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# THE SIXTH GUN

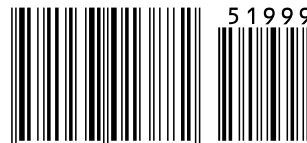
## THE WINDING WAY



SAVAGE  
WORLDS

ISBN 978-1-937013-88-2

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# THE SIXTH GUN

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Based on *The Sixth Gun*, by Cullen Bunn & Brian Hurtt.

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

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# Contents

CHAPTER ONE:	4
THE WINDING WAY	6
What's Going On	7
A Name with No Town	11
All Mine to Give	13
Footpaths of the Dead	18
Of Dragons & Dragons	22
Nightmare Mesa	24
Break the Chains	28
Conclusion	
CHAPTER TWO:	29
CRITTERS AND CRETINS	







## Chapter One: The Winding Way





*The Winding Way* is an epic adventure presented in Six (!) installments. Our gunslingers, hounigans, and other heroes will get a taste of all the world of *The Sixth Gun* has to offer, including encounters with strange beasts and unusual characters, experience with the legendary guns themselves, and even a not-so-leisurely stroll through the spirit realm. Eventually they will be faced with choices that could reshape the West itself, maybe even the entire world.

For the curious, *The Winding Way* is effectively a prequel to the events presented in the main comic book series, thus the appearance of Asher Cobb and General Hume's riders all alive and well.

While the campaign is designed to be run end to end, there are a few places early on where you can insert your own side jaunts into the wild world of *The Sixth Gun*, and you should also consider tailoring the adventure to relate directly to your party.

Here is a brief summary of the entire *Winding Way* campaign. There are six individual adventures, and in most cases each builds on connections and clues discovered in earlier tales.

### A Name with No Town

The heroes begin in the Mexican fortress of the Sword of Abraham. A dead Pinkerton is brought before Brother Roberto Vargas. The Pinkerton carries a map, a buckskin bag of gold dust, and the Second Gun. The map leads the heroes to Clement, Arizona, where they discover something catastrophic recently happened, resulting in an invasion of restless spirits. They must figure out a way to round up the ghosts—which then offer them guidance to the next stop on their quest.

### All Mine to Give

The path leads to the abandoned Rosalinda mine in the hills just outside of town. Within the many twisting tunnels, the team must battle terrifying creatures to arrive at a subterranean crossroads leading into the ghost realm itself, but before they are allowed to pass they must run an errand to acquire gifts for an ornery loa.

### Footpaths of the Dead

In the vision quest, the Second Gun suddenly becomes unusable to whoever is carrying it. Pursued by skinwalkers, the heroes eventually meet up with the one and only Asher Cobb, who followed one of Hume's riders into the ghost

realm. They find the rider unconscious and being presented as an offering. After being rescued he does whatever he can to reclaim his gun, but a colossal surprise pursues the group across a frozen landscape. Kalfu, a notorious crossroads demon who stands sentinel at spirit realm portals, offers to take the party out of the spirit realm.

### Of Dragons & Dragons

The heroes enter an alternate history where dragons soar in the skies and armored knights do battle with armies of the dead. Assisting a desperate family under siege by werewolves, they are accused of witchery and chased straight into an unseen crossroads where they finally find themselves back in the real world.

### Nightmare Mesa

The heroes exit the spirit realm only to find themselves atop a rain and windswept mesa in the middle of the night, but they are not alone. Angered dead, climbing down from burial scaffolds, are unappreciative of the trespassers. The cowpokes must repel down the cliff face, deal with a group of ravenous ghouls, then run from (or do battle with) a legendary thunderbird!

### Break the Chains

The trail leads to a wall of pueblos currently populated by a gang of Griselda the Grey Witch's hybrid snake men. In one of the many chambers, the seekers discover an ancient seal, and in another the entrance into a gap between this world and the spirit realm containing the rest of General Hume's notorious lieutenants. The heroes have the choice of defeating the snake men and releasing the villainous riders—or retreating and bringing the cliff down on top of the hatch, the servants of the Grey Witch, and the doorway into the otherworldly prison.





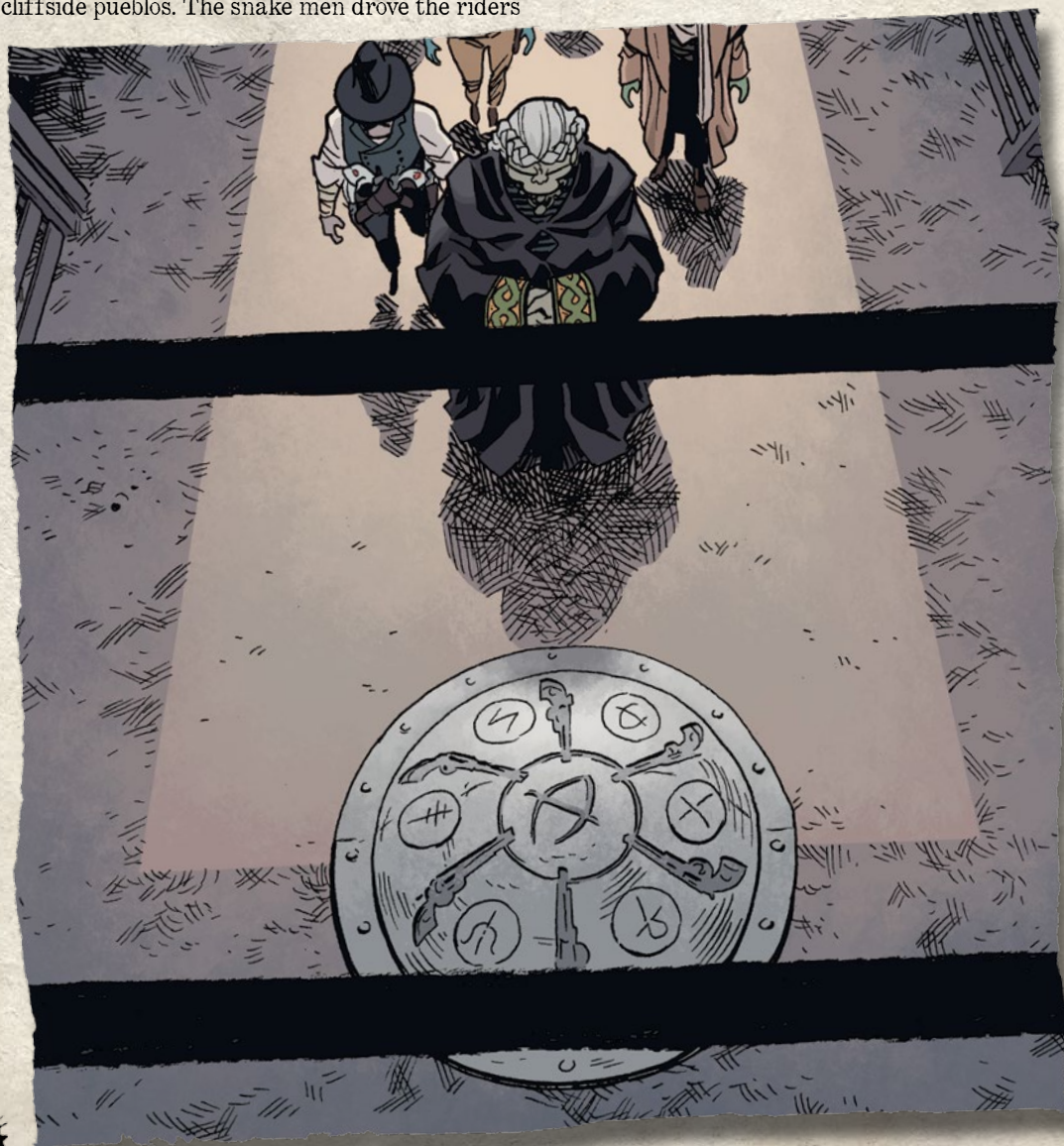
## What's Going On

A few days ago, Will Arcene, one of Hume's dread lieutenants, vanished from the waking world. All that was found was his gun, the Second of The Six, which spews the very flames of Hell from the end of its barrel. He had been traveling on his own near a crossroads and was ambushed by skinwalkers who dragged his unconscious body deep into the Ghost Dance, inadvertently leaving the Second Gun in this world and breaking the bond between man and weapon. A Knight of Solomon who had been shadowing Arcene while traveling to the town of Clement to bargain for a powerful relic, gathered up the gun and was caught off guard when he bonded with it.

At the same time, Arcene's brothers-in-arms were engaged in a pitched battle with a gang of Griselda's snake men near an ancient city of cliffside pueblos. The snake men drove the riders

back into the ruins. There, they tried to hide from the Grey Witch's servants and stumbled through a mystical portal into a gap between this world and the spirit realm where they trapped themselves. The snake men scoured the ruins in search of the riders and discovered a secret kiva (a large circular chamber used for religious rituals) containing one of the seals used to rewrite reality. News of this discovery (and the mysterious disappearance of Hume's riders) was delivered to the Grey Witch. She ordered the snake men to occupy the pueblos, guard the seal with their lives, and sniff out the missing lieutenants. Griselda will soon venture to the cliffside city to lay claim to the seal and recover the missing keys.

As for the poor Knight carrying Arcene's gun, his fate was sealed by a surprised rattlesnake that startled his horse, throwing him to the ground and snapping his neck. Funny old world, eh?





## A Name with No Town

Some or all of the heroes may already be card-carrying members of the Sword of Abraham, or perhaps they have allies within it who can vouch for their integrity. Either way, their reputation as trustworthy soldiers in the great war for reality precedes them. Consequently, the trusted posse was charged with delivering much-needed supplies to the organization's castle fortress just across the Mexican border.

After braving a powerful storm during the night, the adventurers arrived at the fortress in the wee hours and were given rooms. As the adventure begins, the storm has passed and a new dawn now breaks across the adobe ramparts. A young acolyte sporting a simple Franciscan robe rushes from room to room, quietly waking each hero and asking that they please join Brother Roberto Vargas in the main hall. The acolyte does not answer any questions asked of him, instead politely suggesting all questions be directed at Brother Roberto.

In the main dining hall, Roberto introduces himself and offers the posse a traditional Mexican breakfast. While they chat, the tall main doors into the hall suddenly open inward with a loud creak, disrupting the relative still with frantic voices. Several acolytes enter, carrying a stretcher. They set it on the end of the enormous dining table and Roberto rises to investigate. He withdraws a rough, moth-eaten blanket to reveal a man wearing a black suit and string tie—the Pinkerton uniform. His neck is at an unusual angle.

*One of the acolytes wipes his hands on his trousers and addresses Roberto. "This man, he was found on the trail by Brother Shipton about a day's ride north of here. He asked that the body be taken directly to you, Brother." Roberto thanks the acolytes and sees them out of the hall.*

Anyone with the Six Sense Edge immediately feels the presence of one of the weapons nearby.

An examination by anyone passing a Knowledge (Medicine) or Healing roll reveals the fatal cervical fracture likely came from a fall, such as being thrown from his horse. A successful Notice roll reveals a Templar ring upon the man's finger. Roberto acknowledges this and informs his guests the victim was a member of the Knights of Solomon, an order whose goals are diametrically opposed to those of the Sword of Abraham. The characters also recover (with Roberto's assistance, if necessary) a large folded map of Arizona tucked into the man's waistcoat, a pouch of gold dust (worth

## FIRST STEPS ALONG THE WAY

*The Winding Way* assumes the heroes already know one another, are familiar with the Sword of Abraham (or are themselves members), Pinkertons, General Hume, his Horsemen, Griselda, and know about the existence of relics in general and The Six in particular.

In fact, it might be best if the posse starts this adventure with a few other, introductory adventures already under their belts. Use the Adventure Generator from *The Sixth Gun* core book to introduce them to a few White Hats like Brother Roberto Vargas or Nahuel who can tell them what's really going on in the world.





about \$50), and a beautifully crafted though somewhat strange looking Colt .44 Dragoon with pearl grip. Before anyone can touch the weapon, Roberto reacts harshly, violently pushing people away from the corpse.

*"Do not touch it! It is one of the Six here in our midst!" Vargas withdraws a bandana from within his suit, wraps it around his hand, and slowly pulls the gun from its holster. The candles in the room flicker from an unseen gust. He turns the revolver over in his hand, examining the crimson rune inscribed on its handle. "It is the Second of Six. The one that spreads Perdition's flames, but how...?"*

*Roberto steels himself and turns slowly to the heroes. "You do know the legend of the Six, yes? It is said there are six weapons of immense power that, when brought together in a certain place, at a particular time, fulfill a second purpose.*

## GHOST JAR

"Spirit vessels" are created and used a number of different ways: Exorcists occasionally employ them to entrap evil spirits or demons forcibly cast out of innocent victims, necromancers use them to capture and transport summoned creatures from the other side or the Abyss, and seers communicate with the imprisoned ghosts within to foretell the future or seek out missing people and lost objects (though it takes a keen seer to accurately comprehend all the disembodied whispering).

The containers (clay pots, metal coffers, or wooden boxes) are inscribed with various runes and mystical symbols and sealed with refined corpse wax. More recently, modern Mason jars have been used to great effect. To capture a spirit within a ghost jar, the spirit's name must be known and it must be commanded to enter the vessel. This must also be done while standing on hallowed ground. As spirits have no physical form, the number that can be contained within one of these vessels is unknown and perhaps unlimited.

*They are keys to open an ancient vault and allow reality itself to be rewritten. Some believe this has happened before and will happen again, perhaps in our lifetime! We, the Sword of Abraham, cannot allow that. All within this order are charged with preventing this Armageddon from occurring. Mankind must be allowed to forge his own destiny. To put that kind of power into the hands of one person is nigh unfathomable."*

If the heroes examine the map, it indicates the town of Clement, Arizona. Roberto informs them that Clement is a relatively new boomtown just across the border. If there is a mystery to be solved, the answer may well lie there. There is also a short note scribbled in the corner of the map that simply reads: "Contact U.C.B. in Clement. Acquire relic. Dispatch. Consult as needed." The Pinkerton's original mission was a simple one. Meet up with a contact in Clement, AZ bearing the initials, "U.C.B.", trade the gold for a ghost jar (see sidebar), take the contact's miserable life (and gather up the gold), then commune with the imprisoned spirits within the jar for any knowledge of the whereabouts of the Six. Unfortunately, before reaching Clement, the Pinkerton's entire plan was scuttled by a spooked serpent!

*Roberto addresses the heroes once more: "Many of my order are away scouring the globe in search of relics of power that must not fall into the hands of our enemies. Because of that, I ask that you aid us in this noble cause. Discover what happened to this dead man and learn what is so important about the town of Clement. As for this accursed weapon, you may leave it with us here for safekeeping, or if one amongst you is especially brave and pure of heart, you may bind with it and use its power on your quest. The choice, mis amigos... is yours."*

• **Second Gun:** See *The Sixth Gun* core rules.

## A Town of Ghosts

After a full day's ride the posse exits a narrow valley and spies the town of Clement, Arizona, before them. From this distance it appears to be a small burg consisting of just the few ramshackle sheds and canvas tents typically found in mining towns throughout the West. While not large by any stretch, there are a few multi-story buildings among the smaller frames and a whitewashed church (complete with steeple) at the far end of town. A successful Notice roll spots occasional wisps of black smoke rising from the structure. While darkness



is beginning to fall, it is clear something is wrong with Clement. No lights shine from the windows, no horses stand at the hitching posts, and there is no sign of human activity. All is silent and dark. Not even the occasional gusts of cool desert wind seem to make any noise.

Should the heroes seek out the nearest saloon to make inquiries, the Ocotillo Inn is a welcoming two story affair centrally located on the main street through town. As they hitch up their horses, they hear the weak tolling of the church bell up the street. Those who pass a Common Knowledge roll realize the bell is ringing at an atypical time of day, possibly signaling danger or distress. This should be enough to inspire them to investigate (don't worry, they'll be returning to the Ocotillo soon enough).

## Prison or Sanctuary

As they approach the church, the visitors catch glimpses of faces, their mouths agape and their eyes wide, staring out of second story windows along the way. A Notice roll also sees shadowy, unmoving figures standing atop each of the buildings, their dark silhouettes difficult to discern against the night sky. If they approach any of the figures or faces to investigate, they fade away, leaving only darkness.

A small cemetery of wooden crosses and crudely assembled headstones sits to the right of the damaged church. The smell of smoldering wood wafts from the building and occasionally sparks from small fires spiral up into the night sky. The doors are intact and unlocked, but a blanket of darkness (generated by a nearby haint) greets the newcomers as soon as they open the door. The inky black field is harmless and sound can pass through it. From beyond they hear a man's voice (Ulysses C. Blackstone, aka "U.C.B.") calling for help. If they attempt to pass through the darkness, they are attacked by two haints (one of which is generating the darkness field). They strike with their Special Ability, Chill of the Grave.

If the heroes possess the means (powers, magical weapons, etc.), they may defeat the haint guards.


Inside the church, the troubleshooters find a battered and bone-weary Blackstone seated on the floor. Blackstone tells the rescuers everything here is his fault. He was to be handsomely paid for delivering a mysterious wooden box containing a mason jar tightly packed in wood shavings to a Pinkerton. He arrived in Clement a day early and while he was sleeping, young Cassie Hansberry, the daughter of the keepers of the Ocotillo Inn stole into his

room, retrieved the strange jar, and broke its wax seal. The next thing he knew, the town was flooded with restless phantoms. Now Cassie is possessed and trapped in an upstairs room of the Ocotillo guarding the jar. The other released spirits began terrorizing Blackstone and the townsfolk. Most of the citizens quickly left town for parts unknown.

For whatever reason, the spirits attacked the church and set it ablaze, but a recent rainstorm (the same powerful storm the posse experienced before arriving at the castle) extinguished the flames before they could completely consume the structure. Blackstone ran to the ruined church believing it to be safe, but the haints pursued and turned the sanctuary into a prison.

*Blackstone walks to the shattered windows and looks outside while addressing you. "I've watched them moving about the town through these windows. They seem able and willing to move from building to building, but they always give a wide berth to that graveyard."*

If need be, Blackstone may join the party as a willing ally for the duration of their stay in Clement. Otherwise, he skedaddles.

 **Ulysses C. Blackstone:** Use the stats for Gunslinger in *The Sixth Gun* core rules. He is armed with a Double-action Colt Peacemaker (Range 12/24/48, Damage 2d6+1, RoF 1).

• **Haints (2):** Use the stats for haint in *The Sixth Gun* core rules.

## Deem at the Inn

Any building the group attempts to enter is shrouded in a field of darkness. In the Ocotillo Inn they find the Hansberrys restrained by two haints in a downstairs room. They are worried sick for their little girl, who they know is trapped upstairs in room eight (Blackstone's room). The heroes must work through two haint-possessed guards on the stairs and two more outside of room eight before they come face-to-face with Cassie, possessed by an especially angry spirit named Herbert. In her hands, she clutches the breached ghost jar glowing with pale green light and appears to contain a number of slips of parchment.

*"Come no further! The living are not welcome here!" Says Cassie, speaking with a dead man's voice. "This is our town. Leave this place to the departed."*

The heroes may converse with Herbert (though he does not reveal his last name to the party, try as they might). They are also free



## The Ocotillo Inn CLEMENT, AZ



to move around the room. Successful Notice rolls find a trail of wood shavings on the floor leading to the wooden box, which has slid down behind the bed. If retrieved, they find the box contains a small scroll. The scroll is a numbered list of 16 names. The first name on the list is "Herbert Smalley." If they read his name aloud, it enrages him and he promptly summons two more haints to snatch the list from the hands of the interlopers.

A successful Knowledge (Occult) roll signifies inspiration to retreat with the jar to hallowed ground (the cemetery) and read the list of names to recapture the spirits. Blackstone can certainly nudge them in the right direction if need be or, should they find a means of extracting Smalley from Cassie (or temporarily suppressing his control), she might provide some insight as well.

- **Haints (2):** Use the stats for Haint from *The Sixth Gun* core rules.
- **Cassie Hansberry:** Use stats for Common Folk from *The Sixth Gun* core rules, but per the Young Hindrance, reduce Strength and Smarts to d4.
- **Possessed Townsfolk (4):** Use stats for Common Folk from *The Sixth Gun* core rules.

**Probably a Robbery:** If you need to extend the adventure in Clement, you could have a gang of bandits arrive to take advantage of the situation and attempt to rob the local bank.

- **Outlaws (3, plus 1 per hero):** Use the stats for Outlaw from *The Sixth Gun* core rules. One carries a double-barrel shotgun (Range 12/24/48, Damage 1-3d6, RoF 1-2), the rest are armed with single-action Colt Navy revolvers (Range 12/24/48, Damage 2d6, RoF 1).

### Sacred Ground

The walk (or run) back to the graveyard is met by some resistance, but it should not turn into a relentless battle with dozens of spirits.

Once in the cemetery, the heroes can order the spirits back into the jar by reading their names from the list. At the bottom of the scroll are the words that conclude the summoning: "*Let slip your influence on the realm of man!*" Once all the spirits are inside the jar, it glows brightly and the slips of paper contained within swirl about as if caught in a dust devil. The lid may be replaced and sealed with the remaining fragments of wax.

Dawn breaks and the former captives of the spirits exit the various dwellings, freed from their nightmarish bonds and a tad confused. Cassie (her mother and father following close behind) approaches the heroes and thanks them with affectionate hugs.

Those sensitive to the spirit realm (or one chosen at random) can hear the voices within the jar whispering to them. They speak of a powerful weapon, hidden away in the nearby Rosalinda mine, but they also warn of a great many dangers ahead. If the players wish it, Blackstone may be persuaded to join them as an ally, otherwise he bids them adios and bows out. He insists the heroes take responsibility for the ghost jar, as he wants nothing more to do with it. The posse can take the jar with them to use as a portable oracle or they may take the moral high-ground and bury it in the cemetery.

- **Haints (1 per hero):** Use the stats for Haint from *The Sixth Gun* core rules.
- **Cassie Hansberry:** See above.
- **Possessed Townsfolk (2 plus 1 per hero):** Use stats for Common Folk from *The Sixth Gun* core rules..



## All Mine to Give

As the heroes draw near the Rosalinda mine, they experience tremors and observe occasional rock falls from the nearby hills.

Near the mine entrance, they find remnants of a small camp. A successful Tracking or Survival roll should be able to tell (based mainly on the still-warm remnants of a small fire) the camp was occupied within the past 12 hours. A raise reveals some of the elements are at least a week old and were recently reused. Trackers may also spot the footprints left by one large individual in the dust leading to the camp from the west, and then away into the mine.

The entrance to the mine was (until recently) blocked with crisscrossed planks upon which is scrawled "Danger" and "Do Not Enter." The planks now lay splintered and broken upon the ground.

A small, weathered shack stands near the entrance. Inside is a meager selection of mining tools including a pickaxe, a couple hammers, a

dozen candles, two oil lamps, some rusted metal buckets, and a bottle of rancid fuel oil. If the heroes remove any of the items, they disturb a small nest of scorpions.

•**Scorpion Swarm:** Use stats for Swarms in *Savage Worlds*, but as this is in a small space, use a Small Burst Template (Toughness 5). Anyone stung must make a Vigor roll. With success, the victim becomes Fatigued until healed. A raise indicates she shrugged off the poison, but a failure means she becomes Exhausted. A critical failure on the Trait roll indicates an allergy on the victim's part and she quickly collapses, Incapacitated.

### Sacred Ground

Once inside the mine, the heroes quickly understand the need for a light source or two. As they proceed down the central tunnel another tremor shakes the mine, casting a hail of harmless debris down onto the party.

The layout of the mine is entirely up to GM. There could be a confusing maze of twisty little passages populated with earth elementals, or





they could take a relatively direct route to the fork described below. Other suitable cave dwellers could be a few risen miners still scraping away at the walls with axes and sledgehammers.

After 30 minutes (and a barely noticeable decline), the central tunnel splits into a "Y." The footprints, which are becoming more and more difficult to follow as the heroes continue, head to the left.

### Right Tunnel

To the right, the tunnel is partially filled with debris, but it is passable with some difficulty. If the adventurers explore this path, they reach a recent (within the past few days) fatal cave-in. The mine roof collapsed upon three individuals as the result of some sort of explosion. A successful Notice roll reveals they are Pinkertons (black suits, black string ties, badges, etc.). With a raise they also detect Templar rings upon their fingers. The explorers may dig the bodies out, but each one recovered requires ten minutes of effort in the form of a cooperative Strength -4 roll to shift rocks and fallen timbers. Failed attempts may be re-rolled every 10 minutes.

Two of the three bodies hold double-action Thunderers while the other holds a leather doctor's bag. The doctor's bag contains a tightly corked jug of rum, a couple days worth of trail rations, a small sack of gunpowder, some ground

coffee, and a small wooden box holding six shattered and dried egg shells. Those who make a Knowledge (Occult) or Voodoo roll recognize some of the items as possible gifts for the loa.

The heroes should have enough time to retrieve the items, but then a sudden tremor occurs and two durdalis (earth elementals) burst from the walls behind and block the only way out. The heroes have no choice but to battle them to withdraw. The elementals may use their Burrow special ability to create a cave-in. To dodge out of the way of this collapse, the wanderers must roll Agility at -4, with failure resulting in them being buried beneath rock and taking 2d6 damage. A successful Strength roll is required to escape from the debris.

### Left Tunnel

Back at the tunnel "Y" down the other corridor, a Notice roll reveals an occasional blast of chill wind from ahead. Additional tremors shake the tunnels—if they went to the right first, they know this to be a sign of more earth elementals.

Eventually, the party encounters an odd looking barefoot character (Kalfu) in a tattered brown suit and top hat. Allow a Notice -2 roll to detect the sound of his presence, otherwise the heroes are caught off guard by his abrupt appearance.

*A strange looking fellow leaps from the shadows, bows deeply, and addresses everyone with a hiss: "Well met, mes amis. And what brings you to Kalfu on this fine day?"*

Kalfu is a crossroads demon. If the posse interacts, he asks if they are planning on proceeding into the darkness. If they answer in the affirmative or attempt to move past, Kalfu stops them with an outstretched arm.

*Kalfu wags a disapproving finger, then reveals a mouth full of razor sharp teeth and a long, forked, serpent's tongue. "Tut-tut... To proceed, one must pay the toll, oui?"*

Those who pass a Knowledge (Occult) check understand gifts must be presented to proceed. If the heroes collected the rum and/or gunpowder from the fallen Pinkertons (and they know what purpose they serve), they may present them to Kalfu who then allows them to cross into the spirit realm. He addresses anyone in the party who wields one of the Six by name: "The way is open to you and your friends. Bonne chance!" They are then guided towards a wall of absolute darkness from which issues gusts of wintry wind and occasional flakes of snow.





Otherwise, the heroes have to provide suitable gifts among their own belongings or withdraw to find some. Consulting the spirits in the ghost jar (or utilizing other abilities, powers, or oracles) reveals the required items may be found within the mine. If the posse asks if anyone else has passed this way recently or inquires what lies in the passage beyond, Kalfu simply puts a bony finger to his lips and shushes them.

After Kalfu has accepted suitable gifts and allowed them to pass, the heroes may proceed further down the tunnel. Within a few steps, their lanterns dim to nothingness and they find themselves advancing the last few feet in total darkness.

- **Earth Elementals (2 per hero):** Use the stats for Earth Elementals in *The Sixth Gun* core rules.
- **Risen Miners (2 per hero):** Use stats for risen in *The Sixth Gun* core rules. Half (rounded down) are armed with pickaxes (Str+d6, users suffer -1 to Parry and Fighting rolls), the rest are armed with sledgehammers (Str+d6, users suffer -1 Parry).
- **Kalfu:** Use the stats for Crossroads Demons in *The Sixth Gun* core rules.

## Footpaths of the Dead

The posse exits the wall of darkness into a frigid wasteland. There is no sign they are on the Wandering Way—it looks remarkably like the waking world. They stand in a snow-covered clearing surrounded on all sides by a dense forest of pines. Prolonged exposure to this cold and snow will force Vigor checks (see **Hazards: Cold** in *Savage Worlds*), especially if the heroes were not prepared for it! Behind them is an outcropping of ice-encrusted granite with no visible portal offering egress back into the waking world.

Tracking and/or Notice rolls (as light snow is falling) allow the heroes to spot footprints in the snow heading off to the right. They appear to be the same size as those originally spotted outside the Rosalinda mine. As there are no other visible landmarks or tracks, they have little choice but to follow the mysterious prints.

Should anyone be carrying the Second Gun, he discovers something rather startling the moment he brings it into his hand. It instantly burns with searing green flame (Damage 3d10. See the description of The Six in *The Sixth*





*Gun* core rules). Shockingly, the gun is no longer bound to the wielder! It can be safely carried in its holster, but for the duration of this adventure it is useless.

On the way into the forest, the posse spots large, bat-winged creatures flying through the sky, screeching and barking as they pass overhead. With a Notice -1 roll, they also see what appear to be riders upon the creatures' backs.

If the heroes fire on the creatures, two wolf-raptors and their skinwalker riders swoop down and attack.

- **Wolf Raptors (2):** Use the stats for Wolf Raptor in *The Sixth Gun* core rules.
- **Skinwalkers (2):** See stats for Skinwalker in *The Sixth Gun* core rules. These two have Riding d8.

## Walking in a Winter Wasteland

By the time they reach the edge of the forest, they must make Vigor rolls to resist the cold. Once within the forest, they are partially protected from the snow and chill winds. Those who pass a Survival roll can get a fire going and assemble a crude lean-to should anyone need rest or healing. The roll is at -4 if they don't have fire starters such as matches or flint and steel. A path winds its way through the woods and while there is less accumulation on the ground here, following the footprints remains relatively easy (successful Tracking roll).

Allow Notice rolls to sense they are being watched. They are attacked by skinwalkers who drop down from the trees above, possibly getting The Drop on characters who do not succeed on their Notice rolls.

- **Skinwalkers (2, plus 1 per hero):** Use the stats for skinwalker in *The Sixth Gun* core rules.





## Sacrifice in the Forbidden Valley

After defeating the skinwalkers, the heroes can resume their journey through the forest. Eventually, they spy a high wall of rock ahead. Deep clefts split the face of this cliff and several figures move slowly about before one of these clefts.

A nine foot tall man wrapped in bandages steps from behind a nearby outcropping of rock, keeping low and moving quietly toward the party. Although alarming to behold, he seems to be trying to escape the notice of the figures in front of the rocks.

*"Good, you have arrived. One of General Hume's riders is a prisoner of the skinwalkers. I have foreseen that he will help me find the one who wields the Fourth Gun-the one that can bring the dead back. And I've seen that you are to help me."*

Remember, a Fear check is required when the heroes first meet Asher Cobb. If they know him already, then no Fear check is needed.

If the posse asks about Clement, Cobb knows nothing. He used his gift of Sight to learn of the location of one of Hume's lieutenants here in the spirit realm. Hoping that capturing (or at least harshly interrogating) him might help him find the possessor of the Fourth Gun, he stepped through the crossroads at the bottom of the Rosalinda mine and found himself in this frozen wasteland. Fully versed in the lore of *The Sixth Gun*, Cobb is a great resource for the group, but he is impatient to accomplish the task at hand.

It is possible to move forward and stay hidden (a Stealth roll) to see what lies ahead. At the entrance to this particular cleft in the rock is a crude tower (roughly 25 feet tall) upon which is lashed Will Arcene. He is bleeding and unconscious. Bound to his chest is what appears to be a large crow squawking and struggling to break free. The figures milling about before him are skinwalkers all chanting in unison and a skinwalker wearing an elaborate headdress of feathers and bones stands at the base of the tower shouting in a strange tongue. Those with backgrounds or knowledge relating to Native cultures may recognize a word or two and determine this man is some kind of priest. To the right is a saddled pack of wolf raptors which mill about, growling and tearing hungrily at a bloody corpse upon the ground.

Those with an understanding of the spirit realm through cultural background or as an area of study recognize the crow on Will's chest as a likely candidate for his spirit animal.





"I need that one up there alive. Help me and I will show you the way out of this realm," says Cobb.

Suddenly a roar comes from beyond Arcene and the skinwalkers cry out in celebration. Something big is approaching!

"We must move now. I fear a dream stalker is coming, drawn by the squawking of that wretched bird."

Rescuing Arcene won't be easy. The party can charge ahead and carve their way through the skinwalkers, find a way up the cliff face where they can drop from above behind the prisoner, or (and this is certainly the far more cinematic option), steal and fly the wolf raptors (using Riding) to cut Arcene down. The skinwalkers do whatever they can to stop this, including the priest immediately transforming into a wolf-raptor to take the fight to the skies.

- **Skinwalkers (4, plus 2 per hero):** Use the stats for skinwalker in *The Sixth Gun* core rules

➤ **Skinwalker Priest:** Use the stats for skinwalker in *The Sixth Gun* core rules, but this priest has 20 Power Points and the following powers: *armor, beast friend, boost/lower Trait, burrow, shape change (wolf raptor), teleport.*

- **Wolf Raptors (1 per hero):** Use the stats for Wolf Raptor in *The Sixth Gun* core rules.

## Giants in the Realm

As the heroes are freeing Arcene, a Notice roll allows them to detect a dream stalker stomping towards them up the cleft.

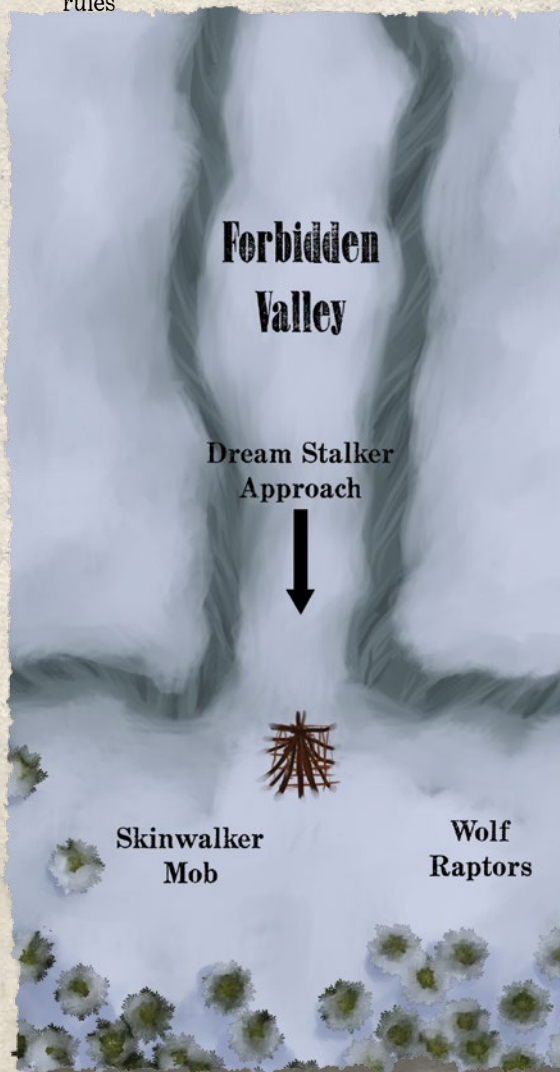
If they cut the crow free from its tether with Arcene, his spirit animal flies off and temporarily draws the approaching giant away from the posse. The creature pursues, its glowing eyes illuminating the area and its bone-shaking roar knocking the snow from the surrounding fir trees.

Arcene needs to be healed and nursed back to consciousness. He is battered and bloodied, the victim of an attack by skinwalkers in the waking world, and the target of additional violence when dragged through the spirit realm to this sacrificial pillar. With a successful Healing roll (10 minutes) on the part of the heroes and bandages for the villain, Arcene can be revived. (Gun Masters note: if the heroes allow Arcene to die, then they keep the Second Gun! This may call for some creative editing if you want to play future installments of *The Sixth Gun*. Without his gun, Arcene is simply an emaciated old man in need of help—and a true hero would help him.)

Meanwhile, allow those flying, atop the cliff, or upon the pillar to make Notice rolls. Those successful spy a single figure dancing about in the snow a few hundred yards away, as though signaling to them. He wears a familiar brown suit and top hat. It is Kalfu, and once he sees they notice him he moves away from the battlefield toward an outcropping of rock.

Once General Hume's old lieutenant revives, his spirit animal evades the dream stalker, which turns to pursue the heroes and Will Arcene. If the Second Gun is present, when Arcene awakens, he senses his old weapon and demands the wielder hand it over! Fortunately Arcene is in no state to engage in fisticuffs, so the heroes have the upper hand.

Cobb (if he is still with the heroes) attempts to interrogate Arcene to learn the whereabouts of the Fourth Gun. Arcene remembers his fellow riders were heading to some ancient cliff-dwellings, but that is all.





The dream stalker's roars are suddenly answered and a second one exits the nearby forest, joining its brother in hot pursuit. Allow the players enough time to engage in combat with one of the creatures before the second enters the fray, but Kalfu's insistence ahead should be motivation enough for them to break off the attack and escape from the spirit realm.

- **Dream stalkers (2):** Use the stats for Dream stalker in *The Sixth Gun* core rules.

- **Will Arcene:** Use the stats for Will Arcene in *The Sixth Gun* core rules.

## Moving On

*"Quickly, mes amis! This way! Kalfu knows the way out and this one is on me."*

Should the heroes opt to drag Arcene through the crossroads, as well, Kalfu pulls him back.

*"Not this one. Not yet. He and I have unfinished business. Ha-ha!"*

The heroes enter a small cave mouth in the rocks; a crossroads back to the real world.





## Of Dragons & Dragoons

As the heroes exit the spirit world through a cave mouth, they are met with the tranquil sounds of rippling water and birdsong. Beams of sunlight accentuated by dust and pollen break through the quietly rustling leaves above, dropping spots of white light upon the lush green grass below. A stream bubbling over round stones babbles away to their right and the entire idyllic scene is highlighted with a variety of brightly colored summer blooms. A path winds away into the forest ahead.

If one of the heroes carries the Second Gun, something shocking has happened. The gun she once carried in her holster has somehow transformed into a gloriously forged, shining long sword. The same red rune once engraved on the pistol's grip is now engraved on the sword's pommel. All other items and articles of clothing belonging to the heroes are unchanged.

Assuming they follow the path, the journey through the forest is pleasant and seemingly devoid of any dangers. Those requiring rest or healing can find it in this peaceful wood. The only potential threat is a stray black bear or a wandering pack of hungry wolves, if the Gun Master wants to liven things up a little. After an hour or so, a sudden rushing of winds from above shakes the trees, knocking a few stray leaves and branches to the ground below. At the same time, the midday sunlight is temporarily blocked by something passing quickly overhead. Should they opt to leave the trails and travel in the same direction as whatever just disrupted their walk, the gunslingers approach a clearing at the edge of a cliff overlooking a wide valley.

### THE SECOND SWORD

The second of the Six spreads the very flames of Perdition (Str+d8+2). Successful strikes with this blade cause an explosion of focused, intense hellfire igniting anything flammable upon impact (Damage 2d10, as described in **Hazards: Fire** (lava) in *Savage Worlds*).

• **Bear (1):** See *Savage Worlds*.

• **Dog/Wolf (1 per hero, plus 1 Wild Card alpha):** See *Savage Worlds*.

At the heart of the valley (fortunately a few miles away) stands an enhanced replica of the fortress of the Sword of Abraham, though here looking more like a medieval castle. Circling the castle are two massive dragons that let out deafening roars unlike anything the heroes have ever heard! Even at this distance, Fear checks might be applicable.

• **Dragon(2):** See *The Sixth Gun* core rules

In addition to the dragons, a large army attacks the castle from all sides. With a Notice check at -2 penalty the heroes spot figures along the castle ramparts as well.

Before the party can figure out which side of the battle is in the right (the Knights of Solomon are attacking the headquarters of the Sword of Abraham), they hear the whimpering of a child approaching from behind.

*A young, round-faced peasant girl with golden hair exits the forest and enters the clearing from the left. "Is someone there? Please, can you help me?"*

Even cautious observation from afar eventually reveals the terrified girl is completely blind. She cringes from the sounds of the dragons and battle below. Those with medical skills or Healing spot some scarring around the girl's eyes, the source of her blindness. If pressed, she tells them she was badly burned when she was very young and lost her sight.

*"My name is Griselda. I lost my way. Can you please help? Our home was attacked in the night. There were wolves at our doors. I managed to slip away but now I am lost. I think I can find my way home if you help me. My family is in danger! Won't you help us?"*





## Griselda

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

**Skills:** Fighting d4, Healing d6, Notice d6, Spellcasting d8

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

**Hindrances:** Blind, Young

**Edges:** Arcane Background (Sorcery), Healer, Arcane Resistance

**Special Abilities:**

• **Powers:** *Arcane, beast friend, healing;*

**Power Points:** 10

Should the heroes agree to help Griselda, she leads them off into the woods, describing landmarks which the heroes can easily see. She is chatty, polite, and very friendly. If asked about her family, she describes them as she remembers them before the accident that robbed her of her sight. The number of her family members equal the same number as the adventure party (not including Cobb if he is still present), as well as the same gender makeup. At least one of the heroes is described as a parent, with the rest being brothers or sisters. It should not be obvious to the party they are about to meet mirror images of themselves. They'll figure it out soon enough.

## Who's Afraid?

After 30 minutes or so, Griselda stops the party and informs them they should be close enough to see her home. It is now late afternoon, approaching dusk. The party has no more than 30 minutes to an hour left of daylight.

Ahead, there is a small, thatch-roofed house with a pen and a well. At each corner of the property stands a decorative shadow lamp atop a high wooden pole. One of these poles lies at an angle, the lamp out of sight. All of the livestock is dead, brutally slaughtered.

On a successful Notice roll the hero spots a couple figures moving about outside. Their shouts and gruff laughter echo through the forest. Should the posse continue to observe from afar, they only ever see four figures (two others remain inside the house, guarding prisoners. One of the men outside appears to be feeding on a raw chicken, pulling feathers from its body and taking large, bloody bites out of the bird.

Should the heroes attack now, they face four normal fighting men. If they wait until dark, however, those men all transform into werewolves.





• **Brigands (6):** Use the stats for Outlaw, found in *The Sixth Gun* core rules. Three carry knives (Str+d4), two wield short swords (Str+d6). One carries an English long bow (Range 15/30/60, Damage 2d6, RoF 1) and eight arrows).

• **Werewolves (6):** Use the stats for Werewolf in *The Sixth Gun* core rules. All drop their human weapons as they transform.

The party must contend with the four brigands/werewolves outside first. Attempts at diplomacy very likely fail, but a raise on such a roll might at least engage the men as a possible distraction. The two in the house do not leave unless all four outside are defeated and even then, one remains inside to guard the hostages.

Once all of the brigands/werewolves have been defeated, the heroes meet the occupants of the house.



## Mirror, Mirror

Inside Griselda's home, the heroes come face to face with rustic, medieval versions of themselves. This is an alternate reality, after all, and as they are heroes of some significance in the great game of The Six, they have played their parts before.

• **Griselda's Family Members (1 per hero):**

Use the stats for Common Folk in *The Sixth Gun* core rules and the physical descriptions of the heroes.

The family is cautious about their new doppelganger saviors, but thankful. They offer refreshment and their home for rest and healing if needed.

If the brigands/werewolves were dispatched quickly, the head of the household asks for assistance and leads the gunslingers outside to the broken shadow lantern. The lanterns contain will o' the wisps and when placed equidistant from one another, generate a field impregnable to undead or creatures with ill-intent. Up until this morning the family was safe, but one of the brigands successfully shot the lantern off its tower with an arrow, allowing them to enter. The will o' the wisp that once occupied the lantern has vanished but others are known to wander the forest nearby. If the strangers can reacquire one and restore the lantern, the family will be most grateful. Griselda offers to help them track a wisp and the family seems supportive of her desire.

The wisp hunt can be turned into an elaborate quest of its own, or you could simply allow for a quick side journey where Griselda uses her *beast friend* ability (wisps in this reality are "natural" creatures and susceptible to the power) to call a wisp into the lantern with little difficulty.

• **Will o' the Wisps:** See *The Sixth Gun* core rules. Incapacitated wisps may be captured.

Should the shadow lantern be repaired, Asher (if he is still with the heroes) and whoever carries the Second Sword (should that still be present) are violently ejected from the homestead and unable to return.

When the heroes return to the house, a group of armored riders in black arrive.

"It is the Dragon," says the farmer.  
"Lord St. Clair and his men-at-arms."

➤ **Lord St. Clair ("The Dragon"):** Use the stats for Drake Sinclair in *The Sixth Gun* core rules, suitably modified for a medieval setting. He wields this reality's version of the Second Sword (Str+d8+2). Successful strikes with this blade cause an explosion of



focused, intense hellfire igniting anything flammable upon impact (Damage 2d10, as described in Hazards: Fire (lava) in *Savage Worlds*).

• **Men-at-Arms (6, plus 1 per hero):** Use the stats for Lawman in *The Sixth Gun* core rules. All are armed with long swords (Str+d8).

St. Clair is the local acting sheriff. While intimidating in his black armor, he is a benevolent protector. The heroes sense something strange about St. Clair. A sense of "significance." St. Clair is the mirror image of one known as Drake Sinclair in the real world, and if they know him there they'll know him immediately. St. Clair reacts with surprise and perhaps a hint of fear when he sets eyes on the heroes, and suddenly draws on them. If one of the posse holds the Second Sword from *their* reality, they note St. Clair's blade is identical (down to the rune upon its pommel).

*"What devilry is this? Am I seeing double? Living reflections spewed forth from the abyss itself?! Drop your arms and surrender, demons!"*

They are outnumbered and St. Clair and his men are on horseback. It may be difficult to keep heroic players from not stepping up to the fight, but Griselda turns to the newcomers and tells them to follow her into the forest. She rushes off behind the house, moving surprisingly fast for someone afflicted with blindness, and ducks under some brush, quickly vanishing from sight. A member of Griselda's family shouts after her: "*Griselda, come back!*" Should the characters follow, St. Clair and his men must dismount to pursue as Griselda leads them through terrain inaccessible to horses. Handle this as a normal Agility-based, five-minute Chase on foot through difficult terrain.

Eventually, Griselda brings the posse before a cascading waterfall.

"Through there!" Griselda points at the curtain of rushing water. "Occasionally I hear winds. Voices. Screams even. That leads to the way out. You must go. Now!"

With little choice, The heroes have to enter the waterfall to return to the real world.

If the heroes decide to return with St. Clair to fight the dragons and Knights of Solomon, let 'em! Run a big fight or even a Mass Battle, but eventually they can come back to Griselda and the waterfall and the tricks of the Winding Way can put them back in time to when they left.





## Nightmare Mesa

Rushing out of the alternate medieval reality, the heroes suddenly find themselves outdoors in utter darkness. Heavy clouds obscure the stars above and the moon is nowhere to be seen. A distant rumble of thunder and a light, cool breeze suggests an oncoming storm. The evening air is cooling through their wet clothes. Loose, clattering objects sounding like shards of broken pottery shift beneath their feet, making for difficult movement and an Agility roll is required to maintain footing if running.

If the posse illuminates the area, whether with a lantern, candle, or magical power, they discover they are standing in a field of bleached bones atop a rock mesa. The expanse of fleshless bones and skulls is enough to require a Fear check. Should the heroes not utilize their own source of light, a flash of lightning provides enough illumination to reveal the bones.

The top of the mesa is 30'x30' round. Opposite the heroes are four tall burial scaffolds standing eight feet above the rock. The scaffolds are made up of several timbers lashed together to create a supported and standing table, upon which lie wrapped corpses tightly bound to the platform with lengths of rope.

*From the tops of the platforms, you hear groans and the tearing of fabric. Moments later skeletal visages, their manes of dead hair billowing out around them in the night air, peer down at you*

*with glowing red eyes. They cry out in unison with raspy, ancient voices. It is clearly a warning. You have trespassed where you are not at all welcome!*

The Angered Dead simply wish to sweep trespassers from this sacred burial ground and do whatever it takes to ensure this happens. Should any of these undead creatures be dispatched or knocked from the mesa, its spirit is released as a wispy ghost spiraling away into the darkness with a piercing war cry.

Escape from the mesa can only be done via three ropes tightly bound into cracks in the rocky surface. The ropes extend to the ground some 50 feet below. Rappelling down the cliff face requires two successful Climbing rolls at +2 for the ropes but due to their age, the hand-woven strands are weakened. On a critical failure, a rope breaks and all characters using it must roll as for a failure. On a failed roll, an Agility -2 roll allows them to find handholds before falling—otherwise they plummet to the ground—dropping 50' for the first roll or 30' for the second. Those climbing down without a rope do not gain the +2 bonus.

Unless the heroes immediately seek to escape from the mesa, rain begins to fall, wetting the ropes and the cliff face, resulting in a further -1 penalty to all Climbing rolls. As they descend, they may make Notice rolls to spy orange firelight and even movement from an elaborate village of pueblos constructed in the cliffside beneath the mesa.

### Angered Dead (4)

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

**Skills:** Fighting d6, Intimidation d8, Notice d8, Tribal Medicine d10

**Pace:** 4; **Parry:** 5; **Toughness:** 8

**Special Abilities:**

- **Arcane Background (Shamanism):** Angered dead typically have 20 Power Points and know *burst* (lightning), *confusion* (shouting ancient voices), *fear* (chilling touch), *obscure* (waves of darkness), and *pummel* (desert winds).

- **Fearless:** Angered dead are immune to Fear and Intimidation.

- **Lumber:** Angered dead are able to animate their wooden scaffolds to slowly stomp about.

- **Slam:** Str+d6 (scaffold legs).

- **Skeletal Servants:** As an action, angered dead can raise 1d6 skeletal remains into defenders. More often than not, the quickly assembled bones barely

## Nightmare Mesa

Ropes

Crossroads





resemble the humanoid form they took in life (see skeletons in *Savage Worlds*).

- **Undead:** +2 Toughness; +2 to recover from being Shaken; No additional damage from called shots; Immune to disease and poison.
- **Weakness (Fire):** Between the brittle wooden scaffolding and the sun-baked corpse atop it, these creatures are particularly vulnerable to open flame and suffer +4 damage from fire.

### Scattered Remains

At the base of the cliff the heroes find themselves once again standing in a bone yard, the victims of the angered dead from above. Those with any sort of medical training may discover the remains have been gnawed by some sort of animal. Notice rolls reveal two fairly recent additions to the field and further examination identifies them as Pinkertons/ Knights of Solomon (the Templar rings are a dead giveaway).

Both Pinkertons have either fallen or been thrown violently from the mesa. One is clearly dead, his limbs twisted and his head shattered against the rocks and bones. The other is battered, bleeding, and broken, but still clinging to life. Anyone attempting to heal the man quickly learns he is beyond help. His eyes flutter open and he speaks, blood gurgling in the back of his throat.

*"The Six...The Grey Witch...She is coming...Must retrieve The Six before she reaches the pueblos...Followed here...Stop..." And with that, the Pinkerton expires with a death rattle, black blood bubbling from his mouth.*

A pack of desert ghouls has been surviving on unwitting victims of the angered dead. Once the Pinkerton expires, they rush in to feed and attempt to surprise the heroes. Any characters succeeding with Notice rolls spot glowing red eyes rushing at them out of the darkness, giving them enough time to draw and prepare weapons.

- **Desert Ghouls (1 per hero):** Use the stats for Ghoul in *The Sixth Gun* core rules. The desert variety also has the ability to shake "ghoul dust" into the eyes of their opponents as an Agility-based Trick. With a success the target suffers the usual -2 Parry and the eyes must be immediately flushed with water or the target suffers the effects of the ghouls bite-transmitted disease.

After the battle with the ghouls, the powerful storm arrives in full force with startling flashes of lightning, claps of thunder, and pounding rain, but this is not a normal storm. The stunned onlookers now discern a thunderbird flying through the dark clouds. Unless they act quickly and race to the pueblos, the creature spots them and considers them an early morning snack! Doing battle with a T-bird is not advised and should be dissuaded, but heroes will be heroes! Should Asher Cobb be present, he will be the voice of undead reason and abandon the party for the pueblos. Should he do this and the posse survive an engagement with the thunderbird, they eventually find Asher battered and unconscious in **Break the Chains**, the victim of a snake man ambush.

- **Thunderbird:** Use the stats for thunderbird in *The Sixth Gun* core rules.



# Break the Chains

## The Road to Ruins

Dawn soon breaks as the heroes move into the village of cliffside pueblos. At the base of the trail they pass several saddled horses, some asleep, some drinking from a large puddle of fresh rainwater. Successful Notice rolls reveal a couple figures moving down the path toward the heroes. The posse may attempt to surprise them by hiding in some brush and ambushing them. From here, those who successfully made their Notice rolls realize that while the two approaching figures are speaking English, every word is accompanied by a slight hissing sound.

- **Snake Men (2):** Use the stats for Snake Man in *The Sixth Gun* core rules. The snake men are armed with bowie knives (Str+d4+1).

The path eventually brings the heroes up to one side of the village. Moving forward (toward the back of the large cavernous opening) allows the posse to move behind the structures and avoid most of the occupied houses, instead of moving through the inter-connected structures. While moving through the entire village, the party should occasionally be alerted to falling rocks and dust from above.

## Building 1: The White House

The first building they face is The White House, so named for the pale mud used to cover its exterior. It is a building that once served as a guard shack when the village was occupied. In here, the heroes find two unarmed, slumbering snake men. Searching the room uncovers two Winchester '76 rifles (Range 24/48/96, Damage 2d8, RoF 1) and a leather pouch containing a handful of 45-75 cartridges.

- **Snake Men (2):** Use the stats for Snake Man in *The Sixth Gun* core rules. The snake men are unarmed.

## Building 2: The Red House

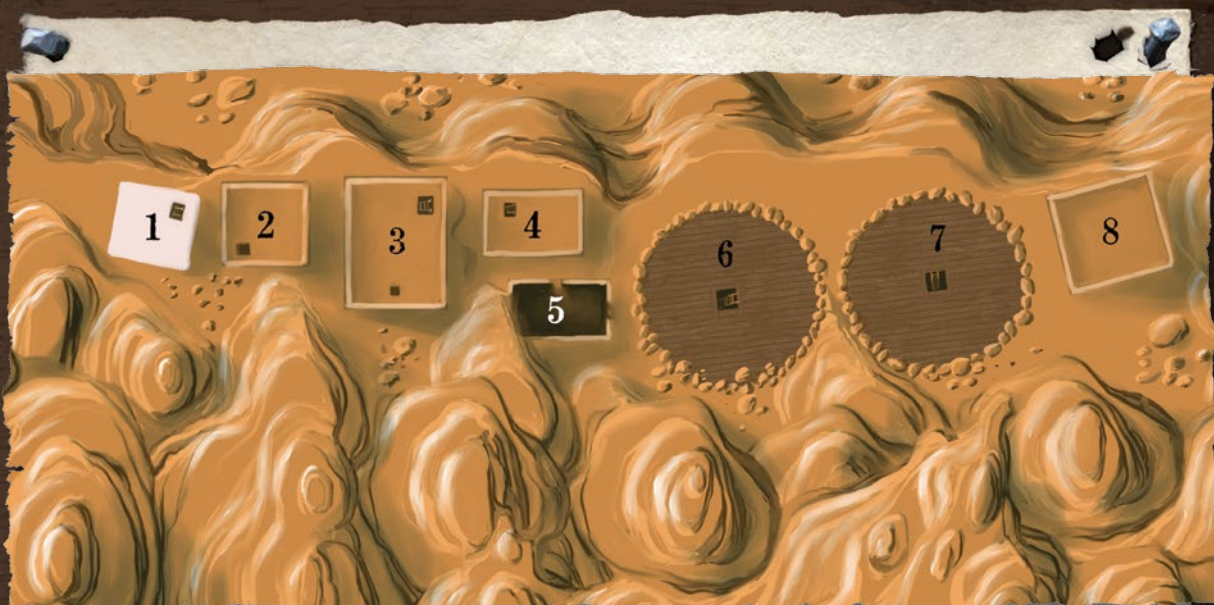
The Red House (named for the crimson tinting of the interior walls) is currently unoccupied, containing basic supplies stored here by the snake men. Within the bags haphazardly left here the heroes find trail rations, mess kits, basic tools, and a few changes of sweat-stained, foul-smelling snake man clothes.

## Building 3: Speaker Chief House

The doorway into this building is covered by a tattered hide that occasionally billows outward with gusts of early morning wind. Successful Notice rolls mean the hero detects voices speaking beyond the crude curtain.







*"The Grey Witch gave us an order! We are to remain here and await her return in two days time. Until then, we must continue to guard the temples. No one comes out and no one goes in until Griselda arrives. Understood? No one!"*

A hissed and clearly irritated reply from a couple snake men is uttered.

*"Now return to your posts."*

If the heroes enter before or during the above exchange, they find three snake men conversing within. It is possible to rush in and surprise them. Should shots be fired, an alarm is sounded and the snake men from surrounding buildings (a total of 12) are alerted to the presence of intruders. Shots also create rockfalls with a 10% chance of debris large enough to potentially injure someone (Damage 2d6). Ideally, the heroes should dispatch their foes quietly or avoid this house altogether and use Stealth to move around behind to the Sun Temples.

- **Snake Men (3):** Use the stats for Snake Man in *The Sixth Gun* core rules. Two of the snake men are armed with knives (Str+d4). The third snake man (the one speaking) is armed with a single-action Colt Equalizer (Range 12/24/48, Damage 2d6+1, RoF 1).

#### **Building 4: Storehouse**

This plain single-story building contains enough explosives to bring the entire mesa down on top of the village! The posse finds three wooden crates of dynamite (72 sticks in all), several feet of fuse, two blasting machines, blasting caps, and a spool of detonator wire. If Asher Cobb ran off on his own at the end of **Nightmare Mesa**, he is found here gagged and bound.

#### **Building 5: The Black House**

An empty structure with interior walls caked in soot from a long-extinguished fire that brought the roof down into it. Only tarantulas and scorpions call this burned-out building home now.

#### **Building 6: Kiva (The Seal)**

From a distance, the Kiva and adjacent Sun Temple appear as little more than large (15' diameter) circular rings of rock with wooden floors. In the center of these "floors" (actually roofs) are square openings from which protrude the tops of ladders. Both rings are guarded by two snake men each. One of each pair stands near the opening while the other watches the surrounding area. It might be possible to snipe the guards from a distance (from behind Building 5 or from the windows in Building 4), but gunfire also creates rockfalls with a 10% chance of debris large enough to potentially injure someone (Damage 2d6).

Once the snake men are eliminated (hopefully before they can raise an alarm), the heroes climb down the tall ladder into the kiva. Here they are overcome with a feeling of unease and must all make Fear checks. The room is aglow with flickering torches, candles, and lanterns. Offerings of feathers, bone, stone, clay, and even blood lie thick upon the floor surrounding a circular, metallic dome. The dome is one of the mystical hatches beneath which lies the power of Creation itself. Fortunately, the "keyholes" (each in the shape of a revolver) are currently empty. Those with Knowledge (Occult) or any other specific knowledge of the Six know this seal should not be left in the hands of Griselda and her men—even if they don't know the full extent of Griselda's goals, they should be able



to tell this is bad mojo. If Asher Cobb is with the group, he recommends using the explosives from Building 4 to bring the entire place down and bury the damn thing!

• **Snake Men (4):** Use the stats for Snake Man in *The Sixth Gun* core rules. The two snake men watching the approach are armed with Winchester '76 rifles (Range 24/48/96, Damage 2d8, RoF 1). The others guarding the entrances carry double-barrel shotguns (Range 12/24/48, Damage 1-3d6, RoF 1-2).

### Building 7: Sun Temple (The Portal)

Accessed by ladder, the second circular chamber is illuminated by a few oil lanterns hanging from the rough-hewn rock walls. The chamber is eerily quiet, as if all the air is somehow being sucked out of the room. Successful Notice rolls indicate the explorers sense a pressure change at the heart of the chamber. Should anyone willingly approach the middle of the room, they vanish with a flash of light and a stranger stumbles out of seemingly nothing, collapsing to the ground and gasping for air. The person on the ground is none-other than "Bloodthirsty" Bill Sumter!

*A large bull of a man falls to the dust, gasping for air before you. He looks up at you and quickly rises to his feet. "Who are you? Where are the snake men? Is Arcene with you?"*

Common Knowledge rolls (+1 for those who have a military background or work in law enforcement) identify the man as Bill Sumter. His role as one of General Hume's lieutenants during the war is well-known, and more recently his mug has appeared on posters in sheriff's offices across the frontier.

*"We were cornered. The Grey Witch's forces were overwhelming. So we thought to hide in this chamber until things cooled down a bit. That was when Silas vanished before our eyes! Suddenly those things began descending that ladder and so we followed him through the hidden doorway only to find ourselves trapped inside. But now I'm free. Seems that little hidden crack in the world only has room for three. And we know what that means! Two of you are going in there to set my partners free. No argument!"*

Sumter is correct in his crude analysis. The gap between worlds is a pocket large enough to hold only three individuals. Ancient people in this area stored away their leaders to protect them from the other side, but when sickness, drought, and enemy tribes visited the village, the people abandoned the cliff and left those within the mystical portal to rot. As the years went by the "guardians" within shuffled off this mortal coil, leaving the doorway open as a trap for unwitting visitors. In this case, it was Hume's three riders.





Sumter engages in combat and attempts to force party members through the invisible portal by Grappling them and pushing them through. He may be a mountain of a man, but he's not stupid and will not use the First Gun in this confined space. Should Sumter manage to successfully get another of the party through the portal, it ejects "Filthy" Ben Kinney. At this point (or should the heroes manage to wound Sumter before this occurs), four snake men begin descending the ladder. This could generate an uneasy alliance between Sumter (and perhaps Kinney) and the heroes, since forcing snake men into the portal kicks out the remaining riders and any heroes who might also be inside.

To those entering the reality gap, they experience the following:

*You enter a spherical bubble surrounded on all sides by a wailing, swirling cloud of skeletal spirit forms who reach out and claw at the unseen barrier. Others are trapped here, but though you can think you cannot speak nor move but a fraction of an inch despite your desire to lash out or run away. It is as if you are drowning in quicksand and escape seems impossible!*

• **Snake Men (4):** Use the stats for Snake Man in *The Sixth Gun* core rules. The snake men are armed with Winchester '76 rifles (Range 24/48/96, Damage 2d8, RoF 1) or double-barrel shotguns (Range 12/24/48, Damage 1-3d6, RoF 1-2).

✎ **"Bloodthirsty" Bill Sumter:** Use the stats for Bill Sumter in *The Sixth Gun* core rules.

✎ **"Filthy" Ben Kinney:** Use the stats for Ben Kinney in *The Sixth Gun* core rules.

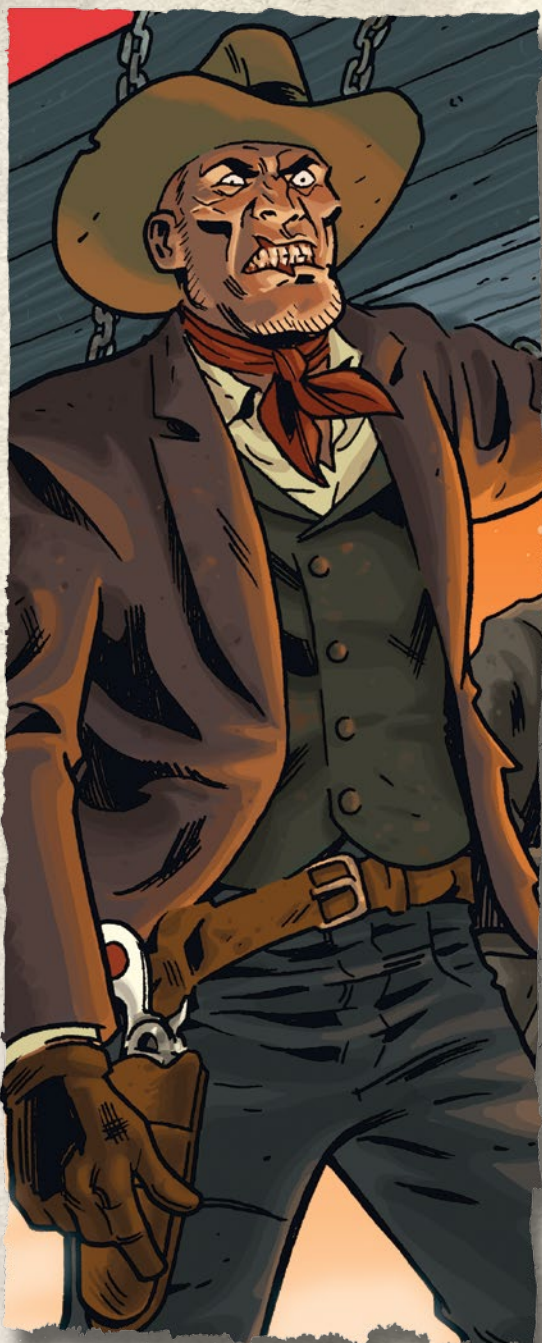
✎ **Silas "Bitter Ridge" Hedgepeth:** Use the stats for Silas Hedgepeth in *The Sixth Gun* core rules.

Should Silas find his way out of the reality gap, Asher Cobb, knowing he wields the Fourth Gun, shifts all of his attentions to him to secure the weapon. Cobb believes he can persuade someone to use the Gun to bring his dead beloved back from the grave and he states as much. This fight could well take Cobb and Hedgepeth tumbling back into the gap between worlds.

### Building 8: The Square Tower

The final building in the cliff village is this two story square tower. It is possible the heroes might find themselves chased in here by snake men. Inside, a frail ladder leads to a platform above. Facing forward is a window large enough for a normal sized man but perhaps too small for

Asher, who must find another way out. There are two large coiled ropes here and if secured inside, may be tossed from this window to allow an escape down the cliff face. The descent from the second-story window to the pathway below takes at least two rounds, making whoever is climbing temporarily vulnerable to ranged attacks from snake men within the village. With the aid of the rope, only one Climbing roll is required to successfully make the descent. Once the heroes reach the path below, they can escape from the village on horseback.





## Conclusion

*The Winding Way* could end in a few ways. First, the heroes could simply be defeated by snake men and likely taken prisoner to be presented to Griselda when she arrives in two days. The Grey Witch (as one might expect) has a means of opening the dimension door and extracting the three riders from within to collect their Guns. Of course, that gives them plenty of time to plan an escape.

The heroes could also take Cobb's advice (or perhaps it's a plan of their own devising) and blow the entire village to Kingdom Come with

the dynamite, thus burying the hatch, any remaining snake men, and access to the pocket universe where the riders remain trapped. They can then return to the fortress of the Sword of Abraham with the Second Gun in hand as heroes in the war for reality.

A third ending could have three of the party trapped within the gap in time and space where they will have to await their escape at the hands of others. Kalfu, being an unpredictable crossroads demon, may well offer them a way out in exchange for something truly terrible... But that's up to the Gun Master.







## Chapter Two: Critters and Cretins





## Bear, Black

The common American black bear is found in most corners of the United States. It is a medium-sized species of bear that is generally shy and non-aggressive, but they can put up a good fight if threatened.

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

**Skills:** Fighting d8, Notice d8

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

**Special Abilities:**

- **Bear Hug:** Bears don't actually "hug" their victims, rather they attempt to use their weight to pin opponents. A bear that successfully hits its target with a raise has pinned its foe. The victim may only attempt to escape on his own action using the normal Grappling rules.
- **Bite/Claws:** Str+d6.
- **Size +1:** These creatures can stand up to 7' tall and weigh over 600 pounds.

## Dragon

While dragons are usually the stuff of fanciful dime novels, reality has been rewritten in the world of The Six and on at least one occasion the giant lizards walked (or flew above) the Earth. Also, as long as there are Devil's Crossroads, there are always opportunities for creatures like these to sidestep into our world. While coloration and anatomical features may vary, the dragons of this universe are all your standard wing-flapping and fire-breathing variety.

**Attributes:** Agility d8, Smarts d8, Spirit d10, Strength d12+9, Vigor d12

**Skills:** Fighting d10, Intimidation d12, Notice d12

**Pace:** 8; **Parry:** 7; **Toughness:** 20 (4)

**Special Abilities:**

- **Armor +4:** Scaly hide.
- **Bite/Claws:** Str+d8.
- **Fear -2:** Anyone setting eyes on a dragon must make a Fear check at a -2 penalty.
- **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 bite or attack with its claws in the same round it breathes fire.
- **Flight:** Dragons have a Flying Pace of 24 and Climb 0.
- **Hardy:** Dragons do not suffer a wound from being Shaken twice.
- **Huge:** Attackers add +4 to attack rolls due to the creature's size.

• **Improved Frenzy:** If a dragon does not use its Fiery Breath ability, it may make two Fighting attacks with no penalty.

• **Level Headed:** Acts on the better of two drawn Action Cards.

• **Size +8:** Dragons are massive creatures measuring over 40' long from nose to tail and weighing well over 15 tons.

• **Tail Lash:** A dragon can sweep all opponents in its rear facing in a 3" long by 6" wide area. This is considered a standard Fighting attack, and damage is equal to the dragon's Strength -2.

## Dream Stalker

Hulking giants of the spirit realm, these towering, faceless primitives possess the supernatural ability to track non-native visitors to their world. Though they usually dwell in the darker corners of their realm, unwary strangers can attract their attention if they wander too far from the winding path. Some refer to these colossal beasts as "hungry ones," while others know them as "slayers of strange gods."

**Attributes:** Agility d8, Smarts d4, Spirit d6, Strength d12+5, Vigor d10

**Skills:** Fighting d8, Intimidation d10, Notice d8, Throwing d8, Tracking d6

**Pace:** 8; **Parry:** 6; **Toughness:** 13 (1)

**Gear:** Skins and/or furs (Armor +1), Thunder Spear (Str+d6, +1 Parry, 2-hands, 20 lbs., successful attacks cause an explosion of energy for 2d6 damage to anyone within a Medium Burst Template, a roll of 1 destroys the spear).

**Special Abilities:**

- **Fear:** Fear checks are required for those seeing these colossal beasts for the first time.
- **Improved Sweep:** Dream stalkers can attack all adjacent foes with no penalty.
- **Large:** Attackers gain +2 to attack rolls against Dream stalkers due to their size.
- **Size +5:** Dream stalkers are over 20' tall.
- **Spirit-Sight:** The glowing eyes of dream stalkers allow them to see straight across the ghost realm. This grants them +4 to Notice and Tracking rolls when pursuing visitors to their world. Darkness penalties are also halved.

## Snake Man

It is said serpent folk are the twisted result of unnatural inbreeding among some bayou dwellers, often those living deep within the hearts of cypress swamps cut off from civilization. The truth is far more disturbing. Some of these



snake-faced hombres exhibit wide yellow eyes, crushing strength, scale-encrusted skin, or even mouths filled with envenomed fangs.

Snake men (and a more capable "elite" variation of their kind (Smarts d8)) are decanted and employed by practitioners of the dark arts. A sorcerous combination of man and water moccasin, copperhead, or cottonmouth, these sad shadows of humanity are painfully shucked out of their human skin in pots of alchemical soup before being tipped out into a life of servitude.

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

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

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

**Special Abilities:**

- **Armor +1:** Scaly hide.
- **Bite:** Str+d4.
- **Constrict:** If engaged in unarmed combat, serpent folk tightly grapple with a raise on their Fighting roll. For that round and each round thereafter, they cause damage to their prey equal to Str+d6. The target may attempt to break free on their action using the Grapple rules in *Savage Worlds*.
- **Poison:** With a successful Bite attack, the Snake Man can choose to deliver poison to the victim. Refer to **Hazards** in *Savage Worlds* for effects.

### Will o' the Wisp

Also known as ghost lights or marsh phantoms, these dancing glowing orbs of light are malicious spirits who captivate their victims and lead them into danger. They have no combat capabilities and so try to remain a safe distance from their prey.

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

**Skills:** Notice d10

**Pace:** 8; **Parry:** 2; **Toughness:** 3

**Special Abilities:**

- **Charm:** By swaying from side to side and pulsating with a pale green or yellow luminescence, wisps can charm prey into following them. This requires a Spirit roll opposed by the victim's Smarts. Should the victim lose sight of the wisp, the charm is broken.
- **Size -2:** Ghost lights measure no more than 1 inch in diameter.
- **Small:** Attackers are -2 to attack wisps because of their size.

### Wolf Raptor

Creatures of the ghost realm, wolf raptors are vicious, foul-smelling, lupine creatures with red eyes. They also happen to be graced with the ability to fly, thanks to a pair of expansive batwings along their sides. Adept wranglers have been known to tame the beasts and ride them barebacked, even into flight!

**Attributes:** Agility d10, Smarts d8 (A), Spirit d8, Strength d10, Vigor d8

**Skills:** Fighting d10, Intimidation d10, Notice d8

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

**Special Abilities:**

- **Bite/Claws:** Str+d6
- **Death from Above:** A flying wolf raptor that hits a target with a raise not only inflicts normal damage, it also grasps its prey in its claws and swoops into the air, moving the remainder of its Flight Pace (see below). The next round, the creature drops its prey to the ground (see **Falling** in *Savage Worlds*). Characters on Hold or who have not yet taken their action may attempt to hold on by making an opposed Strength roll. If successful, the prey continues to struggle. With a raise, the victim actually steers the wolf raptor close enough to a landing spot to jump free without taking damage.
- **Flight:** Pace 16
- **Quick:** Wolf raptors discard action cards of 5 or lower.
- **Size +2:** Wolf raptors can weigh over 500 pounds.

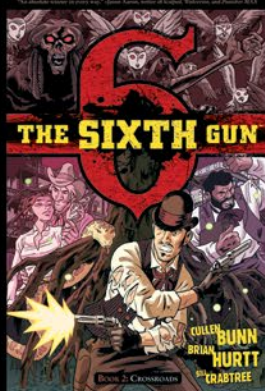




# HOW THE WEST WAS REALLY WON.



BOOK ONE



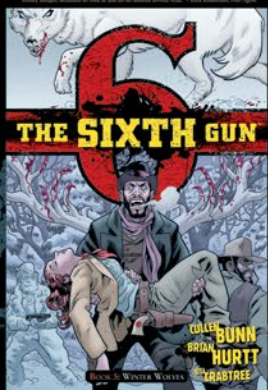
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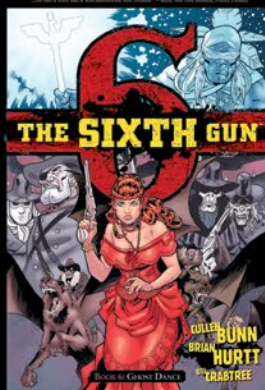
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BOOK FIVE



BOOK SIX



BOOK SEVEN



BOOK EIGHT



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