindrance.

## SPLINTER O' THE TRUE CROSS

Back in the Middle Ages, just about every square mile had at least one charlatan selling a piece of the cross Jesus died on. Of course, most of those folks were lying, but there are still a few of the real ones floating around today.

The shards are usually a few inches long and completely unremarkable to the naked eye. A blessed senses their power, however, and feels it if she touches it. *Detect arcana* or similar powers sees the shard as part of a great, blinding cross with the brilliant form of a man crucified upon it. The visage is beautifully painful to look at and no details can be seen, but its origin is clear.

**Power:** The shard provides +2 Toughness in a Large Blast Template to all good-natured beings and animals.

**Taint:** None.

## SUN BOW

Like the Sacred Tomahawk of the Sun, the Sun Bow is awarded to the Sioux's bravest and brightest warriors. The wicasas typically grant the tomahawk to the stronger of their two champions, and the bow to the wilier. In 1884, 21 of these bows exist.

**Power:** The arrows fired by the bow are magical and cause 3d6 damage.

**Taint:** None, but the Sioux expect the recipient to protect their people with this sacred weapon. As with the Sacred Tomahawk of the Sun, non-Sioux with a Sun Bow are asked to return it. If that fails, Sioux warriors put on their warpaint and go on the hunt to return the sacred relic to their tribe.

## UNHOLY SYMBOL

When the leaders of the world's most nefarious cults are slain, their sinful essences are often drawn into their unholy icons.

**Power:** The most powerful unholy icons allow a wielder to use a single Black Magic power. The Marshal should choose the power based on the history of the icon itself. In all cases, powers are enacted using the wielder's Spirit, or Spellcasting if he has Arcane Background (Black Magic). The symbol has 10 Power Points and recharges 5 points per hour.

**Taint:** Unholy symbols always corrupt their users in some ways. Most simply give the new wielder the Ruthless (Minor) Hindrance, driving them to complete their own goals whatever the cost.

A few unholy symbols contain the soul of some evil priest inside. When someone picks up the symbol, the priest makes an opposed Spirit roll to possess his physical form. The original host's soul is repressed—it can sense what's happening but can't stop it under any circumstances. The dark priest is in complete control, has access to the host's memories and abilities, and can wreak whatever havoc he wants.

If a possessed host is slain or successfully affected by the *banish* power, the priest's soul flies back to the unholy symbol and awaits a new victim. If the symbol is destroyed, his evil soul passes on to the Hunting Grounds.

## WHATELEYS' UNHOLY ICON

To the Eastern Catholic church, "icons" are symbols made from the personage of some sacred figure, such as a saint or martyr. The twisted Whateley family is a line of dark



sorcerers who have communed with things humanity was not meant to know since before the Dark Ages. They worship strange elder gods with unpronounceable names, and let's just say their family tree is more than a bit "intermingled."

One of the Whateley family icons that have been discovered by the Agency are severed hands. They aren't mummified, but somehow remain disgustingly soft, pliant, and even warm to the touch.

The hands start with five fingers (yup, five—plus a thumb). Each time the hand is used, a finger curls up until the whole thing balls up into a fist and crumbles into dust.

**Powers:** Hucksters, witches, and evil sorcerers can expend a "charge" to completely refill their Power Points—no matter how large the pool.

**Taint:** The icon gives off an oily, supernatural aura that repels all but the blackest hearts. Reduce the Initial Reaction of all normal folks by one if a bearer of the hand gets within a few feet, or two levels if the hand is visible or known to be present.

Truly evil individuals or those immune to Fear and Intimidation aren't normally affected by the hand's aura of corruption.

## WILD BILL'S SIX-SHOOTERS

Everyone knows the story of how Wild Bill was shot in the back by Jack McCall. What most folks don't know is that while he was pushing daisies (temporarily—Wild Bill's brain survived and he rose Harrowed), someone made off with his twin, single-action Colt Navy revolvers. Since then his guns have become part of the very legend of the Weird West.

**Power:** These Colt Navy revolvers are Range 12/24/48, Damage 3d6, AP 1, RoF 1, Shots 6. Unless the hombre rolls a Critical Failure, a shootist firing one (or both) of Wild Bill's revolvers can reroll any 1s on the Shooting die.

**Taint:** Whenever anyone wearing either of Wild Bill's pistols is shot from behind, add an extra 2d6 to the damage roll.

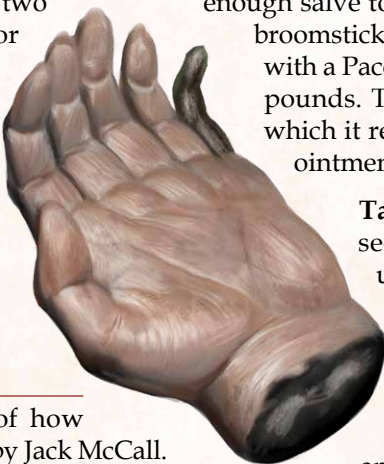
## WITCH'S SALVE

Despite popular characterizations, witches don't ride flying broomsticks. They instead make a "flying salve" they can put on any object to grant them flight. Brooms are ubiquitous, easy to "hide" in plain sight, and—with some practice—easy to sit astride.

The recipe for flying salve goes back to medieval times and is quite terrible—it includes the fat of a human infant, various herbs and weeds depending on the locale, and fine ground wheat meal. The resultant mass is boiled for 13 hours, while the witch occasionally adds bits of herbs, such as belladonna, wolf's bane, or deadly nightshade. Lastly, the witch puts a bit of her hair or skin into the salve and smears it on the item she wishes to grant her flight.

**Power:** The lengthy ritual produces enough salve to cover one object of roughly broomstick size. It grants that item flight with a Pace of 24" and carry around 200 pounds. The salve lasts 13 days, after which it requires a fresh application of ointment.

**Taint:** The foul salve tends to seep into the skin of anyone using it and emits a horrible smell. A character who rides an item covered in the salve stinks like rotting cabbage. He subtracts 2 from any Persuasion rolls, and the attitude of normal folks starts one level lower than usual (see Persuasion in *Savage Worlds*). The stench rarely causes someone to directly attack the witch unless they know the origin of the smell. Most just avoid them, or get word to the law if they suspect something sinister.



## ZOMBI'S SNAKESKIN

The last skin shed by Marie Laveau's pet snake Zombi, this relic is imbued with the powers the snake had when it lived. Marie Laveau used Zombi as a living



charm in many of her rituals, and the snake absorbed the channeled essence of the Voodoo Queen's power. There are many counterfeits, but the authentic Zombi skin is always found in an ornately carved box made from Southern magnolia wood.

**Power:** The voodooist who owns the snakeskin gets one free Faith reroll when using the *aspect of the rada loa* or *fury of the petro loa* spells (see 18). Anyone watching sees a giant spectral serpent emerge from the snakeskin to slither and writhe around the houngan or mambo.

**Taint:** None, but the voodooist's eyes turn completely white while using either power if influenced by Zombi's skin!



# RUNNING DEADLANDS

## SPAGHETTI-WESTERN

If you're like most folks when they get into a new game, you're brimming with ideas and rarin' to get started. If this is your first time using the *Savage Worlds* rules, or maybe even your first time running a roleplaying game, you're probably a little gun-shy about getting started. The core rules are fairly simple—roll a 4 or better on your skill die (or Wild Die if you're a player character), but of course there are lots of options layered on top of that, like combat options, Arcane Backgrounds, characters, and so on.

But let us ease your mind a bit, partner. Just go ahead and do it. Run a game and screw it up. Get all the rules wrong. And don't worry about it. Just concentrate on making an exciting adventure. You'll figure out the rules as you go, especially once some of your players start helping you sort through the rules as well.

And if you can't figure out the rules while you're playing, don't slow down the game too much trying. Just tell a good story and have fun with your friends—that's why you picked all this up in the first place, right?

Once you've played a session, go back and read any rules you didn't quite understand. You'll get it eventually. Just do some bad Western accents, tell a fun or creepy story, and figure out the rest later.

Now let's talk a little about tone. What's this game supposed to "feel" like? *Deadlands* is equal parts Western and horror, with a little "campy" humor thrown in for spice.

For the Western aspect of the game, we identify mostly with "spaghetti-Westerns," so-called because of the famous Italian Westerns of the 1960s. These films often emphasized style and were often quite stark, gritty, and even cruel. Long lean gunmen stare at their foes with long closeups on their piercing eyes. Villains are merciless. Thugs are a dime a half-dozen and drop like flies before the hero's blazing six-gun. You can stream literally hundreds of these online, from the almost slapstick to the various and iconic Clint Eastwood series.

When one of your heroes stares down a bad guy at High Noon, everyone ought to hear the theme from *The Good, the Bad, and the Ugly* in their heads.

*Deadlands* also features grand, sweeping vistas, vast open spaces that require hard men and women to survive. Remember all that distance means the posse is on their own. That's what makes frontier life so tough—there's no one to rely on but yourself and whoever you've chosen to travel with across this massive landscape. Watch



John Ford/John Wayne Westerns or the films of Bud Boetticher and Randolph Scott for examples. (Unfamiliar with the Boetticher films? Check out *Ride Lonesome* or the *Tall T*, you'll be glad you did!)

Sometimes *Deadlands* is similar to the anachronistic, campy feel of *Brisco County Jr.*, a great Western series starring Bruce Campbell (who generously did a foreword for an earlier edition of *Deadlands* and even played his character in a charity game at Origins '94!).

Somewhere between campy and gritty are films like Sam Raimi's *The Quick & the Dead*, one of our personal favorites, that features great characters, shootouts at High Noon, over-the-top acting, and the stylistic tropes of spaghetti-Westerns.

The "steampunk" elements add even more flair to the Weird West. A low-key example of that can be found in the *Wild, Wild, West* television series, and the more extreme "mad science" version can be found in the 1999 theater version.

## HORROR

That covers the Western part of the game, but what about horror? How do you put a chill down the spines of players who have watched every scary movie and know every monster trope and how to defeat them?

We have some long experience here that works most of the time. Try a few and see

what works with your group, then tailor to fit your particular mix of players *and* their characters.

One of the more powerful and subtle tools we've found to make a setting creepy is contrast. Begin the game with bright lights, laughter, some high adventure, and action. Play up the spaghetti-western aspects of the game. Keep the pace slow, let everyone roleplay their characters and have a fun time roleplaying their characters.

As the night rolls on, slowly add some tension into your scenes. Hint that there's a storm coming. Maybe you first introduce the bad guys in a tense but non-combat encounter, or let the posse find some of the monster's handiwork.

Build upon this tension with a growing sense of dread. Maybe dim the lights a little. Some good background music doesn't hurt either—you'll find *Deadlands* music on the Pinnacle website, or use soundtracks from your various films. Don't overdo it, but let it be just audible in the background as you play.

As the mystery comes to a head, turn that music up just a bit, and maybe play those with slightly faster tempos. Emphasize character action over rules—play a bit faster and looser where you can. Speed up the pace of the game to increase the tension.

When you're finally ready for the big climax, hit the players with everything you've got. Cue up dramatic, urgent music.





Speak rapidly, in short sentences too. Don't be afraid to startle them with loud noises—slam your hand on the table to imitate a door bursting open, yell out the crack of a pistol—*BOOM!*—bellow like the monster or howl like the wolf you're attacking them with. Fill the players with a sense of panic and urgency so they don't have time to think everything through.

Game-wise, keep things moving *FAST!* Some horrible abomination bursts through the door? Deal Action cards then turn to the player with the highest card and count quickly to five. If she doesn't tell you what her character is doing in time, put her on Hold and move on to the next hero. Don't give anyone too much time to overanalyze—this is the time to act!

Don't let the detailed combat rules drag you down when you're going for the finale. If someone needs to look something up, put them on Hold and move on, coming back to them when they're ready. Roll some dice, narrate results, and get a bit more gory and violent than usual—to the level your group is comfortable, of course.

### CULTIVATING FEAR

Of course all that is easier said than done. Building a growing sense of dread is the hardest for new Marshals to handle. Here are some tips on how to make those creepy scenes leading up to the climax truly terrifying.

One word of warning first, Marshal. Don't be upset if you're going for the heroes' jugulars and they're laughing so hard at something they've got sarsaparilla coming out their noses. That's a good thing. Remember you're all here to have a good time, and if a player tosses out a one-liner that has everyone rolling on the floor—it's well worth breaking the mood for a few minutes. Remember what we said at the start, the humor may actually *enhance* the horror of the scene because it provides such high contrast.

### BLOOD & GORE

A lot of new Marshals are tempted to use a lot of blood and gore to emphasize the horror. That has its place, and we're not

above it ourselves on occasion. By and large, however, you'll find graphic descriptions of steaming entrails are nowhere near as frightening as letting the players fill in the details themselves.

Try this. Gabe opens the door to a trapper's cabin and finds the fellow inside flayed alive. You could describe the mess in a lot of detail. Or you could simply say Gabe shuts his eyes and closes the door. The latter approach lets the group picture the scene in their own minds. They know what bothers them and are likely to picture this horrific sight in the way that disturbs them most.

When you do have to describe the details (such as when they start investigating the body for clues), that's when you want to go for a little more gore. Describe the loose pile of skin lying beside the corpse, the dark hairs matted to the shaved scalp, or the green bile leaking down through the feather bed along with the thick red blood. This way you've not only given them the grisly details, you've also provided clues their characters might be able to piece together.

### DESCRIBING MONSTERS & EFFECTS

This is old advice from every book or article on Game Mastering, ever, but it holds up. Don't "label" monsters—describe them.

Instead of saying "A Maze dragon sneaks up on you," try "A dark green shape rises up out of the water. It's something like a huge serpent but with a lizard-like head. It has a mouthful of razor-sharp teeth and what body you can see is over 20 yards long!"

Similarly, when a cowpoke rolls 15 damage but the creature has a 16 or higher Toughness, try to describe the effect narratively. "You sling lead right into the thing's scaly hide. You see the slightest trace of blood but it doesn't sink in."

You can do the same thing with Special Abilities, especially those that are particularly insidious and require some additional work or tactics to overcome. If an evil hounigan tries to take over a character's mind, don't say, "Roll Spirit to resist the *puppet* power." Instead say something like, "You feel something rooting around in your memories, like a hungry pig looking for



truffles. Your brain buzzes...then itches. You shake your head back and forth instinctively, trying to throw off whatever this horrible feeling is...make a Spirit roll!"

That's easy to write—harder to pull off on the fly in the heat of the game, right? Especially as we just told you to speed things up as you get near the big finale. Both things are true though. Keep the pace fast, but when it's important, slam on the brakes for a second. Think it through a bit, take your time, and describe the truly important moments in crisp, clear detail. Not only will the sudden stop emphasize the importance of a particular enemy power, it gives the players a momentary respite to think up how they're going to deal with it. As soon as you're sure it's sunk in, get right back to the fast-paced, desperate action of the encounter.

## THE WORST NIGHTMARE

During character creation we ask players to write down their heroes' Worst Nightmare. Everyone's scared of *something*, and in a horror game it's exceedingly helpful to know what gets under a hero's skin.

The Worst Nightmare is useful for you, Marshal, because the player has already decided this is something that scares the livin' bejeesus outta his cowpoke. When you spring it (or something similar) on the posse during a game session, he's far more likely to play along and roleplay the deep-seated terror and dread. After all, being afraid of that thing or situation is a part of the character's backstory.

You might also apply an ad hoc penalty to Fear checks when a cowpoke faces some aspect of her Worst Nightmare. Or maybe when higher Fear Levels plague certain locales, folks catch glimpses of their Worst Nightmares...in waking life! That's sure to catch a buckaroo's attention, and it provides an object lesson in the Reckoners' habit of plucking out folks' fears and making them real.

Finally, the Worst Nightmare is a great tool for any Harrowed heroes in the posse. A manitou might use the Harrowed's bleak dreams to torment his sleep, or a poor gal might see visions of her Worst Nightmares whenever Dominion is lost.

## OMENS

"Something wicked this way comes," wrote Shakespeare. The line alone evokes tension—some *thing* is coming. Perhaps the only thing more frightening than the unknown is knowing the unknown is coming for you!

You can build this sense of approaching doom by associating omens with the coming of your monster, an impending catastrophe, or the approach of some dire event.

Perhaps the posse is in the Great Maze and you plan on having a massive earthquake strike in the "third act" (the finale). Foreshadow its arrival a couple of times before it happens with small tremors. Start with little touches—a cup falls off a table or plates off a China cabinet, whiskey vibrates in a bottle at the saloon, the horses seem fidgety. Build up from there with larger tremors, rumors of quakes in other parts of the Maze, the town lunatic screaming it's the End of Days, and so on. This will give you the maximum effect when the real thing hits.

Here are some other ideas:

- **Agitation:** People seem agitated when the threat is near or presents itself. Barkeeps are short-tempered, horses buck and whinny, flocks of birds pick on their weakest members—slicing by them in midair then descending to peck at them viciously when they fall helplessly to the ground.
- **Ghostly Signs:** Subjects in paintings seem to be in different places than the last time a character looked at them. Photographs are crystal clear, but seem blurry just before and after someone's death. Inexplicable messages appear on the mirror in the dance hall, in the sand, or the sawdust on the floor of the saloon. Maybe they're written in another language or in reverse, are only visible to one character, or are incomplete, but they're clearly signs some spirit is trying to contact the party.
- **Strange Sounds:** Make a strange sound whenever a particular creature or threat is near. Perhaps the party hears whispers, rustling in the prairie grass, a distant harmonica, or the low whistle of a



steam train—even though there isn't one anywhere around.

## ISOLATION

A posse stuck in an isolated cabin high in Donner Pass is more apprehensive than the same posse in the middle of Dodge City. Isolation is a tried-and-true method of making your party feel they are the prey of your nefarious evil (and they probably are).

But what do you do if the adventure takes place in a heavily populated area? Isolation comes in many forms, Marshal. Remember that most folks in the Weird West have never heard of the Reckoning and they don't believe in monsters. If the heroes go to the local law and tell him the dead are rising from Boot Hill, he's likely to just throw them in the hoosegow for public drunkenness.

You can also isolate the heroes from their closest companions—the posse itself. Anytime a character wanders off by himself, take the player into a separate room for a bit. Besides keeping his fate a mystery to the rest of the group, the player will actually feel isolated as well. There's nothing creepier to a

player than having the Marshal say, "Come with me...."

Besides being a tool of terror, isolation also means the heroes have to confront your villains and creatures on their own—and that's the entire crux of a Western—standing on your own two feet. But what happens when the authorities see it with their own eyes? That's when the law should ask the *posse* for help. They probably stirred up the evil anyway. If the law puts the heroes on the front line, the players might realize just how bad things are.

Also, if the heroes are always running for help, the posse may actually contribute to the Fear Level by spreading their own terror! Find a way to let them know this, then hit them with a higher Fear Level when they eventually go back to finish the job.

## PARANOIA

One last tip, Marshal. It never hurts to instill a sense of paranoia in the group. Pass notes, take players aside for private discussions, and make them tell you things only their characters know in private. Don't let a player say he's stealing the treasure map from another hero in front of the victim's player.





Make him pass you a note or take you aside for a private conference instead. Remember that the fear of the unknown is the greatest fear of all, and even if the party suspects there's a thief in their midst, it creates mistrust and apprehension that contributes to the overall fear and paranoia of the group.

Having a Harrowed in the group should cause constant paranoia. If the heroes find someone dead, they can't be sure if it was the monster they're tracking down or the one they bed down with every night. Make 'em wonder. And take the Harrowed's player aside constantly to keep everyone on edge. "Nothing at all happened on your watch last night, Zeke. Just wanted to let you know." Let the player try and tell the posse that was his "private" message, and watch the suspicion grow.

### MUSIC, MAESTRO!

The right background music can add a lot to your game—that's why we make soundtracks for all our games. Mix up official *Deadlands* tracks with a good assortment of music to really reinforce the various moods you try to create during the night.

Try inspirational Western soundtracks for the early phases of a game where everyone's thinking about cowboys. Play some light-hearted saloon music when they start interacting with the locals. Move on to eerie tracks as they investigate the mystery, then darker tunes as the posse comes across the grisly handiwork of your villains. If they get in a fight with bandits or other relatively normal bad guys, play something exciting and heroic, then move back to something dramatic and urgent for the final fight.

Movies and television use music to stimulate our emotions, and you can do the same. You can even queue up some special sound effects on your phone or sound system if needed—a woman's scream, a hoot owl's hoot, a panicked horse, and so on. You won't believe the difference it can make.



# THE STORY THUS FAR

## TIME O' THE SERVITORS

After 1879 or so, the tide started to turn for the Reckoners. As the chaos and terror of the West spun out of control, it wasn't jaded humans but curious and noble ones who started fighting back against evil. When the Twilight Legion got involved, that prospect became a little more manageable.

## FAMINE'S FEAST

All of California and the Great Maze were Famine's Realm, and her Servitor was the Reverend Ezekiah Grimme. As head of the Church of Lost Angels, Grimme and his 13 Elders—or Ghouls, depending on who you talk to—were charged with keeping the status quo of crippling fear, near-starvation, and false piety. In the meanwhile, Maze Wars raged between nations and Rail Barons alike over the plentiful deposits of ghost rock.

With the Twilight Legion's aid, a posse of heroes traveled up and down the West Coast placing bloody handprints on a series of ancient petroglyphs (as told in *Deadlands: The Flood*). Their actions culminated in the Great Deluge of August 23, 1880, which wiped out most of southern California, destroyed half of Lost Angels, and consigned Grimme and his Elders to a watery grave.

## WAR IS HELL

The High Plains, Sioux Nations and Coyote Confederation, with Colorado, Kansas, and Oklahoma wedged between them—all these were War's lands, where his errand boy Raven did most of his grisly work. In 1881, he and his Last Sons finally maneuvered the Sioux into the Black Hills War with the US and Iron Dragon Rail Co., causing untold destruction and loss of life.

Not long afterward, on June 21, a posse allied with a mystical Indian society called the Ghost Dancers traveled into the Hunting Grounds (see *Deadlands: The Last Sons*). They took many shamans with them. After countless bloody hours spent fighting off War's manitou minions, they completed the Great Summoning. The fabled thunderbirds flew to every corner of the Sioux Nations. Modern technology hasn't functioned reliably inside the Sioux Nations' borders since.

## WAGES O' DEATH

By far the most feared of the Servitors, Stone roamed the vast portion of the Weird West claimed by Death—Texas, New Mexico, Arizona, and Nevada. In fact he wandered far and wide, wherever his never-ending mission took him. His task was to kill



any heroes who got too big for their britches and dared to challenge the Reckoners.

After Stone gunned down Doc Holliday and all the Earps in Tombstone, October 1881, a posse who'd been tight with the Earps got on the Deathly Drifter's trail (see *Deadlands: Stone and a Hard Place*). Using information gained from Coot Jenkins, they gathered the bullets used by Stone's men to kill him and went gunning for the greatest killer of all.

According to some folks, they tracked him down in Death Valley, California, in 1882 and put him in the cold ground. In fact, Stone somehow avoided his date with Death, and they say he still wanders the Weird West looking for heroes to slay. Only the Reckoners know for sure.

## PESTILENTIAL TREATMENT

Pestilence laid claim to only one piece of land: the nation of Deseret, formerly known as Utah. But his Servitor was Dr. Darius Hellstromme, who through his many scientific advancements and industrial efforts helped spread the twin "diseases" of ghost rock and New Science across North America, and even to other parts of the world.

In the end, the fact that Hellstromme was human—unlike all the other Servitors—and unaware of his own Servitor status undid Pestilence's plans. In 1883, on the verge of opening a gate to Hell with the intention of rescuing his dead wife's soul, yet another

posse uncovered the plot and interrupted Hellstromme before he could embrace disaster (in *Deadlands: Good Intentions*). Shaken to his core by the revelation that he had served evil for so long, Hellstromme vanished into seclusion and has not been seen or heard from since.

## THE FLOOD (1879-80)

**1. The Hellbore:** The posse begins their journey on a Smith & Robards train heading west over the Sierra Nevadas. Why they're on board is up to them. Fate decides to jump their track and the train wrecks. Surviving an attack by Old Ways Apache, the travelers discover the train wrecked because of a massive cave-in, which miraculously leads to a train tunnel going straight under the Sierra Nevadas and most of California.

At the end of the tunnel is a Wasatch railroad digging crew—complete with a wondrous digging machine called the Hellbore. They soon discover that the crew is accompanied by Lacy O'Malley, intrepid reporter for the *Tombstone Epitaph*. And they meet Dr. Darius Hellstromme himself! With any luck, the team bonds with the Wasatch crew when they're all attacked by ravenous tunnel critters.

**2. Dr. Hellstromme's Wild Ride:** Dr. Hellstromme is successful and the crew bursts into daylight on the western side of the San Gabriel Mountains. They rally with another crew that was waiting for them, and then Hellstromme steams on ahead in







his personal train, the *Good Intentions*, to Lost Angels. Iron Dragon has no intention of seeing Wasatch win the Great Rail Wars. Kang's most trusted captain, Red Petals Su, is dispatched with a force to ambush Hellstromme himself and attacks in a running battle through the desert.

**3. Out with a BOOM!:** Dr. Hellstromme has been cuddly as a teddy bear to our heroes so far. Now his nasty side comes out. The *Good Intentions* reaches Lost Angels. Reverend Grimme is waiting, as are the forces of Black River, Empire Rail, Lone Star, Bayou Vermilion, and Iron Dragon. As the battle royale begins, Lacy O'Malley leads the posse into Lost Angels in search of an old friend. After witnessing dreadful evidence of Grimme's towering evil, they discover they're too late—Sam Q. Hellman's nowhere to be found.

Back on the battlefield, it looks like Wasatch doesn't stand a chance. About that time a fleet of black airships flies overhead and drops two bombs on the battlefield. A third lands on Ghost Town, the shantytown east of Lost Angels. The bombs are Ghostfire Bombs—something like high-yield incendiaries manufactured in Hell itself—and their detonation immediately brings the hostilities to a close.

Our heroes, along with Lacy O'Malley, try to save the innocents caught in Hellstromme's mad gambit. When they've saved all they can, O'Malley thanks them for their help and tells them about the Explorer's Society, an organization dedicated to rooting out and hunting down evil in all its forms. He adds that if they travel to Shan Fan and seek out Captain Roderick Pennington-Smythe, he'll vouch for their membership as well. Besides saving the world, the club is also a sort of mutual aid society, and can be a great help to its members when it comes to dealing with trouble.

Finally, Lacy tells the group that page 13 of the Sunday Edition of the *Tombstone Epitaph* (the national edition) is essentially his private page where he tips off other Explorers to strange occurrences around the country.

**4. Big Trouble in Little Shan Fan:** The Explorer's Society lodge in Shan Fan is a smoking ruin. A little investigation reveals that they've run afoul of the Shan Fan Triad, and Captain Pennington-Smythe has been kidnapped. By one method or another, the posse eventually discovers the captain's location and stages a rescue. Captain Pennington-Smythe thanks his rescuers and tells them the triad now knows the location



of a powerful artifact. He rushes off to stop them with his new companions in tow.

The triad strike force has tunneled into an old cavern in search of the artifact and accidentally awakened a guardian called the Wailing Doom. After defeating this abomination and the triad gang, the adventurers discover a strange glowing sigil on the wall that looks like a lightning bolt. The petroglyph is actually one of Raven's runes, meant to keep the earth spirits along the fault line appeased (but the posse doesn't know this just yet).

**5. The Rock:** The posse is summoned by one of Lacy O'Malley's page 13 ads to the Fallen Angel Saloon in Perdition. There they learn that Sam Hellman—the fellow they tried to locate back in Plot Point Three—is being held in Rock Island Prison. O'Malley lays out a plan that should allow the heroes to pierce the prison's defenses and save Hellman. After a daring rescue under cover of a pirate attack, Sam Hellman reveals Grimme's true nature and his cult's cannibalistic activities. The Agent goes on to reveal the name of an Indian shaman, Sees Far Ahead, who knows how to kill Grimme once and for all.

**6. Tribal Warfare:** Spurred by Sam Hellman's revelations, the posse goes looking for the Necessity Alliance. They hope its founder, Sees Far Ahead, can tell them enough of Grimme's secrets to allow them to finish off the Good Reverend. Unfortunately, Sees Far Ahead was kidnapped during an attack by the evil Rattlesnake Clan. In the process, that secret society of sorcerers and corrupted shamans sparked an intertribal conflict that drives the survivors of the Necessity Alliance apart, threatening to destroy their fragile balance of power. The adventurers must navigate the treacherous waters of the Maze and eventually root out and destroy the Rattlesnake Clan.

**7. Jumpin' Jehosaphat!:** The posse has traveled all the way from the northern Maze to Jehosaphat Valley, where the Cult of Lost Angels tosses the bones of all those they've devoured. Sees Far Ahead's remains are here, and Born in a Bowl's amputated finger eventually helps them find his skull. When the skull is returned to Born in a

Bowl, she uses it to grant the posse a vision. In it they witness firsthand the grim founding of the Cult of Lost Angels, gain deeper understanding of Grimme's true nature, and learn of the petroglyphs Raven used to trigger the Great Quake. Most important, they learn how the glyphs can be used to put down Grimme and his 13 Elders for good.

**8. The Flood:** By now the heroes have traveled to every corner of Famine's realm, from the northern Maze to the Mojave, and placed a bloody handprint on at least seven of Raven's glyphs. On August 23rd, 1880, they return to Lost Angels for one final dustup with Grimme and all his Elders. If they're successful, they will have forever changed the face of the Weird West Coast. If not, well...let's just say somebody's going to bed without any supper tonight.

## THE LAST SONS (1880-81)

**1. The White Calf:** On a stagecoach headed for Deadwood through the Sioux Nations, the characters meet. The stage is waylaid by bandits in the middle of the night, and observant hombres notice a mysterious Iron Dragon train stopped on the distant tracks. Before they can investigate too thoroughly, a wounded Indian emerges from the darkness and begs someone to help him. Our heroes rescue a band of Paiutes from the Ravenite assailants who have them trapped in a narrow ravine. From the Paiute chief, Wovoka, the posse learns of the Ghost Dance, Raven and his cult, and the birth of a white buffalo calf said to presage world-shaking events. Wovoka declares the posse friends of the Ghost Dancers, and asks them to help root the Ravenites out of the Sioux Nations. He tells them to talk to an Indian called Charley Bull in Deadwood. When the posse returns to the stage, the mysterious train is gone.

**2. Dark Doings in Dusky Jewel:** Near Deadwood our heroes encounter Union soldiers and irregulars from a force led by Custer. Turns out Ol' Goldilocks is invading the Sioux Nations to reclaim Deadwood for the United States. The heroes' stagecoach barely beats Custer's army into Deadwood. Charley Bull sets the posse on the trail of a missing ghost rock miner, hoping it leads to the Ravenites. The heroes talk to Joseph





Bearclaw and perhaps learn more about the mysterious Iron Dragon cargo. They run afoul of pole men, discover the Ghost Miners' handiwork, and meet a Sioux patrol before the missing miner's trail leads to Dusky Jewel—a secret, illegal mining town owned by Kang in the Black Hills. The posse finds the lost miner's corpse in Dusky Jewel. From his journal they learn about meetings between Kang's people and the Sioux in the middle of the night out at Devils Tower. They also get their faces rearranged by the Seven Samurai if they're not careful. A desperate chase through Kang's ghost rock mines caps off this episode.

**3. In the Fortress o' Fright:** The heroes go looking for the meeting place described in the journal, and end up finding another of Kang's armed camps. This one stands watch over a pair of doors leading right into the side of Devils Tower, guarded by a passel of kung fu misfits. Just then, one or more compadres have waking visions of an Indian shaman who beseeches them to find a way into the mountain.

The inside of Devils Tower has become weirder, wilder, scarier, and more dangerous over the years. The crossbreeds devolved into a bestial shadow of their former society, thanks to the influence of a portal to the Hunting Grounds. There the posse finds Jordrava's spirit awaiting them. As a swarm of manitous descends, the portal draws our heroes bodily into the Hunting Grounds.

**4. Vision Quest:** In the Hunting Grounds, the posse sets out on a quest to find the last Old One. A series of weird scenes and encounters follows, shedding light on some aspects of the story but complicating others. Eventually our heroes rescue Jordrava from his manitou captor, and he tells them the story of Raven's evil acts before and after he started the Reckoning. The white calf's birth, Jordrava says, heralds two prophecies—a light one and a dark one—and the outcome is still in doubt. He asks the heroes for their help. If they accept, he explains that he came to the Hunting Grounds seeking a few relics that belonged to him in life. One of them—a medicine rock in the shape of a white buffalo—he knows to be located at the modern-day site of Dodge City.

**5. Prime Cuts:** The Ravenites are also looking for Jordrava's medicine rock. Some poking around in Dodge City reveals that Boot Hill was originally located on the site of an Indian burial ground. The posse hunts down Jordrava's ceremonial "resting place," but discovers a warren of tunnels beneath the now-empty graves. Buffalo hunters have been stalking the heroes since their arrival, and they attempt a graveyard bushwhackin'. The fight draws the attention of an Agent and Territorial Ranger working together to quell the recent unrest in Kansas. One good turn deserves another, so the posse aids them against the Ravenites, and they find a



partial map of the ghoul warrens under Boot Hill.

After a hair-raising journey into the tunnels and a confrontation with the Ghoul King, our heroes emerge in possession of the Old One's medicine rock. From the Agent they learn that another artifact—a tomahawk—was recently seized from the Ravenites and sent to the Agency's Supernatural Research Facility (SRF) in Denver.

**6. The Ghost Returns:** On the outskirts of Denver, our heroes are stopped and questioned by Agents. An opportunity presents itself when a locomotive hauling a single cargo car is hijacked on its way to the SRF. If the posse retrieves it, the Agency will release the tomahawk into their custody. Turns out the train was swiped by the nefarious gambler Mordecai Malignatus Whateley and his band of murdering outlaws. After a battle on the speeding train, the prize is revealed to be the Ghost himself. Ol' Coot Jenkins, the Prospector—also captured by Mordecai—is keen to get his hands on the cargo. Coot puts Andrew Lane back in control of his carcass, and the grateful Lane tells the posse the location of one of the Ravenites' most secret hideouts—Adobe Walls.

**7. Lodges o' the Last Sons:** A warrior society has long guarded Adobe Walls from intrusion, but it's been steadily infiltrated by Ravenites over the years. The earth spirits have been mostly displaced by manitous. Instead of the stiff resistance the posse expects to find, they easily subdue a skeleton crew. The captives spill the beans about Raven's plot to release the thing that sleeps under Serpent Mound in the Coyote Confederation.

Journeying to the Serpent Mound, our heroes get the fight they've been searching for

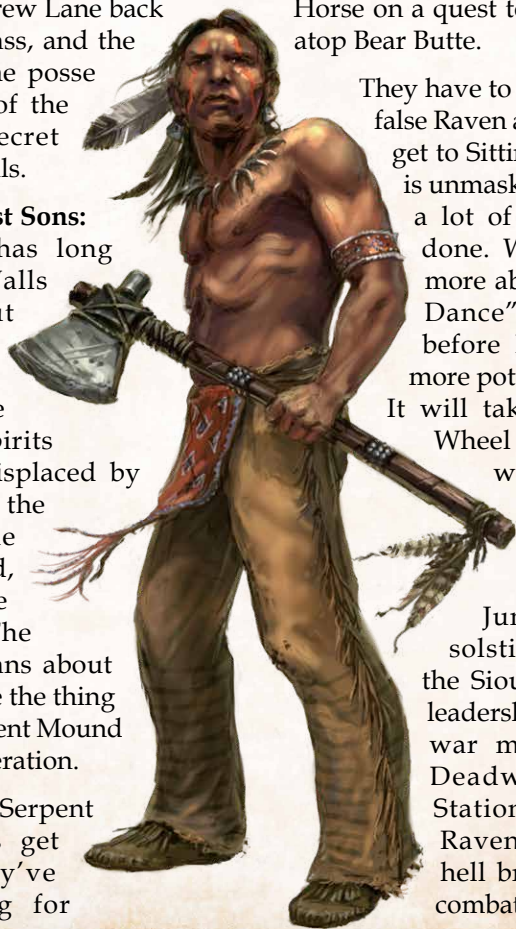
against a Last Son and his Ravenite cronies. Jordrava chooses this time to take an active hand, but he only steps into Raven's trap. When Jordrava arrives and joins the fight, the creature emerges from the mound and strikes down the last Old One.

After the posse is victorious they find written messages from none other than Sitting Bull. The leader of the Sioux is a disciple of Raven! The dying Jordrava tells the posse to go back to the Sioux Nations and warn Crazy Horse.

**8. Last Stand on Bear Butte:** In late May, 1881, traveling back to Deadwood, our heroes track down Crazy Horse and must convince the warrior of Sitting Bull's betrayal. The heroes find themselves in the eye of a gathering storm. Thousands of Sioux warriors armed with guns approach from the northwest. US troops are on the march. Wasatch sends its own army of war machines to Deadwood to "preserve Native sovereignty." As the warring armies clash around Deadwood, the heroes join Crazy Horse on a quest to track down Sitting Bull atop Bear Butte.

They have to fight their way through a false Raven and his Thunder Guard to get to Sitting Bull. Though the chief is unmasked and his power broken, a lot of the damage is already done. Wovoka tells the heroes more about the "Great Medicine Dance" Jordrava mentioned before he died—a ritual even more potent than the Ghost Dance. It will take place atop Medicine Wheel in Wyoming during the week leading up to the summer solstice.

**9. The Great Summoning:** On June 21, 1881 (Summer solstice), armies march on the Sioux Nations. The Indians' leadership is in turmoil. Wasatch war machines steam toward Deadwood from Gehenna Station. Kang leaps to the Ravenites' defense, and all hell breaks loose again as the combatants entrench themselves





around Deadwood. The only clear losers are the Sioux.

Wovoka and his disciples have circulated the word among the tribes for months now, and many noble shamans are gathered at Medicine Wheel to call up spirits of nature great enough to save their people. The ritual involves opening a pretty big doorway into the Hunting Grounds, and someone has to make sure nothing tampers with it from the other side. Guess who's charged with seeing it done? Our Heroes, that's who. In the Hunting Grounds the posse must delay War's forces from reaching the portal and closing it. This is the epic battle that ends the campaign and makes the summoning possible...even if few people in the years ahead will ever know it happened.

As the Great Summoning is completed, the four ancient thunderbirds of legend awaken and drive back War's legions in the Hunting Grounds. When they enter the physical world a smoky, purifying wind blows across every mile of the Sioux Nations. Wherever it touches, every last machine, device, gizmo, tool, conveyance, and other piece of technology sputters and dies. The fighting across the Sioux Nations grinds to a halt.

War is so infuriated at Raven's failure to prevent this outcome that he severs much of his bond with the Hooded One. With the exception of Deadwood and the Iron Dragon line connecting it to the outside world,

technology never functions reliably within the borders of the Sioux Nations again.

## STONE AND A HARD PLACE (1881-82)

**1. Shot Down at the OK Corral:** A posse gathers in Tombstone, Arizona, and gets to know the town and its lawmen, the Earps. Wyatt Earp and his brothers have been mixing it up with the Cowboys for months, and things come to a head on October 26, 1881. Buckaroos accompany the Earps and Doc Holliday for their fateful shootout with the Cowboys. A few months pass, as confrontations and skirmishes between the Earps and the Cowboys bring their hatred to a boil. When Morgan Earp is murdered, Wyatt Earp swears revenge on anyone wearing the Cowboys' signature red sash.

**2. Vengeance Ride!:** The heroes again join forces with the Earps and Doc Holliday. They hunt down all the Cowboys, and finally pin down the last few at Clanton Ranch. But Stone himself emerges, calmly guns down Wyatt, Virgil, and Doc—and moseys into the sunset.

**3. These Hills Run Red:** Padre Ernesto de Díaz contacts the heroes, eager to meet those who survived an encounter with the Deathly Drifter. If the heroes want to learn more about Stone, the padre sends them to Dead End, Arizona, to find a gent by the name of Coot Jenkins. There they help the Prospector put a Harrowed marshal back in control of his senses, and Coot spills the





beans on Stone's weakness — the bullets that killed him.

**4. Somethin' About Some Bullets:** This episode takes place over the course of several months and encompasses an epic journey Back East. There's plenty of room for the Marshal to add encounters and Savage Tales along the way. The posse breaks into Gettysburg, shuttles from there to Washington DC in Army custody, and ultimately travels deep into the Louisiana bayou in search of a former Confederate surgeon. With the bullets o' betrayal safely in hand, the heroes must make the long trek to Arizona.

**5. Showdown at Diablo Crater:** Back in the Weird West, the heroes and their allies gather. Stone waits at the meteor crater's center with his unholy host of walkin' dead, tricked by Old Stone into believing the posse's bullets can't harm him. In a cave below, Old Stone intones an arcane ritual. At the moment the cowpokes and their friends gun down Stone, Old Stone creates a new Heart of Darkness — and Diablo Crater becomes a Deadland.

**6. If Stone Finds You, Pray for Death:** After two or three months pass, one pistolero receives ominous telegraphs and sees crude missives carved into random surfaces. Soon the cowpokes learn that the messages came from Stone's manitou! They also learn that Old Stone still walks the earth, and the bastard is about to turn the Petrified Forest into another Deadland. With any luck the party interrupts Old Stone's ritual just in time, but the Deathly Drifter escapes with the Heart of Darkness.

**7. Face to Face:** Old Stone goes on a rampage, slaying 12 of the West's greatest heroes (or does he?) and drawing their souls into the Heart of Darkness. Coot Jenkins seeks out the posse. He takes the heroes to speak with Stone's old partner Rex Tremendae, who reveals the location of one of Stone's hideouts. Surviving a perilous trek to Stone's bolthole, they learn of his plan and gain the Heart of Light — a powerful artifact that might be used against him.

**8. God Forgives, Stone Kills:** Meanwhile, Old Stone discovers his manitou's betrayal and forces the worm to send

another telegraph. The posse rides hard to Roswell, New Mexico, where Ronan Lynch is due to be hanged for a crime he didn't commit — unless Stone gets to him first! The compadres have to break Lynch out of jail while dodging the marauding Stone's bullets. But the duplicitous manitou provides help along the way.

**9. Between Stone and a Hard Place:** Cowpokes who survive Stone's Roswell trap might be legendary heroes of the Weird West, but all the Reckoners' most powerful servants are gunning for them. Coot tips off the posse to head for Death Valley, California. The searchers must elude dark riders and battle the fiery heat to reach Stone's secret ritual spot, where he's about to make himself more powerful than ever before. The heroes have to perform an exorcism with the Heart of Light to destroy the Heart of Darkness before Stone's ritual is complete!

## GOOD INTENTIONS (1882-83)

**1. We Got the Fear!** On South Temple Street in the City o' Gloom, just outside Junkyard, all the heroes are present when an auger goes berserk. The pistoleros' display of fighting skills brings the posse to the attention of Jeb Morgan and the Danites. At Brigham Young's direction Morgan — using the alias "Collis Ames" — hires the sodbusters to rob a Wasatch war train headed into town. But the train is wired to explode, and when it does its payload of liquid Fear causes each hero to confront his or her Worst Nightmare.

**2. Vex Not Them Ghosts:** Clues found in the war train's wreckage lead to a secret laboratory near Mexican Hat. In town the posse meets Ol' Robertson, a white-haired saloon owner. After helping the locals deal with the ghosts of their past, the posse explores one of Hellstromme's roundhouse fear laboratories, now abandoned and derelict. There they meet other, far more lethal spirits and discover Darius Hellstromme may be arming the US to invade Deseret.

**3. Industrial Espionage:** Nevada Smith, the United States' most famous secret agent, enlists the posse. He informs the buckaroos they've been working for the Danites and offers to make them double



agents. Having interrogated turncoat Danite Bill Hickman, Agent Smith knows the location of a still-functioning roundhouse lab. The party infiltrates the facility just as a fear experiment gone wrong unleashes a terrifying abomination. A death-defying air carriage pursuit ends with the facility's lead scientist in the troubleshooters' custody.

**4. Crackin' Skulls:** The pistoleros go in search of the City o' Gloom's seedy underbelly—literally! Jeb Morgan asks the heroes to look into rumors of a secret construction project under the city's streets. Nevada Smith wants the information too, so he keeps the public's attention focused elsewhere with the help of local legend Capt. Sydney Mallory and her posse. The search for a missing Wasatch laborer leads the cowpunchers into a skullchucker tournament and possible grievous harm to discover the project's location: directly beneath Hellstromme Industries. But Hellstromme's assassins murder the laborer before she reveals more.

**5. Terrors o' Detroit:** Hellstromme's plan for the United States comes to fruition. He goads President Chester A. Arthur into invading occupied Detroit before the British

can use it as a staging ground for their own incursion. In reality Hellstromme spurs the invasion as a smokescreen to cover his other ploys. He also sends an X-Squad to Detroit to steal the Hell Gate's final component from a British rival. Nevada Smith sends the sodbusters to stop them! In the ensuing battle, Six-Hundred-Pound Sally flies the adventurers out of danger while Smith perishes in an explosion (or so it seems; he has more lives than a bag o' cats).

**6. The Ghost o' Rail Wars Past:** We rejoin the posse after they've done some work for Smith & Robards as a delivery team. First Stacey O'Malley asks for the heroes' help to rescue Capt. Syd Mallory and her friends from Wasatch rail agents. From Syd the compadres learn Hellstromme seeks a man who left his service years ago: Captain Robertson. Returning to Mexican Hat to visit Ol' Robertson, the heroes learn of Hellstromme's first trip to Hell and what happened to the huckster Dexter Crawford. In the end the compadres have to fight their way past an X-Squad and the automatons that followed them to Mexican Hat!

**7. Hellstromme's Secrets:** Weeks later, Hellstromme announces a new rail line that







will finally — after so many delays — link Wasatch to the City o' Gloom. On the same day, the posse receives a steamer trunk that promises to reveal many of Hellstromme's secrets. By assembling a clue Nevada Smith gave them in Detroit with newfound documents, the caballeros sneak into the labs hidden beneath Hellstromme's estate near Salt Lake City. There they learn the terrible enigma of the automatons, and find out the exact time and date Hellstromme plans to activate his Hell Gate.

**8. The Door to Hell:** Now only one question remains to be answered: whether Hellstromme succeeds in his mad plan. Back in the City o' Gloom, the posse infiltrates Hellstromme's sanctuary beneath Junkyard. First, the well-spoken dudes have to convince Darius Hellstromme of the error of his ways. And when the infernal door swings open, only your cowpokes stand between the Weird West and all the gathered hosts o' Hell. We wish 'em luck!

## THE FIRST HARROWED

We should mention one other ne'er-do-well who's made a recent appearance in the Weird West — the Cackler. He's one of the oldest Harrowed on Earth, and has been around since the Dark Ages. Back in 1881 he finally tracked down his last living blood relative, a girl named Rachel Lash. He wanted to return his ancestor's soul to the girl's

body. And to just about everyone's chagrin, he succeeded!

See, Marshal, the Cackler is none other than Mordred, whom you may have read about in Arthurian legend. When he returned the soul of his mother, Morgana, to Rachel's body, a change came over the Weird West. Magic's power began to grow ever so subtly, the manitous grew bold, and an eerie quiet seemed to fall over the West. No one knows quite what it portends, but rest assured the Cackler and his mama ain't done yet!

## WHERE THINGS STAND

By 1884 the Reckoners have suffered some tough setbacks. Famine lost her Servitor and the Great Summoning rendered the Sioux Nations a place where the Old Ways will always rule. The Great Rail Wars ended. Raven, Stone, and Hellstromme may not be gone but their faith is shaken. Meanwhile, the Reckoners crawl back to their holes in the Deadlands to lick their wounds.

Make no mistake, Marshal — the Reckoners may be down but they haven't given up the ghost. The American West remains the focus of their efforts, and they've switched up their tactics somewhat.



# THE HUNTING GROUNDS

What is known as the “Hunting Grounds” to Indians is called many things by many cultures, but all agree it’s a place beyond what most mortal eyes can see. It’s another plane of existence, a strange, twilight world populated by spirits that represent aspects of the physical world.

Indians have long looked to this world as a source of inspiration, guidance, and wisdom, examining the purest essence of things to better understand their purpose on Earth.

They also look forward to walking the “Happy Hunting Grounds” when they pass—a place of peace, easy hunting, and ease with their ancestors.

Many types of entities “live” in the Hunting Grounds, from nature spirits to the shades of mortals who passed in the physical world. Forces of destruction, like the Four Horsemen, dwell there too. Their entropic touch is part of the natural order of things, and is a necessary part of the constant cycle of creation and destruction.

Somewhere in the past, however, the Reckoners became greedy. They became *evil*. They’ve put their desire to escape the spirit realm and walk upon the Earth before the cosmic balance. They’ve corrupted the Hunting Grounds and given terrible power to their unholy minions.

The corruption of the spirit world has numerous after-effects. The remaining Happy Hunting Grounds, what those of other faiths consider Heaven, has walled itself off. Legions of manitous, the twisted souls of those mortals who chose evil in life, flood the realm. These horrors and other “demons” hunt, torture, and devour those entities helpful to humanity (and other beings—for the Hunting Grounds touch all worlds).

So how can this terrible process be averted? The Reckoners have gambled everything on terrorforming Earth so that they might walk upon it in the flesh. Stopping and reversing these effects is the first step.

## CHANNELING ENERGY

The Reckoners pollute the world by creating fear. To do that they empower existing creatures humanity already considers monsters or create new ones straight from mortal nightmares.

The Hunting Grounds are as full of spiritual energy as the Earth is full of air. Those who know how to channel it, either through their own will or by virtue of being a denizen of that realm like a manitou, animal spirit, or divine entity, can use it to create magical effects.



Ironically, this power is also a critical tool in *fighting* the evils of the Reckoning. Spells, hexes, miracles, witchcraft, mad science, and the very existence of the Harrowed all draw on it.

Of course sometimes the power corrupts a mortal soul and aids the Reckoners, which is why the Agency and Territorial Rangers are quick to respond when a Harrowed rises or a huckster shows his “hand.” Not only are such individuals a possible danger, but anyone who sees them now knows such power exists. They might seek it themselves, and the quick and easy path to power is the one most likely to corrupt and create even more terror.

That’s why “good” sources of magic require discipline or adherence to moral codes of some sort. Divine miracles, entreaties to nature spirits, and even appeals to *rada loa* are all more difficult to learn but tend to keep the petitioner on the straight and narrow.

Black magic, mad science, and the eldritch sorcery of hucksters are all much easier to attain and use. The manitous that offer it up don’t care what a mortal does with it as long as they get something in return—a little chaos and mayhem or a chance to corrupt the petitioner’s soul!

## LOOK & FEEL

Other cultures interpret the spirit world differently and give it different names. In the world of *Deadlands*, all are correct in some ways and wrong in others, and we use the terms we mortals can best understand when describing them.

Parts of the Hunting Grounds mimic our world, creating a strange, mirror version of Earth—but it doesn’t map directly to our geography. Instead, the Hunting Grounds dynamically creates pocket realms as needed. All these places continue to exist, but only “come into focus” when some notable event occurs or a sentient being concentrates on them.

These pocket realms aren’t connected like they are in the real world either—unless a traveler wants them to be. A shaman

could move from Deadwood to Dodge (in the Hunting Grounds) with the right power, for example, ignoring the vast distance between. But if she wanted to follow the trail between the two, she could do that as well.

Within a location, the Hunting Grounds is a fuzzy copy of the physical world. A town has the same basic appearance, but buildings might lean in odd directions, streets stretch off in impossible perspectives, and even colors shift to fit the mood of the beings that live there. A forest has the same trails and landmarks but the trees might sway without wind, plants bloom out of season, or a babbling brook seems to hold a conversation with itself.

Sound is muffled in the Hunting Grounds, but travels in strange and unpredictable ways. A whisper uttered in China might occasionally find its way to Deadwood, or one might hear an elephant’s dying breath in Alaska.

## SPIRITS

The shades of living beings are visible in the spirit world. They seem solid when someone focuses on them but fade from view when not. A town in the Hunting Grounds can thus appear both starkly empty and bustling with activity all at once.

Other entities, such as the spirits of rocks, trees, wind, or concepts such as fertility and love, may be visible or hidden as they choose.

Rogue manitous and other evil spirits have always roamed the length and breadth of the Hunting Grounds, but now they are far more numerous. While they await their masters’ orders they hunt, torment, and slay more peaceful creatures such as animal or elemental spirits.

## REGIONS

Most of the Hunting Grounds are mirror images of the physical world, but there are a few special regions that deserve particular attention.

## THE DEADLANDS

The Deadlands are a vast and terrible region where the Reckoners and other ancient forces of destruction dwell. No one who’s



walked the Deadlands—and there are few who have done so and returned—has ever seen the Reckoners there. They have felt their presence though, and believed themselves as insects to their monumental power.

The landscape of the Deadlands varies greatly depending on the entities that inhabit it. Natural features are twisted into eldritch shapes barely remembered by the primitive parts of human souls. A traveler might skulk through groaning forests haunted by corrupted nature spirits, flee legions of demons over black salt plains, or leap desperately from jagged peaks to escape winged, screaming horrors beyond description.

The Deadlands of the Hunting Grounds are their own realm. An area of the Earth that is “terrorformed” into a Deadland (Fear Level 6) is separate, though these places have the same characteristics the Reckoners thrive in.

## HELL

Somewhere in the Deadlands is Hell, fragmented spheres of torment that punish evil souls and spit out the strongest to serve more powerful lords of the Deadlands.

Some are frigid cold lands filled with naked, freezing penitents, while others are literal lakes of fire with dead sinners taking agonizing swims.

Breaching the barriers of Hell is incredibly difficult but it’s been done. A few travelers have even found their way to Hell and back. In the Weird West, the most notable is Dr. Darius Hellstromme, who has been seeking his long-dead wife there. (See the short stories “Out of the Frying Pan” and “Hellstromme Triumphant.”)

## HEAVEN

Of all the pocket dimensions of the Hunting Grounds, what some think of as Heaven or the “Happy Hunting Grounds” is the most mysterious. Some shamans or blessed have the ability to speak with those who have passed over into this divine realm, but even the most powerful can’t actually go there. No known spell or power can breach it—or even find it.

Sometimes spirits come *out* of this dimension and walk the Hunting Grounds or even the physical world. Ancestors, deceased family members, or entities claiming to be angels sometimes appear to aid mortals, but they don’t talk about what’s beyond the “Pearly Gates” except in the most general terms. Such spirits all agree their realm is a place of final peace, and that one will be reunited with all their loved ones—if they’re judged worthy, of course.

Sometimes these luminous beings are asked if there’s a “God,” “Great Spirit,” or other all-mighty entity (or entities). These occasional visitors won’t—or perhaps can’t—say, but all that divine power the blessed channel comes from *somewhere*...

## THE TWO PLANES

Entities only exist in one place. A nature spirit or manitou is either in the Hunting Grounds or the physical world. A normal human lives on Earth, but his spirit is *visible* in the Hunting Grounds.

By and large, entities can only be affected by entities on the same “plane.” A manitou roaming the spirit world’s version of Dodge City can’t sink its claws into a cowgirl having a drink in Earth’s version of the place.

## CONTACT

Some powers, abilities, or circumstances allow mortals to contact spirits in the Hunting Grounds. *Divination* lets mortals speak with spirits, and a new power modifier for *detect arcana* lets casters see into the spirit realm (see 61). Harrowed with the Spirit Sight Edge (page 11) can do the same.

Conversely, most spirits can peer into the physical world but can’t affect it or communicate with it. There are many exceptions here, though. Greater nature spirits might act through a proxy on Earth, inhabiting a fox’s body to talk to a medicine man, for example. Or a mountain spirit might heed a shaman’s call to shore up a crumbling slope long enough for desperate humans to escape.

Strong-willed spirits in extreme duress can also make themselves visible to humans, and in extreme cases, even



manifest in corporeal or incorporeal form. This is how ghosts, phantoms, and other haunts are perceived.

Fortunately for humanity, manitous can't manifest without being summoned. Necromancers use them to animate the dead, for example, and the Reckoners sometimes hurl a legion of the foul things into a 'glom or cemetery to terrify or wipe out the locals.

## TRAVEL

Actually moving between worlds is much more difficult for beings on either side. Some powerful entities have such abilities, and mortals can use the *open portal* power to travel to and within the Hunting Grounds, but otherwise creatures must find a rift—a place where the “veil” between worlds is weak or torn.

Moving between regions of the Hunting Grounds is effortless for some creatures such as greater nature spirits or manitous. Human visitors must use *open portal* to do so (see sidebar). Other entities are often tied to a particular place, like the kachina of a village or the spirits of a particular mountain or river.



## SPIRITS

The beings that populate the Hunting Grounds are as diverse as those on Earth, but a few deserve consideration to those who might travel these unearthly lands.

## MANITOUS

Damned souls are tortured in Hell. Those who show promise might be “promoted” to wander freely about the Hunting Grounds, though this is still a terrible, tortured existence. These beings are called devils, demons, or most commonly in the Weird West, manitous.

They look like malevolent spirits, usually with a few demonic or corpse-like features that reflect the twisted nature of their souls.

Most manitous are crafty but aimless agents of chaos and mayhem. They wander the Hunting Grounds, looking for ways to torment the other denizens of the spirit world or seeking out portals to the physical world where they can really cause some trouble.

Sometimes the devils find ways to communicate with mortals, either through black sorcery (including hucksters and mad scientists), occult worship, or any number of devious means. The wicked things take advantage of these situations when they can to cause hated humanity as much grief and misery as their diabolical hearts can conjure.

Manitous are often summoned by sorcerers for nefarious purposes such as animating the dead or some other soulless husk. When they perish in this form they just return to the Hunting Grounds.

If the things find a rift between worlds they can flit about in their ethereal form or posses a mortal. The latter grants them more ability to affect the world, but *banishment* or exorcism back to the spirit realm is far more painful for them than simply dying in the body of some walking dead.

Manitous can also possess recently deceased humans—the Harrowed. The things don't do this lightly, because if they're killed while their rotten soul wriggles around in the mortal host, they're



usually destroyed forever. The Reckoners do not tolerate failure.

So why take such a risk? Using spiritual torture on a number of test subjects, the Agency has learned manitous inhabit the Harrowed for two reasons. First, they're not given a choice. Second, their dark masters hint that great rewards await those who serve long enough to "earn" a better fate. Exactly what that means hasn't been determined yet.

For their part, the Reckoners create Harrowed because it turns a willful human into an engine of occasional destruction that sows fear and paranoia wherever it goes. Best of all, when the Harrowed is a "hero," he likely travels with other courageous souls, giving the manitou the occasional opportunity to take control and taint everything they do.

## MANITOU SWARMS

A "murder of manitous," as they're called, occurs when a large number of the vile creatures concentrate in a particular area of the Hunting Grounds, usually one that corresponds to some troubled area of the physical world.

The effects of such a swarm vary, but animals in the area might become aggressive or even rabid. Friendly spirits are rounded up and slaughtered. Humans become short-tempered, greedy, and hostile, even to their own families. Disease may blight the crops, a drought might dry up the water, or the area might become a beacon for every abomination in the area.

Manitou swarms can last for years and are incredibly deadly. Dispersing them requires a war party led by a powerful shaman. She opens a portal to the affected area of the Hunting Grounds and does battle with the hateful things.

## MANITOU

The profile below represents manitous in their natural, ethereal form. If they possess another form, such as walking dead, use its profile instead.

Manitous can travel between areas of the Hunting Grounds with ease, including Hell and the Deadlands. They would desperately

## NEW POWER OPTION

*Detect arcana* gains a new power option in *Deadlands*:

- **SPIRIT SIGHT (+5):** The caster must be of Heroic Rank to use this option.

The hero can "shift" her view to see the Hunting Grounds version of her current location. Doing so tells her the area's Fear Level and a chance to notice any spirit beings lurking about.

She can also focus on an object or being's essence as an action, but no more than once per round. This tells her the subject's general nature, any Major Hindrances, and a general sense of any supernatural abilities. A raise reveals more information (Minor Hindrances, specific powers or Weaknesses, etc.).

## NEW POWER

### OPEN PORTAL

**Rank:** Heroic

**Power Points:** 20

**Range:** Spirit

**Duration:** 1 minute

**Arcane Backgrounds:** All but chi masters

*Open portal* creates a rift between planes, allowing characters in the physical world to travel into the Hunting Grounds or vice-versa.

Within the Hunting Grounds, a portal can also be opened to another part of the Hunting Grounds (except Heaven or Hell). A party could thus travel from the spirit version of Deadwood to the spirit version of Paris. Another casting in that pocket realm would allow them to leave the spirit realm and walk the actual streets of Paris.

*Open portal* doesn't allow a party to travel between "worlds" (such as *Hell on Earth* or *Lost Colony*). That requires an arduous trip through the Hunting Grounds, and is always an adventure of its own.



## SPIRIT DANCES

Native people around the West ask various spirits for favors and blessings, requesting everything from health to fertility to strength in battle.

Specific requests are granted via the powers system and Arcane Background (Shaman).

Community ceremonies such as Sun Dances can drive away evil spirits. This lowers the Fear Level by 1 in roughly a one-mile radius, and drives away all but greater manitous in a matching area of the Hunting Grounds. The Duration varies based on the particular ritual, which is why they are performed at different intervals in different parts of the West. Most last for at least a season. Then a new dance or ceremony is called for.

like to find their way into Heaven, but so far they can't.

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

**Skills:** Athletics d8, Common Knowledge d8, Fighting d8, Intimidation d8, Notice d8, Persuasion d8, Stealth d10, Taunt d10

**Hindrances:** Mean, Ruthless (Major)

**Edges:** Frenzy (Imp), Menacing

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

**Special Abilities:**

- **Bite/Claws:** Str+d6.
- **Ethereal:** Manitous can become invisible and immaterial at will. On the physical plane, they can only be harmed by magical attacks.
- **Fear (-2):** The sight of a manitou provokes a Fear check at -2.
- **Flight:** Manitous fly at Pace 12".
- **Illusion:** A manitou can activate one *illusion* (per the power) as a free action once per turn. No roll is required, and it acts as if cast with a raise and the Strong and Sound Modifiers. The manitou may maintain the power as long as it cares to focus on it (-1 to all other Trait rolls). A single manitou may not have more than one *illusion* active at once, but the hateful things usually travel in groups!

## ✱ GREATER MANITOU

Greater manitous are named beings. Most forget or ignore their former mortal life after long centuries as a spirit and take on demonic names. In the Hunting Grounds, some gather roving gangs or carve out small fiefdoms to battle others for supremacy, torture and enslave nature or people spirits, and look for ways into the cherished mortal realm.

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

**Skills:** Athletics d8, Common Knowledge d10, Fighting d10, Intimidation d10, Notice d10, Persuasion d10, Stealth d10, Taunt d10

**Hindrances:** Mean, Ruthless (Major)

**Edges:** Frenzy (Imp), Menacing

**Pace:** 6; **Parry:** 8; **Toughness:** 14 (1)

**Special Abilities:**

- **Bite/Claws:** Str+d6.
- **Ethereal:** Manitous can become invisible and immaterial at will. On the physi-





cal plane, they can only be harmed by magical attacks.

- **Fear (-2):** The sight of a manitou provokes a Fear check at -2.
- **Flight:** Manitous fly at Pace 12".
- **Illusion:** A manitou can activate one illusion (per the power) as a free action once per turn. No roll is required, and it acts as if cast with a raise and the Strong and Sound Modifiers. The manitou may maintain the power as long as it cares to focus on it (-1 to all other Trait rolls).

## NATURE SPIRITS

Spirits in the Hunting Grounds represent every force in nature, from blazing fires to animals to the very wind itself. These primal beings protect and support their aspect and exemplify it in their own personalities. Wind spirits are capricious. Fire spirits are hot-tempered. A bear spirit might just want to eat honey, but if disturbed turns into a raging nightmare of claws and teeth.

Animals also have "great spirits" that wander the Hunting Grounds, representing and protecting their species. They have no counterpart on Earth, but can manifest through any member of their species to speak with mortals if they choose. Native American legends are filled with such accounts, though they're actually extremely rare—more so since the corruption of the Reckoning.

Other entities reside in the Hunting Grounds as well. Kachinas, Holy People, and dozens of other beings either existed before humanity or were birthed by the faith of mortals.

Below are three examples of animal, nature, and people spirits. The Marshal can also use these as the basis for her own creations.

### ⊗ GREAT BUFFALO

The great buffalo wanders the plains of the Hunting Grounds, mingling with the spirits of the herds that still wander the Earth.

All great spirits have suffered since the Reckoning, but the great buffalo has suffered more than most. Besides the evil of the Reckoning, massive over-hunting has thinned the herds to a fraction of their former power.

The great buffalo knows if a visitor to the Hunting Grounds has slain its children. It may charge the hunter on sight, or may simply refuse to aid him or his companions depending on its mood.

**Attributes:** Agility d6, Smarts d6, Spirit d12, Strength d12+4, Vigor d12

**Skills:** Athletics d6, Fighting d10, Notice d8

**Pace:** 7; **Parry:** 5; **Toughness:** 12

**Special Abilities:**

- **Horns:** Str+d6, may charge.
- **Size 5 (Large):** The great buffalo is larger than others of its kind.

### GAN

Gan (or ga'an) are spirits of the mountains and soil. They look like slow, methodical, rough-hewn stone statues.

Like kachina, Apaches dress in special costumes when they dance for the gan and ask for their blessings. Legends say the gan can heal, enrich soil, or even obscure the paths of foes who enter the tribe's lands.

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

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

**Pace:** 4; **Parry:** 7; **Toughness:** 16 (4)

**Special Abilities:**

- **Armor +4:** Gan are composed of rocks, pebbles, and earth.
- **Fists:** Str+d8. The stone fists of the gan hit like hammers.
- **Size +4 (Large):** Gan are rocky spirits standing almost nine feet tall.
- **Weakness (Water):** Gan take double damage from any water-based attack.
- **Coup:** Anyone who consumes the essence of a gan gains tough, rocky skin and gains Armor +2. He also gains the Outsider (Minor) Hindrance for his strange appearance—there's no additional effect if he already has that Hindrance.

### KACHINA

Kachinas are helpful "people spirits" who serve the Pueblo tribes of the American Southwest. Other tribes across the West believe in similar entities.

There are many different kachina, all with different spheres of influence,



including agriculture, fertility, war, and all other aspects of native life. Native peoples create dolls of the kachina or dress and dance in kachina costumes to gain their blessings. The spirits occasionally possess a dancer dressed in their image to briefly enjoy life among the mortals they serve.

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

**Skills:** Athletics d6, Common Knowledge d6, Fighting d4, Stealth d10, Taunt d10

**Hindrances:** Loyal

**Edges:** Varies

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

**Gear:** Most kachina are unarmed, but a few carry various clubs (Str+d4).

**Special Abilities:**

- **Various:** Kachina abilities vary depending on their sphere of influence, but they're usually helpful rather than harmful. A fertility spirit might be able to increase the chances a maiden becomes pregnant, while a water kachina can create a small pool of clear, drinkable water.

## LEGENDARY SPIRITS

Many unique and legendary figures lurk in the Hunting Grounds, including the Reckoners themselves. Some of these beings dwell in hidden dimensions, accessible only to those who know certain chants or rituals. Others travel the spirit realm, fulfilling whatever purpose they were created to perform.

One of those spirits worshiped by most native tribes is the thunderbird.

### ⚡ THUNDERBIRD

Thunderbirds have many purposes. One of them is to scour the Hunting Grounds for rogue spirits and devour them!

There are at least four ancient thunderbirds somewhere in the Hunting Grounds—the creatures manifested over the Sioux Nations in 1881 (as told in *Deadlands: The Last Sons*).

The profile here is for a younger thunderbird, the kind that soars through the Hunting Grounds hunting manitous and other loathsome entities.

Young thunderbirds are huge, powerful birds of prey; absolutely terrifying in their majesty. They are likely the only reason the manitous haven't completely overrun portions of the Hunting Grounds.

**Attributes:** Agility d10, Smarts d10, Spirit d12+1, Strength d12+5, Vigor d12

**Skills:** Athletics d10, Fighting d10, Intimidation d12+1, Notice d12

**Pace:** 6; **Parry:** 8; **Toughness:** 13

**Special Abilities:**

- **Beak:** Str+2d6.
- **Carry:** Thunderbirds can carry anything up to the size of a large horse in their claws while flying. This does not harm the passenger.
- **Claw:** Str+d8.
- **Fear:** The sight of a thunderbird provokes a Fear check.
- **Flight:** Pace 24.
- **Size +5 (Large):** Thunderbirds are massive beasts with 30' wingspans.
- **Thunder:** A thunderbird can create an enormous clap of thunder by beating its wings. Everyone in a Large Blast Template centered on the creature must make a Vigor roll at -2 or be Shaken.
- **Coup:** A Harrowed who counts coup on a thunderbird can mimic its Thunder ability once per game session.

## RULES OF THE HUNTING GROUNDS

### SPECIAL ABILITIES

Creatures have their usual profiles in the Hunting Grounds with one exception. Those beings that normally require magical weapons to affect can be harmed by any traveler in the Hunting Grounds. Essentially, beings in the Hunting Grounds *are* magical. If a creature can only be killed by a specific Weakness, however, that remains true.

### DEATH

If the spirit of a physical being dies, the body dies as well. The spirit fades away to Heaven, Hell, or wherever else it was bound.







The destruction of fauna spirits causes their physical version to wither and die as well.

Elemental forces are fairly hardy. If a water spirit dies, the stream it lived in may run foul for a time, but other local water spirits eventually take its place. If many elemental entities are slain in the Hunting Grounds, whatever area they're tied to on Earth becomes corrupt. Mountains crumble, rivers run dry, and forests die of blight or even fire.

People spirits such as kachina are eventually replaced by the prayers and faith of the tribes they serve. A great slaughter of such spirits means Sun Dances or similar ceremonies have no effect. This might trigger the gathering of a manitou swarm (see page 61), bringing infertility, starvation, disease, or other maladies to the people.

## ADVENTURE IDEAS

Below are some general concepts a Marshal can use to create adventures in the Hunting Grounds.

### MANITOU SWARM

The most common reason a party must enter the Hunting Grounds is to fend off a gathering of demons. Such swarms consist of d4 Greater Manitous (or one very powerful ringleader) and four manitous per player character +2d6 more creatures.

Think of the swarm like a band of outlaws. They ravage everything in the spirit realm and prevent friendly spirits from responding to the local tribes' needs.

The swarm causes other effects in the physical world as well, from natural disasters to attracting monsters or even a tribe's rivals.

### FORBIDDEN LORE

Savage Tales of the Weird West typically result in defeating some terrible creature. Sometimes those abominations have secret Weaknesses that must be discovered by research or trial and error.

If a party is able to peer into the Hunting Grounds using a Harrowed's Spirit Sight or *detect arcana's* power modifier of the same name, they can study their foe and glean critical information that way.

### EXPOSE A CHARLATAN

Similar to Forbidden Lore, a party might use Spirit Sight to see someone's general nature. This might expose a doppelganger or a creature like a skinwalker, note whether someone is Harrowed, a vampire, or some other undead, or is otherwise not as they appear in the physical world.

### RESCUE PARTY

Some other character or party entered the Hunting Grounds and has gone missing. The heroes must find a way in, navigate the strange dimension, and bring 'em back alive.

### SEEK AID

Some dire situation requires the aid of a legendary spirit, such as a thunderbird. The posse has to find it and survive the hostile realms it hunts. Then they must gain the creature's attention and convince it to help them in their quest.

### BETWEEN MANY WORLDS

This sort of tale means a good amount of work for the Marshal, and it's best for Heroic or Legendary posses that have exhausted the Weird West's possibilities. For those groups, an epic tale spanning the various worlds and eras of *Deadlands* could be in the cards.

The story begins when heroes use the *open portal* power to reach the Hunting Grounds. It's up to the Marshal to devise the onerous journeys involved in reaching *Hell on Earth*, *Lost Colony*, the *Noir* era, or even the *Dark Ages*. Such a campaign might include heroes from multiple time periods, allied across time and space to right some wrong...or even to set history right when it flies off the rails!



# FAMOUS RASCALS

## FAMOUS FOLKS

Here are some of the most infamous inhabitants of the Weird West.

### ⊗ SAM BASS

Over the last several years Bass and his gang have robbed their way across the West. The Territorial Rangers, Agency, US Marshals, and a handful of bounty hunters are all after him. His capture or killing brings a \$2,000 reward.

Despite his notoriety, Bass is not the most violent outlaw. He shoots back if shot at, and he's killed his fair share of lawmen, but he prefers to threaten his victims into giving him what he wants. He is especially sympathetic to women, the disabled, and old folks, and out of sheer kindness he usually doesn't steal from them during robberies.

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

**Skills:** Athletics d6, Common Knowledge d8, Fighting d6, Gambling d8, Intimidation d10, Notice d6, Persuasion d8, Riding d8, Shooting d10, Stealth d10, Survival d12, Taunt d6

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

**Hindrances:** Wanted (Major)

**Edges:** Attractive, Great Luck, Quick Draw, Reputation (Bad), Strong Willed

**Gear:** Colt Frontier (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), Winchester '73 (Range 24/48/96, Damage 2d8-1, RoF 1, AP 2), double-barrel shotgun (Range 12/24/48, Damage 1-3d6, RoF 1), 50 rounds of ammunition for each gun, Bowie knife (Str+d4+1, AP 1), rope, horse, \$150.

### ⊗ BLACK KETTLE

Black Kettle is the spiritual focus of both the Northern and Southern Cheyenne, the tribe's most important Old Man Chief, and leader of the Council of Forty-Four. He is a wise and extremely powerful shaman and spends most of his days wandering the Hunting Grounds. He is also a peace chief and spends many days reining in warrior societies like the Dog Men.

The Sun Dance time and location is always revealed to Black Kettle first, and through him to the rest of the tribes. Any tribe that follows the Old Ways respects Black Kettle, for he is the leader of the movement. Many chiefs would like to see him dead so they can stop the Old Ways movement once and for all.

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

**Skills:** Athletics d4, Common Knowledge d6, Faith d10, Fighting d4, Healing d12, Language (English) d10, Notice d8,



Persuasion d10, Riding d6, Stealth d4, Survival d8

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

**Hindrances:** Elderly, Night Terrors, Old Ways Oath, Pacifist (Major)

**Edges:** Arcane Background (Shaman), Charismatic, Fetish, Knack (Seventh Son), Spirits' Favor, Tale-Teller

**Powers:** Arcane protection, banish, beast friend, divination, entangle, healing, open portal, sanctify, shape change. **Power Points:** 40

**Gear:** Horse, medicine bag.

### ⊗ **BULL ALL THE TIME, "CHARLEY BULL"**

Bull All The Time, or "Charley Bull," as the folks in Deadwood call him, is a humble fellow who might just be the tribes' best hope. He often works with Wovoka and agents of the Ghost Dancers to curb the Ravenites' plots in the Sioux Nations. Bull All The Time is a crucial ally for posses working against the Reckoning.

When Charley was young, his village was wiped out in a raid by another tribe. He was taken by white scouts and educated in England. But they weren't able to snuff out his heritage; Charley never forgot the skills he learned among his people, the Lakota. Charley Bull has never said which tribe was responsible for the raid on his village; if pressed, he says he prefers to look toward a peaceful future rather than dwell upon the bloodshed of the past.

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

**Skills:** Academics d6, Athletics d6, Common Knowledge d8, Fighting d6, Intimidation d8, Language (English) d8, Language (Lakota Sioux) d8, Language (Latin) d6, Notice d6, Persuasion d10, Riding d6, Shooting d6, Stealth d6, Survival d8, Taunt d10

**Pace:** 8; **Parry:** 5; **Toughness:** 7 (1)

**Hindrances:** Big Mouth, Old Ways Oath

**Edges:** Brave, Charismatic, Combat Reflexes, Fleet-Footed, Knack (Storm Born), Strong Willed, Tale-Teller

**Gear:** Bow (Range 12/24/48, Damage 2d6, RoF 1), 20 arrows, tomahawk (Str+d6), buckskin shirt and leggings (Armor +1), moccasins.

### ⊗ **SETH BULLOCK**

Seth Bullock is Deadwood's town marshal. An easygoing man, he prefers to handle his problems peacefully but resorts to 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 make 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 d8, Strength d6, Vigor d8

**Skills:** Athletics d8, Common Knowledge d6, Fighting d8, Intimidation d12, Notice d8, Persuasion d10, Riding d8, Shooting d10, Stealth d6, Trade (Law) d4

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

**Hindrances:** Enemy (Major—Outlaws), Heavy Sleeper, Obligation (Major—Serve Deadwood as a lawman), Pacifist (Minor)

**Edges:** Dodge, Rich, Streetwise, Strong Willed

**Gear:** Colt Frontier (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), Winchester '76 (Range 24/48/96, Damage 2d8, RoF 1, AP 2).

### ⊗ **MARTHA "CALAMITY JANE" CANNARY**

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. Jane's plain appearance and unkempt brown hair made this subterfuge easy to pull off. Despite her rugged nature, 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.



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

**Skills:** Athletics d8, Common Knowledge d6, Fighting d8, Gambling d6, Notice d6, Persuasion d4, Riding d8, Shooting d8, Stealth d8, Survival d6

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

**Hindrances:** Bad Luck, Loyal, Ugly (Minor)

**Edges:** Combat Reflexes, Reputation (Good), Quick Draw

**Gear:** Colt Frontier (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), Winchester '73 (Range 24/48/96, Damage 2d8-1, RoF 1, AP 2), Bowie knife (Str+d4+1, AP 1).

### ☛ COYOTE/ISATAI

Isatai was gunned down at Adobe Walls by Billy Dixon's miraculous shot at a range of more than a mile, and when he rose from the dead as "Coyote," he brought earth spirits back with him that haunted the place for a long time. Thus began Isatai's rule of the Coyote Confederation in 1874, and he still rules it in 1884.

The trickster spirit Coyote visited Isatai many times during his life, acting as his guardian and guide to unlocking many ancient secrets. The last one was the trick of almost dying and then coming back. Once Isatai achieved that feat he was truly ready to take command of all the Southern Plains tribes, and cast out those who would not join him.

As long as he stays alive, Isatai keeps the Coyote Confederation unified. His adherence to the Old Ways, while remaining tolerant of those who don't, has bridged disagreements between many tribes. Should Raven ever succeed in his plan to kill Coyote, the ensuing chaos would result in bloody war among all the tribes.

**Attributes:** Agility d6, Smarts d8, Spirit d12+1, Strength d4, Vigor d8

**Skills:** Athletics d4, Common Knowledge d12, Faith d12, Fighting d4, Healing d12+1, Notice d10, Persuasion d4, Riding d4, Stealth d4

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

**Hindrances:** Ailin' (Minor), Old Ways Oath, Vow (Major—Unite the tribes)

**Edges:** Arcane Background (Shaman), Charismatic, Command, Connections

(Confederation tribes), Guts, Fervor, Fetish, Followers (Indian warriors), Natural Leader, Professional (Spirit, Healing), Reputation (Good)

**Powers:** *Arcane protection, beast friend, banish, dispel, entangle, healing, resurrection, sloth/speed.* **Power Points:** 35

**Gear:** Medicine bag.

**Special Abilities:**

- **Coyote's Trick:** If Isatai is ever killed, he may spend a Benny to instead be Incapacitated with three Wounds. He awakens 1d8 days later. If he is killed and has no Bennies to spend, Isatai truly departs to join the Great Spirit.

### ☛ CRAZY HORSE

The legendary war chief Crazy Horse is chief of all the Sioux Nations' Lakota tribes. He and his permanent war party of about 20 warriors prowl the Nations looking for trespassers and supernatural critters. Crazy Horse loves to fight, going so far as to taunt otherwise innocent foes into combat. Any who value their lives refuse to be goaded, however. Nobody has ever beaten Crazy Horse.

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

**Skills:** Athletics d10, Common Knowledge d6, Faith d8, Fighting d12, Intimidation d12, Language (English) d6, Notice d6, Persuasion d10, Riding d12, Shooting d10, Stealth d12, Taunt d8, Survival d8

**Pace:** 8; **Parry:** 10 (9 with bladed war club); **Toughness:** 6

**Hindrances:** Old Ways Oath, Overconfident

**Edges:** Arcane Background (Shaman), Attractive, Block (Imp), Charismatic, Command, Dodge, Fleet-Footed, Frenzy (Imp), Inspire, Knack (Shooting Star), Level Headed, Marksman, Natural Leader, Reputation (Bad), Steady Hands, Strong Willed, Tougher than Nails

**Powers:** *Arcane protection, boost/lower Trait, deflection, healing, protection, smite.* **Power Points:** 25

**Gear:** Bow (Range 12/24/48, Damage 2d6, RoF 1), 20 arrows, bladed war club (Str+d8, AP 2, Parry -1, 2 hands), knife (Str+d4), Crazy Horse's coup stick (see page 28), medicine bag, horse.





### ★ CRAZY HORSE'S WARBAND

Crazy Horse's elite war party is comprised of tough and extremely competent warriors. Crazy Horse selects only the very best men and women from among all seven of the Lakota bands. He has at least four of these warriors with him at all times.

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

**Skills:** Athletics d8, Common Knowledge d4, Fighting d10, Notice d6, Persuasion d4, Intimidation d8, Riding d10, Shooting d10, Stealth d8, Survival d8

**Pace:** 8; **Parry:** 8 (7 with bladed war club); **Toughness:** 7

**Hindrances:** Loyal, Old Ways Oath

**Edges:** Block, Fleet-Footed, Frenzy (Imp)

**Gear:** Bow (Range 12/24/48, Damage 2d6, RoF 1), 20 arrows, bladed war club (Str+d8, AP 2, Parry -1, 2 hands), horse.

### ★ LARRY DEGER

Larry Deger credits much of his success as Marshal of Dodge City to the strict prohibition against firearms within the city limits. Though several of his deputies have been dismissed over the years, and even his own job has been at risk from time to time, Larry Deger remains in control of the cowtown—if only tenuously. Marshal

Deger is a bearded mountain of a man, weighing close to 300 pounds.

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

**Skills:** Academics d6, Athletics d6, Common Knowledge d6, Fighting d8, Intimidation d6, Notice d8, Persuasion d6, Research d8, Shooting d8, Stealth d8, Taunt d8, Thievery d6, Trade (Law) d4

**Pace:** 5; **Parry:** 8; **Toughness:** 7

**Hindrances:** Enemy (Major—Southern partisans), Obligation (Major—Keep the peace in Dodge City), Obese

**Edges:** Block (Imp), Combat Reflexes, First Strike, Harder to Kill, Investigator, Level Headed, Marksman, Nerves of Steel (Imp), No Mercy, Steady Hands, Streetwise

**Gear:** Colt Lightning (Range 12/24/48, Damage 2d6, RoF 1, AP 1), double-barrel shotgun (Range 12/24/48, Damage 1-3d6, RoF 1), 20 extra rounds for each weapon, knife (Str+d4), Marshal's badge.

### ★ RUTHERFORD ELLINGTON DILLINGER

Like many people raised in aristocratic society, Rutherford Ellington Dillinger has a jolly fine manner. He wanted little more than to bring a little culture and history to the "unfortunates" on the American frontier. His philanthropy almost got him killed at a little town called Red Rock when Arabian cultists tried to take the Amulet of Rahashimir from



him. Only the actions of an adventurous group of hirelings saved him, but a subsequent encounter with a young rattler called the "Gulper" left Dillenger reluctant to undertake further such expeditions.

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

**Skills:** Academics d10, Athletics d8, Common Knowledge d6, Fighting d6, Gambling d12, Occult d8, Notice d8, Persuasion d10, Riding d10, Shooting d4, Stealth d8, Survival d6

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

**Hindrances:** Curious, Outsider (Minor), Quirk (Collector), Slow (Major)

**Edges:** Aristocrat, Attractive, Tale-Teller

**Gear:** Checkbook, fancy suit, Colt Peacemaker (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), 12 rounds, gold pocket watch, leather shoes, matches, pipe, tobacco, cane, wallet, \$100.

### ★ GAL WITH NO NAME

She is known by aliases too numerous to mention—among them Montana Michelle, The Drifter, Junkyard Jo, New York Mo, Maryland Mary, Red, Jackpot Justine, Deadwood Deb, Virginia City Vern, Toothsome Abby, and Hurricane Mae—but in truth she has no name. At least not one known by anyone still living. The Gal With No Name wages a neverending war of vengeance on those who work the railroads. No one knows where she comes from or why she practices her malicious trade against the Rail Barons. Whatever grudge she bears them must run deep.

In 1884, the Gal With No Name still roams the Weird West. These days there are still opportunities to ply her chosen trade. Although the Great Rail Wars are over, the Gal With No Name lashes out at any rail warriors she encounters, and she joins up with like-minded individuals from time to time. Until something bad happens to her new friends, that is...

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

**Skills:** Athletics d6, Common Knowledge d4, Fighting d8, Gambling d8, Intimidation d10, Notice d8, Persuasion d10, Shooting d12, Stealth d4, Survival d6, Taunt d8

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

**Hindrances:** Grim Servant o' Death, Vengeful (Major), Vow (Destroy the Rail Barons)

**Edges:** Attractive, Charismatic, Combat Reflexes, Duelist, Fan the Hammer (Imp), Grit, Guts, Harder to Kill, Harrowed, Marksman, Quick, Quick Draw, Reputation (Bad), Right Hand of the Devil, Steady Hands, Strong Willed, True Grit

**Harrowed Edges:** Implacable, Soul Eater, Supernatural Attribute (Agility)

**Gear:** Colt Peacemaker (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), 50 extra rounds, Stetson, poncho, cigarillos, matches.

**Special Abilities:**

- **Undead:** +2 to Toughness and Spirit rolls to recover from Shaken, ignore additional damage from Called Shots except to the head, ignore 1 point of Wound penalties, doesn't breathe, immune to disease and poison, don't Bleed Out, and are only permanently slain by destroying the brain.

### ★ ALEXANDER GRAVES

Graves is a hexslinger—perhaps the most powerful one yet. He learned the art from Doc Holliday himself but he has surpassed his former teacher. He uses his arcane powers to further his success as a bounty hunter.

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

**Skills:** Athletics d10, Common Knowledge: d6, Fighting d12, Gambling d4, Intimidation d12, Occult d6, Notice d8, Persuasion d4, Riding d12, Shooting d12, Spellcasting d12+1, Stealth d4, Taunt d6

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

**Hindrances:** Heroic, Loyal

**Edges:** Ambidextrous, Arcane Background (Huckster), Behold a Pale Horse (Brimstone), Dodge (Imp), Grit, Guts, Hexslinger, Marksman, Nerves of Steel (Imp), Professional (Spellcasting), Quick Draw, Rapid Fire, Streetwise, Strong Willed, Tough as Nails, True Grit

**Powers:** Ammo whammy, boost/lower Trait, burst, numb, speed, trinkets. **Power Points:** 30

**Gear:** 2× Colt Frontiers (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), 1× Colt Peacemaker (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), 3× Bowie knives (Str+d4+1, AP 1), horse.



## ☸ HANUMAN

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

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

**Skills:** Athletics d4, Common Knowledge d8, Driving d8, Fighting d6, Intimidation d6, Notice d10, Persuasion d10, Piloting d8, Repair d8, Science d10, Shooting d8, Stealth d4, Taunt d6, Trade (Manufacturing) d12

**Pace:** 6; **Parry:** 5; **Toughness:** 7 (2)

**Hindrances:** Cautious, Outsider

**Edges:** Alertness, Attractive, Brave, Charismatic, Followers (Attorneys), Guts, Jack-of-All-Trades, Rich, Scholar (Science), Strong Willed

**Gear:** Rifle cane (Range 24/48/96, Damage 2d8, RoF 1, AP 2), light armored hat (Armor

+1), hat gun (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), bulletproof suit (Armor +2), attaché case, vapor mask.

## ☸ SAMUEL QUINCY HELLMAN

Sam Hellman, badge #314, has been the Special Agent in Charge of Lost Angels since a few months after the Great Quake. He's a dour fellow, with the weight of the many terrors he's seen hanging heavily on his shoulders. He has a handlebar moustache and hard, blue-gray eyes.

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

**Skills:** Academics d8, Athletics d6, Common Knowledge d10, Fighting d8, Gambling d6, Intimidation d8, Occult d12, Notice d10, Persuasion d8, Piloting d4, Research d10, Riding d8, Shooting d10, Stealth d8, Survival d6, Taunt d6, Trade (Law) d6

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

**Hindrances:** Cautious, Code of Honor, Obligation (Major – Agency)

**Edges:** Agent (Grade 4), Alertness, Block, Combat Reflexes, Connections (Agency), Danger Sense, Dodge (Imp), Grit, Guts, Harder to Kill, Level Headed, Marksman, Martial Artist, Nerves of Steel (Imp), Quick Draw, Rock and Roll!, Rapid Fire, Strong Willed, Tough as Nails, Trademark Weapon (Imp), True Grit

**Gear:** Gatling pistol ("Big Bertha," Range 12/24/48, Damage 2d6, RoF 3, AP 1), Agency badge, knife (Str+d4), mnemomizer.

## ☸ JESSE JAMES

The James Gang is a bunch of Missourians who frequent the banks, stagecoach trails, and rails of Kansas. Jesse and Frank James—along with frequent cohorts Bob, Cole, and Jim Younger—are notorious bandits and thieves. Some believe the dime novels' tales of their "daring" exploits, but in truth these men are brutal killers. Jesse James was once beaten nearly to death by Yankees and lives for revenge, simple as that.

But ever since an incident in which overzealous Pinkertons (are there any other kind?) laid siege to the James homestead and maimed Jesse's mother, opinions are split over whether the James Gang is made up of noble Confederate loyalists or greedy, cold-blooded killers. These heartless murderers





are considered heroes in some parts of Missouri.

For a while the James brothers sold their services to a minor Rail Baron named Richard Barney, who operated the Kansas City & Little Rock Rail Co. until mid-1879. The Battle of Broken Rails that October forced the James boys to reassess their place in the Great Rail Wars. These days they wander Kansas, engaging in robberies and senseless acts of violence. Jesse James is an unassuming man with short, neatly-combed hair and a few days' growth on his scruffy chin.

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

**Skills:** Athletics d10, Common Knowledge d4, Fighting d10, Intimidation d10, Notice d6, Persuasion d4, Riding d10, Shooting d12, Stealth d10, Survival d8

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

**Hindrances:** Ailin' (Minor), Enemy (Major—Agency), Wanted (Major)

**Edges:** Alertness, Charismatic, Common Bond, Connections (KC&LR Rail), Dodge, Duelist, Fan the Hammer (Imp), Level Headed (Imp), Luck, Marksman, Quick Draw, Reputation (Varies), Steady Hands, Two Gun Kid

**Gear:** 2× Colt Army (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), 50 extra rounds, Bowie knife (Str+d4+1, AP 1), Sharps Big .50 (Range 30/60/120, Damage 2d10, RoF 1, AP 2), horse.

## ☠ THE JAMES GANG

The usual gang consists of Frank and Jesse James along with Bob, Cole, and Jim Younger. In addition they typically have 1d8 Gunmen (see *Deadlands: The Weird West*) along for the ride.

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

**Skills:** Athletics d6, Common Knowledge d4, Fighting d8, Gambling d6, Intimidation d8, Notice d6, Persuasion d4, Riding d8, Shooting d8, Stealth d6, Survival d6

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

**Hindrances:** Mean, Wanted (Major)

**Edges:** Combat Reflexes, Fan the Hammer, Marksman, Quick Draw, Reputation (Varies), Steady Hands

**Gear:** Colt Peacemaker (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), Winchester '73 (Range 24/48/96, Damage 2d8-1, RoF 1, AP 2), double-barrel shotgun (Range 12/24/48, Damage 1-3d6, RoF 1), 20 extra rounds for each weapon, knife (Str+d4), quick-draw holster, duster, horse.

## ☠ COOT JENKINS, "THE PROSPECTOR"

Coot Jenkins may have started out as a prospector, but learning about the Reckoning and the Harrowed changed that. Coot has several Harrowed bodyguards looking after his safety.

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

**Skills:** Athletics d6, Common Knowledge d6, Driving d6, Fighting d6, Healing d8, Intimidation d6, Occult d12, Notice d12, Persuasion d12+2, Research d6, Riding d6, Shooting d8, Stealth d4, Survival d6, Taunt d8

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

**Hindrances:** Loyal, Vow (Major—Defeat the Reckoners)

**Edges:** Alertness, Brave, Charismatic, Expert (Persuasion), Followers (Harrowed), Grit, Guts, Marksman, No Mercy, Rock and Roll!, Strong Willed, Tale-Teller, True Grit

**Gear:** Gatling shotgun (Range 12/24/48, Damage 1-3d6, RoF 2), satchel, 12× vials of the Prospector's Elixir (see page 36), playing cards, whiskey, mule, \$65.

## ☠ ANDREW LANE, "THE GHOST"

For a while the Ghost was in charge of the Agency's Western Bureau, until his manitou cut loose and sent him on a destructive spree. When Andrew Lane again took control, he headed up security for Empire Rails. But the manitou crept back into Lane's thoughts and bent them toward evil, and Lane fled into the wilds of Montana.

What only a handful of people know — and these include Chamberlain — is that Andrew Lane is none other than former President Abraham Lincoln. After he was gunned down at Ford's Theater, Lincoln came back Harrowed and took the alias of "The Ghost" since most of the populace went on thinking he was dead. The Ghost looks like Abraham Lincoln, if perhaps a bit paler.



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

**Skills:** Academics d10, Athletics d6, Common Knowledge d8, Fighting d8, Intimidation d12+1, Language (Lakota) d8, Language (Latin) d8, Notice d12, Occult d12, Persuasion d12, Research d8, Riding d6, Shooting d10, Stealth d8, Survival d10, Trade (Law) d8

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

**Hindrances:** Curious, Enemy, Vow (Major – Heal the nation)

**Edges:** Agent (Grade 5), Block (Imp), Charismatic, Connections, Fleet-Footed, Grit, Guts, Harrowed, Level Headed (Imp), Luck, Marksman, Professional (Intimidation), Quick Draw, Reputation (Good), Steady Hands, Streetwise, Strong Willed, Tale-Teller, True Grit, Two-Fisted, Two-Gun Kid  
**Harrowed Edges:** Claws, Ghost, Spook, Stitchin' (Imp), Supernatural Attribute (Smarts, Vigor)

**Gear:** 2× Colt Frontiers (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), Winchester '73 (Range 24/48/96, Damage 2d8–1, RoF 1, AP 2), 100 rounds, letter of authority from President Arthur, Agency badge, mnemonizer.

#### Special Abilities:

- **Undead:** +2 to Toughness and Spirit rolls to recover from Shaken, ignore additional damage from Called Shots except to the head, ignore 1 point of Wound penalties, doesn't breathe, immune to disease and poison, don't Bleed Out, and are only permanently slain by destroying the brain.

#### ☼ SUITCASE LEE, "FEICHEI LEE"

Lee is a young man with close-cropped hair, dimples, and a smile that makes the ladies swoon. You wouldn't know to look at him that he's a renowned Man of Action and hero in his own right. Suitcase Lee is allied with the New Tomorrow Triad, a progressive group based in California.

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

**Skills:** Athletics d10, Common Knowledge d6, Fighting d12+1, Focus d10, Notice d8, Persuasion d8, Shooting d10, Stealth d6

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

**Hindrances:** Heroic, Loyal (New Tomorrow Triad), Vow (Major – Celibacy)

**Edges:** Arcane Background (Chi Master), Block, Brave, Charismatic, First Strike, Martial Warrior, Superior Kung Fu (Eagle Claw, Tan Tui), Two-Fisted

**Powers:** Arcane protection, deflection, healing.

**Power Points:** 20

**Gear:** Colt Peacemaker (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), 12 rounds, battered suitcase (Str+d8; Held with two hands, the suitcase conveys Parry +1 and +2 Armor against ranged attacks), tailored suit.

#### ☼ NAT LOVE, "DEADWOOD DICK"

Deadwood Dick is the nickname of Nat Love, a famous black cowboy who has made Deadwood his home. He acquired the moniker after winning the roping, shooting, and wild horse riding competition at the Centennial celebration.

Nat runs a saloon frequented by many of the black miners in town, the Wooly Buffalo. Though many folks in the West have put aside such prejudices these days, Nat is the de facto leader of the black community on those occasions someone forgets their manners. Nat is a moderately handsome black man who wears his hair long. He dresses almost exclusively in trail clothes, except when attending church.

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

**Skills:** Athletics d12, Common Knowledge d6, Fighting d12, Gambling d10, Notice d8, Persuasion d8, Riding d12, Shooting d8, Stealth d12, Survival d6

**Pace:** 8; **Parry:** 8; **Toughness:** 5

**Hindrances:** Curious, Heroic, Lyin' Eyes

**Edges:** Charismatic, Dodge, Fleet-Footed, Marksman, Steady Hands

**Gear:** Colt Frontier (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), sawed-off shotgun (Range 5/10/20, 1–3d6, RoF 1), 15 extra rounds for each, horse.

#### ☼ RONAN LYNCH

Ronan Lynch was a Union Army lieutenant during the Civil War. After his discharge in 1869, Ronan headed Out West looking for something better than killing, but his reputation always preceded him. He met his death by hanging on Christmas Eve 1875,



and came back Harrowed to take revenge on the folks who wronged him.

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

**Skills:** Athletics d8, Common Knowledge d8, Fighting d8, Gambling d6, Intimidation d8, Occult d8, Notice d6, Persuasion d6, Riding d10, Shooting d10, Stealth d6

**Pace:** 6; **Parry:** 8; **Toughness:** 9

**Hindrances:** Heroic, Night Terrors

**Edges:** Block (Imp), Combat Reflexes, Duelist, Fan the Hammer (Imp), Grit, Guts, Harrowed, Harder to Kill, Level Headed (Imp), Nerves of Steel (Imp), Marksman, Quick Draw, Reputation (Good), Rock and Roll!, Streetwise, True Grit

**Harrowed Edges:** Implacable, Improved Stitchin', Supernatural Attribute (Spirit, Strength)

**Gear:** Colt Army (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), Gatling shotgun (Range 12/24/48, Damage 1-3d6, RoF 2) cavalry saber (Str+d6), Bowie knife (Str+d4+1, AP 1).

#### Special Abilities:

- **Undead:** +2 to Toughness and Spirit rolls to recover from Shaken, ignore additional damage from Called Shots except to the head, ignore 1 point of Wound penalties, doesn't breathe, immune to disease and poison, don't Bleed Out, and are only permanently slain by destroying the brain.

#### ⊗ CHRIS MADSEN

Chris Madsen is the quintessential tough, no-nonsense lawman. But he's a fair and just man all the same. Only the worst lawbreakers see his really bad side. If he needs help, he can call on Bill Tilghman and Heck Thomas, and they come running. (Use the Veteran Gunman stats in *Deadlands: The Weird West* for Bill and Heck.)

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

**Skills:** Academics d6, Athletics d8, Common Knowledge d6, Fighting d10, Intimidation d8, Notice d8, Persuasion d6, Riding d10, Shooting d10, Stealth d4, Survival d8, Trade (Law) d4

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

**Hindrances:** Enemy (Major – Outlaws), Obligation (Major – Uphold the law in Perry)

**Edges:** Block, Command, Nerves of Steel, Quick Draw, Streetwise, Strong Willed

**Gear:** Colt Frontier (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), Winchester '73 (Range 24/48/96, Damage 2d8-1, RoF 1, AP 2), 100 extra rounds, quick-draw holster, rope, horse, gold badge.

#### ⊗ "SIX-HUNDRED-POUND SALLY" MANNERS

Sally Manners' nickname isn't inspired by her weight; she's about as healthy as it gets in the Weird West. Instead, it's from the time she managed to load 600 pounds – Nevada Smith and his allies – onto her auto-gyro to save them from walkin' dead on Black Mesa. Sally works for Smith & Robards' Rush Delivery System on missions of grave importance, and has ties to the Twilight Legion as well.

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

**Skills:** Athletics d6, Common Knowledge d6, Driving d12, Fighting d6, Gambling d6, Intimidation d6, Occult d6, Notice d8, Persuasion d8, Piloting d12+2, Repair d10, Riding d6, Stealth d6, Taunt d8, Trade (Aviation) d10

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

**Hindrances:** Code of Honor, Loyal

**Edges:** Ace, Alertness, Charismatic, Combat Reflexes, Connections (Smith & Robards), Grit, Guts, Level Headed (Imp), Master (Piloting), Quick, Reputation (Good), Strong Willed, Tale-Teller, True Grit

**Gear:** Colt Frontier (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), double-barrel shotgun (Range 12/24/48, Damage 1-3d6, RoF 1), Derringer (Range 3/6/12, Damage 2d4, RoF 1), Bowie knife (Str+d4+1, AP 1), tool kit, tethered satellite, auto-gyro.

#### ⊗ WILLIAM "BAT" MASTERSON

William Barclay "Bat" Masterson is currently sheriff of Ford County, Kansas. Masterson spends most of his time in Dodge itself. He's a friendly sort, but Hell to deal with when he's angry. He also has a not-so-friendly rivalry going with town marshal Larry Deger.

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:** Academics d8, Athletics d6, Fighting d8, Common Knowledge d6, Gambling d8, Intimidation d8, Notice d6, Persuasion d10, Riding d8, Shooting d8, Stealth d8, Survival d8, Trade (Law) d8

**Pace:** 6; **Parry:** 6 (7 with cane); **Toughness:** 5

**Hindrances:** Code of Honor, Curious, Heroic, Loyal, Outsider (Minor)

**Edges:** Attractive, Charismatic, Command, Level Headed (Imp), Reputation (Good), Streetwise, Strong Willed

**Gear:** Colt Frontier (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), cane (Str+d4, Parry +1).

### ★ LACY O'MALLEY

Lacy O'Malley was born in Ireland, raised in New York City, and became a journalist in Chicago. He's a relative newcomer to the Weird West, arriving in the cold winter of 1875 before settling in Tombstone, Arizona, the following year and becoming the *Epitaph's* most famous reporter. He spends little time there these days, instead traveling the West to verify the strange stories he's come to be renowned for.

Secretly, Lacy does far more than report on what he sees—he's been inducted into the Twilight Legion and granted permission to find other like-minded souls. O'Malley doesn't hand out signet rings, but he does tap heroic individuals to help in the fight against the Reckoners, and eventually recommends those who survive to Captain Pennington-Smythe (see page 76).

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

**Skills:** Academics d12, Athletics d6, Common Knowledge d10, Fighting d6, Intimidation d6, Notice d6, Occult d10, Persuasion d8, Research d12, Shooting d6, Stealth d8, Survival d6, Taunt d10, Trade (Journalism) d10

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

**Hindrances:** Curious, Heroic, Obligation (Major—Serve the Twilight Legion)

**Edges:** Charismatic, Connections (Twilight Legion), Great Luck, Grit, Guts, Investigator, Level Headed, Reputation (Good), Streetwise, Strong Willed, True Grit

**Gear:** Derringer (Range 3/6/12, Damage 2d4, RoF 1), white tailored suit, pencil, notepad.

### ★ QUANAH PARKER

The fact that Quanah Parker is half-white has always kept him from earning the Comanche people's full respect. Instead he rules by fear and force. Quanah's not a bad man, he's just insecure. Parker doesn't put much stock in tribal politics. He spends most of his time with a war party patrolling the Coyote Confederation's southern and northwestern borders. He worries less about the Texans than he does about Crow raiders to the north.

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

**Skills:** Athletics d10, Common Knowledge d4, Fighting d10, Intimidation d10, Language (English) d6, Notice d6, Persuasion d8, Riding d10, Shooting d12, Stealth d12, Survival d8, Taunt d8

**Pace:** 6; **Parry:** 7 (8 with spear); **Toughness:** 8

**Hindrances:** Arrogant, Outsider (Minor)

**Edges:** Brawny, Command, Knack (Breech Birth), Marksman, Steady Hands

**Gear:** Winchester '73 (Range 24/48/96, Damage 2d8-1, RoF 1, AP 2), spear (Str+d6, Parry +1, Reach 1), horse, medicine bag, 50 rounds of ammunition.

### ★ RODERICK PENNINGTON-SMYTHE

Captain Roderick Pennington-Smythe—or "Smythe," as friends call him—is a true hero in every sense of the word. He first saw action in the weird wars of the Crimea and was baptized in the supernatural evil that rose wherever extreme violence raged.

His experiences there changed him forever. While lesser men might have withdrawn into madness or despair, Smythe resolved to do everything in his power to repulse the tide of darkness even now washing over the earth. He has served the Explorer's Society—and the Twilight Legion—loyally for many years, a man of towering spirit and intellect. As he



gets on in years, he's vigorous but looking to induct the society's next generation.

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

**Skills:** Academics d10, Athletics d8, Battle d8, Boating d8, Common Knowledge d6, Fighting d10, Gambling d8, Healing d8, Intimidation d8, Knowledge, Occult d10, Notice d10, Persuasion d10, Piloting d8, Research d10, Riding d8, Shooting d8, Stealth d8, Survival d12, Taunt d6

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

**Hindrances:** Curious, Elderly, Quirk (Collector)

**Edges:** Charismatic, Combat Reflexes, Command, Grit, Guts, Hard to Kill, Level Headed, Streetwise, True Grit

**Gear:** Monocle.

### ★ "BLOODY" BILL QUANTRILL

Once upon a time, Bloody Bill Quantrill was the leader of a group of Confederate guerillas known for their bloodthirstiness. In 1863 he and his men burned the town of Lawrence, Kansas, and killed more than 150 men, women, and children. Later the same year he defeated a small unit of Union cavalry and executed 17 noncombatants. Some Union boys finally caught up with him in Kentucky and put him six feet under.

Unfortunately, he didn't stay planted. Quantrill returned Harrowed, with the power to create walkin' dead under his control. Bloody Bill's manitou was running the show when he first dug his way out of the grave. It put together an unholy host of undead raiders and set about terrorizing the innocent civilians of Missouri and Kansas. For a while Quantrill fought to keep Dominion. But the manitou has total control now, so while Bill's madness is a thing of the past, his evil has grown exponentially.

Quantrill was an ugly man in life, and death hasn't done a thing to improve his appearance.

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

**Skills:** Athletics d6, Common Knowledge d6, Fighting d8, Gambling d4, Intimidation d8, Notice d6, Persuasion d4, Riding d10, Shooting d10, Stealth d8, Survival d6, Taunt d8

**Pace:** 6; **Parry:** 8; **Toughness:** 9

**Hindrances:** Bloodthirsty, Grim Servant o' Death, Ugly (Major), Wanted (Major)

**Edges:** Ambidextrous, Block (Imp), Command, Duelist, Fan the Hammer (Imp), Frenzy (Imp), Guts, Harrowed, Marksman, Nerves of Steel, No Mercy, Quick Draw, Reputation (Bad), Soldier, Two-Fisted

**Harrowed Edges:** Implacable, Supernatural Attribute (Agility, Vigor), Wither





**Gear:** 2× Colt Dragoons (Range 12/24/48, 2d6+1, RoF 1, AP 1), 2× Bowie knives (Str+d4+1, AP 1), Winchester '73 (Range 24/48/96, Damage 2d8-1, RoF 1, AP 2), 7× dynamite sticks, matches, \$90.

**Special Abilities:**

- **Band o' Deaders:** Quantrill is accompanied by a band of 2d20 walkin' dead (see *Deadlands: The Weird West*) who obey his manitou's every command, although they do so literally and somewhat deviously. When these are destroyed, more rise to replace them.
- **Undead:** +2 to Toughness and Spirit rolls to recover from Shaken, ignore additional damage from Called Shots except to the head, ignore 1 point of Wound penalties, doesn't breathe, immune to disease and poison, don't bleed Out, and are only permanently slain by destroying the brain.

★ **BASS REEVES**

Born in slavery in Arkansas, Bass Reeves grew up to become one of the first African American Deputy US Marshals west of the Mississippi. Reeves was appointed by the infamous Judge Parker to help tame the lawless lands around the Coyote Confederation and Oklahoma territories. Having lived among the tribes of the area during the Civil War, Bass is one of the few outsiders who can pass through the Coyote lands without fear of retribution. His reputation for being fearless and incorruptible mean he is as hated by outlaws in the region as he is respected by his fellow lawmen.

Reeves is well aware of the weirdness creeping over the West, and has looked into it several times. Recently he's gotten mixed up with the Twilight Legion. He'd be a potent ally to a posse fighting against the servants of evil.

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

**Skills:** Athletics d6, Common Knowledge d8, Fighting d8, Intimidation d10, Languages (Cherokee, Chickasaw, Choctaw, Creek) d6, Notice d6, Persuasion d8, Research d8, Riding d8, Shooting d10, Stealth d8, Survival d8, Trade (Law) d6

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

**Hindrances:** Enemy (Major—Outlaws), Illiterate, Obligation (Minor—Uphold federal law)

**Edges:** Ambidextrous, Brave, Dodge, Guts, Investigator, Marksman, Master (Intimidation), Quick Draw, Streetwise, Two Gun Kid, US Marshal

**Gear:** 2 × Colt Frontier (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), Winchester '73 (Range 24/48/96, Damage 2d8-1, RoF 1, AP 2), 100 extra rounds, quick-draw holster, rope, horse, badge.

★ **SATANTA**

Satanta and the Kiowa are the weak link in the Coyote Confederation's unified front. Satanta regularly trades the services of his warriors to whites in need of Indian expertise. As a result, the Kiowa tribe has the best-armed warriors in the Confederation. Satanta is a bully, and this carries over to the rest of his tribe. He seeks out worthy opponents and hates stealthy raids.

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

**Skills:** Athletics d6, Common Knowledge d4, Fighting d10, Intimidation d8, Language (English) d4, Notice d6, Persuasion d4, Riding d10, Shooting d10, Stealth d10, Taunt d6

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

**Hindrances:** Arrogant, Bloodthirsty, Heroic, Overconfident, Stubborn

**Edges:** Brave, Dodge, Fleet-Footed, Frenzy (Imp), Knack (Bastard), Quick Draw, Rapid Fire, Strong Willed

**Gear:** Colt-Paterson model '36 (Range 24/48/96, Damage 2d10, RoF 1, AP 2), Colt Army (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), 30 extra rounds for each, tomahawk (Str+d6), horse.

★ **R. PERCY SITGREAVES**

Since establishing the tenets of Thaumaturgical Diffusion, Sitgreaves continued publishing the Smith & Robards Catalog at Infinity Press. He also taught nearly 20 other practitioners Thaumaturgical Diffusion, starting with his Mormon printer's apprentice, Reggie Hughes.

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



**Skills:** Athletics d6, Common Knowledge d6, Driving d6, Fighting d6, Occult d12+1, Notice d10, Persuasion d12, Repair d6, Riding d6, Science d12, Stealth d6, Weird Science d12

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

**Hindrances:** Curious, Elderly

**Edges:** Alchemy, Alertness, Arcane Background (Mad Science), Charismatic, Dodge, Fleet-Footed, Metal Mage, Scholar (Science), Scholar (Occult)

**Powers:** Bolt, blast, breakdown, damage field, trinkets. **Power Points:** 30

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

### ★ NEVADA SMITH

Nevada Smith is the United States' most famous secret Agent and a master of disguise. The dashing fellow even has a series of dime novels written about him. He started out in Deseret trying to uncover Brigham's skeletons, but found himself pitted against Hellstromme at every turn. Smith has vowed to take Hellstromme down one way or another, and these days he's the Agency's leading proponent of the Twilight Protocol.

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

**Skills:** Academics d8, Athletics d8, Battle d10, Common Knowledge d6, Driving d8, Fighting d8, Gambling d10, Healing d8, Intimidation d8, Occult d8, Performance d10, Notice d8, Persuasion d10, Piloting d8, Repair d6, Research d10, Riding d8, Science d6, Shooting d10, Stealth d8, Survival d6, Taunt d10, Thievery d6, Trade (Blacksmith) d6, Trade (Law) d6

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

**Hindrances:** Enemy (Hellstromme), Heroic, Loyal, Secret (Major)

**Edges:** Agent (Grade 5), Alertness, Brave, Charismatic, Command, Command Presence, Connections (Agency), Elan, Great Luck, Grit, Guts, Improved Dodge, Level-Headed, Man of a Thousand Faces, Marksman, Quick Draw, Reputation (Good), Rock and Roll!, Streetwise, Strong Willed, Tale-Teller, Thief, True Grit, Very Attractive

**Gear:** Gatling pistol (Range 12/24/48, Damage 2d6, RoF 3, AP 1), lockpicks, tool kit, disguise kit, hat periscope, Agency badge, mnemomizer.

### ★ BELLE STARR

Born Myra Belle Shirley to a prominent Missouri businessman and his wife, Belle Starr was never content with a woman's traditional place in society. Young Belle met the notorious Cole Younger and promptly became his mistress. He left her behind when he rode away with the James Gang, but he sees her and their daughter Pearl whenever he can.

From Cole, Belle went on to have affairs with plenty of other outlaws. She finally married outlaw Sam Starr. Belle frequently went along with him, helping to rob banks and trains, rustle horses and cattle, and commit other nefarious acts. Back East the papers call her "The Bandit Queen," and she lives up to that name.

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

**Skills:** Athletics d8, Common Knowledge d6, Fighting d8, Notice d6, Persuasion d8, Riding d8, Shooting d8, Stealth d8, Thievery d8

**Pace:** 6; **Parry:** 6 (5 with whip); **Toughness:** 6

**Hindrances:** Quirk (Randy), Wanted (Major)

**Edges:** Attractive, Charismatic, Connections (Former lovers), Dodge, Reputation (Bad), Thief

**Gear:** Whip (Parry -1, Reach +2). Belle lets whoever she's working with supply her with gear.

### ★ AL SWEARENGEN

Al Swearengen was one of the first folks who arrived in Deadwood without the slightest intention of being a miner. Swearengen came to make money off miners, so he opened the Cricket Saloon and Gem Theater in Deadwood. He makes most of his money from running a prostitution ring, and he has extensive ties to Chinatown's opium trade via Huang Li.

Combining utter ruthlessness with a knack for having the right friends, Al Swearengen is as dangerous as a viper to someone on his bad side. He typically has anywhere from 10-20 hired gunmen on his payroll.

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



**Skills:** Athletics d6, Common Knowledge d8, Fighting d6, Gambling d10, Intimidation d10, Notice d12, Persuasion d10, Riding d6, Shooting d6, Survival d4, Taunt d10, Thievery d6, Trade (business) d8

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

**Hindrances:** Greedy (Major), Stubborn, Vengeful (Minor)

**Edges:** Connections (Opium trade), Grit, Guts, No Mercy, Reputation (Bad), Rich, Strong Willed, True Grit

**Gear:** Derringer (Range 3/6/12, Damage 2d4, RoF 1), knife (Str+d4), fancy suit, \$350.

### ★ T'SANG PO TAM, "BIG EARS TAM"

Big Ears Tam began his life as a scholar from a small village in Canton. He passed the government's notoriously difficult civil service examinations and became a tax collector in Shanghai. There he was initiated into that city's chapter of the Hsieh Chia Jên. Soon he was moonlighting as a minor crime lord. Forced to flee the city when his Manchu superiors became suspicious, he made the arduous journey to Shan Fan. He has since found the Maze to his liking and has no plans to return to China.

Big Ears has realized his every ambition, having great wealth and possessing the respect of his fellow violent men. He has no big political or supernatural agenda. He just wants to die at a ripe old age, in his sleep, with his fortune and power intact. That's quite the goal for a triad boss, but if anyone can do it, it's Tam.

The man speaks virtually no English, relying on lackeys for translation. He would be considered a "ferner" outside of Shan Fan, but he rarely leaves his estate, let alone the city he commands.

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

**Skills:** Athletics d10, Battle d10, Common Knowledge d6, Fighting d8, Gambling d12+1, Intimidation d12, Notice d10, Persuasion d12, Shooting d8, Stealth d4

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

**Hindrances:** All Thumbs, Elderly, Greedy (Minor), Hard of Hearing (Minor), Obligation (Major—Shan Fan Triad)

**Edges:** Card Sharp, Charismatic, Command, Connections (Shan Fan

Triad), Filthy Rich, Martial Artist, Professional (Gambling), Reputation (Bad), Streetwise

**Gear:** 6× Shuriken (Range 3/6/12, Damage Str+d4). Being incredibly rich, Tam has access to any gear he needs.

### ★ TAVIBO

Tavibo is the eldest chief of the Paiutes, ruling in secret because most people believe he is dead. Years ago, Tavibo traveled to the Rocky Mountains with Mormon prophets to share prayers. There he had a vision that contained the seeds of what would become the Ghost Dance.

What few people know is that Tavibo allied his Paiute nation with the Mormons to fight non-Mormon settlers in the area. Together, Tavibo's Paiutes and the Mormons slaughtered about 120 men, women, and children about 40 miles west of Cedar City. Both parties have kept each other's secret about the event.

Since he participated with the Mormons in the Mountain Meadows Massacre, Tavibo has experienced a real change of heart. He now insists the Paiutes live in peace and honor. Tavibo is Wovoka's (page 81) father and still holds some sway over his son.

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

**Skills:** Athletics d6, Common Knowledge d8, Faith d10, Fighting d8, Healing d10, Notice d6, Occult d8, Persuasion d6, Riding d8, Shooting d10, Stealth d4

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

**Hindrances:** Ailin' (Major), Old Ways Oath, Pacifist (Major), Vow (Preserve the Ghost Dance)

**Edges:** Arcane Background (Shaman), Command, Fervor, Guts

**Powers:** *Beast friend, boost/lower Trait, burrow, deflection, divination, healing, open portal, shape change, smite.* **Power Points:** 25

**Gear:** Medicine bag.

### ★ WILLIAM "BIGFOOT" WALLACE

Wallace's nickname, "Bigfoot," comes from the fact that he wears size 12 boots. He stands six-foot-two and is immensely strong. They say Wallace was captured during the Mexican-American War and put to work



pulling a plow on a Mexican farm. Not plowing, mind you—*pulling* a plow. He was so strong they turned the oxen loose and put the yoke on him!

William Alexander Wallace was born in Virginia in 1817. He moved to Texas in the 1840s and joined the Texas Rangers, then fought in the Mexican-American War. He also fought in the Civil War before returning to Texas. Despite the fact he's over 60, he continues to serve in the field as a Ranger. Age doesn't seem to have diminished his strength or vigor. He still likes to mix it up with outlaws and bust heads with his big fists.

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

**Skills:** Athletics d8, Common Knowledge d6, Fighting d10, Intimidation d6, Language (Spanish) d6, Notice d8, Persuasion d4, Research d8, Riding d10, Shooting d8, Stealth d4, Survival d8

**Pace:** 6; **Parry:** 7; **Toughness:** 10 (2)

**Hindrances:** Overconfident, Obligation (Major—Shoot or recruit the supernatural)

**Edges:** Brawny, Dodge, Investigator, Marksman, Quick Draw, Streetwise, Territorial Ranger (Captain)

**Gear:** 2× Colt Dragoons (Range 12/24/48, 2d6+1, RoF 1, AP 1), Colt-Paterson model '36 (Range 24/48/96, Damage 2d10, RoF 1, AP 2), shotgun (Range 12/24/48, Damage 1-3d6, RoF 1), 50 rounds of ammunition for all his guns, armored duster (Armor +2), Bowie knife (Str+d4+1, AP 1), rope, horse, rations, bedroll, *Fugitives from Justice in the U.S. Territories* (including Chapter 13), \$55.

### ⊗ WOVOKA

Wovoka is young, charismatic, and much-loved by all the Ghost Dancers who have ever met him. Whites get along well with him too. Wovoka is intelligent, understanding, and sensitive to everyone he meets. Even enemies of the Paiutes with longstanding grudges refuse to raise a hand in anger toward Wovoka. His father is respected Paiute elder Tavibo (page 80).

As the Ghost Dance movement gains steam, word has begun to spread that Wovoka may be some kind of Messiah reborn. For some this signals prosperity and good times to

come. For others it signals the end times, and brings with it a heaping helping of fear.

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

**Skills:** Athletics d6, Common Knowledge d10, Faith d12, Fighting d6, Healing d12, Occult d10, Notice d10, Persuasion d12, Riding d10, Stealth d6

**Pace:** 6; **Parry:** 5; **Toughness:** 8

**Hindrances:** Loyal, Old Ways Oath, Pacifist (Major), Vow (Major—Spread word of the Ghost Dance)

**Edges:** Arcane Background (Shaman), Aristocrat, Charismatic, Command, Common Bond, Connections, Fervor, Guts, Hold the Line!, Inspire, Healer, Natural Leader, Very Attractive

**Powers:** Arcane protection, burrow, divination, entangle, fear, healing, open portal, protection, shape change (all Ranks), sloth/speed. **Power Points:** 35

**Gear:** Medicine bag.

### ⊗ BRIGHAM YOUNG

Brigham Young is president of the Mormon Church and the Nation of Deseret, and founder of the City o' Gloom. Although he's as great a man as all those titles would imply, he's also complex. He holds a sincere confidence in the goodness of his motives and he achieves great things. But he is also merciless where enemies are concerned.

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

**Skills:** Athletics d6, Battle d10, Common Knowledge d8, Faith d12+2, Fighting d10, Intimidation d12, Occult d10, Notice d10, Persuasion d10, Riding d10, Shooting d8, Stealth d4, Survival d8, Taunt d8

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

**Hindrances:** Code of Honor, Heroic, Obligation (Major—Safeguard the Mormon Church), Ruthless (Minor)

**Edges:** Alertness, Arcane Background (Blessed), Champion, Charismatic, Command, Command Presence, Expert (Faith), Fervor, Grit, Guts, Holy Warrior, Level Headed (Imp), Reputation (Good), Strong Willed, Tactician, Tougher Than Nails, True Believer, True Grit

**Gear:** *Book of Mormon* (First printing).

**Special Abilities:**



- **Miracles:** Brother Brigham has access to any power available to the blessed Arcane Background, and no Power Points. He says a short prayer and rolls Faith to activate his powers. (See the **No Power Points** Setting Rule in *Savage Worlds*).

## RASCALS

The following supernatural types are based on the new backgrounds presented in this book. They aren't very common around the Weird West, but if you need one to help spice up a town's population, we're here to help you out, Marshal.

## VOODOOIST

Voodoo priests—male hougans and female mambos—are rare as hens' teeth outside New Orleans. They're usually lone travelers or found in the employ of Bayou Vermilion.

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

**Skills:** Athletics d6, Common Knowledge d6, Faith d8, Fighting d6, Notice d8, Occult d8, Persuasion d8, Riding d6, Shooting d6, Stealth d8

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

**Hindrances:** Outsider (Minor)

**Edges:** Arcane Background (Voodooist), Brave, Favored

**Powers:** *Aspect of the rada loa, banish, fury of the petro loa.* **Power Points:** 20

**Gear:** Derringer (5/10/20; 2d6; RoF 1; Shots 2; AP 1), knife (Str+d4).

## METAL MAGE

Until a few years ago, metal mages were encountered only in the City o' Gloom. Since then they've spread across the West.

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

**Skills:** Athletics d4, Common Knowledge d8, Fighting d6, Notice d6, Occult d8, Persuasion d6, Riding d6, Science d8, Shooting d8, Stealth d6, Weird Science d8

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

**Hindrances:** Delusional (Minor)

**Edges:** Arcane Background (Mad Scientist), Metal Mage, Ore Eater

**Powers:** *Bolt* (Lightning Gun), *breakdown* (Disruptor Ray), *havoc* (The Confusatron).

**Power Points:** 20

**Gear:** Tool kit, 8 oz. ghost rock dust.

## WITCH

These purveyors of witchcraft channel magic directly from the Hunting Grounds, but they have been known to fight on the side of good.

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

**Skills:** Athletics d6, Common Knowledge d6, Fighting d8, Notice d6, Occult d6, Persuasion d6, Riding d8, Shooting d8, Spellcasting d8, Stealth d8, Taunt d6

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

**Hindrances:** Talisman (Minor—String of bones)

**Edges:** Arcane Background (Witch), Familiar (Cat), Rapid Fire, Rock and Roll!

**Powers:** *Arcane protection, blast, transform.* **Power Points:** 15

**Gear:** Gatling shotgun (Range 12/24/48, Damage 1-3d6, RoF 2), Bowie knife (Str+d4+1, AP 1), string of finger bones.



# THE HORSE EATER

## THE HORSE EATER

This adventure originally appeared in *Shadis* #28, a general-interest gaming magazine run by our friends at Alderac Entertainment Group. *Deadlands* was only two months old at that time, with decades of trails to blaze ahead of it.

This is the first time the adventure has seen print since those early days. In the original tale, the Cult of Lost Angels—servants of Reverend Ezekiah Grimme—were attempting to spread their master’s influence eastward. A pair of cultists decided to stir up trouble in Deadwood between the locals, the railroad, and the Indians, and everyone eventually ran afoul of the titular monster.

Much has changed since then. Grimme was defeated in the Flood, Iron Dragon is the only railroad allowed in or out of Deadwood, and the Great Summoning eventually renders technology useless in the Sioux Nations.

This new version of the tale thus picks up with the Cult as it is in 1884, post-Deluge. They’re collecting Grimme’s bones to resurrect him, a task that’s likely impossible. Still, even a little bit of the Servitor’s evil essence can cause a great deal of mayhem.

Now return with us to those blood-curdling days of yesteryear, to an updated version of a tale we haven’t told since October 1996.

Our twisted tale of the Weird West begins in the aftermath of the Flood that destroyed the City of Lost Angels in California.

Two of Grimme’s fanatics, Brother Emmanuel Strong and Brother Jacob Wyse, staggered out of the deluge and despaired.

Their master was gone. Their cult was scattered. Their power faded like the sea, even now receding back into the bay over the ruins of Grimme’s circular city.

Agents, Rangers, and other do-gooders combed through the survivors, looking for the Servitor’s loyalists. The two men had to escape or face whatever terrible punishment they knew they had coming to ‘em.

Strong and Wyse had little money on them in the aftermath of the Sundered Coast’s apocalypse, so they jumped a stagecoach north to Shan Fan, then took an Iron Dragon train east as far as they could go. Their only real valuables were a shard of Grimme’s altar Strong had been able to pull from the wreckage of the church. That shard contained great power, however. It would grant the pair a few powers they could use to establish a new cult in loyal service of their master’s memory.



The two men didn't know if Grimme was defeated for good or if he would rise again, but in the meantime they planned to do their duty and carry on in his foul name.

Eventually, the Iron Dragon train stopped in Deadwood, Dakota Territory. There a starving miner asked them for food. Strong and Wyse took this as a sign. They "shared a meal" with the miner in the cult's particularly horrific way and decided Deadwood would be their new home.

A few days later, Strong and Wyse managed to beg, borrow, or steal enough money to build a small wooden building at the edge of town. They embedded Grimme's altar shard into their podium and called their church the Chapel of Red Waters, in secret memory of Grimme's bloody demise in the Flood. They preach their own unique brand of the Gospel that sounds peaceful enough to casual listeners, but insinuates all kinds of awful stuff for those few (so far) who get indoctrinated.

Best of all (for them), their altar shard gives the pair arcane powers, including making bloody ones and literally turning their blood-tainted water into wine. The tasty stuff guarantees a room full of thirsty miners every Sunday service, just as Grimme used to provide his "Lost Angels" with a feast every week in Famine-ravaged California.

The cultists have been in town over a month now. The faith of those who attend their service slowly feeds the dark energy of Grimme's altar shard, giving Strong and Wyse more powers they can use to carry on in the Servitor's name.

## THE SCHEME

To sate the shard's insatiable hunger, Strong and Wyse have decided on a simple plan. They plan to go into the Black Hills, kill a few miners, blame it on the Sioux, and let the shard feed off the hatred and bloodshed that's sure to follow.

The day before our adventure starts, on a cold March afternoon, the two headed into the Black Hills and passed out flyers to the relatively populous mining camps along Yellow Creek, about a two-hour ride from Deadwood. After urging

the locals to attend Sunday church service, they headed home, stopping at a small, isolated camp along the way to commit their foul deed.

The cultists killed two miners just off the beaten trail, but close enough to others to be found, then shot their bodies full of arrows to make it look like the work of the Sioux. Making their way back to town, they realized they'd left a flyer behind that could tie them to the crime, and they were forced to return to retrieve it.

Unfortunately for them, a Sioux hunter called Never Smiles saw the whole thing, and had picked up the incriminating leaflet. The cultists spotted him and tossed down a handful of ensorcelled finger bones—the kind that raise the cult's "bloody ones"! The gory zombies chased Never Smiles from the camp down into a swampy bowl between hills the local Sioux had avoided for generations—"Horse Eater Woods."

Never Smiles is trapped there now, still clutching the damning evidence, trapped in a tree by the undead things that wait hungrily and patiently for him to descend. But their presence has awakened something far more powerful, and this is the monster our heroes must ultimately face. If they do, they can save Never Smiles, avenge the murdered miners, and stop yet another senseless war between the people of Deadwood and the Sioux.

## A DARK AND STORMY MORNING

*Deadwood*

**FEAR LEVEL:** 4

The heroes begin the tale in Deadwood, South Dakota. Let the players decide why their characters are there. If they already know each other, the Twilight Legion might have asked them to head there to keep an eye on things. If they're alone, they might be there looking for work, to gamble and partake in the boomtown's vices, or simply to see the legendary town featured in so many *Epitaph* articles and dime novels.

Whatever brought the posse to Deadwood, read them the following introduction to kick off the adventure.



War always seems to loom in Deadwood. The treaty passed a few years back between the town and the local Sioux has held, but tensions are always high. Miners work with permission in certain parts of the Black Hills allotted to them by the Indians, but stray often – either out of greed or just plain mistake.

You're just finishing the finest breakfast in town thanks to "Aunt Lou Marchbanks" at the Grand Central Hotel, when you see the strangest sight through the large picture window. Four Sioux Indians ride up to the post outside, hitch up their horses, and walk right in.

The party is situated at a table in front of the main window. The Sioux see them as they dismount, step up onto the boardwalk, wipe the mud from their moccasins, and enter.

The Sioux know the party through a personal connection, their reputation, or from talking with some of their friends in Deadwood. Three of them approach the stove or fireplace and begin warming themselves – they're cold and damp from the morning ride. They look about with a little wariness at all of the manufactured goods – they clearly follow the Old Ways – but say nothing.

Because of the constant tensions, the townies tend to be polite, if a bit formal, when Sioux come into town. They know they're only in the Black Hills by the Sioux's good graces, and that their technology won't help much if the Indians ever change their minds.

Aunt Lou Marchbanks herself welcomes the men and offers them coffee and breakfast, on the house. She's politely refused, and heads back into the kitchen with a smile.

A Notice roll reveals one of the Indians seems hesitant before refusing Aunt Lou. With a slight shrug, he nods respectfully to the posse, introduces himself as Angry Clouds, and asks if he may sit. The other three warm themselves by the wood stove in the corner. Their names are Ohanzee, Sintay Galeska, and Otaktay.

Angry Clouds waits till invited, then speaks quietly to the heroes.

*"The People are faced with a delicate matter, and we need the help of ones such as you."*

Angry Clouds stares at your pot of coffee for a moment, then breathes the aroma in deeply.

He lets out a long sigh and smiles. "I believe in the Old Ways, but...I sure miss coffee. It has been too long."

If offered and he can steal a sip without the others looking, Angry Clouds downs a quick gulp and smiles with great, shining eyes.

*"Let us discuss more important things. Two white men were slain in the hills last night. Their bodies filled with many arrows. One of our warriors, Never Smiles, is missing, but this kind of thing is not like him."*

*"We don't believe the People are responsible for this crime, but it is a delicate matter. We know you are trusted here. Will you come help us find who did this thing, before it leads to conflict between our peoples?"*

The visitors don't offer payment. They're actually quite wealthy, as will be seen later, but they're looking for allies who genuinely want to avoid war. They feel an offer of payment might cast doubt on their findings.

If the posse is particularly reluctant, a third party – perhaps an Agent or Territorial Ranger who's otherwise occupied – can quietly offer them a flat payment of \$50 each to accompany the Sioux to the crime scene and simply document what they find there.

## A LITTLE FORESHADOWING

Assuming the heroes agree to help, Angry Clouds and his companions exit the Grand Central and wait with their horses while the posse gets ready. It's cold out and drizzling, so the heroes need rain slickers and any other gear they may want up in the hills. Angry Clouds says their trip is less than two hours' ride away, but the road is muddy and slick this morning.

On the way out of town, the heroes get a little foreshadowing of the true villains of this piece. A tired Brother Strong drags a soapbox onto the street and starts making a speech (Brother Wyse is still sleeping off last night's long travel).

*You see a tired-looking preacher drag a box onto Deadwood's main street. He's a burly man with a heavy but neatly-*



trimmed beard. He yawns, steps up onto the box, then looks around at the crowd. He catches sight of your party and the Sioux warriors and gives you all a sleepy smile.

"Good morning, friends," he says, then looks out at the crowd in general. "Harken all ye sinners, for we are all sinners. As you break your fast and head to the mines or saloons or wherever you toil, remember that God has placed the entire world before you. As it says in Genesis, 'Every moving thing that lives shall be food for you. And as I gave you the green plants, I give you everything.'"

Most of the people walk on by, but a few stop and listen, perhaps shaking the last cobwebs from their minds as they wake from last night's to start a new day.

Most give the Sioux a wide berth, staring in wonder at the strange figures riding through the crowd. A few give more sinister glances, and you know it wouldn't take much for the distrust between the two peoples to rise to conflict once more.

If the group asks about the preacher, let them make a Common Knowledge roll. Those who succeed recognize the preacher as Brother Strong, a peaceable-enough fellow from the month-old Chapel of Red Waters. It's unclear what denomination Strong (and his partner Wyse) represent, but they seem relatively harmless. They've attracted a following relatively quickly by sharing a fair amount of wine at their Sunday sermons.

## SCENE 0' THE CRIME

*Black Hills*

**FEAR LEVEL:** 3

Assuming the party agrees, it's a two-hour ride up into the hills. It's cold and wet out, and bright stormclouds cough up a sullen drizzle. The ground is muddy and the trail is occasionally hazardous, with deadfalls, steep drops down wooded slopes, and other perils.

Have everyone who's mounted make Riding rolls. Failure just means they embarrass themselves a bit—the experienced Sioux give them patient but disappointed looks as they struggle to keep up. A Critical Failure results in a gruesome but superficial injury to the rider's horse—it loses its footing and slides down a short

embankment into a pine tree, impaling its hind quarters. The horse is Fatigued for the rest of the adventure unless someone uses magical healing on it.

The group reaches the scene of the murder around 11 a.m. A brief spot of sunshine penetrates the clouds and illuminates a sad and gruesome sight.

A single ratty tent has been set up 30 yards off the main path, just visible from the main road. Miner's tools and other camp necessities are strewn about.

A makeshift table holds two dirty plates and spoons and a pot of cold deer stew. Whatever happened must have taken place either during or right after dinner.

Nearby are two bodies, lying on their backs. Both wear overalls and heavy jackets, spotted with mud and grime that marks them as miners. Their throats have been cut, they've been scalped, and each has several arrows sticking out of his torso.

Angry Clouds and his companions remain mounted at the entrance to the camp, showing by their body language and demeanor they have no wish to influence their new friends' investigation.

Here's what else the posse can learn by investigating the scene:

- **Common Knowledge:** Those who've spent much time in Deadwood can make a Common Knowledge roll at -2 to recognize the two miners. They didn't come into town much, but when they did they had only a few ounces of ghost rock between them. They'd spend it on the usual vices, then head back into the wilderness to look for more. With a raise, the hero recalls their first names were Bill and Thomas.
- **Healing:** Success notes the fatal wound was the cut throat. A raise reveals the arrows and scalping were done after they were already dead, but not by much. There's just less blood spray than there should be.
- **Notice:** The men were on their knees when their throats were cut, and both were facing in the same direction. By the blood spatters, they fell forward, then





## THE CAMP

were rolled onto their backs before the arrows were shot into their chests.

- **Survival (Tracking):** The miners' boot prints are all about as one might expect, but there are also moccasin prints. One obvious pair of prints is only a few feet in front of where the miners were clearly on their knees, as if someone were standing before them when they died, and another behind them. A raise notes that the moccasin prints are very smooth and regular—as if they haven't been worn much.
- **Trade (Mining):** The miners were working a small seam here, but it's played out. A raise notes that whoever killed them didn't even look at it.

## THE HORSE WHISPERER

As they look about, the cowpokes also discover a trail at the back of the camp. It leads through the woods before heading down into a steep draw.

A Survival (Tracking) roll notes multiple bare, bloody footprints and a set of worn moccasin prints (made by Never Smiles).

They go from the camp down the trail and into the draw below. Whoever made them was obviously running. A raise notes the moccasin tracks are different from those found around the bodies.

A Notice roll also detects something disturbing. Stuck to several branches along the path are globs of sticky blood and patches of torn skin and other tissue. There's enough in the first 20 yards to fill a Mason jar, so whatever ran through here got torn up pretty bad. The branches aren't particularly tough either, so their skin was very soft. (This is the path made by the bloody ones, summoned to chase Never Smiles.)

Before anyone sets off down the path, the party hears a rustling in the surrounding trees, though there is no breeze at the moment. If they listen more intently, the sound is all around them, carried by the surrounding pines. It's very faint, but makes a soft clicking sound—almost like one would use to call a dog (or a horse!). This is the susurrations of the Horse Eater. It senses the posse's horses are nearby and begins to call them to its lair!



## RAVENITES

Have everyone make a Common Knowledge roll when they're introduced to Takoda (Trader Dick). Any Sioux characters succeed automatically.

It should be obvious to those who know anything about the Old Ways that Takoda is a Ravenite—a Sioux who doesn't follow the Old Ways. Officially, the Lakota around Deadwood consider Ravenites outsiders and want nothing to do with him and others like him. In reality, Takoda's access to goods—especially medicines—is occasionally too useful to ignore, Old Ways or not. Occasionally a war chief rises and tries to chase the Ravenites out of the Black Hills, but the current leaders of the local family clans are a more practical bunch. They believe in the Old Ways, but also know the spirits forgive an occasional indiscretion when it's for the good of the people.

Angry Clouds isn't a Ravenite but is clearly sympathetic to them—hence his love of coffee, the lump of ghost rock he carries as payment in case the heroes require some incentive, and even his willingness to ride into Deadwood and ask for help.

As a shaman and champion of the Old Ways, Angry Clouds should be much more strict in his convictions. But the wily medicine man has been around for many years (he's about 60 years old and even fought in the Battle of the Little Bighorn), and knows when to bend the rules a bit.

A moment later, all the horses begin ambling toward the back of the miner's camp, toward the trail. Angry Clouds, likely still sitting on his horse and perhaps holding the party's animals as well, restrains the beasts and suddenly seems concerned. He pointedly asks them what they've found while pulling back on the horses.

When they've finished, he adds a bit more.

*"The arrows are Sioux, but we trade them all the time so white men can hunt in the hills without guns. Easy to get. Moccasins too. Doubtful Never Smiles would have new moccasins this time of year. Old pair leading down the trail probably his track though."*

*"Downhill. Very dangerous." The shaman looks at his disapproving companions, rebukes them with a shrug, then continues.*

*"That trail leads down into a muddy swamp. We call it Horse Eater Woods. An evil spirit lives there. It eats anything, but likes horses most. It senses them here. Calls to them when awakened. So the legends say. We don't go there. Too dangerous. But if you do, take salt. Spirits hate salt."*

There's a handful of salt spilled in the miner's camp, but any significant source is far away, back in Deadwood. As the heroes discuss what to do, Angry Clouds says:

*"There is a...closer...source."*

*The shamans' friends argue suddenly with him in Sioux. Angry Clouds responds firmly, then continues.*

*"A trader lives nearby. He probably has salt. He does not follow the Old Ways, so my friends consider him... hmm... not enemy in your language, but... something like 'madman.'*

*"Never Smiles has been missing since last night. If you are to help us, I'm afraid another trip to Deadwood will seal his fate. But we are asking you for the favor, so it's your decision. What will you do?"*

## BARGAINING

The posse may refuse to offer more help, or might ask for something in return. It's not their problem, after all. If so, Angry Clouds reminds them what he said before—the killers are almost certainly settlers. If they don't come peacefully, violence is certain and will very likely lead to war—at least a minor one—between the people of Deadwood and the local Lakota tribe. The local family group of that tribe is only 23 individuals, so they're likely to be annihilated, despite technology's failure to function.



If the party pushes back or aren't the generous type, Angry Clouds offers up a prize for their help.

*The shaman dismisses his companions. They take their horses and ride a short way back to the main trail, giving their friend a distrustful look as they go. He waits till they're out of sight, then takes a rain-soaked satchel off the side of his horse and tosses it to you. Inside are eight ounces of pure ghost rock!*

*"Shh," he whispers.*

## A MATTER OF SALT

Now the heroes must decide if they want to head back to Deadwood for salt, talk to Angry Clouds' trader, or simply set off after the two murderers without it.

If they return to Deadwood, Angry Clouds and his three companions nod sagely and see them off. As the day progresses, their horses and all those within 10 miles become increasingly agitated, many breaking free of their bonds and trotting down into Horse Eater Woods where they're killed and eaten.

This forces Angry Clouds to take action before the heroes can return. He survives, staggering out of the swamp back to the miner's camp where he lies bleeding. The rest of his war party perishes with him and Never Smiles remains trapped as detailed in the finale (see **The Bog** on page 90).

If the group decides to press on to Horse Eater Woods without a good supply of salt, let them. It won't likely go well for them, but them's the breaks!

In the more likely case the adventurers head to the trader's camp, Angry Clouds' friends leave, heading back to their village. They know where he's going and don't approve. Undaunted, the shaman leads the party about two miles away, through some unmarked woods until it hits a well-used wagon trail.

Along the way, have the heroes make a Riding roll. A Critical Failure means the horse turns around and bolts back toward the miner's camp. Another rider can chase

it down, but if not, it goes to the Horse Eater and is killed.

Even those who are successful feel their horse pull down the mountain, but are able to gain control before anything drastic happens.

## YELLOW CREEK CAMP

A miles or so from the miners' camp is a string of rough campsites along Yellow Creek Road. Numerous miners can be seen to either side of the trail, cooking, repairing tools, or waiting out the drizzle that's started up again. Most sit in their tents staying out of the rain, looking out at the strangers with hard, sullen eyes. A few nod hello to Angry Clouds or the heroes but most mind their own business.

Scattered here and there along the path are leaflets. If anyone stops to pick one up, they proclaim:

**COME BROTHERS AND SISTERS TO THE CHAPEL OF RED WATERS  
IN DEADWOOD, DAKOTA TERRITORY! WE PROVIDE SUSTENANCE  
FOR BOTH THE BODY AND THE SOUL!**

**"IF YOU ARE WILLING AND OBEDIENT, YOU SHALL EAT THE GOOD  
OF THE LAND" ISAIAH 1 19**

A miner asked about the leaflets responds:

*"Couple of preachers came up here yesterday evening, right around supper time. Handed out these leaflets – which come in handy up here for other reasons, if y'know what I mean – so we took all they could give. They talked about feedin' anyone who comes to their sermon and sharin' some good food and strong wine, so I'm thinkin' 'bout attendin'. Life's tough up in these hills and I could use a little extra fortitude."*

## TRADER DICK

After a half-mile or so the party comes to a sutler's wagon, set up and open for business.

*A haggard-looking man with blue eyes, black hair, and a worn coat and bowler steps forward. Angry Clouds waves at him. "This is Trader Dick. Otherwise known as Takoda. He is part Sioux, part non-Sioux. He walks in our world and the world of the white man."*



## THE BOG



- (A) Posse enters here  
 (B) Never Smiles & Bloody Ones  
 (C) Horse Eater's Pool

Takoda steps forward. "What can I help you with?" he asks in accented but clear English.

Each one-pound bag of salt is \$1. That's extremely high, but fairly normal up here in the hills where salt and trade are scarce. The sutler has a few other goods as well, including ammunition and the like if the posse's in desperate need for some reason.

## SKITTISH

The horses remain skittish and agitated on the way back to Horse Eater Woods. Have everyone roll as before, with a -2 penalty this time. The goal here isn't to have any actual game effect—it's just a narrative cue that the Horse Eater is indeed calling to their mounts.

## THE BOG

Horse Eater Woods

FEAR LEVEL: 4

The posse finds a pair of strangers investigating the camp. One man wears a white suit beneath a cheap duster and a straw hat. Another man in a dark suit and raincoat struggles beneath the canvas of a camera in the drizzling rain and

can be heard to say "3...2...1..." in a heavy Italian accent.

The camera flashes on the macabre scene and a dark-haired man emerges from the camera's covering. Mario is a studio photographer dragged from Deadwood by the other man, a blonde-haired Irishman named Lacy O'Malley, a well-known newshound for the *Tombstone Epitaph*. Anyone who reads the rag likely knows his name as well as his reputation.

Lacy is quick to approach the investigators and keep them from disturbing the scene.

*"Hello, my friends. It's clear we've got some skullduggery here and I'd appreciate it if you didn't disturb the crime scene."*

If the party doesn't tell Lacy what's going on, he continues to poke about, speaking aloud and perhaps revealing some of the information they missed earlier. If they don't eventually clue him in, Angry Clouds does, and tells him they believe the culprits fled down the hill to Horse Eater Woods.

The impatient O'Malley looks down at the dark trail, then back at the posse. "Well, what are we waiting for?" Then he and the photographer mount their horses.



Angry Clouds lets the posse handle Lacy. He's there merely to provide advice where he can.

If Lacy is asked how he found out about the murders, he said the whole town was talking about the Lakotas who rode into town this morning. Soon after, a trio of miners coming down from the mountain with a load of ghost rock reported passing the dead men's camp. Rumors are flying, and some hotheads are already calling for retaliation.

### ★ LACY O'MALLEY

Lacy O'Malley is the *Tombstone Epitaph's* roving reporter. He used to be the Rangers' and Agency's number-one enemy for his insistence on printing the truth. Since the Twilight Legion brought them all together, he's been much more careful. He still prints the truth but is much more circumspect. He also coordinates the secret messages coded into the pages of the *Epitaph* that help pass messages across the wide frontier.

The intrepid reporter smells a story and insists on tagging along with the posse, dragging the reluctant Mario with him.

★ **LACY O'MALLEY:** See page 76.

■ **MARIO DEL FARRO:** Use Townsfolk from *Deadlands: The Weird West*.

### THE BOWL

The trail leads down a wet, slippery slope covered in leaves and pine needles. Never Smiles' moccasin prints are still apparent, as is the gory detritus of the bloody ones.

About 50 yards down the slope, the group sees a series of horse skulls mounted to trees. If they look closely, the skulls are old and covered in moss and grime—they've obviously been here many years. The skulls form an obvious perimeter, warning travelers to go no further.

Have everyone mounted make a Riding roll at -2. The horses are incredibly skittish now and difficult to control. This time, failure results in Fatigue for the rider as he hits his head on a tree limb, the horse slips and slams into a boulder, and so on. A Critical Failure means horse and rider tumble a dozen yards down the slope, rolling over dead pine trees

and other jagged obstacles for 2d6 damage! Roll separately for horse and rider.

After about 50 yards of twisting and turning through the thick, wet, overhanging branches, the heroes come upon a disturbing scene.

The trail leads down into a bowl between the hills, a muddy path winding between large pools of brown, stagnant water. Bones lie everywhere—horses, deer, certainly some humans. Some are fresh, strewn about randomly or poking up out of the mud. Others are much older and covered with moss and mildew. Some lie singly while others lie in thick, jagged piles, cracked open as if something sucked out the marrow after shredding the flesh that once covered them.

Two gory horse carcasses lie near the head of the trail—something has pulled apart their ribcages and devoured their innards. Much of the beasts' head and flanks still remain (saved for later by the creature that dwells here).

The sussuration is overwhelming now. It's still just a loud whisper to humans, but the horses can barely stand it. If they aren't firmly tied to a tree (Riding), they bolt into the middle of the bog and trot about in the mud confused.

As the group examines the scene, they hear movement in the trees nearby, then a very human whisper says,

*"Be still. It is very close."*

A Notice roll at -2 spots an Indian warrior perched up in a pine tree about 10 yards away. This is Never Smiles, and it's obvious from his position he's been stuck up here a while. Assuming Angry Clouds is present, he waves at Never Smiles as if it's just another day in the hills. Never Smiles does the same. The moment is almost comical.

Then all Hell breaks loose.

### BLOOD AND BONES

The party suddenly hears wet, sticky sounds from what seemed a pile of bloody flesh at the base of the tree Never Smiles is cornered in. A number of horrific



corpses stand upright, hiss at the party, and rush to the attack!

These are Strong and Wyse's bloody ones, dispatched to kill Never Smiles because he saw them kill the miners. They raised the creatures and put them on his tail, then headed back to Deadwood last night.

The things can't manage to get at their prey, so they collapsed at its base and waited for him to come down. Now they sense prey once more and their attack triggers the finale to this tale.

### ROUND ONE

Roll for Surprise, then deal in all the parties listed below except the Horse Eater—it doesn't emerge just yet.

The bloody ones rush to attack.

Lacy barks at Mario to set up a camera, bemoaning the fact that he doesn't have an

*Epitaph* Camera with him. Mario bumbles about and sticks his head under the canvas (saving him from making a Fear check the next round).

At the end of the round, the heroes hear rumbling from back up the slope they came down. Then they hear cracking timbers and snorting horses—a stampede is coming!

### ROUND TWO

On the second round, deal the stampede in! A dozen horses, broken loose from all over the area, thrash their way down the treacherous slope, called by the siren-like emanations of the Horse Eater. On the stampede's turn, anyone not mounted or in a tree must make an Evasion roll or take 2d6 damage from the excited horses (3d6 on a Critical Failure). The stampede only lasts one round—then the confused beasts just mill about the trails between the ponds, snorting and rearing as they sense the overwhelming but irresistible danger.

Also deal in a mob of Walkin' Dead, travelers who wandered into the swamp long ago and were slain by the Horse Eater. They're scattered about the perimeter of the swamp and wade through the bog groaning and hungry for flesh.

### ROUND THREE

On the third round, the Horse Eater bursts up out of the bog, bounding over the screaming horses directly at the party!

It's a massive, hunched humanoid with slimy blue flesh, long gangly arms, and black claws the size of Bowie knives. It has solid black eyes and a massive maw overfilled with jagged teeth! It's time for a Fear check.

The monster lands by the posse and attacks a nearby horse, gutting it with its terrible claws. On subsequent rounds, it attacks anyone who hurts it, finishing them before it turns to another.

Lacy O'Malley hides behind a tree, but Supports anyone with words of





encouragement or chastisement, depending on how things are going! Mario stays focused on the camera and fortunately can't really see what's going on. If he makes a Repair roll, he gets a single blurry picture of the action. Otherwise the plate catches nothing useful.

Never Smiles has already seen the thing and can skip the Fear check. He bolts down out of his tree and heads for the trail back up the mountain, grabbing Angry Clouds on the way if he can. Never Smiles doesn't stick around if he doesn't have to—as far as he's concerned the Horse Eater can have this little patch of woods. He's a hero though, so if Angry Clouds or anyone he senses is generally "good" is in danger, he at least tries to get them out of there.

- ★ **ANGRY CLOUDS:** Use Indian Shaman from *Deadlands: The Weird West*.
- ★ **NEVER SMILES:** Use Indian Warrior from *Deadlands: The Weird West*.
- ★ **LACY O'MALLEY:** See page 76.
- ★ **THE HORSE EATER:** See below.
  - **MARIO DEL FARRO:** Use Townsfolk from *Deadlands: The Weird West*.
  - **BLOODY ONES (5):** See below.
  - **WALKIN' DEAD (10):** See *Deadlands: The Weird West*.

## BLOODY ONES

Reverend Grimme used to gift his priests enchanted bones that could call forth a blood-covered zombie with putrefying organs they called "bloody ones." Since Grimme's death, a few of his remaining followers have learned how to create the bones as well.

A cultist need only toss the bone on the ground to summon the horrid servant. The thing follows its summoner's orders to the letter afterwards, as long as he's a member of Grimme's cannibal cult. Anyone else is attacked on sight.

Strong and Wyse aren't actually confronted in this adventure, but if the Marshal continues afterwards, each has a pouch full of about 20 bones they can use to create bloody ones.

Bloody ones don't speak, but sometimes emit a slurpy laugh, usually at the prospect of devouring human flesh. As long as they consume at least a pound of it, they continue

their unearthly life another 24 hours. Without it, they fall apart into a disgusting pile of guts and gore.

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

**Skills:** Athletics d6, Fighting d6, Intimidation d8, Notice d6, Stealth d6, Taunt d8

**Pace:** 6; **Parry:** 5; **Toughness:** 7

**Special Abilities:**

- **Claws/Bite:** Str+d6.
- **Fear (-2):** Bloody ones are grotesque zombies covered in blood and gore.
- **Fearless:** Immune to Fear and Intimidation.
- **Improved Frenzy:** Bloody ones roll an extra Fighting die on up to two melee attacks each turn.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; doesn't breathe; immune to disease and poison.

## ★ THE HORSE EATER

The Horse Eater is a humanoid with slimy, dark-blue flesh like that of a slug or an eel. Its teeth and nails are the size of Bowie knives. It doesn't walk so much as bound, leaping out of its home in the swamp to quickly devour any prey that gets too close.

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

**Skills:** Athletics d10, Fighting d10, Intimidation d10, Notice d10, Stealth d10

**Pace:** 8; **Parry:** 7; **Toughness:** 12 (2)

**Hindrances:** —

**Edges:** Menacing, (Imp) Sweep

**Special Abilities:**

- **Armor +2:** The horse eater's slimy skin provides protection.
- **Bite/Claws:** Str+d6, Reach 1.
- **Call of the Wild:** The horse eater lies dormant until it senses fresh meat, preferably horse flesh! Once awakened, its insatiable hunger drives it to call for all horses in a 10-mile radius. Everyone can hear the gentle call (a "tch tch" sound, like calling a horse), but it's a siren call for horses, carried on the winds and echoed by the trees of the Black Hills. At first it's no more powerful than their master's call, but over a few hours it grows in intensity so that even a restrained animal begins bucking



and fighting to break its bonds. Only after the horse eater has consumed gluttonous amounts of flesh does it sink back into its lowly torpor.

- **Fear (-2):** The horse eater causes a Fear test at -2.
- **Invulnerability:** The Horse Eater's slimy flesh protects against all damage (including magic). It cannot be Shaken or Wounded by any attack until its doused in salt (see below). The coating grows back over several days if the thing isn't slain while its protection is down.
- **Size +3:** The horse eater is over 10 tall and stout as an oak.
- **Weakness:** Salt temporarily melts away the spirit's protective skin, removing its Armor and Invulnerability. It takes about a pound of salt to melt the skin, which can be poured on the creature or thrown with a successful Athletics roll. A line of salt might give it pause, but once it realizes it can step over it does so. Salt loaded into a shotgun shell does 2d6 damage at any range.

two and two together. Figuring there was a chance they'd be exposed, the villains skipped town soon afterward, but the party is onto them now and the Marshal can use them as the villains in future adventures. If they ever spill the beans, they believe the dead Reverend Grimme is a "luminous being" and can return. Wyse might even reveal that the cult is searching for his bones even as they speak, and if they ever gather them together, Grimme will return and rain death upon all who oppose his faithful flock!

Finally, and perhaps most importantly, the heroes are now known to Lacy O'Malley, and vice-versa. He's a useful ally in the fight against the Reckoning—and a convenient way for the Marshal to kick off new adventures as well!

## AFTERMATH

Regardless of how things turn out, as long as Lacy O'Malley or one of the party survives, they can tell the people of Deadwood what happened and prevent violence.

The Lakota are thankful for the posse's actions and become solid allies for future adventures in the Deadwood area.

If the heroes escaped but didn't defeat the Horse Eater, it sinks back into the mire for now. It's tasted horse flesh again, though, and its hunger has awakened. One rainy night, the horrid thing raids Angry Clouds' tribe and wreaks terrible havoc. The shaman is slain and the next day, a wounded Never Smiles seeks out the party for help if they're still around.

The only hard evidence to prove Brother Strong or Wyse murdered the miners is Never Smiles' account, and he presents the flyer he took from the camp to incriminate the pair. Brother Strong saw the posse leaving Deadwood with their Lakota companions this morning and put



# INDEX

<b>B</b>		
Black Magic.....	21	
<b>C</b>		
Channeling Energy.....	57	
Conjure Bags.....	17	
Corruption.....	21	
<b>E</b>		
Edges		
Harrowed.....	6	
Burrow.....	6	
Charnel Breath.....	6	
Contortion.....	6	
Dead Man's Hand.....	7	
Dead Reckoning.....	7	
Death Mask.....	7	
Devil's Touch.....	7	
Fast as Death.....	7	
Hell Steed.....	8	
Mimic.....	9	
Nightmares.....	9	
Possession.....	9	
Rigor Mortis.....	9	
Silent as a Corpse.....	10	
Sleep o' the Dead.....	10	
Speak With the Dead.....	10	
Spirit Sight.....	11	
Spiritual Barbwire.....	11	
Imporved Trackin' Teeth.....	12	
Trackin' Teeth.....	12	
Unholy Host.....	12	
Mad Scientist		
Metal Mage.....	13	
US Marshal.....	16	
Voodooist		
Favored.....	18	
Witch		
Familiar.....	23	
Wichita Witch.....	23	
<b>F</b>		
Famous Folks.....	67	
Alexander Graves.....	71	
Al Swarengen.....	79	
Andrew Lane, "The Ghost".....	73	
Belle Starr.....	79	
Black Kettle.....	67	
"Bloody" Bill Quantrill.....	77	
Brigham Young.....	81	
Bull All The Time, "Charley Bull".....	68	
Chris Madsen.....	75	
Coot Jenkins, "The Prospector".....	73	
Coyote/Isatai.....	69	
Crazy Horse.....	69	
Crazy Horse's Warband.....	70	
Gal With No Name.....	71	
Hanuman.....	72	
The James Gang.....	73	
Jesse James.....	72	
Lacy O'Malley.....	76	
Larry Deger.....	70	
Martha "Calamity Jane" Cannary.....	68	
Nat Love, "Deadwood Dick".....	74	
Nevada Smith.....	78	
Quanah Parker.....	76	
Roderick Pennington-Smythe.....	76	
Ronan Lynch.....	74	
R. Percy Sitgreaves.....	78	
Rutherford Ellington Dillenger.....	70	
Sam Bass.....	67	
Samuel Quincy Hellman.....	72	
Satanta.....	78	
Seth Bullock.....	68	
"Six-Hundred-Pound Sally" Manners.....	75	
Suitcase Lee, "Feichei Lee".....	74	
Tavibo.....	80	
Tom "Bear River" Smith.....	79	
T'Sang Po Tam, "Big Ears Tam".....	80	
William "Bat" Masterson.....	75	
Wovoka.....	81	
The First Harrowed.....	56	
<b>G</b>		
Gan.....	63	
Great Buffalo.....	63	
<b>H</b>		
Horror.....	42	
The Horse Eater.....	83	
The Hunting Grounds.....	57	
Adventure Ideas.....	66	
Death.....	64	
Look & Feel.....	58	
Regions.....	58	
Special Abilities.....	64	
The Two Planes.....	59	
<b>I</b>		
Isolation.....	45	



<b>K</b>			
Kachina.....	63	Dreamcatcher.....	31
<b>L</b>		Eagle Feather.....	31
Legendary Spirits.....	64	Earp's Badge.....	31
<b>M</b>		Excalibur.....	31
Manitous.....	60	Glanton's Scalping Knife.....	32
Metal Mages.....	13	Gravedigger's Shovel.....	32
Dealing with the Devil.....	14	Great Tomahawk.....	31
<b>N</b>		Guns of Jericho.....	33
Nature Spirits.....	63	Hardin's Cards.....	32
New Power Option.....	61	Hellstromme's Blueprints.....	33
New Powers.....	15	The Holy Grail.....	33
<i>Aspect of the Rada Loa</i> .....	18	Honest Abe's Top Hat.....	34
<i>Beguile</i> .....	23	Hoyle's Book of Games.....	34
<i>Breakdown</i> .....	15	Hoyle's Cards.....	34
<i>Dread</i> .....	24	Jackalope's Foot.....	35
<i>Fury of the Petro Loa</i> .....	20	Little Abby's Blanket.....	35
<i>Mend</i> .....	15	Magarac's Knuckles.....	35
<i>Open Portal</i> .....	61	Martyr's Cross.....	35
<i>Transform</i> .....	24	Pince-nez de Perdition.....	36
<i>Trinkets</i> .....	15	Prospector's Elixir.....	36
<b>O</b>		Rooster Talisman.....	36
Omens.....	44	Sacagawea's Walking Stick.....	36
<b>P</b>		Sacred Tomahawk of the Sun.....	37
Paranoia.....	45	Sinner's Guns.....	37
<b>R</b>		Splinter o' the True Cross.....	38
Rascals.....	82	Sun Bow.....	38
Metal Mage.....	82	Tom Smith's Spurs.....	38
Voodooist.....	82	Unholy Symbol.....	38
Witch.....	82	Whateleys' Unholy Icon.....	39
Ravenites.....	88	Wild Bill's Six-Shooters.....	39
Relics.....	25	Witch's Salve.....	39
Allison's Holsters.....	26	Zombi's Snakeskin.....	40
Billy the Kid's Hat.....	26	Rituals.....	17
Black Cat LeMat.....	26	<b>S</b>	
The Blue Jacket.....	26	Spaghetti-Western.....	41
Bowie's Last Knife.....	27	Spirit Dances.....	62
Buffalo Calf Pipe.....	27	Spirits.....	60
Bulletproof Bible.....	27	<b>T</b>	
Captain Jack's Blanket.....	27	Thunderbird.....	64
Cortez's Sword.....	28	<b>U</b>	
Coup Bottle.....	28	US Marshals.....	16
Crazy Horse's Coup Stick.....	28	<b>V</b>	
Critic's Notebook.....	29	Voodooist.....	
Deader's Boots.....	29	Trappings.....	18
Dead Man's Bullets.....	29	Voodooists.....	17
Devil's Calliope.....	29	Voodoo Terms.....	19
The Devil's Six Gun.....	30	<b>W</b>	
Distilled Fear.....	30	Witches.....	21
		Worst Nightmare.....	44