

THE GOON™

THE ROLEPLAYING GAME



THE GOON™

The Goon

Written and Illustrated by Eric Powell

Based on the comic book series published by

Dark Horse Comics, Inc.

Writing: Matthew Cutter

Additional Material: Clint Black, Jodi Black, John Goff,
Shane Lacy Hensley

Editing: Jodi Black, Thomas Shook

Art Director: Aaron Acevedo

Layout and Graphic Design: Alida Saxon, Aaron Acevedo

Cover Art: Eric Powell

Interior Art: Eric Powell

Cartography: Alida Saxon

Author's Dedication: *For my little mooks Abigail, Maeve, and Patrick.*

Savage Worlds Created by Shane Lacy Hensley



PINNACLE
ENTERTAINMENT GROUP

The Goon™ © Eric Powell. *Savage Worlds*, all unique characters, creatures, and locations, artwork, logos, and the Pinnacle logo are © 2017 Great White Games, LLC; DBA Pinnacle Entertainment Group. Distributed and Printed by Studio 2 Publishing, Inc. Printed in China.

WWW.PEGINC.COM

TABLE OF CONTENTS

CHAPTER ONE:

TALES OF THE TOWN	4
The Goon's Tragic Life	4
Fall of the Black Hand	5
The Zombie Priest Cometh	6
Where Things Stand	7

CHAPTER TWO:

MAKING MOOKS	8
Making Characters	10
New Skills	12
New Hindrances	13
New Edges	14
Creating New Races	16
Sample Races	17
Positive Racial Traits	20
Negative Racial Traits	22

CHAPTER THREE:

GEAR AND LOOT	23
Currency	23
Gear Notes	23
Gear	26
Hand Weapons	28
Ranged Weapons	30
Explosives	31
Vehicles	31

CHAPTER FOUR:

DOWN AND OUT ON LONELY STREET	32
All Around the Town	32
Prime Spots	32
The Town's Environs	35
Setting Rules	36
Anecdotal Non Sequiturs	36
☠ Comedy or Tragedy	36
Gettin' the Clues	37
Hittin' the Sauce	37
Knockback	38
Knockout Blows	38
Magic and Science	38
New Powers	39
Misery Never Dies	41
Relics	42
Super Strength	44
Virtue	45
Weird  Happens!	47

GM SECTION

The Legend of Horse-Eater's Wood	49
----------------------------------	----

CHAPTER SIX:

SECRETS, DARK AND DEEP	49
The Oncoming Storm	50
Behind the Scenes in the Town	51
The Town's Environs	52

CHAPTER SEVEN:

MORE SETTING RULES	54
Black Magic	54
New Powers	54
Tapping the Curse	55
Misery Never Dies	56
The Spirit Worlds	57
Virtue Revisited	57

CHAPTER EIGHT:

ADVENTURES IN THE TOWN	58
Random Encounters	58
Creating Grievous Yarns	58
1. Comedy or Tragedy?	58
2. "What's the Plan?"	58
3. Thicken the Plot	59
4. See What They're Up Against	59
5. Spice It Up	59
6. Everything's Gotta Be Complicated!	59
7. Put It All Together	59

CHAPTER NINE:

FROM HELL'S HEART, WE BITE AT THEE!	67
Hot Rods and Flaming Prods	67
The Moonshine War	67
Bring on the Biog	68
Escape From Blazes	68
Civil Servants and Serpents	68
Plot Point Summary	69
☠ Issue #1: West Side Rumble	70
☠ Issue #2: Ain't It a Gas!	74
☠ Issue #3: Snakes in the Grass	79
☠ Issue #4: Vortex: the Hill That Eats	83
☠ Issue #5: Go! Go! Embargo!	87
☠ Issue #6: Don't Eat the Worm	91
☠ Issue #7: Fangs and the Fury	94
☠ Issue #8: Against the Snake God	101

CHAPTER TEN:

GRIEVOUS YARNS	104
☠ Absence of Power	104
☠ The Bloody Mystery of Lighthouse Island	106
☠ Bottoms Up!	108
☠ The Deathly Life of Old Gil	112
☠ Gang War	114
☠ The Great Cream Corn Recall	115
☠ Kid With the Eyeball	116
☠ Right Hook and a Double-Cross	118
☠ The Repulsive Habits of Goblins	122
☠ Thick as Thieves	125
☠ This Is Your Brain Over Eggs	129
☠ Truncheons & Agonies	133
☠ Terror at the Lost Temple	136
☠ The Z-Team	139

**CHAPTER ELEVEN:
TOUGHS, LUGS, AND FEMME
FATALES**

The Goon's Crew	142
☞ Goon	142
☞ Franky	142
☞ Buzzard	143
☞ Merle the Werewolf	144
☞ The Mudd Brothers	145
☞ Willy Nagel	146
Mooks Gallery	147
Abercrombie	147
☞ Alloy, Dr. Hieronymous	147
Bruno	148
Blank, Harrison	149
"The Ball," Joey	149
Cloyd	149
Davis, "Brick Head" Johnny	150
Demeter	150
☞ Dlite, Roxi	150
☞ Dumusujul, Taliba	151
Entity, Drakston	151
Gilda	151
Hagenbeck, Warden	152
Isabella	152
Johannsen, Stella	152
Kid Gargantuan	152
Little Unholy Bastards, The	153
Malone, Carjack	153
McGreg, Old Lady	153
Momo	153
Noodles, Charlie	153
Norton	154
Norton, Momma Jalia	154
Pontani Sisters, The	154
Psychic Seal	154
Roscoe	155
Santino, Mirna	155
Santino, Stewart "Skinny"	155
Schneider, Vick	156
Shandelbuck, Dolores	156
Spider	156
Turtle, Jimmy	157
Valentine, Peaches	157
Everyday Folks	157
Beat Cop	157
Citizen	158
Fishman	158
Gangster	158
G-Man	158
Hobo	159
Kid	159
Mad Scientist	159
Police Detective	159
Private Eye	160
Soldier	160
Sorcerer	160
Spider	160

**CHAPTER 12:
REPULSIVE THINGS**

Fiends Most Foul	162
☞ Biog	162
The Boyles	163
☞ Fishy Pete	164
Fritz & Jocko	165
Grave, Houstus	165
☞ The Great Zombie Chimp	166
☞ Greedy Gut	167
☞ Labrazio	168
☞ Lagarto	169
☞ Lazlo	170
☞ Lettieri, Carrado	170
Mother Corpse	170
☞ Mr. Wicker	171
☞ Sea Hag	172
☞ Yao, Xiang	172
☞ Zombie Priest	172
The Coven	174
Fearful Specimens	177
Ape, Large	177
Automaton	177
Bat, Giant	177
Bog Lurk	177
Changeling	178
☞ Child of Mist and Moon	179
Creeping Greenthing	179
Dog, Two-Headed	179
Entity, Interdimensional	180
Goat	180
☞ Goblin	180
Hag	180
Harpy	181
Haunted Car	181
Kangaroo	182
Octoslug	182
Rat, Giant	182
Sewer Kid	182
Skunk Ape	183
Snake-Riddled	183
Spirit	184
Squid, Giant	185
Turtle, Snapping	185
Tween	186
Vampire	186
☞ Woky	188
Zombie	189

INDEX 190

CHAPTER ONE: TALES OF THE TOWN

"Why do I always have to be responsible for everyone else's mess?" —Goon

This is the Goon's story from his earliest days, just as it was told to this author by Charlie Noodles. And we all know Charlie Noodles is good people, so shaddap while we spin you's a yarn. No, really. Siddown *now* before I hafta bust you one in the mouth. Savvy?

That's *better*.

THE GOON'S TRAGIC LIFE

The Goon lived a hard life. His mother ran off with a chicken-farming beatnik, abandoning her baby to the care of Rooney — the two-bit career murderer and father the boy never knew. Rooney had no use for "the little goon." On the verge of shoving the infant in a sack and throwing him in the river, Rooney seized on some shred of remaining decency. Instead of killing the boy, Rooney dumped him in the lap of his kid sister, Kizzie.

Kizzie was as tough and stout as an ox. Within a few years of joining up with a traveling carnival, she was known as "Kizzie the Iron Maiden" on the circuit. The carnival gave Goon work and made him strong, and his Aunt Kizzie raised him right and looked out for him. "Be careful, baby," she'd say, "There are snakes in that grass."

The boy grew tough; he shoveled cow ~~shit~~ and learned to smash slackjaws with his shovel. Back then zombies were rare, but ever increasing in numbers. Back in those days, no one knew why.

When Goon was old enough, Isabella the belly dancer — the one and only love of Goon's life — made him a man. For a while, life was hard but still held the promise of better times ahead. Then the carnival came to the Town, and within a few days everything went wrong.

LABRAZIO'S BLOODY END

Labrazio, the most feared thug in the burg, was on the lam. He demanded the carnival owner hide him from the cops. The crook shackled up in a trailer, where a fascinated Goon visited him.

Labrazio showed Goon his black book, its cover adorned with a hand and a knife, which held "The names of everyone I do a favor for, everyone that owes me money... anyone I do business with, and everyone who has upset me. *Those* names," Labrazio hissed, "are especially important."

Soon the cops caught wind of Labrazio's rathole. In the resulting firefight, the police shot Aunt Kizzie to death even as Labrazio gunned down the coppers. As Goon sobbed over Kizzie's cooling corpse, Labrazio spat, "Stupid broad — should'n't've gotten in the way."

Something snapped inside the Goon, something that wouldn't ever be whole again.

Seized by a preternatural strength, the boy scooped up a stone before Labrazio could finish reloading. With a single blow Goon brained the crook. THWAK! THWAK! went the stone until Labrazio's head was a bright red, pulpy mess.

Swallowing his sorrow, Goon took Labrazio's .38 revolver, his hat, and his black book. He set fire to the tent and never looked back...except for every single night, in his dreams and nightmares.

MEETING YOUNG FRANCIS

Believe it or don't, before he met Goon little Francis was a mamby-pamby mama's boy who got the snot kicked out of him on a daily basis on account of the fruity clothes his aforementioned mama made him wear. His was a tormented, miserable existence.

All that changed when Francis met Goon, who was nice enough to punch that bully Nicky so hard his eyeball popped out. (Goon punched it back in for him.) And as we all



know, the friendship forged over a popped-out eyeball is true as gold and lasts for life.

Goon explained to Francis how he'd created a convenient fiction: Labrazio had taken Goon in and gone into hiding, making the kid his sole enforcer and collector. So, Goon reasoned, he'd start with the first name in Labrazio's book: Paolo's Barbershop. Goon tried putting the screws to Paolo, but no one could take a bucktoothed kid in a cap seriously, even if he claimed to be Labrazio's errand boy.

Looking to make mayhem in the night at the barber shop, Goon and Franky ran afoul of Paolo's tough, Renzo. He'd have made mincemeat of Goon and Franky if he caught them; instead he stumbled into a mob of zombies a dozen strong. In the melee, Franky found his courage and discovered he had a real knack for slicing up slackjaws. And Renzo's zombie-gnawed half-a-corpse provided Goon with a terrifying and stern message for Paolo: *Don't make my boy have to ask twice.*

Paolo paid up, with a little extra for Goon. Francis became Franky. All's well what ends well.

FALL OF THE BLACK HAND

For a long time the Black Hand was split into four factions. The most powerful was the Dantini Family, run by Don Marko Dantini. Don Dario Calabresi handled his family's interests, and Don Salvador Ferrera handled his.

Finally there was the upstart Labrazio family, run by Gaetan Labrazio's proxy: the Goon.

Years passed with Goon making like he was running Labrazio's interests. The business had its ups and downs, with moments that might border on slapstick comedy to a subjective-type viewer, contrasted with scenes of pure pathos. Through it all, Goon played the role of lead enforcer to a man no one knew was dead.

And he was convincing. By the time Goon and Franky'd grown into men, even though Labrazio hadn't shown his face in over a decade, no one in the families of the Black Hand suspected the truth. With Goon being one of the Black Hand's most brutal and feared killers, anyone who questioned the situation too long or loud tended to vanish under mysterious circumstances.

The Fighting Fish-Canners

Then came the tragedy of the inaugural Fighting Fish-Canners team, the Town's football squad to this day. Fella by the name of Harley Labeau talked Goon into helping him start the league...and play on the team! Once Goon heard Labeau's sad-sack yet somehow inspirational life story, he was hooked.

Alongside quarterback Art "Pretty Boy" Moon, Goon built a team that could stomp the tar out of any opponent: Ray "Bloody" Nabranski, Buddy Brachalske, Johnny "Brick Head" Davis, Woody McNagle, Freddy "The Fink" Finkle, and more besides — a veritable

Who's Who of toughs and legbreakers. They went undefeated, leaving a trail of busted noses, compound fractures, and dislocated pelvises strewn in their wake.

But as the season wore on, the Black Hand fell into disarray. Don Dantini learned the Goon's secret — that he had killed Labrazio and had been running the operation himself for all those years — and declared his family "Black Hand no more." The Calabresis and Ferraras fell upon the power void, battling with Labrazio's thugs and button men like dogs over scraps.

Convinced the football league was some kind of racket, Don Dario Calabresi and Don Salvador Ferrara bet their respective farms on the games — only to lose everything but their shirts. They didn't like that too much. Just before the championship game, Don Calabresi's gunmen ambushed the Fish-Canners with Tommy guns, cutting them down in cold blood.

Harley Labeau, quarterback Art Moon, and five teammates were killed. The rest spent some time in the hospital and recovered. But the league took several years to get started again, and the Fighting Fish-Canners never had another undefeated season. Never won too many games at all, if we're being honest.

And the Calabresis and Ferraras? They were victims of their own success. Sure, they'd struck a blow against what they took to be Labrazio's interests. But the Town's people, after the one thing they'd come to love was so cruelly ripped away, whipped themselves into a frenzy of violence.

They cornered the Calabresi and Ferrara families on Lonely Street and fought them with anything they could find: axes, bats, knives, broomhandles, bricks. They attacked until not a single one was left alive. And they regained their senses, rage spent, perhaps a little ashamed and astonished at what they'd done. They felt every emotion but *regret*, and not a one of them really understood why.



THE ZOMBIE PRIEST COMETH

When the blood-spattered crowds dispersed, the Zombie Priest crept out of the shadows. His mad, cackling laughter echoed down Lonely Street. He raised the Calabresis and Ferraras from the dead, swelling his undead army beyond anyone's ability to challenge it. Pretty soon all the remaining regular folks cleared out of Lonely Street, leaving it for the dead...and worse.

The Zombie Priest, the Nameless One, sometimes hired himself out as "Mr. Corpus." Whatever he called himself, he'd been around far longer than anyone guessed. At least since Goon was just an awkward kid working at the carnival, right around when the first slackjaws appeared. Once he took over Lonely Street everything truly went to ~~hell~~.

With every mob war the Zombie Priest's forces swelled, until he was second in power only to Labrazio. Eventually the Priest hatched a plan to eliminate Goon. He recruited Joey the Ball's gang — The Ball and his boys were already unhappy with all the grief Goon gave them — and readied a moldering, maggot-ridden 15-foot-tall monster spoken of in mortal terror as, "The Great Zombie Chimp."

By this time Goon's crew included trusty sidekick Franky and belligerent, gun-running Merle the Werewolf, among others, all of them regulars at Norton's Pub.

To shorten a long story, Goon and Franky finished off the Ball's gang *and* the zombie chimp in an epic brawl. Then they were home in time for brews and a pizza before bed. The Zombie Priest threw one hell of a tantrum over his failure to finish off the Goon, while his right-hand slackjaw Lazlo helplessly looked on.

G-Men and Worse

Months later, G-Man Smith and his cronies came to Town with an offer the Zombie Priest couldn't refuse: Smith would help them get rid of Labrazio and the Goon. But after searching particular locations in the Town for a few days — Labrazio's former haunts — Smith and his men made a startling discovery in the cemetery: Labrazio's grave!

Back at the Zombie Priest's tower, G-Man Smith revealed his intent to learn all he could about Labrazio from Goon, then to help Zombie Priest bring the sinister "Biog" to life. When G-Man Smith demanded to know about the grave, Goon broke loose, murdered all three G-Men, and fled through a plate-glass window.

The Zombie Priest was left with his hulking yet inert Biog — the future of law enforcement and garbage collection — and the Goon's secret was out. Soon it was plastered across the daily edition of *The Snitch Rag*: **MAN KNOWN AS GOON SUSPECTED AS HEAD OF LABRAZIO CRIME FAMILY!** For better or worse, now Goon was the man in charge.

Always drawn to helping out the underdog, Goon couldn't help but fight back against a host of weird threats against the Town. If it wasn't trouble with Fishy Pete's gang of fishermen down by the docks, or a mad family of ghosts, or a bog lurk imbued with the dead G-Man Smith's memories, it was mad scientist Dr. Hieronymous Alloy trying to pound Goon to death with a killer robot called Bruno.

Cannibal hoboes, goth vampires, interdimensional tentacle creatures...you name it and Goon likely licked the tar out of it. The big lug even survived a stint at Cade's Island Maximum Security Prison (prisoner number 3791-13). You can — and *should* — read about all the Goon's adventures in the Dark Horse series of graphic novels, college boy. They'll do ya some good.

WHERE THINGS STAND

Goon's managed to forge a potent inner circle to help run Labrazio's erstwhile operation, all of them regulars at Norton's Pub. There's loyal Franky, of course, and Merle the Werewolf in times of duress. A pair of bog lurks — the Mudd Brothers — serve as muscle, and Willy Nagel's not too bad a fellow despite the fact he's a slackjaw. Of course Norton and his gypsy sorceress wife Taliba are good people to know.

The reformed Dr. Hieronymous Alloy also provides occasional technological assistance, and a strange, living-yet-undead being called Buzzard lends his six guns where they're needed. An aggravating gang of kids called the Little, Unholy Bastards rounds out the bunch.

Meanwhile, the Zombie Priest unleashes yet another plague on the Town to join his zombie legions: chug-heads. These pug-sized, gray-skinned terrors are ravenous and dangerous enough on their own, but truly deadly in packs of 12 or more.



Worse, they're changelings, able to glom their flesh into larger, collective forms. No one knows exactly how the Zombie Priest summoned them up, but they've resisted all attempts to exterminate them. Kill one and five more spring up in its place. In fact, they're busy rebuilding Norton's Pub after a gigantic, spider-shaped changeling exploded the old place.

Now the Goon's operation — including **your character**, one of the lugs or dames what work for Goon and Mr. Franky — is the only thing standing between the Zombie Priest and total domination of the Town you call home.

But why does the Zombie Priest want the Town so bad? And what happens should the Goon fall?

That's Where You Come In

Time to make your stand, slappy. Steel yourself for wicked inclinations, calamities of conscience, guts and guffaws, occasions of revenge, and heaps of ruin. Strive to retain your virtue even as you suffer the grim consequences of that struggle.

In *The Goon Roleplaying Game*™, the Town is your home. It's where misery and heartbreak begin, end, and curl up and die. But hopefully, if you fight hard enough, it's also the start of something better: a search for that ever-elusive sliver of hope you remember from childhood.

But first you're gonna have to fight. And you're gonna have to win.

CHAPTER TWO: MAKING MOOKS

"Of course, everything has an opposing force. The Goon hinders or undoes most of the glorious works I do for these men of authority. You may be wondering if I am upset about that. Not at all. I was paid. And the Goon serves his purpose, as do I. We all serve our purposes." —Zombie Priest

The Goon's tale of woe ain't the only one, pal. Not by a long shot. This Town, see, it's a regular cesspool of misery and despair. Maybe it's in the air, the water, who the hell knows? But nearly every Joe and Jane you meet on the street's likely to have a sob story in their back pocket. Buy 'em a whiskey or two and they might even tell you about it. Y'know, if you're partial to that *empathy* garbage.

The point here is *everybody's* got a dark past. But while your average citizen sinks ever deeper into the quicksand of melancholy, hiding behind locked doors for fear of slackjawed zombies, a few exceptional mooks fight back. They wield the axe, the shotgun, the giant inflatable chicken — whatever it takes — to rescue their Town from evil's slaving jaws.

This chapter guides you through creating just about any antihero your imagination can dream up. If you prefer to skip all that rigmarole and go directly to punching evil in its ugly ~~looking~~ face, we provide colorful archetypes for some of the Town's mooks and dames on our website at www.peginc.com. Print the ones you need (for personal use only, ya mutt) and you'll be rolling them funny little dice just that much faster.

All Types of Mooks

It takes all kinds to drive back the evil crowding the Town's alleys and streets. Few are what would be considered virtuous, much less heroic, among polite society. But who cares what those hoity-toity jerks think, anyhow? Here we list some character concepts most likely to interact with Goon, Franky, and their crew, but almost any type

of citizen you think up could find him- or herself molded into...a hero.

Bog Lurk: Some say bog lurks are born in the muck, down deep under black pools in the swamp or at the bottom of the bay. Some loony old folks — the ones that tend to soil themselves — rant about bog lurks may once have been human. No one's to say for sure. But some lurks rise above their rage-filled brethren to make a life among regular criminals. Not much for brains, but brawn in spades.

Bookie: When the Fighting Fish-Canners clash with the Macklehenny Murderers on the gridiron, the bookie is open for all wagers. A smooth-talking operator, this mook tends to have plenty of cash on hand...and seven-foot-tall associates to ensure she gets more after every game.

Cop: Just about every cop in the Town is on the take; the only difference between them is where they take their bribes. But about as often as a blind squirrel finds a nut, you'll find an honest police officer trying to fight back the darkness. Sometimes they even put aside the law to ally with criminals.

Enforcer: Any self-respectin' criminal endeavor has to have muscle. Without muscle, you got no pull on the street — no respect. Enforcers intimidate, injuriate, and sometimes murdilate when boss says so. The job takes all types: bricks, bruisers, trigger men, assassins, knife fighters, twerps, midgets, you name it.

Fishman: Fishmen — and fishwomen, too! — We're absolutely egalitarian when it comes to fishy entities of the female persuasion — live at the bottom of the bay and tend to congregate near the docks. Those who don't join Fishy Pete's stinky gang join up with any crew that tolerates them.

G-Man: Government agents tend to be persona non grata among the Town's salt of the earth. Those who meddle in the Town's crime syndicates usually end up dead, or something worse, or even killed *twice* in a few notable cases. That said, a G-man who's got the citizens' best interests at heart could be useful in most any endeavor.

Hobo: Vast forests border the Town on two sides; one of them is known as the Hobo Jungle. Deep in its shadowy reaches, men and women put aside the trappings of modern life and embrace a primal, natural way of life. Or they're a whole society of stinking bums who live in a forest trash heap. Take your pick. But hey, even a hobo can be an antihero...right?

Loan Shark: When the cash runs out and a man needs to put food on the dinner table, when a gambler needs to fund one last roll of the dice, when the troubles are so bad only a pile of money can make them disappear, the loan shark is man's best friend. When it's time to pay up, woe betide the sap who can't choke up the cash. Some loan sharks really are sharks, after all.

Performer: Musicians, lounge singers, and other performers are good for more than tickling the ivories or belting out a tune. They may possess other, hidden talents ranging from powers of persuasion to the ability to whip foes to within inches of their lives.

Private Eye: Private investigators cost too much for most people to avail themselves of the services offered. That said, a shamus who wants to clean up the Town's streets might be in cahoots with one of the Goon's crews.

Salesman: No, not a lily-livered door-to-door vacuum cleaner salesman. This hard-nosed entrepreneur makes a living in the Town however he or she can. The wares might be legal, they might be illegal, the status might change from day to day. A salesman keeps the operation afloat.

Scientist: Others may think the scientist mad, but she doesn't see it that way at all. Indeed, it is only the scientist's true dedication to innovation and experimentation that will lead mankind into the glorious future. If only everyone else saw things that way. But the philistines are too busy jailing scientists for performing illegal experiments on orphans and red-headed stepchildren. Fools!

Slackjaw: Let's talk about the proverbial rotting pig head in the room, shall we? You know, the one no one wants to mention because it's full of pus and maggots and smells like a four-day-old chicken dinner. Where were we even going with this? Oh right — zombies. Meatsacks. Slackjaws. The Town's lousy with 'em. Most are groaning idiots with a nonstop craving for brains on rye. A few — your antihero, for instance — retain their prodigious personalities and thus are grudgingly accepted among the living.

Gangster Slang

Here's a glossary of selected mobster lingo to enrich your vocabulary, pal.

Blip off: To kill.

Bindle punk: A hobo or drifter.

Bull: A police officer.

Button man: Hitman.

Buzzer: A police badge.

Cabbage: Money.

Chowder head: A squid or other mollusk.

Dame: A woman.

Frau: A wife.

G-Man: A government agent.

Gab: Rumors, hearsay.

Glad rags: Fancy clothes.

Grift: Con game or swindle.

Hog leg: A sawed-off shotgun.

Law, The: The police.

Lug: A man, not too smart.

Magic Picture Box: T.V.

Mook: One of the boys.

Moll: A gangster's girlfriend.

Palooka: A man, often naive.

Scram: "Get out of here!"

Slackjaw: A zombie. Also called "worm pie," "gutbag," and other epithets.

Spinach: Money.

Typewriter: A Tommy gun.

Vigorish, vigs: Money charged by a bookie for taking a loan, or interest collected on a loan. Also called the "cut" or "take."

Water chicken: Fish.

Sorcerer: Voodoo priests, Indian shamans, evil carnival barkers, gypsy priestesses — the catch-all term sorcerer covers any who would dare wield arcane powers. Using magic almost always comes with a price tag few can bear, but that doesn't stop intrepid souls from trying to wield their powers against evil.

Spider: What, you never heard of a human-size, talking spider wearing a hat and gambling with regular folks in a drinking establishment? Get with the program, pal. Spiders do that and more nowadays; they do just about anything a person can do. And who are *you* to say what a spider's capable of, anyhow? What is ya, *bigoted*?

Thief: Whether purse snatcher, cat burglar, shoplifter or pickpocket, safecracker or carjacker, there is simply no honor to be found among these lowlife ~~robbers and thieves~~. But every

racket needs its thieves for the times muscle won't do, or if a few locked doors lie between you and the spot you need your lackeys to be. Thieves make all that possible, and more.

Werewolf: Lycanthropes aren't exactly common in the Town, but the moon madness runs in enough bloodlines to make it worthy of mention. When gathering muscle for a job, it never hurts to have a ferocious fella on hand who can double his height and weight in a heartbeat. Just be sure to leave the good silver in the cabinet when he comes over for supper.

MAKING CHARACTERS

If you're reading this, we're going to assume you know a little about the wondrous world of roleplaying games. Don't worry if this is your first rodeo, we love rubes — er, that is, *rudiments*. You know, them what's learnin' the rudimentaries? *Ahem*.

If that's you, now's the time to peruse that copy of *Savage Worlds* you should have nearby. Get a wiggle on, sunshine, we'll wait. And don't come back without a blank character sheet. Read these rules carefully, as they differ slightly from the core rules — we added a new Derived Stat called Virtue to better emulate the Goon's tragic world.

1. CONCEPT

Here's where we sketch out the basic outlines of your character, ya get me? Use the ideas in **All Types of Mooks** (page 8) to get yourself started, but from there it's your show, kid. Remember, your mook is a hardened criminal, or at least employed by one of the Goon's rackets — an *antihero*, as it were. Not necessarily a villain, but cheerfully on the wrong side of the law. Now's when your friendly Game Master should tell you the Setting Rules that are in play, so you can plan accordingly.

2. RACE

Most of the Town's residents are human beings, as one would expect. If your mook is human, you get an extra Edge to start as usual.

But the burg's population includes a bizarre subset of beings, almost all of whom are accepted as commonplace...if a little odd. The most widespread of these creatures are

bog lurks, fishmen, hoboes, spiders, slackjaws, and werewolves; their racial templates begin on page 17.

Then again, almost *anything* fits in *The Goon Roleplaying Game*™. If you want to create a man-cow hybrid, a human fly, one of them weird clowns whose make-up don't ever wash off, sentient watermelon, whatever the hell — talk with the Game Master about your idea and consult the rules for **Creating New Races** on page 16. If your idea fits the story the GM's trying to tell, knock yourself out.

3. HINDRANCES

Most times what makes a lug *interesting* ain't so much what he can do, but what he can't. These are your so-called Hindrances; they make for well-rounded, tragic antiheroes. Take a look at the list in *Savage Worlds* and the *Goon*™-specific additions on page 13, and pick your poison. Hindrances define how you roleplay your dame and allow you to earn Bennies during the game.

They also provide bonus points for character creation. You may gain additional points by taking up to one Major Hindrance (worth 2 points) and two Minor Hindrances (worth 1 point each). Take more than that if you think it fits your mook's image, but you don't gain any points for them. You'll use these Hindrance Points below, when we get to Edges.

4. TRAITS

Now assign points to your lug's attributes and skills. Your character starts with a d4 in each of his five attributes: Agility, Smarts, Spirit, Strength, and Vigor. You get 5 additional points to spread between these attributes however suits you. Raising an attribute by a die type costs 1 point. You may not raise an attribute above d12 to start.

Next, you have 15 points to distribute among your character's skills. Raising a skill by a die type costs 1 point, provided it isn't higher than the attribute to which it's linked. Raising a skill above its linked attribute costs 2 points per die type. Like attributes, skills can't be raised above d12. All the standard skills are available in *The Goon Roleplaying Game*™, with the exception of anachronistic Knowledge skills — for this purpose, assume a rough time period of the late 1930s to mid-1940s.

Characters with an Arcane Background Edge also have access to the associated arcane skill: Spellcasting or Weird Science.

5. EDGES

Those residents of the Town who dare to stand against the Zombie Priest and his legions of evil are more than just Traits and statistics. Their special talents and astounding abilities are what make them heroes...and often tragic antiheroes. Choose your character's Edges; be sure to eyeball the new ones starting on page 14. Your lug or dame counts as Novice Rank for the purposes of Edge Requirements.

For 2 **Hindrance points** you can:

- Gain another attribute point, or
- Choose an Edge

For 1 **Hindrance point** you can:

- Gain another skill point, or
- Increase starting funds by 100%

6. GEAR

A hero starts with the threads on his or her back and \$250 with which to purchase gear. If your lug is a member of Goon's crew he gets a wrist communicator for free (check with your GM). And don't fret, brother, because there's an entire chapter dedicated to weaponry and other sundry items — even inflatable rubber chickens — starting on page 23. And that gab ain't just loose lip.

7. DERIVED STATS

Now it's time to fill in the rest of the Traits on your character sheet — the derived stats.

Charisma indicates how likeable your mook is; a positive score means she's appealing, while a negative score means he's got some unpleasant habit, is ugly as all seven deadly sins, or has some deformation like a huge goiter or paralyzing body odor. It's equal to the total bonuses or penalties given by Edges and Hindrances.

Pace — how far your hero can move in a combat round — is 6".

Parry is your tough's ability to fend off melee attacks. It's equal to 2 plus half Fighting.

Toughness is a mook's capacity for shrugging off damage, and is equal to 2 plus half Vigor. Add the bonus granted by any armor worn on your lug's torso to this value



for speed's sake, but it doesn't protect against attacks that target other parts of the body.

Virtue is a new derived stat for *The Goon Roleplaying Game*™, equal to 2 plus half Spirit. Living in the Town grinds down a person's soul over time until nothing human remains. Virtue measures how much humanity your character retains in the face of pure, insensate evil. See page 45 for more about Virtue.

8. TALE OF WOE

Finally, make any minor adjustments to your overall statistics. Once everything's in line, fill in the blanks in your lug or dame's past by giving him or her a tragic backstory — a calamitous Tale of Woe. Your character's Tale of Woe determines, during game play, what she considers Common Knowledge.

Evil things walk the Town's streets at night, and some people whisper the place is under a *curse*. It twists everyone's path in one way or another. What did your antihero aspire to be when she was younger? Does your mook have any family, or anyone to care about at all? What horrible misfortune or twist of fate befell your character before he started working for the Goon?

Answering these questions helps round out the lug or dame's personality. If you need some inspiration (and your Game Master gives the thumbs-up) slap your peepers on the **Lifetime of Woe Table** on page 66 for a few ideas.

NEW SKILLS

Knowledge (Languages)

Given that it's located in the Midwest of the good old U.S. of A., most of the Town's residents speak English. Immigrants may speak their mother tongue too. If your character takes the Knowledge (Languages) skill, she has half her skill die type in languages known (including birth language).

A few languages are particular to the Town and its environs: Hobo, Mollusk, and Seal.

- **Hobo** is a jazzy, neo-Dylan-esque scat lingo that's useful if one has dealings with the primitive, cannibalistic residents of the Hobo Jungle.
- **Mollusk** is spoken by the various giant squid what's been infest'ing neighborhoods near the docks, leaping onto delivery trucks and whatnot.

- And **Seal**, well...your visit to the Psychic Seal ain't worth much if you can't understand what he's barking atcha. Jeez Louise — it's like we have to explain *everything* to you.

Provided your character ain't *tigner'nt* — that is, he doesn't have the Illiterate Hindrance — he can read and write any languages he speaks.

Perform

Like Knowledge, Perform is a catch-all skill that requires a focus, such as Perform (Stage Magic) or Perform (Trumpet). A lug or dame can take the skill multiple times with different focuses to represent different talents. Spirit is typically the linked attribute, but this isn't required if the GM decides another attribute is more appropriate. Perform (Dancing) or Perform (Juggling) are linked to Agility, for example.

General focuses, like Perform (Acting) or Perform (Singing), can be taken, but others require more specialization. For example, most musical instruments are their own focus — e.g., Perform (Clarinet) or Perform (Piano) — but there may be some overlap between them based on the GM's discretion. A skilled pianist may be able to eke out a passable tune on a harpsichord, or a clarinet player might manage a short piece on a saxophone with a penalty to the skill roll.

A character with the Perform skill can usually find a nightclub or stage willing to give them a once-a-week gig. Securing the job may require a Persuasion or Streetwise roll, at the GM's discretion. With a venue and a successful Perform roll — which represents the entire show — the performer pulls down $\$1d6 \times$ his total roll in tips and the like. On a failed Perform roll the performer has an off night and earns only half the total roll in tips. On a critical failure, the vaudevillian puts on such an awful, piss-poor show that the owner bans him from future gigs until he raises his skill by at least a die type.



NEW HINDRANCES

All the Hindrances in *Savage Worlds* are available in *The Goon RPG™*, with the exception of Anemic, which is replaced by Afflicted.

If your antihero takes the **Enemy Hindrance** and you're not familiar with *The Goon™* comics, the GM may have a few ideas as to the enemy's affiliation: some remnant of the Black Hand, Chinatown's tongs, a particularly nasty bog lurk or hag, or even the United States government. Or you can skip all that jazz and make up a unique enemy that isn't dependent on the Town's milieu.

Amorous (Minor)

So your mook's a bit of a perv, or just likes a nice pair of toothpicks and a plump, inviting bosom. So what? Who doesn't? Or maybe your dame is interested in the tall, dark, and handsome fella, or the strong and silent type. Amorous characters suffer a -2 penalty to resist Tricks and Tests of Will by any character with the Attractive Edge (-4 if Very Attractive), of a gender determined by the player — male, female, or both.

Afflicted (Minor or Major)

A character with this Hindrance is constantly at death's door due to a wound that never stops festering, a nasty case of leprosy, or some similarly awful malady. He has a Long-Term Chronic (Minor or Major) Debilitating disease, as defined in *Savage Worlds*, under **Hazards**.

Corrupt (Minor)

Some people let a little too much of the Town inside them, swallow too big a helping of pain and loss, and it rots them from the inside. The Corrupt hero is prone to taking bribes, selling out clients and friends, and skimming a little off the top whenever possible — whatever it takes to get ahead in this crummy burg. His Charisma suffers a -2 penalty with anyone aware of his untrustworthiness, he shoulders a -1 to his Virtue score, and he gets a -1 on Virtue checks.

Cursed (Major)

Your hero done somebody wrong, either through past affiliation or dark, unspoken deeds. Most folk don't know or care, but whatever powers preside over magic sure do. No beneficial magic can ever work on the character, no matter how good his intentions

are now. Magic that harms or otherwise hinders the character works normally, as do all weird science effects. The Cursed hero also suffers a -2 on Virtue checks.

Dark Secret (Major)

They can't know. They can't *ever* know. If they knew what your hero did, they'd disown her. Cast her out in the street if she was lucky... maybe kill her if she wasn't. So it has to stay shrouded forever. The Dark Secret is often a terrible crime, but may be not exactly illegal but equally awful. Her Charisma suffers a -4 penalty with anyone aware of the secret. If the secret becomes public knowledge through the course of play, the character loses the Dark Secret Hindrance and gains the Wanted (Major) or Enemy (Major) Hindrance depending on the secret's nature.

Night Terrors (Major)

No matter how tight this lug clamps down on his fear and regret while he's awake, at night all his worst horrors come to visit in his dreams. This means he likely keeps everyone in the vicinity awake with all his tiresome caterwaulin' and carrying on. When your antihero sleeps for the night (or whenever, but no more than once a day), he must make a Spirit roll or suffer a level of Fatigue. He recovers that Fatigue the next time he beds down; unfortunately, he has to face his nightmares all over again!

Obligation (Minor or Major)

Your hero has a responsibility she can't ignore. It could be as simple as a job or an agreement with an organization. It could be a personal duty to protect or care for a person. Regardless of the specifics, your character is legally, ethically, financially, or otherwise bound to comply. She can expect her responsibilities to occasionally be inconvenient or even dangerous.

As a Minor Hindrance, her Obligations are generally restraints on her time, such as a work schedule she can't alter. As a Major Hindrance, your character's Obligations are crucial and may put her in harm's way. Failure to honor the hero's Obligation always has consequences, though exactly what those are is up to the situation and the Game Master.

Rebellious (Minor)

Coppers, G-Men, judges, politicians, they've all got one thing in common: Your hero don't like any of those ~~people~~ not one bit. You might say your mook has a problem

NEW EDGES

with authority figures. Whatever you call it, he shows his disrespect whenever the chance presents itself. This inflicts a -2 Charisma penalty with respect to any person in a position of authority.

Repulsive (Minor)

It's not ugliness, or bad habits, or even a creepy outsider vibe. This mook is just disgusting. Maybe it's the smell of that weird stuff that oozes from his pores, the fact he's undead and slowly rotting, or some other nasty condition, but it imposes a Charisma modifier of -1.

Rube (Minor)

Your trusting palooka tends to take people at their word, believing most of them to be good at heart. Considering the Town's shortage of good-hearted individuals, that can be a dangerous proposition. In game terms, it means that nonplayer characters and other Wild Cards can engage your hero in opposed Persuasion tests, and if you lose you must abide by the result and act accordingly.

Short Temper (Minor)

It doesn't take much to get this thin-skinned hero's goat, and once she's riled up you better believe she'll let everyone know what she's riled about. How that information is broadcast is up to you, but there's no mistaking when this character gets angry. She's also a sucker for barbs thrown her way; she subtracts 2 from opposed rolls to resist Taunt in a Test of Wills or Social Conflict.

Smart Mouth (Minor)

This little doggie has quite the yap on it, and he rarely shuts up or refrains from cracking wise at the worst possible times. And at most of the other times too. Your hero's mouth has gotten him in trouble with strong, violent types more times than you can count. Moreover, his sharp tongue gives him a -2 Charisma modifier.

Stool Pigeon (Minor)

Your hero has a hard time telling convincing lies. Should the bulls put the screws to her, that bird is bound to sit up and sing. She suffers a -2 to all Intimidation and Persuasion rolls where she has to tell an untruth, no matter how small. She's also an easy mark when playing cards; subtract 2 from Gambling rolls in any game of chance that involves bluffing.

Edges listed in *Savage Worlds* are generally available in *The Goon Roleplaying Game™*, with the following exceptions:

- **Arcane Backgrounds** not listed below are not available (but see the **It's a Miracle!** sidebar on page 55).
- The **Adept**, **Champion**, and **Holy Warrior** Edges are not available.

BACKGROUND EDGES

Your hero can acquire Background Edges during play, but can have only one Arcane Background.

Arcane Background

Requirements: Wild Card, Novice

There are two Arcane Backgrounds available in *The Goon RPG™*, reflecting the grand opposition of magic versus science. A character can only take one Arcane Background Edge, and it's a good thing: Delving too deeply into magic or science wears on a hero's soul. See the **Magic and Science** Setting Rule on page 38 if you take an Arcane Background.

- **Magic:** Whether your weird antihero is a sorcerer, voodoo bokkor or mambo, mentalist, wizard, or some other he or she taps into the dark powers of magic to invoke supernatural effects. This makes your Gandalf-wannabe come across as uncanny and unsettling, no matter how good her intent.
- **Weird Science:** Some smarty-pants said if the technology's advanced enough, it's indistinguishable from magic. Hogwash! Every egghead knows science is the pursuit of rationality and pure logic.

Liquid Courage

Requirements: Novice, Vigor d8+

This Edge is updated from Savage Worlds, including being a Background Edge instead of a Weird Edge.

Hard liquor turns this paper tiger into the real deal, claws and all. The round after this lush slams at least half his Vigor die type in shots of whiskey, bottles of beer, or glasses of wine, his Vigor increases by one die type (also increasing his Toughness). The staggering shamus

also ignores one level of wound modifiers (which stacks with other similar abilities).

The effects last for one hour and have no detrimental effects on any other functions. If the bottle-chaser is looking to get drunk and does so, he retains the benefits above but suffers the effects as per **Hittin' the Sauce** (see page 37). On the plus side, the palooka halves the recovery time for his overindulgence.

Made Man

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

This mook isn't necessarily a mobster, but he's been around the block a few times and cracked a few skulls along the way. He's taken his fair share of lumps as well. The character begins play with 20 more Experience Points than other characters to reflect this prior experience.

There's a price, though: When a lug wades through evil, it tends to stick to him like a film of oil that won't wash off. In the Town that effect is multiplied and made more dangerous by all the weird ~~stuff~~ that happens on a daily basis. When you take the Made Man Edge, the Game Master rolls on the **Misery Never Dies Table** (page 56) for your character. And she doesn't necessarily tell you the result, ya mutt, so *quit askin'!*

Wheels

Requirements: Wild Card, Novice, Driving d6+

This career getaway driver owns a roadster, sedan, truck, or motorcycle when the game starts. The player doesn't need to spend starting funds on the vehicle. If the transport is stolen, lost, or wrecked, the antihero lucks into a replacement when the GM says so.

COMBAT EDGES

Big Lug

Requirements: Novice, Brawny, Wild Card

An antihero with this Edge is just plain huge — either taller or broader than the biggest mooks on the block. He gains Size +1, and adds the corresponding +1 to Toughness.

Hard

Requirements: Novice, Spirit d8+

Maybe it's willpower. Maybe it's muscle density. Or maybe your hero's just one tough son of a bitch. Either way, he adds +1 to his Toughness.

Hardboiled

Requirements: Veteran, Hard

This lug chews on half-cent nails and spits out carpet tacks. He adds +2 to his Toughness.

Knife to the Eye!

Requirements: Fighting d6+, Persuasion d6+

To use this Edge — Franky's favorite bit — a mook talks to the intended target for a round and rolls Persuasion opposed by the victim's Smarts. On a success, the mook gets The Drop on his victim for the express purpose of delivering a called shot to the head or eye. With a raise, add an additional +2 to the damage. Shouting "*Knife to the eye!*" is optional but encouraged.

Raging Bull

Requirements: Novice, Wild Card

The hero with this Edge grows more dangerous the more he gets roughed up. When causing melee damage, he adds his wound penalties as a bonus to the roll. A hero with a -3 wound penalty, for instance, adds +3 to his melee damage rolls!

PROFESSIONAL EDGES

Hitman

Requirements: Veteran, Agility d6+, Smarts d6+, Spirit d8+, Shooting d8+, Stealth d8+, Streetwise d6+

This hitter isn't your average mook. She's got a knack for putting her shots where they count. When she rolls a raise on an attack roll, she gets a bonus d10 to damage instead of the usual d6.

Sleuth

Requirements: Novice, Smarts d6+, Notice d6+

Your flatfoot has a knack for spotting things most other folks — even the cops — miss. You can spend a Benny to have your character find any and all relevant clues in a scene, no roll necessary, no unforeseen consequences.

Talented

Requirements: Novice, Perform d8+

You're gonna be *big*, kid. Mirna Santino big! Choose a Perform (Focus) each time you take this Edge. You get +2 to all your rolls with the chosen focus. Also, if you're able to find a nightclub or theater — like Norton's Pub, The Moonlight Firefly, The Thirsty Saddle,

or Chupa Loco's Cantina — willing to give you the stage once a week (this may require a Persuasion or Streetwise check, at the GM's whim), you earn \$5 x the total of your skill roll in box office receipts, cover charges, and/or tips. This Edge doesn't guarantee fame, but it's a good start.

SOCIAL EDGES

Integrity

Requirements: Novice, Spirit d6+

The mook with integrity manages to do what's right even when the going gets tough. He gets +1 Virtue.

Virtuous

Requirements: Veteran, Integrity, Spirit d8+

Some rare individuals wear their virtue like a shield, protecting body and soul from the Town's horrors. A Virtuous mook adds +1 to Virtue checks and Fear tests. A lug can't have both the Virtuous Edge and the Corrupt Hindrance (page 13).

Moxie

Requirements: Novice, Smarts d6+, Taunt d8+

The palooka with this Edge can cut a lug down to size with a few sharp words, or turn a goon's threats into a laughing matter with only a sentence or two. Your hero gets a +2 to all Taunt rolls, and can use Taunt in place of his Smarts or Spirit when resisting a Test of Wills.

Reputation

Requirements: Veteran

You've made your mark on the Town, so mooks sit up and take notice when they see you coming. This hero adds his Charisma to Intimidation rolls. A negative score — indicating a bad rep — is treated as a positive for this purpose.

Snake Oil Salesman

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

This silver-tongued devil could sell walking shoes to a dead man. The character gains a +2 bonus to non-combat Persuasion rolls. He can also use his ironclad reasoning to initiate a Persuasion Test of Will, opposed by the target's Smarts.

WEIRD EDGE

Relic

Requirements: Novice

In the Town, relics are often born of homespun tales, or common objects imbued with uncanny power, passed down from one generation to the next. When you take this Edge, roll on the **Relics Table** (page 44) or choose what item your mook possesses (if the GM allows it). Make up a backstory to explain how your character came to own the relic.

LEGENDARY EDGE

Saintly

Requirements: Legendary, Virtuous, Spirit d12+

The fires this character's soul has endured have tempered it to an impenetrable sheen. A Saintly mook adds +2 to Virtue checks and Fear tests, and ignores any situational penalties to Virtue checks.

CREATING NEW RACES

Just about anything you can imagine fits into the Goon's world. And as we mentioned earlier, all sorts of bizarre beings walk amongst the Town's humans. Regular folks don't pay 'em no mind. What, you think yer gonna make a fishman *disappear* if you stop believin' in him? Listen, brother, bigger brains than you have tried. Trust us — just roll with it, okay?

As long as your Game Master is on board with whatever race you choose (see the samples beginning on page 17) or create using the tables on the pages that follow, there's no Edge required for your mook to be something other than human. Each race comes with its own benefits and drawbacks.

When creating your own original races, choose from the racial traits on pages 20–22. All races or cultures start with two "free" points of positive abilities, just like the free Edge humans get. Don't worry, we ain't lookin' to stiff nobody on their duly earned character creation points.

SAMPLE RACES

The following races are more common than others in the Town, and thus the least likely to turn anyone's head. But just because these nonhumans' existences are accepted, however, doesn't mean they aren't treated like second-class citizens...or worse. For instance, everybody knows a fishman's *delicious* in the hands of a chef who's good with calamari.

Working with the GM, you can tweak these profiles to your liking. Remember, though, that each race should end with a net +2 racial modifier (for player characters).

Bog Lurk

No one knows for sure where bog lurks come from. Due to the natural variety of their shapes and substances, some posit they grow in the muck at the bottom of the bay or swamp when a corpse rots there. When that carcass's former life was human, a lurk might retain some dim impulse, even as simple as a name

or misguided emotion. For this reason, lurks are sought by those looking to use black magic to gain the dead's knowledge. Most of them are just big, dumb palookas trying to get by.

- **Attribute Increases (+4):** Bog lurks begin with a d6 in Strength and Vigor.
- **Attribute Penalty (-3):** Lurks are dumb as a box of rocks. They suffer -2 on Smarts-based skill checks.
- **Hindrance (-2):** If a bog lurk is forced to consume a corpse's head, and the Incantation of Malphastak performed, the lurk gains the dead man's knowledge (and personality) for 1d8 days. This is equivalent to the Enemy (Major) Hindrance, due to all the sorcerous ~~actions~~ trying to waylay bog lurks.
- **Illiterate (-1):** Bog lurks can't read or write. It's just beyond 'em.
- **Size +2 (+2):** Bog lurks are typically taller and broader than an average man.
- **Toughness +2 (+2):** Bog lurks are as solid as a tree stump and nearly as hard to wound.



Fishman

So it's sorta like a man, but with a fish head. In some notable cases, a *rolly-poly* fish head. Some fishermen are the type what got tentacles all over their mugs, like what's-his-face... Cthulhu or some goddam thing. Some of 'em don't got hands, they just got fins. Must be pretty hard for a guy to comb his hair with fins instead of hands.

- **Aquatic (+2):** Fishmen are at home in the water; they breathe as well there as they do on land. They start with Swimming d6, can't drown, and have a Pace in water equal to their Swimming skill.
- **Repulsive (-2):** It ain't hard to guess what a fishman reeks of, but we'll tell you anyhow: a three-day-old can of tuna. Nobody wants that guy around. He suffers -2 to Charisma.
- **Skill (+1):** Fishmen start with a d6 in Boating.
- **Sleep Reduction (+1):** Fishmen only need about half as much sleep as a human. And it's tough to sneak up on them, on account of the fact they sleep with their eyes open.

Hobo

Hoboes are like primitive humans. If they didn't carry bindles, have their own language, and know how to ride the rails one might be tempted to call them cavemen. They've got their own king, a Hobo God (called "Greedy Gut") that lives in the swamp, and they prefer the taste of human flesh to most others. Still, rare individuals venture outside the Hobo Jungle to interact with more refined society.

- **Adaptable (+2):** Hoboes can get by just about anywhere they roam. They start with a free Novice Edge.
- **Hindrance (-1):** Lousy with machines of all kinds, hoboes have the All Thumbs Hindrance.
- **Illiterate (-1):** Hoboes don't put much stock in book-learnin'.
- **Repulsive (-1):** Hoboes tend to stink from not bathing, so they have Charisma -1.
- **Skills (+3):** Hoboes know their own language and start with a d6 in Knowledge (English), Stealth, and Streetwise. You can learn so much by traveling.

Slackjaw

Most zombies come to unlife retaining only scraps of their human knowledge and intelligence. Those who have heaps of personality come back as slackjaws. They're not the most coveted companions in the Town, but you gotta admit a worm pie's got some talents other mooks just can't match. Plus — ah, I can't keep feeding you this line of crap. *Nobody* likes zombies.

Slackjaws who roll on the **Knockout Blow Table** do not Bleed Out or suffer permanent injuries — they're Incapacitated until healed. They may still die (again), and use the **Misery Never Dies Setting Rule** (page 41) normally.

- **Dependency (-2):** A zombie's gotta eat about a pound of flesh per day to keep going. If they go without for a day, they become automatically Fatigued each day until Incapacitated. A day after that, they perish. Each hour spent recovering — and eating a pound of flesh — restores a level of Fatigue.
- **Hindrance (-1):** No matter how free-willed and good-intentioned a slackjaw might be, it's the product of evil magic. Therefore all zombies have the Corrupt Hindrance; their Charisma suffers a -2 penalty with anyone aware of their tendencies, and they get -1 on Virtue checks.
- **Repulsive (-2):** A slackjaw's all rotten and stinking. I don't care how much *personality* it's got — those ~~stink~~ reek! Apply another -2 to Charisma.
- **Slow (-1):** Slackjaws are stiff with rigor mortis, causing them to have Pace 4" and a d4 running die.
- **Undead (+8):** +2 Toughness, +2 to recover from Shaken, doesn't breathe, immune to disease and poison, doesn't suffer additional damage from called shots. Wild Cards also ignore one point of wound penalties.

Spider

You know — hairy, eight legs, whole mess of beady eyes, won't shut up about the wife and kids, roughly the size of a Great Dane? Right. A *spider*. So why the hell you makin' us explain everything in exhaustive detail? I tells ya...ya make things difficult sometimes, slappy.

- **Frail (-1):** Spiders look frightening but they're relatively fragile; they suffer -1 Toughness.

- **Natural Weaponry (+1):** Bite Str+d6. If the bite deals one or more wounds, the fangs inject Poison (see below).
- **Poisonous (+3):** The victim must roll Vigor at -2 or suffer a level of Fatigue. This is recovered after one hour. Multiple attacks cause additional Fatigue that can Incapacitate, but not kill.
- **Repulsive (-2):** Look, Mac — if you thought we was above makin' value judgments against an entire species, you thought wrong. It's a huge, hirsute, talking *spider*, fer Chrissakes. So it has Charisma -2.
- **Wall Walker (+1):** Spiders walk on vertical surfaces normally, or inverted surfaces at half Pace.

Werewolf

Werewolves are humans whose bloodline was infected with lycanthropy at some point in the past. They're rare in the modern age, but those who remain are coveted as allies despite their tendency toward paranoia and unreliability.

- **Altered Form (-4):** A werewolf's positive racial Traits are only available when the lycanthrope assumes the form of a dire

wolf. The transformation requires a full round and concentration. At other times, they use their basic attributes and skills with no access to Edges — only Hindrances.

- **Attribute Increase (+6):** Werewolves begin with Strength d8 and Vigor d6.
- **Hindrance (-3):** Lycanthropes are touched by evil magic; they all have the Corrupt Hindrance. Their Charisma suffers a -2 penalty with anyone aware of their tendencies, and they get -1 on Virtue checks. Additionally, every werewolf must choose a Phobia (Major) Hindrance.
- **Natural Weaponry (+4):** Bite/Claw Str+d6, AP 4. Werewolves don't count as unarmed defenders.
- **Size +3 (+3):** A full-grown werewolf is roughly the size of a bear.
- **Weakness (-4):** Silver weapons and ammunition inflict double damage on a werewolf. This can be a severe complication for your mook, because it ain't exactly a secret in this day and age that a silver bullet can put one down. And by that we mean even your old Aunt Tillie knows to smelt the good silverware when there's a wolf on the loose.



POSITIVE RACIAL TRAITS

The number in parentheses after the name of each entry is the number of times the particular enhancement may be taken. U means unlimited.

Ability	Value
Adaptable (U): The race has great variation among its people. Characters start with a free Novice Edge of their choice (and must meet all the Edge's Requirements).	2
Additional Action (U): The character gets one extra non-movement action and incurs no multi-action penalty for it. This might be because of an additional appendage, enhanced reflexes, or phenomenal hand-eye coordination.	3
Aquatic/Semi-Aquatic (1): For one point the character is semi-aquatic and can hold his breath for 15 minutes before checking for drowning. For two, he's native to the water. He cannot drown in oxygenated liquid and has a free d6 in Swimming. His Pace in water is equal to his Swimming skill.	1/2
Armor (U): The species has thick scaly hide or is encrusted in solid material like scaly plating or even rock. This grants Armor +2 each time it's taken.	1
Attribute Increase (U): During character creation, the species increases a particular attribute (Agility, Smarts, Spirit, Strength, or Vigor) by a die type. This increases the Trait's maximum a like amount.	2
Burrowing (1): This species developed underground. The character can burrow into loose earth and move through it at half normal Pace. He cannot normally be attacked while burrowed, 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 roll that round, or +4 if he succeeded with a raise.	1
Charisma (U): Typical representatives of this species are very attractive, secrete pheromones, or are otherwise revered and respected, granting them +2 Charisma.	1
Construct (1): Constructs are robots or beings made of inorganic material. They receive +2 to recover from being Shaken, ignore one level of wound modifiers, don't breathe, and are immune to disease and poison. They cannot heal naturally but must be Repaired (and ignore the "Golden Hour"). Most Constructs have the Dependency Negative Racial Ability as well (for power).	8
Doesn't Breathe (1): The species does not breathe. Individuals aren't affected by inhaled toxins, can't drown, and don't suffocate in a vacuum (they may still freeze, however).	2
Edge (U): The race has a specific Edge chosen from all those available in the campaign. This is different from Adaptable because all characters of this race or culture have the same Edge, unlike Adaptable heroes who can choose whatever they want individually.	2
Environmental Resistance (U): The species receives a +4 bonus to resist a single negative environmental effect, such as heat, cold, lack of air, radiation, etc. This also counts as Armor against attacks based on that element.	1
Flight (U): The species can fly at its standard Pace and has a Climb score of 0. Each time it's taken beyond the first, increase Pace by +6 or Climb by 1.	2
Hardy (1): A second Shaken result in combat does not cause a wound.	3
Immune to Poison or Disease (2): The species is immune to poison or disease (your choice). It may be taken twice for both effects.	1
Infravision (1): The creature detects and "sees" heat, either through eyes or other sensory organs. This halves penalties for bad lighting when attacking creatures that radiate heat.	1
Keen Sense (U): +2 to Notice rolls for one selected sense.	1
Leaper (1): The being doubles the normal jumping distance, and adds +1d6" from a successful Strength roll.	1
Low Light Vision (1): The being ignores penalties for bad lighting in all but pitch darkness.	1

Ability	Value
Natural Weaponry (U): The race has a bite or claw attack that causes Strength +d6 damage. He doesn't count as an unarmed defender and each time this ability is taken increases the damage one die type or adds AP +2.	1
No Vital Organs (1): These species have hidden, extremely tough, or redundant vital organs. Called shots do no extra damage against them.	1
Pace (U): The character's Pace is increased by +2 and his Running die is increased a die type.	1
Parry (3): Due to a tail, enhanced reflexes, or a brain that can often and accurately anticipate an opponent's moves, the creature's natural Parry is increased by +1.	1
Poisonous Touch (1): With a successful Touch Attack, the victim must roll Vigor or suffer a level of Fatigue. This is recovered after one hour. Multiple attacks can cause additional Fatigue that leads to Incapacitation, but not death. For 3 points the Vigor roll is made at -2.	2/3
Power Points (U): The race is more adept at certain preternatural talents than others, and gains +5 Power Points for use with a specific Arcane Background.	1
Reach (3): Long limbs or prehensile tails grant the creature additional Reach.	1
Regeneration (1): The creature regenerates quickly. It may make a natural Healing roll once per day (rather than once per week).	2
Size +1 (3): The creature is larger than normal. Each point of Size adds directly to Toughness. Large species may have difficulty using equipment designed for more traditional humanoids.	1
Skill (U): The character starts with a d6 in a skill.	1
Skill Bonus (1/Skill): For 2 points, he has a +2 bonus when using a particular skill (this may be only be taken once per skill).	2
Sleep Reduction (2): The being needs half the normal amount of sleep as humans. If taken a second time, the being never sleeps.	1
Toughness (3): The character has hardened skin, scales, or extremely dense tissue that increases his base Toughness by +1.	1
Undead (1): This slackjaw has +2 Toughness, +2 to recover from being Shaken, doesn't breathe, is immune to disease and poison, and doesn't suffer additional damage from called shots. Undead Wild Cards also ignore one point of wound penalties. Undead don't benefit from the Healing skill, but make natural healing rolls once per day. They suffer -2 Charisma.	8
Wall Walker (1): The species may walk on vertical surfaces normally, or inverted surfaces at half Pace.	1





NEGATIVE RACIAL TRAITS

Ability	Value
Altered Form (1): The being has two forms, and its positive racial Traits are only available in one of those forms. Shifting between forms is a full-round action requiring concentration.	-4
Attribute Penalty (U): One attribute suffers a -1 penalty to all linked skill rolls (including damage for Strength). For -3 points, it suffers a -2 penalty.	-2/-3
Can't Speak (1): Either the race has no vocal cords or it can't form the normal sounds made by most other races. It can communicate with members of its own race naturally (perhaps through song, pheromones, body language, etc). Other races can't speak its language either since they also can't replicate its sounds. The species can hear and understand other typical languages, however, and may communicate via electronic devices or the like.	-1
Dependency (1): The creature must consume or have contact with some sort of relatively common substance. Creatures from watery environments, for example, might need to immerse themselves in water one hour out of every 24; plant people might need an hour of sunlight a day. If they don't have the required contact, they become automatically Fatigued each day until they're Incapacitated. A day after that, they perish. Each hour spent recovering with the appropriate substance restores a level of Fatigue.	-2
Environmental Weakness (U): The race suffers a -4 penalty to resist a particular environmental effect, such as heat, cold, etc. If the being suffers an attack based on that form, the penalty acts as a bonus to damage.	-1
Frail (2): The creature is less durable than most and suffers -1 Toughness.	-1
Hindrance (U): The creature has a built-in Major Hindrance for two points, or a Minor Hindrance for one.	-2/-1
Poor Parry (3): The race is slow to react in combat for some reason; -1 Parry.	-1
Repulsive (1): Remember we said most folks don't pay odd individuals no mind? We weren't talking about the <i>disgusting</i> odd ones. This species has some awful trait — uncontrollable drooling, atrocious body odor or flatulence, leaves a slime trail — that gives all members a -1 or -2 penalty to Charisma, depending on the severity.	-1/-2
Racial Enemy (U): This species and another relatively common to the setting have an age-old or intense hatred for each other. They suffer -4 Charisma when dealing with each other, and may become hostile with little provocation. This may only be taken once per race.	-1
Slow (2): The race is slower than standard. Pace is reduced by 2" (to a minimum of 2"), and it has a d4 running die.	-1
Weakness (U): The being is particularly susceptible to a relatively uncommon substance (such as silver or cold iron) or to being struck in a particular location (head, eye, heart).	-4

CHAPTER THREE: GEAR AND LOOT

"As if I'm gonna take that kinda lip from a door!" —Goon

When you load up the crew for a night of wanton destruction in the name of revenge, you want to be prepared for just about any eventuality. That's where gear and loot come in. Plus, what *else* ya gonna spend all that sweet starting cash on?

CURRENCY

United States currency — "samoleans" in the common argot — is the specie accepted in the Town. It comes in \$1, \$2, \$5, \$10, \$20, \$50, and \$100 bills (larger denominations exist but are so rare as to be unheard of), and \$1, \$.50, \$.25 (a quarter, known as "two bits"), \$.10 (a dime), \$.05 (a nickel), and \$.01 (penny) coins.

The majority of typical citizens are extremely poor and struggling to make ends meet. As a result, a barter economy has developed to underpin the one based on currency. There are no guidelines for what goods and services "cost" in barter — it all depends on what the parties propose and agree to.

GEAR NOTES

AMMUNITION

The ammunition used for each weapon is listed by caliber or gauge, so you can easily tell what rounds are compatible with which lead pumpers. The following general qualities can be applied to any caliber of ammunition:

Armor Piercing: These bullets make Swiss cheese out of armor and barricades but inflict less damage to "soft" targets like meatbags and slackjaws. Armor-piercing rounds gain +2 AP, but subtract 2 from damage against unarmored targets. Double the price for these rounds.

Dum-Dum: These rounds are brutal; they're designed to "mushroom" inside a target and

tear big, bloody chunks out of it. They cause +1 damage to unarmored targets, but remove any AP value listed for the particular firearm. They also add +2 to the target's Armor value, if it has any. Dum-dum bullets are unreliable in a semi-automatic or automatic firearm: If the Shooting die comes up 1, the gun jams and requires an action to clear. Dum-dums incur no additional cost.

ARMOR

Bulletproof Vest: The vest is constructed of multiple layers of cotton padding and provides general protection to the torso. A bulletproof vest provides Armor +2, or Armor +3 against bullets.

Miner's Helmet: Your garden variety miner's helmet can mean the difference between an intact noggin and gettin' one's brains splattered all over the curb. Kapeesh? A helmet provides Armor +2; it has a 50% chance of protecting against a head shot.

COMMON GEAR

Acid, Concentrated: Concentrated sulphuric, nitric, or hydrochloric acid is supremely nasty stuff, my friend. You might want to consider goggles and a pair of rubber gloves. A pint of acid poured or thrown on an area covers one target or splashes a Small Burst Template. Targets in the area take 3d6 damage the first round, 2d6 the next, and finally 1d6, after which the acid peters out. Gear that suffers cumulative damage in excess of its Toughness is ruined; Armor loses a point of protection per damage roll. Acid can be neutralized by diluting it with copious amounts of water or a base (like baking soda).

Billy Lobotomy Kit: Don't be a big dummy! Have your mom buy you this *educational* surgery kit. Contains a real human head, medical saw, suture, and instructional manual: *Removing the Vile Minions of Satan Through Cerebral Dissection*. No need to feel guilty; all the heads come from convicts and soulless heathens!

WEAPONS

Disguise Kit: Your typical disguise kit includes everything the aspiring or master masquerader needs to veil his appearance: a paper bag, some Scotch tape, and a fake handlebar mustache.

Diving Suit: Includes the suit, an old-timey brass helmet, ballast weights, and all the fittings necessary to attach an air hose to the top of the helmet. A gasoline-powered compressor topside feeds oxygen to the wearer as long as the tube isn't obstructed.

Junior Goon Kit: Hey! It's for kids! Don't bother learning basic social skills when you can sock that sweet old lady in the gut instead of saying, "How do you do!" Includes one bottle of poison, a switchblade knife, a lead pipe, an official goon cap, and a copy of *How to Stop Being a Sissy and Man Yourself Up*.

Inflatable Chicken: These items are manufactured by the Dwight T. Albatross Novelty Co., and other fly-by-night operations. Before it's deployed an inflatable chicken looks like a rubber and plastic parcel, about a foot square, with an extendable 20-yard-long (10") ripcord. Once the cord is pulled, the chicken instantly inflates to the size of a Medium Burst Template. Anyone within the area when that happens is flung 2d6" directly away from the center per the **Knockback** Setting Rule (page 38). Creatures of Size +4 and greater aren't affected by an inflatable chicken.

Poison: This is concentrated arsenic or strychnine, delivered via the victim's meal or beverage. The toxin is considered Lethal (-2). See **Poison** in *Savage Worlds* for the gory details.

Wrist Communicator: About the size of a wristwatch, Dr. Alloy made these little doohickeys for the Goon's outfit. They allow instant communication between any number of communicators, provided the wearers are all inside the Town's city limit. Goon issues a communicator to all his hirelings.



"Ax to the face always makes an impression on your enemies." —Joey the Ball

Blackjack: This weighted leather or cloth bag is really only effective when used to sap unsuspecting schmoes over the head. When using the **Knockout Blows** Setting Rule, a character hit with a blackjack in the head and from behind makes his Vigor roll at -2.

Broken Bottle: An extremely convenient weapon, should a couple mooks disagree over the Fighting Fish-Canners' record from two years back and resort to fisticuffs. The bottle shatters on snake eyes and inflicts its damage on the wielder's hand.

Garotte: A garotte is a simple but deadly weapon, no more than two small wooden handles bound with ligature or steel wire. An attacker must have The Drop (see *Savage Worlds*) to be able to use a garotte. With a successful attack, the victim is immobilized. Each round thereafter the attacker rolls Strength opposed by the target's Vigor. Each success and raise causes a level of Fatigue. This Fatigue can Incapacitate and kill; if the total damage from the garrote would have exceeded three wounds, the victim is decapitated! Each round, as an action the victim can make an opposed Strength or Agility roll against the attacker to free himself.

EXPLOSIVES

Bomb: This is your classic bowling-ball-sized, throwable munition with a fuse sticking out the top. Toss it and watch the party start! It spews shrapnel in all directions when it goes off, adding to the damage. Unless the fuse is lit, it's reasonably stable.

Dynamite: Useful for all sorts of construction, mining, and destruction projects, dynamite's sold by the stick or the crate. A crate holds 24 bangsticks. See the weapons table for the effects of combining multiple sticks. A would-be bomber can use up to seven sticks as a throwable weapon, or 15 if they're inside a doctor's satchel or gunny sack.

For a number of dynamite sticks not listed in the table, use the next lower entry but add +2 to the damage per additional stick. More than 15 sticks can't normally be thrown, except by those possessed of superhuman strength (see the **Super Strength** Setting Rule on page 44).

VEHICLES

Dynamite is fairly stable but still explodes if it absorbs enough punishment. Anytime it takes 6 or more points of damage, dynamite detonates. Roll once for each container or bundle of dynamite (GM's call).

Exploding dynamite sets off any other dynamite within its blast radius on a damage roll of 4 or more. Make each damage roll separately, centering the first blast on the original target, and any other explosions on the location(s) of the extra dynamite. This may result in cascading explosions as more dynamite is covered by the expanding area.

For example, Buddy Brachalske hucks three sticks of TNT at Sticky Joe on account of ol' Joe being a slackjaw now. It's sad how friendships can sour so fast. But Buddy doesn't know about the 10 sticks of dynamite Sticky Joe's got rammed up his keister (hey — he's a fucking zombie, all right?). This results in two damage rolls: the first for 3d6 damage in a Medium Burst Template, and if that does 6 or more points of damage, another roll for 10 sticks inflicting 4d6+6 damage in a Large Burst Template. If nothing else, Sticky Joe gets learnt a valuable lesson about transporting TNT up his ass.

Gasoline Bomb: The first choice for anybody who likes to announce his arrival by setting his enemies on fire, a gasoline bomb causes 2d8 damage to all within a Medium Burst Template. All targets in the area must check to see if they catch **Fire** (see *Savage Worlds*). It requires an action to light a gas bomb prior to throwing it.

Nitroglycerin: This colorless, oily liquid is used to manufacture dynamite: It's the part that explodes. On its own it's notoriously unstable. Mooks with ruin on their minds can toss bottles of this boom juice at targets, but a 1 on the Throwing die means the nitro explodes exactly halfway from the tosser to the destination. Nitro also explodes if it takes more than 4 points of damage, or anytime someone carrying it rolls snake eyes on Strength, Agility, or a skill roll linked to either.

Whether you're picking up your dame for steaks and a movie, or ramming a truck loaded with exploding mules through the front door of your rival's zombie-infested warehouse, you're gonna need wheels. So here's the skinny on 'em.

Roadsters typically seat two, with the option of a rumble seat or cargo compartment in the rear. With a cargo compartment, the vehicle seats only the driver and one passenger. For simplicity's sake, assume most cars have a 15-gallon gas tank, motorcycles have an eight-gallon tank, and trucks have a 30-gallon tank. At those times when it's important to the story to keep track, a vehicle can drive a number of miles per gallon equal to its Acceleration.

Old-Model Roadster or Sedan: These are "last year's" model sedan, or more accurately the last decade's model, like the Ford Model T or Model A, or Chevrolet Model K. These are likely all used cars to begin with, but in good shape. Old-model sedans, as a rule, do not usually come with trunks.

Late-Model Roadster or Sedan: The newest models of affordable sedans, these include the Ford Model B, the 1949 Buick Roadmaster — like the one Goon and Franky drive — the Chevrolet Standard or Master Deluxe, and the Plymouth Model PA. Most have a noticeable increase in horsepower and performance over the cars of the previous decade.

Luxury Sedan: These high-end beauties are what the upper crust of society drives: Cadillacs, deluxe Lincolns, and prestige Packards.

Ultra-Luxury: Only owned by the hoity-toity ultra rich, these include the Duesenberg Model J and the Rolls-Royce Phantom I/II.



GEAR

Animals	Weight	Cost
Cat	10	\$2
Dog	15	\$3
Chicken	10	\$5
Cow	1,200	\$25
Horned Mexican fire toad	—	\$0.50
Mule	800	\$10
Pig	200	\$15
Platypus	10	\$38.75

Armor	Weight	Cost
Bulletproof vest	8	\$500
Miner's helmet	1	\$2

Clothing	Weight	Cost
Boots	3	\$5
Dress, simple	1	\$5
Gloves	—	\$1
Handbag	1	\$3
Hat	—	\$3
Jacket, leather	4	\$20
Overcoat	3	\$15
Shirt	1	\$2.50
Shoes	—	2
Suit, women's two-piece	2	\$7
Trousers	1	\$2.50

Demolitions Gear	Weight	Cost
Blasting cap	—	\$1
Blasting plunger	10	\$10
Detonator wire (per 50 feet)	1	\$3
Dynamite (per stick)	1	\$3
Dynamite (24-stick box)	30	\$65
Fuse (per foot)	1/50 ft.	\$0.05
Nitroglycerin (per pint)	1	\$5



Equipment	Weight	Cost
Acid, concentrated (per pint)	1	\$15
Axe	5	\$2
Balloons (bag of 20)	1/3	\$0.25
Battery	—	\$0.05
Bicycle	15	\$25
Billy Lobotomy Kit	13	\$19.95
Binoculars (8x)	1	\$25
Bullets, box of 100 (most pistols)	2	\$1.50
Bullets, box of 100 (most rifles)	2	\$4
Camera	3	\$5–\$85+
Carbide lamp	1	\$1.50
Cinder block	10	\$0.50
Clown makeup kit	1	\$2.00
Crowbar	2	\$1
Disguise kit	1	\$2.50
Diving suit	50	\$100
Doctor's bag	2	\$20
Film roll, camera	1/5	\$0.20
Flare, highway	1/3	\$0.25
Flashlight	2	\$1
Funny book (comic)	1/20	\$0.05
Gas mask	1	\$2.50
Hammer, mallet	1	\$1
Handcuffs	—	\$2
Inflatable chicken	5	\$15
Junior Goon Kit	4	\$19.95
Lighter	—	\$1
Lockpicks	1	\$50
Matches (box of 20)	—	\$0.05
Musical instrument	Varies	\$10–\$50
Poison (vial and dropper)	1/5	\$40
Radio, vacuum tube	12	\$30
Rope (per 50 feet)	8	\$5
Shotgun shells, box of 25	1	\$1.50
Shoulder holster	—	\$2.50
Shovel	6	\$5
Silencer	1	\$2
Tire, car	12	\$4
Tools, repair kit	2	\$10
Wrist communicator	—	\$200
Wristwatch	—	\$5–\$25

Food & Drink	Weight	Cost
Meal		
Cheap (sandwich)	—	\$0.25
Average entree	—	\$0.60
Fine dining (includes wine)	—	\$1.25
Dr. Hieronymous Alloy's Old-Fashioned Genetically Enhanced Glow-in-the- Dark Cream Corn (can)	1	\$0.05
Beer, bottle	1	\$0.25
Hard liquor, shot	—	\$0.25
Hard liquor, bottle	—	\$3
Wine, glass	—	\$0.50
Wine, bottle	2	\$6
Movie ticket	—	\$0.25
Private investigator (per day)	—	\$25

Transportation	Cost
Ferry (Cade's Island)	\$0.25
Gasoline (per gallon)	\$0.15
Ocean liner passage	\$80–\$250
Railroad ticket	\$.05/mile
Taxi fare	\$.40/mile

Services	Cost
Apartment (per month)	
Cheap	\$25
Average	\$50
Luxury	\$85+
Hotel room (per night)	
Cheap	\$0.75
Average	\$1.50
Luxury (with private bath)	\$3+
Doctor/hospital (per day)	\$10



HAND WEAPONS

Type	Damage	Weight	Cost
Axe	Str+d6	3	\$2
<i>Notes:</i> One-handed fire axe			
Blackjack	Str+d4	1	\$2
<i>Notes:</i> Wielder is considered an Unarmed Attacker, see notes			
Brass knuckles	Str+d4	1	\$3
<i>Notes:</i> Wielder is considered an Unarmed Attacker			
Broken bottle	Str+d4	2	\$0.25
<i>Notes:</i> Improvised Weapon, see notes			
Chainsaw	2d6+4	20	\$200
<i>Notes:</i> A 1 on the Fighting die (regardless of the Wild die), hits the wielder instead			
Cinderblock	Str+d10	25	\$1
<i>Notes:</i> AP 2 vs. rigid armor, one-handed at Str d10+, Improvised Weapon			
Club, billy	Str+d4	1	\$2
<i>Notes:</i> Carried by most beat cops			
Club, golf	Str+d4	1	\$2
<i>Notes:</i> AP 2, Bent and ruined on a failed attack roll			
Club, heavy	Str+d6	2	\$2
<i>Notes:</i> Includes baseball bats and lead pipes			
Garotte	Str+d4	—	\$1
<i>Notes:</i> See notes			
Gloves, weighted	Str+d4+2	4	\$5
<i>Notes:</i> Leather gloves loaded with lead shot, can't be concealed			
Hammer, roofing	Str+d6	2	\$4
<i>Notes:</i> AP 2, can also be used to install a roof			
Icepick	Str+d6	2	\$2
<i>Notes:</i> AP 1			
Knife	Str+d4	1	\$1
<i>Notes:</i> Typical boot knife			
Knife, switchblade	Str+d4	1	\$5
<i>Notes:</i> -2 to be Noticed if hidden			
Knife, trench	Str+d4+1	2	\$5
<i>Notes:</i> AP 1, military-issue			
Medical Saw	Str+d4+1	1	\$3.50
<i>Notes:</i> +2 damage versus zombies			
Pickaxe	Str+d6	4	\$5
<i>Notes:</i> AP 2, requires 2 hands			
Railroad spike	Str+d4+1	2	\$2
<i>Notes:</i> Damage Str+d8+2, AP 2, if used with a sledgehammer			
Shovel	Str+d6	6	\$5
<i>Notes:</i> Parry +1, reach 1, requires two hands			

Type	Damage	Weight	Cost
Sledgehammer	Str+d8	12	\$4
<i>Notes:</i> Improvised Weapon, requires two hands			
Stinger	Str+d6+1	2	\$3
<i>Notes:</i> AP 1, baseball bat with nails through it and wrapped in barbed wire			
Sword, short	Str+d6	4	\$35
<i>Notes:</i> Includes cavalry sabers			
Tire iron	Str+d4+1	3	\$2
<i>Notes:</i> Also handy for changing a flat tire			
Tree stump	Str+d12	30	—
<i>Notes:</i> AP 2 vs. rigid armor, Parry -1, requires two hands, Improvised Weapon			
Wooden stake	Str+d4	1	\$0.05
<i>Notes:</i> If used with hammer or mallet, inflicts Str+d6, AP 2.			



RANGED WEAPONS

Machine Guns

Type	Range	Damage	RoF	Shots	Weight	Cost
Browning Automatic Rifle (.30)	30/60/120	2d8	2	20	16	\$300
<i>Notes:</i> AP 2, Auto, Minimum Str d8, Snapfire penalty						
Maxim Gun (.303)	30/60/120	2d8	3	250	60	Special
<i>Notes:</i> AP 2, Auto, May not move						

Pistols

Type	Range	Damage	RoF	Shots	Weight	Cost
Colt M1911 (.45)	12/24/48	2d6+1	1	7	4	\$40
<i>Notes:</i> AP 1, Semi-Auto						
Smith & Wesson DA (.38)	12/24/48	2d6	1	6	2	\$25
<i>Notes:</i> Revolver						
Star Pocket (.25)	10/20/40	2d6-1	1	8	1	\$20
<i>Notes:</i> Semi-Auto, -2 to be Noticed if hidden						

Rifles

Type	Range	Damage	RoF	Shots	Weight	Cost
Elephant Gun (.600)	30/60/120	2d10	1	1	11	\$100
<i>Notes:</i> AP 2, Minimum Str d8, Snapfire penalty, a box of shells weighs 1 lb and costs \$2.50						
Springfield 1903, bolt action (.30)	24/48/96	2d8	1	5	9	\$40
<i>Notes:</i> AP 2						
Winchester 1894, lever action (.30-30)	24/48/96	2d8	1	7	7	\$45
<i>Notes:</i> AP 2, Minimum Str d6						
Remington Model 8 (.35)	24/48/96	2d8	1	5	8	\$55
<i>Notes:</i> AP 2, Minimum Str d6, Semi-Auto						

Shotguns

Type	Range	Damage	RoF	Shots	Weight	Cost
Browning Auto-5 (12g)	12/24/48	1-3d6	1	5	9	\$50
<i>Notes:</i> Semi-Auto, +2 to hit, 12-gauge						
Double Barrel (12g)	12/24/48	1-3d6	1-2	2	9	\$40
<i>Notes:</i> +2 to hit, 12-gauge						
Pump Action (12g)	12/24/48	1-3d6	1	6	8	\$45
<i>Notes:</i> +2 to hit, 12-gauge						
Sawed-off Double Barrel (12g)	5/10/20	1-3d6	1-2	2	6	\$40
<i>Notes:</i> +2 to hit, 12-gauge						

Submachine Guns

Type	Range	Damage	RoF	Shots	Weight	Cost
Tommy Gun (.45)	12/24/48	2d6+1	3	50	11	\$200
<i>Notes:</i> AP 1, Auto						

EXPLOSIVES

Bombs

Type	Range	Damage	RoF	Weight	Burst	Cost
Bomb	5/10/20	2d10	1	3	MBT	\$40
<i>Notes:</i> AP 2, Heavy Weapon						
Gasoline Bomb	5/10/20	2d8	1	2	MBT	\$1
<i>Notes:</i> Ignores Armor, see notes						
Turkey Bomb	2/4/8	2d10	1	18	MBT	\$12.50
<i>Notes:</i> A turkey stuffed with gunpowder and shrapnel, -2 to be Noticed as an explosive device						

Dynamite

Type	Range	Damage	RoF	Weight	Burst	Cost
1 Stick	4/8/16	2d6	1	1	SBT	\$3
<i>Notes:</i> Heavy Weapon						
3 Sticks (bundled)	3/6/12	3d6	1	3	MBT	\$9
<i>Notes:</i> Heavy Weapon						
7 sticks (bundled)	2/4/8	4d6	1	7	LBT	\$21
<i>Notes:</i> Heavy Weapon						
15 Sticks (in satchel)	1/2/4	6d6	1	17	LBT	\$50
<i>Notes:</i> Heavy Weapon						

Miscellaneous

Type	Range	Damage	RoF	Weight	Burst	Cost
Hand Grenade	5/10/20	3d6	1	1	MBT	\$20
<i>Notes:</i> Typically restricted to military						
Nitroglycerin (pint)	3/6/12	3d6	1	1	MBT	\$5
<i>Notes:</i> Heavy Weapon, See notes						

VEHICLES

Vehicle	Acc/TS	Toughness	Crew	Cost
Roadster	7/28	9 (3)	1+1 (+2)	\$550
Old-Model Roadster	5/20	8 (2)	1+1 (+2)	\$250
Sedan	6/26	9 (3)	1+4	\$600
Old-Model Sedan	4/16	8 (3)	1+4	\$250
Luxury Sedan	7/28	9 (3)	1+4	\$4500+
Ultra-Luxury Sedan	7/28	10 (3)	1+6	\$20,000+
Truck	6/26	8 (3)	1+1	\$550
Old-Model Truck	5/20	8 (2)	1+1	\$200
Motorcycle	12/30	7(1)	1 (+1)	\$300

CHAPTER FOUR: DOWN AND OUT ON LONELY STREET

"Welcome to the home of world-renowned scientist Dr. Hieronymous Alloy. While visiting the home of the world's most ingenious mind, please refrain from smoking. It may inadvertently activate the heat-seeking home-security missiles."
—Randolph the Butler

Once upon a time...

There was a Town by a bay, menaced on two sides by hundreds of acres of deep, dark forest. Open plains lay to the south, with a black highway lashed across them like a scar. The Town was like a lot of other Midwestern metropolises; corruption from pate to toes, and regular folks struggled to keep food on the table. Everyone was in someone's pocket, expecting a payout and an easy fix, and at the top of the food chain crouched the mob — the real power in the Town. That's the Goon.

Now that the families of the Black Hand are no more — retired or drafted into the Zombie Priest's army — and the Goon's been revealed as the sole power behind Labrazio's criminal empire, things have settled into an uneasy stalemate. The Zombie Priest still has enough slackjaws and hags on his payroll to keep his Lonely Street stronghold secure, but Buzzard's post in the boneyard prevents the Nameless One from creating too many more foot soldiers.

The Goon and Franky run just about everything — the unions, shipping in and out of the Town, most of the territory, and all the rackets. Meanwhile, the outfit and its many criminal enterprises serve a secondary, but arguably more important purpose: stopping a mob of vile, undead bastards from overrunning the Town. And who could argue with as noble a purpose as that?



ALL AROUND THE TOWN

They says we gotta give youse the grand tour, so listen up. We ain't about to go through this whole rigmarole twice. Except when we go through it again in the Game Master's section and reveal all the secrets you players don't get to know about. Not yet, anyhow.

As intimated earlier, the Town's bordered on the north by swamps and the Hobo Jungle, to the west by the vast and gloomy Horse-Eater's Wood, to the south by immense plains, and to the east by the Bay. A highway headed south is the primary point of land access, while the Docks play host to all sorts of maritime conveyances.

The Town proper can basically be divided into Uptown — where you'll find fancy hotels and nightclubs, banks, company offices, government buildings, and lot of rich folks dolled up in hoity-toity glad rags — and Downtown. We're putting the spotlight on Downtown. And by that we mean we already told you everything we're going to about ~~Uptown~~ Uptown. Savvy?

PRIME SPOTS

Most of these locations are located Downtown or on its borders. Lurks, hags, creepers, and zombies are on the prowl everywhere these days, so mooks want to take care if they're on the streets after dark.

Alloy Mansion

World-renowned scientist and sometimes diabolical madman Dr. Hieronymous Alloy lives here, naturally. His sprawling estate fronts a wooded drive at the rear of a neighborhood that was once well-to-do, but has long since been absorbed by Downtown's decay. A luxury sedan sits in the driveway, and the mansion's many peaked roofs and eaves are festooned with ornate weather vanes and other, stranger antennae.

Cade's Island Prison Ferry

For two bits, the ferry can save you cab fare to Chinatown. Otherwise it ain't got much to recommend it unless you've been sentenced to a stint in the clink. The ferry makes a trip every hour on the hour, with stops at Chinatown, Lighthouse Island, and the Cade's Island Maximum Security Prison. It carries civilian passengers, prisoners, prison workers, *whoever* — so long as they got two bits.

Chinatown

Chinatown's a neighborhood whose predominant population is — you guessed it, Einstein — Chinese. The culture and traditions of China are on constant display. Plus, it's a good place to pick up some fireworks and egg rolls should the occasion arise. Most of the docks border on Chinatown.

Chupa Loco's Cantina

Everybody in Town knows when a lug's in the mood for fish tacos — and who don't like a little water chicken on a taco? — or a plate of pork enchiladas, you go to Chupa Loco's. They've got half-price Tequila Torpedos™ on Tuesdays, and on Thursday nights Chupa Loco's is the home of the world-famous whiskey piñata. First you slam a piñata, then you slam what spills out of it!

Decaster House

This dilapidated Gothic mansion on the outskirts of town was home to dark doings, and folks say the spirits of those foul deeds haunt its dusty halls. Recently, a crook named Samuel Loom is rumored to have gone missing while hiding stolen gold in the mansion; everyone says the Decaster spooks got him. Not long after that, Goon burned the joint down.

Docks, The

The docks handle all the shipping in and out of the Town, naturally, but they're contested territory. Goon's racket ostensibly claims ownership of the whole kit and kaboodle. In reality the Chinese tongs' claims to some of the docks is not without merit; the docks border Chinatown and the East Side. There's also Fishy Pete — a 12-foot-tall fish man with a penchant for Quint quotes — whose gang of fishermen claim a piece of the docks' action.

Leaky Bucket Home for the Incontinent Elderly, The

Here's where they ship the old, infirm, and tooth-grindingly irritating. You never seen so many smelly unguents and fake teeth in glasses of water. That's not to mention the many barrels of fresh excrement produced daily by the residents, of which no more shall be said. Note, they take a dim view of fraudulent accidental-death insurance at this establishment.

Lonely Street

Lonely Street is a blasted-out zone, all the windows busted, full of ruined cars and refuse strewn in the streets. It cuts through the Downtown's heart, but no one in their right mind goes there. The area's been rife with slackjaws and ravenous hags ever since the Priest came to Town. No lug's been tough enough to drive him out yet — not even the Goon.

Madame Elsa's Burlesque House

Considered a house of sin by upstanding citizens, this is the place to go when a man's got a hankerin' to have some shapely bosoms and fannies waved in his face, preferably in time to a catchy piano tune. The joint's owned by a French dame named Madame Elsa. She runs it with the help of her servant, bodyguard, and bouncer Macaque, a hulking trained gorilla with a hat and a mustache. Elsa's top-billed act is the voluptuous Bird Sisters.



McGreg Home for Illegitimate, Wayward, and Possibly Homicidal Youths

The McGregor Home for Illegitimate, Wayward, and Possibly Homicidal Youths is far from the only orphanage in the Town — there's also Lil' Jerks, The Switch's Orphanarium, and a host of others — but it's by far one of the worst.

Moonlight Firefly

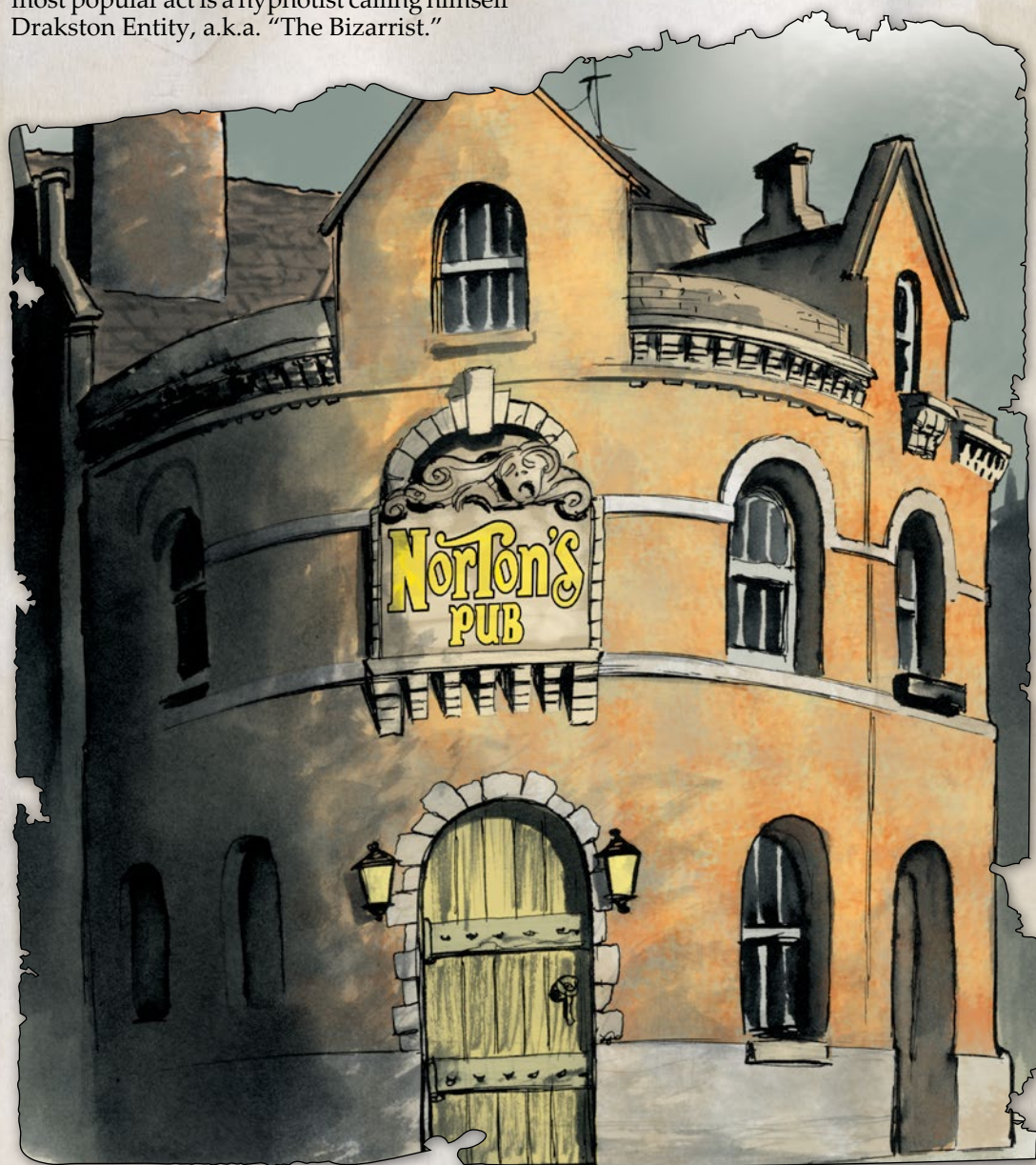
This is one of the Town's premiere theaters, so much so that some would consider it an Uptown joint. That ain't quite true...but compared to Downtown, it's Uptown. All kinds of performers get gigs here, but the most popular act is a hypnotist calling himself Drakston Entity, a.k.a. "The Bizarrist."

Newsstand

Here's where you can pick up a pack of gum, a few funnybooks, and the latest copy of the Town's newspaper, *The Snitch Rag*. Jervis — an average mook who went slackjaw not long ago — runs the stand.

Norton's Pub

This popular bar is named for its owner and bartender, Norton, who runs the place with the help of his loony old mother, Momma Norton. The place got blown to smithereens a few short months ago, but the rebuilding is about to commence.



Psychic Seal's Office

Problems with your love life? Financial instability? Erectile dysfunction? I.Q. lower than 5? Visit the Psychic Seal's conveniently located Downtown office to access his supernatural psychic powers, and find out the uncanny answers to all your burning questions! Make sure you speak seal, or it's all "Ark! Ark! Ark!" to you.

Rat Alley

Rat Alley's located in a part of Downtown almost no one goes to, because it's a little too close to Lonely Street for most folks' comfort. On second thought, maybe it's the teeming hordes of dog-sized rats keepin' mooks away. Yeah, it's probably the rats.

Railyards

The railyards are lousy with hoboes when there isn't a railroad bull on patrol, swingin' his billy club and whistling a jaunty tune. This is the very spot where Franky and Jimmy Turtle once tried to track down a legendary Boxcar of Well-Made Ladies' Shoes, but instead found a two-headed dog that breathed blue flame. True story.

Thirsty Saddle, The

This honky tonk sits at the edge of Horse-Eater's Wood, and features a horseshoe-shaped front door all festooned with white lights and a whole lot of good ol' boys. Gentleman Carl McCactus and Dandy John O'Rotten are known to attend alternating bull ride Thursdays, but never the same one on account of their agreement not to.

Wrong Way Pub

A hole-in-the-wall dive close by the Docks that's popular with sailors and drunks. Fella by the name of Murray the Gristle deals black-market brains out the back loading dock.

THE TOWN'S ENVIRONS

Some places of note are within a few hours' drive of the Town proper, or just a short boat ride away.

Boneyard

The cemetery — not the only one by far — sprawls over several acres at the edge of the forest, not far outside Town, crowded with stone headstones and mausoleums. It was a favorite target of body thieves and a lair for vampires until Buzzard took up residence not long ago.

Cade's Island Maximum Security Prison

Cade's Island Prison is like a fortress, surrounded by towering walls of stone topped with razor wire. White spotlights stab outward from watch towers and slide along the perimeter, eager for any sign of trouble. Behind the lights, in the dark towers, cold-blooded guards with machine guns stand sentry. Even if a convict manages to slip out of Cade's, there's the icy, shark-infested waters surrounding it to give him pause.

Hobo Jungle

North of Town, desolate marshes give way to swamps, and finally to a rambling, vine-tangled forest. The people who live there call it the "Hobo Jungul." But they're *igner'nt* hoboes, so don't pay no attention to their awful spelling.

The hoboes who go off to live among their kind in the Hobo Jungle live in total independence, free to speak their own hobo language and enjoy close communion with nature. It'd be uplifting in a *Walden* sort of way if not for the rampant cannibalism. They don't live among regular folks no more, so they figure it's A-OK to munch on 'em. "Regular folks" usually includes *you*, so watch yer back.

Horse-Eater's Wood

This forest west of Town is known to be haunted by all manner of weird, icky troublemakers. "Beware the Horse-Eater's Wood," they say. Most citizens give it a wide berth unless some business takes them there. By "business," we mean criminals or the Zombie Priest's minions, up to no good.

Lost Temple of Egroeg

In the deepest and most shadowy depths of the unexplored Hobo Jungle stands a ruin of indeterminate vintage. It may once have been a lord's castle, or maybe an old mill, or something tells me it might have been the old George Lobuglio Sausage and Glue Factory. Some mooks claim to have found treasure there, but take those stories with a grain of salt.

Lighthouse Island

At the northernmost end of the bay sits a tiny, rocky island. There a lighthouse stands watch against the horizon, shining its lonely beacon into the maritime night.

CHAPTER FIVE: SETTING RULES

"It doesn't work that way, you stupid Cat. There are rules to this type of work. They have to ask for it. They have to damn themselves." —Zombie Priest

So — you know the Goon's tragic life story, yer all up to speed on how to make a lug or dame of yer own, ya skimmed through a whole lotta gear and whatnot, and then you absorbed a travel brochure's worth of information about the Town. Think yer a big man now? All ready to step up and run a game of yer own, or play in one?

Just tap them brakes, speedy. First thing you need to do is read *The Goon*™ — written and illustrated by Eric Powell and published by Dark Horse Comics — pronto. When you're done, dive right into this collection of Setting Rules designed to give your *Savage Worlds* game the feel of an issue of *The Goon*™ — one that's created on the fly by everyone at the table.

SETTING RULES

Alright, enough beatin' around the bush. Now we're gonna get down to brass tacks regardin' the rules what uphold the zeitgeist of *The Goon*™. See? We're still usin' big words so you can feel proud of yourself for recognizin' 'em. Ya happy now? *Sheesh*.

These two Setting Rules from *Savage Worlds* are in play in *The Goon RPG*™:

- **Blood & Guts:** A violent Town breeds vicious mooks. To model that essential savagery, players can spend Bennies on damage rolls. In effect, this means every character gets the No Mercy Edge, so don't bother choosing it for your lug.
- **Critical Failures:** This rule works best in comedic or very dark games, and what's *The Goon RPG*™ got but both of those in spades? Critical Failures means characters can't spend Bennies to counteract double 1s on a Trait roll.

Snakes eyes mean trouble...either tragic or humorous, depending on the story's tone. After the effects are applied, toss a Benny the player's way to ease the pain.

ANECDOTAL NON SEQUITURS

"All I'm saying is I don't see how a guy could get his head in there in the first place, let alone play a harmonica." —Goon

A minor but recurring facet of life in the Town is patter: the conversation between mooks and enforcers, lugs and dames, that fills the peaceful moments between paroxysms of blood-drenched violence.

The entire conversation isn't important. What you're going for is a provocative, suggestive, or humorous payoff — preferably all three. But what the fuck does all that mean exactly, am I right? Let's peruse a few examples from the pages of *The Goon*™:

- **Franky:** "I swear! Twenty feet at least!"
Goon: "Ha! Did they ever find the squirrel?"
- **Franky:** "And so I says, 'Get that hot plate out of your pants! I ain't paid for that yet!'"
Goon: "Did the parents press charges?"
- **Goon:** "And so he's hangin' halfway out the window when Charlie Noodles says, 'What's Johnny's momma got to do with this?! That's my T.V. he's tied to!'"

Whenever a scene begins or your character arrives in one, toss out any Anecdotal Non Sequitur that comes to mind as friendly chatter between colleagues. If it's worth a laugh, the player gets a Benny. If another player chimes in with some timely repartee, give her a Benny too. If it ain't funny, best to just ignore it and move on.

COMEDY OR TRAGEDY

"You think tearing him down and messing with his mind is gonna stop him? That guy's whole life belongs on one of them stage plays of comedy and tragedy." —Franky

Like classic dramas, stories of *The Goon*TM are generally funny or tragic — the happy mask or the sad. Each Grievous Yarn and Plot Point “issue” in this book is assigned a symbol — a comedy or tragedy mask — to make it clear what sort of mood is intended.

It takes a little effort from everyone playing the game — players and GM alike — to reinforce the designated mood. This isn’t a straitjacket to drain the fun out of roleplaying, just a guideline so everyone’s on the same page as far as tone. When a session is funny it’s a satirical laugh riot, although it can include serious moments. A tragic tale of horror should include a little comedy relief, but most of it’s as dark as a moonless night to a blind beggar.

From a game-rules standpoint, the distinction is easy to remember. In a comedic session, the **Weird Shit Happens** Setting Rule (page 47) is in full effect. In a tragic session, the **Misery Never Dies** Setting Rule (page 41) is on hold — when antiheroes die, they’re most likely pushin’ up daisies.

GETTIN’ THE CLUES

When your mooks look for clues, they find them. Question is, what’s the cost? When players roll Investigation, Streetwise, Notice, or the like to find a clue, the result determines the consequences. With a success, the clue is found with no special benefits or drawbacks.

On a raise or better, they find the clue but gain some kind of advantage as well. The exact effect is up to the GM, but perhaps they find the clue secretly, faster, or gain some extra information along with it.

On failure, the opposite happens and the clue is found but with a disadvantage. Possibilities include losing time, the target being aware of the discovery, or gaining a level of Fatigue or a nonlethal wound (from lack of sleep or getting slapped around).

On a critical failure, the character pays for it in blood. He suffers 1d4 wounds. If this would Incapacitate the character, the final wound is treated as nonlethal.

HITTIN’ THE SAUCE

“Have you ever been completely indifferent? Alive. Dead. You just don’t care?” —Goon

In a place as dour and gloomy as the Town, a lot of folks turn to the bottle in hard times. And in happy times and fair-to-middlin’ times as well. Really any time will do. Anybody can

Zombie Noir

The odd, kitchen sink setting of the Town has been described as “gangland horror” and “zombie noir.” At its core, it’s a lurid and comedic pulp concoction about hoods, toughs, and enforcers maneuvering, fighting, and killing to preserve their rackets...in a town that just happens to feature werewolves, giant robots, and a whole shitload of zombies.

As a group, you’re going for a particular brutal, icky, yet darkly humorous feel. Like a giant zombie chimp that tears screaming elderly folks limb from bloody limb, until its distended gut ruptures and sprays everyone with stinky filth that’ll take *forever* to wash out. Cue deadpan one-liners. A giant squid strangling passers-by until a good Samaritan squashes it with a sledgehammer and its purple guts run into the gutter. Turns out that squid sexually harassed his Aunt Mabel a few weeks ago. A talking chainsaw that taunts victims even as it dismembers their limbs!

Okay, forget the talking chainsaw, but you get the picture. It’s sorta like ’30s Noir through the lens of a 1970s exploitation flick. Expect as much profanity as your group can handle, gross-outs, and blood. *So much blood.*

imbibe a few drinks — one drink being about a shot of whiskey, bottle of beer, or glass of wine — every hour or so with no appreciable effects, provided they have no more drinks than half their Vigor die.

That’s “social” hard drinking. If a thug wants to get drunk fast he can get there in about 20 to 30 minutes assuming he pounds the shots and there’s a fair amount of joy juice on hand. This takes a number of drinks equal to his Vigor die. Drunk characters suffer a –1 penalty to Smarts and Agility-based rolls, and ignore one point of wound penalties since alcohol depresses pain centers.

If a desolate soul wants to get truly ossified, he pounds them down for about double the time and drinks it took him to get here. Then he suffers a –2 penalty to Smarts and Agility-based rolls and can ignore two points

of wound penalties. If the character keeps drinking, he passes out in another hour or so.

It takes about 1d6 hours to recover from being drunk, 2d6 hours from really drunk, and 3d6 hours to recover after passing out. Good food and strong coffee halves that time.

KNOCKBACK

Any attack causing 20+ points of damage to a normal-sized foe causes the target to fly backwards 2d6". The damage threshold is 10 for Small and Tiny targets, 30 for Large, 40 for Huge, and 50 for Gargantuan. This occurs whether the attack is Soaked or not.

Targets fly in a direct line unless the attacker makes a called shot at -2 to choose the direction of the knockback. If the victim hits an object, he takes 1d6 damage for every 2" of knockback generated. The hurtling mook automatically hits inanimate objects along the path, such as walls, trees, or vehicles. Anyone in the path gets an Agility roll at -2 to avoid the flying antihero unless they're caught unawares. Those who don't get out of the way suffer 1d6 damage for every 2" of knockback as well.

KNOCKOUT BLOWS

An unexpected chop from a pistol or blackjack is never a pleasant experience. When a character takes enough damage to be Shaken or worse from some goon who has The Drop on him (see *Savage Worlds*), he has to make a Vigor roll against the total damage or be knocked unconscious. If the hero Soaks all the wounds from the damage, he doesn't have to worry about getting cold-cocked.



A character who is knocked unconscious in this manner remains out for at least the remainder of the scene, or possibly longer if it's dramatically appropriate. What happens during that time is up to the GM, but hoods and mobsters are awfully fond of sticking enemy enforcers in car trunks and then rolling the car into a swamp, tying them up in burning warehouses, or even encasing their feet in concrete for a final trip to the docks!

MAGIC AND SCIENCE

"Magic versus science?! Please!" —Dr. Hieronymous Alloy

If your character takes an Arcane Background, the choice is clear-cut: Do you practice magic or do you subscribe to the much-touted scientific method? Once you've decided that much, refer to Magic or Weird Science below for the straight talk on each.

Corruption: Whether your lug dabbles in the unexplained or pushes the boundaries of science, meddling with Things Man Ain't Meant to Know or cultivating scientific detachment has a cost to her humanity and Virtue. See below for the specific effects.

Magic vs. Science: Despite claims to the contrary, neither magic nor science automatically trumps the other. Either one can win out in a brawl down any given street on any given Saturday night. Still, they tap different "energies" with dissimilar sources — magic draws dark power from the supernatural world, while science depends on clever manipulation of the real world's physical laws.

Arcane Background (Magic)

"It's the witchcraft. Somebody is siccin' the witchcraft on you." —Franky

Arcane Skill: Spellcasting (Smarts)

Starting Power Points: 10

Starting Powers: 3

These jamokes range from vile cultists to sorcerers to voodoo practitioners to witches. The differences are in the Trappings; for the most part these arcane casters draw on similar traditions. A lug with Arcane Background (Magic) could be nearly any type of character, from an outright wizard to a gangster to a cultured academic to a slackjaw. Note that these casters are distinct from the evil Coven, which practices its own sort of black magic available only to nonplayer characters (page 174).

Available Powers (subject to Rank requirements): *Armor, banish, barrier, blast, friend, blast, bolt, boost/lower Trait, burrow, burst, confusion, contact spirit world, curse, darksight, deflection, detect/conceal arcana, disguise, dispel, divination, drain Power Points, elemental manipulation, entangle, environmental protection, farsight, fly, growth/shrink, havoc, healing, invisibility, obscure (not light), mind reading, pummel, quickness, shape change, slow, slumber, smite, speak language, speed, stun, summon ally, teleport, wall walker, warrior's gift.*

Corruption: No matter how noble, good, and true your sorcerer's intent, the energies that fuel magic are born of a boundless, nameless evil. Using the arcane arts always runs the risk of infecting one's soul with their dark touch. Whenever your mook suffers Backlash (see *Savage Worlds*), she must also make a Virtue check. Should a caster roll double 1s on Spellcasting, she suffers the Virtue test as above and the GM also rolls for that sap on the **Misery Never Dies Table** (page 56).

Arcane Background (Weird Science)

"Well, I did construct this makeshift cutting device out of a transistor radio, a toothbrush, and bedsprings in my spare time." — Dr. Hieronymous Alloy

Arcane Skill: Weird Science (Smarts)

Starting Power Points: 10

Starting Powers: 1

Not every mad scientist is as flamboyant and distinctive as the infamous Dr. Alloy. Some are disgraced patent scientists, basement tinkers, or even culinary chemists seeking an unholy union of Brussels sprout and beet. Again, it's all in the Trappings: Every mad scientist has his or her distinctive style, with the same rules underpinning all of them. See *Savage Worlds* for detailed rules on gizmos and their use.

Available Powers (subject to Rank requirements): *Armor, banish, barrier, blast, blind, bolt, boost/lower Trait, burst, confusion, contact spirit world, damage field, darksight, deflection, disguise, dispel, divination, drain Power Points, elemental manipulation, entangle, environmental protection, farsight, fly, greater healing, growth/shrink, havoc, healing, intangibility, invisibility, light/obscure, mind reading, pummel, puppet, quickness, slow, slumber, smite, speak language, speed, stun, succor, summon ally, telekinesis, teleport, wall walker, warrior's gift.*

Corruption: Most scientists have the betterment of humankind firmly in their thoughts. But as they gain knowledge and cultivate a strong sense of objective detachment in their work, human concerns grow ever more distant and small. Whenever a mad scientist's gizmo Malfunctions (see *Savage Worlds*) he must also make a Virtue check. Should the caster roll double 1s on Weird Science, he suffers the Virtue test as above and also rolls on the **Gone Wrong in the Head Table** (page 46).

NEW POWERS

These powers are available to characters with the Magic, Weird Science, or Black Magic Arcane Background.

Contact Spirit World

Rank: Special

Power Points: Special

Range: Special

Duration: 1 hour (1/hour)

As practitioners of magic believe and scientists suspect, the Town contains various points of access to a weird realm of spirits. This power allows a caster to access that spirit world in various ways. A character can learn this power at Novice Rank, but can't make use of the more powerful functions until he attains the appropriate Rank.

Cost	Rank	Power
3	Novice	Summon Lesser Spirit
4	Seasoned	Summon Normal Spirit
5	Veteran	Spirit Travel
6	Heroic	Group Spirit Travel
7	Legendary	Open Portal

Summon Lesser Spirit: The caster invokes a lesser spirit, like a haunt or poltergeist, through a ritual or some weird invention. He can't specify a specific spirit to call up unless he knows an individual spirit's true name. When the spirit appears on the scene, the caster engages it in an opposed Spirit test. If the caster fails, the spirit vanishes. On a roll of snake eyes the spirit is seriously put out and slaps the caster around for a while, but it gets bored and vanishes as soon as it or the caster takes one wound.

On a success the spirit reveals its knowledge and abilities, and the caster can demand one service from it. This must be

a single, simple, specific act on behalf of the summoning character (e.g., "Show me where Lucky Luciano's hiding the loot," or "Guard me from harm until daybreak.") and it must be within the spirit's facilities and comprehension to complete. With a raise the caster also learns the spirit's true name, and the service can be more complicated and include a few contingency plans along the way.

Summon Normal Spirit: The caster calls forth a normal spirit, like a ghost, which is typically more potent and free-willed than a lesser spirit. This is just like summoning a lesser spirit, except for the higher Power Point cost and Rank requirement. Oh, and of course the spirit is more powerful. Don't call up anything you can't beat the snot out of.

Spirit Travel: This power allows the caster to astrally project his soul into the spirit world for the purpose of contacting ghosts, gaining information,

or viewing strange echoes of past or future events. When the power is activated it takes 1d6 rounds for the caster to simply "wake up" in the spirit world. Events there transpire as if in a dream.

Most physical possessions don't accompany the astral traveler. Relics and other enchanted items always accompany an owner for free. If the traveler wants to bring other items along, it costs 1 additional Power Point per natural item (apple, platypus, tree-branch club), and 2 additional Power Points for each manufactured item (lead pipe, inflatable chicken, Smith & Wesson .38).

While the seeker's soul ventures far in the spirit world, her body remains in the physical realm in a sort of stupefaction. If the astral traveler is smart, she appoints a guardian to look after her body while she's not home. Casters who ain't that smart are askin' for trouble; you just *know* the GM's waitin' for you to screw up so he can drop the hammer on ya. Plus, if the caster's body isn't cared for it eventually dies of **Hunger** or **Thirst** (see *Savage Worlds*).

This use of the power lasts until the spirit journey is complete — which is both good and bad. It's theoretically possible to become imprisoned in the spirit world and never come back, while the body wastes away as a vegetable. Wise seekers have some goal in mind before they travel to the realm of ghosts. The GM has more information about the spirit world on page 57.



Group Spirit Travel: This power is just like spirit travel except the caster can bring along a number of companions equal to his Spirit die. All the companions' souls leave their bodies with the caster as described above, so you'd better make sure you've got a caster with some common sense before ya go.

Open Portal: The caster opens a doorway to the spirit world by means of a ritual incantation, ethereally powered trans-dimensional portal, or somesuch outlandish crap — as long as it sounds convincing. It takes each character one round to pass through the portal; the caster and a number of companions equal to her Spirit die step into in the spirit world. All the characters' personal gear travels with them.

Reasons for physically traveling to the spirit world include rescuing a lost soul, retrieving a relic or ancient object that's been hidden there, seeking knowledge from a spirit that can't be summoned, or temporary insanity. Seriously — the spirit world ain't for knock-kneed weaklings.

This power can also be used to open a portal from the spirit world into the physical world, but it's a lot harder. The attempt pulls a -2 penalty. Most travelers keep their portals open while they take care of all that spirit business; doing otherwise ain't worth the risk.

That said, even this tactic might end up causing you a headache: You never know when some weird tentacle beast is gonna sneak through your interdimensional orifice. And *then* where would you be? Up shit's creek with no paddle, that's where.

Curse

Rank: Veteran

Power Points: 5

Range: Touch

Duration: Permanent

Nothing delights an evil spellcaster more than when foolish humans ask for their own damnation. The Zombie Priest — known around town as "Mr. Corpus" — has at times made a meager living selling witchcraft-for-hire. These are love charms, beauty applications, fertility magic...or so he claims. Whatever the desperate, greedy bastards ask for, Corpus guarantees it, and so much more.

You see, they don't *know* they're asking for damnation. But all too often the request is born of jealousy, lust, or selfishness — all of them forms of greed — and that's when a spellcaster can twist the request into

something horrible. Maybe an infatuated woman wants a certain man to notice her; a bulbous, bloodshot eyeball in her forehead should do the trick. Or perhaps a man wishes his wife to bear him the strapping son he so desperately desires; instead she gives birth to a deformed, unnaturally strong freak and dies during childbirth. But one rule always applies: "They have to ask for it. They have to damn themselves."

Once a hapless human asks for magic to indulge some form of greed, all bets are off. The caster rolls Spellcasting opposed by the victim's Spirit (-2). If the caster succeeds, he may choose one *curse* from the following list to bestow on the victim, *or* on a close acquaintance of the requester:

- The victim suffers a level of Fatigue immediately and each day thereafter. Once he becomes Incapacitated, he makes a Vigor roll (-2) each day to avoid death; a raise on any of these rolls ends the *curse*.
- The victim gains a Major Hindrance of the caster's choice.
- The victim makes a Virtue check (-2) immediately and each day thereafter. See the **Virtue Setting Rule** (page 45); a raise on any of these rolls ends the *curse*.

Above all else, the *curse* bestowed must be a twisted version of what the victim wishes for. The curse can be lifted by the original caster or through use of *dispel*. Once ended by any means, Fatigue is recovered at one level per 24 hours. The soul of any victim who dies as a result of a *curse* is forever claimed by the powers of evil.

MISERY NEVER DIES

"Now that's a beatin'. You know you been beat proper when your arm is stickin' out at an angle like that." — Willy Nagel

This rule works almost like **Heroes Never Die** in *Savage Worlds*, except in this game about antiheroes there's a twist: Heroes *do* die, in all kinds of horrible and painful ways. And they kill; murder happens every day in the Town and few bat an eye. It just doesn't happen *randomly* in stories about the Town. When someone dies, it's got to mean something.

If an antihero or villain intentionally executes a **Finishing Move** (see *Savage Worlds*), he can and does murder a mook or dame. And that's final.

But any other time a Wild Card would be killed by bad dice rolls or sheer misfortune, he's just knocked out and laid up in the hospital for a dramatically appropriate time instead. That way major characters only die when it serves the story in some important way. Plus, it costs a mook something to take a life — *any* life (see **Virtue** on page 45), besides that of a monster or slackjaw.

Bring on the Anachronisms

We ain't foistin' no historical fiction on ya. The Town exists in a lurid 1930s-'40s Noir-ish world and embodies most of its conventions, but there are few limits on what's acceptable fodder for in-jokes, weird allusions, and inappropriate technology. Nothing in your game needs to be historically accurate as long as it doesn't have an appreciable effect on the plot. Being funny helps too.

Pop culture references from nearly any era are common, and welcome, as long as they're interjected as part of the scene currently transpiring in-game. This is convenient considering how many film, book, comic book, and music references are thrown out during your average roleplaying game session!

Examples from the comic include Goon and Franky going to see a 1950s-style 3-D movie. On another occasion they torture a pair of slackjaws named Charlie and Finkle by tying them up in front of a running VHS tape of *The First Wives Club*. A zombie chorus sings "Tomorrow" from the musical *Annie* to cheer up their melancholy master. There are parody grunts from 1950s war movies, narrative frames satirizing *The Twilight Zone*, frequent run-ins with 1990s-era Goth vampires, and references to 1980s psychic hotlines.

If it tickles your group's funny bone and works in the scene, don't overthink it—roll with it.

But just because palookas don't die doesn't mean the Town's going soft on 'em. Whenever a hero — or antihero — invokes the rule by gettin' himself "killed" unto unconsciousness, the Game Master rolls on the **Misery Never Dies Table** and notes the result. That's on page 56 but it's only for GMs, so buzz off if you ain't one of them.

RELICS

"Never take nothin' out of a dead man's britches."
—Anon.

Some items stick around long enough, and are in just the right places at the right times, to soak up mystical energy. Others are made through gypsy folk knowledge or simple homespun prescriptions. All of 'em are relics, precious loot you want to hang onto, should your lug come to possess one.

Cursed Items: Items with a curse work just as described, except they're attuned to some evil force at work in the Town. Every use of a cursed item's power causes the owner to make a Virtue check (see **Virtue** on page 45). On a failed roll the sap loses 1 Virtue point, or 2 on snake eyes.

Magical Items

Aetheric Battery: A character who has the Arcane Background (Weird Science) Edge and carries this gizmo gains 10 additional Power Points.

Alloy's Technical Manual: Only a few of these odd manuals full of blueprints and technical specs — filled with the tiniest writing you've ever seen — exist outside Dr. Hieronymous Alloy's laboratories. Scientists and engineers swear by them; the owner gets a +1 on Weird Science rolls.

Blessed Silver Ammo: Twelve silver rounds of a caliber of the player's choice. These slugs are of particular use in killing a werewolf, but the bullets inflict +2 damage to any supernatural creature that's affected by physical attacks (including werewolves).

Cats' Eyes: About a dozen petrified cats' eyes strung on cinnamon dental floss (never mint, you uncouth savage). The possessor ignores a ghost or spirit's Ethereal Monstrous Ability, and can affect the creature with physical weapons.

Crystal Ball: Gaze deeply into this spherical rock and succeed on a Spirit roll, and a lug or dame can see visions of past or future as determined by the GM.

Fate's Elixir: Whoever drinks this snakeoil potion gains the Quick Draw Edge and +2 to Shooting rolls for exactly two combat rounds. Once it's been drunk, it's gone.

Holy Book: Provided the owner believes in the Good Word this book promulgates, he or she gains a +1 on Spirit rolls made for Virtue checks.

Hand of Glory: A severed human hand, preserved in God-knows-what. The possessor gains +1 on Spellcasting rolls.

Haunted Sedan: This car's got a ghostly mind of its own, and it travels at its owner's telepathic whim. Use the profile for a haunted car (page 181).

Large Magic Weapon: This is a sword, chainsaw, rifle, Tommy gun, or similar weapon imbued with mystic power. A hand weapon inflicts Str+d10 damage, a ranged weapon 2d10 damage, and in either case the wounds may only be healed naturally.

Laser Rifle: Range 30/60/120, Damage 3d6, RoF 3, Shots 100, Weight 8, Cost Unique, Notes: Min. Str d6, AP 2, 3RB, Semi-Auto, no recoil penalty. This advanced weapon was left behind by some alien expedition from a bizarre parallel dimension. You don't know about all that jazz, but it sure makes a satisfying sizzle when you pull the trigger.

Magic Lamp: When this old, battered lamp is polished, the genie trapped inside is released (use the Normal Spirit profile, page 184). It performs one service for the lamp's owner, as described under the *contact spirit world* power on page 39, before being trapped again. The genie is helpful, but delights in twisting its owner's requests in whatever way's most likely to piss the owner off.

Magic Wand: A mook who has the Arcane Background (Magic) Edge and carries this wand gains 10 additional Power Points.

Mask of Drahcir: Nobody remembers where Drahcir was or who lived there, but apparently they made these unnerving wooden masks, of which only a few remain. The wearer of a Drahcir mask gains a die type in Vigor (with the attendant Toughness gain) and two die types in Strength.

Ouija Board: If two people using this relic make successful Spirit rolls, the board — in a spooky voice like Richard Burton's: deep, resonant, and clear — answers a question of their choosing. The answering spirit is a total ratfuck bastard and misinterprets questions whenever possible. If the board is used more



than once per week, or if Spirit rolls are failed, the users instead summon up an angry normal spirit (see page 184), which sets in to pounding on the nearest mook.

Salve of Newt: An old witch in the forest who eats mice and smells like sweatsocks and cheap wine makes this nasty lotion. It has a parmesan cheese stench reminiscent of vomit, but a dollop spread on a bruise or busted arm invokes automatic *healing* of one wound. Each jar holds a maximum of six dollops, but as long as at least one dollop remains the jar replenishes itself at the rate of one dose per day.

Small Magic Weapon: This could be a switchblade, lead pipe, roofing hammer, or even a pistol. A hand weapon inflicts Str+d8 damage, a ranged weapon 2d8 damage, and in either case the wounds may only be healed naturally.

Stone of Egroeg: These precious gems are found in the deadly Lost Temple of Egroeg, where they become attuned to the world of spirits. Any one of them is worth 2d8 x \$100 to a jeweler, but they're much more valuable to an arcane caster. Whoever possesses one of these gems receives a +2 on Spellcasting or Weird Science rolls to use the *contact spirit world* power; multiple gems do not stack.

X-Ray Specs: Any palooka can order these glasses from a novelty company for two bits, but every so often they really work. The wearer can see right through solid objects to a range of 10", but very thick barriers, lead, and the like block vision at the GM's discretion.

Zombie Eye: An embalmed zombie's eyeball strung on a piece of thread and worn around the neck. The owner gets Charisma -1 on account of how distasteful and smelly it is, but slackjaws suffer a -2 penalty on any attempt to attack the zombie eye's owner, as well as a -2 penalty on opposed rolls against the owner.

Relics Table

d20	Relic
1	Aetheric Battery
2	Alloy's Technical Manual
3	Blessed Silver Ammo
4	Cats' Eyes
5	Crystal Ball
6	Holy Book
7	Hand of Glory
8	Haunted Sedan
9	Large Magic Weapon
10	Laser Rifle
11	Magic Lamp
12	Magic Wand
13	Mask of Drahcir
14	Ouija Board
15	Salve of Newt
16	Small Magic Weapon
17	Stone of Egroeg
18	X-Ray Specs
19	Zombie Eye
20	Roll again, ignoring 20s. Use the new result, except the item's cursed.

SUPER STRENGTH

"You picked the wrong time to get my dander up, buddy!" —Goon

Unlike most *Savage Worlds* campaigns featuring "normal" protagonists, in *The Goon RPG™* the limit to how strong a mook or creature can be is much higher. The most powerful humans — like the Goon himself — top out at d12+4. As long as a mook can use a parking meter or a mailbox to beat the snot outta Sticky Joe when he mouths off about his mama, we're golden.



The **Superhuman Strength Table** shows how much weight super-strong heroes and monsters can lift while the **Heavy Weaponry Table** lists the damage of different types of objects by weight. A giant zombie orangutan with d12+7 Strength, for example, can lift up to 20 tons. If it smashes your antihero with a truck full of frozen halibut (4 tons), it causes damage of its Strength d12+7, plus another d12+6 — or 2d12+13. *Pow!*

Characters with the Brawny Edge can multiply the numbers by 1.6 for the effects of that Edge. A hero may throw an item under his load limit with a Range of 3/6/12. Items less than half max weight can be thrown at 6/12/24.

Strength over the human maximum is on a different scale than the normal d4 through d12+4. The **Superhuman Strength Table** defines the Load Limits and Maximum Weight liftable for higher Strength values.

Superhuman Strength

Strength	Load Limit	Max Weight
d4	20	80
d6	30	120
d8	40	160
d10	50	200
d12	60	240
d12+1	100	400
d12+2	250	1,000
d12+3	500	1 ton
d12+4	1,000	2 tons
d12+5	2,500	5 tons
d12+6	2.5 tons	10 tons
d12+7	5 tons	20 tons
d12+8	12.5 tons	50 tons
d12+9	25 tons	100 tons
d12+10	50 tons	200 tons
d12+11	125 tons	500 tons
d12+12	250 tons	1,000 tons

Heavy Weaponry

Mooks and the evil bastards they battle can throw or bash their foes with heavy items, using the world around them as weapons. These items fall apart after only a few uses (GM's call), but can cause massive damage in the hands of a high-Strength brawler.

Note: Anything of 1,000 pounds or more is generally considered a Heavy Weapon.

Example	Weight	Damage
Parking Meter	50	Str+d10
Large rock	100	Str+d12
Boulder	200	Str+d12+1
Lamp post	400	Str+d12+2
Large Tree	1,000	Str+d12+3
Statue	1 ton	Str+d12+4
Car	2 tons	Str+d12+5
Truck	4 tons	Str+d12+6
City Bus	8 tons	Str+d12+7
Tank	16 tons	Str+d12+8
Double tonnage for each point of Strength above d12+8 (so d12+9 is 32 tons, etc).		

VIRTUE

"Ya know, I think before life gets its meat hooks in ya, you got this gauge that starts at zero. Then shit happens. Cruelty and injustice happen. People happen. And sometimes you go a little nuts. And the needle on that gauge goes up. You get over it. You move on. And the needle goes down a little. But it never resets to zero. It's always a little off. You float along with your life and the shitheads keep takin' chunks outta ya. And that needle goes up. It goes down again, but never all the way back to the place it was before. It just keeps climbing and climbing until it pegs red. I think that's when you lose your mind." —Goon

Living in the Town wears down a person's soul over the course of a long, hard life. Sorrow and misfortune keep piling on that poor sap's shoulders until he's broken, utterly busted, all his humanity gone. At that point he only wants revenge...to cause other people the same hurt he's feeling to the core of his rotten soul.

When people say your lug's "a good person deep down," despite all the questionable things he's done, they're talking about Virtue. When all a person's Virtue is gone, he or she becomes a monster.

To keep track of a mook's humanity and regard for his fellow humans, each Wild Card character has a Virtue statistic. A mook or dame's starting Virtue is 2 plus half his Spirit die type (unless modified by Edges or Hindrances).

Losing Virtue

Merciless acts of cruelty against the innocent and defenseless, tampering with the secrets of magic or laws of nature, or exposure



to certain energies can cause a character to lose Virtue and eventually go crazier than a shithouse rat. The GM has more information on when to call for a Virtue check.

A Virtue check is a Spirit roll with a modifier as assigned by the GM. Whenever an antihero fails a Virtue check (or Fear test) he loses 1 point of Virtue, or 2 points on a critical failure.

Recovery

The most effective way to regain lost Virtue is to do things for others, asking for nothing in return, for a week or so in a non-stressful environment. Nobody shootin' at you and whatnot. It may sting the wallet but it's chicken soup for the soulless bastard...so to speak.

Slaying supernatural evil also does the trick. And practice makes habits, as they say: For every two months that pass without a Virtue loss, the mook gains a point back. Virtue can never go higher than its derived value of 2 plus half Spirit, barring any Edges.

Virtue Recovery Table

Event	Recovery
A week of charitable works	+1
Three days with close family members	+1
Defeating supernatural horror	+1
Two "virtuous" months	+1

Blood Simple

When a lug or a dame's Virtue drops to 2 or less they go a little funny in the brain. A person in that state is a powder keg waiting to blow and adopts the Vengeful (Major) Hindrance. She sees *everyone* as a threat, and her thin skin allows her to ignore no perceived slight. A mook who's already Vengeful loses an additional point of Virtue. If her Virtue rises to 3 or more she's no longer Vengeful.

When a character's Virtue drops to 0, the lug goes batty and has to roll on the **Gone Wrong in the Head Table**. Virtue can't go

below 0; if a mook in that state suffers another Virtue loss he has to roll on the **Gone Wrong in the Head Table** again.

Recovering from a total loss of empathy, combined with one or more psychological derangements, is a rough road to navigate. What's listed in the **Virtue Recovery Table** doesn't work anymore. The mook needs to get out of the Town and clear his head for a few weeks.

For each week away from the Town, the mook can make a Spirit roll. If she's under the care of a qualified psychiatrist or psychologist, add +2 to the roll. With a success he can remove one condition (player's choice) from the **Gone Wrong in the Head Table**. When those are gone, this method can be used to regain 1 point of Virtue per week with a successful Spirit roll, or 2 with a raise.

Gone Wrong in the Head Table

d20	Psychological Derangement
1	Multiple Personalities: The mook develops a second personality entirely separate from the original. Roll on the Personality Table (in <i>Savage Worlds</i>) and use the result as the basis for your new persona. Give him or her a name, backstory, and single Minor Hindrance (a mental instability, not a physical handicap). Whenever you draw a Joker for any reason, switch to the other personality. If this condition persists for a month or more, the second personality may begin to struggle for total control, with the poor sap unable to remember what happens whenever the "dark half" takes over...
2-3	The Shakes: You just can't handle the strain no more. In combat or other stressful situations, your mook's hands shake, inflicting a -2 penalty on all Agility and Agility-linked skill rolls.
4-5	Grub Lust: Your hero develops an unnatural attraction to some common food item. Maybe it's a particularly savory ham hock, or a bucket of cream corn, or a dead rat stuffed with marshmallows. Don't matter what it is or how rancid it gets. You covet it, keep it always by your side or in your pocket, and savor it in tiny nibbles. The grub luster gets a -2 to Charisma.
6-7	Night Terrors: Whenever your lug sleeps, all the faces of his tragic past appear to haunt him. He acquires the Night Terrors Hindrance (page 13). If he already has the Hindrance, his Spirit rolls to resist Fatigue suffer a -2 penalty.
8-9	Ready to Die: This isn't the Death Wish Hindrance; it's worse. This hero loses all regard for her own safety and well-being. She hurls herself headlong into knife fights with purple-assed baboons and other potentially lethal situations, always going for the biggest and toughest baboon.
10-11	Delusional: Your palooka goes off the rails on a crazy train (<i>Ai-ai-ai!</i>). He gains the Delusional (Major) Hindrance, the exact nature of which is up to the player.
12-13	Addiction: This mug tries to fill the hole where his soul used to be with alcohol, pills, morphine, gambling, or some other vice. He gains the Habit (Major) Hindrance.
14-15	Paranoia: The mook contracts a very specific Delusional (Major) Hindrance. He comes to believe one of his erstwhile allies in the gang (another player character) is out to get him and means him harm. Choose another Wild Card in the group at random; the sap rationalizes all that character's actions in light of his paranoia. These aren't the sorts of fears a deranged hero tends to speak aloud, unless it's to someone he can <i>really</i> trust.
16-17	Added: Sometimes this bloke sees things that aren't there — weird things, <i>uncanny</i> things — in the corner of his eye. In his mania to ignore them, he sometimes misses things that <i>are</i> there. All of his Notice roll suffer a -2 penalty.
18-19	Weird Appetite: The mook gains an insatiable appetite for some common yet disgusting or inedible substance. Dirt, dryer lint, dirty dishwater, spoiled corned beef, that's the sort of nasty you're striving for. Treat this like a Habit (Major) Hindrance, except it also comes with a -2 Charisma modifier. Let's face it — everyone's grossed out watchin' this guy eat.
20	Taste for Blood: This antihero turns into a mad dog, going out of his way to murder any opponent he meets. He gains the Bloodthirsty Hindrance and isn't all that discriminating about whom he bumps off — the more the merrier.

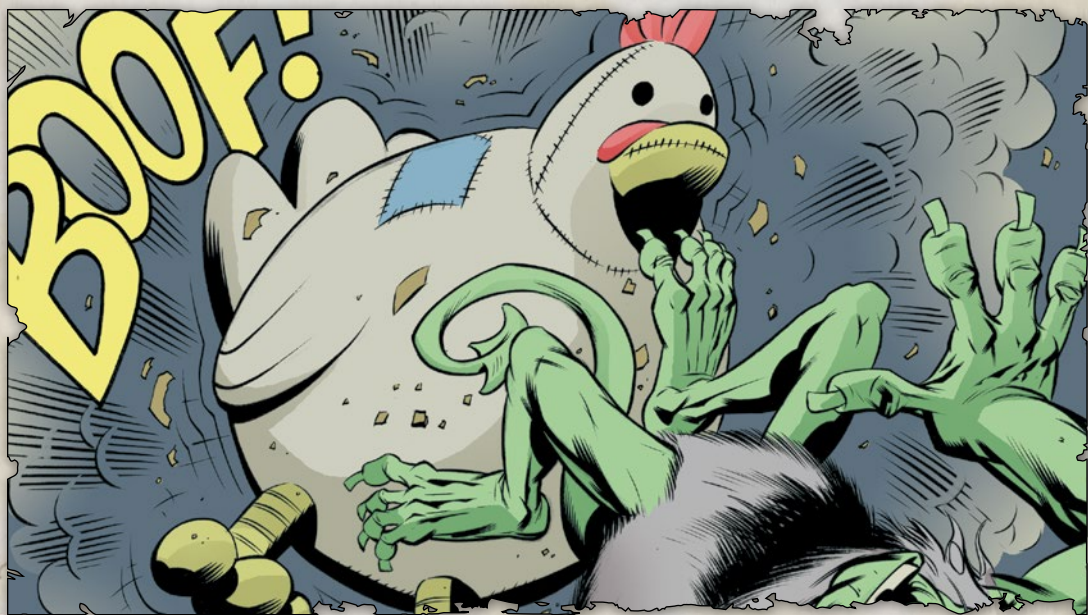
WEIRD SHIT HAPPENS!

Odd, random events — weird shit — are a big part of *The Goon's*™ charm and appeal. To spring a random, surreal event at any point during a game session, all the Game Master or a player has to do is spend a Benny and describe the resulting scene — the *who, what, when, and where* but never the *why*. Pratfalls and hilarity ensue.

Whether it's a half-dozen angry giant mollusks falling off a passing delivery truck, a creamed-corn flash flood, a herd of migrating orangutans bursting into flames, a cameo appearance by lovable mongoloid Peaches Valentine or irate hero The Atomic Rage, or a huge fist that hurtles from the sky to squash someone flat...in the Town, weird shit happens. Used sparingly, these events can change scenes, end a battle that's gone on too long, or just make the group split their sides laughing.

Please note, slappy, we said to use this rule *sparingly* — no more than once per player per game session. Here are a few more stipulations:

- **Keep It Funny:** Weird Shit Happens is reserved for Comedic sessions (the ones marked with a happy drama mask) unless the GM says otherwise. Anything that gets people guffawing is fair game. Each group tends to find its own comfort level for humor.
- **Make It Meaningful:** Weird things happen all the time; this rule is for events that have an immediate and meaningful effect on the story. That is, it's not just some strange thing passing by; it's right up in your mooks' faces and everyone has to take a bite. And we do mean *everyone*: It's gotta be equally inconvenient for the antiheroes and their antagonists.
- **Dramatically Weird:** This rule can be invoked during a **Dramatic Task** (see *Savage Worlds*) to gain an automatic success during any round in which the primary skill roll would have failed. Spend your Benny, and describe the uncanny event that saves your bacon.
- **Thou Best Not Kill:** This rule can never be used directly against a player's character or the Game Master's Wild Cards. For example, the GM can't spend a Benny to describe a herd of syphilitic elephants trampling the antiheroes into thick, red pulp. That would be grossly unfair, to put it mildly, not to mention just gross. However, knocking a single Extra out of commission — when they grow tiresome or otherwise outlive their usefulness — is A-OK.
- **Game Master's Fiat:** The Game Master has final say on whether a given instance of weird shit takes place, but should be as lenient as possible to allow the greatest degree of creativity. The rule can't be used as a loophole to spend a Benny and get whatever a character needs. Like we said, when weird shit happens everyone gets the doo-doo end of the stick. It's up to the GM to provide statistics for any living creatures that appear, adapting them from the selection of **Fearful Specimens** beginning on page 177 or making them up on the fly — it's perfectly fine to describe a varmint and give it d8 for everything.





Eric Powell
14

CHAPTER SIX: SECRETS, DARK AND DEEP

"The town is all that matters. Love never experienced anything like it. It draws pain and suffering to its breast and its grip is steel." —The Arab Priest

Here's where we delve into the truths hiding behind the town's mysteries. Like how it became a cursed place that twists people's broken souls into dark power to be tapped by evil forces.

THE LEGEND OF HORSE-EATER'S WOOD

"There's a curse that was born long ago in Horse-Eater's Wood. It's been livin' and growin' like some kind of black tumor ever since. It penetrates everything." —Buzzard

Some years ago, long before the turn of the century, a sensational newspaper story appeared in *The Snitch Rag*. The serialized tale was told to the writer by an old woman. She had been among those brave pioneers who traveled into the West to create a new life. But neither she nor her companions reached the promised land. They only got as far as a deep, dark forest...and there she withstood misery and terror beyond most folks' reckoning.

Stranded in the woods by a terrible blizzard, the would-be settlers were forced to eat the flesh of their frozen horses — which lent the forest its name. In time, as their predicament grew more dire and the snow continued to fall, the woman's fellow travelers died off one by one. Horrors undreamed-of followed, as the pioneers turned to cannibalism in a vain attempt to survive.

In the end, only the old woman survived the ordeal. She emerged alone from the woods, where she was found by a group of trappers. Never did she partake of human flesh; it was divine intervention that carried her through.

Selling her story to the papers in serialized form finally made her, if not rich, then quite comfortable. Only one thing's wrong with the story, bub: It was mostly lies.

The Straight Dope

There *was* a wagon train of settlers, and they did become trapped in the Horse-Eater's Wood by a snowstorm of biblical proportions. But that's where the truth of the official account ends. The real story's a whole lot more sordid and sad.

Among the group was a man who traveled with his wife and child. He and his business partner — whose wife survived to tell the story — traveled with them. The man was having an affair with his business partner's wife, a stunning woman whose unearthly beauty was only matched by her cruelty and selfishness. Trapped together in the storm, all the man's plots and plans began to unravel.

When the horses died the stranded settlers fed on their frozen flesh for a time. But a week passed, and then another, and still the storm did not abate. When the travelers began to die off, claimed by the frost, the woman whispered in her lover's ear that consuming them was the only way to live. The man, bewitched by her beauty and weakened by hunger, heeded her awful words.

He came to be in charge of the rationing, and even then he kept his lover fed at the expense of his own family and his partner. His mind conjured up unclean hopes: that his wife and child might perish, along with his partner, so he and his paramour would be left together to indulge their illicit passions. As the man grew weak — withholding sustenance from himself so his lover could eat — he watched all those he cared for waste away and die in the snow. He fed her his own flesh and blood in the form of his wife and child.

In the end, when the spring thaw finally came, it was just as he'd wished in his darkest hours: Only he and the woman remained alive. Lying in their makeshift shelter, too weak to move, the man begged, "Help me. Don't leave me alone."

THE ONCOMING STORM

Her response was cruel laughter, fading into the trees. In that moment all the man's regret, anger, and black hatred boiled over. With his dying breath he spat a curse upon the woman, the woods, all his failures of virtue. When he faded into death, all the hatred burst from his soul like black fluid from an infected wound. It seeped into the woods.

The deep, dark forest claimed the man's soul and fed on it. The curse continued to grow, drawing dark spirits to torment his soul for all eternity. He dwells there still, among the teeming evils, aware only of the endless misery he caused for so many people. To him, it is Hell.

And to the Town's innocent inhabitants, who've been paying for his sins ever since, their home sometimes feels like a Hell on earth. It may not be that, not yet, but unless someone steps in to turn the tide it'll surely become Hell with the passage of time.

Sounds simple, right? It would be, if not for those beings who view the Town's curse as a shining jewel to be possessed. They've been around since the Zombie Priest first arrived... and like thunderheads on the horizon, more are on their way.

"The others like me, what's left of my kind... they want this place. The black power it holds for those with the skill to harness it. They'll most likely kill me. They'll most definitely kill you. You have no idea what you are about to face." — Zombie Priest

The Zombie Priest, the Nameless One, is only one of a demonic race spawned from the blackest pits of Hell. In fact, he's the least of them. Even so, the Zombie Priest has caused more misery in the Town than any one story can relate.

Without the Goon's intervention, the Zombie Priest would have brought the Town to its knees long ago. Given his failure to do so, the rest of his foul kind — the Coven — are on their way to finish the job and restore themselves to former unholy glory. First they have to kill the Goon.

The Arab Priest leads the Coven, a sorcerous pack of baddies that consists of Longfingers, Rake, Spindle, Spade, and Stone (the details on these jerks start on page 174). When they arrive, the war between good and evil blows wide open and only one side can prevail. You can read how that all goes down in the pages of *The Goon™* graphic novels.

Or the GM can keep the Coven and its servants in her back pocket while the Plot Point Campaign plays out for better or worse. Heroes who defeat Zombie Priest and the Boyles — becoming Legendary mooks in the process — are going to need bigger and badder foes to punch. For that reason we've included *all* the Goon's enemies in this here tome, to use or abuse as the GM sees fit.

Just be sure to keep all these secrets close to your vest, for now. Your mooks need to gain a whole lot of experience, power, and influence before they're ready to take on Labrazio and Mr. Wicker, much less the unleashed fury of the Coven itself.



BEHIND THE SCENES IN THE TOWN

In Chapter Four we took the players on a tour of all the Town's most famous haunts. Here we pull back the curtain and reveal — for the Game Master — the secrets some of those places hide. Wherever it's appropriate, we give you a short list of Encounters one's most likely to have in a given locale, along with any Grievous Yarns tied to a certain location.

Players really ought to turn back now or risk the GM's wrath at a later date. Don't say we didn't warn ya, sunshine.

Alloy Mansion

The mansion is home only to Alloy and his servants, most of its living areas left abandoned with the furniture covered in dust cloths. Randolph, Alloy's automaton butler, acts as seneschal for his lord and master's castle. Lagarto — a human-sized remnant of one of Alloy's more destructive creations — handles the more mundane chores like housekeeping and laundry. Finally, Alloy's pet white rabbit Lewis provides a modicum of companionship for the busy scientist.

The mansion's cellars contain acres of laboratories and storerooms, as well as a transdimensional gateway machine. Anyone so foolish as to attack Alloy's home faces myriad security systems such as heat-seeking missiles, a virtual army of automatons, and Bruno the killer robot. Intruders beware!

Encounters: Dr. Hieronymous Alloy (page 147), Bruno (page 148), Randolph (Automaton, page 177), Lagarto (page 169)

- ② **The Great Cream Corn Recall (page 115):** Alloy's robots get up to a strange, automated plot, and Alloy himself ain't exactly sympathetic to the mooks' plight.
- ② **Truncheons & Agonies (page 133):** When Alloy's portal spits out an abrasive nuisance, it's up to the gang to punch it in the face repeatedly.

Cade's Island Prison Ferry

The trip costs two bits, and the bulls mean business. Prisoners who don't got \$.25 or refuse to pay it get socked in the gut and make the trip to Cade's Island in a rowboat.

Chinatown

Sporting a prime location near the docks, Chinatown's criminal rackets used to be ruled by Xiang Yao and enforced by the Triad tongs. Ever since Goon killed Yao, the former kingpin's shadow looms over a ragtag collection of tong gangs that squabble and fight over Yao's lingering legacy. Only a few souls know Xiang Yao secretly survived his bout with the Goon, and bides his time in an extensive lair beneath the sewers.

Encounters: Xiang Yao (page 172)

Decaster House

Family patriarch Lional Decaster was an especially sick puppy who imprisoned his entire family within these walls and subjected them to every depravity he could dream up. He's the type of degenerate who never let his kids leave the house but still managed to have grandchildren. In the end, one of his malformed progeny ended Decaster's despicable life with a straight razor. The eldest son, Marcus Decaster, starved along with everyone else; they'd been conditioned never to leave the house. The rumors about smalltime crook Samuel Loom are true, but the house is a scorched ruin since Goon's visit.

Docks, The

Fishy Pete and his gang have got the terrifyingly randy Sea Hag to back them up, so nobody's been able to put on a proper fish-fry...yet.

Encounters: Fishy Pete (page 164), fishmen (page 158), Sea Hag (page 172)

Lonely Street

This territory is populated by teeming mobs of zombies and ravenous hags. The Zombie Priest and his sidekick Lazlo spend most of their time in the hideout on Lonely Street, plotting ways to defeat the Goon and take over his racket. Only then will the Nameless One rule the Town. Until then, the old bastard occasionally markets his sorcerous services under the name "Mr. Corpus."

Encounters: Zombie Priest (page 172), Lazlo (page 170), Cat (page 173), hags (page 180), endless mobs of zombies (page 189)

Madame Elsa's Burlesque House

Elsa's top-billed act, the Bird Sisters, are actually a pair of harpies.

Encounters: Madame Elsa (use Citizen on page 158), Macaque (use Ape on page 177), Bird Sisters (use Harpy on page 181)

McGreg Home for Illegitimate, Wayward, and Possibly Homicidal Youths

The repulsive Old Lady McGregor rules the kids with an iron fist, a hot poker, and a leather belt, and them runts got the scars to prove it.

Encounters: Old Lady McGregor (use Citizen on page 158), The Little, Unholy Bastards (page 153)

Moonlight Firefly

The former manager's name was Wally; the new boss's name is Chance Calhoun.

Encounters: Calhoun (Citizen, page 158), Drakston Entity (page 151)

Norton's Pub

Norton's is a regular haunt of a host of the usual suspects: Goon, Franky, Spider, torch singer Mirna Santino, Skinny the piano player, Merle the Werewolf, Charlie Noodles, the whole gang. After being blown to smithereens, with Goon's help and financing the bar is about to be freshly rebuilt.

Encounters: Norton (page 154), Momma Jalia Norton (page 154), Spider (page 156) might as well live here for all the time he spends gambling.

⌚ **Bottoms Up! (page 108):** The gang has to ensure wheels are greased, permits acquired, and rivals knocked silly while Norton rebuilds his bar.

Psychic Seal's Office

For those who *do* speak seal, this one's a total asshole but he really can provide preternatural omens and advice.

Encounters: Psychic Seal (page 154)

Rat Alley

Hatchet men and hired killers often dump the bodies in Rat Alley; no evidence lasts through the night.

Encounters: Big damn rats (page 182)

Railyards

Bindle stiffs find sanctuary here by the dozens, but the railroad bulls hunt them ruthlessly.

Encounters: Railroad bulls (use Beat Cop on page 157), bindle punks (use Hobo on page 159)

Wrong Way Pub

Murray the Gristle isn't on the Goon's payroll, but he's been tolerated so far. That might change.

⌚ **This Is Your Brain on Eggs (page 129):**

Murray the Gristle stopped paying his weekly tribute to Goon. Time for the gang to set him straight.

THE TOWN'S ENVIRONS

A few places of note are within a few hours' drive of the Town proper, or just a short boat ride away.

Boneyard

The dreaded body thieves are Houstus Graves and his mongoloid sons, mostly. But lately the old, undying gunfighter Buzzard keeps watch over the dead so they don't end up marching in the Zombie Priest's army. In return, Goon keeps Buzzard well-supplied with ammunition. Still, it's a really big graveyard and Buzzard can't be everywhere. Despite his presence, it ain't generally safe to walk around there, night or day.

Encounters: Buzzard (page 143), zombies (page 189), hags (page 180), lesser and normal spirits (page 184), a shit ton of cadavers

Cade's Island Maximum Security Prison

A total hardass name of Warden Hagenbeck runs the joint with the help of his army of fanatical guards. Most of the Town's hardcases are in and out of Cade's Island on a regular basis — even the Goon did time there once — but it ain't a stint most Joes can handle. When they throw a lug in the hole, it's an actual *hole*...with zombies at the bottom! Some hang on, though; an old-timer named Dibs has run the library cart for a couple decades now.

Encounters: Warden Hagenbeck (page 152), inmates (use Gangster on page 158), Dibs (use Citizen on page 158)

Hobo Jungle

The hoboes pay fealty to a beatnik Hobo King and worship a revolting, ravenous "god" called Greedy Gut that lives in the deepest depths of the swamp. Anyone who knows the proper rhyme can call it forth, but you'd better bring snacks because Greedy Gut always arrives hungry. A few hoboes have alligators as pets, riding their backs like boats through the swamp channels.

Encounters: Hobo King (use Hobo on page 159, Wild Card), Greedy Gut (page 167), hoboes (page 159), alligators (see *Savage Worlds*)

Horse-Eater's Wood

We reveal the legend and curse of Horse-Eater's Wood on page 35. Deep in the trackless woods, there's a gnarled old oak with a big hole at its base. Scratched above it is an enigmatic legend. They say old Buzzard spent some time sleeping under the tree's roots, until he up and transplanted his headquarters to the boneyard.

Encounters: All sorts of evil beings and spirits.

Lost Temple of Egroeg

Whatever they worshipped in the Lost Temple, the crumbling stone walls hide treasures that remain undiscovered. The gemstones found amidst the Lost Temple of Egroeg's ruins confer influence over spirits and ghosts, but often at a cost to the owner.

Encounters: Ghosts galore (use Normal Spirits on page 184)

② **Terror at the Lost Temple (page 136):** Intrepid explorers plunge deep into the Hobo Jungle in search of relics and lost knowledge. What terrors will they find?!

Lighthouse Island

Somebody must maintain the lighthouse and operate the beacon, but whoever it is... nobody's ever seen his or her face. As long as the lighthouse keeps ships from shredding their hulls on the rocks, nobody looks a gift horse in the mouth neither.

Encounters: A lighthouse keeper, one would presume...

② **The Bloody Mystery of Lighthouse Island (page 106):** When the beacon on Lighthouse Island stops working, the Stevedores' Union begs Goon's crew to solve the problem.



CHAPTER SEVEN: MORE SETTING RULES

"Just goes to show ain't nothin' as complicated as it seems." —Goon

In this chapter we expand on the Setting Rules presented in Chapter Five, and provide a couple more for the Game Master's use.

BLACK MAGIC

The darkest magic feeds on the evil in the hearts of men. In a place like the Town, these can bestow almost unlimited power on someone who knows how to wield the curse. But as the Zombie Priest says, "There are rules to this type of work." Damnation only takes hold when a person asks for it.

Arcane Background (Black Magic)

Arcane Skill: Spellcasting (Smarts)

Starting Powers: 3

The Town's curse fuels black magic. Sorcerers with the Black Magic Arcane Background know where they get their power, and they embrace it. They crave it like a drug, one that satisfies their boundless lust for evil for a little while. In short, they're *bad news*.

Black-magic wielders don't use Power Points, but powers still "cost" Power Points to enact. The cost affects Backlash (see below).

Only nonplayer characters have access to black magic. The evil so-and-sos who wield it left goodness and light behind a long time ago. They have no Virtue scores, and thus aren't subject to the Virtue Setting Rule.

Available Powers: *Armor, banish, barrier, beast friend, blast, blind, bolt, boost/lower Trait, burrow, burst, confusion, contact spirit world, create abomination, curse, damage field, darksight, deflection, detect/conceal arcana, disguise, dispel, divination, drain Power Points, elemental manipulation, entangle, environmental protection, farsight, fear, fly, greater healing, growth/shrink, havoc, healing, intangibility, invisibility, light/obscure, mind reading, pummel, puppet, quickness, shape change, slow, slumber, smite, speak language, speed, stun, succor, summon*

ally, telekinesis, teleport, wall walker, warrior's gift, zombie.

Backlash: Black-magic wielders are Shaken if the Spellcasting die roll is equal to or less than a number based on the PP cost, as noted:

Power Point cost	Spellcasting die result
1-2	1
3-4	1 or 2
5+	3 or less

If the die roll is a natural 1, the caster also gains a level of Fatigue, or two levels on a critical failure. This Fatigue can cause Incapacitation. If the caster has two Fatigue levels and gains two more, he dies — horribly and painfully — his soul torn from his body and eternally damned. (If your evil sorcerer suffers a level or two of Fatigue...*run!*)

Otherwise, the character recovers a Fatigue level per eight hours' rest (Evil's just ironic like that.) A black-magic user with Rapid Recovery requires only four hours' rest per Fatigue level, and two hours per level with Improved Rapid Recovery.

Maintaining a power inflicts a -1 penalty to all other casting rolls, so keeping powers up all day has a cost. Black magic spells end if the caster is unconscious or Incapacitated.

Wild Cards can suffer Backlash *and* succeed at casting a spell if the Wild Die succeeds.

NEW POWERS

These powers are only available to the Black Magic Arcane Background.

Create Abomination

Rank: Heroic

Power Points: 5

Range: Touch

Duration: Permanent

This foul power allows a black-magic wielder to tap the Town's curse to create horribly twisted creatures. The power can be

used on a willing subject (they have to ask for it, per the “rules,” even if they don’t realize exactly how their desires might be twisted against them) or an animal, which mutates into the resulting monster.

With success on a Spellcasting roll, the witch creates a unique monster. The creature begins with a d6 in each Attribute, and Fighting, Intimidation, Notice, and Stealth skills at d6. Each raise allows the caster to add two choices from this list:

- A die type in any attribute or skill.
- An Edge (ignoring Rank requirements).
- A Monstrous Ability. For Size, add +1 each time this choice is taken.

When used on willing subjects and the caster siphons the target’s Virtue (per **Tapping the Curse** below) the spell is doubly powerful and provides four increases per raise.

Zombie

Rank: Veteran

Power Points: 1/corpse

Range: Smarts

Duration: Permanent

Note: This version of *zombie* replaces the one found in *Savage Worlds*.

Sorcerers have to follow certain rules where the living are concerned. Corpses can’t ask for or consent to anything. A spellcaster can take whatever she pleases from the poor devils.

When cast, *zombie* raises a number of dead specified by the character. The undead are immediately obedient, though perhaps a bit mischievous and literal-minded in their duties. For the most part, they’re also about as dumb as a box of rocks.

Corpses aren’t summoned by this ability, so there must be a supply of bodies available for the power to have any effect. The bodies don’t have to be fresh — *zombie* can raise servants that have been waiting patiently for centuries. Graveyards, morgues, and battlefields can all serve this purpose, which is why Buzzard (see page 143) spends most of his time guarding the local boneyards against the Zombie Priest’s depredations.

With a success, the power raises a number of *zombies* equal to the Power Points spent. With a raise, one of those *zombies* retains a little “personality” — including Smarts d6 and an Edge of the GM’s choice. With two raises, the effects are as previously stated but an additional +1d6 *zombies* are raised.

It’s a Miracle!

Technically, the Miracles Arcane Background (see *Savage Worlds*) isn’t available in *The Goon Roleplaying Game*™. The Town is gripped by evil forces, and few if any of its inhabitants live easy, pleasant lives. Darkness is everywhere, and the idea of some bright, shiny, fairy-Mary priest flinging miracles this way and that runs counter to the setting’s tone.

That being said, it’s your game. And nearly every type of comic book character — cowboys, soldiers, superheroes, aliens, and giant monsters, to name a few — have appeared in the pages of *The Goon*™. When your goal is a humorous or satirical game session, there’s really no limit to what you can include.

The same goes for Arcane Background (Miracles). If one of your players has an idea for a character that seems like it would work, or you need a full-blown miracle worker for the story you’re telling, go ahead and use them. Throw in a dirty bar of soap, a gangrene-infected chimp, and a kitchen sink for all we care.

See the **Zombie** profile on page 189 when one of your villains uses this awful spell.

TAPPING THE CURSE

Characters with the Black Magic Edge have another advantage: They can tap into the Town’s curse to fortify their arcane powers, and create truly terrifying creatures and damaging effects. All they need is a subject so full of hatred and resentment they’re willing to give their lives and souls for revenge, the chance to cause others the misery they’re feeling, or some other selfish pursuit born of desperation.

In game terms, characters with the Arcane Background (Black Magic) Edge can draw the life from willing subjects whose current Virtue is 4 or less, converting that energy into Power Points. For every success and raise on

the Spellcasting roll, the subject loses a point of Virtue. Each point of Virtue drained adds +2 to the Spellcasting roll for that power. Instead of gaining a +2 bonus, the caster can use one point of Virtue from a willing subject to instantly regain a level of Fatigue.

A critical failure when attempting this feat means love fights its way back to undermine the curse. If the spellcaster rolls double 1s, he suffers Backlash (and is automatically Shaken) as well as 1d8 damage for each point of Virtue the subject currently has.

A subject reduced to zero Virtue has to roll on the **Gone Wrong in the Head Table**.

MISERY NEVER DIES

"Happiness is for pussies." —Franky

Like we told you on page 41, this Setting Rule prevents Wild Card antiheroes from dying randomly due to a lousy dice roll. Here we provide a few guidelines for applying the rule, along with a table chock full of the inauspicious results of untimely death.

Note that the rule applies to all Wild Cards; villains get the same consideration unless someone performs a **Finishing Move** (see *Savage Worlds*) to end them once and for all.

Second, this rule isn't just to keep characters from dying. Fact is, a dead hero's of little use to your story. A hero who returns from doom heaped with death's greedy comeuppance... now there's something you can work with.

Whenever a Wild Card would perish, roll on the following table to see what befalls the poor sap. Death always attaches a price tag. Players can buy off Hindrances acquired by means of the **Misery Never Dies Table** by sacrificing an Advance.

Misery Never Dies Table

d12	Result
1	Deranged: The mook's Virtue (see page 45) is reduced to 0; roll on the Gone Wrong in the Head Table .
2	Out for Revenge: Your antihero gains the Vengeful (Major) Hindrance. The lug who sent her here is first on the list.
3	Festering: The antihero gains a festering wound and the Major Afflicted Hindrance (page 13).
4	Fatalistic: Gain the Death Wish Hindrance.
5	Taste for Blood: The mook's Virtue (see page 45) is reduced to 2, and he gains the Bloodthirsty Hindrance.
6	Bad Blood: Gain the Enemy (Minor) Hindrance.
7	Deformed: Near-death ain't kind. Gain the Ugly Hindrance.
8	Nightmares: Gain the Night Terrors Hindrance (page 13).
9	Touch of Darkness: A little of the Town's evil worms its way into this antihero's soul; gain the Corrupt Hindrance (page 13).
10	Nemesis: Gain the Enemy (Major) Hindrance.
11	Pariah: This survivor is damned by the Town's evil spirits; gain the Cursed Hindrance (page 13).
12	Haunted: One of the Town's malevolent entities follows this palooka back from the other side to make his life miserable. Use the Ghost profile in <i>Savage Worlds</i> ; give it a memorable personality.



THE SPIRIT WORLDS

"These suits should protect your structures from the adverse effects of being submerged in a world where the physical laws of nature as we know them do not apply." — Dr. Hieronymous Alloy

This one ain't so much a rule as a guideline. Numerous alternate worlds and dimensions are accessible from the Town for someone with the know-how. It isn't so much that it's a "nexus of worlds" or nonsense like that. It's more that as the curse gripping the Town grows like a black, cancerous lump, it corrodes the walls between worlds as it swells.

That means mooks might find a weird gateway to somewhere *else* in an evil old tree or dank cave, or do something silly like use the *contact spirit world* power (page 39) to travel to a weird dimension, astrally travel the lands of the dead, or even bust open a fiery gateway to Hell. There are as many possibilities as there are spirit worlds — and the amount of worlds hiding just outside the sight of everyday Joes is damn near infinite. In other words, the only limit's your imagination.

When your heroes visit another dimension, jot down a simple list of Dimensional Laws (of physics, magic, and so forth) to describe how things work there. Whatever fits the vibe, oozes weirdness, and makes the game more exciting is perfect. The only hard and fast rule is how other dimensions affect a lug's Virtue: For each hour spent in another realm or dimension, a traveler makes a Virtue check to see whether he goes out of his head (see following). Alternate dimensions are murder on the brain-box!

VIRTUE REVISITED

"It's good to be loved. Even by the insane."
—Franky

Here's the cruel truth of Virtue: the characters are antiheroes at best, villains at worst, certainly criminals. The problem is when the rush of villainy goes to their heads, and they start *actin'* like bad guys. If they lose sight of their personal integrity and virtue as they wade into the cesspool, they risk drowning in the muck. It's a fine line to walk: gettin' one's hands dirty while keepin' the coat clean, so to speak.

Most of the information you need to run the Virtue Setting Rule is found on page 45. Here we provide a brief list of exactly what misdeeds and misfortunes cause a mook to



have to make that crucial check. Living by an honorable code keeps an antihero virtuous for the most part, but chance and location play a role too.

A character has to make a Virtue check under any of the following circumstances:

- **Murder:** Killing someone for any reason other than self-defense incurs a Virtue test at -2 — monsters don't count!
- **Backlash:** A character with the Magic Arcane Background who rolls a 1 on his Spellcasting die (causing Backlash) must roll a Virtue check.
- **Fear:** Fright can make noble men do evil things. Whenever an antihero fails a Fear test he automatically loses 1 point of Virtue, or 2 points on a critical failure.
- **Malfunction:** A character with the Weird Science Arcane Background who rolls a 1 on her Spellcasting die (causing Backlash) must roll a Virtue check.
- **Cursed Relic:** Each use of a cursed Relic's power (see page 42) incurs a Virtue check.
- **Horse-Eater's Wood:** The dark spirits of Horse-Eater's Wood whisper foul and false promises to the unwary. For each day spent within the woods' confines, a mook makes a Virtue check with a cumulative -1 penalty.
- **Other Worlds:** Traveling to other realms by means of an interdimensional portal, the *contact spirit world* power (page 39), or some other means can warp a mind. Generally, for each hour spent in another realm or dimension, a traveler makes a Virtue check.
- **Evil Deeds:** Other morally repugnant actions — at the Game Master's discretion — incur a Virtue check. For particularly nasty acts, impose a -1 or -2 penalty.

CHAPTER EIGHT: ADVENTURES IN THE TOWN

"And that's how the city got its monsters. Sometimes it drew evil to it. Sometimes it birthed creatures that crawled from the muck fueled by tortured souls out for revenge. Always revenge."

—The Goon: Occasion of Revenge

*The Goon*TM has got everything. Slapstick humor, soul-crushing tragedy, bone-cracking violence, zombies, mobsters, dames, magic and science, fast cars, guns, hillbillies, hooch, interdimensional entities, hoboos, giant robots, demons, Gypsies, the whole kit and caboodle.

It's a tantalizingly familiar 1930s-'40s milieu whose barrage of pop culture references — obscure, anachronistic, and profane alike — blend and create a unique world where literally anything goes. If it helps the GM to better spin that grievous yarn in her head, it belongs in an adventure of *The Goon Roleplaying Game*TM.

Keep 'Em Guessing

Like the comic book on which it's based, each "issue" (that is, session) of your game should keep the players guessing. All the best noir stories yank a rug from under the reader's feet at least once. We give you plenty of grist for that mill in the following chapters, where you'll find the *From Hell's Heart, We Bite at Thee!* Plot Point Campaign, and a seething pack of Grievous Yarns.

When you need to generate a random encounter or two, or you start creating your own Grievous Yarns, this chapter's got everything ya need.



RANDOM ENCOUNTERS

Generating simple encounters in the Town is a cakewalk. For each day the antiheroes spend out and about in the Town (assuming you don't have a specific encounter in mind), draw a card from the Action Deck. On a Jack or better, your mooks have a date with destiny.

Roll a d20 on the table that corresponds to the card's suit: Clubs denotes a roll on the **Obstacles Table**, Diamonds means a roll on the **Fortune Table**, Hearts indicates a roll on the **Nonplayer Characters Table**, and Spades calls for a roll on the **Enemies Table**. Then deal out the Action Cards, will ya?!

CREATING GRIEVOUS YARNS

To randomly create adventures, we use the same tables as with encounters but the procedure is a little more complicated. It also demands you strain that brain of yours real hard: We got creatin' to do, Jack. Follow these steps and write down the results as you go.

1. COMEDY OR TRAGEDY?

It's a simple decision, pal. Are you tryin' to reveal some essential truth about human nature and how it causes people eternal misery? Or do you just want to see your players bust a gut laughing? The tables on the following pages work either way, but you need to decide up front. Knowing whether you're aiming for comedy or tragedy helps you make sense of the generator's results.

2. "WHAT'S THE PLAN?"

The palookas in your group are all members of the Goon's gang, so we're gonna need to know what the boss has got in mind for them.



Roll a d20 on the “**What’s the Plan?**” Table to determine the group’s overall objective for this job. Sometimes the objective isn’t a job at all; it could be R&R, poking around an unfamiliar section of the Town, or recruiting new mugs for Goon’s operation.

3. THICKEN THE PLOT

As every career gangster knows, what one *intends* to do rarely survives contact with reality. In this step, we determine what people, objects, or creatures are related to the gang’s plan. Draw a card from the Action Deck and check the suit. Roll a d20 on whichever table is indicated.

Although a Spades result means the resulting people or creatures are enemies in this yarn, the plan might involve buying or selling from them, spying on them, or punching them in their faces. Regardless, they are *definitely* unfriendly.

4. SEE WHAT THEY’RE UP AGAINST

A good story needs an antagonist, whether it’s an enemy, nature, or filthy lucre. Draw a card from the Action Deck and check the suit to determine the main source of conflict. It could be a flash flood, rampaging monsters, rival mobsters gunning for your crew, or even a diamond-encrusted statuette that seemingly everyone wants to get their dirty mitts on. Roll a d20 on the indicated table.

5. SPICE IT UP

If every Grievous Yarn consisted only of a plan, a plot, and a conflict, well...that would get pretty goddam old, pretty goddam fast. This step tosses spice into an otherwise bland broth. Roll 1d4 and draw a number of cards from the Action Deck equal to the result. Then roll a d20 on each of the resulting tables to figure out what other elements comprise the

story’s subplots. These can serve whatever purpose in the story works best, from minor encounter to primary antagonist.

6. EVERYTHING’S GOTTA BE COMPLICATED!

Roll a d20 on the **Complications Table** to add a twist to the whole shebang.

7. PUT IT ALL TOGETHER

Once you have all your elements written down, look at them as a whole and add the connective tissue to make a story. Sometimes the story elements align perfectly: If the plan revolves around a heist, the plot is focused on a diamond-encrusted tiara, and the antagonists are G-Men or police, that’s a no-brainer. Add a few subplots and a complication and *bam!* you’re in business.

Other times you’ll need to exercise a little creativity in building an adventure from disparate elements. Let’s say the plan is to make nice with a formerly hostile gang, but the plot revolves around the storm of the century, and the antagonists are those shysters at City Hall. Look, pal, figuring out the details ain’t *our* problem. Dissimilar story elements might fit together in odd ways, or the story may start out looking like one thing, but turn into something else entirely, if ya catch our drift.

Some entries appear in the **Nonplayer Characters Table** and the **Enemies Table**—that’s intentional, tough guy. A nonplayer character can be friend, acquaintance, rival, or foe depending on the circumstances. On the other hand, enemies are always hostile when a tale begins.

Profiles for the people and monsters referenced in these tables are found in the **Toughs, Lugs, and Femme Fatales** (page 142) and **Repulsive Things** (page 162) chapters, or in the *Savage Worlds* rules.



“What’s the Plan?” Table

A d20 roll on this table tells you the general nature of the job Goon — or some other patron — gives the mooks to do. How they get it done is *their* problem.

d20	Plan
1	Poking Around: Explore a little-known location in or under the Town, in the Hobo Jungle, or elsewhere.
2	Surveillance: Get the gab on a person, group, or object through spying and interrogations.
3	Recovery: Retrieve a stolen item, shipment, vehicle, or other tchotchke the Goon wants.
4	Safehouse: Protect someone or several someones from harm.
5	Recruiting: Hire new thugs to replace those what got shot up and eaten by slackjaws.
6	Rescue: Save someone or a group of people who’ve been kidnapped, imprisoned on Cade Island, or otherwise lost.
7	Making Nice: Establish peaceful relations with a mob family, politician, or high-ranking cop.
8	Territory: Secure a block, street, or neighborhood from the gang that runs it.
9	Making War: Locate the bums causing trouble for Goon, whoever they are, and take them out.
10	Heist: Steal a safe full of valuables, a lost treasure, or some other rare or precious goods.
11	New Boss: Take temporary control of an allied crew whose leader got chilled off, and run their territory.
12	Vigorish: Collect gambling proceeds — the “vigs” — from bookies or Goon’s tribute from business owners.
13	Hatchetmen: Eliminate one of Goon’s enemies and make sure no evidence is ever found.
14	Errand Boys: Deliver a message from Goon to one of his friends, rivals, or enemies.
15	Drag Race: It’s your ginks’ machine against the rivals’. Winner keeps bragging rights, loser dies in a fiery wreck.
16	Sabotage: Gum up a rival operation’s works, but don’t let anyone catch wind of what’s afoot.
17	Delivery: Deliver at least a truckload of stolen goods to its recipient or a warehouse, and collect payment.
18	R&R: That stands for rest and relaxation. Vacation, as the straights call it. G’wan, beat it, get some rest!
19	Internal Affairs: Someone in Goon’s operation is a rat, a turncoat, or they’re skimming profits. Find ‘em.
20	Nice Work If You Can Get It: Roll again twice on this table, ignoring results of 20.

Clubs-Obstacles

Roll a d20 on this table to throw a roadblock in front of your crew.

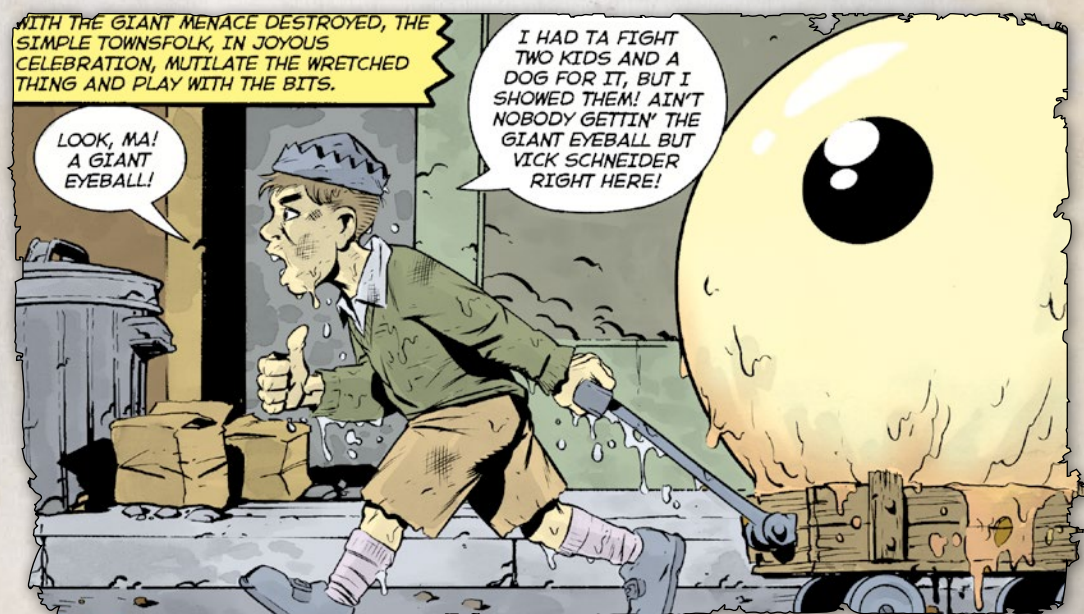
d20	Obstacle
1	Tighten the Screws: Roll on the Complications Table .
2	Breakdown: The characters' or someone else's vehicle goes kaput. Success on a Repair roll at -2 and 2d8 hours' work puts it back in tip-top shape.
3	Lost: Bad weather, geography, or unfamiliar surroundings conspire to confound the antiheroes.
4	Slackjaws: The area in which the story is set is infested with Zombies (page 189), a constant nuisance in packs of 2d6.
5	Storm of the Century: A hurricane, flood, or thunderstorm strikes the Town. It lasts 2d4 days.
6	Weird Vibes: The characters' wrist communicators, radios, and other electronic whosamawhatzits stop working.
7	A.P.B.: The Beat Cops (page 157) are out in full force, encountered in groups of 1d4.
8	Disease: An airborne, Short-Term, Debilitating Disease (see <i>Savage Worlds</i>) breaks out. Each success and raise on a Vigor roll subtracts one day from the sickness' duration.
9	Strike: The streets are clogged with union workers on strike for better conditions, and they're all potential witnesses.
10	Competitors: Roll on the Nonplayer Characters Table .
11	Squids: Something's got the Communist Airborne Mollusk Militia all riled up. Groups of 2d6 Giant Squid (page 185) roam the area.
12	Checkpoint: The bulls run a dragnet with a surprise checkpoint manned by 2d6 Beat Cops (page 157).
13	Shortage: Some resource — fuel, money, underlings — critical to the Goon's rackets is scarce, quadrupling its price.
14	Fire! Fireworks, arson, or some other incendiary sparks an out-of-control blaze. See Fire in <i>Savage Worlds</i> .
15	Traffic Jam: Construction, car accidents, and detours gridlock the Town. Travel by vehicle is impossible.
16	Winter Wonderland: A blizzard, hailstorm, or ice storm strikes the Town. It lasts 2d4 days.
17	Price Gouging: A tourist event in the Town, a foreign crisis, or sudden rarity doubles all gear prices for the session.
18	Orangutans: Gangs of these fire-prone nuisance Apes (page 177) prowl the area in groups of 2d6.
19	Weird Shit: The GM and each player may invoke the Weird Shit Happens! Setting Rule (page 47) <i>twice</i> during this session. If it's a Tragic session, roll again.
20	Antagonists: Roll on the Enemies Table .



Diamonds-Fortune

Along the way the group finds something of value; others may be after the score as well. Roll a d20 on this table to figure out what sort of loot is involved. When valuable objects are encountered randomly, there's almost *always* a catch. The more pricey the object, the bigger the catch!

d20	Fortune
1	Drugs: A cache of hops or opium worth $1d10 \times \$200$.
2	Dynamite: 1d10 cases of dynamite (24 bangsticks per case).
3	Livestock: Cows, pigs, chickens, or such worth $1d10 \times \$100$.
4	Jewels: Precious stones or jewelry worth $1d10 \times \$200$.
5	Heavy Weapons: A shipment of 1d10 Maxim guns.
6	Real Estate: The deed to a house or other property. The details are up to the GM.
7	Fuel: Barrels of gasoline or kerosene worth $1d10 \times \$100$.
8	Vehicle: A late-model sedan or truck, ripe for the taking.
9	Guns: Pistols, rifles, or shotguns, and ammunition, worth $1d10 \times \$100$.
10	Spinach: Cold, hard cash equal to $1d10 \times \$200$.
11	Armor: A cache of 1d10 bulletproof vests.
12	Clothing: Suits, dresses, or furs worth $1d10 \times \$100$.
13	Hooch: Barrels of bootleg liquor worth $1d10 \times \$100$.
14	Resources: Ore, timber, oil, or the like worth $1d10 \times \$100$.
15	Machinery: Parts, tools, or electronics worth $1d10 \times \$200$.
16	Food: Canned goods, pork chops, or some other hot commodity worth $1d10 \times \$100$.
17	Automaton: An inert automaton (page 177). A Repair roll at -2 and 2d6 hours' work restores it to working order. It can follow simple commands and is an allied Extra.
18	Exotic Item: Brains, Mexican horned fire toads, cages of defective spider monkeys, or the like worth $1d10 \times \$200$.
19	Nitro: 1d10 cases of nitroglycerin (12 pints per case).
20	Relic: Roll on the Relics Table (page 44) to determine what item of arcane might the mooks stumble on.



JOHNNY LARSON!

AND...JOHNNY CRASH!



Hearts-Nonplayer Characters

Roll a d20 on this table to generate your story's various personalities. If any of those characters come to the fore and interact with the crew, roll on the **Lifetime of Woe Table** (page 66) to determine what motivates them.

d20	Character
1	Outlandish Cameo: An absurd character like Peaches Valentine or The Atomic Rage, or a crossover like The Brawny Red Devil With Busted Horns and a Stone Hand.
2	Shamus: A Private Detective (page 160) asks questions.
3	Upper Crust: 1d6 uptown Citizens (page 158) slumming it downtown. Add the Rich Edge.
4	Inventor: A Mad Scientist (page 159) raves about his theories to anyone who'll listen.
5	Small-Timers: 1d6 unaffiliated Gangsters (page 158). They might be pulling a job or just hanging around.
6	Grunts: 2d4 Soldiers (page 160) on furlough.
7	Carnies: 1d6 freaky Citizens (page 158; add Agility d8 and the Acrobat Edge) from a carnival passing through town.
8	Coppers: 1d6 Beat Cops (page 157) on patrol.
9	Toughs: 2d6 Gangsters (page 158) from a rival family.
10	Salt of the Earth: 1d6 Citizens (page 158) shop, carouse, work, or travel somewhere.
11	Gumshoe: A Police Detective (page 159) looks for clues.
12	Bums: 1d6 Hoboes (Page 159) scrounge for grub.
13	Shysters: 1d4 City Hall lawyers; use Citizen (page 158) but add Smarts d10, Knowledge (Law) d12, and Persuasion d10.
14	G-Men: Page 158; 1d6 government men demand answers.
15	Traveling Salesman: This fella or gal's sells bibles, vacuum cleaners, encyclopedias, or the like for 1d6 × \$10 a pop. The salesman is a Citizen (page 158) with Persuasion d12 and the Snake Oil Salesman Edge.
16	Workers: 2d6 merchants, factory workers, stevedores, or laborers. Use Citizen on page 158.
17	Brats: A gang of 2d6 Kids (page 159) make trouble.
18	Sushi: 2d6 Fishmen (page 158) out on the town.
19	Magician: A Sorcerer (page 160) follows a trail of magical clues to unknown ends.
20	Notorious Individual: A well-known NPC like Franky, Dr. Alloy, Roxy Dlite, or Charlie Noodles shows up in this tale.

Spades-Enemies

Roll a d20 on this table to identify antagonists for your group. A roll on the **Lifetime of Woe Table** (page 66) can provide more information about an intelligent enemy's motivations.

d20	Enemy
1	Gumshoe: A Police Detective (page 159) investigates one of the player characters for their crimes.
2	Orangutans: 2d6 of these fire-prone Apes (page 177) stalk the gang and angrily oppose them.
3	Slackjaws: 2d10+1 Zombies (page 189) hate your group. The antiheroes used to know their Wild Card leader.
4	Skunk Ape: Page 183; this beast hunts blueberry pie.
5	Green Creeps: 1d6 Creeping Greenthings (page 179) prowl the night for helpless prey.
6	Ghost: A Normal Spirit (page 184) opposes the gang.
7	Bloodsuckers: 2d6 Lesser Vampires (page 186) target the group for their precious blood. <i>Blood...blood!</i>
8	Chug-Heads: 2d20 hungry Changelings (page 178), ugly little bastards imbued with hatred for all living things.
9	Toughs: 2d6 Gangsters (page 158) from an enemy family.
10	G-Men: Page 158; 1d6 government men seek retribution.
11	Coppers: 1d6 Beat Cops (page 157) with a grudge.
12	Rats!: 3d20 Giant Rats (page 182) will eat almost anything.
13	Coven: 1d6 Hags (page 180) prowl for human flesh.
14	Rivals: A rival gang opposes your toughs and dames. Their exact profiles are up to the GM, but they include Wild Cards equal to half the number of antiheroes in your crew.
15	Uncanny Creature: A ravenous Interdimensional Entity (page 180) threatens all your mooks hold dear.
16	Goblin: Page 180; this old grump has been in a foul mood since 1472, when a traveler peed in his bog.
17	Robots: 1d8 malevolent Automatons (page 177) are out to get the crew good.
18	Bog Lurk: page 177; this creature is on a rage-fueled rampage, seeking its killer — who might be one of your lugs!
19	Squids: The Communist Airborne Mollusk Militia targets your mooks. 2d6 Giant Squid (page 185) hunt them down.
20	Cult: A Sorcerer (page 160) leads a group of 2d6 fanatically loyal Citizens (page 158) in chanting repetitive mantras.





Complications

Roll a d20 on this table to generate a random twist for your tale.

d20	Complication
1	SNAFU: Wires are crossed and the crew is given the wrong plan. Roll again on the “What’s the Plan?” Table to see what the plan <i>should</i> have been.
2	Undercover: The mooks have to disguise themselves as drastically different people to carry out the job.
3	Dry Gulch: The crew’s enemies are aware of their movements and try to get the drop on them.
4	Ignern’t: The palookas’ information regarding the plan is flawed, incomplete, or just plain wrong.
5	Falsely Accused: In this yarn the mooks’ allies are villains, and their apparent enemies are victims.
6	Love at First Sight: An ally or NPC falls in love with a random player character.
7	Yep, It’s Robots: An individual or group of NPCs or enemies in the yarn are secretly smart Automaton (page 177).
8	Mistaken Identity: During this tale, someone thinks a player character is someone else entirely.
9	Protectors: The crooks have to guard innocent lives; roll on the Nonplayer Characters Table to see who they are.
10	Blackmail: Someone knows one or more of the lugs’ secrets and tries to use the rap as leverage against them.
11	Allied Enemy: The crew has to ally with erstwhile foes to combat another threat, pulled from the Enemies Table .
12	Under the Weather: A random mook catches a cold or minor illness and suffers a level of Fatigue for this tale.
13	Arrest Warrant: The feds or the local buttons issue a warrant for a character with the Wanted Hindrance; it is Major for this session. If no one has it, choose a patsy.
14	Go Easy on ‘Em: The crew can’t use violence to do this job, due to agreements, innocent targets, or simple politeness.
15	Orphans: The crew finds 1d8 children ages 4–11, who’ve been abandoned or their parents have died or been killed.
16	Race for the Prize: A rival crew — all Wild Cards — is after the same thing as the antiheroes.
17	Turncoat: One the lugs’ allies is working for their enemies and betrays them.
18	Interdimensional Portal: A gateway or portal to some other universe opens during the tale. What might it spew out?!
19	You Again!: The villains in this yarn secretly work for a recurring enemy who hasn’t surfaced in a while.
20	FUBAR: Roll twice on this table, ignoring results of 20.

Lifetime of Woe Table

It seems like everyone in the Town has a sad-sack tale to tell. Roll a d20 on this table to find a random calamity that's befallen a character.

Once you know a character's background, you can use it to motivate the lug or dame in your Grievous Yarn and craft their personality. These misfortunes work best for tragic yarns, but some of them can inject black comedy into an adventure — fine-tune as needed for your group.

d20	Woeful Misfortune
1	Mistreated: Grew up with abusive or neglectful parents.
2	Betrayed: Deceived by double-dealing family members or a former lover.
3	Terrorized: Saw a close friend or family member killed and/or eaten by a supernatural creature.
4	Witness to Murder: Either saw a close friend or family member killed, or saw that person kill someone else.
5	Abducted: Kidnapped and held for ransom.
6	Bullied: Taunted and beaten by kids while growing up.
7	Sickly: Suffered from years of sickness and recovered.
8	Poor: Grew up amidst crushing squalor and poverty.
9	Jailed: Convicted of a crime and imprisoned on Cade's Island for several years.
10	Orphaned: Grew up without a parent or guardian, or in an orphanage.
11	Falsely Convicted: Innocent of the crime, but accused, convicted, and jailed on Cade's Island for a time.
12	Witness to Sickness: Watched a close friend or family member die of a wasting disease.
13	Survivor: Lost close friends or family members in a natural disaster, flood, shipwreck, plane crash, or other calamity.
14	Tortured: Suffered unspeakable abuse during the war, in police custody, or at hands of some other captor.
15	Thwarted: Prevented from achieving life's dream by adversaries, self-doubt, or sheer bad luck.
16	Ruined: Had it made but lost everything due to fire, stock market crash, theft, or other mishap.
17	Dishonored: Grew up in a family that was exiled, ostracized, or castigated for their or their ancestors' acts.
18	Broken: Formerly a parent but lost a child to violence, sickness, or some other accident.
19	Melancholy: Has always lived under a dark cloud, due to circumstances, remorse, or a cynical outlook.
20	Cursed: Roll twice on this table, ignoring results of 20.



CHAPTER NINE: FROM HELL'S HEART, WE BITE AT THEE!

"Thou, of the Family Boyle, hath escaped mine fiery inferno and the devices of mine hellish imps for the last time! No longer wilt thine hillbilly snake handlings procure thine safety." —The Devil

"Don't you sass me with yer crazy talk!"
—Goon

From Hell's Heart, We Bite at Thee! is a Plot Point Campaign for *The Goon RPG™* in eight issues. (Yeah, that's right — we got all conceptual and called the Plot Point episodes "issues" because the overall feel should be similar to that of a funnybook. Any more questions? *Good*. Now pass me one o' them sauerbratens with spicy mustard and relish and a brewski and shutter yap.) Anyhow, this tale brings back a few of the Goon's oldest antagonists — the Boyles — for a spin in their personal vengeance wagon. Lucky for Goon, he's got a few new allies: the player characters.

Whether you run the Plot Points sequentially as they're presented in the following pages, play them with additional Grievous Yarns and your own adventures presented prominently along the way (which we recommend), or go at the narrative with a sledgehammer and pick the shiniest bits out of the rubble for your own use (equally recommended) — we've got you covered.

HOT RODS AND FLAMING PRODS

"Yep, those were the good ol' days. Before you had all your newfangled brainphones and iBots. When torlets were made of real American porcelain and cars were made out of real American steel instead of your inferior, gremlin-produced, Japanese plastics.

"I'M TALKIN' ABOUT THE DISPOSABLE SOCIETY, FOLKS, AND WE'RE ALL GOING TO HELL BECAUSE YOU WANT CHEAP

CRAP! ... Anyway, here's a story about hot rods and Prohibition." —The American Singer

Prohibition was tough on everyone. Nobody could get drunk without a moral or ethical hassle, good old Norton had to run a front business — Norton's Scented Candle Shoppe — and scads of folks got hurt in the ongoing war between the bootleggers and the Law. Ah, those were heady times of covert action, bribery, murder, and gettin' plastered on the sly.

In those days, Goon and Franky made a good living as booze peddlers, selling their moonshine and bathtub whiskey to Norton for consumption in his backroom speakeasy. And they sold to everyone else too. But they had competition: a backwoods clan of murderous hillbillies called the Boyles.

Reverend Papa Grits Boyle was the patriarch, head hooch-maker, and chief snake-handler. His eldest boy Randall was a hot-rodder and notorious moonshine drunk. Randall's brother Moon Pie was a lifelong ne'er-do-well and inveterate gas huffer. And folks called their sister Snakebite Verna, due to all the times she got nipped growing up. Some said she had snake venom in her veins, and did away with her men after copulation like a black widow spider.

THE MOONSHINE WAR

Goon having the fastest wheels and a lock on the bootleggin' trade didn't make the Boyles happy. Quite the opposite. That's what started the (as the American Singer crooned it), "SCOOP-DOOP SNAKE HANDLIN' COUNTRY BOY MOONSHINE WAR! U-S-O-F-A!" The Boyles tried and failed to rub out Goon and Franky in a series of skirmishes chronicled in the pages of *The Goon™* (issue #40, to be exact, and collected in *Them That Raised Us Lament*).

Finally, Papa Grits and Franky engaged in a violent dance contest involving the Charleston — a boogie so sexually charged it was, at the time, illegal to perform it in front of women. The sheer lasciviousness of

the scene summoned the Devil himself. Old Scratch declared that day the Devil's Drag Race: Goon versus Randall in a contest of speeding vehicles, with all their eternal souls the prize.

Long story short: Goon and Franky's souped-up hot rod prevailed despite Moon Pie's motorcycle-propelled meddling. Just like he promised, the big bad Devil dragged the Boyle clan to Hell. Turns out their individual talents didn't do 'em much good in the ninth circle. For a while, at least...

BRING ON THE BIOG

"Biog is the future of this city! He combines the two most noble offices of civil service, law enforcement and sanitation. Our crime and waste disposal problems will be over." —G-Man Smith

Fast forward a few decades to the rise of the Zombie Priest, and the time a trio of G-Men made him a deal (in the original issue #3, collected in *Rough Stuff*). In exchange for his help in extracting the real story of Labrazio from Goon, G-Man Smith offered Zombie Priest use of a bionic garbage man called the Biog. Zombie Priest planned to use Goon's tortured soul to animate it. But like most of the Nameless One's plans, this one went south when Goon broke loose and murdered the G-Men. And a sad trombone did wail all along Lonely Street that night.

But that wasn't the end of the Biog. Ol' "Fatty Arbuckle," as Zombie Priest nicknamed it, sat inert in the lab for a year or two. In the Zombie Priest's ceaseless quest to eliminate the Goon, he found an ancient incantation in a moldy, worm-eaten tome. Called the "Summons of Kazarolith," it would draw the soul of a fallen angel from the depths of Hell — provided the summoner had a body on hand that could handle the *strain*.

Fallen angels, y'see, tend to burst out of mortal skins like flaming horse manure in a rubber balloon. Such a mess. You gotta throw down the sawdust and get out the mop bucket. But do you think that caused the Zombie Priest one instant's pause? You bet your ass it didn't. He was confident Biog could take the heat.

ESCAPE FROM BLAZES

"Turns out, Hell's a place where Papa Grits's hillbilly magic, Randall's drunken tenacity, Moon Pie's remaining manhood, and Verna's crooked rack did them no good." —The American Singer

With Lazlo and Cat's help, Zombie Priest collected a laundry list of disgusting ingredients and boiled them in his cauldron. Then he drew a pentagram in blood, laid the Biog inside it, and called on the Ancient Powers — in the form of his patron demon, Evets. Zombie Priest demanded his demands be heeded, and so forth and so on, at length. Finally, when he felt the Ancient Powers were sufficiently buttered up, he intoned the Summons of Kazarolith and watched as a hellish intelligence infused the sleeping Biog.

Maybe "intelligence" is too strong a word. See, Zombie Priest didn't know about the Naming Chant of Daptillius, which is supposed to be solemnly intoned *before* the summons. So the Ancient Powers were free to put any old fallen angel they chose into the Biog. Evets chose a slovenly cuss called Furfur, who's as dumb as a box of rocks. Furfur considers drooling an intellect-sharpening hobby. Why would Evets screw over the Zombie Priest like that? He is a malicious goat-headed demon from another dimension, after all.

Unbeknownst to anyone on the earthly plane, Satan his-own-bad-self took notice when Zombie Priest opened a gateway, however small, into Hell. The Boyles had been nagging him to no end for vengeance, revenge this, kill-the-Goon that, hey Satan, listen to *me*, can I get some more brimstone over here, Satan. What a pisser. He could barely cope. Frankly, Old Scratch had had enough. Seeing his opportunity, Satan kicked the Boyles out of Hell one by one and shouted, "Thou humans didst *make* these Boyles. Thou can *dealst* with them! Now scram!!"

CIVIL SERVANTS AND SERPENTS

As the Plot Point begins, the Zombie Priest makes ready to roll out his newest servant, the Biog. Granted, the thing is so dumb he has to ride around on its shoulders whacking it with a riding crop and shouting orders, but at least he'll be a physical match for the Goon's crew — or so he thinks! Let the garbage collection and law enforcement begin.

Meanwhile, the Boyles get their moonshine still fired up and stealthily begin maneuvering on the Goon. They start by stealing a whole mess of snakes from every pet store in the Town. And that's just about where your lugs and dames get involved!

PLOT POINT SUMMARY

Here's a quick overview of the whole sordid tale, *From Hell's Heart, We Bite At Thee!* Each entry below breaks down the episode into its crucial components: how the antiheroes get involved, their goal, and what information they learn.

If the antiheroes don't know each other before the campaign begins, you can run the Grievous Yarn **Thick as Thieves** (page 125) to bring them together.

It's assumed some time passes between each of these stories, at least enough to insert Grievous Yarns. Be sure to include tales focused on your player characters and their woeful backgrounds. The campaign spans approximately one month (or less) in-game.

Issue 1, "West Side Rumble": Against a backdrop of gasoline and food shortages, the Goon sends his new recruits to track down rivals who've been encroaching on his turf. They have to find and bludgeon those responsible, which is complicated by the Little Unholy Bastards' attempts to "help." The Biog makes its skull-crushingly furious debut, with Zombie Priest at the helm.

Issue 2, "Ain't It a Gas!": Zombie Priest becomes the Town's new folk hero with his ingenious gasoline substitute. Meanwhile, a dozen pet stores are burgled. While transporting cash, the crew sees the Biog's handiwork up close. Suspicious that all these developments are related, Goon sends the lugs and dames to sneak into Zombie Priest's refinery and snoop around. They discover what the fuel's made of as well as evidence of an infernal summoning.

Issue 3, "Snakes in the Grass": Goon, Franky, and company are the stars of this issue. The tale begins with assassination attempts on the characters, all of them involving venomous snakes. On a tip from Sticky Joe, the crew treks into the Hobo Jungle to find the set of a reality TV program called *Viper Wranglers*. Turns out Moon Pie Boyle is in charge of the snake-wrangling, but he escapes by jumping his souped-up motorcycle over a pond full of alligators.

Issue 4, "Vortex: the Hill That Eats": Verna Boyle tries to seduce a member of the crew, which leads the whole gang out to Horse-Eater's Wood. There they do battle with Vortex, the hill that lives...and eats! But it's



all a feint. Upon their return they find that Goon and Franky have been kidnapped, and clues point to the Biog being involved.

Issue 5, "Go! Go! Embargo!": The crew goes after Zombie Priest to find the Goon's whereabouts, but the Nameless One slips away and places an embargo on his gasoline substitute. The crew discovers exactly what the Zombie Priest did when he summoned the idiotic fallen angel Furfur. After a final showdown with the Biog, Zombie Priest tells all about the Boyles and their tainted moonshine.

Issue 6, "Don't Drink the Worm": The Boyles' foul brew turns its drinkers into snake-infested zombies under Papa Grits's sway. On a tip from Kid Cleveland, the group drives out to the old moonshine still. Randall goes toe-to-toe to the death with your crew, but before his demise reveals where Goon and Franky are being held.

Issue 7, "Fangs and the Fury": This issue features an all-out assault on the Boyles' hideout. Braving unholy guardians and fiendish deathtraps, the crew rescues Goon and Franky from certain annihilation. Finally, they learn exactly what the Boyles have planned for the Biog.

Issue 8, "Against the Snake God": This issue stars Goon and Franky, the player characters, or some combination of them. They must fight or sneak in to Lonely Street. There they find the Boyles, who've just finished transforming Biog into a living avatar of their Snake God. This fight's for all the marbles, palooka!



ISSUE #1: WEST SIDE RUMBLE

When: To begin the Plot Point Campaign

It's a cold and foggy autumn morning in the Town. A scruffy kid selling newspapers on the corner shouts,

"Extra! Extra! Read all about it! Gasoline and food shortages paralyze the Town! No answers from City Hall! Citizens urged to stockpile canned cream corn and corned beef hash! Extra! Extra! Read all about it!"

That's pretty much the whole story; the news chalks up the shortages to

the Great Depression, which is hitting everyone hard. In game terms, all prices for gasoline, transportation, and food items are quadrupled during this campaign. See **Vehicles** on page 31.

Backstory

Years ago, Don Marko Dantini declared his family out of the Black Hand, ceding his turf to the Goon. Now the former Don is dead and his sons — led by the newly minted Don Amerigo Dantini — are none too happy their old man gave up their territorial claims to the Town.

So the Dantinis move in on the West Side, hijacking the Goon's shipments of guns and pork chops. Time to call in some muscle.

Running the Plot Points

Let's get you up to speed with a few nuts-and-bolts tips for running the Plot Point Campaign.

Characters: In a few issues, the players may take on the roles of Goon, Franky, and their gang. Otherwise, the campaign assumes your players make up their own mooks to be new recruits to Goon's organization.

Alternately, you can play the entire campaign using Goon, Franky, Buzzard, and their bunch as characters. In this case, someone else needs to provide the information that dispatches characters to complete various jobs. That's gonna be Buzzard, most likely, but the GM can substitute Momma Norton, the Psychic Seal, or another tipster. As a rule of thumb, double the numbers of antagonists encountered by Heroic and Legendary characters in issues 1, 2, and 4-6.

Comedy or Tragedy: Each issue is assigned a comedy or tragedy mask to guide the general tone (see the **Comedy or Tragedy Setting Rule** on page 36). We lean heavily toward comedic issues, but as always you should change these to suit your group's mood.

Continuity: We recommend you allow your game to diverge from the

Goon's official story; this frees you up to get creative and spin your own yarns. But if your campaign takes place within the overall chronology of *The Goon*TM, here's when: in the three-month lull between issues #18 and #19 of the Dark Horse Comics ongoing series. (The present-day scenes of *Chinatown* and *the Mystery of Mr. Wicker* also take place during this period.)

At this time, no one knows the true story of Horse-Eater's Wood yet, but if it fits the GM's plans they can discover it via Buzzard or another source during the campaign. Changelings — aka "chug-heads" — are proliferating in the Town as Mother Corpse spawns more of them. Labrazio has returned but hasn't yet appeared. The Zombie Priest has one eye; rival gangs are coming out of the woodwork to retake old territory in his time of weakness. In short, most of the principal characters are still kicking and almost all the main villains are in play...an exciting time to be a *Goon RPG*TM player!

Splash Pages: After a short backstory, each issue in the campaign has a "splash page" — a section describing your antiheroes as the tale begins. The term is used in comics, where it refers to a full-page illustration used to begin an issue and introduce the story in dramatic fashion. Whether it's a combat about to begin or a roleplaying situation, the splash page acts as a cold open to toss your players directly into the scene.

SPLASH PAGE

The crew assembles at the past and future site of Norton's Pub. The lugs and dames are here because the Goon called for them. A wooden scaffold looms skeletal over the scorched rubble where Norton's bar used to stand. Soon construction will be underway.

The Goon's hulking form, in striped shirt and cap, emerges from the mist. Franky's at his side. The boss seems a little more morose than usual, but it's none of your mooks' business. There's barely concealed anger in Goon's voice when he growls,

"Somebody's hittin' our shipments on the West Side. In the past week we lost two truckloads of guns and a pork chop delivery. The guns I can live without, but the chops — that's what really makes me sore. I want you to find who's responsible and crack their skulls, ya get me?"

Franky chimes in,

"First swing by Burch's Fish Cannery. Charlie Noodles says some kid named Billy Schachthardt's been all over town claimin' he saw who did it. Fourteen years old, kid with the lump. Go get that punk and make him sing like a canary."

Franky can't or won't elaborate on what "the lump" means, beyond deadpanning:

"You know, a lump. I thought I was clear about that. Look — don't make this any harder than it needs to be, sunshine."

If the characters need any additional advice, gear, or supplies to get the job done, now's the time to ask. Otherwise it's off to the Docks and Burch's joint. Scarcely do the antiheroes know, the Little, Unholy Bastards are eavesdropping from a nearby alley...

🔊 **Goon:** See page 142.

🔊 **Franky:** See page 142.

BURCH'S CANNERY

Deal an Action Card to see if the crew has any encounters on the way to the cannery, using the system for **Random Encounters** on page 58.

The cannery is located near the Docks. It stinks of fish: an eye-squinting, nostril-burning, mouth-puckering stench of chopped fish guts. Nearly all the cannery's employees are dullards or mildly insane. With success on a Streetwise or Persuasion roll, the crew is able to find the foreman, Clancy O'Toolihan.

Clancy's a red-headed, garrulous sort. Asked about a Billy Schachthardt who works

for him, the foreman screws up his face in concentration and says,

"Nooooo...I don't recall anyone by the name Billy Schachthardt on the payroll."

If the gang adds that Billy's the kid with a lump, Clancy brightens in recognition. He calls over a girl covered in red, inflamed blisters. The girl picks her nose sullenly. Clancy says,

"This the lumpy kid you want? She's got the pox but her mother sent her to work anyhow. Weren't none o' my business. Short on employees as it is!"

That's clearly not the right kid with a lump. Clancy tries again. He calls over a geriatric fellow at least 90 years old, wearing a bandage to cover the huge lump on his forehead. The old man stares at Clancy O'Toolihan with open hostility. Clancy says,

"Is this the lump ya want? Bert here was waylaid by orangutans while headed home with a Sunday roast. Took his dinner and gave him a beatin' he won't soon forget, ain't that right, Bert?"

Also not the right kid with a lump. Not a kid at all, in fact. Clancy's not the brightest bulb in the chandelier. Reminded again that the visitors want a 14-year-old kid with a lump named Billy, he nods again.

"Oh, wait — you must mean Goiter. Hey, Goiter! Getcher ass over here!"

Billy Schachthardt — aka Goiter — has bulging fish-eyes and a swollen neck-bump almost as big as his head. (Ideally, everyone at the table bursts out with an exaggerated "AHHH!" when he appears.) He's covered in spattered fish guts and stinks to high heaven.

If the lugs put the screws to Goiter, success on a Persuasion roll opposed by the kid's Smarts, or an Intimidation roll opposed by his Spirit, causes him to spill. He blathers,

"Hey, I didn't have anything to do with it, honest! It was the Dantinis did it. They said they was takin' back the West Side, okay? Said they was back in the Black Hand now. They drink at a little place called Fantucci's, very exclusive. That's all I know, honest!"

That's really all Goiter knows, besides how to gut fish. If he's offered a job (and if he's not, he asks for one), Goiter works for as little as a nickel a week and becomes an allied Extra.

- **Clancy O'Toolihan:** Use the Citizen profile (page 158), but he has Smarts d4.
- **Billy "Goiter" Schachthardt:** Use the Kid profile (page 159), but add the Ugly Hindrance and Stealth d10. Goiter wields a fish knife (Str+d4).

SHOOTOUT AT FANTUCCI'S

Draw again for a **Random Encounter** (page 58) as the mooks travel across town.

Fantucci's is a cozy Italian joint on the West Side. The Dantinis are pretty much its only customers; the restaurant is little more than a money-laundering operation. Although the Don is in seclusion elsewhere, a capo and his crew — the ones who've been hitting Goon's shipments — are just settling in for a meal and a bottle of wine when the group arrives.

The windows have drapes that obscure the interior, and a **CLOSED** sign hangs in the front door. Success on a Notice roll, however, makes it clear there are lights on and people moving within. Mooks might pick the lock (Lockpicking -2), kick in the door (Strength -2), or wander off dejectedly (no roll required, but pretty disappointing).

Happy Birthday!

In the dining room, a table of grim, olive-skinned customers in dark suits greets the crew — by staring in angry silence. They all have their hands under the table. Frozen in mid-stride, wearing a mortified expression, is a waiter holding a three-layer birthday cake whose top is entirely covered with lit candles.

One of the gangsters stands up, clears his throat, and says evenly,

"I, ah — I don't think we've made each other's acquaintance. I'm Joey Dantini. And you, my friends, have interrupted a private Dantini party. See, it's my cousin Tony's birthday. This mook right here. You. Were not. Invited."

Joey stares at the group; the group stares back or replies, and the standoff continues for several seconds. If your palookas don't make a move after a round, the Dantinis do: They overturn the table for medium cover (-2 to attempts to shoot them) and open fire with Tommy guns. The waiter stands in place with his eyes closed, screaming and weeping.

In the second round of combat, the Little, Unholy Bastards burst in through the kitchen door. They're intent on joining the fray, but only succeed at putting themselves in mortal danger. Now the mooks have to protect them as well as fighting the Dantinis; anyone who lets a child come to harm has to make a **Virtue** roll (see page 45) at -2.

 **Joey Dantini:** See below.

- **Dantini Gang (1 per antihero):** Use the Gangster profile (page 158); two of them are armed with Tommy guns (Range 12/24/48, Damage 2d6+1, RoF 3, AP 1).
- **The Little, Unholy Bastards (4):** See page 153.
- **Waiter (1):** Use the Citizen profile on page 158.

** Joey Dantini**

Joey's a high-ranking capo who reports directly to his father, Don Amerigo Dantini. In fact, he planned for word to get out about him knocking over Goon's shipments. Killing a bunch of the Goon's employees is gonna be the icing on Tony's birthday cake.

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

Skills: Fighting d10, Intimidation d8, Notice d8, Persuasion d10, Shooting d10, Streetwise d8

**Cha: +2; Pace: 6; Parry: 7; Toughness: 6;
Virtue: 4**

Hindrances: Arrogant, Greedy

Edges: Charismatic, Combat Reflexes, Marksman

Gear: .38 revolver (Range 12/24/48, Damage 2d6, RoF 1), switchblade knife (Str+d4), fancy suit, fedora, nice shoes, delivery truck keys.

MONKEY SHINES

Once the antiheroes get the upper hand, Joey Dantini – or another gangster if Joey's Incapacitated or dead – yells at them,



"You screwed up this time, but good! We've got enough muscle to cook your goose. HEY, BERTHA!"

The round after a Dantini yells her name, deal an Action Card for Big Bertha and the slackjaws hidden in the cellar. On their card, Bertha smashes upward through Fantucci's floorboards in an explosion of wood and ceramic tile.

Place a Medium Burst Template. Characters in it suffer **Knockback** (see page 38), and everyone in the dining room must succeed on an Agility roll or sustain 1d6 damage from flying debris (except the stock-still, shrieking waiter, who is untouched). From the gaping hole that results, a horrible undead ape — Big Bertha — and a score of slackjaws emerge!

👤 **Big Bertha:** See below.

- **Zombies (3 per antihero):** See page 189.

👤 Big Bertha

The Dantinis got their slackjaws from the Adopt-A-Zombie Foundation, but Big Bertha — the terrifying undead ape — is a special "gift" from the Zombie Priest. Little do the Dantinis know, like most of the priest's gifts this one has a catch. Big Bertha's sole purpose is to make it look good when the Zombie Priest betrays the Dantinis and saves the day!

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

Skills: Climbing d12, Fighting d10, Intimidation d8, Notice d8

Pace: 8; **Parry:** 7; **Toughness:** 14

Special Abilities:

- **Bite:** Str+d6.
- **Chest-Thumper:** Bertha adds +2 to Intimidation rolls.
- **Fear:** The first sight of Bertha's hellish glowing eyes provokes a Fear test.
- **Invulnerability:** Bertha can be Shaken, but not wounded by anything but her Weaknesses (see below).
- **Large:** Attackers add +2 to hit Big Bertha due to her girth.
- **Slam:** Bertha can barrel into an opponent, bringing her full weight to bear. With at least 4" to charge and a raise on the Fighting roll, the ape inflicts Str+d8 damage and knocks the target back 1d6".
- **Size +4:** Big Bertha's far bigger than the average ape.
- **Undead:** +2 Toughness, +2 to recover from being Shaken, called shots do no extra damage, does not suffer wound penalties.

- **Weakness (Head):** Shots to Big Bertha's head damage her brain, and thus inflict normal damage.

- **Weakness (Spontaneous Combustion):** When Bertha rolls a critical failure in combat, she bursts into flames and suffers 2d10 damage per round until extinguished.

BACKS TO THE WALL

The lugs and dames could very well be pinned down by the Dantinis' gunfire while Bertha and the basement zombies attack. If an average conflict abruptly turns difficult, that's good. Let the mooks fight it out for a round or two as the undead mob them.

Just then, help arrives. Read the following passage between combat rounds:

CRASH! Fantucci's front door explodes inward, showering the room with splintered wood and glass shards. Through the ruined entrance strides a 10-foot-tall, deathly pale, morbidly obese juggernaut. Its face is covered with a weird gas mask and mirrored goggles that don't quite obscure the weird glow of its eyes. It wears leather combat boots.

A small, gray-skinned man in a top hat rides in a harness on its shoulders, cackling and gleefully exhorting it to attack. "Hee, hee! Smash them! Smash our enemies, you great hulking idiot! Do it now!"

It's the Biog and master the Zombie Priest, looking to change the public's perception of him in a big way. Deal out another round of Action Cards. Zombie Priest unleashes black magic and (perhaps surprisingly) aids the player characters however he can. The Biog wades into hand-to-hand combat with Big Bertha, the slackjaws, and the Dantinis, smashing them all mercilessly.

On the third round of combat, the Biog's fist smashes through a wall and bursts a water pipe. Thereafter, the restaurant is flooded and considered Difficult Ground (see *Savage Worlds*), and every character without the Size Monstrous Ability must roll Agility each round or be swept out into the street or down into the cellar (whichever is closer).

Through it all, the waiter stands untouched with the cake unless someone takes it from him (although the candles go out when the room floods). The cake inflicts Str+d4 if used as a weapon, but splatters apart after a single attack.

👤 **The Biog:** See page 162.

👤 **Zombie Priest:** See page 172.

AFTER THE FLOOD

The Zombie Priest doesn't stick around to discuss his seemingly heroic actions when the fight's over. Whipping the Biog's shaven head with a riding crop, the priest shouts,

"Home! Go home now, you massive ultra-moron! Andale!"

Don't let your group kill the Biog — yet. The antiheroes might try to follow, but the Biog heads straight for Lonely Street. Along the way, encounters with packs of zombies (2d10 each time) grow ever more frequent until the crew is mobbed. Wise lugs don't look a gift horse in the mouth and let the bastard go.

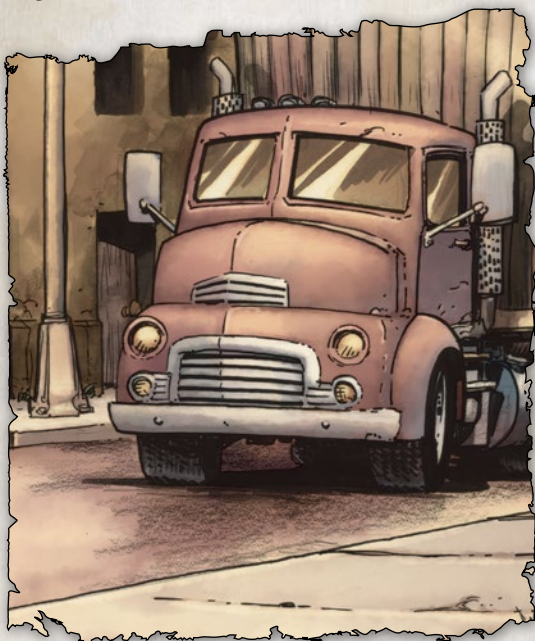
- **Zombies (2d10 each time):** See page 189.

Loot

A safe in the kitchen of Fantucci's holds a good deal of Dantini revenue: vigorish, drug money, and prostitution proceeds totaling \$10,000. A delivery truck is parked out back, holding most of the stolen guns and all of the pork chops on ice. Joey Dantini has the keys.

Goon and Franky are happy to have the cash (giving each mook a \$500 cut for his or her trouble) and goods back, and chuckle over the news of a blow struck to the Dantini Family. But Goon's troubled by the Zombie Priest's apparent change of heart. He says,

"I wonder about the Zombie Priest...what's his angle?"



ISSUE #2: AIN'T IT A GAS!

When: The Zombie Priest unveils his gasoline substitute

As this issue begins, the crew's driving their new delivery truck. They're transporting all the vigs they've just retrieved from bookies back to Goon — must be at least \$5,000 back there. On the radio, the announcer intones,

"Good afternoon, I'm Pat Rattrapp and here's your WKTU news. A burst water pipe continues to flood portions of the West Side. Witnesses say Fantucci's Italian Restaurant, the location of the broken pipe, was completely wiped out, and that the streets of Little Italy are blanketed in penne pasta and meatballs.

"Relief from the gas shortage is here! A brand-new gasoline substitute — Mr. Corpus's Miraculous Motor Fuel — is on sale exclusively in the Town. The fuel costs a fraction of the price of gasoline, and we're told it works just as well as gas in most makes and models. There's a little rest for your wallet!"

"In other news, police say more than a dozen pet stores all over Town were burgled last night. No damages were reported, and no money was stolen. A police spokesman said the thieves took only snakes. Snakes! How's that for particular? Listeners with information on this crime spree are urged to contact their police precinct immediately.

"I'm Pat Rattrapp, and this has been your WKTU news at the top of the hour."

Backstory

The antiheroes don't know it yet — and don't learn it until later — but the pet stores were robbed by the Boyle Clan. They're collecting serpents of all kinds for their master plan: bringing to life an avatar of their Snake God, a terrible entity that's trapped in another dimension.

Mr. Corpus's Miraculous Motor Fuel is the group's focus right now. The fuel substitute — which costs only 5 cents a gallon — is Zombie Priest's latest ploy to curry favor with the Town's citizens. Of course, when the Town's dependent on him and his Biog for its fuel, law enforcement, and garbage collection, at that point Zombie Priest will be in the proverbial catbird seat. They'll be eating out of his gray, stinky hand.

SPLASH PAGE

The truck rounds a corner at roughly 35 m.p.h., and whoever's at the wheel has to make a sudden Driving roll to slam on the brakes. The hulking Biog stands in the middle of the street, hoisting a steel dumpster in each hand.

With success on the Driving roll, the delivery truck screeches to a halt inches from the Biog's ugly, gas-masked mug. On a failure the truck swerves and crashes into a fruit-seller's apple cart (see **Collisions** in *Savage Worlds*; this turns into a major dispute with the locals if the GM likes). On snake eyes the truck plows headlong into the Biog at 35 m.p.h. — which *definitely* becomes a major hassle for the crew, as Biog is fast becoming the Town's new folk hero.

Zombie Priest — Mr. Corpus to the straights — screeches over its shoulder from his harness:

"Why don't'cha watch where you're going?! He's big! You're small!"

A crowd had already gathered to watch the Biog collect trash. They're eager to see what happens with the crew. If your group isn't sure how to proceed, a simple Notice or Streetwise roll makes it clear the mob is on the Biog's side. Picking a fight here won't do their image any good, that's for sure. Plus, all Goon's cash is in the back of the truck...

If for some reason your lugs duke it out with Biog, the fat guy fights back with great enthusiasm. Mr. Corpus, meanwhile, uses Persuasion to bemoan the antiheroes' wanton assault on his person and that of Biog, the Town's lawful protector, and so on ad nauseum — in short, he spews a convincing load of bullshit.

More likely there's a stare-down and a stand-off as Zombie Priest eyeballs the group. Then Biog upends his garbage into the back of a waiting dump truck, and goes about its business.

• **The Biog:** See page 162.

• **Zombie Priest:** See page 172.

• **Citizens (25):** See page 158.

• **Kids (8):** See page 159.

ANOTHER JOB FOR YA

Draw a card from the Action Deck for a **Random Encounter** (page 58) as the crew drives back to the safehouse. Their task is

to get Goon's money to him safely, so the gangsters should approach any meetings along the way with that goal in mind.

When the vigorish is safely stowed, Goon calls the lugs over for a chat. He says,

"Look, I need ya to find the Zombie Priest's refinery. Start by collecting the proper tribute from one of his hawkers — they owe us a grand. Then you locate wherever he's brewin' up that gas substitute of his. But keep it quiet, see? Sneak in, find out what it's made of, and get out without riling anyone up. Ya get me? Tell me what you find out."

Perceptive mooks note that Goon's **Hittin' the Sauce** (page 37), drinking whiskey straight out of the bottle. A black cloud seems to hang over him. If the crew needs any supplies or special consideration from their boss, it takes success on a Persuasion roll at -2 to get it. Otherwise Goon sullenly tells them where they can stick it and bids them, "Get lost!"

• **Goon:** See page 142.

STATION TO STATION

To collect the \$1,000 tribute from Mr. Corpus's hawkers, a good place to start is with any of the "filling stations" peddling his Miraculous Motor Fuel. Success on a Streetwise roll at -4 extracts a filling station's location from a citizen or other passer-by. It's not that they don't want to spill, rather that the stations run out of fuel and shut down so often it's hard to keep up with them. Then they spring up somewhere else. Each Streetwise attempt takes 1d6 hours and includes a draw from the Action Deck for a **Random Encounter** (page 58).

Mooks can also drive around in their delivery truck and look for a station. Doing so takes a Notice roll at -2, but each attempt takes 2d4 hours and includes *two* Action Deck draws for Random Encounters. Your group might come up with their own ideas — aerial search via jetpack, scrying in a crystal ball, et cetera — so be prepared to roll with them.

Service With a Smile

Mr. Corpus's Miraculous Motor Fuel stations aren't so much stations as empty parking lots, street corners, and other makeshift locations where the help pitches a tent, pours ersatz gas (only 5 cents a gallon), rotates tires, and cleans windshields. Trouble is, the help is dead.

Read the following when the gang finds a filling station:

When you pull into the vacant lot in your delivery truck, five attendants in identical white jumpsuits shamble out of the tent, wearing white paper caps. They all smile brightly and check the tire pressure, squeegee the windshield, buff the headlamps, and fill the gas tank with Miraculous Motor Fuel from 20-liter jerry cans.

A Notice roll at -2 makes it clear why the station attendants seem a little off: They're zombies with human-face skin nailed to the front of their heads as disguises. The leader of their crew is a "talker" — a zombie with personality — called Murray the Gristle.

If your group flexes some muscle or calls out the slackjaws on their disguises, they put up a savage fight. Zombie Priest told them to. But once the antiheroes blip off a few zombies, cause Murray a wound, or otherwise Intimidate or persuade him, he breaks down and tells the gangsters anything they want to know. Of the refinery he says,

"It's over near Lonely Street. Head east on Sycamore, a few blocks past Rat Alley. You can't miss it. Used to be a warehouse, but now Zombie Priest has the machines refinin', refinin' — ka-chung, ka-chung, as much as ya want! Honest Abe!"

• **Murray the Gristle:** Use the Zombie profile (page 189) but add Smarts d8, Intimidation d6, Taunt d6, and the Elan and Strong Willed Edges. He has a .38 revolver (Range 12/24/48, Damage 2d6, RoF 1).

• **Zombies (4):** See page 189.

Miraculous Motor Fuel

Given its cost — only 5 cents per gallon (with no 400% increase), as opposed to \$.60 per for gasoline — the crew might decide to use some of Mr. Corpus's fuel in their delivery truck or other vehicles. This saves them some spinach in the short run, but it's not *using* the ersatz gas that causes trouble — problems arise when they try to stop.

See **Haunted Cars** on page 181 for all the details.

WHAT A REEK!

Mr. Corpus' Miraculous Motor Fuel refinery used to be a tire-storage joint, so it's never lost the thick stench of vulcanized rubber. The refinery's inside a large, three-story brick warehouse. Thick fumes and smoke billow from busted upper windows, in lieu of smokestacks. A few derelict houses and ruined shops sit near the place.

Patrols: Maybe "patrols" is a bit of an overstatement. At any rate, gangs of zombies wander the refinery's vicinity for the express purpose of eating intruders' juicy brains. The group runs into 1d4 gangs on their way in; with success on a group Stealth roll the crew sneaks past a gang. Notorious for their flighty and easily distracted nature, zombies are Inactive Sentries (see **Stealth** in *Savage Worlds*).

If they want to get ambitious, the crew might create a loud noise, light show, fireworks display, spot-lit prize fight, or other distraction to draw the slackjaws away. Make a group Smarts roll (Smarts die plus a Wild Die) at -2 for the zombies to see if they're fooled. For particularly flashy or creative distractions — say, setting loose 99 red balloons holding aloft 99 flaming chinchillas — the GM can make the slackjaws' Smarts roll at a -4 or even -6 penalty.

• **Zombies (2d6 per gang):** See page 189.

ZOMBIES AND CRAP

For locations in this section, refer to the Refinery map at right. The crew can enter via the front doors, the back door, the catwalk, or through some other ingenuity.

Stench: As the crew gets closer to the refinery, the awful reek of rubber, zombie shit, and methane grows stronger. Inside the warehouse it's overwhelming. For every 30 minutes a mook spends inside without a gas mask or other breathing apparatus, he has to roll Vigor or suffer a level of Fatigue. This Fatigue can Incapacitate but not kill, and it fades at a rate of one level per hour of exposure to fresh air.

Hags: Inside the refinery, malevolent hags drift along the catwalks above. They keep a close eye on the proceedings — always Active Sentries — unless they're distracted somehow (see above for ideas). The crew makes group Stealth rolls if they creep together: Each roll allows them to move the slowest crew

member's Pace $\times 5$. They each make their own Stealth roll if they split up.

- **Hags (2 per antihero):** See page 180.

1. Front Doors

The warehouse's front doors are double-wide, big enough to drive a truck through. One delivery truck (empty) sits outside, and another is backed into the building with its cab jutting out. A gang of slackjaws are busy filling the rear with 20-liter jerry cans of Miraculous Motor Fuel. To one side of the double-wides, a regular door leads into the business office.

- **Zombies (2 per antihero):** See page 189.

2. Defecation Belt

Hey — it's disgusting, but do you have a better idea for collecting zombie shit? Area number two consists of stained leather waistbelts chained to the floor, holding 50 trouserless zombies in place, shoulder-to-shoulder. At chest level, a conveyor belt runs with succulent, bloody eatin' brains run in front of the slackjaws' hungry faces. Another belt runs past at knee-level behind the line; it's designed to catch the constant shower of zombie deuce from their nether regions. What, you never heard of a zombie takin' a crap? They *eat*, don't they?

- **Crappin' Zombies (50):** See page 189. As long as they're chained in place, these groaners aren't much of a threat.

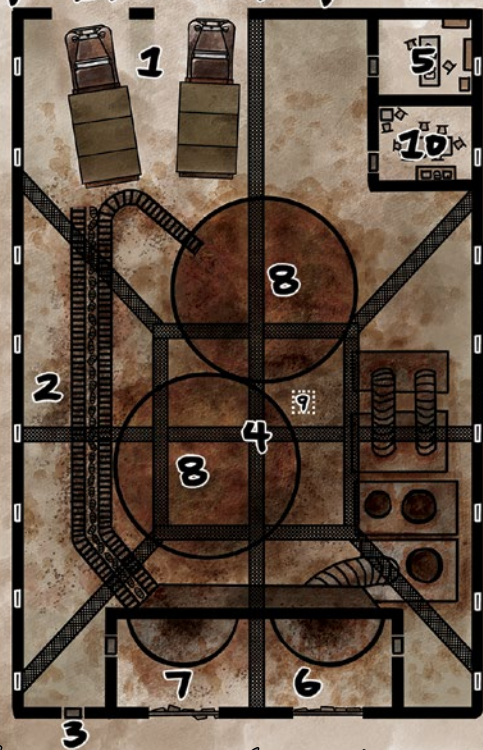
3. Back Door

The back door looks like a plain wooden entrance, unlocked. A Notice roll picks out the malevolent face carved into the top of the jamb. Zombie Priest placed a spirit inside the door to question intruders and deny them entry in most cases. The door can speak but it's not especially friendly; would *you* be if someone trapped you inside a freakin' door? It's primary mode of conversation is rude remarks and taunts: "Screw you!", "Your mother wears combat boots!", "G'wan scram, ya mutts!", and junk like that.

- **Door (1):** The spirit-infused portal has Strength d10, Smarts d8, Spirit d8, Intimidation d8, Taunt d8, Toughness 10, and the Strong Willed Edge. It can hold itself closed; a mook has to win an opposed Strength roll against the door to force it open. Destroying the door (see **Breaking Things** in *Savage Worlds*) opens it and casts out the spirit. Successful use

REFINERY

2 YARDS



of the *banish* power also frees the spirit and renders the door inert.

4. Catwalks

A rickety, rusted metal staircase zig-zags up one of the refinery's exterior walls. If more than 500 lbs (about four characters) is placed on it at one time, the GM should draw a card from the Action Deck for each round it holds the weight. On a face card or higher the whole thing collapses, inflicting 3d6+2 damage on anyone who was previously standing on it. Also, the guardian hags (see above) get a Notice roll (at -2) to see if they hear the racket outside.

At the top of the staircase, burglars can climb through a window (remember the billowing stench) onto one of the upper, interior catwalks. Once they're out of the smoke, this spot provides the best vantage point to observe the whole refinery from above (but watch out for them hags!).

5. Business Office

This room is a shambles of stacked ledgers and paper. At the center, under a bright lamp, the Zombie Priest's right-hand man Lazlo sweats over his attempts to balance the books. He doesn't really sweat — worm pies don't do that — so it's more of a nervous *oozing*. If

only he knew more math. In the event there's trouble in the refinery, Lazlo takes a round or two to figure out what's causing it before he high-tails it back to Zombie Priest's hideout to report.

• **Lazlo:** See page 170.

6. Garbage Hopper

This area's always jumping. Garbage trucks loaded throughout the Town by the Biog arrive and dump their contents through a wide opening in the outside wall. A zombie trash gang pitchforks the rubbish into a hopper. It falls into the heating element, where it and tons of zombie shit are fired to more than 600 degrees (anyone unlucky enough to go down the chute suffers 4d10 fire damage per round until they get out). These slackjaws work without a break unless someone messes with them.

- **Trash Gang (12):** Use the Zombie profile on page 189. They're armed with pitchforks (Str+d6).

7. Brains Hopper

Trucks full of black market brains and discarded body parts arrive here, but the cargo is too precious to be trusted to zombies — they'd only eat the product. Two hags help out the main brain-slinger: a putrescent, giant undead squid. The thing died when its ballooning rig suddenly lost pressure, depositing it on the Zombie Priest's

cast-iron weathervane like a shrimp on a skewer. *Squelchh!!*

The undead squid uses all eight tentacles to sling brains and meat into a blood-streaked steel hopper, all while lecturing the hags on Marxist economic theory. As with the garbage hopper, anyone who descends or is chucked into the chute falls into the 600-degree coker and takes 4d10 damage per round until they escape.

- **Brain-Slingin' Squid (1):** Use the Giant Squid profile on page 185, but add the Invulnerability, Undead, and Weakness (Head) Special Abilities (see Zombie). It has no balloon rig.
- **Hags (2):** See page 180.

8. Crap Vats

After the defecation belt passes the zombie... er, *loaders*, it dumps its precious raw materials into one of four crap vats. These large, low vats (about five feet tall) are filled nearly to the brim with zombie shit. Each one is stirred constantly by two zombies with large paddles.

- **Zombies (8):** See page 189. They're armed with rowboat paddles (Str+d8, Reach 1).

9. Trap Door

Any mook who takes a round to closely inspect the refinery's interior can roll Notice to see a small, cast-iron trap door in the floor. If the viewer observes from above — for example, on the high catwalk at area 4 — add +2 to the Notice check.

The trap door weighs several hundred pounds and requires success on a Strength roll to open. Beneath it, a brick staircase corkscrews into pitch-black depths until it reaches the Zombie Priest's ritual arena. When the gang descends the steps, go to **Infernal Evidence**, below.

10. Break Room

There are a few boxes of Bunkin' Brainballs on the counter and a fresh pot of coffee, as well as tables and chairs so colleagues can get better acquainted. A pair of slackjaws sit at a corner table, moaning to each other in one-word utterances: "Brain," "Nice," "Capital!" and so forth.

- **Zombies (2):** See page 189.



INFERNAL EVIDENCE

At the bottom of the steps is a large room carved from the surrounding stone. A seated balcony overlooks a ritual arena made of brick. The floor is dominated by a huge, five-pointed star with a half-melted black candle at each point. The bricks are marred by large, reddish brown stains — clearly blood.

An antihero who succeeds on a Knowledge (Arcana) or (Occult) roll sees that this room has recently been used for some kind of summoning ritual. With a raise, the scholar realizes that the invocation was likely tied to Hell and its infernal powers, specifically a fallen angel.

Just as the lugs are thinking, *What's that Zombie Priest up to, anyway?*, they find out the ritual arena has a guardian: a child of mist and moon. These entities vary widely in disposition; this one is an evil, rotten bastard called Fever Blister.

Zombie Priest bound the child to this room as a guardian decades ago, and Fever Blister is still hot about it. It takes out its frustration on anyone who violates this unholy space, spitting out rapid-fire insults in a voice like Edward G. Robinson's:

"You shouldn't'a come in here, see? You're too stupid for your own good, you patsies! Now you're gonna pay, see? You're gonna pay!"

A slugfest in the ritual arena doesn't typically alert the refinery's inhabitants, above. Between the chugging of machinery and the fact that the arena is 50 feet belowground, no sound short of a bomb blast gets through to the hags and zombies. If the crew defeats Fever Blister, it bargains for its life by offering to deliver a message.

☛ **Fever Blister:** Use the Child of Mist and Moon profile on page 179.

DENOUEMENT

Goon and Franky ain't too happy to hear Zombie Priest has been conducting infernal summonings. But for now, there's not much they can do about it besides watching and waiting. The Town's hooked on that gas substitute, and Goon's gotta admit it's better than nothing. If by some turn of events the refinery gets blowed up but good during the crew's infiltration, Mr. Corpus has a new one up and running in a few days.



ISSUE #3: SNAKES IN THE GRASS

When: Someone tries to murder Goon and Franky

Characters: For this episode, we give your players the chance to fill some awful big shoes: Goon, Franky, and their nearest and dearest. Have the group choose their characters from the one-page antihero archetypes.

If your players would rather run their own characters, that's fine too, but you might want to lessen the amount of snakes thrown at them in the first and last scenes. Then again, you may not want to make it easier at all. Depends what kind of GM you are.

Backstory

The opening of issue #2 featured a radio news story about the theft of snakes from local pet stores. The perpetrators of that crime spree were the notorious Boyles, replenishing their venomous serpent supply. After that score, they started up a reality-TV scam in the Hobo Jungle, allowing them to trick a bunch of fame-seeking patsies into hunting up a mess of vipers and cottonmouths.

SPLASH PAGE

Goon's soaking in the tub after a three-day bender, while Franky sits in his easy chair eating pizza, drinking a few brews, and watching women's beach volleyball on the magic picture box. That's when someone — the Boyles, for all you mooks keeping score — dumps an entire barrel full of venomous snakes through the bathroom window onto Goon. At the same moment, a similar barrel is upended through the skylight onto Franky. Read this:

You're sittin' there minding your own business, when all of a sudden a huge, hissing bundle of snapping fangs lands on your head and slithers apart into hundreds of angry, biting snakes. What the hell?! What did you do to deserve this? And what do you do now?

Randall and Moon Pie Boyle high-tail it off the roof and speed away in Randall's hot rod. Screaming and cursing ensue! Goon and Franky (or your group's player characters, if they opt to use them instead) find themselves facing a big, serpentine problem that needs to be dealt with.

The antiheroes can combat the swarms by stomping on them or fleeing the apartment. Or they might come up with a novel way to foil lots of snakes — for instance, running a frigid shower over the cold-blooded creatures to neutralize them, or batting them away with an empty pizza box.

- **Viper Swarms (2):** Treat each pile of snakes as a Swarm (see *Savage Worlds*) with the Poison Special Ability: If a swarm's Bite causes the victim to become Shaken or suffer a wound, it also injects poison (Venomous -2).

ALL RIGHT, WHO'S THE WISE GUY?!

By the time our snakebit protagonists solve their immediate problems and throw on some britches, Randall and Moon Pie are long gone. Success on a Persuasion or Streetwise check with the locals turns up a good description of a souped-up hot rod, and the fact that it left in an all-fired hurry.

That's when Sticky Joe turns up. The hobo hasn't been seen for months, and now here he comes down the street with his hair full of twigs, his beard muddy, stinking like a dead animal, ranting and raving. He seems happy about it, at least. Sticky Joe says,

"Well, what's shakin' with you and you? Looks like ya got'cher self all bit up! I guess it's all about the snakes these days. Get'cher self a mess o' snakes and the cash rolls in!"

"Why, I myself saw one o' them newfangled reality tel-eye-vision programs what gets shown to the magic picture box. And it was ALL about snakes, the more poisonous the better. Got them fools huntin' 'em in the bog. Saw it with my own eyes! They's filmin' it in Hobo Jungle."

Sticky Joe holds up his hands, thumbs together, as though he's a director framing a scene:

"They calls it — VIPER WRANGLERS!"

Well, ain't that a coincidence. Your group likely thinks so. Sticky Joe can tell the crew what paths to follow to find the "tel-eye-vision" crew, or he guides them if they prefer. If they take him along, treat ol' Sticky as an allied Extra.

- **Sticky Joe:** Use the Hobo profile on page 159.

INTO THE HOBO JUNGLE

There are no roads into the Hobo Jungle, so the group has to hoof it. If they go it alone into the tangled forest — even with the benefit of Sticky Joe's *fakakta* directions — it takes success on a Tracking or Survival roll to locate the film crew's camp. Each attempt takes 1d6 hours and calls for a draw for **Random Encounters** (page 58).

With Sticky Joe guiding the way, it still takes 1d6 hours and a draw for encounters, but Joe automatically succeeds the first time. No matter which route your crew goes, three encounters automatically take place along the way:

Turtle Bog: The trail to *Viper Wranglers!* goes through a low-lying bog, where the three-foot-deep water's surface is covered with bright green, leafy growth. Several large, ill-tempered snapping turtles rest on the swamp bed, waiting for food. They get pretty pissed off when a bunch of clods go hiking through their home.

Have each mook who walks through the swamp draw a card from the Action Deck. On a face card or Joker, the lug steps on a snapping turtle — provoking a nasty attack.

- **Snapping Turtles (3):** See page 185.

Alligator Alley: The travelers come upon a 30-yard wide stream (15" on the table-top) whose waters are green and murky. Success on a Notice roll picks out the large alligators floating here, waiting for a meal. It's up to the antiheroes to find a way over or around.

- **Alligators (2 per antihero):** See *Savage Worlds*.

Green Lake: The trail opens up into a shaded clearing that's dominated by a round pond. Dead black trees grow all around it. The pond's water is black, and the surface is covered with bright green algae blooms. At a glance it looks like an enormous pool of creamy pea soup. As the group passes by, rotten, green, skeletal groaners rise from the pond to attack.

- **Lake Zombies (3 per hero):** Use the Zombie profile on page 189, but this fish bait has Armor +2 for the thick coating of green slime and algae. This grants Toughness 9 (2).

VIPER WRANGLERS!

The gangsters can observe the TV crew and the reality show contestants, or if they get ambitious they might try to pose as contestants to infiltrate the site. If he's along, Sticky Joe suggests this course of action as *clearly* the best option.

Except of course it isn't. The show's format is brutally simple. For each episode, the contestants undertake a number of physical and thinking-man's challenges in the Hobo Jungle. The goal of every challenge is to capture snakes. Contestants try not to get bitten; anyone who's overcome by snakebites gets kicked off the show.

To top it off, the host is Gustave Krumpke, a British maniac who fought in the Belgian Congo during the Great War; he berates the contestants with a torrent of obscenities. The show's mysterious Producers (the Boyles) never come out of their tent, where they watch the dailies and make sure all their captured snakes go out in orderly shipments.

As the group arrives, the contestants are trying to drive cottonmouths out of the swamp grass with children's pinwheels. A middle-aged man (who's naked for some reason) screams and clutches his ankle, which is swiftly turning black. Unpaid interns cart him out on a stretcher while Gustave Krumpke shrieks,

"Don't look at HIM, you donkeys! I need more serpents, vipers, snakes! Get in that undergrowth with your pinwheels!!"

It's up to the gang to decide how to handle the TV crew and contestants, or to ignore them altogether and go for the producers' tent.

🔗 **Gustave Krumpke:** Use the Citizen profile (page 158), but add the Arrogant Hindrance, Knowledge (Reptiles) d10, and Taunt d12.

- **Contestants (8):** Use the Citizen profile on page 158; personalize as needed.

The Producers

Randall and Moon Pie Boyle hide out in the tent, loading snakes in barrels. If there's a disturbance among the TV crew and contestants, they emerge to see what the ruckus is about. For players who've read *The Goon*™ this makes for a nice "You again!!" moment as they look into the brothers' weirdly glowing eyes. (If the players haven't read about the Devil's Drag Race the moment



loses a little *oomph*, but you should at least take a minute or two to explain who Randall and Moon Pie are.)

Papa Grits Boyle gave Randall a magical charm, which he uses at the first sign of trouble. It's a bottle of Slitherin' Papa's Genuine Snake Oil™ that, when it's busted open or poured out, causes a whole bunch of snakes to twist together into a hulking, manlike form with tremendous strength. Individual snakes peel off the larger form, and those buggers try to bite the critter's enemies as well.

While the crew faces off against the serpent avatar, Randall and Moon Pie leap into a souped-up delivery truck whose rear is packed with more than 50 barrels of poisonous snakes. They speed away down a muddy dirt road.

Use the **Chase** rules (in *Savage Worlds*) if the crew has a vehicle or means of pursuit. Randall drives and Moon Pie throws gasoline bombs (Range 5/10/20, Damage 2d8, RoF 1, MBT). If the Boyles are in serious danger of being caught they drive through a weird, swirling gate that shuts behind them. If the players gripe about it, they hear the Boyles' mocking laughter on the wind...

🔗 **Moon Pie Boyle:** See page 164.

🔗 **Randall Boyle:** See page 163.

CARE FOR A BITE?

When the reality TV show contestants catch sight of the serpent avatar, they hoot in glee and rush at it in a wild mob. That's more snakes than they've seen all day! Gustave Krumpke climbs onto a tree stump overlooking the scene. From his perch he bellows insults, berates the contestants' efforts, and exhorts everyone to smile for the cameras.

"Let me get this straight! You think you're ready to run my newest Krumpke Snake-Wrasslin' Arena in West Tuck, Alabammy? Well, I've got news for you, young man — you're a donkey-faced rotter! Bugger off!"

Let the players run the contestants as allied Extras, but all they do is attack the avatar with Touch attacks in a manic attempt to peel away snakes (despite the bites). Each time one of their attacks inflicts a wound, they pull away a handful of 1d10 snakes. Some of them grab snakes off the ground, removing those threats at the rate of one per round. Guess they're good for something after all.

❷ **Serpent Avatar:** See below. The first time the creature bites Goon and Franky it seems to pause and "taste" their blood.

- **Snakes, Venomous (1d6 per antihero):** See *Savage Worlds*.

❷ Serpent Avatar

"Hhrrrrsssssss — !!"

On its home plane, this creature is a dark servant of the Snake God. On earth, the entity creates a makeshift body for itself out of thousands of poisonous serpents that twist and entwine into a large, shambling form. It speaks in groans and grunts with a warbling, hissing voice.

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

Skills: Fighting d12, Intimidation d10, Notice d10

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

Special Abilities:

- **Bite:** Str+d4. On a result of Shaken or a wound, the bite injects poison (Venomous -2).
- **Constrict:** With a raise on a Fighting roll, the serpent avatar entangles its victim in one "arm." The round it entangles and each round thereafter, it causes damage to the prey equal to Str+d6. The prey may attempt to escape on his action by scoring a raise on an opposed Strength roll.
- **Size +2:** The serpent avatar stands taller than a man.
- **Snakes:** The avatar's form constantly sheds individual snakes. 1d6 of them attack adjacent foes each round.

OUT OF THE EMERALD FOREST

After the row with the weird snake-thing, the gang might want to have a little chat with Gustave Krumpke. With a successful Persuasion roll (opposed by Krumpke's Smarts) or Test of Wills, the snake-wranglin' host of *Viper Wranglers!* breaks down and admits the Boyles hired him to run their show.

"They want snakes, do you understand? All they can get. I don't know what they're for. Of course they wouldn't tell me something like that. How could I press them on it? They burned my soul with their eyes...their horrible eyes...like the Devil's eyes...those donkeys..."

Later on, Goon and Franky nurse their wounds at the apartment with a six-pack. They might even eat some pizza and watch the latest episode of *Viper Wranglers!* on the magic picture box. If so, they get to see themselves lay one heck of a pounding on that messed-up snake thing.

They're no closer to figuring out what's really going on, but at least they know the Boyles are involved. But they might wonder how those lowdown sons of bitches managed to escape from Hell. And more important, how does their return line up with this Biog who's taking the Town by storm? And Mr. Corpus's Motor Fuel? It's an enigma for now.





ISSUE #4: VORTEX: THE HILL THAT EATS

When: Verna Boyle tries to seduce a gang member

Issue #4 swerves into the realm of tragedy. This is a dark tale with a downbeat ending, where Death stands at the mooks' elbows. Make sure your players are on the same page.

As this issue starts, the Biog is still doing its thing as the Town's shortages continue. Gasoline, transportation, and food prices are still quadrupled. If the antiheroes routinely drive their truck or another vehicle on missions, note whether they've been using Mr. Corpus's fuel to save a few bucks.

Backstory

Thanks to Sticky Joe, the Goon and his crew got wise to the Boyles' return from Hell a little sooner than they planned. Papa Grits told his demonic children, "That ain't no dilemma, chilluns...we just gonna hafta remove Goon from the equation. You dig?"

They did. Remember that weird snake-thing that took an instant to taste Goon and Franky's blood back in issue #3? Here's where that pays off. Once Papa Grits gets a sense of the *flavor* of someone's blood, it's just that much easier to dope them up with mandrake root and belladonna. Basically, since straight-up murdering them didn't work, Papa Grits vows to slip Goon and Franky one Hell of a mickey.

Meanwhile, the children devise a plot to get Goon's muscle — your group — out of the way for a spell. It involves "Snakebite" Verna Boyle maneuvering her shapely caboose and crooked rack in such a way as to seduce one of the palookas (ideally one with the Amorous Hindrance). But even this is only a feint...

In fact, Papa Grits used his *create abomination* power to summon up a demon of the old world: Vortex, the terrifying Hill That Eats! It's up to Verna to lead the group right up to the foot of it, so it can eat them in one satisfying gulp. That's the plan, anyway.

SPLASH PAGE

This issue's splash page is full of "Snakebite" Verna Boyle's hourglass figure. Pick a random member of your crew — male

or female, it doesn't matter to Verna — and read this passage when the character's been out drinking, gambling, or carousing on their own for a few hours:

Just then, SHE walks in — Verna Boyle. Raven-black hair, blackleatherskirt. She lays it on pretty thick, batting her lashes at you in the most fetching way.

She purrs, "Sure, I'm a Boyle, you're the enemy. But can't we put all that aside for just one night, sugar? At least...for a few hours. What do you say?"

In this scene, Verna pits her seductive powers against the chosen antihero: Persuasion versus the sap's Smarts. If she wins the test it only means the character is sorely tempted; it's up to the player whether to actually indulge in any illicit hanky panky. If so, it gives Verna a chance to use her *puppet* power.

If the deed takes place it's best left "off-stage"...until Verna inevitably tries to kill the poor mook with her fangs or switchblades. She can't help herself, after all.

@**"Snakebite" Verna Boyle:** See page 164.

WHAT THE HELL, LADY?!

Confronted with one or more angry gangsters, post-Black Widow assassination attempt, Verna begs for her life. Her "Li'l Ol' Me" game is tight. And she's incredibly persuasive when she wants to be. She begs,

"Don't hurt me, please. I can take you to where my pappy and my brothers are collectin' all them nasty snakes. Then you'll be able to get the jump on them, and I can finally be free of their woeful mistreatin'. They've got a place, a special place, in the Horse-Eater's Wood. I'll show you if you don't hurt me."

No mook in his right mind trusts Verna Boyle, but they don't have much choice besides going for the ride. What if she's telling at least part of the truth? If the gang has any allied Extras or other hangers-on — Sticky Joe, maybe — make sure at least two of them accompany the group for this ride. (We're going to need some cannon fodder.)

Chug-Head Ambush

Draw a card from the Action Deck for a **Random Encounter** (page 58) on the way to Horse-Eater's Wood. In any confrontations with enemies or messed-up monsters, Verna lends a hand to defeat them. Cagey antiheroes may suspect she's only keeping up appearances — which she is — but either way she's a capable fighter and does it without being asked.

If they ask her about Papa Grits's plan or how the Boyles came back from Hell, Verna feigns ignorance or responds with vague, noncommittal statements. She knows all the plan's details by heart, but she ain't about to go turncoat on her kin — not really.

After driving for an hour or so, Verna tells the driver to pull off the road. The moon hangs fat and yellow behind black, skeletal tree branches. The vague suggestion of a trail leads off into the dark forest. Take a few minutes to describe the wind's lonely moan, the dry rustling of dead leaves by the road, and allow the eerie stillness to sink in. Then read this:

You look over your shoulder...and see a dozen pairs of gleaming yellow eyes staring out from underneath the truck. A low, warning sound rises: "Hhssss!!"

A whole mess of changelings have been clinging to the vehicle's undercarriage since the gang left Town. This encounter's a red herring, but it's sure to set mooks' nerves on edge. It also gives Verna another chance to prove how loyal and helpful she is. The remaining changelings run off when half of them are killed.

- **Changelings (2 per antihero):** See page 178.

INTO THE WOODS

Characters with arcane knowledge or sensitivity recognize the Horse-Eater's Wood's dark power as soon as they set foot inside it. A scraggly, unclean raven croaks balefully from a branch. Nothing else moves in the tangled, shadowy underbrush. Although an uncanny stillness blankets the place, one can almost hear faint voices, just whispers really, from somewhere in the trees...

Inside the Horse Eater's Wood it's like a dark, oppressive cloud hangs over one's soul. As wrong as it feels, whatever tragic outcome it portends, the group must press on. As they travel through the clinging thorns and nettles, run an **Interlude** (see *Savage Worlds*) and give one player a chance to reminisce about his or her character's woeful past. The more tragic, the better: We're tryin' to set the mood, here.

A branch snaps! A footstep nearby. The temperature seems to drop about 10 degrees or so. A hazy, almost human-shaped, foggy form with glowing spots for eyes emerges from the trees — a ghost! It's voice is a cold whisper:

"You are being deceived. One of you is hiding something."

Don't presume the ghost's helping out with a warning about Verna. In fact, it's referring to the player characters themselves. But you have to draw on the group's Tales of Woe and Hindrances to determine what it's talking about. If an antihero has the Dark Secret Hindrance, clearly that's what the ghost refers to. Or if one of your mooks has taken any actions she wouldn't want her partners-in-crime to know about, that could be the secret. Maybe one of the allied Extras along for the ride is actually an informer for the Dantini Family or the Boyles. As a last resort, the ghost could simply be lying, trying to sow mistrust in the crew.

The ghost's statements grow more and more pointed until it reveals the secret, a fight breaks out, the group's sorcerer tries to *banish* the spirit, or someone takes a similarly decisive action. The ghost — whose name in life was Bob — fades into the trees laughing if he gets the characters fighting amongst themselves.

- **Bob:** Use the Normal Spirit profile on page 184.

ONE VORACIOUS HILL

The trail, such as it is, runs about four miles into the forest until it ends at the foot of a windswept, grassy hill. The remnants of once-proud trees cling to the rocky soil, and the grass is mostly dead. An old shack sits at the hill's crest, black against the midnight sky behind it. A single lantern burns in the shack's front window, at once inviting and foreboding.

"Snakebite" Verna Boyle leads the way up the hillside. As they walk, the chill wind blows and the dry grass rustles like hissing snakes. She says,

"Once there was a man whose family abandoned him, whose friends forsook him, whose employer cast him into the streets. He was a man with nothing to lose, and nothing to hold onto but his hatred."

"But he didn't realize this Town, these woods... they feed on hatred. They draw the marrow from it. When he reached rock bottom he called out for help. He promised everything, right down to his immortal soul, for a little taste of revenge here on earth."

"He should've known there are always ears ready to listen to pleas like his. Ready to grant that earthly power in return for one's eternal soul. But

y'know — sometimes a wish gets twisted a little bit. I think that's what happened with Vortex here."

The ground lurches under the crew's feet. Verna screams triumphantly,

"VORTEX, THE HILL THAT EATS!"

The "shack" — a clever ruse of stacked barrels and boards — crumbles away as the hill rumbles to life. Two pits fall in to reveal flaming eyes, a gaping back nose disintegrates into the earth, and a gaping chasm of a mouth rips apart, lined with jagged rocky teeth. Dead black trees flanking the hill swing down like animate arms, terrifying in their implacable strength. This is the might of Vortex, revealed!

And the simple, bloody brutality of this issue is laid bare as well. Verna — impervious to the hill's attacks — gazes down in wild glee from a rocky outcrop. A chill goes down the mooks' spines. She brought them here to *die*. If ever their lives were at stake, it's now. Vortex lets out a howl that echoes into the night and sends birds scattering for cover.

Given Vortex's immunity to anything but Heavy Weapons, the group may be forced to simply escape. They may even have to leave one or more unlucky allies behind — surely an allied Extra or two disappears down the hill's gullet, shrieking in terror — or even abandon a stricken Wild Card of their own. If they do, it only lends pathos to the tragedy they knew this yarn would be.

📍 **Vortex: The Hill That Eats:** See below.

📍 **Vortex: The Hill That Eats**

Vortex's story is pretty much as Verna told it, and his name in life doesn't matter much now. Papa Grits called up as big a ritual as he'd ever tried and added that poor sucker's life energy to it, making a ravenous monster that exists only to eat the poor fools who are lured to it.

Vortex can't really move, but it can prevent prey from departing the area with ravines and chasms that open suddenly. It has a rock-pocked, skull-like face, sharp stony teeth, and eyes that glow with hellfire. When it yells it sounds like it's gargling dirt.

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d12+8, Vigor d12+6

Skills: Fighting d10, Intimidation d10, Notice d8

Pace: 0; **Parry:** 7; **Toughness:** 21

Special Abilities:

- **Bite:** Str+d10. To bite, Vortex first has to grapple (see below) and drop a foe into

its mouth. Anyone chewed to death in the creature's maw is drawn down into the earthy vortex of its throat, never to be seen again!

- **Chasms:** As an action, Vortex can cause gaping cracks to split the earth, preventing enemies from retreating. A given chasm is 1d10+5" wide, and 3d10+10 feet deep.
- **Fear (-2):** The sight of Vortex provokes a Fear check at -2.
- **Gargantuan:** Vortex's attacks are Heavy Weapons, and only Heavy Weapons can harm it. That means, for the players, it's likely going to take magic, bombs, or dynamite to win this fight.
- **Grapple:** Vortex grabs prey with arms as big as oak trees. In the round after it grapples, if it overcomes the target on an opposed Strength roll, it drops a man-size or smaller foe into its mouth and may bite during subsequent rounds.
- **Huge:** Attackers gain a +4 bonus to hit the massive Vortex.
- **Size +10:** Vortex is as enormous as an entire hillside.

FALLEN KINGS

Maybe the antiheroes blast Vortex to kingdom come, maybe they flee the hill weeping for companions lost to its evil. Either way, Verna Boyle slips away during the fight. Maybe after it's all over someone hears her mocking laughter fading into the woods... then it's gone. (Maybe they're off to find a crate of TNT and a few bombs to take care of that hill once and for all — that's your group's business!)

The group's also lost in the Horse-Eater's Wood at night. It takes a successful Survival or Tracking roll at -2 to find the way back, and the GM should surely draw a card for a **Random Encounter** (page 58) from the Action Deck.

Back in Town, a battered and exhausted crew reports back to the boss. The front door's busted open, hanging free of its hinges. The toughs find Goon and Franky's apartment ransacked, wrecked, overturned... both of them gone. Blood on the floor. No sign of the boss or Franky. Even Goon's little black book — containing the names of all the business "contacts" he inherited from Labrazio — lies forgotten in the wreckage.

Things are about to get a whole Hell of a lot worse. That's how the issue ends.





ISSUE #5: GO! GO! EMBARGO!

When: The Zombie Priest enacts a gasoline embargo

Word on the street — and in the bars and laundromats and abandoned lots where gas used to be sold — is that Zombie Priest has called an embargo. Closed down his refinery. Shuttered his filling stations. Took his toys and went home. Nobody can get gasoline and the Town's paralyzed. The radio concurs:

"I'm Pat Rattrap and this is your WKTU news at the top of the hour. Fuel magnate Mr. Corpus has just announced an embargo on sales of his Miraculous Motor Fuel. His spokesman cited chronic difficulties working with the zoning board to open filling stations, forcing his operation into parking lots and street corners. The spokesman added, 'Nnnnaarrgghh!' and 'Brains!' Food for thought. I'm Pat Rattrap; this is your WKTU news at the top of the hour."

Backstory

With Goon and Franky out of the picture, rival gangs are moving in and the Zombie Priest sees his moment. The Town's hooked on his zombie gas so it grinds to a halt without the precious juice. Then the mayor's going to have to give the priest what he demands: power. Control of local government, imports, exports, mass transportation. And that would be rotten for everyone.

Worse yet, the cars that had been running on Miraculous Motor Fuel are starting to exhibit strange tendencies...

SPLASH PAGE

Your toughs and dames are walking down the street minding their own business, when suddenly screams ring out. The crowd scatters. Engine roaring, a terrifying vehicle speeds toward the crew, its front grill drenched in blood and gray brain bits. "Look out!" someone shouts. It's one o' them haunted cars!

Ideally, the vehicle speeding toward the characters is their own delivery truck. If they didn't partake of Zombie Priest's cut-rate fuel, the haunted car is one they haven't seen before: a sleek black sedan with dark-tinted windows. It's gore-streaked headlamps flash on and off, bathing the scene in bloody strobes.

The car arrows directly toward the group, trying to run them down. Better deal up some cards from the Action Deck, sunshine.

- **Haunted Car (1):** See page 181. If it's the crew's dependable old truck turned death-dealer, it has a Strength d10. If it's an evil black sedan, it has Strength d8.

Car-pocalypse Now

Seconds after the car is totaled, the victors see a possessed roadster speed past the end of the block, then a haunted ice cream truck pursuing a gang of shrieking children. A motorcycle without a rider smashes into the horned Mexican fire toad stand. Something is definitely wrong.

Nearly half the Town's vehicles are on a rampage. If the antiheroes stay on the streets, they find as many haunted cars to fight as they desire. There's just no end of them; it's a full-fledged carnageddon. The only thing to do, for now, is get off the streets and into relative safety.

The Zombie Priest has got this Town in a stranglehold. If no one thinks of it on their own, an allied Extra suggests maybe Norton's weird old momma has some answers. She's usually good for that sort of thing.

AT NORTON'S PLACE

Norton and his momma are living in a small apartment near the Norton's Pub site until construction is done. A quick rap on the door brings Norton, with a concerned look on his face, asking whether there's any news on Goon and Franky. He pours a drink (tea or something more potent, as they like) and tells the group to take a seat while he wakes Momma Jalia from her nap. Every 30 seconds or so there's the sound of a car or truck collision outside.

All sorts of relics and sacred Gypsy items from the Old World decorate the walls and shelves in Norton's cramped living room. There's a dish of weird-looking hard candies on the coffee table. They've all bonded into one big, bowl-shaped lump, but it's possible to break one off. Anyone who eats one or more should roll on the **Candy Effects Table** above to see what the confections do to them.

Mixing Candies: Momma Norton's candy is unpredictable when different varieties are mixed. Each time a mook eats another candy after the first one (even one that has no effect), roll a d20: 1–10, no special/additional effects; 11–14, all effects are negated; 15–18, discovery:

Candy Effects Table

d12	Effect
1	Worst Candy Ever: Tastes so awful the eater has to roll Vigor or suffer a level of Fatigue from nausea for the rest of the issue.
2	Awful: Herring-mustard-marmalade chews or the like. They're just gross. Good for a prank, maybe.
3	Not Good, Not Bad: This one's nothing special.
4	Silence Lozenge: The character can't speak or write legibly for the rest of this issue. The player can speak to the GM but has to pantomime communications with others.
5	Symbol Sweet: The character speaks in word bubbles containing pictograms for this issue. When he says something, the player draws the bubble and symbol that appear by his mouth.
6	Fish Powder: This fishy candy allows the eater to breathe underwater for the rest of this issue.
7	Hot Pepper Jelly: A spicy candy that causes the eater to take half-damage from fire and flame-based attacks for the rest of the issue.
8	Minty Fresh: This refreshing sucker grants +2 to resist Fatigue from foul odors for this issue.
9	Watermelon Tart: The eater puckers up and gains a die type in Strength for this issue.
10	Throat Lozenge: The eater's throat is coated. Add +2 to Persuasion rolls for the rest of this issue.
11	Lemon Drop: The character gains +2 on her next Vigor roll to soak damage.
12	Damn, That's Tasty!: Eater gains a die type in Vigor for the remainder of this issue.

the mixture yields a new, beneficial effect of the GM's choice; 19–20, bad move! The eater gets sick and suffers nausea and a level of Fatigue for the rest of this issue.

Momma Jalia's Wild Ravings

Eventually Momma Norton wakes up, totters into the living room, and shouts "Stop scarfing all my candies, you mashers!" She flops into an easy chair, stares at an invisible spot in the middle distance, and gets down to dispensin' the arcane wisdom.

Either she's in the throes of an arcane trance or she drank a little too much cough syrup with her muscle relaxers. Norton shrugs, mystified. Momma Norton's eyes seem unfocused, but she sort of talk-sings the following:

"Where is Goon? No one can say. It's up to you to sort things out. Only Zombie Priest can end the charm that causes automotive revolt!"

"Garbage man falls without his mind. Knock off the head, his eyes go red! Knock off the brain, then bring the pain!"

She repeats the latter part of her raving crazy-talk a few times (doing so helps the players remember it, too) before Norton calms her down. In a moment of clarity, Momma Norton takes the bruised knuckles of the crew's best bare-knuckle fighter in her

hands. She places a metal object in the lug's palm and then staggers back to bed.

The object is a large set of brass knuckles decorated with the name **B I O G** in raised metal letters. When used against the Biog his-own-bad-self, they inflict Str+d6+2 damage per strike. Against anyone else they inflict Str+d6 damage.

Clearly the group needs to force Zombie Priest to end the embargo and the car-pocalypse taking place outside. First they have to get to the refinery.

MAXIMUM AUTODEATH

Getting across town to Lonely Street amidst all the Town's suddenly murderous vehicles isn't easy. For these purposes, we're calling it a **Dramatic Task** (see *Savage Worlds*). If the crew possesses or can get hold of a vehicle untainted by Mr. Corpus's fuel, the task uses the Driving skill. Otherwise, your toughs and dames have to ride shank's mare across town, so we're using the Stealth skill. (There's also the chance your palookas have access to horses, mules, cows, large pigs, or other livestock with which they'd use the Riding skill, but here at Savage Roleplaying Game Headquarters we ain't holdin' our breath for such an outcome.)

RUMBLE AT CORPUS'S REFINERY

For each roll, the group's trying to find a clear route across a Town that has erupted in bloody vehicular chaos. For each of the five rounds, the GM deals a card and the lead player rolls Driving or Stealth at -2. (Other characters can aid the attempt in a Cooperative roll.) On a Club, complications include a dead end, being sighted by a fleet of haunted cars, or getting lost.

Players can also spend a Benny to invoke the **Weird Shit Happens** Setting Rule (page 47), and use it to gain a "success" during a round they'd otherwise fail. For example, a greenish-gray fist from the sky might squash a haunted car flat — a hollow voice shouting, "These mooks have places to be!!" — to allow the group to pass.

If the antiheroes net five or more successes, they reach Lonely Street more or less intact. Now they have to worry about infiltrating the refinery. If they fail the Dramatic Task, they end up facing a gathered mass of bloody, angry, revving engines and metal — all the cars they eluded have caught up with them at last.

- **Haunted Cars (1 per antihero):** See page 181. A mix of small cars, sedans, trucks, and motorcycles.

Buzzard's Warning

When the group gets close to enough to look upon Mr. Corpus's bleak brick refinery, the enigmatic Buzzard appears out of nowhere. He steps out of inky shadows, face obscured beneath his hatbrim. He takes a few seconds to look over all the toughs and dames.

"I know you gotta do what you gotta do. But the Zombie Priest ain't yours to kill. You feel free to knock him down a peg, bloody his nose, do what you need to find the Goon. Hell, beat him to pulp for all I care. Make him remove that spell from the cars if'n you can."

"But he's still got his role to play. He ain't yours to kill."

Buzzard fixes the group with a stare that tells them how serious he is. If they want to ask him any other unrelated questions, the mooks can do that too. Buzzard's a foreboding presence but he's willing to help those on the right side of the battle.

🔗 **Buzzard:** See page 143.

Refer to the Refinery Map on page 77. This time, Zombie Priest and the Biog are at home. They've got a lot of friends, so your lugs better have allies, supplies, a solid plan, or all three.

No matter what entrance the crew chooses, they're met by a trio of hags. Zombie Priest has them all on high alert during the embargo, expecting that they'll try an direct assault. But if your players attempt subterfuge or misdirection they stand a good chance of success, given the defense's dogged focus on the front and back doors. A mob of slackjaws clamors on the refinery floor, spoiling for a fight.

Zombie Priest sits atop his hulking Biog, up on the metal catwalk above the room's center. He shouts,

"Look, you suckers! I'm the big man now, I run this Town. Me and Biog. My embargo proves that. Who's going to save them from the big, scary cars? You?! Don't make me laugh!"

"I should be thanking you. Known criminals all, turning yourselves in on your own initiative. It warms my heart to see such civic devotion. Now throw down your weapons and surrender — before we have to TEAR YOU LIMB FROM LIMB!!!"

Presumably the gang doesn't do anything stupid like throw down their weapons. The slackjaws surge forward in an undead wave, backed by the hags' creepy magic. Zombie Priest hurls black magic from above and enhances the Biog with spells as the antiheroes get closer. Lazlo emerges from his office to take potshots at his boss's enemies. Biog towers on the catwalk, appearing extra-huge and menacing.

On the refinery floor, a **Knockback** result (see page 38), Area of Effect attack, or other damaging effect could rupture one or more of the aluminum zombie-shit vats (Toughness 4). If that happens, the collected, refined crap of a thousand slackjaws floods the joint. The floor is Difficult Ground (halving Pace), and everyone has to roll Vigor against the rotten miasma or suffer a level of Fatigue that fades after the mook cleans up.

Open flame, explosions, arcane powers with fiery Trappings, and so forth can set the zombie crap ablaze. If fire is present, roll a d6; on a 6 a vat catches fire. From that point, begin a countdown. In exactly 10 rounds, the flames reach the gas tanks and cause a

cataclysmic explosion that blows the refinery sky-high.

This is a tough fight; if things go south for the players, Buzzard might make another appearance in the nick of time. He grumbles, "I always have to bail folk outta trouble, don't I?" while firing shots of his own into the undead horde.

☛ **Lazlo:** See page 170.

☛ **Zombie Priest:** See page 172.

• **Hags (3):** See page 180.

• **Zombies (3 per antihero):** See page 189.

Him Sad, Brain Broken!

Eventually the scene boils down to a battle between your crew and the Biog, with Zombie Priest riding on its shoulders. He controls the Biog each round as a free action while casting his own spells. The key to a quick victory is remembering Momma Norton's sing-song omen:

"Garbage man falls without his mind. Knock off the head, his eyes go red! Knock off the brain, then bring the pain!"

Zombie Priest's leather harness works just fine for carting him around, but it's not all that resilient under direct assault (Toughness 5). If it's broken or cut, Zombie Priest falls off the Biog's back. Now Furfur is in control — and the thing's berserker rage is set to kick in. This grants the Biog fearsome power but robs it of all coherent action; in that state it's as likely to attack a pesky steam pipe, beat Zombie Priest to a pulp, or fling itself headlong into a cement mixer as harm anyone else.

☛ **Biog:** See page 162.

WHAT THE ZOMBIE PRIEST KNOWS

After his tremendous Biog falls, it doesn't take much more to get Zombie Priest talking. If he didn't swoop in during the fight, Buzzard appears now — mostly to make sure the crew doesn't kill Mr. Corpus. He stands off to one side, cold and implacable as ever.

Success on a Persuasion roll opposed by the fiend's Smarts, a successful Intimidation attempt, or a few slugs in the kisser, and the sniveling worm is the gang's to command. If he's ordered to put a stop to the car-pocalypse transpiring outside, Zombie Priest waves his hand in the air and intones words in some weird, reverberating language. He says,

"It's done."

He ain't lying; the cars all go back to normal just like that. Zombie Priest swears he has no idea where Goon and Franky are being kept. He shakes his head,

"I don't know, they didn't tell me anything! You want to find the Goon and his sidekick? Find the Boyles. You want to find the Boyles? Track down the source of that moonshine they're selling: Papa Boyle's White Lightnin' Rattler Venom."

Zombie Priest mutters something under his breath about always having to do everyone else's job for them. Asked about the Boyle clan, he snaps,

"I don't even know those yokels! When I summoned that fallen angel from Hell — that colossally idiotic mush-brain — to possess the Biog, the Boyles slipped through the gateway. I caught a glimpse of them. Looked like a bunch of hillbilly devils so I didn't spare them much thought."

"But now, you really have to admire them. They took down the Goon. Looks like they might be coming for you next. Scary, isn't it? I wouldn't want to be you, when they find you."

Zombie Priest cackles. Buzzard yells, "You shouldn't want to be YOU right now!" and whacks him upside the head with a rifle butt. Zombie Priest groans and bleeds. Buzzard says,

"I'll take this scum back to his hole on Lonely Street. You go track down them Boyles. Get our friends back."

If the crew thinks to ransack the business office after the hubbub dies down, they find a locked safe (Lockpicking -2) containing \$3,700 in operating cash, a .38 revolver, and a box of cartridges.

☛ **Buzzard:** See page 143.

One Down, Four to Go

Zombie Priest has played his role in this sordid tale, unless he returns as an antagonist in a later Grievous Yarn. His survival is a necessity for *The Goon's*™ overall continuity, but if your game diverges from that timeline, anything you imagine can happen. In any case, the Boyles are a far more pressing threat right now...and your toughs have a clue to follow up on: the moonshine.



ISSUE #6: DON'T EAT THE WORM

When: The gang goes looking for moonshine bootleggers

There's still no sign of Goon or Franky. Run this yarn when your group goes on a hunt for the distributors of Papa Boyle's White Lightnin' Rattler Venom.

The Utter Car-tastrophe — as folks are calling it — is over. All the Town's vehicles that weren't wrecked have returned to normal. Folks are using up what's left of Mr. Corpus's brew and getting bona fide gas whenever they can.

Backstory

While Goon's operation has been otherwise occupied — dealing with the Zombie Priest's latest ploy and trying to find their boss — the Boyles have been busy. They whipped up case upon case of their homemade corn liquor, and they added a bonus. Each bottle contains a "worm," and swallowing that little bugger with a bottle's last slug has become a local tradition.

Trouble is, Papa Boyle enchanted those little buggers with a black magic curse. Anybody who swallows the worm ingests a nasty parasite, which breeds in the poor sap's guts. Soon his body is infested with

telepathic snakes, and he's a thrall to Papa Boyle. Meanwhile, the crew pounds the pavement, looking for the gab on the Boyles and their panther-piss moonshine.

SPLASH PAGE

The issue kicks off just as the antiheroes' search turns up a dozen crates of Papa Boyle's White Lightnin' Rattler Venom. It's on the docks, about to be loaded into a ship's hold... by Fishy Pete and his scaly gang! Towering over his minions, Fishy Pete flails his hooks and blusters,

"Yahrr, me boyos! If it ain't the Goon's muscle, intrudin' on me docks again. You should've listened, chief! We're gonna chop you to chunks and swallow 'em whole! Little shakin', little tenderizin', an' DOWN YOU GO!!"

Clearly, Fishy Pete and his boys want a fight. The GM's gonna have to deal out the Action Cards.

After the scuffle, if Fishy Pete's been roughed up he or one of his flunkies spills the beans on the shipment of moonshine. The distributor, who presumably gets his supply from the Boyles, goes by the handle Kid Cleveland. He's been selling the juice all over town, but his unofficial "office" is the bar at Chupa Loco's Cantina.

🐟 **Fishy Pete:** See page 164.

• **Fishmen (2 per antihero):** See page 158.



SCREAMIN' TIMES AT CHUPA LOCO'S

Draw for a **Random Encounter** (page 58) on the drive over to Chupa Loco's. You can also read up on the establishment on page 33. If it's a Tuesday or Thursday the place is hopping, but Chupa Loco's tends to be busy any night of the week.

Stan the bartender — a balding, obese, sweaty, grinning, dentally challenged octogenarian — offers the gang a special Tequila Torpedo™ (if it's Tuesday) or a swing at the whiskey piñata (if it's Thursday). On any day of the week, he asks if they want homemade beef jerky or a snack of pickled pig testicles. (There's an enormous glass jar of them on the bar.) Oh, and drinks. What'll it be?

The barkeep isn't keen to reveal anything he knows about the patrons. He's an idiot, but he isn't stupid. A successful Persuasion roll or Test of Wills convinces him to reveal who, exactly, is this Kid Cleveland and the gang's hearin' so much about. Stan points at a cagey-lookin' fella at one end of the bar.

- **Stan the Bartender:** Use the Citizen profile (page 158), but he has Smarts d4 and a shotgun (Range 12/24/48, Damage 1-3d6, RoF 1) under the counter.
- **Patrons (8):** Use the Citizen profile on page 158.

Kid Cleveland's Bravado

The cagey fella identified as Kid Cleveland wears a fancy white suit that, viewed closely, has silver pinstripes. His sunglasses have gold-plated frames, his hair's slicked back with pomade, and his moustache

is just the way he likes it: pencil-thin. Cleveland's got a dame on his elbow, a real knockout brunette with champagne eyes. He doesn't just stand out, he's like the poster child for Hooch Middlemen Anonymous.

Anyone who tries to lay some muscle on Kid Cleveland, asking about the moonshine and his suppliers, finds him unphased. The Kid says,

"Man — you must be new in town or really, really stupid. Sure, I sell Papa Boyle's White Lightnin' Rattler Venom to interested parties. I'm the exclusive source. Everybody knows that."

"But if you think you're gonna waltz in here with some tough talk and get me to roll over on my supplier? Man, you've got another thing coming. I got my own muscle."

Kid Cleveland whistles loudly. Several bar patrons jerk up from their tables (where they were drinking moonshine margaritas) and advance on the crew. Their eyes are vacant, their mouths agape. And it's not just drunkenness; with success on a Notice roll at -2 something like snakes or large worms can be seen writhing under the patrons' skin — they're snake-riddled!

The Kid laughs, and he reveals the revolver he wears in a holster under his white jacket. He says,

"Did you meet my lady? Oh, she's a sweet one. I'm sure you heard of the Town's premier psychorockabilly-surf band the Screamin' Banshees. My doll right here is the lead singer! Can ya believe that?"



Kid Cleveland is ready to throw down, so deal the Action Cards as soon as anyone makes a move. The Kid's screamin' banshee date starts caterwauling right away, and doesn't let up while the snake-riddled move in to leap on the group. Kid Cleveland — his ears pre-stuffed with paraffin — opens fire with his hand cannon.

If no one thinks of it on their own, a free action and success on a Smarts roll tells a mook that stuffing two of those pickled pig's testicles in his ears might block a sonic assault. And they do — completely. Anybody with pig testes stuffed in his ears is immune to the banshee's scream.

📖 **Kid Cleveland:** See below.

📖 **Screamin' Banshee (1):** See below.

- **Snake-Riddled (1 per antihero):** See page 183.

📖 **Kid Cleveland**

The Kid has connections with the Dantini Family, so he tends to sell the Boyles' moonshine on their turf first, and in other locations after. The Dantinis don't know anything about the parasite, they only know the hillbilly hooch is cheap when most liquor isn't. The Kid's bravado is only matched by his skill with a pistol.

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

Skills: Fighting d8, Intimidation d8, Notice d6, Shooting d10, Streetwise d6, Taunt d8

Cha: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 6; **Virtue:** 5

Hindrances: Hard of Hearing (Minor), Overconfident

Edges: Charismatic, Connections (Dantini Family), Marksman, Strong Willed

Gear: .38 revolver (Range 12/24/48, Damage 2d6, RoF 1), switchblade (Str+d4), fancy white suit, sunglasses.

📖 **Screamin' Banshee**

She's not just the lead singer of the Screamin' Banshees, she's their namesake. Tall, dark-haired, pale as milk and as stunning as an electric shock, the banshee's easy on the eyes but hard on the ears.

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

Skills: Fighting d6, Notice d8, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 8

Special Abilities:

- **Claws:** Str+d4.

- **Ethereal:** While she's screaming, the banshee can't be harmed by physical attacks, although she can be affected by magical items, weapons, and supernatural powers.
- **Scream:** Once per round, the banshee looses her trademark scream. Anyone within 12" (24 yards) must make a Spirit roll or suffer a level of Fatigue and lose one point of Virtue. A character with plugged ears is immune to this effect.
- **Undead:** +2 Toughness, +2 to recover from Shaken, no additional damage from Called Shots, immune to disease and poison, does not suffer wound penalties.

HOOCH BREWERS

If his snake-riddled servants and screeching sidekick are taken out of commission, the Kid's a lot more helpful. He's not looking to get himself killed, after all. He tells the gang,

"The shack's out on White Top Hill. Take the old state road #3 north into Hobo Jungle and make a right on Devil's Spine Ridge. When you see a great oak split by lightning — you're there."

Kid Cleveland's directions are dead-on. It takes about two hours to drive there. Draw a card from the Action Deck and give one of your players an **Interlude** (see *Savage Worlds*) so they can work through their feelings on some past trauma.

At the destination stands a massive oak tree rent in twain by a long-ago lightning strike. A rickety shack is visible up on White Top Hill. Beside it is an outhouse and a tall, gleaming moonshine still with blue fire gleaming under it. The snake-riddled — distinctive from their herky jerky movements — fill jugs from the still's tap and stow them in the backs of two delivery trucks.

A tall, brawny figure approaches, silhouetted against the moon before he emerges into the light. It's none other than the infamous Randall Boyle, decked out in his leather jacket and jeans, gray grinning face stitched up like Frankenstein's monster. His eyes glow with an unholy light. A mob of snake-riddled humans, eyes blank as coins, flanks him. His voice grates,

"Well, well, well. The Goon's boys and gals. You made it after all. Good for you. Papa Grits left me behind to stop you going any farther. Ya see — this whole thing, the entire reason we're back from Hell? It's about to wrap up nicely. I'll spoil the ending for ya. We win. You die."



ISSUE #7: FANGS AND THE FURY

Randall Boyle pulls out two pistols and opens fire as his snake-riddled underlings rush the antiheroes. Randall doesn't expect to leave White Top Hill alive. If things go against him, he leads as many enemies as he can toward the moonshine still and sets off a self-destruct mechanism — a bundle of TNT strapped to the still's base.

An explosion destroys the still and the delivery trucks and causes 5d12 damage in a Large Burst Template, and also showers the LBT with flaming moonshine. Targets in the area must roll a d6, and they catch fire (1d10 damage per round) on a 4–6.

🔗 **Randall Boyle:** See page 163.

• **Snake-Riddled (3 per antihero):** See page 183.

RANDALL'S LAST WORDS

After he's Incapacitated, Randall Boyle collapses and lies bleeding. He laughs ruefully and it becomes a cough, with thick black blood bubbling from his lips. Randall says,

"Ya got me, fair and square. So I'll tell you where you can go to find your boss, if he's still alive. Remember the old Carstairs House? Where Carson Carstairs eked out his final, miserable years? Now it's the House of the Fang. Our church, your doom. And after you go there? You can take your dead boss and go straight to Hell, you bastards."

As the life fades from Randall's eyes, the gang can almost hear the wailing of his soul as it's cast back into the pit. Especially sensitive lugs might even hear a Devilish voice groan in dismay, *"Oh no...not YOU again!"*

When: The gang mounts an expedition to Carstairs House

Momma Norton whispers to the group by candlelight:

"Carson Carstairs was corrupt. As greedy as a dog. He was also very rich from a lifetime of ruthless business dealing and investing his family's wealth in foreign steel. Finally, the board of directors ran him out of his own company. His wife died of a wasting sickness. He'd never had time for children. That left old Carstairs to spend his final unhappy years shut away in his mansion, alone. Except for the servants, of course."

"During those six years, he made the lives of his servants and their children a living Hell. And not just the usual servants' Hell, more like the Marquis de Sade's vision of a servant's Hell. He visited awful depravities upon them day and night."

"They say Carstairs was murdered by the last of his employees before they all expired in a gas leak. What a way to go, eh? Anyway, his house is haunted. You'll need this."

Momma Norton gives one of the mooks — one without arcane powers, preferably — a small glass vial full of red sand, its cork stopper sealed with wax. Whoever holds the vial is completely immune to all poisons, including snake venom. The vial is a **Relic** (see page 42).

Backstory

Carstairs House sat empty for several years until the Boyles' return. Sure enough, the old mansion was brimming with the curse's power, waiting for someone to tap into the wellspring of misery. Over the course of three nights, Papa Grits Boyle led his progeny through a series of profane rituals. Through them they infused three unholy items — a lantern, a dagger, and a book — with arcane power. They plan to use these items to return their banished Snake God to earth.

With the time they had left over, they tapped the mansion's eldritch forces to fashion a church to their Snake God — a House of the Fang. They also turned it into a literal deathtrap — full of tripwires, venomous snakes, and snake-riddled thralls. As a last resort, Papa even left his long-lost Cousin Dip to deal with anyone who survived. Papa Grits put Goon and Franky at the center of it, like a shiny lure, and now waits for some fishies to swim obliviously in.



SPLASH PAGE

The dreaded Carstairs House! The crew and their allies stand assembled in the driveway, the mansion looming over them like a dark-gray thunderhead, having entered through a gap in the stone wall and rolled up a long drive. Read this passage:

You've arrived at the Carstairs estate. The mansion stands dark and seemingly empty, paint and shingles peeling off it like scabs. The wind rattles a lonely shutter. Broken windows stare like empty, dark eyesockets. It's like Creepsville: population, you.

A brass plaque next to the front door that used to say CARSTAIRS HOUSE has been defaced. Now a crude, hand-lettered sign reading HOUSE OF THE FANG hangs above the front entrance. Dead snakes are nailed to the pillars that flank it. A chill draught flows from the derelict manor's front door...as if it's exhaling.

This issue lets the crew experience Carstairs House's horrors in whatever order they like. We've laid out all the main areas for you below, with certain events set to trigger when the antiheroes encounter them.

Remember this issue is tragic (unless you opt to change the tone), so the focus should be on stillness, suspense, and the unknown. Oh, and the fiendish, painful traps setting off every which way except harmless.

CARSTAIRS HOUSE

Refer to the Carstairs House map on page 96 to see the layout. The entire place gives off a cold, evil vibe. Arcane casters can sense it for what it is, but any visitor feels a chill go down her spine when she looks at the crumbling manor.

Grounds: The house is surrounded by roughly five square miles of overgrown lawns, flower gardens, and small stone outbuildings. The entire property is surrounded by a five-foot-high stone wall, and backs up against the river. A dirt driveway goes up to the house and circles it. A steep slope drops about 40 feet from the house's rear driveway to the sludgy, brown water.

Cursed Property: The Carstairs property is cursed from the many misdeeds of its former owner. For practitioners of black magic this is a boon. Nonplayer characters with the Arcane Background (Black Magic) Edge add +4 to Spellcasting rolls here for the purposes of **Tapping the Curse** (see page 55). The

curse's energy is dispersed, and all the haunts laid to rest, if the Carstairs House burns down.

Water Closets: There are two bathrooms in the house, marked WC on the map. Whenever mooks enter one of these rooms, the chapel guardian (see page 97) can stretch its goopy form through the drains to menace them. Mostly it does this to steal items and sow terror, but in a pinch it could move its entire bulk into one of the water closets to engulf prey.

1. Entrance Hall

The cracked marble flooring, smeared mirror with gold leaf frame, and dust-shrouded chandelier hint at a once-impressive majesty. Now dead leaves crackle on the floor, and the air smells of mildew with an undercurrent of rot.

The front door is rigged: When anyone pushes it open, a wicker basket full of snakes propped atop it falls on the poor sucker. Then things get bitey. A Notice roll at -2 detects the snake basket, if a mook takes the time to look.

- **Snakes (6):** Use Snake, Venomous in *Savage Worlds*.

2. Balcony

This rickety gallery overlooks the entrance hall below, and contains a few moldering chairs and a side table. Dark, gaping hallways lead to either wing of the house. With success on a Notice roll, an explorer hears the furtive sound of rodents and insects scratching in the walls.

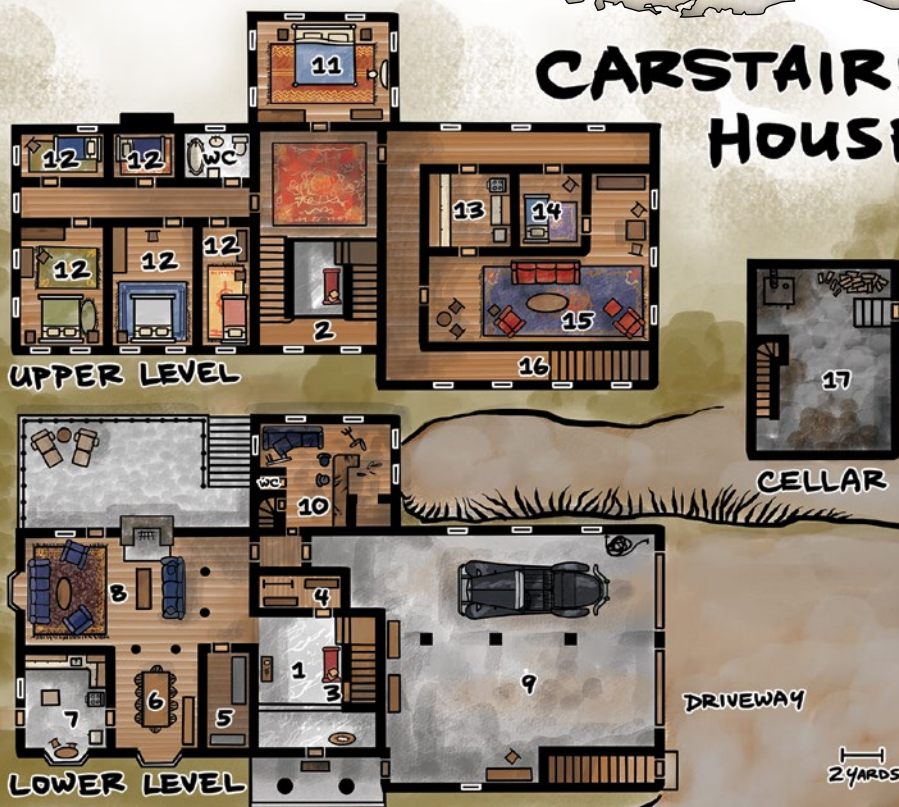
3. Under the Stairs

A concealed panel (Notice -2 to detect it by chance) accesses a hollow area beneath the staircase. Once the group finds it, they hear a soft thump from within. Then perhaps a faint hiss of breath. When the panel's wrenched open, mooks find a young woman, twitching as she sits alone on a small chair among the cobwebs.

She stares straight ahead as though catatonic, and every so often she twitches or flinches, but otherwise the girl gives no sign of seeing the characters at all. If an antihero examines the girl and succeeds on a Healing roll (or a Notice roll at -2), he can see the devil snakes writhing under her skin. The girl can't be roused from her stupor except to whisper, "*The fangs.*" She appears not to have eaten in days.

- **Snake-Riddled (1):** See page 183. She sits in a stupor and does not attack — yet.

CARSTAIRS HOUSE



4. Coatroom

This large closet is empty except for coat hangers and a few old, tattered shirts. On a shelf directly across from the door sits a crystal sphere about six inches in diameter. It's covered in a thick coat of dust and half-covered by an old rag, but the crystalline surface looks flawless. In fact, it's nothing but an old crystal sphere — uncracked but mundane.

It's also a lure for the coatroom's trap: a false floor that collapses underfoot, depositing the victim onto a bed of deadly wooden stakes in the cellar. If a lug takes a round to inspect the coatroom before entering and succeeds on a Notice check (-2), he sees the ruse. If someone steps onto it, they can still roll Agility at -2 to grab the edge before falling in.

A victim who plunges 20 feet to the bottom takes 2d6+2 damage for the fall and impales himself on 1d6 wooden stakes; each one inflicts 2d4 damage. Anyone who survives the fall but ends up impaled on three or more stakes can't free themselves.

5. Utility Closet

This narrow space is lined with shelves on either side. They contain dusty old knickknacks and household items, brooms, cleaning supplies, and the like. A mook who

spends five minutes searching the closet and succeeds on a Notice roll discovers a random piece of useful gear, clothing, ammunition, or the like. Whether it's of use in the current yarn is anyone's guess.

6. Dining Room

Pale light shines in through the windows, illuminating a long table set for a meal that never took place. Rotten foodstuffs reduced to black slime coat the plates, and the glasses are crusted with wine that's long evaporated. When the group's been in here for a minute or two, they watch as one of the knives at a table setting rises slowly into midair...and launches itself toward a random mook! The spirit of one of Carstairs's servants who died under torture inhabits the dining room, seething with hatred for all living things.

- **Maid's Ghost:** Use the Lesser Spirit profile on page 184. The ghost throws knives (Range 3/6/12, Damage Str+d4) as long as they last — there are 10 of them — then uses its Poltergeist ability.

7. Kitchen

The kitchen windows are long-shattered. The floor is dirty, with drifts of dead pine needles blanketing it and the counters. A cobweb filling the sink gleams in moonlight.

Fragments of plates and glasses, shattered in a long-ago fit of rage, form archaeological layers for anyone willing to sift through them for clues. Your mooks don't likely have the time nor inclination.

Besides, anyone who enters the kitchen is more fixated on the little girl standing with her face in the corner, shoulders hunched. She wears an old-timey child's dress and her hair's in pigtails. It sounds like she's crying softly. When anyone approaches she turns around, staring wide-eyed with tear-stained cheeks, but not speaking or replying to questions. She says slowly,

"I'm a bad girl. I have to stand in the corner. You're going to get me in more trouble."

She repeats it in monotone a few times, enough for your group to get weirded out, then her voice melts into a clotted graveyard chortle. The ghost reveals its death visage — the girl was strangled — which splits open and grows into a shadowy, six-foot-tall apparition. Witnesses have to roll a Fear check at -2. The ghost lunges at the crew and screams,

"You're going to GET ME INTO TROUBLE!!"

Deal Action Cards as the ghost attacks. Loud noises in the kitchen alert the snake-ridden upstairs (see area #12, bedrooms) so they're ready to deal with intruders.

- **Little Girl Ghost (1):** Use the Lesser Spirit profile on page 184.

8. Sitting Room

Dust cloths cover the chairs in this room, and the picture window at one end of the room — remarkably still intact — looks out over the moonlit river. The lugs' and dames' boots crunch in dead leaves on the floor. Along the far baseboard a rodent scratches and scurries for cover. Everything's still as death, but it's *death* that awaits the unwary here.

First, the chairs are all rigged with bear-traps under the dust covers (Notice -4 to see them without removing the cloth). Any sap foolish enough to place a hand in or settle into one of these loveseats or chaise lounges finds his hand or heinie clamped by toothy steel jaws for 3d10 damage. Plus, the palooka's pinned in place until someone rolls Strength (-2) to reset the trap.

Second, the gas leak that killed most of Carstairs House's inhabitants is still seeping deadly vapors into this room. Every round after the third a goon spends here, he has to roll Vigor or suffer a level of Fatigue from

asphyxiation. Small flames like matches, cigars, or the like won't ignite the leak, but a large, sustained flame definitely does the trick. An explosion and blaze ensue, leaving the house razed.

9. Garage

The two-car garage has an icebox, a fully stocked tool bench, and a late-model roadster. The car has no doors or wheels and rests on cinderblocks. In one corner is a tall heap of old, yellowed newspapers — at least 30 years' worth. The garage doors' tracks are rusty but the doors can be forced open with success on a Strength check. A successful Repair roll returns the doors to working order.

10. Study & Bar

What used to be a book-lined study and lounge, the Boyles transformed into a chapel for their Snake God. The floor is soiled with blood and more unspeakable substances, and hundreds of dead snakes are nailed to the walls. Dozens of live snakes rustle and slither in wicker baskets.

At the room's center sits a black iron cauldron, a recent bonfire cold and charred underneath it. The cauldron brims with a foul-smelling, gummy black concoction. The library's books are still present, under a layer of dust and grime; success on an Investigation roll turns up any sort of book a mook might be looking for.

Abruptly, the gummy slime in the cauldron pops up like a five-foot-tall, black globular jack-in-the-box. Eyes open all over it. A toothy mouth gapes wide and shrieks. Everyone in the room has to make a Fear check when this transpires. It taunts,

"Y'all think you can stop us? Y'all cain't even save y'own damn selves!"

Now three ghosts emerge from under the floorboards, where they were hiding. They throw live snakes from the baskets and attack with their Poltergeist ability. The oily black column isn't done with the crew either, not by a long shot.

☞ **Chapel Guardian:** See below.

- **Ghosts (3):** Use the Lesser Spirit profile on page 184.

☞ Chapel Guardian

Papa Grits used his *create abomination* power to tap into the dark energy left behind by Carson Carstairs, and summon up this guardian for his church. It also serves as a

helpful reminder of Papa Grits's power — anybody who don't listen gets fed to it.

Attributes: Agility d8, Smarts d6, Spirit d12, Strength d12+2, Vigor d12

Skills: Fighting d10, Notice d8, Taunt d8

Pace: 6; **Parry:** 7; **Toughness:** 10

Special Abilities:

- **Blob:** +2 to recover from Shaken, no wound penalties, immune to poison and disease.
- **Engulf:** The chapel guardian can make a grapple attack against an adjacent foe (or against every creature under its template if it grows larger; see below). On a success, it engulfs its foe. Each round it maintains the grapple, the victim suffers 2d4 damage. Victims who die in this way are absorbed and added to the guardian's goopy bulk.
- **Fear:** Anyone seeing the gibbering guardian must make a Fear check.
- **Fearless:** Immune to Fear and Tests of Will.
- **Immunity:** Bullets and piercing weapons don't inflict appreciable damage on a guardian.
- **Size +2:** The guardian is the size of a Small Burst Template when flat on the floor.
- **Variable Size:** The guardian starts the size of a Small Burst Template (Size +2). For each victim it absorbs, it grows 1" and adds +1 Size (and Toughness), with no limit. Its form is malleable, and can flow through extremely small spaces.
- **Water Closets:** The guardian can reach either of the house's bathrooms via the drains and pipes, moving its entire bulk there in three rounds.

11. Master Bedroom

The Boyles set a tripwire (Notice -4 to see it by chance) across the doorsill to this room. A lug who trips it sets off the crossbow mounted on the opposite wall, which fires with Shooting d10 and a Wild Die (close range, 2d6 damage).

12. Bedroom

Each of these five bedrooms contains five snake-riddled cultists, twitching and eager to tear their master's enemies limb from limb. When the group goes into the first of these rooms, the snake-riddled men and women act strange and disoriented like the girl under the stairs (see area #3). This is a feint; as soon as the players' dread begins to fade, the thralls shriek as one and attack. When one room's

thralls attack, the others hear the tumult and rush to join the melee.

(Incidentally, as soon as the crew starts fighting with the snake-riddled upstairs, the girl from area #3 — wherever she might be now — wakes from her comatose state. She stalks the house's halls, looking for a chance to jump one of the antiheroes. Have her spring out of nowhere for the maximum scare potential.)

- **Snake-Riddled (5 in each bedroom):** See page 183.

13. Upstairs Kitchen

This kitchenette, used by the servants to prepare Mr. Carstairs' solitary upstairs meals once he'd become bedridden, is empty of ghosts, snakes, or parasite-riddled thralls. The only strange detail is the lack of any silverware whatsoever. The refrigerator, however, is open just a crack. Pale light spills out. You know the curious mooks just can't resist.

Inside the icebox is a heaping pile of rotting sausage links, coiled like meaty, intestinal rope. That's odd. What's odder is when the sausage links strike out like a boa constrictor to attack the unwary!

- **Sausage Snake (1):** Use the Snake, Constrictor profile in *Savage Worlds*, but add Size +2 and the Undead Monstrous Ability (+2 Toughness, +2 to recover from being Shaken, called shots do no extra damage). This results in Toughness 9.

14. Carstairs's Room

Carson Carstairs took his final secret with him to the grave. He prepared for his death, busted open the gas line with a monkey wrench, and laid down in his bed in this room to await doom. Slowly, everyone expired. Carstairs was the last to go. Someone is sleeping in a king-size bed across from the entrance.

As the thugs enter, the figure "sleeping" in bed pivots straight up into a standing position, eyes blazing with hateful glee. Time for a Fear check! It's Carson Carstairs's phantom, eager to fulfill his grave promises to the black-magic wielder, Papa Boyle, and decimate all intruders.

- **Carstairs's Ghost:** Use the Normal Spirit profile on page 184. The house is this ghost's anchor to the world of the living.

15. Upstairs Sitting Room

Carstairs spent the last few years of his life in this upstairs lounge, hunched in his old-timey wheelchair and peering suspiciously through the front curtains. Day after day, he imagined the horrible torments he would visit upon everyone who came to the door: couriers, delivery boys, the mailman. Stymied in his bloodthirsty wishes, Carstairs inflicted the tortures on his staff instead. His wheelchair still sits in the corner, possessed of an unholy hatred.

- **Living Wheelchair:** See below.

🔞 Living Wheelchair

Carstairs's wheelchair, infused with the hatred its owner held in life, sits in the corner. It twitches, then squeaks, then rolls forward a few inches at a time to build suspense. Finally it comes to life, speeding toward intruders in an attempt to crush them.

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

Skills: Fighting d10, Notice d6

Pace: 8; **Parry:** 6; **Toughness:** 13 (5)

Special Abilities:

- **Armor +5:** Unnaturally hardened metal.
- **Crash:** Str+d4. If the wheelchair charges 6" in a straight line and succeeds on a Fighting roll, it adds +4 to the damage roll.
- **Construct:** +2 to recover from Shaken, no additional damage from called shots, immune to poison and disease.
- **Fearless:** Immune to Fear and Intimidation.
- **Improved Arcane Resistance:** +4 Armor against damage-causing arcane powers and +4 on Trait rolls to resist opposed powers.

16. Side Stairs

The outer door at the bottom of these stairs is nailed shut; from outside it's not much of a danger. Trying to descend the steps from inside, however, can be fatal. The third step down is rigged as a pressure plate; it drops when anyone steps on it, and the rest of the steps fall flat into a steep, nail-studded ramp.

Whoever trips the step must roll Agility (-4) to catch themselves, or she tumbles headlong down a ramp of nails and slams into a wall of knives and forks at the bottom. All this punishment inflicts 3d6+4 damage.

17. Cellar

An ancient woodpile, a dead furnace, and the stake-studded bottom of the deadfall from the coatroom above (area #5) are the only things in this dank, dingy basement. Except for the Goon and Franky! They're gagged, chained to the floor, covered with viper bites, and swooning from the venom in their veins. A half-dozen snakes slither free in here, and they don't take kindly to folks bustin' in on their domain.

In the corner sits Papa Boyle's distant Cousin Dip. He stands up, spits tobacco juice, and greets visitors with his dopey grin:

"A'yup, cousin Grits said you'd be a-comin'. And here you is. Guess I hafta kills ya now — stand still."

Cousin Dip wields an old car battery two-handed. He calls it his "smashin' cube."

🔞 **Cousin Dip:** See next page.

🔞 **Goon:** See page 142. He has three wounds and two levels of Fatigue.

🔞 **Franky:** See page 142. He has two wounds and two levels of Fatigue.

• **Vipers (6):** Use Snake, Venomous in *Savage Worlds*.

🔞 Cousin Dip Boyle

Cousin Dip is a tall, massively obese hayseed in overalls and a straw hat. Dip ain't too swift, but he's the proverbial immovable object.



Attributes: Agility d8, Smarts d4, Spirit d8, Strength d12+4, Vigor d12+2

Skills: Fighting d10, Intimidation d8, Notice d4

Pace: 6; **Parry:** 9; **Toughness:** 15

Hindrances: Clueless, Illiterate

Edges: Big Lug, Brawny, Combat Reflexes, Hardboiled, Improved Block, Improved Frenzy, Improved Sweep, Improvisational Fighter, Raging Bull

Gear: Car battery (Str+d10), overalls, viper-proof boots, straw hat, chewin' tobacco.

Special Abilities:

- **Size +2:** Cousin Dip's virtually a piece of the mountain, he's so big.

RETURN OF THE GOON

There's no telling how many of Carstairs House's guardians are in hot pursuit by the time the crew reaches the cellar, so it's up to the players to decide how to get Goon and Franky to safety. Once they're back at a safehouse, they can nurse the boss back to health and compare notes.

When he's had a hot shower, a bowl of chicken soup, and a shot of whiskey, Goon says,

"First things first — thinks for puttin' your lives on the line to rescue us. I won't forget that. But now we've got the fucking Boyles to deal with. Like I ain't got enough trouble."

"In case you didn't hear it yet, the Boyles are planning to summon the Snake God out of some godforsaken dimension it's been trapped in for eons. Or somethin' like that. Papa Boyle talks a lot but he ain't too intelligible, if you catch my drift."

"They infused three items with a buncha mystic gobbledygook — lantern, dagger, and a book. They're using 'em to call up the big snake. And as long as they're intact, the big snake can't be harmed. So smash them first, I guess."

"One other thing I found out. Cold steel hurts 'em. It hurts 'em real bad."

"Oh, and I did I mention they left a few days ago to start their big ritual on Lonely Street? Guess I should've mentioned that first. We need to hurry."

The crew has time to gather any supplies, ammunition, or gear they think they'll need for the final showdown, but after that you can move right along to the final issue...and the last battle!



ISSUE #8: AGAINST THE SNAKE GOD

When: The gang seeks a reckoning with the Boyles

Characters: This is the final issue of our lurid little tale, so your group can choose to play their own mooks, Goon, Franky, and their crew, or some combination of them.

The impetus for this story is clear: The antiheroes have to get to Lonely Street posthaste, where the Boyles have transformed Biog into an avatar of the Snake God. But there's still time to make things right before the whole shebang goes off the rails. This fight's for all the marbles!

Backstory

During his travels through the world of spirits (as told in *Buzzard* issues #1–#3, collected in *Death's Greedy Comeuppance*), Buzzard encountered the bloodthirsty snake handlers. They worshipped a giant snake they believed lived in the mist at the foot of a great mountain. The snake handlers did a lot of dancing about, transported by their fanatic beliefs. They liked to shake handfuls of poisonous snakes and perform human sacrifices.

Meanwhile, after spending so many years in Hell, Papa Grits Boyle learned that the Snake God he'd been venerating was real. Only it didn't live on earth. Eons ago a bunch of pesky humans had banished it to another dimension, beyond time and sight. But, the Devil said, with the right coaxing it could come back again. Papa Grits begged to be given the unholy task. Eventually (if only to be rid of the insufferable Boyles) the Devil agreed.

After that, the Devil told Papa Grits all manner of wise things when he wasn't roasting the old cuss in agonizing flames. One thing the Devil told him was that, if he undertook this task, he'd have to sacrifice his eldest son to stop his enemies. And just in case that didn't work, Papa Grits would have to build a church to the Snake God that was also a death trap for his foes.

And finally, the Devil said none of that would stop the Boyles' enemies anyway. But it would slow them down. All Papa Grits had to do was make sure his ritual was done before all the delaying tactics were used up.

Personal Tragedies

The campaign's last episode is billed as tragic, simply by virtue of the stakes being so high. Failing to stop the Boyles and their Snake God means the end of the Town and everything the antiheroes hold dear — or at least begins a whole new phase of the Goon's story, which takes place in a post-apocalyptic snake-ruled wasteland.

But you can make the tale even more personal by drawing on the player characters' tales of woe. Perhaps the Boyles manage to revive a character's old flame or a dead enemy. Maybe they promise the Snake God can fulfill everything a mook's life has been missing, if only he joins up with their cause. Or the Boyles could even kidnap someone near and dear to the toughs and dames in an attempt to blackmail their complicity. In short, make it personal and the players will find it that much easier to engage with the drama.

So that's exactly what the old sonuvabitch did.

SPLASH PAGE

Grim and determined, the crew arrives at Lonely Street. From around the corner, a high-pitched howling and strange glowing lights emanate. It's clear they're going to have to face off against a mob of hags and zombies to reach the Boyles. And these worm pies are wearing miner's helmets, making it that much harder to blow their rotten heads off!

Some groups might want to devise a way to sneak around the slackjaws or draw them away. Those are perfectly good plans, and it's up to your players to enact them. Otherwise they're gonna have to punch their way in!

- **Hags (3):** See page 180.
- **Zombies (2 per antihero):** See page 189. They wear miner's helmets, which provide Armor +2 and have a 50% chance of protecting against a head shot.

STEEPED IN EVIL

With the zombies detoured or pounded to pulp, the group rounds the corner to behold a stupefying sight on Lonely Street...one that heralds the hardest battle they'll ever fight. Worst of all, it seems like they're too late. Read the following:

The freak tent at the traveling carnival's got nothing on this! The middle of Lonely Street is a huge, ragged hole, with a 10-story-tall, swirling column of sickening color — like a vomituous watercolor tornado — spinning at its center. A bitter, dry wind swirls from the vortex, as though it were wafting from some other world. Dark thunderclouds gather overhead.

All around the weird vortex the Boyles dance with glee. Verna holds a large, ornate dagger. Moon Pie holds an old-timey brass lantern. Papa Grits grips a thick tome in one hand, and a handful of writhing snakes in the other. Snake-ridden believers surround them in an unruly mob. All of them seem to be in some kind of religious trance, swaying like cobras before a flute.

At the center of the Boyles, right in front of the vortex, lies the Biog's inert mass on a towering heap of thousands of snakes. As you watch in horror, dark tendrils slither out of the gate's mouth to surround Biog, coil among the mundane serpents, and cause them all to merge and grow... and grow...stretching and metamorphosizing. These hillbilly freaks are using the Biog as the Snake God's earthly vessel!

Now Papa Boyle notices the group's arrival. He cackles at them in classic toothless hillbilly fashion, dances a little jig. Then he whips open his book and screams at the antiheroes,

"And lo did the serpent come down from his lofty seat and speak unto Papa Grits! And Papa Grits received the word and repaid the serpent with a sacrifice in blood! That's YOU, you varmints!!"

WHAT CAN BE DONE

As Goon warned the group last issue (and hopefully reminded them before they rushed down to Lonely Street), the Snake God is impervious to harm as long as the magical items the Boyles created at Carstairs House are still intact: the dagger (Toughness 8), lantern (Toughness 4), and book (Toughness 8, but Toughness 4 where fire's concerned).

If all three items are broken or otherwise destroyed, the rapidly forming Snake God loses its Invulnerability Monstrous Ability. The group can then fight through the gathered

enemies — and there are a lot of them — to reach the Snake God and go toe-to-toe.

The fight occurs in the street, near the scintillating portal. But curious, brave, or foolhardy mooks might try to plunge through the swirling vortex to see what's on the other side. Beyond the gate, the Snake God's spirit form rests at the foot of a mist-shrouded mountain. It's coiled and quiescent as it is being drawn forth into its physical avatar on earth, unable to act or react. The spirit form is immune to physical attacks, but it can be damaged by magic assaults; any damage it sustains is transferred to its physical form.

An arcane caster with the *dispel* power might try to shut down the swirling gate. This is a **Dramatic Task** (see *Savage Worlds*) opposed by Papa Grits's Spellcasting skill. If the caster fails to collect five successes or fails on a round when a Club is drawn, she is drained of all Power Points and suffers a level of Fatigue. If she succeeds in gathering five successes, there's a burst of white light as the gate begins to close, and Papa's book bursts into flames. The Snake God is still free, but at least nothing's going to follow it.

When your crew advances on the demonic hillbillies, deal out the Action Cards. Papa Boyle commands his snake-ridden thralls to attack. Verna and Moon Pie join the fray too.

Three rounds later, the massive Snake God takes full form, rouses itself, and wails:

"Hoooooo-weeee, MOMMA!! Ain't it a GAS to be free again! Time to put the BITE on this Town! What a buncha STIFFS, am I right?"

Then it strikes with scimitar-length fangs! If things go badly for the Boyles from the get-go, Verna or Moon Pie might try running off with one of the artifacts, keeping their god invulnerable for as long as they can.

🔮 **Papa Grits:** See page 163. Papa Grits's magic book grants him an extra 15 Power Points as long as it's in his grasp.

🔮 **Moon Pie Boyle:** See page 164. When its shutter is opened, Moon Pie's lantern emits a cone of searing light that's treated as the *burst* power. It costs no Power Points and can be activated once per round with an Agility roll.

🔮 **The Snake God:** See below.

🔮 **Verna Boyle:** See page 164. Verna's dagger is a relic that causes Str+2d6+2 damage. Magical *healing* cannot restore the wounds it inflicts.

• **Snake-Ridden (2 per hero):** See page 183.

The Snake God

The snake god is still forming when the antiheroes arrive, the Biog and snakes and dark energies all coalescing into a colossal, snaky shape. After three rounds the beast joins the fight. If it is allowed a single hour to complete the transformation, the Snake God assumes full-blown, nigh godlike powers and begins laying waste to the earth.

Attributes: Agility d10, Smarts d12, Spirit d12, Strength d12+8, Vigor d12+4

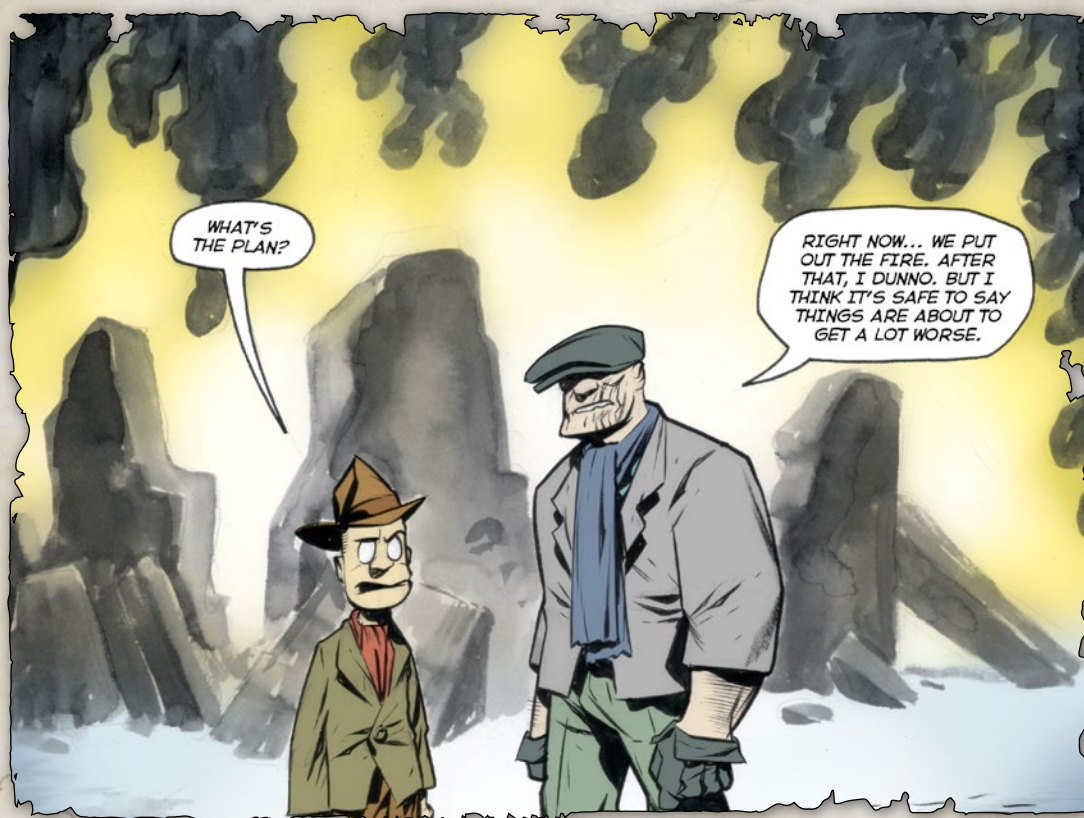
Skills: Fighting d10, Intimidation d12, Notice d12, Spellcasting d12+2, Tracking d10

Pace: 8; **Parry:** 7; **Toughness:** 19

Special Abilities:

- **Arcane Background (Black Magic):** The Snake God knows the *burrow*, *dispel*, *healing*, and *puppet* powers.
- **Bite:** Str+d10. If the Snake God's bite causes a Shaken or wound result, the creature's fangs inject poison (see below).
- **Constrict:** If the Snake God scores a raise on a bite attack, it entangles its prey. The following round and each round thereafter, it causes Str+d6 damage to the victim. The prey may attempt to escape on his action by scoring a raise on an opposed Strength roll.

- **Gargantuan:** The Snake God's attacks are Heavy Weapons, and its hide is considered Heavy Armor—mooks need explosives or Heavy Weapons to hurt it. The creature “stomps” by falling on foes.
- **Huge:** Attackers get a +4 bonus to hit the Snake God.
- **Improved Frenzy:** The snake god may bite twice each round with no penalty.
- **Invulnerability:** As long as its Weaknesses (see below) remain intact, the Snake God can be Shaken but not wounded by attacks, whether physical or magical.
- **Low Light Vision:** Halve the penalties for Dim and Dark lighting conditions.
- **Poison:** See *Savage Worlds*. The Snake God's toxin is considered Venomous (-4). Those who die from its venom rise as snake-ridden in 1d6 rounds.
- **Size +9:** The Snake God is as big as a whale.
- **Weakness (Book, Dagger, and Lantern):** Three items charged with arcane energy are used to summon the Snake God and vouchsafe its physical form on earth. As long as even one of them remains intact, the creature cannot be harmed. If all three items are broken or destroyed, the Snake God becomes susceptible to attacks.



CHAPTER TEN: GRIEVOUS YARNS

"All dark things are drawn here. All tortured souls. It drew the Priest. It drew me. And it drew you. Nothing good will ever happen here. No one will find happiness. Not in this place. It feeds off hurt. It multiplies pain. It's nothing but misery."

—Buzzard

Yet life in the Town can be funny too. To see it that way, it takes a skewed sense of humor and an ability to laugh at the most terrible things that could happen. What can we say? Folks who live in the Town are a sardonic lot, and those who aren't don't last long.

Yarns Most Grievous

This chapter contains a bunch of ready-to-run adventures set in the Town. Most of them can take place at any time the GM prefers, while some of them are intended to occur at a certain time in the Plot Point Campaign, or are triggered by other events. If a particular adventure has any limitations of that nature, we'll let ya know in the very first line.

As we discussed under Setting Rules, stories in *The Goon Roleplaying Game*™ are generally divided into comedies and tragedies. That doesn't mean a comedy can't have dire moments of drama, and a tragedy has to be pitch black from beginning to end, but classifying them one way or the other gives the group a focus for its roleplaying efforts. After all, much like rowing a boat, one gets the best results when everyone's pulling in the same direction.

Most of the Grievous Yarns in this chapter are comedies — just as many of the Goon's classic tales are — but as always, you can make comedy darker or a tragedy more humorous if it suits your needs to do so. It's your game, slappy, we're just writin' it for ya.

Running Yarns in the Town

Before starting the Plot Point Campaign or an epic tale of the GM's own design, the GM ought to read up on the Town's **Secrets, Dark**

and **Deep** (page 49) to learn about the curse that gives the place its dark power.

Next, get yourself up to speed on the player characters' bitter **Tales of Woe**; these provide the best ideas for recurring themes, settings, and nonplayer characters to include, because they make your mooks central to the overall story.

Take a look at the Grievous Yarn titled **Thick as Thieves** (page 125). This adventure engineers a situation that brings your player characters together as a gang before the Plot Point begins. It also starts out as a mundane, Noir-ish murder mystery that grows weirder and more supernatural as it progresses. If you have players who aren't yet familiar with the wonderful world of *The Goon*™, it might help to draw them into it gradually rather than dropping a giant, drunken squid on the hood of their Buick on the splash page.

Finally, read **Gang War** (page 114) to decide if the battle versus Don Amerigo Dantini's flunkies is a subplot you want to use in your campaign. The yarn provides a loose structure for ongoing gang battles in the Town.



ABSENCE OF POWER

Run this Grievous Yarn after the Goon vanishes in issue #4 of the Plot Point Campaign.

When word gets out that Goon's missing in action, the Dantini Family moves in to challenge the big guy's authority and retake their former status as Black Hand associates. And they send a feared enforcer to settle the score with Goon's crew!

This tale introduces killer Ginny "the Candle" McGillicuddy, who can become a recurring foe and constant thorn in your crew's side. That can happen if she's played smart and ruthless, with a strong sense of self-preservation. Or she might not survive her introduction. That's what makes a roleplaying game interesting, sunshine.

Backstory

Don Amerigo Dantini wasn't too happy with the way things turned out at Fantucci's Restaurant (as told in issue #1 of the Plot Point, **West Side Rumble**). He's delighted, however, to be informed some heavy hitters called the Boyles took out the Goon and Franky. "Now's my time," he thinks, and calls up one of his own heavy hitters: Ginny "the Candle" McGillicuddy.

Her next target? Your mooks.

SPLASH PAGE

When your group's spending some time at one of their usual haunts, enjoying some downtime on a Wednesday evening, the front door bursts in. An ally and informant — perhaps Momo (see page 153) or the Little, Unholy Bastards (page 153) — rushes in to deliver some bad news:

"Have you heard?! Somebody killed Mushy Martin!"

Now *that's* bad news for a Wednesday evening. As all your antiheroes know (or are reminded when they look in Goon's little black book), Mushy Martin is Goon's most dependable and profitable bookie on the West Side. The vigs from that guy are legendary. Who would want to kill Mushy Martin? Besides everybody, that is.

SCENE OF THE CRIME

At Mushy Martin's usual street corner, the crew finds the sidewalk spattered red and the area lousy with coppers. Attendants in white coats are loading bodies into the meatwagon. Newspaper reporters hound the cops for non-answers. Clearly your crew's not going to be able to find out much here.

As they drive or walk away from the crime scene (or from some other location they might have visited; we can't predict *everything* your group's gonna do, pal), call for a Notice roll at -2. A dame who succeeds picks up on a tail: A dark sedan pulled out near the crime scene and started following them.

Surprise — it's Ginny the Candle and her boys. If your group is driving and tries to elude the pursuit, use the **Chase** rules in *Savage Worlds*. Otherwise the black sedan speeds up to drive parallel with your mook's jalopy (see **Vehicles** in *Savage Worlds*), or pulls up next to where they're walking on the sidewalk. Read this passage:



The black sedan roars up next to you. A life-size porcelain doll's face, ringed with auburn curls, stares at you from the backseat. Just then, the typewriter in the doll's hands chatters and sprays lead in your direction!

The sudden attack might be a surprise to some mooks. Ginny the Candle and her crew start on Hold, and the players must succeed on a Notice roll to get an Action Card in the first round. Ginny peppers the antiheroes with her Tommy gun, and a thug in the front passenger seat fires a revolver. The next round, they drive away — or try to.

It's up to your players and the exact situation — that is, driving or walking — whether they pursue the hitmen. If so, use the Chase rules. Otherwise the black sedan speeds away, scot free.

🔗 **Ginny the Candle:** See below.

- **Dantini Thugs (4):** Use the Gangster profile on page 158. They're driving a luxury sedan.

🔗 **Ginny "the Candle" McGillicuddy**

Ginny used to be a moll to one of Dantini's capos, but the fella was killed in a car wreck fleeing from the coppers. Ginny survived the crack-up but was horribly disfigured in the fire, giving her face the appearance of melted wax — and her a new nickname.

Rather than fade into an extended convalescence, Ginny the Candle recovered quickly to distinguish herself as one of Don Dantini's most reliable and merciless button men. She wears a porcelain doll's-face mask to hide her appearance, with a black beret.

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

Skills: Climbing d8, Driving d8, Fighting d10, Intimidation d10, Lockpicking d10, Notice d8, Persuasion d10, Shooting d10, Stealth d10, Streetwise d10, Taunt d8, Throwing d10

Cha: -2; **Pace:** 8; **Parry:** 7; **Toughness:** 8; **Virtue:** 3

Hindrances: Ugly, Vow (Serve Don Dantini)

Edges: Ace, Brave, Connections (Dantini Family), Fleet-Footed, Hardboiled, Hitman, Improved Frenzy, Improved Nerves of Steel, Marksman, Quick Draw, Rock and Roll!, Strong Willed, Thief

Gear: Tommy gun (Range 12/24/48, Damage 2d6+1, RoF3, AP1), switchblade (Str+d4), crate of .45 ammunition in car trunk, 8× dynamite sticks, butane lighter, lockpicks, porcelain mask, overcoat, black dress, black beret.

CAT AND MOUSE

None of the protagonists are likely dead after Ginny's first strike (then again, they *might* be given that this yarn is tragic), and if she plays her cards right she escapes the scene handily. In that case this tale gets a rinse-and-repeat every so often: One of your crew's allies, informers, or funding sources vanishes or shows up dead, and Ginny's to blame.

Her ultimate task is re-establishing Don Dantini's primacy on the West Side. It's plausible that the players give the Dantini Family their territory back, just to be free of Ginny the Candle's depredations. (If this happens Goon is extremely unhappy when he returns.) Or they might make it their business to be rid of her and her boys, which Goon ultimately prefers.

If she turns into a recurring foe, Ginny the Candle shows up at the most inopportune times to give your group grief. Then again, if the Dantinis take back the West Side fair and square, she may become a grudging ally. Either way, the reveal of her horribly fire-scarred face should be milked for all the shock and pathos you can wring out of it.



THE BLOODY MYSTERY OF LIGHTHOUSE ISLAND

Run this adventure when the Stevedores' Union begs Goon's crew to solve a problem: The beacon on Lighthouse Island has stopped working. Now every cargo ship and fishing trawler coming into the Town risks being dashed to pieces on the rocks.

Backstory

Lighthouse keeper Wally Bricks had been in charge of the post since he inherited it from his dear old dad. He liked the solitude, and it was the job he'd been raised to do. So it was a no-brainer to take the gig when ol' Bricks Sr. kicked the bucket — death by drowning, the authorities said. Wally mourned his old man's passing and went on with his isolated existence.

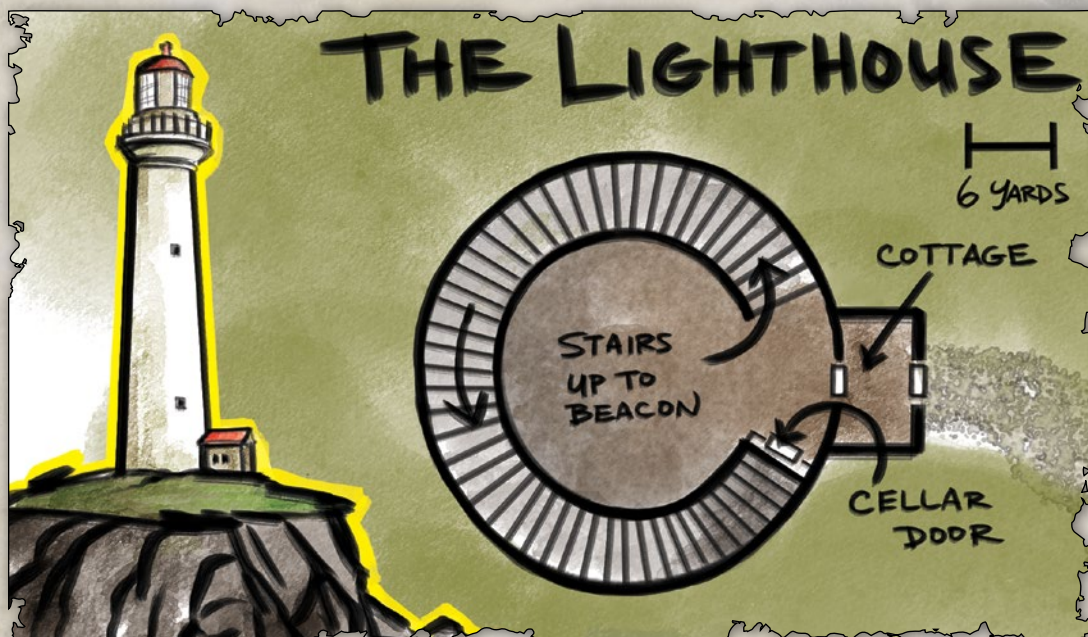
That's when Wally started hearing strange noises in the lighthouse cellar at night. Other times it sounded like a pile of wet towels was slopping past his bedroom door, and in the morning he found pools of salt water on the floor. Finally his dear old dad appeared to him. The apparition taunted him, berated him, excoriated him for his failures. When it had thoroughly broken Wally's mind, it commanded him to turn out the beacon. So he did.

In actuality, the cause of all the problems is a hungry octoslug that crawled out of the ocean years ago to eat Wally's father whole. Then it used the old lighthouse keeper's guise to arrange for the lighthouse to go dark. Next time a ship runs aground, the octoslug will have all the meat it can eat!

SPLASH PAGE

This splash page is literal, as the ferry (two bits a head) arrives at Lighthouse Island's rickety, decaying docks in the midst of a gathering storm. Read this passage to the group:

Lightning lashes across the roiling sky, illuminating the dark lighthouse in silhouette on the hilltop. You step off the ferry onto the dock, whose boards bow slightly under your weight. Rain falls in thick droplets, and soon picks up into a sheet of water as the ferry pulls away. If you don't get under cover soon you'll be drenched to the skin.



It's a 10-minute walk to the lighthouse. Knocking at the cottage door doesn't bring anyone, and peering through a window reveals all is dark and still inside. Success on a Strength roll (-2) to force the door, or a Lockpicking roll to open it less violently, gains the gold-hearted criminals access to the joint.

INSIDE THE LIGHTHOUSE

Wally Bricks lurks inside, but he's completely insane and terrified of intruders. He hopes to hide until they go away. If he hears people breaking in, he hides in the wardrobe in his cottage. The group is free to explore the place at their leisure while the storm rages outside.

Cottage

At the base of the lighthouse is a small cottage, where Wally lives. It's the equivalent of a one-room apartment, with small sitting area, bed, kitchenette, wardrobe, and water closet packed into a relatively small space. An arched doorway at the back of the cottage accesses a circular stairway to the beacon above. There's also a metal door leading to the cellar. Wally is hiding in the wardrobe when the group arrives.

- **Wally Bricks:** Use the Citizen profile on page 158. He is utterly mad — paranoid and delusional — and has two levels of Fatigue from hunger. See **Wally's**

Madness for what happens when the group finds him.

Beacon

A circular staircase corkscrews upward past three landings to the top floor. From there, a pair of ladders access the beacon above, which is dark. Success on a Repair, applicable Knowledge skill, or Smarts roll at -2 reveals that the beacon is undamaged but cannot be switched on. Either the power source has been cut off, or a breaker tripped somewhere on the premises. From up in the beacon room, visitors are treated to a stunning view of the thunderstorm lashing the bay.

Cellar

The cellar is damp and disused, and sure enough the main breaker has been tripped — or shut off on purpose. During daylight hours the octoslug might be encountered here. It can also go where it pleases, even clinging to the exterior of the lighthouse, so it's more likely the crew finds hideous slime trails but no inhabitants. All the better to ratchet up the suspense!

② **Dire Octoslug:** See below.

② Dire Octoslug

Unlike its lesser cousins, this very old and intelligent creature has greater aspirations than creeping around by the Docks eating when it can. It is jet black and shiny-wet. This beast wants the beaches to run red with blood

as it feasts on lost mariners. And no two-bit crew of miscreants is going to stop it!

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

Skills: Fighting d10, Intimidation d8, Notice d6, Persuasion d8, Stealth d8

Pace: 6; **Parry:** 7; **Toughness:** 11

Special Abilities:

- **Bite:** Str+d8.
- **Large:** Attackers add +2 to attempts to hit the dire octoslug.
- **Lure:** The octoslug can use the guise of any person it has consumed as a lure, adding +2 to its Persuasion rolls.
- **Swallow:** An octoslug that scores a raise on its Fighting roll swallows the target whole. Swallowed targets suffer 2d8 damage per round until digested.
- **Size +4:** The dire octoslug is as big as a full-grown rhino.
- **Wall Walker:** An octoslug walks on vertical surfaces normally, or inverted surfaces at half Pace.

WALLY'S MADNESS

If the crew's search doesn't turn up Wally hiding in the closet, a Notice roll detects him sobbing and sniveling in there. He's wide-eyed, sweaty, malnourished, and incomprehensible unless someone succeeds on a Persuasion roll (-2) to use the psychology on him and calm him down a little bit. At that point he gasps,

"Where's my old dad? He's around here still. Not drowned anymore. That's why I shut out the lights, you see? I had to, for my dear old daddy. I had to do it!"

Wally's not violent, but he's not much help either. As he rants and raves — serving as a red herring — the dire octoslug stalks the group and picks them or their allies off if it can. Whenever it absorbs a new guise, it puts it to use for added misdirection.

After this game has gone on for a while, call for a Notice roll. With success, the antiheroes see the lights of a ship out in the storm, headed blindly for the rocks below. If they don't get the beacon back on — by turning on the breaker switch in the cellar, then succeeding on a Repair roll to reignite the beacon — they're going to have a disaster on their hands. Of course, the evil octoslug does its level best to stop them.



BOTTOMS UP!

Run this tale any time during the Plot Point Campaign, but only when your group gets serious about having Norton's Pub — their favorite watering hole — rebuilt.

Goon puts the whole thing in your mooks' hands, and makes it clear the next thing he expects to hear about it is, "It's done." They have to ensure wheels are greased, permits acquired, and if necessary, rivals knocked silly.

Backstory

As we all know, Norton's Pub was destroyed by a huge, glommed-together cluster of chug-heads (in *The Goon*™ issue #17, and collected in *Wicked Inclinations*) just before the Plot Point Campaign began. Goon puts all the best union construction crews to work on rebuilding it, but inevitably the process ground to a halt. Someone's gonna have to jumpstart it.

The construction crew needs fuel, a permit in good standing, and a safe working environment. Your crew can get a line on the first two, easy. But they're also gonna have to make peace with a squadron of rampaging mollusks that's been wreaking havoc lately. A goon's job is never done!

SPLASH PAGE

As the antiheroes gaze at the sky in disbelief (and perhaps barely conceal a resigned expression of disgust), read this:

Look! Up in the sky! It's the Communist Airborne Mollusk Militia! The writhing masses of flying tentacle sushi descend toward you on steam-powered balloon rigs. Hatred burns in their squid eyes! They had been bombing the Norton's Pub construction crew, but now those eyes are focused only on you...

The Communist Airborne Mollusk Militia high command is under the impression the workers are building an aquarium, and they're understandably riled up over it. (The Zombie Priest told them that, just to be a pain in the ass.) They were bombing the Norton's site — which is in flames — but now they drift toward your mooks. Better deal out the Action Cards, pal.

- **Giant Squids (3):** See page 185. Each of these specimens has two bombs (Range 5/10/20, Damage 2d10, RoF 1).



THE WORKERS ARE REVOLTING

For a minute it looks like the whole thing's going up in smoke, but provided the palookas deal with the chowder-head incursion and help douse the flames, all's well with the site. All is not well, however, with the foreman, Rugburn. Rugburn is not happy, nor are the jowly, low-lidded workers gathered behind him. He snaps,

"Do youse see what we've been dealin' with here?! These boys are about ready to strike, and I'm with 'em."

"First on the list: Run out the damn squids, or at least find out what in blazes they want."

"Next, our building permit's held up. We do work without that, every copper passing by is gonna hit us up for his cut of the mazuma. Who's got that kind of scratch? Not me, brother."

"We had the old city manager on the payroll. Cake. Now some new dame took over the job and she's reviewin' all the permits. She's gonna be trouble, I'm tellin' youse."

"Last, gasoline's a problem. We can't run the site without it. You gotta find us some, and not that crap Mr. Corpus is sellin' on street corners. So whaddya say?"

Rugburn and his boys on the work crew are good fellas, they just need to state their grievances. If the gang says it's on the case, that's all they need to know.

- **Rugburn:** Use the Gangster profile on page 158.
- **Construction Workers (12):** Use the Citizen profile on page 158.

THE THREE HERCULEAN TRIALS

The group has three tasks to complete. In what order they undertake them, and how they solve them, is up to your players.

The Communist Airborne Mollusk Militia

The squids think the boys are building an aquarium instead of a pub. If the group can find someone who speaks Mollusk and track down some squids, they might be able to parlay and explain that Norton's is going to be a bar. Barring someone who speaks Mollusk, they're just gonna have to punch some squids.

A Streetwise roll at -2 turns up a kid named Dook who knows the lingo of the squidly kind,

and \$5 secures his services for the afternoon. It's easy to find some squids; spend an hour in the neighborhood near Norton's and they come cruising in on another bombing run.

With Dook as a translator, debating these furious mollusks is a **Social Conflict** (see *Savage Worlds*). As long as the overall result is a tie or better, the squids call off the bombing runs but warn they'll be watching the site closely. With 3 or more successes for the gang, the squids apologize profusely for the misunderstanding and fly off to settle the score with the Zombie Priest.

If the group doesn't bother finding someone who can speak the squids' language, they have to defeat a lot of them before they go away: two more bombing runs just like this one over the next couple days.

- **Dook:** Use the Kid profile on page 159, but add Knowledge (Languages) d8.
- **Squids (1 per antihero):** See page 185.

The Gasoline Problem

If one or more of your antiheroes has the Connections Edge or a personal contact or two they can finger, they discover this gab in a jiffy. Otherwise a Streetwise roll at -2 to troll the usual sources turns up a juicy rumor:

"Oh, you need some gasoline? A guy told me the Dantinis are keeping a personal stash. Real hush-hush. Seventy-five gallons in steel drums, in a warehouse on the West Side.

Seventy-five gallons — that's worth close to two big ones these days!"

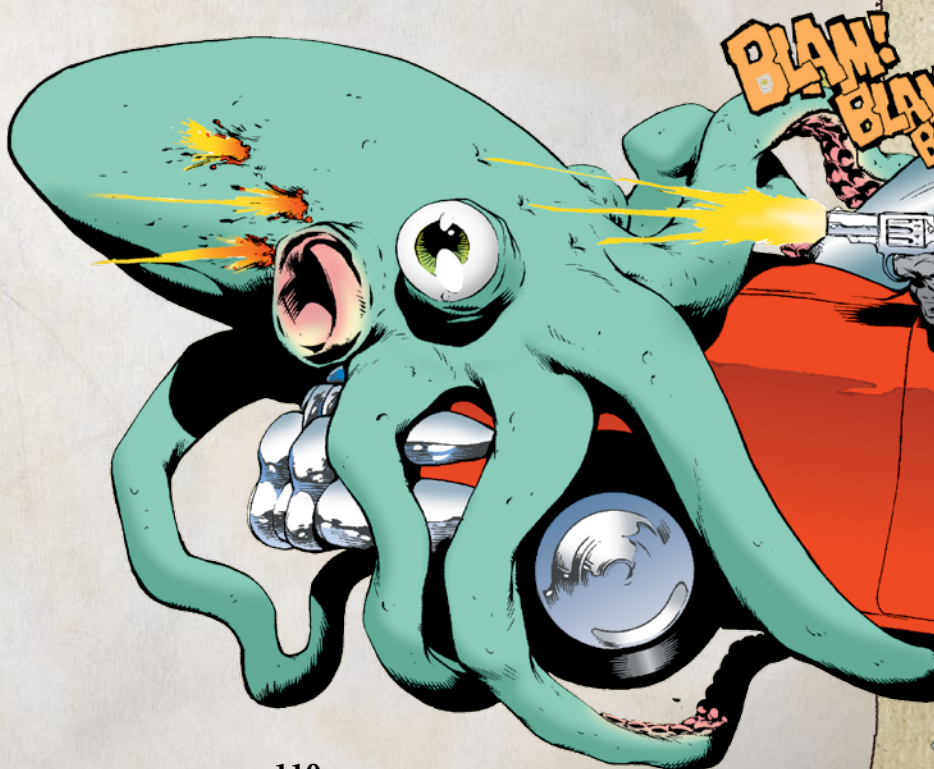
The mooks get the warehouse's address, too. They're storing the gas in barrels in the back of a large truck, ready to move at a moment's notice. The place is guarded by a skeleton crew of Dantini's thugs, not likely to pose a whole lot of trouble for the gang.

The real problem is that *other* parties are privy to the warehouse's contents, and 75 gallons of gas worth \$2,000 in today's economic climate is just too good to pass up. Those parties just happen to be the world-famous Roxi Dlite and her sidekick Abercrombie!

Roxi already has the keys to the truck when the gang arrives; she just seduced the leader of Dantini's men and left him smoking a cigar in the office. She and Abercrombie try to steal the truck while your gang tangles with the Dantinis.

If that's not possible, Roxi might try to seduce a player character, tag along and steal the gas later, or even use the group to identify an even bigger mark. This is Roxi Dlite we're talkin' about — she always keeps one eye on the big picture.

- **Roxi Dlite:** See page 150.
- **Abercrombie:** See page 147.
- **Dantini's Guards (1 per antihero):** Use the Gangster profile on page 158.



The Amorous Edith Stitchrow

The third obstacle is the building permit. A visit to City Hall and success on a Persuasion or Knowledge (Law) roll determines it's held up in the office of City Manager Edith Stitchrow. She has been at the job for exactly four days, since her predecessor Jimmy Glibless was arrested on fraud, racketeering, conspiracy, and indecent exposure charges.

Stitchrow's a shyster by trade. She's mousy and proper, her hair in a tight bun and wearing a librarian's hornrim glasses, and she's fierce when the Law is on her side. The mooks can't deal with her *permanently* — they know Goon wouldn't like that — and Ms. Stitchrow responds to the merest hint of a bribe with open hostility. So what to do? The mooks have an ace in the hole.

For all her law-abiding beliefs, ironclad morals, and sterling ethics, Edith Stitchrow falls head-over-heels in love with one of your lugs during their first encounter. We're talkin' heart-pounding-out-of-the-chest, goggle-eyed, love at first sight. She's not shy about it; she even asks the poor sap if he (or she, if you prefer!) can meet her out for coffee or a movie this afternoon.

Soon it's clear the only way to get Stitchrow to sign and stamp the permit is to butter her up. That means a date with the object of Stitchrow's affections. This meeting is also a

Social Conflict (see *Savage Worlds*). The beard rolls Persuasion opposed by Stitchrow's Notice to convince her he's having a good time, and that it would be an awfully great favor to him and his friends if she'd just sign that dang permit. As GM, you should modify the character's Persuasion rolls for being particularly chivalrous and charming (+2) or a boorish lout (-2).

At the end of the date, if the mook accumulates 1 or 2 successes, Edith reluctantly agrees to sign the building permit but follows up on it at a later date, causing trouble for Norton. (Keep that in your back pocket for a future Grievous Yarn.) With 3 or 4 successes, Edith agrees to sign if the lug agrees to another date in a few days. Given 5+ successes, Edith is smitten and would do nearly anything for her new love.

- **Edith Stitchrow:** Use the Citizen profile on page 158, but she has Smarts d10, Spirit d10, Persuasion d12, and Knowledge (Law) d12.

PICK YOUR FAVORITE BARSTOOL

Once the gang parlays with the Communist Airborne Mollusk Militia or otherwise settles their hash, serves up a 75-gallon shipment of gasoline, and delivers a mimeograph of the signed building permit to Rugburn, it's only another week before they're drinking at Norton's counter again. At that time, all the lugs need to do is tell Goon, "It's done."





THE DEATHLY LIFE OF OLD GIL

This dreamlike adventure takes place in a weird spirit world through which Buzzard has wandered (in *Buzzard* issues #1–#3), and which was home to the Snake God.

This tale can stand alone or form part of an extended otherworldly quest. Whether they use Alloy's portal, a nonplayer character's *contact spirit world* power, or stumble on an otherworldly gate, the antiheroes end up wandering in the deserts of the unreal. Then they come upon the town of Sawgrass Ridge, which just ain't right...

Dimensional Laws: The laws of physics and magic are the same in this world as on earth. But time passes in a dreamlike fashion. Characters travel from place to place with no real recollection of the journey.

Backstory

Gilman Hutchinson wasn't always lonely. Once he had a family and was well-liked by his neighbors in Sawgrass Ridge. But that was before he saw with his own eyes the evil that men do. Gilman's townsfolk went to war with the beast people who lived beyond the ridge, and ended up slaughtering them all. A dying beast man's last words to Gil were to deliver a curse: "You may be killed...but you can never die."

Over time, Gil's wife passed and his children grew up. He grew old as well, and infirm, but as much as he prayed for death it never came. His people were laid low by drought and famine, and new settlers continually passed over the region for brighter prospects.



Gil grew despondent. In his darkest moment he prayed for the blessings of the Snake God, and received a dark boon. No matter how bad things got, the townsfolk of Sawgrass Ridge would never die. But they wouldn't exactly be alive, either.

Now Old Gil is mayor of a town that believes itself to be quite normal. But the deluded townsfolk are all rotting slackjaws, their undead minds clouded by the Snake God's power. The folk of Sawgrass Ridge believe they are alive, and the "Flesh-Clad" are unnatural and evil. They slaughtered the settlers and they'll do the same to any visitors.

SPLASH PAGE

While crossing desolate, sandy plains the gang sees a haze of smoke up ahead. Read the following as they get closer:

The smoke billows from an overturned and smoldering Conestoga wagon. A pair of bloated horses — hacked nearly to pieces — lie nearby. An entire family of settlers has been burned on a bonfire. You find the settlers' belongings scattered about, but nothing — not even the family's keepsake box containing 20 gold dollars — is missing.

The smell is nearly unbearable; characters have to roll Vigor to avoid losing their lunch. A successful Notice roll reveals that the earth and prairie grass are trampled down as if by a mob of 20 or more people. A successful Tracking roll or Notice roll (at -2) reveals the mob's trail heads due south.

A thug who scores a raise on the Notice check discovers something even more odd — the bonfire is circled by a ring of salt, and the mouths of the victims were stuffed full of holy wafers *after* they were burned.

HOULIHAN FARMSTEAD

Before the posse reaches Sawgrass Ridge, they cross Bertram Houlihan's farm. Bert works the fields with a rotting, sway-backed mare that pulls the plow. To him, his current state is just the way of things, while the posse — with their nauseating flesh and repulsive breathing — represents pure evil. What looks like a groaning fiend is actually a farmer unaware of his own predicament.

The gang likely reacts with violence, treating Bert like any other worm pie. But they may be taken aback when Bert shouts for help and accuses them of being "pawns of the devil." Bert's family — a wife and two sons — aids

him if they can. Under no circumstances can Bert be convinced he's dead. He just thinks the gang is crazy.

- **Bert Houlihan & Family (4):** Use the Zombie profile on page 189, but they're all "talkers."
- **Jenny the Plow Horse:** Use the Horse, Riding profile in *Savage Worlds*, but add the Invulnerability, Undead, and Weakness (Head) Monstrous Abilities.

ZOMBIETOWN

We're guessing your mooks aren't about to charge into the middle of Sawgrass Ridge, raisin' Hell, but if they do they're in for a fight. The townsfolk act with the intelligence they had in life. They form a mob of nearly 30, and attempt to hang, burn, and bless the Flesh-Clad with holy water and wafers. Mayor Hutchinson joins in as well, using the terrible powers given to him by the Snake God to lay low any interlopers.

If the group is more cautious and watches the town from a distance, they see a bizarre scene. Every single person in town shuffles about, bits of flesh dropping from their rotted carcasses, going about their business and greeting friends as though nothing was out of the ordinary. Sawgrass Ridge has a general store, church, saloon, livery, and barber, and several residences.

From here everything depends on what the crew does. If they capture and interrogate townsfolk, the zombies aren't good for much more than curses and threats. They also assure the palookas that they'll never get away with their evil plot. The townsfolk speak of Old Gil, their mayor, in terms of glowing admiration:

"We were in a bad place. When Gil came to town everything changed. Mayor Hutchinson brought everlasting happiness where there had been only misery."

👤 **Old Gil:** See below.

- **Townsfolk (28):** Use the Zombie profile on page 189.

👤 Old Gil Hutchinson

Old Gil looks much as he did in life — tweed suit, gray beard, spectacles — but now he has taken on the appearance of a walking, rotting corpse. Good luck convincing him!

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

Skills: Fighting d8, Notice d10, Shooting d8, Spellcasting d10, Stealth d6

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

Hindrances: Delusional (Believes himself to be alive).

Gear: Decaying clothes, cracked spectacles.

Special Abilities:

- **Arcane Background (Black Magic):** Old Gil knows the *armor* (shadowy shroud), *barrier* (bloody thorns), *bolt* (black arrows), *dispel* (cleansing wind), *fear* (otherworldly scream), and *puppet* (otherworldly voice) powers.
- **Fearless:** Old Gil is immune to Fear and Intimidation.
- **Hardy:** Additional Shaken results do not cause Gil a wound.
- **Invulnerability:** Old Gil can be Shaken, but not wounded by anything but his Weakness (see below).
- **Life Drain:** Old Gil can drain a foe's life with his touch. Instead of a normal attack, Gil makes a touch attack (Fighting +2). Every raise on his Fighting roll inflicts one wound to the target, and at the same time heals one of Gil's wounds.
- **Undead:** +2 Toughness, +2 to recover from being Shaken, called shots do no extra damage, does not suffer wound modifiers.
- **Weakness (Head):** Shots to Old Gil's head damage the brain, and thus inflict normal damage.

BREAKIN' THE CURSE

The only way to lift the curse on Sawgrass Ridge is to destroy Mayor Hutchinson and give his remains a proper burial. This is easier said than done. Old Gil's house is near the center of town, and he is perhaps most deluded of any of its inhabitants. He views the Snake God as a benevolent guardian rather than an entity of enormous evil.

If he's given the chance, Old Gil explains that he only prayed to the Snake God for some respite from his loneliness. He still uses his prodigious powers to try to wipe out the gang, though.

If Old Gil is killed and buried, the zombie townsfolk return to life as though waking from a horrible nightmare. As Gil passes from this world, he seems grateful — a peaceful smile is on his lips. Any zombies the gang smashed stay dead once the town's curse is lifted.



GANG WAR

A running subplot of the Plot Point Campaign involves the Dantini Family's fight to regain their territory on the West Side. This adventure — more a set of guidelines than a scripted tale — helps you decide when one side or the other wins.

FIGHTING THE GOOD FIGHT

Whenever you plan to run a Grievous Yarn or generate your own adventure for a session, you can give your players the option of taking the fight to Dantini. If they choose to cruise the West Side looking for trouble, generate an adventure using the system under **Creating Grievous Yarns** (page 58).

Skip the "What's the Plan?" step; the plan is obviously to mess with some gangsters. Draw one Action Card to determine another element — enemy, fortune, obstacle, or nonplayer characters — and then roll for a single Complication. Now you've got your plan, your enemy (Dantini-allied gangsters), another element that impinges on the plan, and an unpredictable factor to shake things up.

SEIZING TERRITORY

The goal of the gang war is to secure city blocks — territory or "turf" — and make them safe for Goon's people to do business in. The West Side's usable real estate consists of roughly 12 city blocks (there are more than that, but only 12 blocks contain space where mob business can reasonably be done). Only one group can own a block at any one time.

At the campaign's start, the Dantini Family has seized five of those blocks and Goon's organization holds the other seven. Keep track of the totals on a piece of scratch paper.

Every time the group ventures over to the West Side to look for trouble, it's up to the GM to determine whether the mooks take a block, lose a block, or the contest ends in a draw. After the session ends, consult the entries below to gauge how the antiheroes did.

Victory: If the group achieved great success, defeated their enemies, stole goods and cash, etc., they take control of a city block and the Dantinis lose one. In cases of overwhelming

success, the GM might decide to award the gangsters two blocks.

Stalemate: The group neither achieves clear victory nor clear failure. No one gains or loses a city block. The war grinds on.

Loss: The antiheroes get their clocks cleaned by Dantini's thugs, lose goods and gear, or just flee back to Norton's Pub with their tails between their legs. The Dantinis secure a block and the characters lose one. In the case of a crushing loss, the death of one or more player characters, etc., the GM may opt to award the Dantinis two city blocks this time around.

Behind the Scenes

Don Dantini has a slight advantage over the Goon. He's focused on nothing but taking back the West Side, while the Goon's crews have to deal with Dantini, Zombie Priest, the Boyles, and any number of other threats mundane and supernatural.

During any game session where the player characters are *not* dealing with the Dantinis — giving them time and space to maneuver — the mob family moves to take over a city block. To simulate this scenario without making the GM run an entire adventure solely for nonplayer characters, we present this shorthand system for determining the results.

Roll 1d6 with a Wild Die to represent Don Dantini's forces and their degree of success, and compare the result to the following chart:

Critical Failure: The Dantinis screw up royally and lose a city block.

Failure: The Dantinis fail to take over a city block, but they cause a ruckus.

Success/Raise: The Dantini Family adds one block to their total and the Goon loses one.

2+ Raises: The Dantinis take over two blocks and Goon loses them.

Victory Conditions

When either the Goon's boys or Dantini's thugs own 10 of the available 12 blocks, they're assumed to have won the gang war. Of course, that leaves open the possibility for one side or the other to restart the conflict at a later date. If the winners choose to persist until they own all 12 blocks, the losers are run out of the West Side for good.



THE GREAT CREAM CORN RECALL

In this tale, Hieronymous Alloy's robots get up to some automated hijinks in the doctor's absence. Like always, it's your mooks' job to clean up the mess.

Backstory

While the brilliant genius and homicidal madman Hieronymous Alloy is incarcerated in Cade's Island Maximum Security Penitentiary, his reptilian butler Lagarto runs the mansion. Trouble is, Lagarto was spawned from the merging of an interdimensional entity and a horned Mexican fire toad — that sorta lineage tends to bungle the brain. Lagarto is far from immune.

One day while tidying up the butler finds a remote control discarded behind the sofa. It has an antenna and one red button. A label on it says, **PUSH ONLY IN CASE OF RECALL**. Well, you know what happens when you put a shiny red button in front of a mentally unstable reptilian humanoid with extradimensional origins, don't'cha? News flash: The button gets pushed.

Now there's an automated recall underway for the last product released to market: Dr. Hieronymous Alloy's Old-Fashioned Genetically Enhanced Glow-in-the-Dark Cream Corn (still only 5 cents a can). In practical terms, it means an army of robotic Brunos are collecting every can of cream corn in the Town — by force.

SPLASH PAGE

Attack of the Brunos! When the antiheroes are at their favorite restaurant or drinking den, or collecting tribute at a grocery store, read the following passages:

As you're sitting there minding your own business, the front door to the joint smashes in. Glass shatters. The door's whacked right out of its frame. A six-foot-tall silver robot with clamps for hands sticks its head in and announces in a blaring monotone,

"ATTENTION! This is a VOLUNTARY RECALL. All cans of Dr. Hieronymous Alloy's Old-Fashioned Genetically Enhanced Glow-in-the-Dark Cream Corn will be seized! Please comply for your own safety!"

The robots keep repeating it until it becomes an aggravating chorus. Meanwhile,

they're smashing up the Town trying to recall cream corn. This is bad for two reasons: First, the Town's hurtin' for food as it is, and lots of folks are getting by on 5-cent cans of corn. Second, most folks would prefer the Town *not* be busted up by marauding robots.

Enter your crew. Before they can get to the bottom of the trouble, they need to deal with the pair of Brunos coming in through the front door. They want corn, dammit!

- **Lesser Brunos (2):** See page 148.

CHAOS IN THE STREETS

Outside, an army of Brunos is on the loose, tearing apart every shop in the neighborhood. They're also looking for corn in car trunks, ladies' purses, mailboxes, and anywhere else a can could be stowed. Naturally, this means trouble for everyone. If it's appropriate, the robots might attempt to break into the characters' hideout or homes.

The mooks can try to fight all the robots — a losing proposition — or they can try to stop the problem at the source. If your group features any eggheads with mechanical knowledge, success on any kind of Knowledge (Science) roll or Repair tells them the robots must be receiving their orders from one source. And success on a Common Knowledge roll tells mooks that signal is probably coming from Alloy's Mansion (see pages 32 and 51).

Before they can leave the area, however, the group has to rescue a kindly old lady in trouble, bail out Mr. Corvesi who owns the corner market, or simply fight their way past the Brunos who want to search their pockets and the truck's rear compartment. These metal mooks just don't know when to quit.

During this scuffle, a mad scientist or mechanically inclined type who succeeds on a Smarts roll can puzzle out the lesser Brunos' Weakness. The knowledge comes in handy with so many robots running amok!

- **Lesser Brunos (1 per antihero):** See page 148.

THE FOLLIES OF LAGARTO

If no one thinks to go to Alloy's Mansion, the crew might notice Lagarto cavorting in glee on a nearby rooftop. A Notice roll reveals he's holding something shiny and metallic in one claw. He takes off running as soon as the mooks come at him.

Use the **Chase** rules in *Savage Worlds*, whether the pursuit is across rooftops (with Agility rolls to prevent falling into the alleys below) or through the halls of Alloy's bizarre mansion. When he's finally caught, Lagarto hides the remote in his butler's jacket and tries to look innocent. He produces a silver tray with champagne glasses on it and screams in his terrifying voice,

"¿Puedo te ofrecer ALCOHOL? ¡Tu dama borracha con PECHOS grandes!"

Any of your lugs with the Habit Hindrance might just have to take up Lagarto on the liquid refreshment. But a struggle ensues when they try to make the lizard give up his remote. Lagarto shrieks in rage and more Brunos rush to his aid.

• **Lagarto:** See page 169. This human-proportioned Lagarto lacks the El Hombre del Lagarto Special Ability.

• **Lesser Brunos (1 per antihero):** See page 148.

BRUNOS BACK IN MOTHBALLS

To solve the whole recall dilemma, the palookas need to get hold of the remote and press the red button again. When they do, all the Brunos in town immediately stop what they're doing and return to Alloy's mansion. They place themselves back into storage and shut down — for now.

As for Lagarto, he's most likely taken a severe beating. Then again, he deserved it! He throws a party for the crew in one of the ballrooms to pay them back for their troubles. If the mooks think of it, they might even be able to activate the Brunos' repair protocol, which causes them to return to all today's sites of destruction and repair them good as new.

If you're planning on running more Grievous Yarns before your crew's return to the Plot Point Campaign, it's conceivable that a ruckus at Alloy Mansion leads to more adventure. Maybe a short in the system sets off Alloy's interdimensional portal, which leads directly to **Truncheons & Agonies** (page 133).



KID WITH THE EYEBALL

Mischievous little bastards run wild, and as usual it's up to your crew to stop them. Trouble is, they're gonna have to go through Vick first.

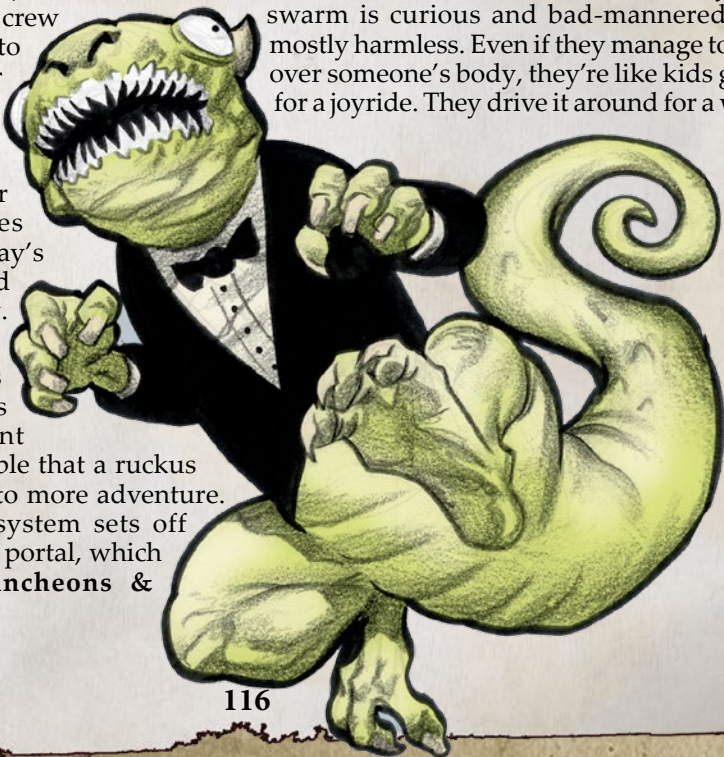
Backstory

Young Vick Schneider was the go-getter who came home with an unnaturally large scavenged eyeball after Goon's city-shaking battle with El Hombre del Lagarto (see *The Goon*™ issue #6; also collected in *Heaps of Ruination*). Pretty neat for a souvenir, but considering it squirted out of an interdimensional entity, you just knew that sucker was going to be trouble. The rotting orb has spawned a number of smaller likenesses, and now they're up to no good.

SPLASH PAGE

What th — ?! One minute your mooks are walking to the corner store, minding their own business. Next thing they know — giggling, bloodshot eyeballs with tiny arms and legs are swarming on the sidewalk and over their feet. That's funny. Then clambering up their legs. Then onto their heads, where they chant and shriek in tiny-eyeball voices. Suddenly it ain't so funny no more.

Deal out the Action Cards now. The eyeball swarm is curious and bad-mannered, but mostly harmless. Even if they manage to take over someone's body, they're like kids going for a joyride. They drive it around for a while,



crash, and run off to cause more trouble. (It's when the body they grab is *also* driving a vehicle that real problems ensue.)

- **Tiny Eyeball Swarms (2):** See below.

Tiny Eyeballs (Swarm)

These tiny eyeballs oozed slowly from Vick Schneider's prize monster eyeball. They're curious more than anything else, but they can make a Hell of a nuisance of themselves. When they take over a human body, they use it to drink in as much human experience as they can before jumping ship. This means eyeball-possessed people eat like gluttons, run wild, smack themselves in the face, swim in ponds, drink 40 shots of liquor in 10 minutes, and so forth.

An eyeball swarm is treated just like a creature. When it's wounded, the swarm is effectively dispersed. Swarms cover an area equal to a Medium Burst Template and attack everyone within it every round.

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

Skills: Notice d6

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

Special Abilities:

- **Hijack:** With success on an opposed Spirit roll, an eyeball swarm pulls out the target's eyeballs (which hang gruesomely by the optic nerves). Then two eyeballs jump into the sockets and "drive" the victim around per the *puppet* power. It takes an entire swarm's concentration to control one human. The eyeballs lose interest and abandon the victim in 1d6 rounds.
- **Pinch:** Swarms inflict hundreds of tiny pinches every round to their victims, and you just can't *believe* how annoying that is. First, the pinches do no real damage but are painful and distracting. As a result, anyone in a tiny eyeball swarm suffers -2 to all Trait rolls. If the swarm moves over an arcane caster maintaining powers, roll 2d4 "damage" each round solely for the purpose of disrupting those powers.
- **Split:** Eyeball swarms split into two smaller swarms (Small Burst Templates) should their foes split up. The Toughness of these smaller swarms is lowered by -2 (to 5 each), and they lose their Hijack ability until they rejoin.
- **Swarm:** Parry +2; Because the swarm is composed of scores of eyeballs, cutting and piercing weapons do no

real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round (*eeeww...*). Jumping into water does nothing to dissuade an eyeball swarm.

THE EYES HAVE IT

After they molest the gang for a while, the tiny eyeballs swarm away in search of more trouble. As the antiheroes decide whether to follow, read this passage:

Suddenly, the silence is split by shattering glass. You look across the street and see the plate-glass display window of Stu's pawn shop lying in fragments on the sidewalk, a rain barrel tossed through it. Climbing in through the jagged opening are three soccer-ball sized eyeballs wearing fedoras.

These three miscreant orbs are looking for weapons, cash, and innocent blood (in that order). Considering the citizens around here are screaming in terror or running away, only the lugs can deal with this mess now. Better deal some more cards. The eyeball kids flee in terror should the mooks squash any of them.

- **Death Orbs (3):** See below.

Death Orb

That's the thing about your inter-dimensional eyeballs: As they get bigger, they get nastier. When they're this size, they can't hijack peoples' bodies anymore but they gain eyebeams. Because hey: Every great roleplaying game needs monsters with eyebeams. When they're squashed, death orbs squirt clear gunk with weird organs in it, like if a grape had guts.

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

Skills: Climbing d12, Fighting d6, Notice d6, Shooting d8

Pace: 8; **Parry:** 5; **Toughness:** 4

Special Abilities:

- **Eyebeam:** Range 12/24/48, Damage 2d8, RoF 1, AP 2. A death orb can direct a beam of energy from its pupil each round with a Shooting roll. Each orb's energy form has a unique Trapping; these three use light (laser), fire (heat ray), and electricity (lightning bolt). With a hit, flammable targets catch fire on a roll of 6 on 1d6.
- **Size -2:** A death orb is about the size of a regulation soccer ball.

BACK TO THE SOCKET

After the confrontation with the death orbs, the mooks watch as a car careens past, its driver swarming with eyeballs, two of them riding in his bloody sockets. The car veers around the corner with a screech. That's about enough of this crap.

After they've caused enough trouble for the day, the eyeball swarms and death orbs return to a nearby alley, climb up the wall to a second-story window, and stream inside. They don't come out again until the following morning.

The window is in Vick Schneider's bedroom. He keeps his interdimensional eyeball in the bottom of his closet (it's extremely rotten and stinky now), and his beloved eyeball swarms and death orbs live inside it like a sleeping bag. He has no intention of giving up his beloved souvenir or his new "friends." But if the goons play their cards right, Vick Schneider might become a valuable ally.

- **Vick Schneider:** See page 156.

NOTHING'S AS ANNOYING AS A KID

Now the gang has to figure a way around young Vick if they want to get those eyeballs. But what can they do? Try to climb in the window, Vick calls the cops. Knock on the door, kid yells scam. Tell him you want the eyeballs or else, he scoffs,

"Yeah, buddy — EVERYBODY wants somethin'. Keep wishin' on a star!"

Threaten him, he laughs that off too. Because whaddya gonna do, blip off a kid? No way. And his parents are no help: The Kid's deadbeat pa ran off just after he was born, and his mother Flo works 18-hour shifts at the cannery to make ends meet.

Whether it involves threats, promises, bribes, cash, stealth, or some other maneuver to gain entry to Vick's closet and the eyeball stash, your group needs to figure it out. They might just stake out the alley until the next morning and squash all the eyeballs as they emerge from Vick's window. Upon their demise, Vick sheds a quiet tear and says,

"Yeah, they was aggravating little so-and-sos... but (sniff) they was also my friends."



RIGHT HOOK AND A DOUBLE-CROSS

It's fight night in the Town! The main event is Phil "Gorilla" Lopez versus Jim "the Shark" Sharkey, and Goon invites his new favorite crew — the player characters — to join him ringside.

Backstory

Gorilla Lopez holds the heavyweight title, but The Shark's been tearing all his foes to shreds and leaving them dead in the water. The betting lines aren't even close: Sharkey's got 10-to-1 odds to take the title.

Goon's got an inside line on this one, though: He's worked it out with Sharkey so the young contender will take a fall in the ninth round. Goon and his associates win huge by betting on the current champ, and Sharkey gets a cut for throwing away his shot at the title.

Everyone in the know puts their money on the underdog, Gorilla Lopez, to keep the title belt. This means if your players want their mooks to lay down some cash on the champ as well, they can expect to win back 10 times the amount.

There's just one problem: Young Jim the Shark plans to double-cross everyone. After the other bettors put their money on Gorilla, he placed an enormous (anonymous) bet on himself to win. And he has no intention of taking the fall, but rather skipping town right after the bout.

SPLASH PAGE

According to promoters and bookies alike, this one's destined to be the "The Fight of the Decade"! Read the following to your players:

Ringside at the arena! The air's thick with cigar smoke and a steamy haze as the bell rings to begin the first round. There they go!

Gorilla Lopez wades slowly from his corner, gloves raised, but before he can take three steps Jim the Shark is in his face. The Shark rains blows on Gorilla's head, sending devastating uppercuts into the champ's gut and ribs. Goon and Franky don't look very happy. Did anyone tell Sharkey he's taking the fall?!

As close as you are to the ring, you clearly hear the Shark yell, "Here's one for your old man!!"



He plants a right hook on the champ's jaw that nearly spins the big boy like a top. Gorilla Lopez hits the canvas face down and doesn't move. The crowd gasps. A dark pool of blood spreads from under the champ's skull.

The entire arena sits in a state of shock for a number of seconds, then pandemonium erupts in the crowd. Most people's attention are focused on the critically injured champ, but your mooks might try to discern what's become of the challenger, Jim "the Shark" Sharkey. With success on a Notice roll at -4, an observer sees Sharkey being hustled out of the arena at top speed by his coach and manager.

GET THAT RAT!

As soon as the shock wears off, Goon, Franky, and most of their people realize they've been had. Sharkey went back on his agreement and won the fight. Most likely, that means the contender's expecting a massive payout as well as the championship belt.

Goon pushes through the mob to reach the crew and tells them,

"I gotta deal with the situation here. But look, that rat Jim Sharkey's going to skip town if he knows what's good for him. Find him and bring him to me, pronto!"

Let the players ask a few quick follow-up questions (e.g., "Where does that double-crosser hang his hat?") before they depart. By the time the lugs are fighting their way through the crowds, trying to get out of the arena, Jim Sharkey has already ducked into a taxicab and sped away to his safehouse. Your mooks are most likely out a large chunk of cabbage.

📖 **Goon:** See page 142.

THE HUNT IS ON

It's up to the group to decide how to go about locating the elusive Jim Sharkey. They could drop in on their contacts or informers, contact the focus of a Connections Edge, or gab with locals and witnesses using Streetwise. With any degree of success, the group learns the location of Jim Sharkey's fleabag apartment (assuming Goon didn't tell them already) and the fact that he trained at the Steel Gloves Gym.

With a higher degree of success (i.e., a player scores one or more raises on Streetwise or the Persuasion roll associated with Connections), the mooks also learn the address of Sharkey's special lady friend he's been spending so much time with lately.

About an hour after the fight ends, a radio announcer informs the Town that the former heavyweight champ, Gorilla Lopez, has died in the ring.

Sharkey's Apartment: As you might guess, Sharkey doesn't go anywhere near his one-room apartment after the fight. His lady dropped by just as the bout began to pick up a few things for him, and now — as far as he's concerned — the apartment's forgotten.

Steel Gloves Gym: Sharkey's coach, Chance Farrelly, is at the gym but no one else is. Farrelly knew full well Sharkey was on the take and supposed to take a fall, but he had no idea of Jim's plan to double-cross a lot of mob bigwigs. He just about in tears thinking someone's going to show up here and rub him out. He doesn't know where Sharkey is, but success on a Persuasion (-4) or Intimidation attempt convinces him to give up the location of Jim's girlfriend's apartment.

- **Chance Farrelly:** Use the Citizen profile on page 158 but add Knowledge (Boxing) d10.

The Gal Pal's Place: This one-room, second floor flat is the jackpot. Sharkey's hiding out here for the night with his lady Wanda Collier. He already picked up his winnings — \$12,562 — which are stuffed into a black leather satchel under the bed. They plan to blow town in the morning. Wanda's sleeping but the paranoid Jim Sharkey sits up with a hogleg, looking out the front windows for trouble.

• **Jim "the Shark" Sharkey:** See below.

- **Wanda Collier:** Use the Citizen profile on page 158.

• Jim "the Shark" Sharkey

Jim's one of those small-time boxers who finally hit the big time due to nothing but his own steadfast devotion to the sport. But no matter how good he got, he saw that it was mobsters and bookies who ran boxing, not the athletes. Staying true to his own code of honor, he set his sights on one last, big score. If he gets out alive, he'll be set for life.

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

Skills: Climbing d6, Fighting d10, Gambling d4, Notice d6, Shooting d6, Streetwise d6, Throwing d6

Pace: 6; **Parry:** 8; **Toughness:** 9; **Virtue:** 6

Hindrances: Code of Honor, Loyal

Edges: Block, Brawler, Bruiser, Combat Reflexes, Hardboiled, Improved Frenzy, Improved Nerves of Steel.

Gear: Sawed-off double-barrel shotgun (Range 5/10/20, Damage 1-3d6, RoF 1-2).

A NUMBER OF INTERESTED PARTIES

Goon's crew isn't the only faction looking for The Shark. Once word of the fix got around, several other interested parties logged bets for Gorilla Lopez, in the hopes they could cash in. Now they're even angrier than the Goon is.

The Dantini Family: Whether they've got a mole in Goon's organization or they're just good at finding out secrets, Don Amerigo Dantini's people heard about the fix. The Don sends out a crew of five killers to track down Sharkey and retrieve what Dantini lost.

- **Dantini's Crew (5):** Use the Gangster profile on page 158.

The Lopez Brothers: Gorilla Lopez has a big family, and they are not happy to hear

some two-bit boxer killed their beloved older brother in the ring. Four of them pile into a boosted pick-up truck and drive around town trying to find the bastard.

- **Lopez Brothers (4):** They're barely teenagers but old enough to drive. Use the Kid profile on page 159. They're armed with switchblades (Str+d4).

The Cops: Everybody knows the way to keep coppers happy is to let them in on a bit of the score. Then they don't feel left out and start arresting everybody. This time the bulls are wishing someone had forgotten to tell them about the fix. Detective Paul Gulch, just about the most crooked cop on the force, is one of those suckers. He rolls out with a small band of beat cops loyal to him, and starts scouring the Town for Sharkey.

- **Det. Paul Gulch:** Use the Police Detective profile on page 159.

- **Beat Cops (5):** See page 157.

Reilly's Deaders: An obscure, small-time crew, the Deaders are composed entirely of slackjaws who are "talkers." They're active on Lonely Street, where they scrape by with the proceeds from robbing dumb zombies (everybody dies with some spare change in his pocket). Zombie Priest has told them to beat it on several occasions, which has forced them to keep an even lower profile. Through dumb luck they found out about the fix; now they're driving around in a stolen garbage truck looking for Sharkey.

• **Doghouse Reilly:** Use the Zombie profile on page 189, but add Shooting d8 and the Elan and Rock and Roll! Edges. He's armed with a Tommy gun (Range 12/24/48, Damage 2d6+1, RoF 3, AP 1).

- **Zombies (6):** See page 189.

SPLIT DECISION

We've set up all the pieces for you and your group; it's up to you to decide how they fall. Let the group conduct their own search any way they want to, making sure they get closer and closer to Sharkey's hideout (if you indeed *want* Sharkey to be found). They might learn useful information during the course of their investigation, or barring that they might be able to beat it out of their various foes.

The mooks can meet up with other interested parties one group at a time, come upon two of them shooting it out, run into all of them at once, or even join up with one or

more of them as allies. Do whatever makes for the most exciting story.

Finally, if the gangsters manage to defeat all their rivals *and* find Jim Sharkey, they may still have a change of heart when they hear the boxer's sob story. He and his gal just want to leave the Town forever and find a better life. And doesn't *everyone* want that?

Jim would be overjoyed (and flabbergasted) if the crew let him go with the money, but he offers them half (\$6,281) if he thinks he can talk them into a deal. Worst case, he begs the mooks to let him and Wanda blow town, and they can keep the whole 12 grand.

ALL OVER BUT THE CRYIN'

One person who isn't happy if the money vanishes is the Goon. Your players are going to have to decide what's more important to them: money, their own sense of virtue and fair play, or their fear of displeasing the big guy. By the time this adventure is over, one of them is sure to have won out.

Bringing back the \$12 thousand nets its own benefits: Goon pays each mook \$500.

Taking a cut from Sharkey on the sly secures the mooks more money, but it sets up a really bad situation for them. If Goon *ever* finds out the characters double-crossed him, it's not something he's willing to forget or forgive (but think about it — the Goon's crew versus your players' characters would make for one Hell of a session!). Goon's not too happy if Sharkey gets away — it sets a bad precedent — but he's far more concerned with the spinach.

Let's say your group decides to take mercy on Sharkey, and let him leave town with his broad and his ill-gotten gains. Naturally the lugs and molls have to explain the whole thing to Goon with a Persuasion roll to try and make him see reason...or at least mercy.

Assuming success on the Persuasion roll, Goon's unhappy but sees why the crew let Sharkey off the hook; the consequence for the group is a week or so in the doghouse. With a failure, Goon docks the crew \$100 each and doesn't want them in his sight for *at least* two weeks. But there's a silver lining: If the characters have mercy on Sharkey and let him go with any of his money, they gain 1 point of **Virtue** each (see the Setting Rule on page 45).





THE REPULSIVE HABITS OF GOBLINS

Goblins are extremely cranky and long-lived creatures. Usually they ignore human beings. When they visit our world, it's to escape the constant tittering and merriment and songcraft of the fairy-Mary enchanted forest dimension they live in. *Keeeh-RIST*, those fairies. Even if only for a few blessed hours, goblins cross the veil to smoke a pipe and sit in quiet contemplation.

Naturally, any human who pesters one in this state is going to see the cranky side of goblins up close. They say that's the way it happened with ol' Trevor Kelly, who once challenged a goblin to a wrasslin' match with the prize being the creature's fancy hat. Old Kelly got whipped, and the goblin came back years later, after his death, to claim the body (as told in *An Irish Wake*).

Backstory

Something similar happened with Orville Slyme, proprietor of Slyme's Plum Stand. When he was but a young and impetuous plum grower, he happened to notice a goblin that sometimes sat smoking in his orchard. How he hated the stench of that ugly thing's pipe. To keep the goblin off his property, he found the place where it stepped through the veil into our world. There he piled a hundred baskets of plums, his entire harvest.

Next time the goblin came back for a break from those fucking fairies, he found his gateway blocked. Slyme watched the baskets vibrate like someone was pounding on the other side. After a time, a faint voice shouted from beyond:

"Oh NOW ye've done it, you horse's ass! The fairies with their games and tricks have STOLEN ME PIPE! I loved that pipe. T'was a gift from me dear old mum!"

"And it's all because of your accursed plums, Orville Slyme! I tell's ye now: NEVER again will yer harvest be unsoilt! Every year, I'll be there — you'll see!!"

True to his word, the goblin returned every year on harvest day with the intent to soil Slyme's plums. And soil them he did. Slyme always managed to eke out a little return, but as his business declined he lost his orchard, then his shop, and finally his farm stand. Now he runs a tiny handcart on the corner... and it's harvest day.

SPLASH PAGE

While the mooks are mindin' their own business, a guy rushes in yelling something you just don't hear every day:

"Help! Help! There's a goblin shitting in my plums!"

This is Orville Slyme, he of the annually soiled plums. When the lugs run outside with him, they see it's true. A repulsive little goblin squats atop Slyme's plum stand, doing his dirty business all over the merchandise.

The goblin's called Luag MacFailbhe, and he's as boastful and bad-tempered as goblins come. He laughs off anyone who commands him to desist, replying in a droll brogue,

"Oh, and who's goin' ta stop me, then? YOU?! I'll shove this plum cart straight up yer arse!"

If it gets down to brass tacks, Luag uses his Growth ability to become a heck of a lot more intimidating. He's willing to take all comers, but Orville Slyme cautions the



gang that a goblin gets to eat anyone he bests in combat — that's just how it works. When Luag finishes soiling the plums, he hitches up his tiny pants and says,

"You want to put an end to this annual soiling, do ye, Slyme? Then get me back me pipe! Get me back me pipe and we can be done with this whole soilin' business. Then I can do me annual bowel-voidin' in private fer once!"

• **Luag MacFailbhe:** Use the Goblin profile on page 180.

• **Orville Slyme:** Use the Citizen profile on page 158.

Through the Oaken Portal

You see where this is going: Orville Slyme begs the antiheroes to get the goblin's pipe back so he can be free of the annual soiling. Besides, how is Slyme supposed to pay his tribute to Goon if he can't sell any plums? It's a no-win situation.

If they agree to do it, the goblin shrugs and points them down the street toward an old, fat oak tree. He says,

"Those accursed fairies took me pipe to the Wolf's Vale. So now I assume the wolf o' the vale has it. Enjoys it too, I'll bet. You won't have an easy time with that wolf, I'll tell ye that much."

A dark hole roughly three feet around opens in the oak tree's trunk. Anyone who goes through it emerges on the other side of the veil, in the whimsical enchanted forest world of the fairies.

LAND OF THE FAIRIES

The enchanted forest is full of mist and twinkling colored lights that flit about, and it seems to stretch off into eternal twilight in all directions. The air's filled with the laughing voices and music of the fair folk. It gets on most people's nerves in roughly 12 seconds.

Dimensional Laws: The laws of physics function as they do on earth, but light sources and weapons transform into their pseudo-medieval counterparts. (Thus, a gun becomes a crossbow, a flashlight becomes a lantern or torch, etc.) The Magic and Black Magic Arcane Backgrounds are unchanged. Devices powered by the Weird Science Arcane Background are rendered inert in this fanciful realm. However, in becoming inert the scientist's gizmos are "hardened" into the realm's reality. They don't work, but the items become utterly unbreakable.

The forest's fairies aren't evil or hostile, but they are annoying. A sylph might try to seduce a lug and keep him around. They ask a million questions and are endlessly trying to steal small valuables from the mooks (using Stealth). For so-called fair folk, they've got sticky fingers. Keep the fun going until your group's about ready to murder the little buggers; then they spill the beans on how to find Wolf's Vale.

• **Fairies (12):** See below.

Fairy

This is catch-all term for pixies, sprites, and all their aggravatingly joyful ilk. If the GM has access to the *Savage Worlds Fantasy Companion*, that book contains profiles for dryads and naiads as well.

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

Skills: Fighting d4, Notice d10, Persuasion d8, Spellcasting d10, Stealth d10, Taunt d10

Cha: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 3

Special Abilities:

- **Attractive:** Fairies resemble attractive human males or females, but often have a green or brown tint to their skin.
- **Flight:** Pace 20". Fairies have tiny, gossamer wings.
- **Magic:** Fairies have 30 Power Points and know the *armor* (bark), *barrier* (wall of thorns), *beast friend*, *entangle*, and *invisibility* powers.
- **Pixie Dust:** The fairy sprinkles some pixie dust and rolls Spirit, then chooses whether the dust acts as the *detect/conceal arcana*, *dispel*, *light*, or *healing* power.
- **Size -2:** Fairies are tiny creatures, no bigger than a chipmunk.
- **Small:** Attackers subtract -2 from attempts to hit a tiny fairy.

WOLF'S VALE

It's a hike of about two hours to Wolf's Vale, beyond the forest and into the foothills of a majestic range. The high, narrow valley rises to a flat, circular stone — about the size of a Large Burst Template — made of long-cracked paving stones.

Chained to the center of the platform is a terrible wolf, as big as a horse. As the antiheroes approach, the golden-eyed wolf gazes sullenly at them. It speaks in a deep growl,

"Who are you strange folk? I am called Fizren. For three-score and two hundred years this chain has been my prison. So if you haven't come to free me, go away."

When the mooks counter that they've come to retrieve a certain goblin's pipe, Fizren gets angry and barks,

"HELL no! That pipe, a little sweet tobacco... that's the only thing making my life worthwhile, all right? I mean — you're gonna take an old wolf's only source of comfort in this cold, cockamamie world? Really?"

The gang has a few options. They could offer to break Fizren free from his chain, but it's easier said than done. The chain, collar, and stone it's embedded in all have Toughness 20 and are impervious to magic. Good luck with that one, John Henry.

Otherwise Fizren offers to face one of the mooks in single combat. If they win, he'll give them their damn pipe. Whosoever draws first blood (causes a wound) shall be the winner, Fizren declares. The wolf can't move beyond the edges of its stone platform. If a lug is tough enough to beat the wolf, Fizren holds up his end of the bargain and gives back Luag MacFailbhe's pipe.

A successful Notice roll (-2) discerns a certain paving stone near the center of the platform that looks slightly discolored and out of place. Under it is where Fizren hides the goblin's ornate meerschaum pipe, a pouch of fairy tobacco, and a butane lighter that says **BAD ASS** on the side.

Fizren the Dire Wolf

Fizren is a huge, terrible wolf with golden eyes and a majestic bearing. At least, it would be majestic if he weren't chained to a rock. Two-hundred and sixty years ago, a wizard named Eliot Tarnweb



chained the wolf here, then went off to some other realm and got himself killed before he could return and set the beast free.

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

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

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

Special Abilities:

- **Bite:** Str+d6.
- **Go for the Throat:** Wolves instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's least-armored location.
- **Fleet-Footed:** Fizren rolls a d10 instead of a d6 when running.
- **Hardy:** Additional Shaken results do not cause a wound.
- **Improved Frenzy:** Fizren makes an additional Fighting attack each round with no penalty.
- **Improved Nerves of Steel:** Fizren ignores two points of wound penalties.
- **Low Light Vision:** The wolf ignores Dim and Dark lighting penalties.
- **Regeneration (Fast):** Fizren makes a Vigor roll each round to heal, and gains +2 on Spirit rolls to recover from Shaken.
- **Size +2:** Fizren is as big as a horse—nearly 800 pounds.
- **Weakness (Cold Iron, Fire):** Weapons made of cold iron inflict wounds that Fizren cannot regenerate. Fire and fire-based arcane powers also inflict wounds that Fizren must heal normally.

THE QUEST COMPLETE

Once they figure out how to secure the pipe, the crew has to hike back to the forest. (If they have any allied Extras along with them, along the way a huge orange bird swoops down, grabs one poor bastard in its claws, and flies away; don't explain it, it just happens.) In the woods, the fairies try to steal the pipe back and make a general nuisance of themselves.

Back in the Town, the goblin sheds a happy tear for his long-lost meerschaum pipe. If by some chance the mooks give him the **BAD ASS** lighter to go with it, he's truly touched. He vows never to soil Orville Slyme's plums again for as long as he shall live. And as for Slyme? He owes the big galoots, *big time*.



THICK AS THIEVES

Some Game Masters like to jump right into the Plot Point Campaign, others like to run an introductory adventure beforehand. This mystery takes your group through a number of twists and turns, and introduces the bleak yet darkly humorous Town they call home.

Backstory

Professor Intrinsic's Carnival of the Uncanny is new to the Town for a limited engagement, and people who've attended say they got a real charge out of it. But some visitors don't come back. Y'see, Professor Intrinsic is a brilliant yet amoral scientist. He just scored a lucrative contract with the government to perfect a new form of mass mind control. So as you might guess, the carnival is a front used to gather his unwitting test subjects!

Professor Intrinsic has a few G-men on the payroll who aren't opposed to *extracurricular* criminal activity involving the Dantini Family. When irregularities in their reports raised suspicions at the home office, their superiors sent an undercover G-man — Agent James Grisly — to get to the bottom of things.

But Grisly didn't count on meeting Lottie Dee, the gorgeous brunette who swept into his life like a tempest. She came out of nowhere, like an arrow or a heart attack. He fell hard for her.

Earlier tonight, Grisly drove to the carnival alone and uncovered evidence of Intrinsic's mind control project. But the G-men discovered him! He sped away with his crooked counterparts pursuing him to Skid Row. Lottie was waiting, just where they agreed. Then two shots rang out, and Grisly fell dead in the rain...

SPLASH PAGE

Scene: a rainy night at the ramshackle Darkling Arms Hotel. Read the following to your players using your best gruff-old-gangster narration voice:

Some of you are new to the Town, others have lived here your whole life. It's hard to live in this place, where things are so mundane and yet weird at the same time. The simple brick buildings, rain barrels, and fruit stands so ordinary...the feral undead, missing posters on every telephone pole, random giant lizard attacks so uncanny.

Interludes of Woe

To help the players get to know one another's characters, use **Interludes** from the *Savage Worlds* core rules throughout this yarn. The players can draw liberally on their Tales of Woe to explain how they came to be staying at the Darkling Arms Hotel.

One Interlude might take place during the opening scene at the hotel, and another might be appropriate while the group travels back to the carnival with Lottie to check out her story. One of the characters may have known James Grisly was an undercover G-man and have been planning a meeting with him at the hotel.

The important thing is to give your players "downtime" opportunities to roleplay and find a rapport. Interludes provide structure for that roleplaying.

For one reason or another, on this miserable, rainy night you've all ended up on Skid Row — checked into a fleabag hotel called the Darkling Arms.

Let the players describe their lugs and dames briefly, establish who knows who already, and each declare where in the Darkling Arms Hotel they're currently languishing. They can choose from a front lobby with threadbare couches and bad lighting, a shabby cocktail lounge with a decent singer, an outdoor patio in the back overlooking an abandoned lot full of derelict automobiles and the odd hobo, or the character's room.

Once they've all had a chance to introduce themselves, read:

The night drags on past midnight. Hard rain falls in the streets in waves, ebbing and flowing like a drumbeat. The rain is loud, but there's a silence behind it, growing, seeping all through the hotel. This place is pretty close to Lonely Street. And nobody goes to Lonely Street, on account of all the goddam zombies.

Just then, two shots ring out in the side alley — BANG!! BANG!! A woman screams. A car's tires screech. What do you do?

THE DAME WORE RED

People in the front lobby can run to the side alley in two rounds. For lugs in the lounge or on the back patio, it takes four rounds. But by the time any of them reach the hotel's side alley the crime is complete. There's a cadaver, a smoking murder weapon, and a killer caught red-handed. Or is she?

The Suspect: A dame, brunette, dressed to kill in a red cocktail dress and mini coat with a red handbag. She's still holding a smoking .45 in both hands when the hotel guests show up, a look of abject shock marring her features. She says fiercely through her tears,

"I know what this looks like, but I didn't kill him. I didn't murder my James. How could I have hurt him? Oh, my poor James."

The Dead Guy: On his back, wearing a black suit, black shoes, black tie, and a white shirt. His glasses and hat were knocked off when he fell; they're in a puddle. A dark red stain spreads from his heart across his white shirt. His eyes stare upward, open. He wears a shoulder holster for a .45 under his coat; it's empty. His wallet has \$5 and a driver's license identifying him as James Grisly. In the breast pocket of his coat is a single ticket, punched, to something called "Professor Intrinsic's Carnival of the Uncanny."



LOTTIE'S STORY

In case the mooks were wondering, this is Skid Row — it takes the bulls over an hour to arrive if they show up at all. With success on a Persuasion or Knowledge (Psychology) roll, a smooth talker can calm the woman enough for her to tell what happened between her sobs:

"I'm Lottie Dee. We just met a few days ago, James and I. Tonight he said he had to go out. He had business in town, but he would meet me here."

"He was late. He arrived in a rush, and then a car pulled up. A black sedan. A man came out of it with a gun and he — he shot him! He shot my James. James had tried to shoot him first but he wasn't fast enough..."

"So I picked up James's gun where he'd dropped it, just there, and fired once at the sedan as it sped away. I think I missed. I'm a lousy shot."

Roll Lottie's Persuasion (modified by Charisma!) for her sob story, opposed by Notice rolls for the shrewd lugs and dames listening to it. If anyone scores higher than Lottie, they can tell there's something not quite right with her story, or at least the way she tells it.

Checking Grisly's .45 automatic confirms that it has fired only one round. A persistent investigator who goes over the entire crime scene carefully — and succeeds on Notice at -4 — finds one thing that doesn't add up with Lottie's version of events. There's a fresh



bullet hole about 12 feet high on the brick wall behind Grisly's body; a knife or other tool can be used to pry a .45 caliber slug out of it. Lottie couldn't possibly have shot at that angle were she aiming at the fleeing sedan.

If someone thinks to dig the bullet out of James Grisly, success on a Shooting roll identifies it as also a .45 caliber slug. A firearms expert could match the round to Grisly's revolver, were he or she given a few days to work at it.

After she tells her story Lottie says she needs a drink, or to go to the powder room, or to sit down in the hotel lobby for a few minutes until the police arrive. She uses this as a pretense to slip away as soon as she can. Next time the gang looks for her, she's gone.

- **Lottie Dee:** See below.

Lottie Dee

In this scene you're setting your group up for Lottie's twist later on. In fact, the bullet fired from Grisly's revolver was the one that killed him — since Lottie fired it! In league with Professor Intrinsic and his sinister G-men, she murdered Grisly to keep the project quiet.

When Grisly got back to her, panicked over what he'd found, Lottie moved in to comfort him with an embrace. The pursuers pulled up and fired a shot that ricocheted wild, embedding itself in the brick wall. Lottie came away from the surprised Grisly with his weapon, and used it to shoot her lover dead. She waved off her allies; witnesses were coming, and there was no time for her to get in the car. But ideally the players learn none of this...yet.

Lottie was a singer and actress before she fell in with Professor Intrinsic and his crew. She doesn't really care about other people beyond what they can do for her. When Lottie's done with a lover or friend, she discards them like trash and laughs while she does it.

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

Skills: Fighting d4, Notice d8, Performance (Acting) d6, Performance (Singing) d6, Persuasion d10, Shooting d10, Stealth d8, Taunt d8

Cha: +6; **Pace:** 6; **Parry:** 4; **Toughness:** 5; **Virtue:** 3

Hindrances: Arrogant, Vengeful (Minor)

Edges: Charismatic, Marksman, Very Attractive

Gear: Red dress, handbag, lockpicks.

DEAD MAN'S BLUES

Lottie vanishes, and the gang has a corpse on their hands and no coppers. Once they're gathered in an alley with a mystery to solve, we're betting the mooks take it on. They might also decide to turn in for the night and check out Professor Intrinsic's Carnival — their only lead — in the morning.

Whether the antiheroes hide or dispose of James Grisly's corpse themselves, call a meatwagon to scrape it up, or leave that to Houstus Graves and his deformed sons' scavenging, it ends up in the same place later that night: the Zombie Priest's ritual chamber.

(The Nameless One has a lot of connections for fresh cadavers. He's surprised and a little delighted, though, when zombie James Grisly comes back as a "talker." He takes great pleasure in magically augmenting zombie Grisly to help him reap his revenge. More on that later.)

Meanwhile, if your players don't take the carnival hook at all — *jeez Louise!* — complementary tickets arrive the next afternoon for the whole group. This is Intrinsic and his crew looking to eliminate the witnesses Lottie told them about.

CARNIVAL OF THE MIND

Out at the carnival, the investigators find the usual attractions: a small Ferris wheel, merry-go-round, a midway with science attractions, games, and cotton candy, mule rides, a freak tent. There's even a Ruminant Flatulence Contest to see which cow can fart the loudest. And everywhere the lugs look they see clowns, at least a dozen of them.

A Notice roll at -2 tells a lug or dame they're being watched — by someone. With a raise they can tell it's either the sinister clowns or a shady-looking fella in a fedora and gray suit, or both. After the crew has wandered the grounds for a short while, one them sees Lottie get onto the House of Mystery ride and vanish into it.

House of Mystery: This is one of the carnival's biggest attractions, the ride people say gives them a "charge." That's because it's actually Professor Intrinsic's experimental mind control device. Riders are bombarded with disturbing imagery, mild electric shocks, psychedelic light shows, and a mind control field. The House of Mystery rolls Spirit d8 (with a Wild Die) against each rider, opposed by their Spirit. If the House wins, the rider

comes out feeling no different but susceptible to Professor Intrinsic's suggestions.

Intrinsic's Lair: This large, nondescript tent stands behind the House of Mystery. It's the workshop where Intrinsic does his mechanical work, inventing, and fine-tuning — so it holds a lot of tools and spare parts — and it's also where he lives. After the trip through the Mystery House, the saps see Lottie again, going into this tent. Ideally they're disoriented from a trip through the House of Mystery, and having a difficult time discerning exactly *what* they see. If they follow her into the tent, it's almost time to meet Intrinsic face to face.

INTRINSICALLY SCREWED

Upon entering Intrinsic's personal tent, the group is greeted by two thugs in gray suits and hats, pointing pistols at them. They look familiar from around the carnival, reminding antiheroes of the killer Lottie described. But they quash that theory right away; they're G-men. One of them says,

"One move and you're dead. Boy, did that broad play you for suckers or what? You just walked right in here. Made it easy on us."

"Hope you didn't think she was innocent in all this. Lottie and Professor Intrinsic, they're thick as thieves. She's the one who killed Agent Grisly. Wait — you knew Grisly was a government agent too, right? That bastard was trying to take us down."

At this point an unnaturally tall man with an unnaturally elongated and thin skull walks in. He must be seven feet tall, and is thin as a rail. This is Professor Intrinsic. He says drily,

"Well, these must be the witnesses. Of course we'll need to eliminate them if they fail to toe the line. You will toe the line, won't you? I'd like you to kneel if you're willing to toe the line."

"Toe the line" spoken three times is the trigger phrase for Professor Intrinsic's mind control. Anyone who's gone through the House of Mystery ride and failed the Spirit check is automatically affected per the *puppet* power and kneels down at Intrinsic's command. Mind-controlled victims still get another chance to break control if Intrinsic demands they do something opposed to their nature, but for now they're in his thrall.

Everyone who isn't duped by Intrinsic's mind games is in trouble too. Those surly clowns the mooks saw lurking all around the joint? Dantini's thugs, done up in clown

make-up and on loan from the family. They enter the tent now to join the fun. As for anyone who isn't mind-controlled, Intrinsic says to his G-man allies, the clowns, and his hypnotized thralls,

"Kill them. All of you, KILL them!"

Deal the Action Cards. The G-men are on Hold for the first round; everyone else needs to succeed on a Notice roll to receive a card during the first round of combat.

🔞 **Professor Intrinsic:** See below.

- **Clowns (1 per antihero):** Use the Gangster profile on page 158.
- **G-Men (2):** See page 158.

🔞 Professor Warren Intrinsic

Intrinsic is a brilliant but disturbed genius who stands seven feet, two inches tall. His eyes are extremely close-set, but darkly intelligent. He wears a long white lab coat and a tool belt, and an ice cold smile freezes his white lips in place. His fingers are long like a spider's legs.

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

Skills: Driving d8, Knowledge (Science) d12, Notice d8, Repair d12, Shooting d8, Weird Science d12

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

Hindrances: Delusional (Major—He is a deity)

Edges: Arcane Background (Weird Science), Gadeteer, New Powers, Power Points

Powers: *Deflection* (Force Field Belt), *damage field* (Radiation Emitter), *puppet* (Mind Control Field); **Power Points:** 20

Gear: .38 revolver (Range 12/24/48, Damage 2d6, RoF 1), 12× bullets, gadgets, tool belt, white lab coat, trousers, work boots.

THE LAST OF LOTTIE

Lottie Dee emerges from the tent's rear area during the fight, which is not necessarily an easy one for the Novice antiheroes. She grips a .38 revolver (Range 12/24/48, Damage 2d6, RoF 1) and edges toward the exit, hoping to get away while the battle still rages. If any of the saps yell to her, she looks back but otherwise ignores them and keeps stepping toward freedom.

At the beginning of the third round of combat, the tent's front flap is thrown wide and a keening cry of rage cuts through the sounds of conflict. It's the undead Agent

Grisly (remember him?) all jacked up on the Zombie Priest's magical gifts and looking for revenge on Lottie. His gaze falls on her. His dead, waxy lips curl into a sneer and spit out a single word as though it were spoiled:

"You."

Grisly attacks Lottie first, trying to tear her apart. Next he goes after the other G-men, then Intrinsic, then the clowns, then the player characters if he's still standing.

🕵️ **Agent Grisly:** See below.

🕵️ **Agent James Grisly**

This G-man came back from the dead as a talkin' slackjaw with an unquenchable thirst for revenge. So the Zombie Priest focused his rage and tapped the Town's curse to make him a lean, mean killin' machine.

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

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

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

Gear: Bedraggled suit, battered fedora, muddy shoes.

Special Abilities:

- **Bite/Claws:** Str+d4.
- **Fearless:** Grisly's immune to Fear and Intimidation.
- **Invulnerability:** Grisly can be Shaken, but not wounded by anything but his Weakness (see below).
- **Undead:** +2 Toughness, +2 to recover from being Shaken, called shots do no extra damage, doesn't suffer wound modifiers.
- **Wall Walker:** Grisly walks on vertical surfaces normally, or inverted surfaces at half Pace.
- **Weakness (Head):** Shots to Grisly's head damage the brain, and thus inflict normal damage.

MEET THE GOON

When the newly formed crew's finished with Grisly, Lottie, and done mopping up Intrinsic's flunkies in the private tent, who should come strolling in but the Town's most famous gangster Goon and his loyal sidekick Franky (tipped off by a carny).

The pair of them stop short, gaze slowly around at the defeated G-men and clowns, look at each other, and finally regard those

palookas still standing with a mixture of amusement and respect. Goon says,

"Say, you folks lookin' for work? I got a few jobs you could help me with."

Considering what they've been through tonight, your gang's likely ready for the big leagues. Now's their chance to go all in.



THIS IS YOUR BRAIN OVER EGGS

Run this yarn sometime after issue #2 of the Plot Point Campaign, in which the gang breaks up Murray the Gristle's racket selling Mr. Corpus's Miraculous Motor Fuel.

Backstory

Word on the street is Murray's still working the East Side, but he stopped paying his weekly tribute to Goon. In fact, the Gristle's up to his old tricks, paying a tribute to the Zombie Priest and trying to slide by under Goon's notice. Probably time for the gang to set him straight.

SPLASH PAGE

Again with the hags! What's a guy gotta do to get some peace and quiet around here, anyway? All the mooks wanted to do this morning was walk to the corner fruit stand for a shiny apple, have a strong cup of black coffee, or knock back a couple slugs of breakfast scotch. But then:

A pack of orangutans runs past you on fire, shrieking their monkey screams. What's got them all riled up? Besides the fire, that is? Must be the ghostly witch drifting down the middle of Main Street, throwing her baleful glare at all the children and causing old women to cross themselves and faint dead away. The hag sees you, and she smiles as if thinking, "A challenge!"

Deal up those Action Cards. The Zombie Priest sent this hag out to find him the seventh son of a seventh son for a special project he was working on. The hag found nothing of the sort, but lit some orangutans on fire and scared a whole lot of innocent folks, her bein' so hideous and all.

- **Hag (1):** See page 180. This she-devil knows *burst* (fan of flame) instead of the *bolt* power.

COLLECTION AGENTS

After the hag's been un-discorporated, Goon comes ambling out of the apartment building. He looks at the hag's dusty remains with no expression. He deadpans,

"Nice work. So, you remember this Murray the Gristle guy, right? Slackjaw who's supposed to be payin' me weekly? Well, he ain't paid me in two weeks. I hear he's got some other racket going. Go find out what it is and get the money. Two hundred bucks for two weeks. If he ain't got the money, waste him and his worm-pie friends. Can't have people thinkin' I've gone soft."

The gangsters should run down their regular contacts and connections, or ask around with local folks and roll Streetwise. Success pulls a rumor that Murray's got something new going in the vicinity of Lonely Street. With a raise, the informer knows that Murray's running a diner, but nothing more.

🔗 **Goon:** See page 142.

MURRAY'S DINER

As crazy as it may have sounded, Murray the Gristle's running a diner all right. It's inside a trailer that looks like a huge silver suppository. Neon lights gleam in the windows, and the sign blares **MURRAY'S DINER**.

The only thing off about it is its location so close to Lonely Street. That and the fact that nobody but slackjaws are going in and out of the place. Read this as the gang makes their entrance:

Inside, Murray's joint is jumpin'. Slackjaws and worm pies stuffed into booths and chairs as far as the eye can see, groanin' and chowin' down on plates full of grub. Behind the lunch counter, Murray's serving customers and expediting every plate that comes off the line. He'd be a regular dynamo if not for the fact that he's dead.

Murray is visibly upset to see the mooks arrive. Even for a zombie with a rotting face, he looks a little scared. He laughs nervously and says,

"Oh, hey there, fellas! So, uh, pleasant to see you all. Would you like some coffee? On the house? Let me get you some coffee, whaddya say? Hold on a sec."

Murray the zombie turns stiffly back to the window as three plates appear in it. A voice from the kitchen groans,

"One brains-on-toast! One deep-friend brain! One order of brains over eggs, over easy!"

Murray serves up the plates and tells his undead colleagues he's taking a break. Then he brings the mooks outside and around the back of the building to talk.

If the players don't realize how shocked they should be, remind them that a zombie establishment is bad enough. But a zombie establishment *actually serving human brains* is unnatural. It's a crime against humanity for pete's sake. Goon would go through the roof if he found out. Where the Hell are they getting brains anyway? If Murray's asked what's the story with his new business endeavor he replies,

"Look, I gotta make a living. And better they're eatin' in my place than chasin' down civilians!"

The palookas need to put the screws to Murray using Persuasion or Intimidation. On a success Murray agrees to pay the \$200 he owes Goon, right away. If the antiheroes score a raise, Murray seems to break down and admit something he was holding back. He says,

"Look, tell Goon I'm sorry. I've been havin' some trouble with these lugs comin' round, bustin' up my decor. Told me I work for them now. I don't think they're Black Hand, definitely not the Dantinis. But they're heavy hitters. Told me they'd blip me off real quick if I squealed about any of this. So do me a favor, willya? Tell Goon I'm askin' for his help on this one."

When Murray's break is over he goes back inside, takes \$200 from the register, and hands it over to his gracious guests.

🔗 **Murray the Gristle:** Use the Zombie profile (page 189) but add Smarts d8, Intimidation d6, Taunt d6, and the Elan and Strong Willed Edges. He packs a .38 revolver (Range 12/24/48, Damage 2d6, RoF 1).

SHUT 'EM DOWN!

Back at the Goon's place, the big guy asks to hear how it went. He's glad to have the \$200 but his reaction to everything else he's told is just about what one would imagine: gritted-teeth rage. Once Goon calms down a little he thinks for a minute and growls,

"Okay, here's what you do. Get back down there and find out where Murray's gettin' his brains. He used to supply, but he can't do that if he's workin' a lunch counter for zombies. When you



find out who's got the gray matter, you go ahead and BRAIN them. Got me?

"Then find out who these heavy hitters are. Can't have 'em movin' in on our turf. Send 'em packin' or send 'em to the bottom of the bay in concrete shoes.

"Probably oughtta burn down that ~~jukebox~~ diner too, when the rest is done."

Goon nods, then turns back to his conversation with Franky, thereby letting the mooks know their appointment's over.

🔗 **Franky:** See page 142.

🔗 **Goon:** See page 142.

BRAIN SUPPLIERS

Finding out who's supplying the brains is just a matter of staking out Murray's Diner for a day or two. Your players may have other ideas as to how to go about it, from rolling Streetwise and chatting with people around the neighborhood to leaning a little harder on Murray the Gristle for answers. However they find out, they learn the shipments arrive each day just before dawn.

At 4:30 a.m. the following morning, if your palookas are in the vicinity they see the suppliers' old-model pickup truck pull in around the back of the restaurant. The bed is heaped with brains and cadavers. If they're close enough to see the suppliers, the driver is a short, disfigured man with mangy hair and an eyepatch. In the back, two miniature terrors, in overalls and wearing sackcloths over their heads, caper and shriek in glee:

"BEGGA! BEGGA! N'GAH! N'GAH!"

This is the notorious grave robber Houstus Grave and his sons, the Mongoloid Twins. They've tangled with the Goon before. If the gang moves in on them, they put up a fight for a round or two then try to get away in their truck. If it comes to that, move to the Chase rules (in *Savage Worlds*).

• **Houstus Grave:** See page 165.

• **The Mongoloid Twins (2):** See page 166.

THE HEAVIER THEY HIT...

Murray was right about one thing: The heavy hitters giving him grief are fearsome. It's a small group of unaffiliated toughs led by a villain known only as The Null. He's new to the Town and looking to make a name for himself.

Again, a stakeout of Murray's joint allows the mooks to see The Null and his flunkies arrive, around midnight a few days later. Again, the players may have their own ideas for ferreting out information about The Null. One way or another, when he and his boys find out about the antiheroes, it's war. Should he survive his encounter with the Goon's crew, The Null might hire on with Don Dantini and become a recurring villain.

🔗 **The Null:** See below.

• **Null's Gang (5):** Use the Gangster profile on page 158.

The Null

The Null got his name because he has no face, only an eerie, cloudy blur where a face should be. Try as one might, it's near impossible to see what he looks like.

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

Skills: Driving d8, Fighting d8, Intimidation d10, Notice d8, Shooting d10, Streetwise d8

Pace: 6; Parry: 7; Toughness: 8

Hindrances: Wanted (Major)

Edges: Block, Brave, Combat Reflexes, Hardboiled, Improved Frenzy, Improved Nerves of Steel, Level Headed, Marksman, Rock and Roll!

Gear: Tommy gun (Range 12/24/48, Damage 2d6+1, RoF 3, AP 1), sword cane (Str+d6), white fedora, white suit, white shoes.

Special Abilities:

- **Blank Face:** The Null has no face, just a cipher. Squinting real hard and succeeding on a Notice roll at -6 allows a mook to briefly discern The Null's looks: a young Latin gentleman, pencil-thin moustache, scar on his right cheek.
- **Blurred Form:** Attackers suffer -2 to hit The Null due to his slightly wavering outline.
- **Shadow Walk:** The Null can *teleport* at will, per the power, with a successful Spirit roll. He has to step into a sizeable

shadow and emerge from another. He cannot *teleport* into lit spaces. He may *teleport* freely in the dark.

- **Weakness (Infernal Pact):** The Null sold his soul to the Devil to gain his unnatural abilities. If someone finds and destroys the scroll on which the contract is written in The Null's blood, he falls dead and his eternal soul is cast into Hell. Needless to say The Null doesn't carry the scroll on him and it's *very* well hidden.

THE HARDER THEY FALL

After the crew's dealt with Houstus Grave and The Null, it's time to settle things with Murray the Gristle. The slackjaw begs for mercy but Goon said what he said, and Goon's word is law. It ain't pretty, but after all Murray was just another worm pie gettin' fat off human misery. Few people in the Town miss Murray's Diner after it burns down under mysterious circumstances.

Provided the group's reasonably successful with no major casualties, Goon's impressed with how they handled the situation. He also appreciates a crew that can carry out orders without askin' a whole lot of stupid questions. For this he rewards them each \$250 and tells them to go have some fun. Vacation. R&R. Remember vacations?





TRUNCHEONS & AGONIES

Deep beneath Hieronymous Alloy's mansion, an interdimensional portal in the lab malfunctions and sparks to life. What horrors does it disgorge from the Pandora's Box of possibilities?! Wouldja believe a gang of murderous cosplayers?

Backstory

They were just four misunderstood college cosplayers deeply involved in a game of *Advanced Truncheons & Agonies* — because who doesn't like a little T&A? They used the local sewers as "dungeons," fought the hobo "goblins," treated the taverns like taverns. Then they took that scary ride through the carnival funhouse and ended up...somewhere else. A castle or estate of some kind.

First they had to fight a bunch of weird robots, which was okay — sorta like the classic adventure *Vacation to the Blockage Mountains*. They discovered some cool weapons and stole them, and found a three-legged goat in a cage. It had a hacking bronchial infection and both of its horns sawn off; one of them was glued to the middle of its forehead. They called it "Ooey" and kept it as a mascot.

After the intrepid band escaped the mansion, they saw a hunchbacked dwarf in a bathrobe lurking in the bushes. He called himself Catacomb Keeper. He had beady eyes, an inflamed, painful-looking rash on his bald scalp, and a peg leg. Catacomb Keeper promised to guide them through this strange new fantasy world — and even get them home — but they would have to face many challenges. And so they set off into the Town...

SPLASH PAGE

When your mooks are walkin' down the street one day, read the following:

It's a sunny day in the Town for once. People's moods seem a little lighter, at least. You hear a scream, and out of nowhere, a huge gorilla-looking beast with fungus and mushrooms and whatnot growing all over it comes tearing around the corner at top speed. It is carrying a freshly baked pie. It looks fearsome, but the smoking scorch marks on its fur suggest it's running from something a lot worse.

The Real, True-Life Story

So here's the thing: These jerks from another world are really just jerks from the Goon's world. They wore their adventuring costumes to the carnival, got drunk, and when they woke up they had no idea where they were.

A mystical dwarf hobo named Chester Spigot saw the whole thing happen. He knew he'd found some rubes he could dupe into following him — college kids — so he took on the guise of "Catacomb Keeper" and subtly manipulates them toward Lonely Street, where they unwittingly aid him.

This thing's a wild skunk ape, drawn from the forest by the ineluctable scent of blueberry pie wafting on the wind. While stealing the pie off a windowsill the T&A adventurers spotted it and attacked on sight. It fights anyone who gets in the way of its escape back to the woods. Around the corner, the woman who lost her pie is happy to get it back if the gang retrieves it.

- **Skunk Ape (1):** See page 183.

HACK & SLASH

Walking along, they come upon a series of crime scenes. Whoever scorched up that skunk ape seems to be going on a rampage, and it quickly goes from good to seriously annoying.

First the antiheroes find an unusual, deformed abomination — some creature they've never seen before — dead in the street. It's apparently been scorched, punctured, beaten, Indian-rope-burned, and given the last wedgie of its life. (This was a fiend the "Catacomb Keeper" created to back up his wild tales; see **Monty Haul** below.)

Next they find dead slackjaws strewn all over the road, reeking and swarming with flies. Anyone can see they've been burned just like the skunk ape was. Some of them have smashed-in skulls or have been run through with something like a large spear.

Mooks who succeed on Streetwise chat up a bunch of kids nearby who saw the whole thing happen. A kid named Mottle says,

"Oh sure, we saw them folks in their odd get-ups. We thought they was carnival folk at first. They appeared outta nowhere when them slackjaws menaced us. Yelling 'Fear not!' and stupid junk like that.

"But mister? It was AMAZING! They had swords and a lance and a morning star and real-live rayguns. Oh, and one of 'em wore a pointy hat with moons and stars on it. The three-legged goat was a little weird, but they did save our lives. 'Course, one of 'em punched Billy here in the gut and stole his milk money. Then they all laughed and went that-a-way."

Billy nods to confirm the story, a sad look on his mug. Mottle and the other kids can supply some more details if the gang asks, and might tag along if the GM feels like the players could use a little extra aggravation.

- **Mottle, Billy, and Friends (6):** Use the Kid profile on page 159.

GRATUITOUS CRUELTY

Next the gang comes upon a pair of old ladies lying on the sidewalk, wailing for help. One lady has suffered a broken ankle, and the other one, Ethel, nurses a heck of a shiner. She explains to any good samaritans who help out,

"They were hooligans! Hooligans, I tell you! The savages took my purse, with my pension money in it, and Matilda's handbag too. One of them called me a bugbear! Well, I never —! And their disgusting little goat sounded like it was about to cough up a lung. They ran off down that street!"

These old dames keep complaining as long as the gangsters stick around to listen. If the lugs aren't careful they get roped into helping them across the street, grabbing items off a few high shelves, and settling that little matter of the rent with their persistently abusive landlords.

- **Ethel and Matilda:** Use the Citizen profile on page 158.

MONTY HAUL

By this time it's clear the path of havoc is headed directly toward Lonely Street. If the antiheroes keep following it, they soon catch up to the perpetrators: T&A enthusiasts. They're hiding behind an old brick wall,

planning the route to Zombie Priest's tower. As anyone with a brain knows, this will get them all killed.

Chester — the balding, one-legged, skin-afflicted dwarf in a bathrobe — cries out:

"Nay, ye shall not stand in the way of these brave adventurers! They shall complete their quest to the Zombie Lord's tower with I, Catacomb Keeper, as their guide. Blackleaf, Black Dougal, the other two, whatever their names are, the loyal unicorn companion — they're doin' their thing, man! Back off!"

In mid-bleat, Ooey the unicorn-goat convulses with racking, congestive coughs. The kids' leader, clearly sloshed, holds up a Flash-Gordon-looking raygun and a bloody sword. He declares,

"Thass right! We're stormin' the tower and you can't stop us, dorks! Don't you understand? There's a servitor of the Revengers in there, and if we fail they'll bring the pain. So the whole world is, like, always in searing pain. Only then can the Revengers walk among us. Plus, we're gonna beat his ass and take all his gold!"

These chumps probably deserve to be punched in the face, but not necessarily murdered by zombies. Still, handing out a beating is really the only way to stop them. Plus, Chester the Catacomb Keeper *really* needs a good smackdown.

• **Chester, the Catacomb Keeper:** See below.

- **Rollie the Ranger:** Rollie's perhaps the most deranged (and hammered) of all the T&A enthusiasts. Use the Citizen profile on page 158, but add the Delusional (Major) Hindrance and Tracking d8. He's armed with a sword (Str+d6) and a raygun (Range 30/60/120, Damage 2d6+2, RoF 1, AP 2) stolen from Dr. Alloy's lab.
- **J.J. the Cavalier:** Use the Citizen profile on page 158, but add the Arrogant Hindrance, Strength d8, and Intimidation d8. He wields a horseman's lance (Str+d8, Reach 2).
- **Kay the Thief:** Use the Citizen profile on page 158, but add the Greedy (Major) and Quirk (Kleptomaniac) Hindrances, plus Agility d8, Climbing d6, Lockpicking d6, Stealth d8, and the Thief Edge. She wields a quarterstaff (Str+d4, Parry +1, Reach 1).
- **Danny the Barbarian:** Danny's got a dent in his skull from the time his older brother dropped a bowling ball on it. As a result Danny was left back a few grades, if you catch our drift. Use the Citizen profile on page 158, but add

the Clueless and Illiterate Hindrances, the Brawny Edge, and Strength d10. He wields a dining-room table leg (Str+d8).

- **Ooey:** See Goat on page 180, but add the Afflicted (Major) Hindrance.

Chester, the Catacomb Keeper

Chester's a recent escapee from the Zombie Priest's dungeons, where the nameless master tortured him for decades to learn his arcane secrets. Chester vowed revenge. Whereas the T&A players are just dumb, Chester is truly twisted and evil.

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

Skills: Fighting d6, Knowledge (Occult) d12, Notice d8, Spellcasting d12

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

Hindrances: Ugly, Vengeful (Major)

Gear: Staff (Str+d4).

Special Abilities:

- **Arcane Background (Black Magic):** Chester knows the *boost/lower Trait*, *create abomination*, *puppet*, and *smite* powers.

- **Keeper of Weird Shit:** Chester has the uncanny ability to make use of the **Weird Shit Happens** Setting Rule (page 47) as many times in a session as he or the GM has Bennies. This comes in handy when one is trying to pose as a mystical Catacomb Keeper. As usual, he's prevented from causing anything that would instantly kill or directly harm a player character, but he can make life a living Hell for them.
- **Size -1:** Chester's only about three feet tall.

HAPPILY EVER AFTER

Chester is beyond rehabilitation. If he escapes the brawl with your mooks, his vengeful nature makes him the perfect recurring villain. The T&A players, conversely, are pretty sheepish about the whole mess once they sober up. The delusional Rollie still has to be convinced it isn't real, but that's for his psychiatrist to sort out.





TERROR AT THE LOST TEMPLE

Word has it a band of intrepid explorers is making plans to plunge deep into the Hobo Jungle in search of the Lost Temple of Egroeg's relics and knowledge! What terrors will they find?! Goon asks his boys and gals to tag along and make sure none of those eggheads gets himself killed.

Backstory

Sir Reginald Higginbotham, filthy rich dilettante and adventurer, is the expedition leader. He's known around the world for his bravery and prodigious appetite for gin. In reality, he's more interested in fame than any of the lost temple's secrets. When his trek inevitably leads to trouble with the local hobo population, your lugs and dames have to bail him out.

SPLASH PAGE

They're already one day's journey into the tangled, mysterious Hobo Jungle. Due to the wild, overgrown nature of the jungle, the expedition has to travel on foot.

As the mooks are crossing a stream, an enormous alligator springs from the murky water to chomp down on a random leg. Deal out them Action Cards; it's a fight to the death!

- **Big 'Gator:** Use the Alligator profile in *Savage Worlds*, but add the Size (+3) Special Ability, for Toughness 12 (2).

After the reptile's dead, Sir Reginald Higginbotham and his entourage, all done up in their jungle gear, are ready to persist in their plunge into the unknown. Higginbotham finishes mixing himself a martini and crows,

"Good show, lads! Now then, let's be on our way without any more of these intolerable delays. We'll need to build a camp before nightfall, wot?"

They're all aware of Higginbotham's arrangement with Mr. Goon to provide protection in the form of the player characters, but they consider the mooks porters or worse.

- **Sir Reginald Higginbotham:** See below.
- **Expedition Scientists (3):** Use the Citizen profile on page 158, but add Knowledge (Science) d10 for each. They are an archaeologist, parapsychologist, and biologist.

- **Grad Students (3):** Use the Citizen profile on page 158, but add Knowledge (Science) d8 for each.

☞ Sir Reginald Higginbotham

Never did a bigger blowhard and sham than Sir Higginbotham walk the earth. The veracity of his nobility and knighthood is an open question, and he's taken credit for far more discoveries than he's actually made. That said, he discovers the bottom of a gin bottle regularly. He's a bit deaf in one ear, so half the time he asks "Wot?" he really is asking what someone just said.

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

Skills: Fighting d6, Intimidation d6, Knowledge (Geography) d8, Knowledge (History) d8, Notice d6, Persuasion d6, Shooting d6, Survival d6, Tracking d6

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

Hindrances: Curious, Habit (Minor—gin), Hard of Hearing (Minor)

Edges: Command, Filthy Rich, Natural Leader, Noble, Scholar (Geography, History)

Gear: .50 hunting rifle (Range 30/60/120, Damage 2d10, RoF 1, AP 2), Webley .455 revolver (Range 12/24/48, Damage 2d6+1, AP 1), knife (Str+d4), khaki explorer's shirt and shorts, pith helmet, boots, \$4,282.

JUNGLE PERILS

It takes six days for the expedition to reach the suspected location of the Lost Temple of Egroeg. Sir Higginbotham secured his directions from none other than Drakston Entity, also known as the Bizzarist, so he's fairly confident in their accuracy.

Draw a card from the Action Deck for each day of travel. On a face card or Joker, roll on the **Hobo Jungle Encounters Table** below to see what group runs into.

Hobo Jungle Encounters

d6	Encounter
1	1d4 Alligators (see <i>Savage Worlds</i>)
2	Creeping Greenthing (page 179)
3–4	1d6 Hoboes (page 159)
5	2d6 Zombies (page 189)
6	Turtle, Snapping (page 185)

YOU DON'T BELONG HERE!

On the third day's travel, no matter what the random encounters turn up, the expedition runs into a angry mob of natives. Which is to say, hoboes. They arrive at dusk with torches and makeshift weapons, melting out of the shadows to surround the explorers.

A hobo with a wild beard and a blue doorag on his head steps forward and shouts angrily, "BOO DOO FAZZA!! CHAZZA-DOO, CHAZZA-DOO! SLAKKUM YAKKUM!!"

which means "You have entered our sacred lands! We take severe offense at this outrage. Turn back, intruders, or we intend to perpetrate violent acts against you!" in Hobo. If no one speaks Hobo, it sounds like a bunch of bunkum. If anyone can speak with the bums, a Persuasion roll could possibly calm them down; they're certainly Hostile now!

The hoboes rush to attack if no one heeds their leader's dire warning.

- **Hoboes (2 per antihero):** See page 159.

THE LOST TEMPLE

Say what you will about the Lost Temple of Egroeg's authenticity. Some claim it's an ancient place of mystery, others suggest it might have been, at one time, a flea market. In reality, it's a place where the detritus of many worlds collects, and where magical energy pools. Characters with an Arcane Background Edge regain Power Points at twice the usual rate while they're within a quarter-mile of the Lost Temple.

The tumbled stone ruins stretch over several acres, and treasures are everywhere. If a character spends one day digging in the ruins and succeeds on a Notice roll (-4), have the player draw a card. On a card from Two to Ten, the character has found precious metals, a religious object, or some other antique worth 1d12 × \$100. On a face card, the digger turns up a random Relic — roll on the **Random Relics Table** on page 44 to see what it is.

Before the group can dig up any relics, they have to deal with two threats.

The first is a teeming flock of giant vampire bats that darkens the sky over the ruins night and day. A mass of 1d20 bats swoops down to attack each time a group violates the temple ruins. The whole flock must be driven off, diverted, or otherwise neutralized. How to do that is up to your mooks, but fighting them all isn't an option — there are hundreds.

The other is a vicious two-headed, flame-breathing dog that lives in the ruins (and answers to the name Rex). It's bigger and meaner than others of its kind, and hunts down intruders unerringly.

- **Giant Vampire Bats (1d20):** Use the Bat, Giant profile on page 177, but add the Blood Drain ability. If a vampire bat's bite hits with a raise, it grapples the foe with its wings. It drains blood each round with success on an opposed Strength test. A success causes the victim a level of Fatigue, or two with a raise. This Fatigue can kill, and fades at a rate of one level per day.
- **Rex:** Use the Dog, Two-Headed profile on page 179, but add the Hardy Special Ability and Size +2 (Toughness 9).

HOBOS' REVENGE

Remember those hoboes whose butts the lugs kicked a few days back? Those of them that got away fled back to their Hobo King and told him the whole story, blow by blow. Needless to say, he also became righteously pissed off. The king went down to the deepest, darkest bog in the jungle and called out the ancient rhyme to summon Greedy Gut:

"Bed to bed, says Sleepy Head!

"Wait a while, says Slow!

"Put on the pot, says Greedy Gut!

"We'll eat 'fore we go!"

Roll a 1d4 to see how many days it takes Greedy Gut to reach the area. When he arrives, he attacks the expedition and tries to eat one of the grad students or scientists whole. If he does, he runs off. This goes on every day until the group leaves the Hobo Jungle or manages to kill Greedy Gut. At that point, the creature reforms in his bog but the hoboes don't summon it again.

- **Greedy Gut:** See page 167.

CIVILIZATION'S EMBRACE

It takes six days for the expedition to hike back out to the Town again when their explorations are done (or when Greedy Gut has eaten all the team's scientists). Deal a card for an encounter each day as usual, using the **Hobo Jungle Encounters Table** on page 136 in case of a face card. Once the mooks are back in civilization, they're free to liquidate any new acquisitions for cold, hard cash.



CADE'S ISLAND

12401

3791-13



THE Z-TEAM

Don Amerigo Dantini, fed up with the Goon's flunkies hitting his crews on the West Side, hires some big guns to turn the tide — the Z-Team!

Backstory

Read this to your group in a gritty TV announcer's voice:

"In 1941, a corrupt military unit was court-martialed for numerous crimes of which they were utterly guilty. These mooks escaped from Cade's Island Maximum Security Penitentiary to the Town's seedy back streets. Today, still wanted by G-men, they live on as soldiers of fortune. If someone's face needs stomping... if you can even find the bums... maybe you can hire... the Z-Team."

SPLASH PAGE

The Goon's crews are busy cleaning up the West Side. As part of the ongoing effort to keep good relations with the West Side's people and business owners (and make them less likely to side with the Dantinis), the palookas and skirts are charged with cruising the streets for trouble — or challenges to the Goon's hegemony. (That means *power*, all right? Sheesh.)

As the issue kicks off, the crew's just tracked down a leaf-covered, slimy green monster that's been stalking and eating people on a particular block for the past few days. Deal out the Action Cards right away because this thing's weird and pissed off, whatever it is.

- **Creeping Greenthing (1):** See page 179.

WE PICKED UP A TAIL

After the crew leaves the scene of the fight, a Notice roll (-2) detects a black vehicle on their tail, almost like a police paddy wagon but unmarked except for a stylish red stripe. If the driver tries to elude pursuit, use the **Chase** rules in *Savage Worlds*. Otherwise the wagon follows until the gang goes to its hideout or safehouse. Then it drives off at top speed.

Maybe your group just stomps on the brakes, jumps out of their vehicle, and confronts their pursuers now. They can try, but the pursuers aren't interested in fighting yet; they'd rather plan a deviously overcomplicated ambush. If

the lugs somehow trap the Z-Team into a fight now, consult **Caught in a Montage**, below.

Otherwise the gangsters don't see the black paddy wagon with the red stripe again. 1d6 days later, though, the safehouse — or other building they use as a hideout — explodes. The Z-Team rigged it to blow when someone turned on the coffee maker in the morning. Everyone inside the place when the bombs detonate takes 3d10 damage and may be buried in rubble at the GM's discretion. Ain't life grand?

CAUGHT IN A MONTAGE

The Z-Team doesn't quit and it doesn't back down, so a series of feints and parries follows. But the former soldiers have a trick up their sleeves.

Montage: Once per scene, the Z-Team has the collective ability to enact a montage that works exactly like the Gadgeteer Edge and creates a device with 20 Power Points. Any other characters present are spellbound, watching the scene play out in a series of fast cuts with cool rock 'n' roll electric guitar wailing from somewhere. This is basically a specific use of the **Weird Shit Happens** Setting Rule (page 47) that costs no Bennies.

At some point the goons' cat-and-mouse game with the Z-Team erupts into violence. When all the chips are down and their backs are up against the wall...the Z-Team doesn't have any trouble going turncoat and selling out their boss, Don Dantini.

Note also that Cannibal's Leadership Edges affect the rest of the Z-Team.

🔗 **Cannibal:** See below.

- **Mug:** See below.
- **Spurlocke:** See below.
- **T-Bot 5000:** See below.

🔗 Cannibal

"Isn't it great when things work out?"

Cigar-chomping leader of the Z-Team, this brilliant military strategist is ruthless when he needs to be, and mean when he doesn't have to be.

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

Skills: Driving d8, Fighting d8, Knowledge (Battle) d10, Notice d10, Shooting d8, Survival d6, Tracking d10

Cha: -2; **Pace:** 6; **Parry:** 8; **Toughness:** 7; **Virtue:** 3

Hindrances: Loyal, Mean, Habit (Minor — cigars)

Edges: Command, Combat Reflexes, Hard, Hold the Line!, Improved Block, Inspire, Marksman, Natural Leader

Gear: Colt .45 M1911 (Range 12/24/48, Damage 2d6+1, RoF 1), knife (Str+d4), aviator's jacket, leather gloves, boots, 6× cigars.

Mug

"If you're not swayed by my words, let my face convince you."

Mug's a good-lookin' fella and a smooth talker, that's for sure. Not too smart, but pretty.

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

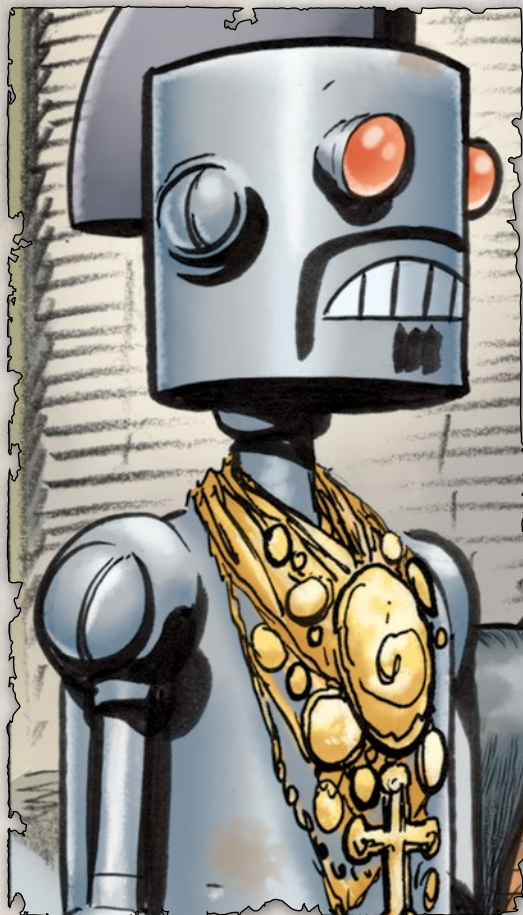
Skills: Fighting d4, Intimidation d8, Notice d6, Persuasion d10, Shooting d8, Streetwise d6, Taunt d8

Cha: +4; **Pace:** 6; **Parry:** 4; **Toughness:** 5; **Virtue:** 4

Hindrances: Arrogant, Loyal, Quirk (Admires his own looks)

Edges: Attractive, Charismatic, Strong Willed

Gear: .38 revolver (Range 12/24/48, Damage 2d6, RoF 1), switchblade (Str+d4), fancy suit, expensive shoes.



Spurlocke

"Listen — no matter how high the crow flies, you can still bust a window with an ax. Gabba gabba hey!!"

Spurlocke got out of Cade's Island on a Section 8, but ended up in one of the Town's most infamous sanitariums. This drove him even crazier than before. Spurlocke's delusion is thinking himself insane; he's not *really* crazy, but he is truly nuts about believing he is.

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

Skills: Driving d6, Fighting d8, Knowledge (Battle) d6, Notice d8, Shooting d8, Survival d6, Tracking d4

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

Hindrances: Delusion (Major — Thinks he's insane), Loyal

Edges: Block, Combat Reflexes, Hard, Marksman

Gear: Springfield 1903 bolt-action rifle (Range 24/48/96, Damage 2d8, RoF 1, AP 2), knife (Str+d4), hospital gown, helmet (Armor +2), combat boots.

T-Bot 5000

"Don't gimme no slakkum yakkum!"

This remarkably un-lifelike silver automaton likes to adorn his head with a mohawk and beard, and wears a hundred or more gold chains and medallions at any one time. Other catchphrases include: "Shut your piehole, fool!", "Grrrrr!", and "Middle name Bot, last name 5000...first name, T." Still, he's one tough mother and a whiz with repairs of all kinds.

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

Skills: Climbing d6, Fighting d8, Notice d8, Repair d12, Shooting d6

Pace: 4; **Parry:** 6; **Toughness:** 12 (4)

Edges: McGyver

Gear: T-Bot's torso contains a storage compartment containing a full range of automotive and carpentry tools, including a blowtorch for welding.

Special Abilities:

- **Armor +4:** The T-Bot is encased in steel plates.
- **Clamps:** Str+d8.
- **Construct:** +2 to recover from Shaken, no additional damage from called shots, immune to poison and disease.
- **Slow:** The T-Bot trudges along slowly, reducing Pace to 4.



CHAPTER ELEVEN: TOUGHS, LUGS, AND FEMMIE FATALES

"Why? Why are these guys dead? What was so important they had to die for? Live or die, in a hundred years is anyone even gonna care that they lived at all? We run around like everything is so goddam important. Everyone has their cause. Everyone has a love. Everyone has a heartbreak. Does it matter?" —Goon

This chapter provides short histories and game statistics for all the protagonists in *The Goon*TM, be they human or slightly otherwise. Some are pushin' up daisies and others are still kickin', but we give 'em all their fair due.

THE GOON'S CREW

Over time the Goon has assembled a loyal crew to help him keep the Town's criminal activities in line. They've been challenged by a panoply of badasses, but none have bested them yet. With the Game Master's approval, players can choose members of the crew to run for some or all of the Plot Point Campaign's "issues."

GOON

"I got beatings ta hand out, and I ain't got all night, so step up and take it like a man!"

We've been talking about Goon and his life story ever since this book started, so if you've never heard of the big palooka you might've missed something important, slappy. Goon's biography starts on page 4, and the gazetteer of the Town starting on page 32 contains all sorts of facts Goon would know by heart. Goon is a hulking, scar-faced lug in a striped shirt, cap, and jacket. Most everyone knows you don't mess with the Goon.

Rank: Legendary

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d12+4, Vigor d12+2

Skills: Climbing d8, Driving d10, Fighting d12, Gambling d8, Intimidation d12, Lockpicking d8, Notice d6, Repair d6, Shooting d10, Stealth d8, Streetwise d10

Cha: -2; **Pace:** 6; **Parry:** 10; **Toughness:** 14; **Virtue:** 6

Hindrances: Heroic, One Eye, Quirk (Hates the smell of sauerkraut), Ugly

Edges: Ace, Ambidextrous, Big Lug, Brawler, Brave, Bruiser, Combat Reflexes, Connections (Mob), Expert (Strength, Vigor), Hardboiled, Harder to Kill, Improved Block, Improved Dodge, Improved First Strike, Improved Frenzy, Improvisational Fighter, Liquid Courage, Luck, Marksman, Raging Bull, Relic, Reputation, Steady Hands, Tough as Nails, Two-Fisted

Gear: .38 Smith & Wesson DA (Range 12/24/48, Damage 2d6, RoF 1), cinderblock (Str+d10), hand axe (Str+d6), 12× dynamite sticks, matches, Labrazio's Hat (Relic: Adds +2 to Intimidation rolls), striped shirt, trousers, work boots, '49 Buick Roadmaster.

Special Abilities:

- **Cursed:** Wherever he is, whatever time of day, if Goon tries to eat pork chops a goblin named *Mac Giolla Bhride* appears and throws the tasty chops into a mud puddle, cackling gleefully the whole time. Don't ask, that's just the way it is.
- **Size +1:** Goon is bigger and more solid than the average joe.

FRANKY

"Knife to the eye!"

Franky's small, wide-eyed, and grew up wearing the fairy-Mary threads his momma picked out for him. Once he met Goon, though, his entire life changed for the tougher. He learned self-reliance — what most of us refer to as the ability to brain a zombie when the situation demands it — and he learned how to be tough as leather (see page 4 for the full story). Ever since then he's been Goon's best friend, roommate, business partner, and sidekick.

Rank: Legendary

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

Skills: Climbing d8, Driving d10, Fighting d12, Gambling d10, Intimidation d10, Notice d10, Persuasion d12, Shooting d12+2, Stealth d8, Streetwise d10, Taunt d10

Cha: 0; **Pace:** 6; **Parry:** 9; **Toughness:** 8; **Virtue:** 9

Hindrances: Big Mouth, Loyal, Amorous, Small

Edges: Alertness, Block, Elan, Expert (Shooting, Spirit), Hard, Knife to the Eye!, Moxie, Reputation, Rock and Roll!, Steady Hands, Strong Willed, Tough as Nails

Gear: Tommy gun (Range 12/24/48, Damage 2d6+1, RoF 3, AP 1), 200× .45 bullets, knife (Str+d4), fedora, tank top t-shirt, trousers, shoes.

BUZZARD

"Why can't I die? I...I don't know the answer. But at a guess...I'd say...it's so as I can kill you!"

In life, Buzzard's name was Claire Buckley and he was sheriff of a small Western town. One day the Nameless Man — what the Zombie Priest called himself back then — rolled into town with promises for everyone. He paid back his pledges with a virulent form of leprosy that slew the townsfolk and brought them back as zombies. Everyone except Buckley, that is.

By the time Sheriff Buckley took up his gun and knife to fight back, the battle was lost. Everyone he'd ever loved or cared for was gone. But he tried for revenge anyway, and the desperate Zombie Priest threw a corpse-raising enchantment on a living man. In the process he created something unique. Buckley took on the pseudonym Buzzard — the only name he could remember — and hunted the Zombie Priest for decades, until he finally caught up to him in the Town.

The undying are incredibly rare; Buzzard is the only one known to exist. He isn't quite undead, but he isn't alive either — hence the middling term *undying*. Short of picking Buzzard to play (with the GM's blessing), a player can't choose to be undying during character creation, and there's no Edge for it. The only way to become undying is to be the unwilling, live subject of the *zombie* power and succeed on a Spirit roll at -4.

Rank: Legendary

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



Skills: Climbing d10, Fighting d12, Intimidation d10, Knowledge (Occult) d10, Notice d10, Riding d12, Shooting d12+2, Stealth d8, Survival d10, Tracking d10

Cha: -6; **Pace:** 8; **Parry:** 8; **Toughness:** 10; **Virtue:** 8

Hindrances: Outsider, Ugly

Edges: Combat Reflexes, Expert (Shooting), Fleet-Footed, Hitman, Improved Block, Marksman, Quick Draw, Rock and Roll!, Sleuth, Steady Hands

Gear: Bolt-action carbine rifle (Range 24/48/96, Damage 2d8, RoF 1, AP 2), Single-action Colt Dragoon (Range 12/24/48, Damage 2d6+1,

RoF 1, AP 2), Bowie knife (Str+d4, AP 1), tattered hat and cloak.

Special Abilities:

- **Immortal:** Not time nor punishment nor magic can slay Buzzard permanently. There might be a way to end his unlife, but no one's found it yet.
- **Invulnerability:** Buzzard can be Shaken, but not wounded by anything but his Weakness (see below).
- **Spirit Travel:** Sometimes Buzzard burrows himself into the earth under a large, dead tree. Then his spirit can walk in other worlds and times. This functions exactly like the spirit travel option of the *contact spirit world* power (page 39), except it's activated with a Spirit roll and costs no Power Points. Buzzard can use this ability to gain information on a stupefyingly wide array of topics, almost like a vision quest. At the Game Master's discretion, Buzzard might take other souls with him to behold the truths he seeks.
- **Undying:** Charisma -2, +2 Toughness, +2 to recover from Shaken, doesn't breathe, immune to disease and poison, doesn't suffer additional damage from called shots, doesn't age. Buzzard ignores 1 point of wound penalties.
- **Weakness (Flesh Dependency):** Buzzard needs to eat a pound of rotten zombie flesh per day to keep going. If he goes without for 24 hours, he becomes automatically Fatigued each day until Incapacitated. He remains that way (Incapacitated but not dead) forever if no food appears. Each hour spent recovering—and eating a pound of flesh—restores a level of Fatigue.



MERLE THE WEREWOLF

"You boys wouldn't dare dream of chewin' on little ol' me, would ya? WOULD YA?!!"

Merle runs guns, Goon needs guns, Goon does business with Merle to acquire said guns. The relationship's about as simple as that. Merle's a ne'er-do-well and everyone knows it, but he's also discreet—for the most part. Merle the werewolf in human form is a long-haired, leather-vest-wearing type in a cowboy hat who talks tough when he needs to. In full-on lycanthrope mode, he's a bear-sized dire wolf with a mean disposition...but he's still deathly afraid of midget hands.

Rank: Heroic

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

Skills: Climbing d6, Driving d8, Fighting d10, Gambling d8, Intimidation d6, Lockpicking d8, Notice d8, Persuasion d6, Shooting d10, Streetwise d6, Taunt d6

Cha: -2; **Pace:** 6; **Parry:** 8; **Toughness:** 10; **Virtue:** 5

Hindrances: Corrupt, Phobia (Major—Midget hands)

Edges: Ambidextrous, Block, Combat Reflexes, Connections (Mafia), Improved Frenzy, Improved Sweep, Strong Willed, Two-Fisted

Gear: Double-barrel shotgun (Range 12/24/48, Damage 1-3d6, RoF 1-2), cowboy hat, vest, trousers, boots.

Special Abilities:

- **Altered Form:** A werewolf's Bite/Claw and Size Monstrous Abilities are only available when the lycanthrope assumes the form of a dire wolf. In human form, reduce Strength and Vigor by one die type, and his Toughness is 7.
- **Bite/Claw:** Str+d6, AP 4. In lycanthrope form, werewolves don't count as unarmed defenders.
- **Invulnerable:** Werewolves can only be Shaken, never wounded, by anything but their Weakness. This ability remains in effect no matter Merle's current form.
- **Size +3:** A full-grown werewolf in lycanthrope form is roughly the size of a bear.
- **Weakness (Silver):** Silver weapons and ammunition can wound and kill a werewolf. This can be a severe complication for Merle, because it ain't exactly a huge secret in this day and age that a silver bullet can put one down.

THE MUDD BROTHERS

"We gets paid ta do it da way Mr. Salvatore says, so shat it, you!"

Bill and Charley Mudd are Cockney-spouting bog lurks and brothers who work as the Goon's enforcers. They break legs and smash faces as needed and collect loan payments on a regular basis. They're known more for their brawn more than their brains, of which they've got little. But they're loyal and true, which is all Goon asks for.

Later on in the saga of *The Goon*™, Bill Mudd is murdered by Labrazio's button men after Merle rats them out...but that's long after the events of the Plot Point Campaign. Like most bog lurks, the Mudd Brothers have greenish-gray skin, and are stumpy and thick like trolls. The brothers use identical statistics but are discrete Wild Cards.

Rank: Veteran

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

Skills: Climbing d4, Fighting d10, Gambling d4, Intimidation d8, Knowledge (Occult) d6, Notice d4, Shooting d8, Streetwise d4, Survival d6, Swimming d10, Throwing d10, Tracking d4

Cha: 0; **Pace:** 6; **Parry:** 9; **Toughness:** 13; **Virtue:** 6

Hindrances: Clueless, Illiterate

Edges: Block, Brawler, Brawny, Brave, Bruiser, Combat Reflexes, Improved Counterattack, Improved Sweep, Improvisational Fighter

Gear: Belt, trousers.

Special Abilities:

- **Size +2:** Bog lurks are taller and broader than an average man.
- **Toughness:** Bog lurks are like tree bark and as hard to wound. They add +2 to Toughness.
- **Weakness (Incantation of Malphastak):** If a bog lurk is forced to consume a corpse's head, and the *Incantation of Malphastak* is spoken, the lurk gains the dead man's knowledge (and personality) for 1d8 days. This is equivalent to the Enemy (Major) Hindrance, due to all the sorcerous assholes trying to waylay bog lurks.



WILLY NAGEL

"The name's Willy Nagel, buddy, and as long as physical labor ain't involved, I'm your man!"

As far as slackjaws and worm pies go, Willy Nagel ain't so bad. He retained enough of his winning personality to secure a spot on the Goon's crew, after all. And his companions sure have barely tolerated his rotten presence since then, you betcha! He used to sell knock-off wristwatches and pocket clocks, but went legit when he joined the Goon's illicit operation. Willy wears a dapper suit and bowler hat to complement his gray, dead demeanor and gaping eyesockets.

Rank: Veteran

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

Skills: Climbing d8, Driving d6, Fighting d6, Gambling d10, Investigation d8, Lockpicking d10, Notice d10, Performance (Guitar) d8, Performance (Piano) d10, Persuasion d12, Shooting d8, Stealth d12, Streetwise d10, Taunt d10

Cha: -6; **Pace:** 4; **Parry:** 5; **Toughness:** 9; **Virtue:** 7

Hindrances: Corrupt, Outsider, Ugly

Edges: Alertness, Connections (Undead Mafia), Elan, Improved Dodge, Improved Extraction, Improved Level Headed, Luck, Quick, Thief

Gear: Double-barrel shotgun (Range 12/24/48, Damage 1-3d6, RoF 1-2), pocket knife (Str+d4), 8x shotgun shells, lock picks, six-string guitar, bowler hat, fancy wool suit with trousers, shoes.

Special Abilities:

- **Invulnerability:** Willy can be Shaken, but not wounded by anything but his Weakness (below).
- **Slow:** Slackjaws are stiff with rigor mortis, causing them have Pace 4" and a d4 running die.
- **Undead:** Charisma -2, +2 Toughness, +2 to recover from Shaken, doesn't breathe, immune to disease and poison, doesn't suffer additional damage from called shots. Willy ignores 1 point of wound penalties. Slackjaws who roll on the **Knockout Blow Table** do not Bleed Out or suffer permanent injuries—they're Incapacitated until healed. They may still die (again), however, and use the **Misery Never Dies** rules (page 41) normally.
- **Weakness (Flesh Dependency):** Willy's gotta eat about a pound of living flesh per day to keep going. If he goes without for a day, he becomes automatically Fatigued each day until Incapacitated. A day after that, he perishes. Each hour spent recovering—and eating a pound of flesh—restores a level of Fatigue.
- **Weakness (Head):** Shots to a zombie's head damage the brain, and thus inflict normal damage.



MOOKS GALLERY

Oh, we get it. You picked up this book expecting an encyclopedic listing of every character who's ever graced the comic's Eisner-Award-winning pages. All right then, smart guy. We might not hit *every* one, but the majority of the series' named characters are catalogued here for your use and abuse. Whatever you do, smiley, use 'em to make sure it's a good story.

ABERCROMBIE

"Never ever again give an Italian a reason to want to kill you, Roxi!"

Mr. Abercrombie — although no one's called him "Mister" in decades — is promoter and loyal sidekick of Roxi Dlite, the world-famous and nearly as infamous burlesque queen. He's wanted in connection with a number of Roxi's crimes. Abercrombie's a small man, like a miniature Burgess Meredith, with a narrow-brim fedora and ever-present cigar to chomp on. He's helped Roxi out of more scrapes that either of them can count. In his words, "I apply the tassels."

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

Skills: Driving d8, Fighting d6, Intimidation d6, Knowledge (Show Business) d10, Notice d8, Persuasion d8, Shooting d4, Stealth d6, Taunt d6

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

Hindrances: Loyal, Small, Wanted (Minor)

Edges: Connections (Show Business), Snake Oil Salesman, Strong Willed

Gear: Fedora, cigar, trousers.

ALLOY, DR. HIERONYMOUS

"Come now, Mr. Paterson. I admit I may have overstepped my authority when I attempted to introduce the mutation agent into the city's water supply, but I assure you I only had the welfare of the public in mind."

Hieronymous Alloy's genius is unquestionable, but he's used his mighty intellect to harm the Town's citizens as much as he's tried to help them. Still, Doc Alloy's not such a bad guy when he's not acting out one of his murderous, megalomaniacal delusions. Which aren't *that* frequent. (Cough.) He has metallic, golden skin that seems bolted

together, and a shiny, bald egg head to top off his mad scientist look.

Alloy has attempted to jumpstart evolution by turning the Town's folks into fish people, tried to do a good deed by sending Bruno to whip the tar outta Goon, turned around and aided the crew when they laid siege to the Nameless Man's zombie hordes on Lonely Street, and asked for Goon and Franky's help in restoring his deteriorating form by retrieving the element Lewisium from a parallel dimension.

The restoration process healed Alloy's form but sent him a little loony in the noggin. Next he flew into an insane rage over the Town's general disdain for his brand of genetically enhanced cream corn and loosed an army of Brunos. He only succeeded in getting himself and Goon tossed in the clink. Goon, as we know or can gather, escaped Cade's Island. Alloy didn't.

During the Plot Point Campaign's timeframe, Alloy is jailed at Cade's Island Maximum Security Penitentiary but can enmesh your mooks in any number of weird plots. As you can surmise from his history, the doctor is as often an ally as he is a villain. And sometimes his villainy is simply misguided. Two of this book's Grievous Yarns concern Alloy and his minions, and the Game Master can bust him out of prison if he needs to be involved in a story.

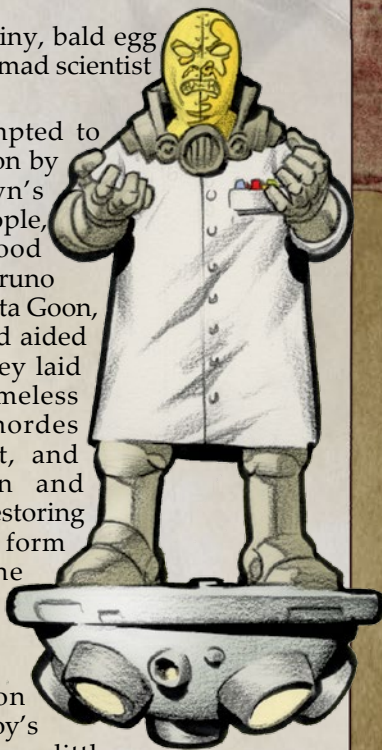
Rank: Legendary

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

Skills: Driving d8, Fighting d8, Healing d10, Intimidation d8, Knowledge (Battle) d12, Knowledge (Chemistry) d12, Knowledge (Physics) d12, Lockpicking d10, Notice d12, Persuasion d12, Repair d12, Shooting d10, Taunt d8, Weird Science d12+2

Cha: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 10 (3); **Virtue:** 6

Hindrances: Arrogant, Corrupt, Delusional (Major), Filthy Rich



Edges: Arcane Background (Weird Science), Charismatic, Combat Reflexes, Expert (Smarts, Weird Science), Gadgeteer, Mr. Fix It, New Powers, Power Points, Scholar (Battle, Physics), Strong Willed

Powers: *Armor* (Powered Body Armor), *deflection* (Repulsor Field), *bolt* (shoulder-mounted Proton Cannon), *boost/lower Trait* (Mega Body Pills), *contact spirit world* (Dimensional Disc), *fly* (Anti-Grav Platform), *growth/shrink* (Growth Serum Dart), *healing* (Mega Body Pills); **Power Points:** 30

Gear: Gadgets, tool kit, lockpicks, white coat, work boots.

Special Abilities:

- **Armor +3:** Alloy's metallic golden skin affords extra protection and covers his entire body.

BRUNO

This robot is Dr. Hieronymous Alloy's most effective creation and most loyal servant. It's huge and single-minded in its pugilistic duties, with a spherical metal head and iron clamps in place of hands. A large, round lens in its head allows sight, and its antennae receive orders from Dr. Alloy on a number of frequencies and wavelengths. Alloy mostly uses it to pound his enemies to a pulp.

He also created a virtual army of human-sized "Brunos," many of which Goon and Franky wrecked during an epic brawl. A legion of them are still in action, however —

they use the same profile but lack the Large and Size Special Abilities, so they naturally have Toughness 13 (4).

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+4, Vigor d12+2

Skills: Fighting d10, Notice d10

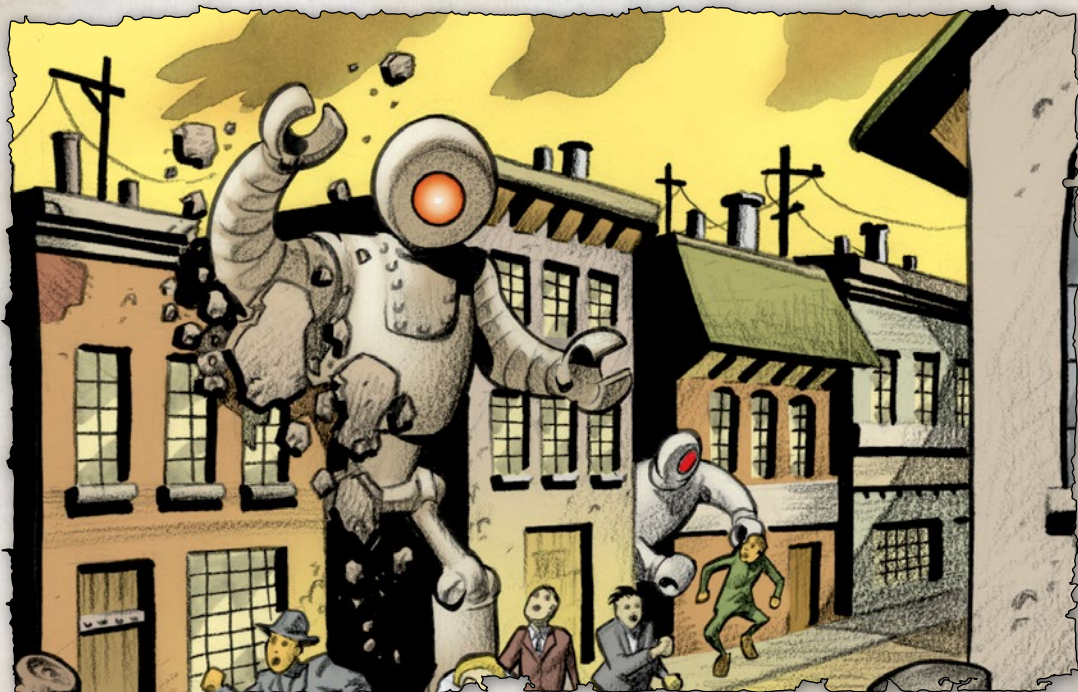
Pace: 8; **Parry:** 7; **Toughness:** 18 (4)

Special Abilities:

- **Armor +4:** Bruno's canvas-covered chassis is constructed from various alloys for maximum durability.
- **Clamps:** Str+d8.
- **Construct:** +2 to recover from Shaken, no additional damage from Called Shots, never suffers wound modifiers, immune to disease and poison, does not need to eat, drink, or breathe.
- **Large:** Attackers receive a +2 bonus to attack Bruno.
- **Self-Destruct:** A Bruno can destroy itself at a command from Dr. Alloy. The explosion destroys the Bruno and inflicts 4d12 damage in a Large Burst Template.
- **Size +5:** Bruno is roughly 14 feet tall and as broad as a delivery truck.

Lesser Bruno

Alloy also created a virtual army of human-sized "Brunos," many of which Goon and Franky wrecked during an epic brawl. A legion of them are still in action, however. They use a profile similar to that of their larger cousin and look just like him.





Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+2, Vigor d12+2
Skills: Fighting d10, Notice d10
Pace: 8; **Parry:** 7; **Toughness:** 13 (4)
Special Abilities:

- **Armor +4:** Bruno's canvas-covered chassis is constructed from various alloys for maximum durability.
- **Clamps:** Str+d8.
- **Construct:** +2 to recover from Shaken, no additional damage from Called Shots, never suffers wound modifiers, immune to disease and poison, does not need to eat, drink, or breathe.
- **Self-Destruct:** A Bruno can destroy itself at a command from Dr. Alloy. The explosion destroys the Bruno and inflicts 4d12 damage in a Large Burst Template.
- **Weakness (Antenna):** A lesser Bruno is controlled by an antenna atop its metal head. The antenna has Toughness 9. If an attack directed at the antenna (a Called Shot at -6) causes a wound, the Bruno shuts down.

BLANK, HARRISON

"You're a fine fire marshall, but you simply don't understand business. Now why don't you join me for lunch while we discuss my contribution to your next campaign!"

Ruthless businessman and former owner of the Pentagon Girdle Co. Harrison Blank eventually meets a hideous end at the hands of the (now undead) female factory workers whose lives he'd thrown aside in pursuit of his greed.

- Use the **Citizen** profile on page 158, but add Smarts d8, the Corrupt and Greedy (Major) Hindrances, and the Filthy Rich Edge.

"THE BALL," JOEY

"You can't just ask the Ball to shoot someone. When the Ball offs somebody he does it with creativity, with style. The Ball does it with panache!"

Small-time gang leader and criminal freelancer Joey the Ball gets his name from his most prominent feature: a right arm that's been swelled to Schwarzeneggerian proportions by always having his fingers plugged into the heaviest bowling ball he can find. Maybe he's tryin' compensate for his extremely short stature and bad eyes, but what do I know? When he's hired for a job, Joey the Ball favors stylized hits and speaking of himself in the third person. (Joey's parenthetical Strength die refers to his right arm, which is to say his bowling arm.)

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

Skills: Fighting d8, Intimidation d8, Notice d4, Shooting d8, Streetwise d6, Taunt d6

Cha: +2; **Pace:** 6; **Parry:** 8; **Toughness:** 5; **Virtue:** 5

Hindrances: Bad Eyes (Minor), Overconfident, Small

Edges: Bruiser, Charismatic, Combat Reflexes, Hitman, Improved Block, Improved Sweep, Improved Trademark Weapon (Bowling Ball), Reputation

Gear: Bowling ball (Str+d8+2), t-shirt, trousers, shoes, eyeglasses.

CLOYD

"Now, Emma, don't make me show you how strong my pimp hand is!"

Rumor has it a fella name of Cloyd was harlotin' a mule — Emma was the mule's name — all over town and paying Labrazio

tribute. To be fair, the mule also performs manual labor and transport on a contract basis. But time's bein' thin and all... Anyway, Goon gave that poor mule one hell of a beatin'.

- Use the **Citizen** profile on page 158 but add Streetwise d6 and the Amorous Hindrance.

DAVIS, "BRICK HEAD" JOHNNY

"C'mon, Goon, if you forget about this I'll cut you in on a big deal I got goin'! C'mon, whatta ya say?!"

Brick Head Johnny and Goon was pals for a long time. In fact, Johnny played on the first Fighting Fish-Canners pigskin team, and escaped death by Tommy gun in the season-ending debacle. Later on, ol' Brick Head got himself killed and reanimated as a slackjaw by the Zombie Priest. He offered the story of the Decaster House and its lost treasure as a bribe to save his decomposing hide. Goon offed Johnny while spouting the memorable quip, "I ain't pals with no stinkin' zombie!" but who says death is ever final in the Town?

- Use the **Gangster** profile on page 158, but add the Invulnerability, Undead, and Weakness (Head) Monstrous Abilities.



DEMETER

"Uh, cupcake?"

Demeter is like a brother to Taliba Dümüsüjül; he's also her manservant and bodyguard. He's not much in the brains department, but he's a friendly sort who knows how far a good cupcake can go toward mending a rift. He obeys Taliba without hesitation. Later on in the Goon's saga, Labrazio murders the big lug in cold blood.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d12+2, Vigor d12+2

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

Cha: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 11; **Virtue:** 7

Hindrances: Clueless, Illiterate, Vow (Serve Taliba Dümüsüjül)

Edges: Ambidextrous, Brave, Brawler, Brawny, Bruiser, Combat Reflexes, Expert (Strength, Vigor), Hard, Improved Block, Integrity, Two-Fisted

Gear: Cap, simple clothes, work boots.

DLITE, ROXI

"Looks like I'll be running this show from now on, sister!"

Known in certain circles as the drinkin', smokin', strippin' machine, Roxi Dlite is the Queen of Burlesque and an accomplished career criminal. She's wanted by the priesthood in Albuquerque, the parents' morality league of Montreal, the city of Fresno, California, and has a warrant for her arrest in Nashville related to murder charges. But she's really just a sweet, innocent girl, if you just take a few minutes to trust her. Lately she's been performing the U.S.O. circuit with promoter Abercrombie.

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

Skills: Driving d6, Fighting d8, Gambling d8, Knowledge (Performance) d10, Lockpicking d8, Notice d8, Persuasion d8, Shooting d8, Streetwise d8, Taunt d8

Cha: +6; **Pace:** 8; **Parry:** 7; **Toughness:** 6; **Virtue:** 7

Hindrances: Corrupt, Greedy (Major), Wanted (Major)

Edges: Block, Charismatic, Fleet-Footed, Moxie, Snake Oil Salesman, Strong Willed, Talented, Very Attractive

Gear: Air Force cap and jacket, garter belt, stockings, high-heeled shoes, lockpicks.

DÜMÜSÜJUL, TALIBA

"No man can hide from my eyes. I will find this murderer and lay upon him a curse so terrible that every waking moment will be of torment."

Taliba is a powerful gypsy priestess who came to the Town seeking satisfaction for a debt owed her by Momma Jalia Norton. She brought with her a bodyguard and friend named Demeter. Norton settles the family debt by marrying her. But Taliba wholly becomes an ally of the Goon's crew once she understands the depths of evil posed by Labrazio, the Zombie Priest, and the nefarious Coven.

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

Skills: Climbing d6, Fighting d8, Gambling d8, Intimidation d8, Knowledge (Occult) d10, Notice d8, Persuasion d8, Spellcasting d10, Taunt d8

Cha: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 6; **Virtue:** 5

Hindrances: Corrupt, Overconfident

Edges: Arcane Background (Magic), Attractive, Brave, Moxie, New Powers, Power Points, Relic, Strong Willed

Powers: Boost/lower Trait, contact spirit world, curse, divination, farsight, summon ally; **Power Points:** 25

Gear: Relic knife (Str+2d6+2, AP 2), robes, jewelry, shoes.

ENTITY, DRAKSTON

"Can your senses withstand the extraction of a long-eared woodland creature from this head apparel?!"

Drakston Entity, in his guise as "The Bizzarist," ran a stage act at the Moonlight Firefly burlesque house during his short and piteous life. In his early years he was a two-bit party magician doing card tricks and sleight of hand gags. But he sought something more.

On an expedition deep in the Hobo Jungle, his party stumbled on the Lost Temple of Egroeg. There he discovered the stone that adorns his turban and gave him *true* magical powers. But the powers came with a cost: They were enacted by harpies tied to the cursed stone.

The harpies (see page 181), had to be sated with flesh — preferably human — and Drakston spent decades luring unsuspecting prey to the dinner table. Goon punched out Drakston's rock and put an end to that little



party, and the magician's body withered away when robbed of the stone's magic. Later, the Zombie Priest raised an undead *semblance* of Drakston — one whose soul is trapped in his body, but suffers endlessly as he lies motionless and feels himself rot. Trust us: You wouldn't want to be Drakston Entity.

- Use the **Citizen** profile (page 158) for Drakston — without the relic stone he's just a regular mook — but add Smarts d10, Perform (Stage Magic) d8, and the Talented Edge. After Drakston's death and return, add the Invulnerability, Undead, and Weakness (Head) Monstrous Abilities. However, he's just a rotting corpse in a chair who can speak and suffer; he can't move.

GILDA

A mousy, sad woman who spends most of her time drinking at Norton's Pub. Franky, typically a slave to his slightly pervy impulses, one night felt the need for a real human connection and spoke to her briefly over a beer. But Gilda didn't say much. Who knows what secrets she might conceal? Who suspects her dark past? Or maybe she's just a sweet-hearted woman who likes drowning her sorrows at Norton's? Maybe your lugs will find out!

- Use the **Citizen** profile (page 158), but add the Bad Eyes (Minor) Hindrance. She has whatever other Traits, Edges, and Hindrances that fit the yarn you aim to spin. She might even be a Wild Card if she's the story's focus.

HAGENBECK, WARDEN

"You got off easy last time, Goon! Devil take the bureaucracy! Your stay won't be so short this go-round! There will be no coddling! No leniency! You will be serving hard time! Obey the rules and you may survive your stay...but I doubt it!"

The warden of Cade's Island Maximum Security Prison is a black-hearted so-and-so who subjects the prisoner population to unimaginable horrors. Thing is, the warden isn't corrupt or beholden to the system. He's just a bastard because he lords it over his charges, and thinks it's his duty to punish them as much as he's able. Hagenbeck paints a stone-hearted, grimacing picture in the bulky neck-brace he wears — a continual reminder of that one, violently eventful prison riot — and dark-glass goggles to shield his deflected eyes. Hagenbeck keeps dungeons full of slackjaws on hand, and tosses blood and chum into the waters surrounding the prison, to keep them well-stocked with ravenous sharks.

- Use the **Police Detective** profile (page 159), but add the Bloodthirsty and Mean Hindrances.

ISABELLA

"You always were the sweetest thing, Goon. I remember how you always used to escort me around. Make sure I was okay. Always looking out for me."

Isabella is the one true love of Goon's life, the prostitute with a heart of gold. They met in the carnival when Goon was just a kid and she was the belly dancer. Over the years she put his heart through the ringer a few times. She might reappear as a side-story in any of the Goon's grievous yarns.

Eventually, Isabella cops to the fact she always loved Goon...just before her death at Labrazio's hands. In the hospital Isabella reveals she'd birthed Goon's child — a son — but dies before she can show him the picture. And tragically, he never learns the secret on account of Mirna Santino crumpling up the kid's photo in a fit of pique. What tangled webs we weave.

- Use the **Citizen** profile (page 158) but add Spirit d8, Intimidation d6, and the Attractive and Strong Willed Edges.

JOHANNSEN, STELLA

"You tell that little pint-sized pal of yours nobody walks out on Stella Johanssen in the middle of a date!"

Stella is Franky's perpetually aggrieved, on-and-off main squeeze. She's most often encountered just as she's storming off from a conversation with Franky. Somehow he always gets back in her good graces.

- Use the **Citizen** profile (page 158) for Stella, but add Smarts d8 and Spirit d10, the Code of Honor and Stubborn Hindrances, and the Attractive Edge.

KID GARGANTUAN

"I won't let you down. They'd have to kill me to get to him."

The kid's mother, Elaine, was a simple woman who fell in love with the wrong man. Bereft and alone, she raised the boy as well as she could, yet died still cursing the name of the father the kid never knew. Driven by the loss and anger in his heart, the kid went on to chase fame as boxer Kid Gargantuan, contender for the heavyweight prize.

That was up until his ill-fated fight with Bull Brugonski. Bull's loaded gloves shattered the Kid's orbital bone, driving skull shards into his optical nerve and taking away his sight as surely as his boxing career. Goon settled the score with Brugonski's hand via hammer, and offered Kid a job. Kid Gargantuan became a loyal and trusted member of the crew, and for his part the Kid virtually reveres his boss.

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

Skills: Driving d6, Fighting d10, Intimidation d8, Notice d6, Persuasion d6, Shooting d4, Streetwise d6

Cha: -1; **Pace:** 6; **Parry:** 8; **Toughness:** 10; **Virtue:** 6

Hindrances: Loyal, One Eye

Edges: Big Lug, Block, Brawler, Brawny, Bruiser, Combat Reflexes, Improved Trademark Weapon (Fists)

Gear: Work shirt, trousers, shoes. Kid doesn't usually need anything but his knuckles.

Special Abilities:

- **Size +1:** Kid Gargantuan is simply humungous.

LITTLE UNHOLY BASTARDS, THE

"Okay, youse mugs, here's the plan." —Smitty

This pack of juvenile delinquents labor under the delusion they're part of Goon's crew and help him out on the regular. In reality Smitty — their unspoken leader — Specs, Charlene, and Peewee are nothin' but trouble. When they aren't getting in the way of a dangerous situation, they're getting themselves into peril from which they need to be rescued. That said, they've made themselves useful as spies a few times, and have endeared themselves to the Goon, who's really a soft-hearted lug (no, he's not really). The Little Unholy Bastards live at the McGreg Home for Illegitimate, Wayward, and Possibly Homicidal Youths under Old Lady McGreg's questionable care.

- Use the **Kid** profile (page 159) for all for little bastards. For Smitty, add the Command and Inspire Edges. For Specs, add the Bad Eyes (Minor — Wears glasses) Hindrance. Charlene gets the Bloodthirsty Hindrance and Quick Edge. Peewee gets the Clueless and Small Hindrances.

MALONE, CARJACK

"Get your heavy cream and get it now, you mugs. Really, there ain't much more time."

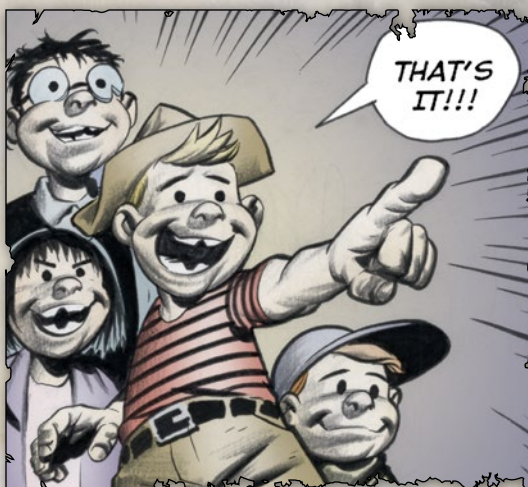
This small-time hood deals spoiled dairy — which has been known to cause the Mad Cow Disease — from the back of a van in upscale alleys and abandoned lots. He dabbles in other illicit pursuits if lugs have a specific request.

- Use the **Gangster** profile (page 158) for Carjack.

MCGREG, OLD LADY

"What's going on up there?! I don't hear any scrubbing!! Charlene, bring me my cream pie and buttermilk, you godless mule!!"

Old Lady McGreg is a vile, cruel, repulsive old crone who has absolutely no qualifications for childcare and almost no redeeming qualities. She lords it over her charges in ways that make Miss Aggie Hannigan look like a contender for sainthood. That being said...the Old Lady plays a mean hand of



bridge, and she's got one hell of a swinging arm when the fireplace poker is revved up.

- Use the **Citizen** profile (page 158) for Old Lady McGreg, but add the Mean, Obese, and Ugly Hindrances. She also has Strength d8, Intimidation d10, and the Reputation Edge, and owns a hot fireplace poker (Str+d6+2) and a closet stocked full of adult diapers.

MOMO

"Why, God? I never did nothin' to nobody."

This kid got his handle on the street from having monkey-like demeanor and distinctly primatological physiology. Goon fractured the runt's neck with a mailbox once, but by most accounts the kid got better and remains a knowledgeable source of information regarding goings-on near Lonely Street. He also might've gotten swallowed whole by an octoslug. Jury's still out on Momo.

- Use the **Kid** profile (page 159) for Momo, but add the Stool Pigeon Hindrance.

NOODLES, CHARLIE

Charlie Noodles is the oft-alluded-to but never actually seen friend and confidante of the Goon. He's extremely well-informed, honest, and forthright — a solid fella — and tells one hell of a story. As is often said, "Charlie's good people." One time, Goon says, he crammed a 300-pound stiff into a five-gallon bucket. How's that for talented?

- Use the **Gangster** profile (page 158) for Charlie Noodles.



NORTON

"Tab my ass! You'll probably be dead by tomorrow! We run things on a payin' basis around here!"

A bartender of the gypsy persuasion, Norton's as solid as they come. He's been a secret weapon for Goon's crew ever since they made his pub their official HQ. He's always behind the bar — or working to rebuild it during the Plot Point Campaign — and he offers no credit. Norton's bald and on the short side, typically of mild manner but with a fiery demeanor when his dander's up. Still, Franky's been known to call him "bubble butt" every now and again.

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

Skills: Driving d8, Fighting d8, Gambling d8, Intimidation d10, Knowledge (Bartending) d10, Lockpicking d8, Notice d8, Persuasion d10, Shooting d8, Taunt d8

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

Hindrances: Loyal

Edges: Connections (Gypsies), Level Headed

Gear: Bar rag, apron, work shirt, trousers, work boots, double-barrel shotgun (Range 12/24/48, Damage 1-3d6, RoF 1-2), 12× shotgun shells, baseball bat (Str+d6), lockpicks.

NORTON, MOMMA JALIA

"A bird that said, 'I lay in torment in the tower of the Nameless Man. Save me.' Hmm. What you got there, boy, is an omen!"

Jalia is Norton's crazy old gypsy mother. But Momma Jalia is also a fount of arcane knowledge when she's clear-headed enough to explain things in terms everyone can understand. One thing's for sure: She sends a lot of business the Psychic Seal's way. Wonder if she's gettin' a kickback? Momma Norton is a hunched old crone in a headscarf and housedress, usually ranting about something or other. Later on in the Goon's saga, Labrazio touches off a gang war by murdering Momma Norton in cold blood. That tragic event happens long after the Plot Point Campaign's events, so Momma Norton is on hand to give out all sorts of solicited and unsolicited arcane advice.

- Use the **Citizen** profile (page 158) for Momma Norton, but add Smarts d10, Knowledge (Arcana) d12, and Knowledge (Occult) d12.

PONTANI SISTERS, THE

"You didn't think you could give us the slip that easy, did you, Roxi?"

Roxi Dlite's most dogged rivals, Angie and the two other Pontani Sisters have been chasing the Queen of Burlesque ever since a little escapade involving a jar of concentrated acid and a Puerto Rican gangster. They're either out for revenge or for a drink, depending on what night of the week it is.

- Use the **Gangster** profile (page 158), but the three Pontani Sisters wear fedoras, pinstripe coats, and stockings with garters, and they wield Tommy guns (Range 12/24/48, Damage 2d6+1, RoF 3, AP 1).

PSYCHIC SEAL

"Ark! Ark! Ark!"

He's a seal, he's psychic, he wears a swami's turban, and he runs his scam out of an office not far from Lonely Street. Psychic Seal also runs a hotline racket: Call 1-800-555-SEAL to have the seal unravel the divine course of your life for only \$1.95 a minute. Problems with your love life? Financial instability? I.Q. below 5? Call the seal! The seal's legit! Mooks have to speak seal if they want any useful

information out of him, and they're just as likely to have their mama insulted as get any crucial intel. That said, Psychic Seal really can see the future.

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

Skills: Fighting d6, Intimidation d6, Notice d8, Persuasion d6, Spellcasting d8, Stealth d6, Swimming d10, Taunt d10

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

Special Abilities:

- **Amphibious:** Psychic Seal can stay underwater for his Vigor die in rounds, and swims at Pace 12.
- **Arcane Background (Magic):** Psychic Seal has 20 Power Points and the *detect/conceal arcana, divination, farsight, and mind reading* powers.
- **Bite:** Str+d4.

ROSCHIE

"This ain't no good for me at all."

Poor lil' Roscoe — the freckled, redheaded runt the Little, Unholy Bastards call "Dog." Merle's his old man, and like his dear ol', Roscoe's a werewolf. For now, he's consigned to the dubious care of Old Lady McGreg. That means his constant companions and tormentors are the Little, Unholy Bastards. Life ain't exactly a cakewalk for Roscoe.

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

Skills: Fighting d6, Gambling d4, Notice d8, Persuasion d6, Stealth d6, Taunt d6

Cha: 0; **Pace:** 8; **Parry:** 5; **Toughness:** 3; **Virtue:** 5

Hindrances: Small, Young

Edges: Fleet-Footed, Quick

Gear: Roscoe's got whatever he could swipe for himself on a given day of the week.

Special Abilities:

- **Altered Form:** Roscoe's Bite/Claw and Size Monstrous Abilities are only available when the lycanthrope assumes the form of a dire wolf. The transformation requires a full round and concentration.
- **Bite/Claw:** Str+d6, AP 4. In lycanthrope form, werewolves don't count as unarmed defenders.

- **Invulnerable:** Werewolves can only be Shaken, never wounded, by anything but their Weakness. This ability remains in effect no matter Roscoe's current form.
- **Size -1:** In lycanthrope form, Roscoe is roughly the size of a dog.
- **Weakness (Silver):** Silver weapons and ammunition can wound and kill a werewolf. This can be a severe complication, because it ain't exactly a huge secret in this day and age that a silver bullet can put one down.

SANTINO, MIRNA

"Seriously, what's with the cold shoulder?"

Mirna's a smoldering blonde torch singer known for her act at Norton's. After her brother Skinny's brush with the arcane (see below for the sad story), Mirna went a little nuts with dreams of revenge on Goon. For the time being, she's on the scene and could serve as a curveball in nearly any story.

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

Skills: Driving d4, Fighting d6, Intimidation d6, Noticed8, Perform(Singing)d10, Persuasion d8, Shooting d4, Stealth d8, Taunt d8

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

Virtue: 6

Hindrances: Corrupt, Vengeful (Minor)

Edges: Charismatic, Snake Oil Salesman, Strong Willed, Talented, Very Attractive

Gear: Long red lounge dress.

SANTINO, STEWART "SKINNY"

"Do you think I want to live the rest of my life as a nobody?! To get hassled by worthless hoods that don't deserve to lick my shoes?! To sweep the floor of some two-bit gin joint until I'm an old man?! To die worthless and penniless in the gutter like our mother?! I won't live her life!"

Skinny Santino doubled as good-natured barback and piano player at Norton's Pub. But when he seized on the arcane secrets he found in an old book called *Spiriti di Terra*,



he transformed himself into the diabolical Mr. Wicker (see page 171). Turns out he was harboring a boatload of resentment for the world in general and Goon in particular.

Skinny was killed in the confrontation that followed, but depending how you run your game he could still be present with the profile listed below, or return undead as Mr. Wicker to cause more havoc. In his normal form, Skinny's a sandy-blonde kid, a little shy but always quick to lend a hand.

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

Skills: Driving d6, Fighting d4, Notice d6, Perform (Piano) d8, Persuasion d6, Shooting d4, Taunt d6

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

Hindrances: Corrupt, Delusional (Major), Vengeful (Major)

Edges: Talented

Gear: Apron, work shirt, work boots.

SCHNEIDER, VICK

"Look, ma! A giant eyeball! I had ta fight two and a dog for it, but I showed them! Ain't nobody gettin' the giant eyeball but Vick Schneider right here!"

After a titanic battle that rocked the Town's foundations, Vick got El Hombre Lagarto's (see page 169) giant eyeball what had popped out during the carnage for a souvenir. Vick's the no-nonsense sort of kid who drags home his three-foot-diameter eyeballs in a wagon for safekeeping.

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

Skills: Fighting d8, Gambling d4, Notice d6, Persuasion d6, Stealth d6, Taunt d6

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

Hindrances: Overconfident, Young

Edges: Brave, Combat Reflexes, Fleet-Footed, Quick

Gear: Wagon, slingshot (Range 10/20/40, Damage 2d4, RoF 1), cap, shorts, shoes, socks, shirt, v-neck sweater.

SHANDELBUCK, DOLORES

Not much is known about Dolores Shandelbuck, except that she dances the "Dance of the Oily Cuttlefish" at the burlesque house, and Franky's probably her biggest fan in the world.

- Use the **Citizen** profile (page 158) for Dolores, but add Perform (Dancing) d8, Charisma +4, and the Talented and Very Attractive Edges.

SPIDER

"Hey, I can't help it if I'm an honest man!"

This arachnid's real name is Percival Goodbody, although everyone around Norton's Pub just calls him Spider. He's a tarantula the size of a Great Dane, with an ever-present bowler hat and cigar. He also has a penchant for cheating at cards.

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



Skills: Climbing d8, Fighting d6, Gambling d8, Intimidation d6, Lockpicking d8, Notice d8, Persuasion d6, Stealth d8, Streetwise d8, Taunt d8

Cha: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 4; **Virtue:** 7

Hindrances: Big Mouth, Outsider, Repulsive

Edges: Alertness, Quick, Strong Willed, Thief

Gear: Hat, playing cards, cigars, lockpicks.

Special Abilities:

- **Bite:** Bite Str+d6. If the bite deals one or more wounds, the fangs inject Poison.
- **Frail:** Spiders look frightening but they're relatively fragile; they suffer -1 Toughness.
- **Poisonous:** Victim must roll Vigor at -2 or suffer a level of Fatigue. This is recovered after one hour. Multiple attacks cause additional Fatigue that can Incapacitate, but not kill.
- **Wall Walker:** Spiders walk on vertical surfaces normally, or inverted surfaces at half Pace.

TURTLE, JIMMY

"Something to drive the devil out. Something strong."

Good ol' Jimmy Turtle's a chronic gasoline-rag huffer and small-time con man, and sometime associate of Goon and Franky. He's taken a few good-natured beer bottles to the face hanging around Norton's. One time he aided Franky on a quest to find the Legendary Boxcar of Well-Made Ladies Shoes.

- Use the **Gangster** profile (page 158) for Jimmy. His preferred weapon is a rock (Str+d8), smashed over the target's unsuspecting head.

VALENTINE, PEACHES

"Bahgaaa! Cheese butt smells potato!"

Endearing to the last, this functional moron wanders around in a **CHICK MAGNET** t-shirt and an adult diaper full of poo. Peaches is adept as flinging said poo, making wall-art with it, or adorning his head with clinging clots of filth to advertise *The Goon's™* multiple Eisner wins. Nearly any scene gets funnier when you throw Peaches Valentine into it!

- Use the **Citizen** profile (page 158) for Peaches, but he has Smarts d4 and

the Clueless and Illiterate Hindrances. Add Perform (Poo Artist) d12 and the Immunity (Gettin' Shot in the Face) Special Ability.

EVERYDAY FOLKS

Despite what some lugs whisper over their mugs at Norton's, most of the Town's inhabitants aren't slackjaws or other lurking creeps. They're just people, in all the forms "people" take in the Town — each with a tale of woe all their own. The Town's curse touches everyone in some way.

But let's be honest, Mac: During a game you'll likely use and abuse these characters as hapless props for comedy or window dressing to tragedy. That's what they're there for!

If some lug needs a little more personality, add an Edge or two and roll on the **Lifetime of Woe Table** on page 66 to see what his background is like. You can even promote one to Wild Card if the dame or fella's earned it. Anyone can become a slackjaw by adding the Undead Monstrous Ability (see page 165).

BEAT COP

This is your average copper in the Town, almost surely on the take for some mob racket or other. That's just the way it works here, where the evil of the curse runs deep and corrupts everyone. Then again, a few stubbornly honest joes make their way among the patrolman's ranks.

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

Skills: Driving d6, Fighting d8, Intimidation d8, Lockpicking d6, Notice d6, Shooting d8, Streetwise d6

Cha: 0 (-2 if Corrupt); **Pace:** 6; **Parry:** 6; **Toughness:** 5; **Virtue:** 5 (4 if Corrupt)

Hindrances: Corrupt (roughly 75%), Obligation (to a criminal racket or to the people)

Edges: Connections (Police Department), Marksman

Gear: .38 revolver (Range 12/24/48, Damage 2d6, RoF 1), billy club (Str+d4), handcuffs, 12× spare rounds, uniform, work boots.



CITIZEN

This your average, run-of-the-mill citizen of the Town. Nothing special, absolutely average, it's use-it-when-you-need-quick-statistics-for-that-man-on-the-street vanilla. It could be anyone from a young woman out for revenge to a crotchety old man lamentin' the loss of the proper use of his left — ah, where were we? Right. These statistics are the baseline; add Traits and Edges to individualize them.

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

Skills: Driving d4, Fighting d4, Knowledge (Trade) d6, Notice d6, Persuasion d6, Shooting d4, Taunt d6

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

Hindrances: —

Edges: —

Gear: Citizens have the shirts on their backs and the trousers on their loins, plus a pair of shoes if they're lucky. They carry a few items related to their trade. But not many, unless a fella's rich.

FISHMAN

Fishmen — of both the male and female persuasions — tend to congregate near the Docks. A great many of them are on Fishy Pete's payroll and consider themselves pirates of the "Ahhh, mateys!" variety, but others remain independent or find work as dockhands and sailors.

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

Skills: Boating d8, Fighting d8, Knowledge (Navigation) d6, Notice d6, Shooting d8, Swimming d8

Cha: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 6; **Virtue:** 5

Hindrances: Repulsive

Edges: —

Gear: Cutlass (Str+d6), flintlock pistol (Range 12/24/48, Damage 2d6, RoF 1/2, AP 2), frilly shirt, trousers, boots.

Special Abilities:

- **Aquatic:** Pace 8". Fishmen breathe underwater as well as they do on land.
- **Sleep Reduction:** Fishmen only need about half as much sleep as humans. It's tough to sneak up on them because they sleep with their eyes open.

GANGSTER

These toughs are Don Amerigo Dantini's muscle, security staff at clubs upscale enough to have bouncers, bruisers in the Goon's employ (like Rugburn, Smelly Steve, Benny the Nose, and others), or ruffians on their own and looking to make a quick buck.

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

Skills: Driving d6, Fighting d8, Intimidation d6, Notice d4, Shooting d8, Streetwise d6

Cha: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 7; **Virtue:** 5

Hindrances: Clueless, Greedy, Mean

Edges: Brawny, Combat Reflexes

Gear: .38 revolver (Range 12/24/48, Damage 2d6, RoF 1), brass knuckles (Str+d4), tire iron (Str+d4+1).

G-MAN

Government men are tough customers, inspiring a chill at the sight of their crisp gray suits, severe fedoras, silver badges, and prodigious weaponry. They're not all bad, Mac, but very few of them have the little guy's welfare in mind when they go about their *gub'mint bidness*. A G-man might be looking for witnesses to help him pin a racketeering charge, or she might be hunting evidence for a supernaturally charged thriller of a yarn.

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

Skills: Driving d8, Fighting d8, Gambling d6, Intimidation d8, Investigation d10, Knowledge (Law) d8, Knowledge (Occult) d6, Notice d10, Persuasion d8, Shooting d10, Stealth d8, Streetwise d10, Taunt d8

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

Hindrances: Cautious

Edges: Ace, Connections (Government Agency), Level Headed, Marksman, Rock and Roll, Strong Willed

Gear: .45 Colt M1911 (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), Tommy gun (Range 12/24/48, Damage 2d6+1, RoF 3, AP 1), 100× .45 bullets, fancy suit, badge, fedora, shoes.

Hobo

Some hoboes venture outside the Hobo Jungle to interact with more refined society. That's this stinky sonovabitch. Now that being said, if you can get past the general hygiene issues hoboes are perfectly good and kind people. They're what we call "summer cannibals." Summer cannibals, some ain't.

Hoboes speak their own language, English, and one other tongue of the GM's choice.

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

Skills: Driving d4, Fighting d6, Gambling d6, Knowledge (Languages) d6, Lockpicking d6, Notice d6, Persuasion d6, Shooting d4, Stealth d6, Streetwise d6, Taunt d6

Cha: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Virtue:** 5

Hindrances: All Thumbs, Illiterate, Repulsive

Edges: Luck
Gear: Hoboes don't usually have more than a work shirt and trousers, perhaps some shoes, and a bundle on a stick containing 1d4 worldly possessions.

Kid

Kids are basically small citizens, but they're everywhere — runnin' wild with no supervision nor morals to keep 'em in check. Most folks try to avoid letting the little scamps come to harm, but few have any qualms about giving them the back of the hand when they get mouthy. As a result, kids are tough as nails and twice as mouthy — on average — as the typical citizen.

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

Skills: Fighting d4, Gambling d4, Notice d6, Persuasion d6, Stealth d6, Taunt d6

Cha: 0; **Pace:** 8; **Parry:** 4; **Toughness:** 4; **Virtue:** 5

Hindrances: Small, Young

Edges: Fleet-Footed, Quick

Gear: Kids own whatever they can scavenge, swipe, or acquire through an honest day's work. In that order.

MAD SCIENTIST

Not every noble scientist who toils in the face of ignorance can be as famous as Hieronymous Alloy. Some are destined to work in obscurity and the poverty that accompanies it, like take this sad sack for instance. Spent his life's savings on his scientific pursuits, wife and kids left him, but he's got a few gadgets that might come in handy during illicit activities. I mean, he thinks he's Thomas Edison for Pete's sake, but you gotta take the bad with the good.

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

Skills: Driving d6, Knowledge (Science) d8, Lockpicking d6, Notice d8, Repair d10, Shooting d8, Weird Science d10

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

Hindrances: Curious, Delusion (Minor), Poverty

Edges: Arcane Background (Weird Science), Gadgeteer, New Powers, Power Points

Powers: Deflection (Bulletproof Vest), bolt (Lightning Gun); **Power Points:** 15

Gear: Gadgets, tool kit, lockpicks, white coat, goggles, trousers, work boots.

POLICE DETECTIVE

Police detectives are hardened by their years of experience in the Town. By this point in their careers, they're either of unassailable integrity or as crooked as a carnival showman.

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

Skills: Driving d6, Fighting d6, Intimidation d8, Investigation d8, Knowledge (Law) d8, Lockpicking d8, Notice d8, Persuasion d6, Shooting d8, Streetwise d8

Cha: 0 (-2 if Corrupt); **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Virtue:** 7 (5 if Corrupt)

Hindrances: Corrupt or Integrity

Edges: Connections (Police Department), Hard, Investigator, Marksman

Gear: .38 revolver (Range 12/24/48, Damage 2d6, RoF 1), handcuffs, lockpicks, 18x .38 bullets, plain suit, hat, shoes.



PRIVATE EYE

In Noir-type stories of *The Goon*™, the private shamus is a noble and sometimes tragic figure. He follows his own path, and his own code. As always, there are crooked exceptions to the rule, but for the most part private eyes are out to do what's right.

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

Skills: Driving d6, Fighting d6, Intimidation d8, Investigation d8, Notice d8, Persuasion d6, Shooting d8, Streetwise d8, Taunt d8

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Virtue:** 7

Hindrances: Code of Honor, Stubborn

Edges: Integrity, Investigator, Marksman, Moxie, Strong Willed

Gear: .45 Colt 1911 (Range 12/24/48, Damage 2d6+1, RoF 1), 1 spare magazine (7 rounds), fedora, rumpled suit, shoes.

SOLDIER

Soldiers and National Guardsmen aren't commonly found in the Town unless they're home on furlough. They might also be veterans of the Great War or of the more recent conflict in Europe and the Pacific, depending on what you've got in mind for the story.

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

Skills: Driving d6, Fighting d8, Knowledge (Battle) d8, Notice d8, Shooting d8, Survival d6, Tracking d4

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

Hindrances: Loyal, Obligation (Major—Home country)

Edges: Block, Combat Reflexes, Hard, Marksman

Gear: Springfield 1903 bolt-action rifle (Range 24/48/96, Damage 2d8, RoF 1, AP 2), knife (Str+d4), uniform, work boots.

SORCERER

Some folks give in to despair, hatred, depression, envy, whatever eats away at 'em inside. They ask the Town for the dark power it can bestow on them. There's always a price to be paid, but for now these arcane psychos are living on the deficit.

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

Skills: Driving d6, Fighting d8, Gambling d8, Knowledge (Occult) d8, Noticed d6, Shooting d6, Spellcasting d10

Cha: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 6; **Virtue:** 5

Hindrances: Corrupt, Overconfident

Edges: Arcane Background (Magic), Brave, New Power, Power Points

Powers: Boost/lower Trait, deflection, summon ally; **Power Points:** 15

Gear: Relic knife (Cursed, Str+2d6+2, AP 2), ceremonial robes, shirt and trousers, shoes.

SPIDER

Spiders are what you'd call *uncommon* in the Town. You don't see the hairy eight-legged freaks hanging from webs on every street corner. Then again if your mook shows up to nab a shipment of stolen Baptist shotguns and the seller is a big ol' talking spider...well, nobody's likely to bat an eyelash.

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

Skills: Climbing d8, Fighting d6, Gambling d6, Intimidation d6, Lockpicking d6, Notice d6, Persuasion d6, Stealth d8, Streetwise d8, Taunt d6

Cha: -4; **Pace:** 6; **Parry:** 5; **Toughness:** 4; **Virtue:** 6

Hindrances: Outsider, Repulsive

Edges: Quick, Strong Willed, Thief

Gear: Hat, playing cards, cigars, lockpicks.

Special Abilities:

- **Bite:** Bite Str+d6. If the bite deals one or more wounds, the fangs inject Poison.
- **Frail:** Spiders look frightening but they're relatively fragile; they suffer -1 Toughness.
- **Poisonous:** Vigor -2 or suffer a level of Fatigue. This is recovered after one hour. Multiple attacks cause additional Fatigue that can Incapacitate, but not kill.
- **Wall Walker:** Spiders walk on vertical surfaces normally, or inverted surfaces at half Pace.



CHAPTER 12: REPULSIVE THINGS

"Is it just me or has our entire existence boiled down to nasty little things that want to chew our faces off?" —Franky

Steeped in the flood of pure evil that's emanated from Horse-Eater's Wood over the centuries, the Town is a nexus of sorts. The real-life workaday world, the dismal wastelands of the dead, and the twilight world of spirits and myths between them: Trapped at their center lies the Town, small and dark and vulnerable by comparison.

And wouldn't you know it? Over the years a parade of nasty so-and-sos have bubbled right up from the fetid mud. Soon they propped up their metaphorical feet up on the Town's coffee table and made themselves at home. Now it ain't safe to walk the streets after dark, and more so than any murderer or mobster they're the reason why.

FIENDS MOST FOUL

Goon and Franky face off against a bizarre panoply of wrongdoers and misanthropes over the course of their storied career. In this section we cover the very worst of them. Better cover your mouth and nose with a turpentine-soaked rag first; some of these mooks are a little ripe.

Evil creatures and fiends don't have listed Virtue scores; they're assumed to have gone wrong in the head long ago.



BIOG

Touted by G-Man Smith as the future of law enforcement and garbage collection, the Biog does both with maniacal and brutal efficiency. On the flip side, the big lug is roughly as intelligent as a tire iron; as a result it can't take any coordinated or intelligent actions without a "driver" on its back.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12+5, Vigor d12+2

Skills: Fighting d10, Intimidation d8, Notice d6

Pace: 6; **Parry:** 7; **Toughness:** 18 (4)

Hindrances: All Thumbs, Clueless, Illiterate

Special Abilities:

- **Armor +4:** The Biog's massive body is larded with fat and covered in tough slabs of muscle.
- **Improved Sweep:** The Biog can make a single Fighting roll against all adjacent foes with no penalty. Roll damage separately for each target.
- **Invulnerability:** The Biog can be Shaken, but not wounded by anything but its Head Weakness (see below).
- **Punch:** Str+d8. The Biog wears huge brass knuckles.
- **Size +3:** The Biog is the size of a huge gorilla, standing 10 feet tall and four feet wide.
- **Undead:** +2 Toughness, +2 to recover from being Shaken, called shots do no extra damage, does not suffer wound penalties.
- **Weakness (Head):** Shots to the Biog's head damage the brain, inflicting normal damage.
- **Weakness (Moronic):** The Biog suffers a -2 on all Smarts rolls. Without someone on its back issuing commands the creature tends to wander aimlessly, pick lint from its navel, eat rotten cantaloupes, picks fights with orangutans, or something equally useless. If the creature suffers a wound or is Shaken by a damaging attack while no one commands it, it automatically goes Berserk (per the Edge in *Savage Worlds*).

AND IT WASN'T JUST GOON AND FRANKY MAKIN' A LIVIN' OFF BURNING THE INTESTINAL TRACTS OF WINOS WITH HOMEMADE HAPPY SAUCE. NOPE, THEY HAD SOME COMPETITION IN THE FORM OF THE BOYLE FAMILY.



YEP, YOU'D NEVER WANNA MEET A MORE LOW-DOWN BUNCH OF SNAKE-HANDLIN' WHITE TRASH AS THE BOYLES.

THE BOYLES

The degenerate, hillbilly Boyles only appeared in a single Goon adventure, relegated to a Prohibition-era flashback full of hotrods and damned to Hell a few scant pages later. To tell youse the truth, they weren't so fearsome as to write home about.

After the Boyles bargain their way out of the inferno, however, they're a far more potent threat to the Goon's crew — as this volume's Plot Point Campaign so ably demonstrates. Since their infernal escape, all the Boyles's eyes glow with a weird, reddish-orange radiance (unless they choose to suppress it for subterfuge or some other reason).

☞ Reverend Papa Grits Boyle

What Papa Grits Boyle is a reverend of, no one can say...meanness, maybe. He's a blind, snake-charming sorcerer who worships an evil Snake God that (thankfully) dwells in some far-off apocalyptic dimension. Worst of all, like all his kin Papa Boyle gained demonic traits and abilities while he suffered 13 years of torment in the fires of Hell. Nothing gives him the jollies more than making regular folks suffer.

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

Skills: Fighting d4, Intimidation d8, Knowledge (Arcana) d10, Knowledge (Distilling) d12, Knowledge (Occult) d10, Notice d10, Persuasion d10, Spellcasting d12, Stealth d8, Survival d6, Taunt d10, Throwing d8, Tracking d8

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

Hindrances: Blind, Mean

Edges: Alertness, Beast Bond, Block, Scholar (Distilling, Occult)

Gear: Hand of glory (cursed), straw hat, overalls, moonshine jug.

Special Abilities:

- **Arcane Background (Black Magic):** Papa Boyle knows the *beast friend*, *boost/lower Trait*, *contact spirit world*, *create abomination*, *curse*, *fear*, *fly*, *healing*, *puppet*, and *zombie* powers.
- **Demon:** +2 to recover from Shaken, immune to poison and disease, half-damage from non-magical attacks except cold iron.
- **Fearless:** Papa Boyle is immune to fear and Intimidation.
- **Snakes:** Papa Boyle has 1d6 vipers on his person at any given time, which he can throw at foes (see Snake, Venomous in *Savage Worlds*). Papa Boyle uses the *beast friend* power to command the serpents, and he is immune to their venom.
- **Weakness (Cold Iron):** Papa Boyle takes normal damage from cold iron.

☞ Randall Boyle

Papa Boyle's eldest son, Randall is partial to hot rods and his daddy's recipe for moonshine. Scarred and mean, Randall's been hacked apart and stitched back together after so many fights and car wrecks, he looks a little like Frankenstein's monster.

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

Skills: Climbing d6, Driving d10, Fighting d12, Gambling d6, Intimidation d10, Notice d6, Repair d12, Shooting d10, Stealth d8

Cha: -6; **Pace:** 8; **Parry:** 9; **Toughness:** 14 (2)

Hindrances: Bloodthirsty, Short Temper, Ugly

Edges: Ace, Ambidextrous, Block, Brawler, Fleet-Footed, Hardboiled, Hitman, Improved Nerves of Steel, Marksman, Reputation, Two-Fisted

Gear: 2× Colt Peacemaker DA (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), 18× .45 bullets, 12× dum-dum bullets, tire iron (Str+d4+1), souped-up late-model roadster (Acc/TS 10/30), tool kit, leather jacket, pomade.

Special Abilities:

- **Armor +2:** Randall's Hell-tempered skin is as hard as the pavement.
- **Demon:** +2 to recover from Shaken, immune to poison and disease, half-damage from non-magical attacks except cold iron.
- **Fearless:** Randall is immune to fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.
- **Weakness (Cold Iron):** Randall takes normal damage from cold iron.

Moon Pie Boyle

Ol' Moon Pie's Hell on wheels when it comes to speeding around on a motorcycle. He's also had a deep and abiding love for blades ever since kindergarten. His teacher asked him if he knew the color red, and he sure did: Moon Pie stabbed her and wrote it on the blackboard in her blood. Rumors say Moon Pie's fathered seven illegitimate children, but those days are over. Now he's a mule (so to speak), on account of a terrible groin injury he suffered while committing indecencies on a snapping turtle during a gas-huffing bender.

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

Skills: Climbing d8, Driving d10, Fighting d10, Gambling d6, Intimidation d8, Noticed6, Repaird8, Stealthd12, Swimmingd8, Tracking d6

Cha: -4; **Pace:** 6; **Parry:** 7; **Toughness:** 8

Hindrances: Mean, Permanent Injury (Unmentionables), Ugly

Edges: Ace, Danger Sense, Hard, Improved Dodge, Improved Extraction, Improved Sweep, Killer Instinct, Reputation, Scavenger

Gear: Switchblade knife (Str+d4), motorcycle, gasoline bomb, 20× wooden matches, leather jacket.

Special Abilities:

- **Demon:** +2 to recover from Shaken, immune to poison and disease, half-damage from non-magical attacks except cold iron.
- **Fearless:** Moon Pie is immune to fear and Intimidation.
- **Immunity (Fire):** Due to being horribly scarred in a gasoline fire before his stint in the Inferno, Moon Pie suffers no Fatigue or damage from heat, fire, or fire-based attacks (even magic!).
- **Weakness (Cold Iron):** Moon Pie takes normal damage from cold iron.

"Snakebite" Verna Boyle

When Verna was growing up her pappy had lots of snakes, and he'd let them slither loose through their shack. "Snakebite" Verna's been bit so many times, they say she's got venom in her veins. After suffering the Devil's tortures, now it's true! She's got a nasty habit of murdering her partners after copulation, like a black widow spider. She's a real femme fatale in her makeup and black leather, but as Franky said years ago, "She's like socks on Christmas. Looks a lot better before you unwrap it."

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

Skills: Climbing d12, Fighting d8, Intimidation d8, Notice d10, Persuasion d10, Spellcasting d10, Stealth d10, Taunt d12

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

Hindrances: Arrogant, Vengeful (Major)

Edges: Arcane Resistance, First Strike, Improved Level Headed, Moxie, Quick, Quick Draw, Reputation, Strong Willed, Very Attractive

Gear: 2× switchblade knives (Str+d4), leather jacket and skirt.

Special Abilities:

- **Arcane Background (Black Magic):** Verna knows the *bolt*, *deflection*, and *puppet* powers.
- **Bite:** Str+d4. Verna Boyle gained a set of retractable viper's fangs during her stint in Hell. Whenever an opponent is Shaken or wounded by her bite, the fangs inject *Venomous Poison* (see *Savage Worlds*).
- **Demon:** +2 to recover from Shaken, immune to poison and disease, half-damage from non-magical attacks except cold iron.
- **Fearless:** Verna is immune to fear and Intimidation.
- **Weakness (Cold Iron):** Verna takes normal damage from cold iron.

FISHY PETE

"Ye took me arms and legs, Goon! Fer that I'm takin' yer rottin' hide! I've started my own gang of deadly fish men and we're runnin' yer corruption off my dock!"

Fishy Pete styles himself master of the docks, but Goon and Franky keep showin' him the error of his ways. After one run-in, Goon's skill with a cutlass left Fishy Pete with hooks for hands and two peg legs. Even that wasn't enough to get the huge, Quint-quoting sea captain to back off. If your mooks do any

business near the docks, you can bet they'll have a few encounters with Fishy Pete's fishy gang.

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

Skills: Boating d10, Fighting d10, Gambling d6, Intimidation d8, Knowledge (Navigation) d6, Notice d8, Swimming d12

Cha: -2; **Pace:** 6; **Parry:** 8; **Toughness:** 14

Hindrances: Corrupt, Repulsive, Vengeful (Major)

Edges: Ambidextrous, Block, Combat Reflexes, Hard, Two-Fisted

Gear: Hooks (Str+d8), frilly shirt, trousers, boots.

Special Abilities:

- **Aquatic:** Pace 12". Fishmen breathe underwater as well as they do on land.
- **Large:** Attackers add +2 to hit Fishy Pete.
- **Size +5:** Fishy Pete stands several feet taller and much wider than a man.
- **Sleep Reduction:** Fishy Pete only needs about half as much sleep as a human. It's tough to sneak up on him because he sleeps with his eyes open.

FRITZ & JOCKO

"Look what you did! The Ball and his twits didn't even leave enough for the Zombie Priest to put us back right! He had to sew our bits together!!"

Fritz and Jocko were two of Goon's thugs who didn't survive their encounter with Joey the Ball. Granted, they were likely on the take and set to betray Goon, so we can't exactly feel too bad for the palookas. Being sewn together into one big freakin' zombie didn't do anything for their I.Q., but it gave them three arms and an uncanny dual-faced appearance.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12, Vigor d10

Skills: Fighting d8, Intimidation d6, Notice d4

Cha: -2; **Pace:** 4; **Parry:** 7; **Toughness:** 12

Hindrances: Clueless, Greedy, Mean

Edges: Block, Brawny, Combat Reflexes

Special Abilities:

- **Fists (Str+d6):** Fritz & Jocko can attack each round with all three fists for no multi-action penalty.
- **Invulnerability:** Fritz & Jocko can be Shaken, but not wounded by anything but their Weakness.
- **Size +2:** Fritz & Jocko are two mooks sewn together, so they're fairly sizeable.

A Note on the Undead

Undead creatures are an ever-present part of *The Goon*™. Players and Game Masters familiar with *Savage Worlds* might notice that zombies and animals brought back from the dead are treated a little differently here.

The Undead Monstrous Ability works the same as it does in the core rules, but we give undead creatures a few additional abilities to capture the "You can't kill us, we're already dead!" effect. First, they possess Invulnerability: Attacks other than their Weakness can cause them to become Shaken, but never wounded. We also toss a Weakness (Head) ability on there, to reflect the fact that an Incapacitating blow to the brain always shuts a zombie down for good.

These modifications make the undead tough as nails, and much more dangerous in large groups. Take care when you toss mobs of the unliving at your group, because they're likely to be overwhelmed. If they are, consult the **Misery Never Dies** Setting Rule (page 41), slappy!

- **Undead:** +2 Toughness, +2 to recover from being Shaken, called shots do no extra damage, never suffers wound modifiers.
- **Weakness (Heads):** Shots to Fritz & Jocko's heads damage their brains, and thus inflict normal damage.

GRAVE, HOUSTUS

"Pitch them spades at 'em, boys! They're on us like stink on a dead polecat!"

Years ago, on the same night young Goon saw his Aunt Kizzie gunned down and then murdered Labrazio, Houstus Grave was a down-on-his-luck farmer. His wife Mary was expecting twins, and he'd just sold the family's last dried-up, three-legged milking cow for a measly 10 bucks. On his way home, a nameless priest offered Houstus a job digging up bodies. Despite Mary's protests, stubborn Houstus saw no other option to avoid destitution and took the job.

THE GREAT ZOMBIE CHIMP

Grave ended up supplying the Zombie Priest with the soldiers that would become his army of the dead on Lonely Street. Meanwhile, everything went sour for Houstus. He caught some mysterious form of leprosy, while Mary was laid up sick and dying from the pregnancy going bad. Mary Grave died giving birth to deformed, monstrous sons.

Now, Grave and his two mangled sons still lurk in the boneyards seeking dead meat, putting them in frequent conflict with the Goon, Franky, and Buzzard. Houstus Grave is withered and gray, his flesh knotted and misshapen by the sickness that took his right eye.

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

Skills: Driving d8, Fighting d8, Knowledge (Farming) d6, Notice d6, Persuasion d6, Shooting d8, Taunt d6

Cha: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 8

Hindrances: Afflicted (Minor), Obligation (Minor—Serve the Zombie Priest), One Eye, Ugly

Edges: Ace, Hardboiled, Marksman, Trademark Weapon (Granpappy's Double Barrel)

Gear: Shovel (Str+d6, Parry +1, Reach 1), Granpappy's Double Barrel (Range 12/24/48, Damage 1-3d6, RoF 1-2), 12x shotgun shells, leather eyepatch, overalls, old-model pickup truck, 2d8 corpses.

Mongoloid Twins

"Beggah N'gah!"

The Grave Twins grew up to be the perfect helpers for their father's depraved work. They're real good at diggin', tauntin', throwin' shovels, and wrasslin'. They wear sackcloth masks to hide their twisted, deformed faces. The Mongoloid Twins speak their own version of "English," and also know how to talk Hobo. (Use the same profile for each of them.)

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

Skills: Fighting d8, Knowledge (Languages) d4, Notice d6, Stealth d8, Taunt d6, Throwing d8

Cha: -2; **Pace:** 8; **Parry:** 7; **Toughness:** 4

Hindrances: Small, Young, Ugly

Edges: Block, Fleet-Footed, Quick

Gear: Shovel (Str+d6, Parry +1, Reach 1), sackcloth mask, overalls, shirt.

Among the Zombie Priest's most terrible creations, the great zombie chimp is exactly what it sounds like while simultaneously managing to be three times as disgusting as your imagination. The zombie chimp is 16 towering feet of mean, rotten monkey meat, its guts swollen like a bag of fermented medical waste.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+5, Vigor d12+2

Skills: Fighting d10, Intimidation d8, Notice d6

Pace: 8; **Parry:** 7; **Toughness:** 17

Special Abilities:

- **Bite/Claws:** Str+d8.
- **Fearless:** The great zombie chimp is immune to fear and Intimidation.
- **Invulnerability:** Zombies can be Shaken, but not wounded by anything but their Weakness (see below). Any attack to the torso that *would* wound the chimp instead causes its Ripe Special Ability (below) to kick in.
- **Large:** Attackers add +2 to attacks against the enormous zombie chimp.
- **Ripe:** The zombie chimp's belly is massively distended, full of rotten intestines and organs and the mortal remains of all the meals the chimp's gulped down while they were still alive. When an attack that's not a called shot hits the zombie chimp, roll 2d6 on the Injury Table (in *Savage Worlds*) to determine the location. A result of Guts that would also cause at least one wound ruptures the zombie chimp's belly: Everyone inside a Medium Burst Template centered on the chimp is showered in stinking, rotten innards, and must succeed on a Spirit roll versus Fear/Nausea or be Shaken for 1d4 rounds.
- **Size +6:** The great zombie chimp is roughly 16 feet tall and swollen with festering guts.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.
- **Weakness (Head):** Shots to the zombie chimp's head damage the brain, and thus inflict normal damage.

GREEDY GUT

"Put on the pot, says Greedy Gut, let's sup before we go."

This ravenous and disgusting so-and-so is the result of a curse leveled years ago by an old, starving woman beside the road. Now Greedy Gut lives in the muck at the bottom of the Hobo Jungle's swamp, serving as a "god" of sorts for the jungle's inhabitants. He's not exactly that, but all hoboes know Greedy Gut can be summoned forth by spitting into the stagnant water and reciting the following verse (which Greedy Gut himself compulsively intones): *"Bed to bed, says Sleepy Head! Wait a while, says Slow! Put on the pot, says Greedy Gut! We'll eat 'fore we go!"* What most hoboes don't know is that Greedy Gut's just as likely to chow down on the summoner as anyone else he's called up to smite. Greedy Gut has scraggly black hair, a top hat, and a permanently distended belly. His lanky, gray form is covered with warts and pustules.

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

Skills: Climbing d8, Fighting d8, Intimidation d10, Notice d10, Stealth d6, Swimming d8, Tracking d12

Pace: 6; **Parry:** 6; **Toughness:** 12 (2)

Special Abilities:

- **Armor +2:** Greedy Gut's rubbery skin affords some protection.
- **Bite/Claws:** Str+d6. Greedy Gut's teeth are yellow and jagged, his fingernails long and sharp.
- **Hardy:** Further Shaken results don't cause Greedy Gut a wound.
- **Invulnerability:** Although Greedy Gut can be Shaken, wounded, and even "killed" by the same means one might use to finish off a man, he always reforms at the bottom of the swamp the following day.
- **Rubbery:** Greedy Gut can squeeze through spaces smaller than his body, provided there's live food on the other side.
- **Size +2:** Greedy Gut is much larger than a man.
- **Swallow Whole:** When Greedy Gut scores a raise on a Bite attack, he gulps down a man-size or smaller victim whole. While in Greedy Gut's gullet, the target is grappled (see *Savage Worlds*) with a -4 penalty to Strength rolls to escape and suffers 2d6 damage per round from digestive juices. Armor offers no protection. Swallowed targets suffer damage until Greedy Gut is dead.



LABRAZIO

"Enough of this pussy-footing around! You want revenge?! Fine! We're ending this now!"

Once upon a hard time, Gaetan Labrazio was the Town's most feared mob enforcer. But getting the Goon's Aunt Kizzie accidentally killed by cops was the last mistake he ever made; an enraged young Goon brained him with a rock. Later, the Arab Priest brought back Labrazio's damned soul to inhabit a few changelings' bodies so he could further bedevil the Town's champion.

This profile is for the supernatural Labrazio, returned from the dead with blue-gray skin, hellish red eyes, and a face lashed with scars. The original has been pushin' up daisies for a long time.



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

Skills: Fighting d10, Intimidation d12, Notice d8, Shooting d10, Stealth d8

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

Gear: Smith & Wesson DA (Range: 12/24/48, Damage: 2d6, RoF 1), fedora, trousers, overcoat.

Special Abilities:

- **Claws:** Str+d8. Labrazio can grow massive, hooked claws using his Greater Shapeshifter ability.
- **Greater Shapeshifter:** As a free action, Labrazio can transform into any shape he wishes, grow extra limbs, additional eyes, or any combination of these. The transformation takes one round. With additional eyes, he gains +2 to Notice checks and is immune to The Drop. He can sprout extra limbs at the rate of one per round, to a maximum of four. He can lengthen and narrow his body to ooze into small spaces. He can even grow in size and might—gaining Size +1 and an added die type in Strength and Vigor for each round spent shapeshifting—to a maximum Size +5 and Strength and Vigor d12+7.
- **Hardy:** Additional Shaken results don't wound Labrazio.
- **Low Light Vision:** Halve Labrazio's penalties for Dim and Dark lighting conditions.
- **Multi-Attack:** Labrazio can form up to four clawed limbs or grappling tentacles, or a combination of both, with his Greater Shapeshifting Special Ability. He attacks once per round with each limb or tentacle, incurring no multi-action penalty.
- **Regeneration (Fast):** As a free action, Labrazio makes a Vigor roll each round to heal damage. A success heals one wound (or removes Incapacitated status), or two wounds with a raise. Add +2 to rolls to recover from Shaken.
- **Weakness (Mother Corpse):** Changelings are spiritually tied to Mother Corpse (page 170). If her animating spirit is ever removed—by her creator the Zombie Priest, or by some other means—all the Town's changelings lose their Regeneration (Fast) Special Ability immediately, and dissolve into foul-smelling puddles over the following few days.

LAGARTO

"¡No puedes competir conmigo, gorila granda como un gringo! ¡Tu madre fue una amante de pollos!"

Lagarto was born when a tentacled, many-eyed, yet sadly lacking in shapely breasts interdimensional being got into a scuffle with Goon. Beaten, the beast consumed a horned Mexican fire toad and merged with it...and the great Mexican terror lizard was born! The Goon — swelled to massive proportions by Dr. Alloy's mysterious dart — pounded the snot outta Lagarto. Parts of 'im sprayed all over the south side, in fact.

A human-proportioned version of Lagarto remains in Alloy's service at the mansion as butler and screeching confidante. From time to time he escapes into the swamps to terrorize hillbillies as the "Swamp Devil," eatin' livestock and dogs and such. He has green, scaly skin and staring yellow eyes, speaks only Spanish, and when he's not running amok he's pretty good at serving champagne from a tray.

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

Skills: Climbing d10, Fighting d10, Intimidation d8, Notice d8, Stealth d8, Swimming d8, Tracking d10

Pace: 8; **Parry:** 7; **Toughness:** 9 (2)

Special Abilities:

- **Armor +2:** Lagarto's thick, scaly skin can turn a blow.
- **Bite/Claws:** Str+d6.
- **El Hombre del Lagarto:** For Lagarto's titanic, city-wrecking guise, use this profile but add Strength d12+8 and the Gargantuan, Huge, and Size +9 Special Abilities. This results in Toughness 19 (2).
- **Improved Frenzy:** Lagarto makes two attacks each round with no penalty.
- **Low Light Vision:** Lagarto halves the penalties for Dim and Dark lighting conditions.



LAZLO

"Don't let it get you down, sir. There's always tomorrow. (Sings:) The sun'll come out tomorrow!"

Loyal Lazlo has been the Zombie Priest's sidekick since that evil cuss first arrived in the New World, helping him subvert and destroy humans' lives to create an army of slackjaws. When Lazlo finally perished, the Zombie Priest raised him as a zombie so he could continue his bad work. He wears a gangster's fedora and pinstriped suit.

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

Skills: Fighting d8, Intimidation d6, Notice d4, Perform (Singing) d4, Shooting d8

Pace: 4; **Parry:** 6; **Toughness:** 8

Hindrances: Loyal, Vow (Serve the Zombie Priest)

Edges: Marksman

Gear: Smith & Wesson DA (Range: 12/24/48, Damage: 2d6, RoF 1), 12× .38 bullets.

Special Abilities:

- **Bite/Claws:** Str.
- **Invulnerability:** Zombies can be Shaken, but not wounded by anything but their Weakness (see below).
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.
- **Weakness (Head):** Shots to a zombie's head damage the brain, and thus inflict normal damage.

LETTIERI, CARRADO

"You got greedy, Goon! We could have shared! But you had to go and whack Ardell! You're gonna answer for my pal!"

Lettieri is a vicious button man and former partner to two-bit hood Ardell, who met his end during a negotiatin' session with Goon and Franky. Suffice to say Goon didn't approve of Ardell's plan to take over the west-side gambling and shakedown rackets. When Carrado Lettieri came gunning for revenge, Goon dropped him off a roof. Given Lettieri's unliving condition, there's no telling when he might show his ugly mug again.

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

Skills: Driving d6, Fighting d8, Gambling d8, Intimidation d8, Lockpicking d6, Notice d6, Shooting d8, Stealth d8, Streetwised6, Taunt d6

Cha: -2; **Pace:** 4; **Parry:** 6; **Toughness:** 9; **Virtue:** 4

Hindrances: Ugly, Vengeful (Major)

Edges: Bruiser, Combat Reflexes, Hard, Hitman, Marksman, Rock and Roll!

Gear: Tommy gun (Range 12/24/48, Damage 2d6+1, RoF 3, AP 1), switchblade knife (Str+d4), 100× .45 bullets, fedora, overcoat, fancy suit, shoes.

Special Abilities:

- **Invulnerability:** Lettieri can be Shaken, but not wounded by anything but his Weakness.
- **Undead:** +2 Toughness, +2 to recover from being Shaken, called shots do no extra damage, never suffers wound modifiers.
- **Weakness (Head):** Shots to Lettieri's head damage his brain, and thus inflict normal damage.

MOTHER CORPSE

"My dear Michael. I've waited so long for this. For the day that I become a mother. I can't wait to meet you. To hold you in my arms. I have so much love in my heart to share with you. Michael? Where did you go?"

Mother Corpse is a singular and horrifying abomination, created by the Arab Priest and augmented by the inclusion of the Zombie Priest's eye. In Mother Corpse's mind, she's a well-to-do woman in her garden, surrounded by all her beautiful progeny. In reality, she's a semi-sentient corpse designed to birth to hundreds of changelings (page 178), which grow in disgusting cysts all about the room she's seated in.

Mother Corpse is a female cadaver, seated in a wheelchair, whose body ends just above the hips. She speaks often of her delusions, but can take no other actions besides birthing more changelings.

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

Skills: Notice d8, Persuasion d6

Pace: 0; **Parry:** 2; **Toughness:** 7

Hindrances: Delusional (Major)

Special Abilities:

- **Invulnerability:** Mother Corpse can be Shaken, but not wounded by anything but her Weakness.
- **Undead:** +2 Toughness, +2 to recover from being Shaken, called shots do no extra damage, never suffers wound modifiers.
- **Weakness (Head):** Shots to Mother Corpse's head damage her brain, and thus inflict normal damage.

MR. WICKER

"Really? You're gonna get out of this? I'd like to know how."

The mysterious Mr. Wicker ain't so much a man as a powerful entity born of black magic. Using an incantation found in the ancient tome *Spiriti di Terra*, "Skinny" Santino was the latest to invoke its power in a misguided attempt to avenge himself on the Goon. That didn't end well. And when the Arab Priest raised him again as a shriveled zombie shrouded in Mr. Wicker's form, Goon had to kill him twice.

Wicker is a towering figure seemingly made of dry, thorny woven branches, shoots, and vines, who sometimes wears a tattered overcoat. This profile works for either incarnation of "Skinny" Santino; if anyone else acquires the dark powers of *Spiriti di Terra*, they acquire these statistics but use their own Smarts die, Spirit die, and any Hindrances and Edges they might possess.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+2, Vigor d12+4

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

Pace: 6; **Parry:** 10; **Toughness:** 16 (4)

Hindrances: Vengeful (Major)

Edges: Combat Reflexes, First Strike, Improved Block, Two-Fisted

Special Abilities:

- **Armor +4:** Mr. Wicker's thorny shroud provides protection for the body inside.
- **Fiery Aura:** As a free action, Wicker can ignite a flaming aura around his body. The flames inflict 2d6 damage on any adjacent foe who makes a successful attack roll against Mr. Wicker. Additionally, Wicker's fists deal an extra 2d6 fire damage per successful attack while the aura is ignited. Wicker can also touch a foe (Fighting +2) to deal only the Fiery Aura's damage.
- **Fists:** Str+d6.
- **Low Light Vision:** Mr. Wicker's eyes glow with

eldritch flames. Halve the penalties for Dim and Dark lighting conditions.

- **Size +2:** Wicker stands a few feet taller and broader than most men.
- **Weakness (Spirit di Terra):** If the book *Spiriti di Terra* is destroyed or damaged (even if, for example, a blade is plunged through it), Mr. Wicker's loses all Special Abilities, leaving the person inside naked and covered by thousands of scrapes and cuts from thorns.
- **Weakness (Water):** While his Fiery Aura is active, Mr. Wicker is vulnerable to water. Either being submerged or sprayed with a fire hose, broken water pipe, or similar amount of fluid extinguishes the Fiery Aura for 1d6 rounds and leaves Wicker automatically Shaken.



SEA HAG

"Enough of the games! The fire burning within my soul can be quenched not but by the caress of my beloved! Take me, you fine piece of bipedal ass!"

The Sea Hag — Fishy Pete's mother — lives in a cave at the bottom of the bay. All that time alone on the ocean floor has made her especially...er, *randy*. Any mook wandering around the sea floor in a diving suit's bound to garner her amorous attention. Although she could break most men in half like toothpicks, all she really wants is love. Just not necessarily a relationship.

Sea Hag appears as a massive, green, kraken-like creature with a vaguely humanoid head, two arms, ample bosom, and a lower torso that splits into a mass of tentacles.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+8, Vigor d12+4

Skills: Fighting d10, Intimidation d10, Notice d8, Persuasion d8, Swimming d12

Pace: 8; **Parry:** 7; **Toughness:** 23 (4)

Special Abilities:

- **Armor +4:** The Sea Hag's skin is thick and rubbery. This counts as Heavy Armor.
- **Aquatic:** Pace 12". The Sea Hag is at home in the ocean's depths, although she can survive topside as well.
- **Bite/Claws:** Str+d8. These count as Heavy Weapons.
- **Gargantuan:** Man-size creatures gain +4 on attack rolls against the Sea Hag. Due to her lower body being composed of tentacles, she has no ability to make a stomp attack.
- **Size +9:** The Sea Hag is as big as a whale. Better not say that her face, though, if you enjoy living.
- **Tentacles:** Str+d4, Reach 2. The Sea Hag can attack with up to six of her tentacles each round, with no multi-action penalty.

YAO, XIANG

"My little clown. Less brash you seem now. Your pain smells of cinder and tears. A divine aroma. All this agony for a woman. How weak you truly are."

Xiang Yao is the former head of the Triad in Chinatown. During a bit of ugliness in the bad 'ol days, Goon tried to free Isabella from her indentured servitude to Yao. The confrontation cost Goon his eye and the Triad boss his life.

The profile below applies to Xiang Yao in dragon form; the transformation takes one round. In his human form, Yao uses the Citizen profile (page 158) for physical Traits. Use these stats if Yao somehow returns from the dead, or for his successor should another outfit try to move in on the docks.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12+8, Vigor d12

Skills: Fighting d10, Intimidation d12, Notice d12, Persuasion d10, Taunt d10

Pace: 8; **Parry:** 7; **Toughness:** 20 (4)

Edges: Connections (Triad), Filthy Rich, Improved Level Headed

Special Abilities:

- **Armor +4:** Scaly hide.
- **Bite/Claws:** Str+d8.
- **Fear (-2):** Anyone who sees a mighty dragon must make a Fear check at -2.
- **Fiery Breath:** Dragons breathe fire using the Cone Template. Every target within this cone may make an Agility roll at -2 to avoid the attack. Those who fail suffer 2d10 damage and must check to see if they catch fire. A dragon may not attack with its claws or bite in the round it breathes fire.
- **Flight:** Dragons have a Flying Pace of 24" and Climb 0.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Huge:** Attackers add +4 to their Fighting or Shooting rolls when attacking a dragon due to its massive size.
- **Improved Frenzy:** If a dragon does not use its Fiery Breath ability, it may make two Fighting attacks with no penalty.
- **Size +8:** Dragons are massive creatures. This version is over 40 feet long from nose to tail, and weighs well over 30,000 pounds.
- **Tail Lash:** The dragon can sweep all opponents in its rear facing in a 3' long by 6" wide square. This is a standard Fighting attack, and damage is equal to the dragon's Strength -2.

ZOMBIE PRIEST

"There's a werewolf and a giant robot killing all my zombies!"

At times he's sold his sorcerous services as Mr. Corpus, and at others gone by the vague monikers Nameless One or Nameless Man. The Zombie Priest wandered the young United States for decades with his manservant Lazlo, amassing an army of the dead. Finally

he stumbled on the Town, and the old and powerful curse it harbored, and he knew he could build a kingdom of evil there.

In truth, the Zombie Priest's blood belonged to an inhuman race of demons or witches. His former companions in the Coven had long ago cast out the Nameless One for the unforgivable sin of being duped by a mortal. After millennia of torture, the Zombie Priest crawled out of the abyss to once more wreak havoc on humankind.

As of the Plot Point Campaign, the Arab Priest (page 174) has just arrived and "helped" Zombie Priest create the changelings — using one of his eyes to do so. How these developments affect the storyline is up to the Game Master, but they're ripe for the usin'. Zombies and feral changelings are everywhere.

The Zombie Priest is a shrunken, piteous figure in a shabby suit. He dwells in a tall stone tower on Lonely Street, surrounded by his undead hordes. His erstwhile brethren in the Coven call him "Skin Hat," due to the top hat he's adorned with a flayed face. It used to belong to Jinofri, who the Zombie Priest killed when he tried to exact the Coven's revenge.

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

Skills: Climbing d8, Fighting d6, Knowledge (Occult) d12, Intimidation d8, Notice d12, Persuasion d10, Spellcasting d12+1, Stealth d8, Taunt d6, Tracking d6

Cha: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 8

Hindrances: Obligation (Major—The Coven), One Eye, Small, Ugly

Edges: Connections (The Coven), Followers (Zombies), Hardboiled, Sidekick (Lazlo, page 170), Snake Oil Salesman, Strong Willed

Gear: Shabby suit, top hat, satchel, knife (Str+d4), shoes, zombie eye (Relic).

Special Abilities:

- **Arcane Background (Black Magic):** Zombie Priest knows the *bolt* (evil shout), *boost/lower Trait*, *create abomination*, *curse*, *divination* (speak with head), *summon ally* (giant bat), and *zombie* powers.
- **Demon:** +2 to recover from Shaken, immune to poison and disease, half-damage from non-magical attacks.
- **Weakness (True Name):** Members of the Coven jealously guard their true names. Anyone who learns the Zombie Priest's real name (thought to be "Rumpelstilzchen") can issue him



irresistible commands per the *puppet* power, even causing him to harm himself.

Cat (Familiar)

"You filthy people, using my master as a bloodhound! My poor master is no bloodhound!"

Cat is the Zombie Priest's familiar, a feline creature with a deformed human face. His empathy for master is as bottomless as the annoyance he causes to anyone else in the vicinity. Familiars act as spies, servants, assistants, confidantes, and toadies to their masters in the Coven. If its master is killed, a familiar vaporizes into foul-smelling steam.

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

Skills: Climbing d6, Fighting d6, Knowledge (Occult) d8, Notice d6, Stealth d8

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

Special Abilities:

- **Acrobat:** +2 to Agility rolls to perform acrobatic maneuvers; +1 to Parry if unencumbered.
- **Claw:** Str.
- **Demon:** +2 to recover from Shaken, immune to poison and disease, half-damage from non-magical attacks.
- **Low Light Vision:** Cat ignores penalties for Dim and Dark lighting.
- **Size -2:** Cat is less than a foot tall.
- **Small:** Attackers subtract 2 from attempts to hit Cat.



THE COVEN

Led by the Arab Priest, the Coven aims to exploit the Town's curse to fuel their powers, and create a stronghold of evil no man can challenge. These immortal, demon sorcerers are of the same race as the Zombie Priest, but far more powerful.

They arrive in force long after the events of this book's Plot Point Campaign are over, and Goon takes to calling them "magpies." We're following our general policy of including 'em here so you have all the big lug's mortal enemies at your fingertips.

The Arab Priest

"We must gather the others and ensure the survival of our race. I have found a place of great power. Our roots will run very deep in its curse."

The Arab Priest leads the Coven, and is the first of them to arrive after the Zombie Priest. He hatches a plot to kill Goon at the exact moment all hope dies in his soul, thereby adding his soul's power to that of the curse. Incidentally, doing so will also strengthen the Arab Priest's control over his upstart counterparts.

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

Skills: Fighting d10, Intimidation d12, Notice d8, Spellcasting d12+2, Stealth d8, Survival d8, Taunt d10, Tracking d10

Pace: 6; **Parry:** 7; **Toughness:** 10

Hindrances: Arrogant, Obligation (Major—The Coven)

Edges: Expert (Spellcasting), Hardboiled, Improved Tough as Nails, Strong-Willed

Gear: Turban, robes, dagger (Relic: Str+2d6+2)

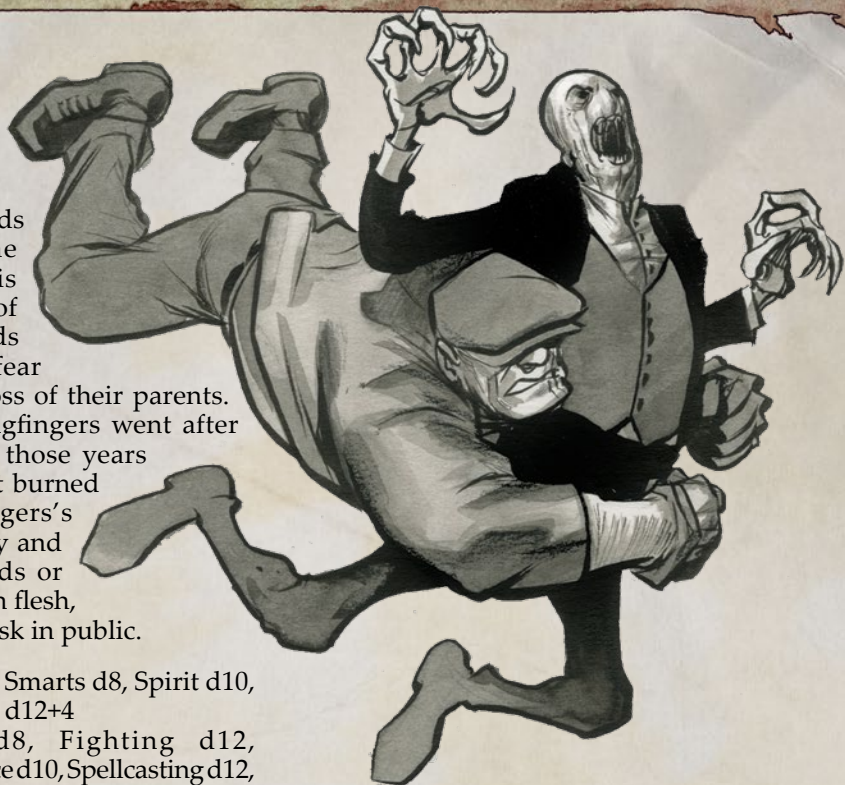
Special Abilities:

- **Arcane Background (Black Magic):** The Arab Priest knows the *bolt*, *burst*, *create abomination*, *curse*, *deflection*, *drain Power Points*, and *fly* powers.
- **Demon:** +2 to recover from Shaken, immune to poison and disease, half-damage from non-magical attacks.
- **Familiar (Monkey):** The Arab Priest's familiar is a small, winged, blue-skinned homunculus with misshapen features. Use the profile for Cat (page 173) but add Flight (Pace 14").
- **Weakness (True Name):** Members of the Coven jealously guard their true names. Anyone who learns the Arab Priest's real name can issue him irresistible commands per the *puppet* power, even causing him to harm himself.

☞ Longfingers

"I will skin him now, Priest. This talk bores me."

If the Arab Priest leads the Coven, then the sadistic Longfingers is its general. A priest of sorts, Longfingers feeds on stolen children's fear and the sorrow and loss of their parents. When Jinofri and Longfingers went after the Zombie Priest all those years ago, the Zombie Priest burned the flesh off Longfingers's body, leaving him gray and scarred with no eyelids or lips. He eats only rotten flesh, and wears a creepy mask in public.



Attributes: Agility d10, Smarts d8, Spirit d10, Strength d12+4, Vigor d12+4

Skills: Climbing d8, Fighting d12, Intimidation d10, Notice d10, Spellcasting d12, Stealth d8, Tracking d8

Pace: 6; **Parry:** 8; **Toughness:** 16 (2)

Edges: Hardboiled, Improved Frenzy, Improved Sweep, Raging Bull

Special Abilities:

- **Arcane Background (Black Magic):** Longfingers knows the *armor*, *boost/lower Trait*, *create abomination*, *curse*, *deflection*, *obscure*, and *smite* powers.
- **Armor +2:** Longfingers's skin is as tough as a tree's bark.
- **Claws:** Str+d8. Longfingers can attack twice per round with no multi-action penalty.
- **Demon:** +2 to recover from Shaken, immune to poison and disease, half-damage from non-magical attacks.
- **Familiar (Gargoyle):** Longfingers's familiar is a black raven with a monstrous, humanoid head. Use the profile for Cat (page 173) but add Flight (Pace 16").
- **Fear:** The terrible sight of Longfingers provokes a Fear test.
- **Size +2:** Longfingers stands a few feet taller than any man.
- **Weakness (True Name):** Members of the Coven jealously guard their true names. Anyone who learns Longfingers's real name can issue him irresistible commands per the *puppet* power, even causing him to harm himself.

☞ Spade

"How will you defeat us when we know your every move?!"

Spade claims to see through the eyes of men, and thus predicts all moves against the Coven.

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

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

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

Edges: Alertness, Hardboiled, Strong-Willed

Special Abilities:

- **Arcane Background (Black Magic):** Spade knows the *banish*, *blind*, *create abomination*, *contact spirit world*, *damage field*, *farsight*, and *mind reading* powers.
- **Demon:** +2 to recover from Shaken, immune to poison and disease, half-damage from non-magical attacks.
- **Familiar (Frog):** Spade's familiar is a froglike creature with misshapen human features. Use the profile for Cat (page 173) but add Swimming d8.
- **Weakness (True Name):** Members of the Coven jealously guard their true names. Anyone who learns Spade's real name can issue him irresistible commands per the *puppet* power, even causing him to harm himself.

Spindle

"Fool! I am shadow! Can a bullet catch a whisper in the dark?!"

The old nun Spindle can turn herself and the other Coven members to fog, which makes them immune to conventional damage — but not to acid fumes.

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

Skills: Fighting d8, Intimidation d8, Notice d12, Persuasion d10, Spellcasting d12, Stealth d8, Taunt d8

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

Edges: Hardboiled, Strong-Willed

Special Abilities:

- **Arcane Background (Black Magic):** Spindle knows the *barrier*, *create abomination*, *darksight*, *dispel*, *intangibility*, and *slumber* powers.
- **Demon:** +2 to recover from Shaken, immune to poison and disease, half-damage from non-magical attacks.
- **Familiar (Spider):** Spindle's familiar is a spiderlike creature with humanlike features and several limbs. Use the profile for Cat (page 173) but add the Wall Walker Monstrous Ability.
- **Weakness (True Name):** Members of the Coven jealously guard their true names. Anyone who learns Spindle's real name can issue him irresistible commands per the *puppet* power, even causing him to harm himself.



Stone

This Coven member wears primitive furs and faint facial makeup reminiscent of a skull.

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

Skills: Climbing d6, Fighting d10, Intimidation d8, Notice d10, Spellcasting d12, Stealth d6, Taunt d8

Pace: 6; **Parry:** 7; **Toughness:** 11

Edges: Berserk, Brawny, Hardboiled, Quick, Strong-Willed

Special Abilities:

- **Arcane Background (Black Magic):** Stone knows the *beast friend*, *blast*, *create abomination*, *pummel*, *quickness*, *stun*, and *warrior's gift* powers.
- **Demon:** +2 to recover from Shaken, immune to poison and disease, half-damage from non-magical attacks.
- **Familiar (Snake):** Stone's familiar is a serpentlike creature with human features. Use the profile for Cat (page 173).
- **Weakness (True Name):** Members of the Coven jealously guard their true names. Anyone who learns Stone's real name can issue him irresistible commands per the *puppet* power, even causing him to harm himself.

Rake

Rake has wispy white hair and a puritanical look about him.

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

Skills: Fighting d8, Intimidation d10, Notice d8, Persuasion d12, Spellcasting d12, Stealth d8, Taunt d6

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

Edges: Hardboiled, Strong-Willed

Special Abilities:

- **Arcane Background (Black Magic):** Rake knows the *create abomination*, *entangle*, *fear*, *fly*, *puppet*, and *teleport* powers.
- **Demon:** +2 to recover from Shaken, immune to poison and disease, half-damage from non-magical attacks.
- **Familiar (Bat):** Rake's familiar is a batlike creature with misshapen human features. Use the profile for Cat (page 173) but add Flight (Pace 14").
- **Weakness (True Name):** Members of the Coven jealously guard their true names. Anyone who learns Rake's real name can issue him irresistible commands per the *puppet* power, even causing him to harm himself.

FEARFUL SPECIMENS

"Fearful things are here and more are coming."

—Buzzard

Besides various mooks and hateful villains with personalities, there are also a dizzying array of slimy critters and weird monsters oozing their way down the Town's dark alleys. Here we present a pack of them to help you make life hell for your mooks and dames.

APE, LARGE

Use this for chimpanzees or orangutans — both of which are seen with depressing frequency in the town — as well as the occasional silverback gorilla. Apes in the Town sometimes burst into flames.

Attributes: Agility d10, Smarts d6 (A), Spirit d8, Strength d10, Vigor d10

Skills: Climbing d12, Fighting d10, Intimidation d8, Notice d6

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

Special Abilities:

- **Bite:** Str+d6.
- **Chest-Thumper:** Howling apes get +2 on Intimidation rolls.
- **Slam:** An ape can barrel into an opponent, bringing its full weight to bear. With at least 4" to charge and a raise on the Fighting roll, the ape inflicts Str+d8 damage and knocks the target back 1d6".
- **Size +2:** Apes are far bigger than the average joe.
- **Weakness (Spontaneous Combustion):** When an ape rolls a critical failure in combat, it bursts into flames and suffers 2d10 damage per round until extinguished.

AUTOMATON

This profile represents your run-of-the-mill steam powered or clockwork construct, from the servants in Alloy's mansion to the soldiers in some deranged engineer's metallic, world-dominating army. The automaton's gear suits its purpose: Servants need nothing more than a napkin, a silver tray, and hors d'ouvres, while military-grade automatons might have Tommy guns or flamethrowers for arms. Other automatons might be equipped with rocket boosters to enable flight, or may be bigger than average.

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

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

Pace: 4; **Parry:** 6; **Toughness:** 12 (4)

Gear: Tools and weapons suiting the automaton's function.

Special Abilities:

- **Armor +4:** Automatons are encased in steel plates.
- **Clamps:** Str+d8.
- **Construct:** +2 to recover from Shaken, no additional damage from called shots, immune to poison and disease.
- **Slow:** Automatons trudge along slowly, reducing Pace to 4.

BAT, GIANT

Giant bats are rare in the Town, but are encountered in the deepest depths of the Horse-Eater's Wood and the Hobo Jungle. Zombie Priest can summon one to act as a flying mount. Whispered rumors say vast flocks of these ravenous beats swarm in the skies over the Lost Temple of Egroeg.

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

Skills: Fighting d6, Notice d12, Stealth d10

Pace: 2; **Parry:** 5; **Toughness:** 4

Special Abilities:

- **Bite:** Str.
- **Echo Location:** Giant bats suffer no penalties for bad lighting, even in Pitch Darkness.
- **Flying:** Pace 8, Climb -2.
- **Size -1:** Giant bats are about the size of medium dogs in the body, and have nine-foot-long wingspans.

BOG LURK

Nobody knows exactly how bog lurks are created. Some professors of the occult suspect when someone dies with hatred in their heart, and their corpse sinks into the harbor or the swampy forests surrounding the Town, the rotting cadaver forms a bog lurk. The curse mixes in with that seething hatred, and soon a greenish-gray bruiser of a being grows in the muck. Then it crawls forth seeking revenge. Sometimes when bog lurks satisfy their revenge, they lose a little of that rage and settle down to become — more or less — gainfully employed.

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

Skills: Climbing d10, Fighting d10, Intimidation d8, Notice d4

Pace: 6; **Parry:** 8; **Toughness:** 12

Hindrances: Clueless, Illiterate

Edges: Block, Hardy, Improvisational Fighter, Two-Fisted

Special Abilities:

- **Dumb as a Rock:** Lurks suffer -2 on Smarts-based skill checks.
- **Fists:** Str+d6.
- **Size +2:** Bog lurks are usually taller and always broader than an average man.
- **Toughness:** Bog lurks are solid as tree stumps; add +2 to Toughness.
- **Weakness (Incantation of Malphastak):** If a bog lurk is forced to consume a corpse's head, and the Incantation of Malphastak is performed, the lurk gains the dead man's knowledge (and personality) for 1d8 days. This is equivalent to the Enemy (Major) Hindrance, due to all the sorcerous ~~things~~ trying to waylay bog lurks.

CHANGELING

"Hhsssss — !"

Also called "chugs" (as in Franky's pet phrase, "chug-headed troglodyte") or "chug heads," these things were born of Mother Corpse (page 170) by means of a powerful *create abomination* ritual cast by the Arab Priest. They're not much to worry about singly, but they tend to run in packs of 20–40 and delight



in swarming over victims. Hundreds of these terrors prowl near Lonely Street as the Plot Point Campaign begins, but only a few people know where they came from — so far.

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

Skills: Climbing d12, Fighting d8, Intimidation d6, Notice d6, Stealth d8

Pace: 8; **Parry:** 6; **Toughness:** 5

Special Abilities:

- **Bite/Claws:** Str+d4.
- **Glom:** Multiple changelings can "glom" together into a single, larger body — adding a die type in Strength and Vigor and gaining Size +1 for each additional chug head added to the mass. There's no real limit on how big they can get; at Size +9 they gain the Gargantuan Monstrous Ability (see *Savage Worlds*) and are capable of knocking down buildings. Absorbing an additional changeling takes one round. Changelings become a Wild Card when 10 or more of them "glom" together.
- **Lesser Shapeshifter:** As a free action, changelings can transform into any shape they wish, grow extra limbs, or additional eyes. The transformation takes one round. With additional eyes, he gains +2 to Notice checks and is immune to The Drop. They can sprout extra limbs at the rate of one per round, to a maximum of four. They can lengthen and narrow their bodies to ooze into small spaces.
- **Low Light Vision:** Halve the penalties for Dim and Dark lighting conditions.
- **Regeneration (Fast):** As long as it's not dead, as a free action a changeling makes a Vigor roll each round to heal damage. A success heals one wound (or removes Incapacitated status), or two wounds with a raise. Add +2 to recover from Shaken.
- **Size -1:** A changeling is rough the size of a toddler.
- **Weakness (Mother Corpse):** Changelings are spiritually tied to Mother Corpse (page 170). If her animating spirit is ever removed — by her creator the Zombie Priest, or by some other means — all the Town's changelings lose their Regeneration (Fast) Special Ability immediately, and dissolve into foul-smelling puddles over the following few days.

CHILD OF MIST AND MOON

"Tell me a story. A very good story. If I don't like your story, I keep your eyes."

A fairy-like creature, the child of mist and moon is an unerring message bearer. They are so long-lived, to a human they might as well be immortal. Zombie Priest kept one trapped in a glass jar for 13 years! The creature always demands a bargain — even something as trivial as a "good story" — in return for delivering a message. If a child of mist and moon agrees to carry the message, it seeks out the recipient unerringly within seven days, anywhere in the world.

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

Skills: Fighting d10, Notice d10, Spellcasting d12, Stealth d8

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

Special Abilities:

- **Arcane Background (Magic):** A child of mist and moon has 40 Power Points and knows the *boost/lower Trait, contact spirit world, curse, damage field, drain Power Points, entangle, invisibility, and teleport* powers.
- **Claws:** Str+d6.
- **Ethereal:** Children of mist and moon are ephemeral and never harmed by physical attacks, although they can be affected by magical items, weapons, and supernatural powers.
- **Flight:** Pace 14".
- **Low Light Vision:** Children of mist and moon halve the penalties for Dim and Dark lighting conditions.
- **Omen:** A child of mist and moon can deliver a message to anyone, anywhere in the world, but it must be given in the form of a slightly off-putting, supernatural omen.
- **Size -2:** A child of mist and moon is about the size of a cantaloupe.

CREEPING GREENTHING

This isn't a specific creature, per se, but a catch-all term applied to any number of leafy, slimy, mucky, stinky things that routinely crawl out of the swamps into the Town to harass and menace everyday folks. Grannies out after dark for a few cans of discount creamed corn better take care, lest one of these bastards be on the prowl nearby.



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

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

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

Special Abilities:

- **Bite/Claws:** Str+d6.
- **Size +1:** A creeping greenthing is taller and broader than a man.
- **Smother:** A greenthing that grapples its prey with a raise on the Fighting roll engulfs the poor sap in its slimy mass. See **Drowning** in *Savage Worlds*. For each round the greenthing maintains the grapple, the victim suffers a level of Fatigue from oxygen deprivation.

DOG, TWO-HEADED

This is your typical junkyard dawg, times two. Two heads, that is. Besides those blue flames billowing out of its mouths, it's just like any old dog. Yep.

Attributes: Agility d8, Smarts d8 (A), Spirit d6, Strength d8, Vigor d10

Skills: Fighting d8, Notice d10

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

Special Abilities:

- **Bite:** Str+d4. The dawg can attack adjacent targets with both heads each round, with no multi-action penalty.
- **Fear:** The sight of a two-headed dog provokes a Fear test.
- **Fiery Breath:** Two-headed dogs breathe blue flames using the Cone Template, up to once per head per round. Targets roll Agility at -2 to avoid the attack. Those who fail suffer 2d6 damage and must check to see if they catch fire. A head can't bite in the round it breathes fire.
- **Fleet-Footed:** Roll a d10 when running instead of a d6.
- **Go for the Throat:** A dog instinctively goes for an opponent's soft spots. With a raise on its attack roll, it hits the target's least-armored location.

ENTITY, INTERDIMENSIONAL

Any beastie and slimedog you can imagine might issue from some bizarre alternate dimension, looking to kill, maim, gamble, try on ladies' underpants, steal the cool side from every pillow, or driven by some as-yet-untold but equally nefarious desire. These stats describe an angry, tentacled, eyeball-studded mass that's conspicuously lacking in shapely women's bosoms. But take heart, intrepid dimensional travelers! Bosom-studded beings may yet await those with the unquenchable drive to hunt them down.

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d12, Vigor d12

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

Pace: 6; **Parry:** 6; **Toughness:** 11

Special Abilities:

- **Eyeballs:** Interdimensional entities gain +2 on Notice checks related to sight.
- **Size +3:** Entities from other dimensions come in all sizes; this one is as big as a bear.
- **Tentacles:** Str+d6, Reach 1. An interdimensional entity may make up to six attacks each round with no multi-action penalty.

GOAT

Goats are stubborn and a little scary. Some say they got a little of the Devil in them. Don't mess with goats.

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

Skills: Climbing d8, Fighting d4, Notice d6

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

Special Abilities:

- **Butt:** Str+d4.
- **Size -1:** A goat is the size of a large dog.

GOBLIN

Goblins are old, Irish, and as ill-tempered as your grandma Katherine. They don't often get involved in matters of human beings — luckily for us — but when they do their goals involve preserving their honor and licking the tar out of some sad sack. As is typical for fairy creatures of myth, goblins are prone to offer deals and bargains that seem enticing at a glance, but bear hidden repercussions. Goblins consider human beings a delicacy — more tasty dead than alive, if we're being

honest — but they have to make a deal or best one in combat to acquire him as food. That said, even if they win they're willing to wait a few decades until the poor sap dies of natural causes.

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

Skills: Climbing d6, Fighting d10, Intimidation d10, Notice d6

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

Special Abilities:

- **Bite:** Str+d6.
- **Fists:** Str+d4. A goblin can attack with both fists in one round for no multi-action penalty.
- **Goblin's Rights:** A goblin eats anyone he bests in combat or bargains with for rights to their body...but maybe not right away.
- **Growth:** In a single round, a goblin can grow to any size up to and including a small elephant (Size +5), with a Strength score equal to d12 plus the Size modifier (e.g., a goblin that grows to Size+4 has Strength d12+4). If the goblin grows to Size +4 or larger, opponents gain +2 on their attack rolls.
- **Immortal:** From a human standpoint, goblins may as well be immortal. One of them can live for as long as 1,500 years, provided nobody gets angry and kills 'em along the way.
- **Size -1:** In their normal form, goblins are similar in size to a very small human.

HAG

The Zombie Priest has a number of these ghostly witches in his employ. They also lurk in the Hobo Jungle's swamps, building cheap huts and waylaying children and whatnot. They're adept at spellcasting, hell-demons in combat, and pretty good at being nursemaids to chug-headed troglodytes.

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

Skills: Fighting d10, Intimidation d10, Notice d10, Spellcasting d10, Stealth d12

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

Special Abilities:

- **Arcane Background (Black Magic):** Hags know the *bolt*, *boost/lower Trait*, *fear*, and *puppet* powers.
- **Bite/Claws:** Str+d6.
- **Ethereal:** Hags are never harmed by physical attacks, although they can be

affected by magical items, weapons, and supernatural powers.

- **Low Light Vision:** Halve the penalties for Dim and Dark lighting conditions.
- **Size +1:** Hags are taller and more fearsome than a man.

HARPY

These flesh-eating creatures appear as sensual and comely members of the opposite sex to lure their prey. So a pair of them might take on the forms of shapely women in a burlesque house to better take advantage of the surroundings. In their natural form, they look like enormous, anthropomorphic buzzards. Naturally, they subsist on human flesh...what'd you expect, fella?

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

Skills: Fighting d10, Intimidation d8, Notice d8, Stealth d8

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

Special Abilities:

- **Beak/Claws:** Str+d6. A harpy can attack with both claws and beak each round with no multi-action penalty.
- **Flight:** Pace 12". In their natural form, harpies have wings with which to soar.
- **Low Light Vision:** Harpies halve the penalties for Dim and Dark lighting conditions.
- **Shape Shift:** Harpies can assume the form of extremely desirable men or women in order to lure prey. They like to get a victim all hot and bothered before they reveal their true form and go in for the kill. A character with the Amorous Hindrance suffers a -4, rather than the usual -2, to resist Persuasion in Tests of Will or Social Conflicts with harpies.
- **Size +2:** Harpies in their natural form are far larger than men.

HAUNTED CAR

Once a vehicle gets accustomed to running on Mr. Corpus's Miraculous Motor Fuel, it develops a taste for the stuff. And your average car gets "accustomed" after just one tank. If it's deprived of zombie juice, the car, truck, or motorcycle becomes possessed and hunts the living. The haunted car's true goal is to force people to give it Mr. Corpus's fuel, but it settles for murdering a bunch of people along the way.



Use the statistics for the vehicle in question, but add Smarts d8, Spirit d10, and the Special Abilities listed below to represent the evil spirit inside. The car suffers wounds just like other **Vehicles** — see *Savage Worlds*. When it's "wrecked," it's Incapacitated.

Sometimes haunted cars toy with their victims, letting them drive for a while, and other times they run down random pedestrians. Depends on the haunted car. Every once in a blue moon, one of these abominations "falls in love" with its owner, becomes murderously jealous, and methodically slays those close to him. Like we said, depends on the haunted car.

Special Abilities:

- **Armor:** The car's Toughness applies to every part of the vehicle, even the windows.
- **Asphyxiation:** A haunted car can suffocate anyone trapped inside it

by forcing carbon monoxide into the passenger compartment. Each round, a victim must make a Vigor roll or suffer a level of Fatigue. An Incapacitated character dies in a number of rounds equal to half his Vigor. If someone gets to the victim within five minutes of death, he can be resuscitated with a Healing roll (-4).

- **Door Control:** The car can hold its doors closed or open them. Anyone trying to force the doors makes an opposed Strength roll against the car. Small cars have a Strength of d6, medium-sized vehicles d8, mid-sized trucks d10, and large trucks d12 or more.
- **Fearless:** Haunted cars are immune to Fear and Intimidation.
- **Regenerate (Slow):** A haunted car makes a natural healing roll every day. Dents pop out, tires reinflate, bumpers reattach, and so forth. Even crushing a haunted car is only a temporary setback. Only fire or the *banish* power can permanently destroy the vehicle.

KANGAROO

Sure, laugh all ya want...but ya ain't never had no worse beating than you're liable to receive from a boxing kangaroo's gloves. Crooked bastards load 'em with lead shot, what some folks call a Cincinnati Sap.

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

Skills: Fighting d10, Notice d6

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

Special Abilities:

- **Kick:** Str+d8. If a kangaroo scores a raise on its Fighting roll to kick, the target flies backward 2d6". See the **Knockback Setting Rule** on page 38.
- **Leap:** A kangaroo with enough room to do so can leap forward 2" and punch, gaining a +2 to the attack roll and to damage.
- **Punch:** Str+d6. A kangaroo punches twice each round—once with each fist—with no multi-action penalty. If the kangaroo's gloves are loaded with lead shot, they deal Str+d6+2 damage.

OCTOSLUG

These crafty creatures look like hippopotamus-sized green caterpillars with purple spots. When they ingest a human—

which they prefer to do on a regular basis—they can use the poor sap's likeness as a lure to misdirect or draw more humans to their doom. Octoslugs are employed by Fishy Pete and some mafia families, spreading false rumors and innuendo like nobody's business.

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

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

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

Special Abilities:

- **Bite:** Str+d6.
- **Lure:** The octoslug can use the guise of any person it has consumed as a lure, adding +2 to its Persuasion rolls.
- **Swallow:** An octoslug that scores a raise on its Fighting roll swallows the target whole. Swallowed targets suffer 2d8 damage per round until they are digested or the slug is killed.
- **Size +3:** An octoslug is as big as a hippopotamus.
- **Wall Walker:** An octoslug walks on vertical surfaces normally, or inverted surfaces at half Pace.

RAT, GIANT

These dog-sized horrors infest the appropriately named Rat Alley, but are also common in the Town's sewers and at the dump. They're almost entirely carnivorous, and can smell blood from a quarter-mile off.

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

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

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

Special Abilities:

- **Bite:** Str+d4.
- **Infection:** Rats are infested with disease. Anyone wounded by a giant rat's bite contracts a Short Term, Debilitating Disease (Vigor -2, see *Savage Worlds*).
- **Size -2:** Giant rats are roughly the size of cats or small dogs.
- **Small:** Attackers subtract 2 from attack rolls directed at giant rats.

SEWER KID

The Town's got a lot of orphans. Most end up in an orphanage somewhere, others end up in the streets and most likely prey for monsters or gangsters. Hey—nobody said

life in the Town was easy, petunia. Some kids end up in the sewers, where the ones that survive go feral and become like screeching, biting animals. Y'know, even *moreso* than little kids already are.

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

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

Pace: 8; **Parry:** 6; **Toughness:** 5

Hindrances: Small

Special Abilities:

- **Alert:** Sewer kids receive a +2 on Notice checks.
- **Bite:** Str+d4.
- **Frenzy:** A sewer kid can bite twice in one round, with a -2 to both Fighting rolls.
- **Speedy Lil' Bastard:** Sewer kids have Pace +2, roll a d8 run die, and have the Quick Edge.
- **Weakness (Bright Lights, Loud Rackets):** Sewer kids are startled by loud noises and bright lights, such as firecrackers, gunshots, a raging fire, and magical effects with flashy Trappings. When confronted with something bright and scary, a sewer kid has to make a Fear test at -2.

SKUNK APE

The shy skunk ape lives in the backwoods and deep forests, where it lazes about all day while fungus and toadstools grow along its furry shoulders. It's not really evil at heart, the skunk ape just has a deep and abiding love for pie. A deep, abiding, ravenous, obsessive, compulsive, psychotically intense love for pie. Especially blueberry.

Attributes: Agility d10, Smarts d4, Spirit d8, Strength d12+2, Vigor d12

Skills: Climbing d10, Fighting d10, Intimidation d8, Notice d8, Tracking d8

Pace: 8; **Parry:** 7; **Toughness:** 12 (2)

Special Abilities:

- **Armor +2:** The creature's furry hide and rash of growths provide protection.
- **Berserk:** A skunk ape that smells pie (any flavor) or cough syrup (catnip to the wild skunk ape) must succeed on a Smarts roll or go totally apeshit, per the Berserk Edge in *Savage Worlds*. If the pie is blueberry, the roll receives a -4 penalty. The beast's rage doesn't end until all pies are removed from the area or the skunk ape consumes them.

• **Bite/Claws:** Str+d8.

• **Improved Frenzy:** A skunk ape may make two attacks each round with no penalty.

• **Low Light Vision:** Halve the penalties for Dim and Dark lighting conditions.

• **Size +2:** A skunk ape is about as big as one sasquatch.

• **Stench:** Anyone adjacent to a skunk ape rolls Vigor each round to avoid a level of Fatigue. The odor's horrible—like rotten, old-people's feet—but it can only cause one Fatigue level.

• **Weakness (Cheap Hooch):** Skunk apes have a weak spot for cheap moonshine. Faced with an enticing bottle, the ape must succeed on a Spirit roll at -2 or drink until the hooch is gone.

SNAKE-RIDDLED

People who eat the worm at the bottom of a bottle of Papa Boyle's White Lightnin' Rattler Venom are the life of the party. Their bodies also become infested with a supernatural parasite—*devil snakes*, for lack of a better term—that makes them faster, tougher, and stronger. They're also mentally enthralled to the Boyles. Known as the snake-riddled, they kill and infect others without remorse.

Snake-riddled look like regular people, but their eyes stare unnaturally and they walk with a crooked, halting gait. Close inspection and success on a Notice roll at -2 reveals the devil snakes that writhe under the victim's skin. They have no free will, acting only on the Boyles' commands (or on the command of anyone who wears an Ouroboros Bracelet—a Relic that confers total control over them).

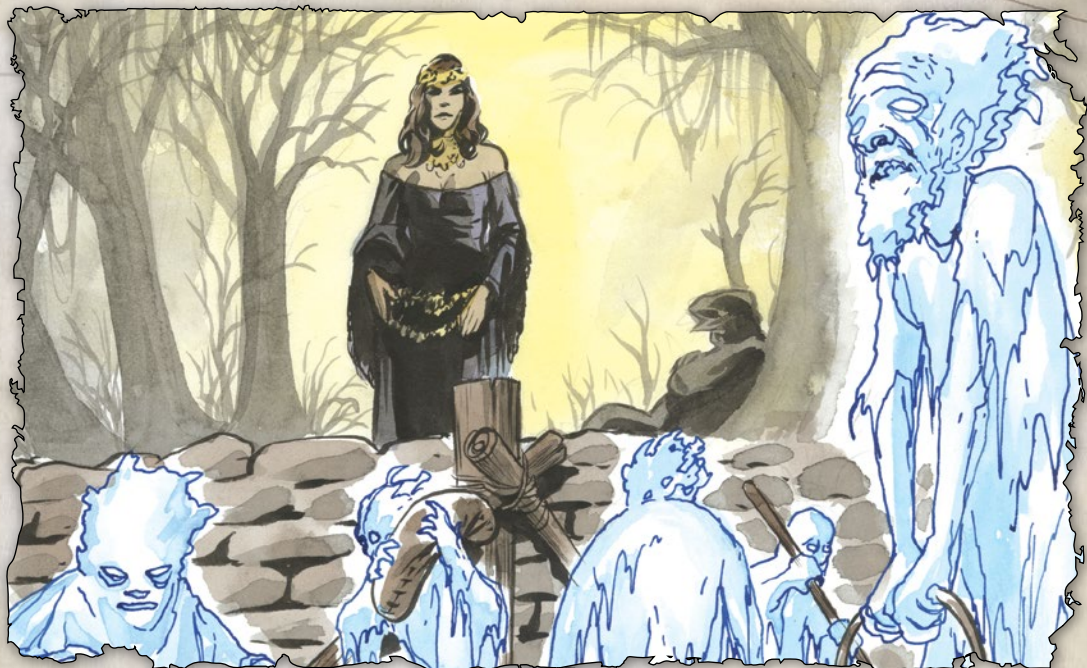
Attributes: Agility d10, Smarts d4, Spirit d6, Strength d12, Vigor d10

Skills: Fighting d10, Notice d4, Shooting d8, Stealth d8

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

Special Abilities:

- **Armor +1:** The snake-riddled's skin turns rubbery and resilient.
- **Burrow:** Pace 12. A snake-riddled can dig into raw earth and move through it at will.
- **Punch:** Str+d4. Devil snakes coil around the carrier's forearms, lending power.
- **Spit Larva:** With a Shooting roll at -6 for a Tiny target, a snake-riddled spits larva into a target's mouth to infect them with devil snakes. No roll is required to spit larva into a helpless victim's gullet, or



into the mouth of someone the snake-riddled is kissing. The victim gets a Vigor roll at -4 to cough up the larva. If it goes down his throat, he becomes snake-riddled in 1d6 days. It's up to the GM whether there's any cure.

SPIRIT

Use these profiles to represent the legions of ghosts and spirits that dwell in and around the Town. Personalize their appearances as appropriate to the tale. If a particular haunt is central to your story, he or she might be a Wild Card at the GM's discretion. Spirits called up with the *contact spirit world* power are usually Extras.

Spirit, Lesser

Lesser spirits don't retain much of their personality from life. They're mostly reduced to the driving emotion they experienced at death and carried into the beyond. So you got your sad ghosts, your angry ghosts, your spooks bent on revenge, that sort of thing. They can communicate in a rudimentary fashion, but mostly get off on being poltergeists—flinging objects and rattling bed frames to terrify the living.

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

Skills: Fighting d6, Notice d6, Stealth d10, Throwing d10

Pace: 8; **Parry:** 5; **Toughness:** 5

Special Abilities:

- **Ethereal:** A spirit is immaterial and cannot be harmed by normal weapons, although magic and magical items affect it normally.
- **Fear:** Anyone who sees a lesser spirit makes a Fear test.
- **Invisible:** Spirits are invisible, but become visible at will (to communicate or cause Fear). Attacks against an invisible target—assuming someone knows the spirit is present—are made at -6.
- **Poltergeist:** Once a day, a lesser spirit can create a vortex of objects in a Large Burst Template, which lasts for 2d6 rounds. The spirit may move the vortex up to 2d6" per round (an action), and it deals 2d4 damage per round to anyone in it.
- **Weakness (Banish):** Successful use of the *banish* power sends a phantom back to the land of the dead. Most ghosts can also be permanently laid to rest if a mook can put the spirit's unfinished business to rest.

☞ Spirit, Normal

"Normal" spirits are true ghosts, ethereal entities that retain most of their memories and personality from life. They are far more knowledgeable and communicative than their lesser counterparts, but they also tend to have more opinions.

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

Skills: Fighting d8, Intimidation d10, Notice d10, Stealth d12, Taunt d8

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

Special Abilities:

- **Anchor:** Each spirit has an “anchor” that ties it to the world of the living. An anchor can be a home, battlefield, the spirit’s former body, or any place or person that was important to it in life. Spirits cannot travel more than a mile from the anchor, but if it moves they go with it.
- **Death Visage:** A spirit can reveal its most heinous form—its appearance at death—forcing those who witness it to make a second Fear check with a -2 modifier.
- **Ethereal:** A spirit is immaterial and cannot be harmed by normal weapons, although magic and magical items affect it normally.
- **Fear:** Anyone who sees a spirit makes a Fear test.
- **Icy Grasp:** A spirit’s touch deals 2d6 nonlethal, icy damage. Only magic armor protects against this effect.
- **Invisible:** Spirits are invisible, but become visible at will (to communicate or cause Fear). Attacks against an invisible target—assuming someone knows the spirit is present—are made at -6.
- **Night Terrors:** A spirit can affect the dreams of all those within its “domain”—a one-mile radius surrounding its anchor. Each night, the phantom makes an opposed Spirit roll against everyone in range. Those who fail suffer terrible nightmares and almost no sleep, gaining a level of Fatigue that fades after a good night’s rest. This Fatigue can Incapacitate but not kill.
- **Weakness (Banish):** Successful use of the *banish* power sends a phantom back to the land of the dead, as does the destruction of its worldly anchor. Most ghosts can also be permanently laid to rest if a mook can put the spirit’s unfinished business to rest.

SQUID, GIANT

“Viva la revolution!”

Sure, it’s funny to *think* about a giant squid leapin’ out of the water and onto the hood of a passing car, clackin’ that razor-sharp beak and wavin’ tentacles every which-a-way. But in practice, it ain’t all that funny when the squid bites through the windshield and takes off the driver’s nose—consider the bloody spray and all that screaming—or when the

car careens through three food stalls and splashes into the harbor. Let’s not get into the horror that ensues when the biplanes, balloons, and zeppelins of the Communist Airborne Mollusk Militia swoop out of the skies and ruin your picnic.

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

Skills: Fighting d10, Intimidation d8, Knowledge (Marxist Theory) d10, Notice d8, Piloting d8, Swimming d10

Pace: 4; **Parry:** 7; **Toughness:** 13

Special Abilities:

- **Aquatic:** Pace 10”.
- **Balloon Rig:** Pace 8”. Squids are slow on land; most of them fly around on hot-air balloon rigs that allow greater Pace and the ability to descend unexpectedly from above.
- **Bite:** Str+d8.
- **Large:** Attackers receive a +2 to assault a giant squid.
- **Size +6:** Your typical giant squid is as big as a bull elephant. A few massive specimens grow to a Kraken-like size of +10.
- **Tentacles:** Str+d6. A squid can attack or grapple with up to six tentacles per round with no multi-action penalties. Tentacles have Toughness 7 and can withstand one wound before being severed. This doesn’t hurt the squid appreciably, but reduces its combat ability.

TURTLE, SNAPPING

These big mommas live in the depths of the Hobo Jungle, not bothering much of anyone. They grow as big around as hula hoops, though, so that’s something to watch out for. They also look almost like dinosaurs, with a shell that’s seemingly made of fused-together armor plates. Most of the time they rest beneath the swamp’s surface (+4 to Stealth), waiting for prey to walk by. When provoked they can take a man’s hand off with one snap of the jaws. They say a snapping turtle’s how good ol’ Flem “Falsetto” Crandall got his wonderful singing voice.

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

Skills: Fighting d10, Notice d8, Stealth d10, Swimming d8

Pace: 2; **Parry:** 7; **Toughness:** 12 (4)

Special Abilities:

- **Aquatic:** Pace 8”. Snapping turtles can hold their breath for almost an hour.

- **Armor +4:** A snapping turtle that retracts into its shell is very well protected.
- **Bite:** Str+d10.
- **Size +1:** A full-grown snapping turtle weighs close to 800 lbs.

TWEEN

Boy bands and sparkly vampires...who can be responsible for unleashing these and other horrors on an unsuspecting world? Tween girls, that's who. You know that age they hit, where you ain't quite sure if she's even human anymore? Some of 'em *ain't*.

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

Skills: Climbing d10, Fighting d10, Intimidation d12, Notice d8

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

Special Abilities:

- **Bite/Claws:** Str+d6.
- **Greater Shapeshifter:** As a free action, a tween girl can transform into any shape she wishes, grow extra limbs, additional eyes, or any combination of these. The

transformation takes one round. With additional eyes, she gains +2 to Notice checks and is immune to The Drop. She can sprout extra limbs at the rate of one per round, to a maximum of four. She can lengthen and narrow her body to ooze into small spaces. She can even grow in size and might—gaining Size +1 and an added die type in Strength and Vigor for each round spent shapeshifting—to a maximum Size +2 and Strength and Vigor d12+1.

- **Low Light Vision:** Halve the penalties for Dim and Dark lighting conditions.
- **Screech:** A tween can cut loose with a scream high-pitched enough to make a full-grown man weep. The screech affects a Large Burst Template centered on the tween. She makes an Intimidation roll opposed by the Spirit roll of each person in the area. If she succeeds, a target is Shaken. On a raise a target is Shaken and suffers a level of Fatigue (which can Incapacitate but not kill, and fades at the rate of one level per hour of blessed peace and quiet).
- **Size -1:** In its normal guise, a tween girl is the size of a regular kid. Maybe a little on the tall side.

VAMPIRE

That's one of the worst things about life in the Town: all the damn vampires. These bloodsuckers come in all varieties, but most of the lesser ones tend toward comic relief.

Vampire, Lesser

Lesser vampires cover just about every sort you can think of: the goths, the sparkly variety, Count Dracula wannabes, nosferatu, Varney-ites, all that jazz. They're usually better at bemoaning their lot in unlife than they are at spreading fear, and they conform to most of the vampiric clichés.

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

Skills: Climbing d4, Fighting d8, Intimidation d6, Notice d6, Stealth d8

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

Special Abilities:

- **Bite/Claws:** Str+d4.
- **Blood Drain:** If a vampire grapples a foe it may drain blood each round with success on the Strength test. A success causes the victim a level of Fatigue, or



two with a raise. This Fatigue can kill, and fades at a rate of one level per day.

- **Frenzy:** Vampires can make two attacks per round with a -2 penalty to each attack.
- **Invulnerability:** Vampires can only be harmed by their Weaknesses. They may be Shaken by other attacks, but never wounded. This seems like a huge advantage until you consider the fact that *everyone* knows a vampire's Weaknesses.
- **Sire:** Anyone who is blood-drained to death by a vampire rises as a vampire in 1d4 days.
- **Undead:** +2 Toughness, +2 to recover from Shaken, called shots do no extra damage (except to the heart—see below).
- **Weakness (Sunlight):** Vampires catch fire if any part of their skin is exposed to direct sunlight. After that they suffer 2d10 damage per round until they escape the sun's fiery rays or they are dust. Armor offers no protection.
- **Weakness (Holy Symbol):** A character with a holy symbol may keep a vampire at bay by displaying a holy symbol. A vampire who wants to directly attack the victim must beat her in an opposed test of Spirit.
- **Weakness (Holy Water):** A vampire sprinkled with holy water is Fatigued. If immersed, he combusts as if it were direct sunlight (see above).
- **Weakness (Invitation Only):** Vampires cannot enter a private dwelling without being invited. They may enter public domains as they please.
- **Weakness (Stake Through the Heart):** A vampire hit with a called shot to the heart (-4) must make a Vigor roll versus the damage. If successful, it takes damage normally. If it fails, it crumbles to dust.

☞ Vampire, Greater

Lesser vamps are good for kicks, but it's the greater vampires what'll kill ya. Sort of a vampire ghost—a succubus or even an incubus, if you like—the greater vampire stalks mortals looking like a knockout of a phantasm, draining life force until they wither away. They're difficult to fight, and even harder to kill.

The Traits below apply to the greater vampire's wandering phantom. Its corpse-anchor remains in a well-hidden coffin, drifting in torporous slumber. The body can't act, move, or sense its surroundings. The corpse-anchor is Invulnerable and can



only be harmed by the vampire's weaknesses: sunlight or a stake through the heart.

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

Skills: Fighting d8, Intimidation d8, Notice d10, Stealth d10

Cha: +4; **Pace:** 8; **Parry:** 6; **Toughness:** 7

Special Abilities:

- **Anchor:** A greater vampire's anchor—the object that ties it to the world of the living—is its corpse. A vampire can't travel more than a mile from its anchor, but if it moves they follow.
- **Ethereal:** A greater vampire's phantom is immaterial and cannot be harmed by normal weapons, although magic and magical items affect it normally.
- **Life Drain:** Each night, a greater vampire visits the dreams of victims within its "domain"—a one-mile radius surrounding its corpse-anchor—and drains their lives for sustenance. The phantom makes an opposed Spirit roll against the Victim. On a success the victim loses a die type of Vigor and suffers a level of Fatigue (which does not fade until all lost Vigor returns), or two levels of Vigor with a raise. If Vigor is reduced to zero, the victim dies. If the greater vampire is killed, Vigor returns at a rate of one die type per day.
- **Very Attractive:** When we said knockout, we meant it. Whether male or female, a greater vampire's sultry good looks give it +4 Charisma.

- **Weakness (Banish):** *Banishment* sends a greater vampire's phantom back to its corpse-anchor for 1d6 days, after which it wanders again in search of delicious living souls.

WOKY

"Just a question. Answer it and I'll give you Mother Corpse. Answer it incorrectly and I take you to Hell, where tiny insect swines will suck the juice from your eyes. Deal?"

A woky is a guardian demon, summoned from Hell into a wooden figure to keep watch over some person or item. The woky animates the wood and grows to massive, terrifying proportions. It's said that nothing can be taken from a woky without a deal being struck, but that's not due to any supernatural compunction. It's more a case of the woky being so intimidating and leather-tough, hardly any mortals could ever whip it. If a woky's charge is somehow stolen, the demon stops at nothing to track down the thieves and take revenge. A woky that's killed in combat is banished back to Hell.

Attributes: Agility d10, Smarts d8, Spirit d12, Strength d12+4, Vigor d12+2

Skills: Fighting d12, Intimidation d12, Notice d12, Spellcasting d10

Pace: 8; **Parry:** 8; **Toughness:** 18 (2)

Special Abilities:

- **Arcane Background (Black Magic):** A woky knows the *boost/lower Trait*, *deflection*, and *smite* powers.



- **Armor +2:** A woky's skin is as tough as a tree's bark.
- **Claws:** Str+d8. A woky's claws are the size of swords.
- **Damnation:** If anyone enters into a bargain with the woky and can't hold up his end, or if the woky defeats some poor sap in combat, the demon drags the victim to Hell, body and soul. A fiery hole opens up, the woky jumps in with the victim, and if he or she belonged to a player you may as well grab a fresh character sheet, slappy.
- **Demon:** +2 to recover from Shaken, immune to poison and disease, half-damage from non-magical attacks except cold iron.
- **Fearless:** A woky is immune to fear and Intimidation.
- **Improved Frenzy:** A woky may make two claw attacks each round with no penalty.
- **Large:** Attackers gain a +2 bonus to hit a woky.
- **Size +7:** A woky stands as tall as a two-story house.
- **Weakness (Cold Iron):** A woky takes normal damage from cold iron weapons.

ZOMBIE

You can't *kill* zombies; they're already dead. You can, however, plant an axe in their skulls and that takes care of 'em pretty damn quick. More often called "slackjaws," "meat sacks," or "worm pie," these maggot-riddled groaners infest Lonely Street in vast numbers. They're also encountered in dark alleys all over the city, so night owls best keep their peepers peeled. Ideally (from their point of view), they attack in a mob, drowning victims in a wave of rotting, bitey flesh.

Most slackjaws are *groaners*: dumb-as-a-box-of-rocks fiends howling for brains (though some prefer tongue, gizzard, entrails, or other — *ahem* — more delicate bits) and not much else. They're smart enough to crudely parrot a show tune if a more accomplished crooner takes the lead, but more complex cogitatin' eludes them.

A few worm pies — those with the most "personality" — return from the dead with their wits intact. These are *talkers*. The Zombie Priest's sidekick Lazlo (see page 170) and Willy Nagel (page 146) fall into this category, so they get their own profiles. The statistics below apply to garden-variety undead morons, so add a few die types in Smarts

and maybe an Edge or two for slackjaws what retained their innate quirks.

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

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

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

Special Abilities:

- **Bite/Claws:** Str.
- **Invulnerability:** Zombies can be Shaken, but not wounded by anything but their Weakness (see below).
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.
- **Weakness (Head):** Shots to a zombie's head damage the brain, and thus inflict normal damage.



INDEX

- A**
- Abercrombie 147
 - Agent James Grisly 129
 - Alloy, Dr. Hieronymous 147
 - Alloy Mansion 32, 51
 - Ammunition 23
 - Ape, Large 177
 - Arab Priest, The 174
 - Arcane Background
 - Black Magic 54
 - Magic 38
 - Miracles 55
 - Weird Science 39
 - Armor 23
 - Automaton 177
- B**
- Bat, Giant 177
 - Beat Cop 157
 - Big Bertha 73
 - Biog 162
 - Blank, Harrison 149
 - Bog Lurk 17, 177
 - Boneyard 35, 52
 - Booze. See Setting Rules
 - Boyles, The 163
 - Bruno 148
- C**
- Cade's Island Maximum
 - Security Prison 35, 52
 - Cade's Island Prison Ferry 33, 51
 - Cannibal 139
 - Changeling 178
 - Chapel Guardian 97
 - Charisma 11
 - Chester, the Catacomb
 - Keeper 135
 - Child of Mist and Moon 179
 - Chinatown 33, 51
 - Chupa Loco's Cantina 33
 - Citizen 158
 - Cloyd 149
 - Common Gear 23
 - Coven, The 174
 - Creeping Greenthing 179
 - Currency 23
- D**
- Davis, "Brick Head"
 - Johnny 150
 - Death Orb 117
 - Decaster House 33, 51
 - Demeter 150
 - Derived Stats 11
 - Dire Octoslug 107
 - Dlite, Roxi 150
 - Docks, The 33, 51
 - Dog, Two-Headed 179
 - Dümüsujül, Taliba 151
- E**
- Edges 11, 14
 - Background 14
 - Combat 15
 - Legendary 16
 - Professional 15
 - Social 16
 - Weird 16
 - Entity, Drakston 151
 - Entity, Interdimensional 180
 - Explosives 24, 31
- F**
- Fairy 123
 - Familiar, Cat 173
 - Fishman 18, 158
 - Fishy Pete 164
 - Fizren the Dire Wolf 124
 - Fritz & Jocko 165
 - From Hell's Heart, We Bite
 - at Thee! 67. See also Plot
 - Point Campaign
- G**
- Gangster 158
 - Gilda 151
 - Ginny "the Candle"
 - McGillicuddy 105
 - G-Man 158
 - Goat 180
 - Goblin 180
 - Goon's Crew
 - Buzzard 143
 - Franky 142
 - Goon 142
 - Merle the Werewolf 144
 - Mudd Brothers, The 145
 - Willy Nagel 146
 - Grave, Houstus 165
 - Great Zombie Chimp, The 166
 - Greedy Gut 167
 - Grievous Yarns
 - ☛ Absence of Power 104
 - ☛ Gang War 114
 - ☛ Right Hook and a Double-Cross 118
 - ☛ The Bloody Mystery of Lighthouse Island 106
 - ☛ The Deathly Life of Old Gil 112
 - ☛ Thick as Thieves 125
 - ☛ Bottoms Up! 108
 - ☛ Kid With the Eyeball 116
- H**
- Hag 180
 - Hagenbeck, Warden 152
 - Hand Weapons 28
 - Harpy 181
 - Haunted Car 181
 - Heavy Weapons 44
 - Hindrances 10, 13
 - Hobo 18, 159
 - Hobo Jungle 35, 52
 - Horse-Eater's Wood 35, 53
- I**
- Interludes 125
 - Isabella 152
- J**
- Jim "the Shark" Sharkey 120
 - Joey Dantini 72
 - Johannsen, Stella 152
- K**
- Kangaroo 182
 - Kid 159
 - Kid Cleveland 93
 - Kid Gargantuan 152
 - Knockback. See Setting Rules
 - Knockout Blows. See Setting Rules
- L**
- Labrazio 168
 - Lagarto 169
 - Lazlo 170
 - Leaky Bucket Home for the Incontinent Elderly, The 33
 - Legend of Horse-Eater's Wood 49
 - Lettieri, Carrado 170
 - Lighthouse Island 35, 53
 - Little Unholy Bastards, The 153
 - Lonely Street 33, 51
 - Longfingers 175
 - Lost Temple of Egroeg 35, 53
 - Lottie Dee 127
- ☛ Terror at the Lost Temple 136
- ☛ The Great Cream Corn Recall 115
- ☛ The Repulsive Habits of Goblins 122
- ☛ The Z-Team 139
- ☛ This is Your Brain Over Eggs 129
- ☛ Truncheons & Agonies 133

M

Madame Elsa's Burlesque
House 33, 51
Mad Scientist 159
Making Characters 10
Malone, Carjack 153
McGreg Home for Illegitimate,
Wayward, and Possibly
Homicidal Youths 34, 52
McGreg, Old Lady 153
Miraculous Motor Fuel 76
Misery Never Dies 56
Momo 153
Mongoloid Twins 166
Monstrous Ability 165
Moonlight Firefly 34, 52
Moon Pie Boyle 164
Mother Corpse 170
Mr. Wicker 171
Mug 140

N

New Powers
Contact Spirit World 39
Create Abomination 54
Curse 41
Zombie 55
Newsstand 34
Noodles, Charlie 153
Norton 154
Norton, Momma Jalia 154
Norton's Pub 34, 52
Null, The 132

O

Octoslug 182

P

Pace 11
Parry 11
Personal Tragedies 101
Plot Point Campaign
Issue #1: West Side
Rumble 70
Issue #2: Ain't It a Gas! 74
Issue #3: Snakes in the
Grass 79
Issue #5: Go! Go!
Embargo! 87
Issue #6: Don't Eat the
Worm 91
Issue #7: Fangs and the
Fury 94
Issue #8: Against the Snake
God 101
Police Detective 159
Pontani Sisters, The 154
Powers
Create Abomination 54
Zombie 55
Private Eye 160
Professor Warren Intrinsic 128

Psychic Seal 154
Psychic Seal's Office 35, 52

R

Race 10
Races
Creating 16
Sample 17
Railyards 35, 52
Rake 176
Randall Boyle 163
Random Encounters 58
Ranged Weapons 30
Rat Alley 35, 52
Rat, Giant 182
Reginald Higginbotham,
Sir 136
Relics 42
Reverend Papa Grits
Boyle 163
Roscoe 155

S

Santino, Mirna 155
Santino, Stewart "Skinny" 155
Schneider, Vick 156
Screamin' Banshee 93
Sea Hag 172
Setting Rules 36
Anecdotal Non
Sequiturs 36
Comedy or Tragedy 36
Gettin' the Clues 37
Hittin' the Sauce 37
Knockback 38
Knockout Blows 38
Misery Never Dies 41, 56
Sewer Kid 182
Shandelbuck, Dolores 156
Skills 12
Perform 12
Skills
Knowledge (Languages) 12
Skunk Ape 183
Slackjaw 18
"Snakebite" Verna Boyle 164
Snake God, The 103
Snake-Riddled 183
Soldier 160
Sorcerer 160
Spade 175
Spider 18, 156, 160
Spindle 176
Spirit 184
Lesser 184
Normal 184
Spirit Worlds 57
Spirit Worlds, The 57
Spurlocke 140
Squid, Giant 185
Stone 176

T

Tables
Candy Effects 88
Complications 65
Enemies 64
Fortune 62
Gear 26
Gone Wrong in the
Head 46
Hobo Jungle
Encounters 136
Lifetime of Woe Table 66
Misery Never Dies 56
Negative Racial Traits 22
Nonplayer Characters 63
Obstacles 61
Positive Racial Traits 20
Relics 44
Superhuman Strength 44
Virtue Recovery 45
"What's the Plan?" 60
Tapping the Curse 55
T-Bot 5000 140
The Ball," Joey 149
Thirsty Saddle, The 35
Tiny Eyeballs (Swarm) 117
Toughness 11
Turtle, Jimmy 157
Turtle, Snapping 185
Tween 186

U

Undead 165

V

Valentine, Peaches 157
Vampire
Greater 187
Lesser 186
Vehicles 25, 31
Virtue 11, 45, 57
Vortex: The Hill That Eats 85

W

Weapons 24
Weird Shit Happens! 47
Werewolf 19
Woky 188
Wrong Way Pub 35, 52

Y

Yao, Xiang 172

Z

Zombie 189
Zombie Priest 172



ERIC POWELL '04

For the Goon and his loyal sidekick Franky, life in the Town ain't nothin' but misery. As if rampant poverty and violence weren't enough—as if monsters and rampaging robots didn't cause enough trouble for a gangster trying to protect his turf—now the Zombie Priest has come to town to raise up an army of the dead. And only your lugs and dames can stop him! Unless the Town's curse gets you first...

The Goon™ Roleplaying Game drops you into Goon's crew for grievous yarns of gangland horror, zombie Noir, and slapstick Grand Guignol all wrapped up in a package that's sure to offend yer grandma. Get ready for wicked inclinations, heaps of ruination, and occasions of revenge!

The Goon™ Roleplaying Game requires the Savage Worlds core rules to play.

PINNACLE
ENTERTAINMENT GROUP

www.peginc.com