



THE SIXTH GUN

CIRCLE THE WAGON



THE SIXTH GUN

A Savage Worlds Adventure By Scott A. Woodard.
Based on *The Sixth Gun*, by Cullen Bunn & Brian Hurtt.
For use with The Sixth Gun Roleplaying Game™

"This is Not the Old West as We Know It!"

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Circle The Wagon

Just north of El Paso, the party stumbles upon a mystery, while eyes watch their every move from the darkness.

SIMULACRA IN SHADOW

After a long, hard day of riding in the scorching New Mexico sun, night falls and the posse follow a mining road up into the foothills of a nearby mountain range to find a suitable campsite. In a fully moonlit (-1 to combat rolls) clearing, they spy a horseless covered wagon encircled by several unmoving, humanoid figures.

• **Husks (2 per hero):** See stats below.

On the ground, they find three dead skinwalkers (identifiable by those with knowledge of the spirit realm) along with the body of sombrero-wearing bounty hunter Jake Brand (identified with a Common Knowledge roll by any fellow bounty hunters, outlaws, or lawmen). A spear adorned with feathers and bones sticks out of Brand's back. Knowledge (Medicine) or Healing (-2) determines the spear was inserted post-mortem. Further examination of the body reveals a single bullet wound to the head (the actual cause of his demise). They also find a rolled-up wanted poster in his coat pocket depicting a man with a goatee named Randolph P. Tibbotts (aka "Robin Hood") and offering a \$3,000 dead or alive reward for the crimes of robbery, horse thieving, and murder. The deceased Brand wears a signet ring featuring a red Templar cross. Members of the Sword of Abraham, or those making a successful Knowledge (Occult) roll, recognize the ring as the symbol of the Knights of Solomon.

Those with Six Sense Edge detect the presence of the Fourth Gun inside the wagon. Those using *detect arcana* only sense a potent magical artifact. If the party is reluctant to engage the husks, a feeble voice is heard from within the wagon: "Who's that? Who's out there?" Attempts to respond are met with silence. Once the husks are all eliminated, the posse investigates the wagon.

A Familiar Face

Inside the wagon, assuming they searched Brand's body, the posse find themselves face-to-face with the man depicted on the wanted poster. He is unconscious and an examination of his body with Knowledge (Medicine) or Healing determines that he sustained multiple stab wounds and is bleeding out. In his bloodstained hand, he grips the Fourth Gun. After a few moments, his eyes flutter open and he weakly raises the gun and aims at the nearest hero. A bit of Persuasion is required to get Tibbotts to lower his weapon and allow those capable of healing to attend him. Unless they reveal they know who he is, Tibbotts spins a fantastic yarn about how he and his "friend" were ambushed on the road to El Paso. As far as he's concerned, the people who attacked were Tigua Indians as he has little knowledge of the spirit realm or the denizens who dwell within it.

Out of Thin Air

As if on cue, another band of skinwalkers (1 per hero) wielding knives and spears steps out of the spirit realm, appearing out of thin air to those on guard. They let out a unified, animalistic cry and immediately attack (allow for Surprise checks from all including Tibbotts). Their goal is the Fourth Gun and focus their aggression on the wagon and Tibbotts unless directly engaged by the party. Though Tibbotts is weak and suffering from the effects of his wounds, he uses the power of the Fourth Gun to raise more husks. Of the number summoned, one bears the silhouette of Brand (even down to the sombrero)! This is a clear indication that Tibbotts used the Fourth Gun to murder bounty hunter Jake Brand. Any other successfully raised husks resemble the three fallen skinwalkers. Beyond these, any additional husks exhibit simple humanoid forms.

The skinwalkers fight until their numbers are dramatically reduced, and then attempt to Shadow Shift back into the ghost dance. There is no crossroads in this location, so pursuit by party members is impossible.

The Countenance of a Killer

After defeating the skinwalkers, the posse must deal with Tibbotts. Here he reveals details about his background as a former Brigadier-General. He tells the heroes Brand intercepted him on the road to El Paso. As they were stopping for the night the skinwalkers appeared and attacked. Tibbotts took advantage of the situation to gun Brand down, but the Skinwalkers soon turned their attention on him. He managed to summon up the husks and climb into the back of the wagon. Depending on his current health, the heroes must decide to either heal him if they can, stabilize him and take him to a sawbones in El Paso (a journey he will very likely not survive), let him slowly die, or put him out of his misery here and now. Should Tibbotts expire (either at the hands of the party or as a result of additional injuries sustained in the battle with the skinwalkers), his bond with the Fourth Gun falls away allowing it to be gathered up by new hands. As the wanted poster did read "dead or alive," a bounty awaits the posse once they deliver Tibbotts to the Marshal in El Paso.



Randolph P. Tibbotts

Despite his rank as Brevet Brigadier-General, Tibbotts never found his way back into regular society. He turned to a life of crime with the diabolical assistance of the Fourth Gun. In an attempt to internally justify his actions, Tibbotts often redistributed some of his stolen acquisitions, leaving bags of cash on small town church and school stoops, earning the nickname "Robin Hood" across the frontier. Eventually lives began to be taken and twisted him, each murdered soul contained within the chambers of the Fourth Gun to be called up in times of desperation.

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

Skills: Fighting d8, Intimidation d8, Knowledge (Battle) d8, Notice d8, Shooting d8

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 6
Hindrances: Mean, Wanted (Major)

Edges: Command, Reputation (Bad), Tough as Nails

Gear: The Fourth Gun (Range 12/24/48, 2d6+1 (special, see insert), RoF 1, Shots N/A (see below), AP 1).

Husks

These sad creatures are mere echoes of their living selves, retaining very little of their original persona and functioning more as easily manipulated avatars. While in their incorporeal form they are wispy phantoms incapable of doing much of anything. When called up and commanded they occupy the very earth around them and rise as golem-like husks of clay.

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

Skills: Fighting d6, Notice d6, Shooting d6

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

Special Abilities:

- **Ethereal:** When first summoned and in their ghostly state (before occupying their earthen shells), husks are immaterial and can only be harmed by magical attacks.
- **Fearless:** Husks are immune to Fear and Intimidation.
- **Fists of Earth:** Str.
- **Mindless:** These creatures are effectively mindless, guided only by the will of their creator. They are capable of making simple decisions in pursuit of fulfilling their summoner's orders and defend themselves when threatened, but they have no free will of their own.
- **Weakness (Explosives):** Husks take +4 damage to their earthy or frozen skins from explosions.

Skinwalkers

Skinwalkers (sometimes known as "Dream Hunters") begin their existence as humans, but as they embrace their animalistic sides and become one with the wild hunt, they take on aspects of their totem animals, sprouting fur, antlers, tails, and even the physical abilities of some of the creatures with which they ally. All skinwalkers possess the ability to shadow shift between the waking world and the spirit realm at will.

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

Skills: Fighting d8, Intimidation d8, Notice d8, Stealth d6, Survival d6, Tracking d6, Tribal Medicine d8

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

Gear: Knife (Str+d4) or Spear (Str+d6, Parry +1, Reach +1, 2 hands).

Special Abilities:

- **Claws:** Str+d6.

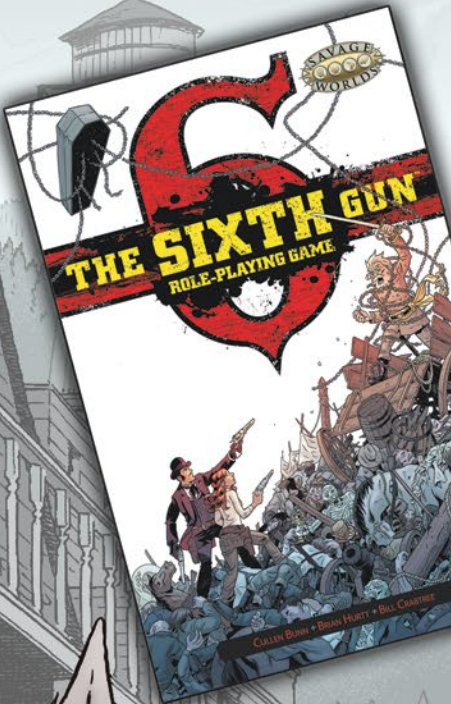
- **Powers:** Skinwalkers know the following powers: *beast friend*, *boost/lower Trait*, *burrow*; **Power Points:** 10.

- **Shadow Shift:** Skinwalkers can slip between the Winding Way and the waking world at will, though it does require concentration and a successful Vigor roll to endure the journey.

The Fourth Gun

The Fourth Gun calls up and commands the spirits of the men and women it has slain. With a successful Spirit roll as an action, the wielder can summon 1d6 husks or 2d6 with a raise. Initially the summoned spirits are incorporeal phantoms, but they quickly occupy earthen (or frozen) shells to become true husks. Summoned husks act on the initiative card of the shooter and get immediate actions. All summoned spirits are treated as Extras but cannot be permanently killed, though they disperse once their shells are destroyed, requiring another roll to summon them again. The gun still fires a standard .44 caliber projectile (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1).





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