



THE SIXTH GUN

ROLE-PLAYING GAME



CULLEN BUNN ✦ BRIAN HURTT ✦ BILL CRABTREE

THE SIXTH GUN

Told By Scott A. Woodard.
Based on *The Sixth Gun*, by Cullen Bunn & Brian Hurtt.

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

Art Direction: Aaron Acevedo

Design, Layout & Maps: Alida Saxon

Proofing: Jodi Black, Clint Black, Preston DuBose, Thomas Shook

Interior Illustrations: All artwork illustrated by Brian Hurtt with the exception of pages 39 and page 60 illustrated by Tyler Crook. All artwork colored by Bill Crabtree
Savage Worlds by Shane Lacy Hensley

PINNACLE
ENTERTAINMENT GROUP
WWW.PEGINC.COM



@onipress onipress.com
@cullenbunn / cullenbunn.com
@brihurt / brihurt.com

Savage Worlds, all unique characters, creatures, and locations, artwork, logos, and the Pinnacle logo are © 2015 Great White Games, LLC; DBA Pinnacle Entertainment Group. Distributed and Printed by Studio 2 Publishing, Inc. Printed in China.

The Sixth Gun is ™ & © 2015 Cullen Bunn & Brian Hurtt. All rights reserved. Oni Press logo and icon are ™ & © 2015 Oni Press, Inc. All rights reserved. Oni Press logo and icon artwork created by Keith A. Wood.

Contents

CHAPTER ONE: THE WORLD OF THE SIX	3	CHAPTER SEVEN: RELICS BOTH SACRED AND ARCANÉ	38
The Savage Saga of the Six	5	CHAPTER EIGHT: ADVENTURES ACROSS THE WORLD OF THE SIX	47
CHAPTER TWO: LEGENDS OF THE FRONTIER	11	Using the Adventure Generator	47
Making Characters	13	CHAPTER NINE: SAVAGE TALES	55
New Hindrances	14	Blight Night	55
New Edges	15	The Curses Are Coming to Town	59
CHAPTER THREE: GEAR & GOODS	17	Death Knell	63
CHAPTER FOUR: A SIX GUN GAZETTEER	24	Forest for the Trees	67
Welcome to Brimstone	26	The Personals	71
GUN MASTER'S SECTION	31	CHAPTER TEN: THE ROGUES' GALLERY	74
CHAPTER FIVE: THE SECRET OF THE SIX	32	Fiends & Fauna	74
CHAPTER SIX: SETTING RULES	34	Folks	83
Shamans, Sorcerers, and Servants of the Spirits	34	Heroes and Villians of The Sixth Gun	87
New Powers	36	INDEX	95





Chapter One: The World of The Six

They'd been riding in a southwesterly direction for what felt like weeks, but all of them lost count of the passing days somewhere around San Luis. Their exposed flesh was blistered and peeling, their throats parched and hoarse from the desert heat, and their mounts crept along the trail with their heads low, hooves cracked, and mouths dripping with thick foam. Suddenly, as like a miracle, a low rumble of thunder temporarily overpowered the steady din of infinite locusts and the posse collectively raised their eyes to the heavens with a sense of hope.

"It came from up there, somewhere in the canyon," said the gunslinger, slipping out of his sweat-soaked shell jacket.

Their leader, the preacher-man with dog collar and all, raised a black leather gloved hand and reined his horse. "Hold up! There's something unholy about this place."

A second flash of bright blue light preceded another clap of sharp thunder from ahead, this time closer than before and accompanied by a sudden rush of wind channeled down the gorge.

The preacher glanced right and then left, noting the steep, un-scalable rises on either side. Retreat meant turning tail and more than a few hours of midday travel to exit the canyon. Not far ahead, beyond the rock walls and the mysterious threat, their destination awaited... if the tattered map and occasionally unreliable tin compass held true. The choice was clear. If it came to whipping their horses for one last ride to safety or exposing themselves to a long, dry, and unpleasant demise, forward into darkness it would be.

"Draw your irons and keep your eyes wide. At the first sign of trouble we hoof it to the end of the canyon. Got it?"

Another crack of thunder seemed to reply to the preacher's orders. The posse advanced.

The seer, a young Creole from the bayous of New Orleans, fingered a necklace of bones and rode with one eye closed, peeking into the

shadows for a hint of prophecy. "I see it. Wing tips scraping the canyon walls. Very big danger, *mes amis*."

They rounded the bend and found death staring down at them. "A thunderbird," whispered the preacher. "God help us all."

The creature easily measured over fifty feet long from its beak to the tip of its lashing, dragon-like tail. It exhaled a sharp, warm breath, buffeting the party enough to knock the crack-shot farm boy off his horse. It then shifted its weight and flapped its great feathered wings, lifting its hulking mass from the canyon floor.

Just then, a cry rose from above. A brave, his body painted with a striking skeletal motif, leapt from the cliff edge onto the neck of the rising monstrosity. The beast roared and emitted a clap of deafening thunder.

On the ground, the raven-haired girl they had rescued from the streets of Chicago a few months ago helped the boy back on his mount. The preacher, after checking to ensure his party was ready, shouted, "Ride like the wind!" They spurred their horses and rushed ahead, kicking up a cloud of dust as the body of the thunderbird cleared the top of the canyon.

The brave smiled and let out a triumphant cry as the rising altitude presented him with an impressive vista. Not far off, he could see the growing burg he had been warned about—the one with its many purveyors of goods, inexplicable gambling parlors, and houses of ill repute. The city where the serpent-eyed woman lorded over the wayward from the top floor of a monolithic building.

He kicked his heels into the shoulder blades of the thunderbird and attempted to inspire it to turn its head, but a single gunshot from below was immediately followed by a colossal explosion directly beneath. The thunderbird shook violently, then plummeted to the canyon below, landing with a thunderous boom and throwing the brave free.

He let his body go where the winds would take it and ducked at the last moment, rolling to a safe stop several yards away from the thunderbird's shattered corpse, but right in the path of the escaping band of characters he had spotted earlier.

He leapt to his feet and waved his arms above his head just as the group came to a sudden stop. Their eyes focused not at the broken beast or even at the battered and bruised brave. They eyed four more riders ahead, the largest of whom was grinning from ear to ear and slowly holstering an impressive-looking pearl-handled revolver.

A man in black, sporting an impressive pair of muttonchops, a string tie and a top hat, spoke. "Where y'all headed, strangers?"

"That way," the preacher pointed past the four riders. "The city. We have to get there before sundown."

An emaciated character with wisps of long, stringy hair tut-tutted and spoke. "That way only leads to Hell, friend."

The city girl spoke up this time. "If'n you mean the town of Brimstone, that's where we're headed."

"Then give our regards to the Lady when you get there," said the man in black. "Come on boys. We've got us a General to rescue." He doffed his top hat and the four of them moved on, skirting the smoldering corpse of the dead thunderbird. One began to whistle, the discordant melody echoing around the canyon walls as they left the posse to its fate.

Welcome to the wild, wooly, and wizardly world of *The Sixth Gun*®. Based upon the Eisner and Harvey Award-nominated comic book series published by Oni Press. It is a world of six-guns, sorcery, and supernatural horror set against the backdrop of the American West of the late 19th century. For the most part, life in this world is indistinguishable from what one might find in the history books, except here local shopkeepers might spend their evenings worshipping dark and ancient gods, explorers might occasionally side-step into the ghost dance, canyons may shudder with the cries of gargantuan thunderbirds, and powerful relics as old as the mountains themselves may cross your paths with life-changing results.

While you may find some similarities between this and the sprawling Weird Western juggernaut that is *Deadlands* (also from Pinnacle Entertainment Group), there are plenty of world-wrenching differences in *The Sixth Gun* to satisfy the most discerning fan of post-Civil War America with more than a pinch of mayhem and madness thrown in for good measure. That said, if you like what you see here and you're not yet familiar with that other world of super-powered ghost rock, fear-soaked frontiers, hex-hurling hucksters, and mad science, there's plenty of compatible *Deadlands* material out there to add directly to your *Sixth Gun* campaign.

Still interested in takin' that ride into the West? Well mount up; there are dream-stalkers to battle, snake men to lambaste, and wild thunderbirds to be broken!



The Savage Saga of the Six

"It was human suffering that called The Six into existence. And The Six gave the humans the power to recreate the world."

The tale of The Six has been set down in the pages of *The Sixth Gun* comic at the hands of writer Cullen Bunn, artist Brian Hurtt, colorist Bill Crabtree, along with guest artists Brian Churilla, Tyler Crook, Mike Norton, and A.C. Zamudio. Published by Oni Press, the main story began in 2010 and concluded in 2015. Over the course of 50 issues of the primary series and about a dozen spin-off issues, the sprawling tale took our cast of characters across the American frontier of the late 1800s, several centuries into the past, forward into a few possible futures, and sideways into the mysterious spirit realm. The issues have been collected into a series of graphic novels and are must-reads for anyone interested in taking a journey into this world of weird western horror and adventure.

For quick reference (or for those who have not yet read the comics), we present a comprehensive summary of the saga of the Six... so far!

Cold Dead Fingers (Issues 1-6)

Issue 1: This is not the Old West as we know it. During the darkest days of the Civil War, a gang of wicked Confederate cutthroats came into possession of six pistols of otherworldly power, but at some point *The Sixth Gun*, the most dangerous of these weapons, vanished. When the gun surfaces in the hands of an innocent girl named Becky Moncrief, dark forces reawaken. Villains thought long dead set their sights on retrieving the gun and rescuing their unliving leader, killing anyone in their path. Only Drake Sinclair, a gunslinger with a shadowy past, stands in their way.

Issue 2: Drake is a gunfighter with a troubled past and an uncertain future. He's also the only soul standing between the world we know and a hellish fate. Can he stop the forces of evil and recover the mythical Sixth Gun before they do?

Issue 3: Six evil guns. Four killers corrupted by the power of the sinister weapons. An undead Confederate General. And his mad wife, Missy Hume. How did Oliander Bedford Hume and his gang of cutthroats come into possession of the guns? Their story—as well as a dark secret Drake would rather keep hidden—is revealed as a deadly trap is sprung on forbidden land.

Issue 4: Drake springs a trap on General Hume and his band of murderous owlhoots, but when dealing with something as temperamental as a wild thunderbird nothing goes according to plan. Drake, Becky, and Billjohn O'Henry are caught between their enemies and a primal force of super-nature. Plus, what exactly is Drake's connection to the undead General and The Six?

Issue 5: All along, Drake has used Becky and her prophetic visions through the power of The Sixth Gun to guide him towards fortune and glory. At long last, he's reached his objective—the Maw, a long-forgotten prison hiding General Hume's cache of treasure—where he meets a new ally in the form of Gord Cantrell. But all is not as it seems and the General has an ungodly trick up his tattered sleeves!

Issue 6: General Hume is at the gates of the Maw and he's brought Hell with him! It's the final showdown between the forces of good and evil, and no one is safe. If Drake survives the undead battalion, and if he defeats Hume's malevolent henchmen, he's still gazing down the barrel of a shoot-out with the Confederate general not even death could stop!

Crossroads (Issues 7-11)

Issue 7: The secret of The Sixth Gun is revealed! In the aftermath of the tragic battle of the Maw, Drake and company hide in the sprawling city of New Orleans. As they plot their next move they find themselves embroiled in another harrowing adventure. Unexpected threats, new enemies, and a host of strange spirits are already aligning against them.

Issue 8: In the blackest heart of a Louisiana bayou is a decaying mansion belonging to Henri Fournier, a collector of powerful relics. There, Drake uncovers more secrets of the Six...and angers Marinette of the Dry-Arms, a spirit that wants to ensure the gunslinger never leaves the swamp alive! It's man versus some of the meanest man-eaters to ever crawl out of the marsh!

Issue 9: Nature itself revolts as a fiendish new enemy makes a play against Becky, Drake, and Gord...and the goal is to leave no man or woman alive! Plus, the budding romance between Becky and the charming gunslinger Kirby Hale heats up, but is Becky setting herself up for disaster?

Issue 10: A band of monks arrive in New Orleans, and it's unclear if they're with or against Drake and company. One thing's certain—they want The Six, but a low-down thief has his sights on stealing the mystic pistols just as a powerful spirit unleashes a terrifying assault on the heroes.

Issue 11: Brother Roberto Vargas and his band appear to be a formidable and well-honed fighting force, but our gang of hombres may have met their match with Marinette of the Dry-Arms and her legion of obedient beasts! Without his four mystic pistols, does Drake stand a chance of survival against her horde?

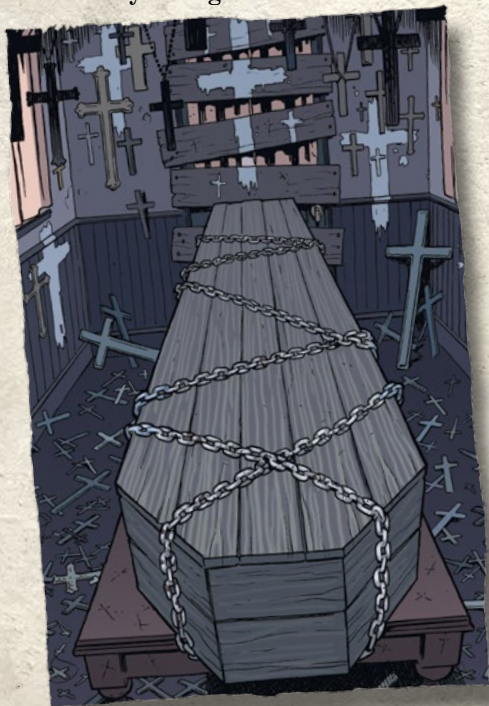
Bound (Issues 12-17)

Issue 12: On a train to sacred ground, danger awaits. Drake, Becky, and a host of armed monks of the Sword of Abraham ride the rails as they escort the dead-but-dreaming corpse of General Hume to his final resting place. This is the Old (and very Weird) West, so you can be sure of a train robbery like no other is in the cards!

Issue 13: As if a group of revenant robbers raised by the hand of necromancer Eli Barlow wasn't bad enough—there's a giant mummy loose on the train! Drake and Becky fight their way through zombies, necromancers, and—yes—one big mummy as they barrel toward a shocking fate.

Issue 14: Drake has squared off with some strange enemies before, but none more enigmatic than Asher Cobb, the so-called "Nine-Foot Mystery Mummy!" What is the secret of his powers? How did he become one of the living dead? And what did he whisper to Drake at the end of the previous issue?

Issue 15: Becky becomes a "guest" of the priests of the Sword of Abraham in their hidden castle. And in order to uncover more secrets of the Six, Gord encounters a sorcerer he thought he murdered years ago.



Issue 16: As Becky learns more about the Sword of Abraham's secret war against the Knights of Solomon, she unlocks yet another new power of The Sixth Gun. Gord encounters the ghosts of his past and enters a game of wits with an evil man thought long deceased.

Issue 17: Discovering the Sword of Abraham may not be trustworthy allies, Becky must decide if she can face the world on her own. To destroy a ghost from his past, Gord must choose to destroy everything he once loved.

A Town Called Penance (Issues 18-23)

Issue 18: Black magic unfolds! On a night of blood and gunfire, Drake vanished without a trace. Becky has set out to find him. Little does she know that he has fallen into the hands of the Knights of Solomon, a sinister cult with no intention of giving him up. While on her quest, Becky stumbles into a strange town called Penance, ruled by a ginger-haired sheriff named Maze who hides a dark secret!

Issue 19: The town of Penance may hide a clue to Drake's whereabouts, but the twisted citizens have been keeping secrets of their own for a long while. To find her friend, Becky is willing to expose all the town's mysteries—and some of those mysteries have bite! Meanwhile, we learn more of Drake's previous relationship with the sinister order of the Knights of Solomon.

Issue 20: The Six—when brought together under the right circumstances—can rewrite all of creation. This is the true power of the weapons that have fallen into Drake and Becky's hands. This is the power the Knights of Solomon wish to unlock. Drake isn't sharing what he knows, but the Knights are prepared to introduce him to their cruelest member to rip the secrets from him! Meanwhile, above ground Becky leads a fierce battle between the citizens of Penance and New Penance.

Issue 21: Using the power of The Sixth Gun, Becky invades the sanctum of the Knights of Solomon to rescue Drake. Becky's enemies have often seen her as the helpless damsel in distress—but no more. Once she's finished with them the Knights will know without a doubt she is deserving of the deadliest weapon ever created!

Issue 22: Weary, injured, and lost—Drake and Becky are on the run from the ruthless forces of the Knights of Solomon. Can even the power of the Six save them from the unstoppable fury of the Knight's cruelest member, Jesup Sutter? If they survive they must still face a shocking surprise that could shake the very foundations of reality.

Issue 23: Kirby Hale is a gunfighter, scoundrel, and thief...and he's not accustomed to losing. He may be reeling from his dalliance with Becky in New Orleans, but now he's working for the sinister Missy Hume and failure is not an option! Saloon girls, stagecoach robberies, the mythical Gallows Tree, and a heaping helping of smarmy charm—Kirby is hot on the trail of the magical six-shooters but what he uncovers may be more than a rogue can handle.

Winter Wolves (Issues 24-29)

Issue 24: Together, Drake and Becky hold five of the Six—a set of pistols that can rewrite all of creation. This makes them targets for the living and the dead, for the human and the inhuman. As otherworldly spirits align against them, Drake and Becky find themselves trapped at a trading post frozen in a preternatural winter. If the cold doesn't kill them, the hideous beasts lurking in the shadows will!

Issue 25: Caught in the heart of a supernatural cold snap, Drake and Becky fight off a vicious creature intent on ripping them to shreds. Even the otherworldly powers of the Six seem ineffectual against a creature that can become one with the blizzard. Meanwhile, as Gord hurries to find his friends he encounters an old enemy—Kirby Hale—and the two join up with Asher Cobb.

Issue 26: One wants to destroy the Six. One wants to steal them. Gord knows better than to trust Kirby, but embarks with him on the strangest of journeys in search of Becky, Drake, and the magical pistols. Drake and Becky have problems of their own, though, as they are besieged by the legendary wendigo, a spirit-creature with a heart as cold as a winter storm.

Issue 27: Gord, Kirby, and Asher make for odd traveling companions. Each wants to find the guns for different reasons, but they are united against common enemies. Meanwhile, it's all-out war in the heart of a supernatural blizzard! Drake and Becky have been terrorized by the wendigo spirit but now they are taking the fight to the creature itself.

Issue 28: Becky is pursued through a frozen wasteland by a horror she never suspected—a spirit-possessed Drake Sinclair! If she hopes to survive, a terrible price must be paid and a sacrifice must be made. Meanwhile, Gord, Kirby, and Asher make a last stand against the Sword of Abraham. Griselda the Grey Witch, the ancient mother of the late General Hume, reveals her new magically enhanced servant Jesup Sutter.

Issue 29: To free themselves from the burden of the Six, Drake and Becky must set out on a quest to destroy the weapons once and for all. Even with Gord, Kirby, and Asher in tow they may not be up to the challenge—especially with Missy nipping at their heels. Unlocking a new and terrifying power of The Sixth Gun, Becky makes a stand against Missy and her minions.

Ghost Dance (Issues 30-35)

Issue 30: Our world has not always been this way, and our world may be different yet. The Six, magical pistols with the power to reshape reality, have been used to tear down existence and rebuild it from the ground up. Becky embarks on a Vision Quest to bear witness to what the terrifying power of The Six has wrought...and what it might yet bring about.

Issue 31: Lost and unarmed, Becky wanders the Winding Path, and she is not alone. Menacing skinwalkers hope to kill the girl while she is at her most vulnerable while the Hungry Ones lurk on the outskirts of the Path awaiting anyone who takes a careless step. With the help of an unexpected ally, Becky is poised to learn the darkest secrets of *The Sixth Gun*.

Issue 32: Becky travels a spiritual crossroads that reveals the true power of The Six—what has come before and what might come to pass should the weapons fall into the wrong hands. Skinwalkers, forgotten kingdoms, knights, fire-breathing dragons, and the most fearsome band of outlaws to ever roam the west—they're all set to collide as the strangest of *The Sixth Gun* adventures continue!

Issue 33: Even after General Hume was killed, Becky feared she had not seen the last of the madman. Now, he has returned—in a way no one could have imagined! How would the world look if the General's forces had control of The Six? Becky will see it firsthand but she might not survive to tell the tale! Meanwhile, Gord and his friends stage a daring attack on a tribe of skinwalkers!

Issue 34: To survive an all-out attack from a group of supernatural hunters, Becky finds herself fighting side-by-side with the most unexpected of allies—the four horsemen of General Hume! Meanwhile Gord, Kirby, and Asher wage war against demonic skinwalkers and Missy's inhuman minions.

Issue 35: During the Ghost Walk Becky has seen dozens of possible worlds but none shock her—or tempt her—as much as a world of her own creation! Meanwhile, Gord, Kirby, and Asher lead the final assault against Missy and the Kingdom of Skinwalkers—and you'll NEVER see this ending coming!

Not the Bullet, But the Fall (Issues 36-41)

Issue 36: The forces of darkness have hounded Becky since she first set her hands on *The Sixth Gun*. Now, she and her allies are taking the fight to their enemies. Their goal—destroy the cursed guns once and for all. The war for *The Six* starts here. This is truly the beginning of the end.

Issue 37: Drake and Becky lead a posse in pursuit of their enemies—and they've found them! Beset on all sides by murderous foes, Becky has her final showdown with a horrifically transformed Missy. And if that wasn't enough, in the midst of a deadly shoot-out our heroes are betrayed by one of their own.

Issue 38: The town of Brimstone, New Mexico is under siege by the forces of darkness and Becky, Drake, and their allies are caught in the middle. In the midst of the chaos, Asher goes berserk. Not all of the heroes will survive the night.

Issue 39: The most tragic chapter of *The Sixth Gun* continues. Still reeling from the attack on the city of Brimstone, Drake and Becky are shocked by the appearance of an old enemy. Jesup is back and he's out for blood. A shockingly brutal fight erupts between Nahuel and the man who has been turned into a killing machine by the Grey Witch!

Issue 40: Fleeing the town of Brimstone, Drake, Becky and Nidawi are pursued by a relentless Jesup. Fueled by Griselda's magic and his own rage, Jesup is nigh unstoppable! The unexpected outcome of this encounter will change the fate of *The Six* forever!

Issue 41: We know that Griselda the Grey Witch is the mother of General Hume, but what other twisted secrets does her history hold? How did she come to possess such terrible powers? What dark forces does she serve? And what drives her quest to collect *The Six* and recreate the world?

Hell and High Water (Issues 42-47)

Issue 42: The *Six*, when brought together under the right circumstances, can destroy the whole of the world. Now, the vilest of creatures—Griselda the Grey Witch—has claimed all of the weapons for herself. Using the guns, she'll call down endless darkness and remake reality in her own monstrous image! The end of the world is nigh!

Issue 43: The stage is set for the final showdown between Drake, Becky, Griselda, and Jesup. The fate of the world hangs in the balance. But Drake and Becky didn't stand a chance against Jesup when they were armed with *The Six*. How can they stop him when he holds all the doomsday weapons?

Issue 44: Drake, Becky, and Screaming Crow stage a cataclysmic attack on Griselda and her minions. All the forces of nature are brought down upon the Grey Witch. But will it be enough to stop her from using *The Six* to destroy the world?

Issue 45: With the magical aid of Screaming Crow, Drake and Becky have taken the fight to the heart of the Grey Witch's empire. But the tides of battle are fickle at best. As Griselda unleashes a devastating assault, Drake and Becky are faced with a grim revelation—they may not be able to save the world after all!



Issue 46: The Six have a secret power. When brought together under the right circumstances, the weapons can unmake the world. The Grey Witch has claimed the weapons and their true destructive potential has been realized! The gates of Armageddon have been thrown open. The end draws near.

Issue 47: The penultimate chapter of *The Sixth Gun* comes to a close...but there might not be enough left of the world for a final arc! Drake and Becky must make a terrible sacrifice if they hope to stop Griselda from remaking the world in her image!

Boot Hill (Issues 48-50)

Issue 48-50: With the end of creation imminent, the survivors of Griselda's plan are set on a collision course for one last brutal battle. With nearly all hope lost, will Drake Sinclair and Becky Moncrief be able to stop Griselda's grisly apocalypse? Beyond a final, one way trip through the Crossroads, the war for The Six and all of reality comes to an epic conclusion at the mythical battleground of Boot Hill!

Sons of the Gun (Spin-off Series)

Issue 1: An untold tale of The Six! What happened to the horsemen after their master, General Hume, was killed during the Razing of Devil's Forks? In the first adventure, "Bloodthirsty" Bill Sumter finds himself alone, on the brink of death, and undergoing a frightening transformation at the hands of the First Gun.

Issue 2: More secrets of General Hume's lieutenants are revealed. "Filthy" Ben Kinney possesses the Third Gun, a weapon that can spread a flesh-rotting plague, and not even he is immune to the pistol's curse. After Hume falls in battle, Ben sees a chance to start a new life. But such changes don't come easy for a killer of his disposition...or horrid disfigurement.

Issue 3: Another untold tale of The Six! Among the General's four horsemen, no one was more sinister than "Old" Will Arcene, wielder of the inferno-spewing Second Gun. After his master's death, Will leaves the horrors of war for an altogether more awful place—home sweet home. What is the demonic secret of Will's parentage that twisted him into such a monster? And what could be so terrible to haunt such a man's nightmares?

Issue 4: An untold story of the fourth horseman! Without the guidance of his beloved General, Silas "Bitter Ridge" Hedgepeth is lost and alone. When he stumbles upon a community teetering on the brink of calamity, he finds a new calling. Can he redeem himself if he saves the town? And is he a plague doctor, a preacher, or the black-clad embodiment of Death himself with the power to raise the spirits of the dead via the Fourth Gun?

Issue 5: The four horsemen ride again! "Bloodthirsty" Bill Sumter, "Filthy" Ben Kinney, Silas "Bitter Ridge" Hedgepeth, and "Old" Will Arcene went their separate ways after their General was defeated, but now these brothers in



firearms come together once more. With each wielding a weapon of terrible destiny, they face a demon-spawning plague that threatens to consume them all. Are they heroes, saviors, or villains? In the world of *The Sixth Gun*, is there really any difference?

Days of the Dead (Spin-off Series)

Issue 1: Brother Roberto and Jesup Sutter will one day play important roles in the epic struggle to control *The Sixth Gun*. This is the tale that would shape these two—one an agent of the Knights of Solomon, the other a devoted priest of the Sword of Abraham—into the men they will become. An ancient god of the dead is stirring and diverse factions position themselves to profit from the awakening. Abigail Redmayne holds the secrets of this powerful creature in her hands and a host of secret agents, necromancers, and the living dead threaten to claim her body and soul.

Issue 2: Yum Kimil—the Lord of the Dead—stirs! Secrets of the Sword of Abraham and the Knights of Solomon are revealed as both factions race to stop or control the ancient deity's awakening. As Brother Roberto battles a zombie horde raised by necromancer Eli Barlow, Abigail Redmayne sets out to make deals with the enemy! What is her connection to Jesup Sutter? And how does the mercurial Drake Sinclair contribute to the intrigue that unfolds on the streets of San Francisco?

Issue 3: In the shadowy corners of San Francisco, tragedy strikes! The death god stirs! Yum Kimil, the harbinger of death and decay, plots the moment of his own rise to unholy glory. The unlikely partnership of Roberto and Jesup must put aside their differences if they have a hope of saving the entire world!

Issue 4: The Sword of Abraham and the Knights of Solomon have long feuded, and bad blood is difficult to overcome. But to survive the resurrection of the death god Yum Kimil, two men—a priest of the Sword and an agent of the Knights—must put their ideologies aside and forge an alliance. But with cunning spies and sinister necromancers working against them at every turn, a difference of opinion is the least of worries for Jesup and Brother Roberto.

Issue 5: The god of death walks the earth! Roberto and Jesup must work together to survive Yum-Kimil's minions, save Abigail, and send the Death-That-Walks back to the underworld. Before this story ends, the secrets of Jesup's hatred of Drake will be revealed!

Dust to Dust (Spin-off Series)

Issue 1: The tale of the defeat of the notorious Kid Bedlam, the Death Merchant of Lower Alabama, at the hands of Billjohn O'Henry is finally told! We also drift back even further in time to learn more about Billjohn's mysterious and tragic past and the part Drake Sinclair once played in it.

Issue 2: Desperate times call for desperate measures and with Billjohn's daughter's health failing he is willing to do almost anything to save her. While Drake seeks the great Gallows Tree to discover a cure for what ails the young girl, Billjohn investigates a strange Wild West show and finds a member of the cast who may hold the key to saving another's life.

Issue 3: An innocent willingly sacrifices herself in the hope of helping Billjohn and his sick and dying daughter. On the way home, Billjohn is cursed by an old woman, and as a result he never reaches his house in time to save his little girl. How will such loss affect the man who will eventually become one of Drake Sinclair's strongest allies? Time will tell.

Valley of Death (Spin-off Series)

Issue 1: It is a time before *The Sixth Gun*. Yet, the darkness and corruption that precede the coming of The Six are in their season. The Crossroads is broken. A door to the Spirit World is ajar. And what has slipped through threatens all of creation. It is up to the reclusive witch, Buzzard Wife, to gather the tribes and form a Hunting Party. With the help of the legendary White Wolf, she will lead this elite group of shamans, scouts and warriors into battle. Into legend. Into the Valley of Death.

Issue 2: Trapped in the Valley of Death, White Wolf and the Hunting Party find allies in the mystic warrior, Screaming Crow, and his unlikely companion Kalfu, Keeper of the Crossroads. Together they push deep into the valley on a journey that will bring them face to face with their nightmares and take them to the threshold of the broken Crossroads...and beyond.

Issue 3: In the House of Death, the young Princes have found a new plaything. Meanwhile, their Disciples stalk Buzzard Wife and what remains of the Hunting Party through the inhospitable realm. With their escape from the Spirit World growing tantalizingly near for the band of warriors, new threats reveal themselves as darkness settles over the nightmare realm... and something emerges from the House of Death.



Chapter Two: Legends of the Frontier

Post Civil War America is an exciting land of opportunity for those seeking a new life in a country with interior borders yet to be completely defined. While *The Sixth Gun* focuses on those directly engaged in the great war for global reality, there is plenty of room for a variety of different roles in that fight.

Presented here are a number of suggestions to help you develop your hero. This is by no means a complete list and you are welcome to concoct ideas of your own (pending Gun Master approval), but always remember that the very fabric of your planet hangs in the balance and your hero should have a unique role to play in the struggle for the world as you know it.

Sample Characters

Common Folk: The American West is mostly populated by average, hard-working folks trying to eke out honest livings and put a little chow on their tables. You are a regular Joe (or Jill) – perhaps a farmer, shop owner, barkeep, miner, or laborer who's ventured West seeking a new life for yourself and your family.

Gunslinger: You're a crack-shot who can take care of himself when the shooting irons get yanked from their holsters. You rarely miss, you know your hand cannons, and your reputation as a deadeye precedes you. You might occasionally step forward to help someone needing protection, or you might just keep to yourself while moving from town to town, but always your trigger finger is a fraction of a second from your trusted sidearm.

Hired Gun: Occasionally certain jobs of an ethically dubious nature need to be done, especially in some of the more lawless corners of the American frontier. This is where you come in. You're an expert with that six-gun at your side, but you're also a streetwise sellsword who is able to put his morality in check in favor of a pouch of ill-gotten gold.

Houngan/Mambo: You are a practitioner of some form of voodoo. Those in need of your services seek you out for charms, spells, or even a bit of sage advice. You serve the loa that dwell

within the spirit world. You understand their ways and draw your power from them. Most respect you, but some justifiably fear you.

Indian Brave: You might be Apache, Choctaw, Comanche, Navajo, or Sioux, but your roots were planted here long before the white men ever set foot in these lands. Your knowledge of the old ways is strong, and though some braves may drift away from their tribe to integrate themselves into the world of these so-called "pioneers," all keep one foot firmly in the world of the ancient ways.

Indian Medicine Man: Regardless of tribe, the Medicine Man (or Woman) fulfills a number of essential roles. He is the wise one who others come to for real-world guidance, he is the resident healer, and he is the spiritual advisor who possesses an awareness of the things that dwell in this world as well as the unseen spirit realm. Most Medicine Men (also known as shamans) are of advanced years, but not all.

Law Dog: The American West is an untamed frontier rife with lawlessness and those who worship at its altar. Whether you're the marshal of a one-horse town, a county sheriff, or even a Texas Ranger, it's your job to keep those desperados who choose to ignore the law of the land in check (or preferably behind bars).

Necromancer: The dead are everywhere. Heck, last time we checked, they outnumbered the living by a huge margin! Some have learned the darkest arts, granting them the ability to not only speak with those who have shuffled off this mortal coil, but also the ability to raise a few at their behest.

Outlaw: Your mug hangs in the rogues' gallery at your local law office. You might be proud of that fact or embarrassed by it, but you have a shady past that may one day catch up with you. Maybe you robbed a bank, stole a horse, or gunned down the wrong hombre in broad daylight, but in the end you wronged someone or something and there's no going back. Tragically, your ultimate fate most likely lies behind bars or dangling from the end of a sturdy length of rope.

Pinkerton Agent, Knight of Solomon:

Founded in 1850 by Allan Pinkerton (with the help of several wealthy rail barons), Pinkerton's National Detective Agency was created to act as a private, for-hire securities and investigative organization. Today they offer their services to those willing to pay their fees, and though they usually refuse to engage in any unlawful activity (regardless of the size of the retainer), they frequently accept cases that might fall into a grayer area than representatives of the federal government like. You may be hired to protect a local politician, investigate the mysterious death of a wealthy landowner, or retrieve an item purported to possess supernatural powers. While most Pinks answer directly to the agency, some act as double-agents, offering their services (and their loyalty) to the power-mad Knights of Solomon, whose obsession with hunting down the secrets and mystical treasures of the world threatens the balance of creation.

Preacher: You might be a nun, a pastor, a padre, or a rabbi, but in all cases, you have been charged by your church and your faith to go forth into the world and spread the Word (however Old or New it might be). Many men and women of the cloth find themselves dutifully employed by the Sword of Abraham in their ongoing quest to maintain the cosmic balance and ensure the natural evolution of mankind.

Relic Hunter: For some, the hunt for Spanish gold, hidden caches from bandits, or abandoned heirlooms are enough, but for others the treasures have far more impressive price tags slapped on them, especially those sought for their mystical abilities. The American West is littered with ancient artifacts possessing unimaginable power. In the right hands, these items can be worth a fortune, and it's a fortune that you are forever seeking.

Sawbones: A rather crude name for an honored profession, you have an understanding of medicine and human anatomy, and you may have acquired that knowledge (and the many letters after your name) in one of the well-known seats of higher learning such as Harvard, Yale, or even Oxford (if you emigrated from the old country). You may have also just learned how to mend a broken bone or suture a gaping wound during the war or within the walls of some big city factory.

Seer: You possess a gift that allows you to peer into the spirit realm, or even the future. While images never seem to be perfectly clear (symbols or hazy phantoms are far more common), you are no charlatan. Many times the images and even sounds perceived are legitimate and often frighteningly accurate.

Snake-Oil Salesman: You earn most of your pesos peddling tinted water, rebottled sarsaparilla, and cactus juice, but you do have a knack for concocting legitimate medicines, poisons, or even explosive powders and liquids. You possess the sales acumen of a master and few can resist your melodramatic pitches. There are some, though, who can see through your claims, and on more than one occasion, the sugar water solution you sold to a few gullible souls has led to you being run out of town.

Soiled Dove: You're not necessarily proud of the way you've had to make your living, but the Wild West is no place for a "lady" and necessity forced you to stop being one some time ago. At the same time, you have acquired a number of street skills that have allowed you to survive in the seediest saloons and most brutal boomtowns across the American West. You can make someone quickly fall head over heels in love with you with the flutter of your lashes, all the while knowing that any attempt to cause you or your associates harm will be met with swift and deadly justice. Garters do make excellent holsters for small caliber pistols!

Son of the Sword of Abraham: While the deterioration of faith and hope has dwindled your numbers, your order remains strong, standing in opposition to those who wish to break the Seals and recast the die in a sinister aspect. Your mission is a holy one, but your faith (or lack thereof) is irrelevant within the Sword of Abraham. All that matters is that you know right from wrong and understand that the actions of your rivals, the Knights of Solomon, are diametrically opposed to all that is "good" in the world.

Sorcerer: Just as there are unnatural creatures walking the world, there is also powerful and ancient magic (both black and white) capable of being wielded by those attuned to its ways. Through incantations, charms, and powerful rituals, you are able to work your will and nudge the natural order of things. Some invoke their powers for good while others walk a shadowy path and traffic with unholy spirits, but at the end the day the ends always justify the means. Some call you sorcerer, some magician, and some witch.

Soldier: Not so long ago, you bravely served either the Union or the Confederate Army. You selflessly fought for what you believed in and willingly laid your life on the line for a cause far more important than yourself. When the war ended, you may have stripped off the uniform, but that honor and duty has remained. In some situations, your rank still has its privileges, but most of the time you wear nothing on your sleeve anymore.

Making Characters

Once you've chosen a concept for your hero, it's time to crunch some numbers. You'll find a character sheet designed specifically for *The Sixth Gun* at our website at www.peginc.com.

1) Race

While unnatural hybrids and demons do walk (and soar above) the frontier, humans are the only race allowed for players in *The Sixth Gun*. You get a free starting Edge as usual.

You can choose any ethnicity you like. In the wake of the American Civil War, emancipated slaves were integrated into society and folks from all corners of the globe continued to pour into the unified land of opportunity in pursuit of a better life. Of course ignorance, racism, and sexism abound on both sides of the border. How much of that you want in your campaign is up to you and your group.

2) Traits

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

After attributes, you have 15 points to buy your skills. Raising a skill by a die type costs 1 point, as long as it's no higher than the attribute it's linked to. It costs 2 points per die type to raise a skill above its linked attribute. Like attributes, skills cannot be raised above d12. All the standard skills are available in *The Sixth Gun* except Piloting and any anachronistic Knowledge skills.

Characters choosing an Arcane Background also have access to a special arcane skill: Spellcasting, Tribal Medicine, or Voodoo.

Languages

Most folks in the now *United States* of America, regardless of where they came from or to what culture they belong, have gone out of their way to learn the language of the land, English. Your hero can learn other languages by choosing the Knowledge skill with a focus in the desired tongue.

Unless your character is illiterate, he can also read and write any languages he speaks.

Derived Stats

Charisma is a measure of your hero's likability and is added to Persuasion and Streetwise rolls. Your Charisma modifier is +0 unless altered by Edges or Hindrances.

Pace is equal to 6" unless altered by Edges or Hindrances.

Parry is equal to 2 plus half your Fighting die type. If you haven't taken the Fighting skill, it's just 2. Edges, Hindrances, and some types of equipment can modify this score.

Toughness is equal to 2 plus half your Vigor die type. Toughness may be modified by certain Edges, Hindrances, or Armor.

3) Edges & Hindrances

Folk heroes are more than just a collection of skills and attributes. It's their unique gifts, special abilities, and tragic flaws that make them worthy of legend.

You may take one Major Hindrance (worth 2 points), and up to two Minor Hindrances (worth 1 point each). You're welcome to take additional Hindrances beyond that limit, but you won't gain any points for them.

For 2 Hindrance points you can:

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

For 1 Hindrance point you can:

- Gain another skill point, or...
- Gain additional money equal to your starting funds.

4) Gear

Each hero starts with the duds on his back and \$200 in United States Notes. You'll want to spend some of that cash on weapons, ammo, and equipment. You'll find a complete list beginning on page 17.

5) Background

Finish up by filling out your hero's background. Where did he come from? What are his goals? What role does he play in the ongoing battle for Creation? And don't forget to give your character a name. Alternatively, you can just dive right in to the adventure and fill in these details as they become important.

New Hindrances

All of the *Savage Worlds* Hindrances from the core rules are available for *The Sixth Gun*. In addition, there are a few new Hindrances as well.

Cocky (Minor)

Sometimes it's important for your enemies to know who they're dealing with, and you always take time to let them know. Until the character spends an entire round lecturing, chastising, gloating, or otherwise demeaning her foe in combat, she suffers a -2 penalty to all actions. Once she's satisfied the requirement, the penalty is lifted. She may perform a Test of Wills while delivering her speech, but doesn't have to.

Dark Secret (Major)

Your hero harbors some dark secret that could endanger his very life, or at the very least how he's perceived, should it ever come to light. Most often it is some terrible crime, but occasionally it may be something not altogether illegal, but equally awful. His Charisma suffers a -4 penalty to anyone aware of this secret. If it should ever become public knowledge through the course of play, he loses this Hindrance, replacing it with Wanted (Major) or Enemy (Major), depending on the nature of the secret, as well as retaining the -4 Charisma modifiers.



"I'll know if he shows his worthless hide again. I even know where he is right this moment. And the next time I see him, I'll kill him."

Impulsive (Minor)

You're a firm believer in the old saw that goes "He who hesitates is lost." When an idea takes you, like as not, you run with it. You're not overconfident; you just don't always think things through before taking action.

Obligation (Minor or Major)

Your hero has a responsibility he can't ignore. It could be as simple as a job, a duty to an organization, or it could be a personal requirement to protect or care for an individual. Regardless of the specifics, your hombre is legally, ethically, or otherwise bound to comply. He can expect his responsibilities to occasionally be inconvenient or, in some cases, even dangerous.

As a Minor Hindrance, his Obligations are generally restraints on his time, such as a work schedule that he can't alter. Failure to comply with his responsibilities converts to a Major Hindrance. As a Major Hindrance, your character's Obligations are crucial and may put him in harm's way. If he ignores his duties, the Obligation becomes another Major Hindrance (typically Wanted or even Enemy in the case of service to a powerful organization).

Short Temper (Minor)

Your owl hoot is more than a little touchy. He might not necessarily hold a grudge for long, but he's got a short fuse and is likely to lose his composure at the slightest provocation. How he lashes out is up to you, of course, but he's not one to suffer in silence! He's also a sucker for any barbs thrown his way and gets a -2 to Persuasion and all attempts to resist Taunt in a Test of Wills.

Sluggish (Major)

Your hero is slow to act in stressful situations. He draws two initiative cards in combat and acts on the worst. If he draws a Joker, he uses it normally and ignores the Hindrance for that round. Sluggish characters may not take the Quick Edge, but they can improve their reaction time by taking the Level Headed Edge (but not during character creation). For this particular character, Level Headed allows him to draw one card in combat and act normally. Improved Level Headed grants two cards and you can act on the better of the two.

- *Becky Moncrief*

New Edges

All *Savage Worlds* Edges from the core rules are available in *The Sixth Gun* except for all variants of Arcane Background and Edges having those as Requirements. The sole exceptions are Champion and Holy Warrior, which are only available to Voodooists with a few alterations (see page 35).

Background Edges

Background Edges can be picked up during play—but remember, your hero can have only a single Arcane Background.

Hardened

Requirements: Novice, Spirit d8+, Vigor d6+

This character has faced tough times and survived them with the scars to prove it. He begins play with 20 Experience Points more than other starting characters to represent his previous experience.

Tough times have drawbacks though. The character gains the Enemy Hindrance at Major. Even if the enemy is defeated, there will always be another foe from the character's background to take their place. Additionally, the character's past haunts him in some way, resulting in one less Benny per game session (which can stack with Bad Luck).

Arcane Backgrounds

Heroes can only select from the three types listed below.

Shamanism: Spiritual leaders and healers who understand the ways of the ghost realm and can commune with spirit guides to ask for "favors" in the real world. More details can be found on page 34.

Sorcery: Manipulators of the natural order of things through the use of arcane spells and rituals (see page 34).

Voodoo: Practitioners of strange rites who honor the loa in exchange for powerful abilities (see page 35).

Combat Edges

Combat Sense

Requirements: Seasoned, Fighting d8+, Notice d8+

Either your hero learned how to scrap on the field of battle during the Civil War or she learned how to survive a saloon brawl. Opponents in melee halve any Gang Up bonuses against her (round down).

Improved Combat Sense

Requirements: Veteran, Combat Sense

Opponents in melee now gain no Gang Up bonus at all against this pugilist.

Slam the Hammer

Requirements: Seasoned, Shooting d8+

Your hero has learned how to keep his aim while "fanning the hammer." When using a single-action pistol with the Rapid Attack maneuver, he suffers a -2 penalty to his Shooting rolls instead of the usual -4 (see *Savage Worlds*). The -2 penalty to Parry still applies, however. Fanning the hammer of a pistol requires both hands. One hand is used to hold down the trigger while the other slams the hammer back repeatedly.

Fan the Hammer

Requirements: Heroic, Shooting d10+, Slam the Hammer

Your gunslinger is adept at fanning the hammer (see above). He suffers no penalty to his Shooting roll when using Rapid Attack with a single-action pistol, and the penalty to Parry drops to -1.

Speed Load

Requirements: Seasoned, Agility d8+, Shooting d6+

Your shooter has mastered the fine art of loading her six-gun in an all-fired hurry. She can fully reload one weapon on her action, ignoring the usual -2 penalty to Shooting rolls in the same round. If using a weapon that requires a full round or more to reload, the time required is reduced by 1 round.

Professional Edges

Necromancer

Requirements: Novice, Arcane Background (Sorcery or Voodoo), Spirit d8+, arcane skill d8+

Worshippers of death itself (whether in the form of Ahpuch, Baron Samedi, Thanatos, or Yum Kimil), necromancers are steeped in lore and rituals. They are particularly adept at raising the dead and forcing them to serve their requests. The benefits of this Edge are two-fold. First, a necromancer may cast the *zombie* power at Novice level (rather than its normal Veteran Rank requirement). Second, when casting *zombie* the necromancer reduces the Power Point cost to 2/corps (versus 3). Additionally, he may double the cost per corpse to increase the Duration to 2d6 hours with success, 1d6 days with a raise, or 2d6 days with two raises.

Relic Hunter

Requirements: Novice, Investigator, Knowledge (Occult) d6+

Relic Hunters scour the Wild West (and frequently beyond) for arcane items of power. They know how to read into local legends, find and interact with those possessing of secret knowledge, and consult resources (from libraries to cryptic cave paintings) to determine the whereabouts of important artifacts. Relic Hunters gain a +2 bonus to Knowledge (Occult) specifically in regards to relics, artifacts, or other items of power. When actively seeking a particular item, they halve any penalties to Investigation, Notice, or Streetwise to learn more about their target.

Social Edges

Reputation

Requirements: Veteran

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

Weird Edges

Ghost Sight

Requirements: Wild Card, Novice, Spirit d6+

You were born sensitive to the spirit realm and the various beings that dwell within it, and you catch more than just flashes out of the corners of your eyes. Haints and wanderers from the Winding Way appear with some regularity, and through the years you have steeled yourself to their presence. The hombre gains +2 to Fear checks whenever he's exposed to incorporeal entities. Even if the Fear check is failed, roll a d12 instead of a d20 for the result on the Fright Table.

Six Sense

Requirements: Wild Card, Novice, Spirit d6+

At some point in your life, you were touched by the power of The Six, whether you were aware of it or not. Perhaps you once set your hands upon their pearl-grips and felt their hellish burn or maybe you took one of their savage bullets in battle. Whatever the case, you now possess the ability to sense whenever the cursed weapons are nearby (and in which direction they lie) or when you are interacting with others who might have had direct physical contact with them. This requires a Notice roll at -2 with additional modifiers applied by the Gun Master for distance or other situations.





Chapter Three: Gear & Goods

As we mentioned earlier, your character starts with \$200. Around this time, a sixty hour work week might make a laborer \$10 to \$15, so \$200 is quite a lot for a hero just starting off.

Currency

On February 5th, 1862, the Congress of the United States passed the Legal Tender Act authorizing the use of paper United States Notes (called "Greenbacks," owing to the color of ink used on the reverse). Prior to this, gold and silver were the standard throughout the land. A number of paper denominations now exist along with several minted coin options including the penny, nickel, dime, quarter, and Morgan silver dollar. There are still plenty of merchants across the frontier more than happy to accept payment in the form of unrefined gold, silver, or even precious gems unearthed from local mines. As for dealing with Indian tribes, most are open to trading like for like, but several have grown accustomed to dealing in American currency.

General Mercantile

Clothing

Item	Weight	Cost
Bandanna	—	25¢
Boots	4	\$8
Chaps	6	\$4
Dungarees	2	\$2
Duster	4	\$10
Gloves	—	\$1
Long Johns	2	\$2
Moccasins	1	\$2
Poncho	2	\$3
Shirt/Blouse, Dress	1	\$3
Shirt/Blouse, Work	1	\$1
Shirt, Buckskin	1	\$3
Silk Stockings	—	\$1
Shoes	1	\$2
Suit/Fancy Dress	6	\$15
Suspenders	—	\$1
Trousers/Skirt	2	\$2
Winter Coat	3	\$15

Drinks

Item	Weight	Cost
Beer (glass)	—	5¢
Coffee (per lb.)	1	25¢
Fancy Drink (shot)	—	15¢
Fancy Drink (bottle)	2	\$5
Rotgut (shot)	—	5¢
Rotgut (bottle)	2	\$2



Explosives & Blasting Gear

Item	Weight	Cost
Blasting Cap	—	\$1
Blasting Machine	10	\$10
Detonator Wire (per 50')	1	\$3
Dynamite (per stick)	1	\$3
Dynamite (per box of 24 sticks)	30	\$65
Fuse (per foot)	1/50 ft.	5¢
Nitroglycerin (per pint)	1	\$3

Food

Item	Weight	Cost
Airtights (per can)	1	10¢
Beans (per qt.)	—	10¢
Candy	—	1¢
Flour (per lb.)	1	5¢
Goobers (per pouch)	—	1¢
Hardtack	1	2¢
Jerky/Pemmican	—	25¢
Lard (per lb.)	1	10¢
Meat (per lb.)	1	10¢
Molasses (per pint)	1	5¢
Oatmeal	—	5¢
Sugar (per lb.)	1	10¢
Trail Rations (per day)	3	50¢

General Provisions

Item	Weight	Cost
Axe	5	\$2
Banjo	4	\$6
Bed Roll	10	\$4
Camera	5	\$3
Candle (2" radius)	1	5¢
Canteen	3	\$1
Cheroot	—	5¢
Cigar	—	5¢
Coffin	30	\$40
Dice	—	10¢
Dice (loaded)	—	\$1
Faro Set	8	\$20
Gold Pan	2	\$4
Guitar	6	\$8
Gum Blanket	3	\$2
Hammer	2	50¢
Harmonica	—	50¢
Hatchet	2	\$1
Knapsack	3	\$2
Lantern (4" radius)	4	\$2
Lantern Oil (per gallon)	6	50¢
Lockpicks	1	\$50
Matches (box of 250)	—	50¢
Mess Kit	3	\$2
Mirror	—	\$1
Newspaper	—	1¢
Pickaxe	12	\$2
Playing Cards	—	25¢
Pocket Compass	—	\$3
Pocket Watch	—	\$5
Rope (per 50')	8	\$5
Shovel	8	\$2
Sledgehammer	12	\$3
Skillet	4	50¢
Spectacles	—	\$5
Spyglass	2	\$10
Tobacco, chewing	1	50¢
Tobacco, smoking	1	50¢



Gun Accessories

Item	Weight	Cost
Bandoleer	2	\$3
Gun Belt	1	\$2
Holster	1	\$3
Rifle w/Holster	2	\$5
Shot Bag	1	\$2
Speedloader	1	\$3

Hats & Caps

Item	Weight	Cost
Derby	—	\$2
Fedora	—	\$3
Sombrero	—	\$4
Stetson	—	\$5
Top	-	\$4

Services

Item	Weight	Cost
Bath	—	\$1
Burial	—	\$5
Doctor Visit (House Call)	—	\$5
Doctor Visit (Office)	—	\$3
Photo	—	\$10
Room (per day)		
Low-Class Hotel Room	—	\$2
High-Class Hotel Room	—	\$10
Shave & A Haircut	—	25¢
Telegram (per word)	—	5¢



Dynamite

Amount	Range	Damage	Weight	Cost	Notes
1 Stick	4/8/16	2d6	1	\$3	HW, SBT
3 Sticks	3/6/12	3d6	3	\$9	HW, MBT
7 Sticks	2/4/8	4d6	7	\$21	HW, LBT
15 Sticks (in bag)	1/2/4	6d6	20	\$50	HW, LBT

Transportation & Accessories

Item	Weight	Cost
Bicycle	35	\$30
Buckboard	—	\$75
Buggy/Cab	—	\$100
Burro	—	\$40
Chuck Wagon	—	\$150
Conestoga Wagon	—	\$200
Donkey	—	\$50
Horse	—	\$150
Riverboat (per mile)	—	5¢
Saddle	30	\$25
Saddle Bags	5	\$5
Spurs	1	\$3
Stagecoach (per mile)	—	10¢
Train Ticket (per mile)	—	5¢

Common Gear

Axe: This is a standard, double or single bit, two-handed felling axe. It is intended for chopping wood and makes for an awkward weapon. If used in this fashion, it counts as an Improvised Weapon doing Str+d8 damage, but requires two hands to use.

Camera: There are a variety of wet and dry plate field cameras on the market at this point. Most require the photographer's subjects to remain still for several minutes to guarantee a clear photo, however a new variety of faster, inexpensive box cameras are beginning to appear on shop shelves, as well.

Dynamite: Dynamite is sold by the stick or the box; a typical wooden crate contains 24 sticks. The weapon table lists the effects for combining sticks of dynamite. A character may use up to seven sticks as a single throwable weapon or up to fifteen sticks if combined in a container such as a satchel or saddlebags.

For any number of sticks not listed, use the next lower entry but add +2 to the damage per additional stick. More than fifteen sticks can't normally be thrown.

Dynamite is fairly stable when compared to nitroglycerin but will explode if it takes enough damage. Any time dynamite suffers 6 or more points of damage, it explodes. Roll once for each container or set of dynamite (Gun Master's call).

In the case of dynamite setting off more dynamite in the blast radius, roll each damage roll separately centering the first explosion on the original target, and any secondary explosions on the location(s) of the additional dynamite. This may result in cascading explosions as more dynamite is covered by the expanding area.

For example, Gord tosses three sticks of dynamite at "Old" Will, not knowing that Will has ten sticks of dynamite in his saddlebag, resulting in two damage rolls—the first roll for three sticks doing 3d6 damage in a Medium Burst Template and if that roll does 6 or more points of damage, then a second roll for ten sticks doing 4d6+6 damage in a Large Burst Template. Kaboom!

Lantern: A lantern provides light in a 4" radius for three hours per pint of oil. There is a 50% chance the lantern breaks if dropped, anything within the same 1" space may catch fire as per **Fire** in *Savage Worlds*.

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

Nitroglycerin: A colorless, oily liquid explosive used in the manufacture of dynamite, nitroglycerin isn't particularly stable. Bottles of the liquid may be thrown at targets (Range 3/6/12, Damage 3d6, Medium Burst Template), but a 1 on the skill die indicates the bottle explodes halfway between the thrower and the destination. Nitro is much less stable than dynamite and explodes if it takes four or more points of damage or any time the bearer rolls a critical failure on a Strength, Agility, or linked skill roll.

Pocket Compass: This device provides +1 to all skill rolls made to avoid getting lost out on the frontier.

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

Pickaxe: Pickaxes make poor weapons, largely due to their weight and poor balance for such tasks. If used in this fashion, it counts as an Improvised Weapon doing Str+d6 damage, but requires two hands to use.

Sledgehammer: Like pickaxes, sledgehammers don't make particularly good weapons, but they'll work in a pinch. If used in this fashion, it counts as an Improvised Weapon doing Str+d8 damage, but requires two hands to use.

Spyglass: Situational penalties for distance to Notice rolls are halved when using a spyglass.

Armer

Armer				
Type	Armor	Weight	Cost	Notes
Breastplate (sheet-iron)	+3	25	\$200	Covers torso
Buckskin (leather)	+1	5	\$10	Covers torso
Chaps	+1	6	\$4	Covers legs, +1 to Riding rolls to resist Fatigue

Weapons

Melee Weapons				
Type	Damage	Weight	Cost	Notes
Axe	Str+d6	5	\$2	Improvised Weapon
Brass Knuckles	Str+d4	1	\$1	User is considered an Unarmed Defender.
Buffalo Lance	Str+d6	5	\$3	Parry +1, Reach 1, requires 2 hands
Bullwhip	Str+d4	2	\$8	Parry -1, Reach +2
Note: If the wielder scores a raise on his attack roll, the attack does not inflict an additional d6 damage; instead, the target suffers a -2 Parry until his next action.				
Cavalry Saber	Str+d6	4	\$15	—
Club, War	Str+d4	1	—	—

Knife	Str+d4	1	\$2	—
Knife, Bowie	Str+d4+1	2	\$4	—
Knife, Folding	Str+d4	—	\$1	Parry -1, -2 to be Noticed if hidden
Lariat	—	3	\$4	Parry -1, Reach +2
Note: Lariats can be used to perform Agility Tricks using the wielder's Fighting skill. Success means the opponent suffers -2 Parry until his next action. With a raise, the opponent falls prone, suffers -2 Parry, and is Shaken.				
Pickaxe	Str+d6	12	\$2	Improvised Weapon
Sledgehammer	Str+d6	12	\$3	Improvised Weapon
Staff	Str+d4	5	\$2	Parry +1, Reach 1, Requires 2 hands
Tomahawk	Str+d6	4	\$3	—

Ranged Weapons

Pocket Guns

Type	Range	Damage	AP	RoF	Shots	Weight	Cost
Allen Pepperbox (.32)	5/10/20	2d6	—	1	6	1	\$6
Derringer (.41)	5/10/20	2d6	1	1	2	.5	\$8
Knuckleduster (.22)	5/10/20	2d6	1	1	7	.5	\$10
Remington New Model Pocket (.31)	5/10/20	2d6	1	1	5	1	\$10

Revolvers, Single Action

Type	Range	Damage	AP	RoF	Shots	Weight	Cost
Colt Dragoon (.44)	12/24/48	2d6+1	1	1	6	4	\$14
Colt Equalizer (.45)	12/24/48	2d6+1	1	1	6	2	\$12
Colt Navy (.36)	12/24/48	2d6	1	1	6	3	\$10
Colt Paterson (.36)	12/24/48	2d6	1	1	5	3	\$12
LeMat Grape Shot Revolver (.40)	12/24/48	2d6	—	1	9	4	\$25

Notes: These unusual weapons designed by Jean Alexandre LeMat of New Orleans mount a 20-gauge scattergun barrel under the pistol barrel. A switch moves the hammer between the two, so the weapon can be fired either way each action round without penalty.

Remington New Model Army (.44)	12/24/48	2d6+1	1	1	6	3	\$12
S&W Model 3 (.44)	12/24/48	2d6+1	1	1	6	2	\$15

Fanning the Hammer: Gunslingers can “fan the hammer” of all single-action revolvers by holding down the trigger and slapping the hammer with his other hand. See the Rapid Fire combat option in *Savage Worlds*.



Revolvers, Double Action

Type	Range	Damage	AP	RoF	Shots	Weight	Cost
Colt Frontier (.32–20)	12/24/48	2d6	1	1	6	2	\$8
Colt Lightning (.38)	12/24/48	2d6	1	1	6	2	\$13
Colt Peacemaker (.45)	12/24/48	2d6+1	1	1	6	2	\$15
Colt Thunderer (.41)	12/24/48	2d6	1	1	6	2	\$14
S&W Model 1880 (.38)	12/24/48	2d6	1	1	5	2	\$12

Double-Tap: Double-action revolvers are fast enough to use the Double Tap option. See *Savage Worlds*.

Carbines

Type	Range	Damage	AP	RoF	Shots	Weight	Cost
Sharps "74 (.50)	20/40/80	2d8	2	1	1	8	\$20
Notes: Reload 2							
Spencer (.56)	20/40/80	2d8	2	1	7	8	\$15

Rifles

Type	Range	Damage	AP	RoF	Shots	Weight	Cost
Henry (.44)	24/48/96	2d8	2	1	17	7	\$30
Notes: Min Str d6							
Sharps Big 50 (.50)	24/48/96	2d10	2	1	1	10	\$30
Notes: Min Str d6							
Sharps-Borchardt Model 1878 (.45)	24/48/96	2d8	2	1	1	9	\$30
Notes: Min Str d6, Reload 2							
Springfield '63 (.58)	24/48/96	2d10	2	1	1	9	\$8
Notes: Min Str d6, Reload 2							
Springfield '84 (.45–70)	24/48/96	2d8	2	1	1	8	\$15
Notes: Min Str d6, Reload 2							
Winchester "73 (.44–40)	24/48/96	2d8	2	1	15	7	\$25
Notes: Min Str d6							
Winchester "76 (.45–75)	24/48/96	2d8	2	1	15	7	\$40
Notes: Min Str d6							

Shotguns (all 12 gauges)

Type	Range	Damage	AP	RoF	Shots	Weight	Cost
Double-Barrel	12/24/48	1–3d6	—	1–2	2	8	\$35
Sawed-Off DB	5/10/20	1–3d6	—	1–2	2	6	\$35
Single Barrel	12/24/48	1–3d6	—	1	1	6	\$25

Note: Double-barreled shotguns offer the option to fire both barrels at once (hence the Rate of Fire of 1–2). The shooter rolls an additional Shooting die just like when firing Full Auto (plus Wild Die), including recoil (which cancels out the usual +2 for shotguns). Roll damage for each successful shot separately.

Other Ranged Weapons

Type	Range	Damage	AP	RoF	Shots	Weight	Cost
Bow	12/24/48	2d6	—	1	1	2	\$3
Buffalo Lance/Spear	3/6/12	Str+d6	—	1	1	5	\$3
Notes: Min Str d6 (throwing only)							
Knife	3/6/12	Str+d4	—	1	1	1	\$2
Knife, Bowie	3/6/12	Str+d4+1	—	1	1	2	\$4
Knife, Folding	3/6/12	Str+d4	—	1	1	—	\$1
Tomahawk	3/6/12	Str+d6	—	1	1	4	\$3

Rapid Fire Guns

Type	Range	Damage	AP	RoF	Shots	Weight	Cost
Gatling (.45)	24/48/96	2d8	2	3	100	40	\$1000

Notes: Full Auto. May not move. Gatling guns were typically used on the battlefields of the late Civil War, but they are prone to jams. If the shooter rolls more 1s than anything else in a single burst, the gun jams and does not operate until a Repair roll is made. On any other result, it simply misses as usual.

Ammunition

Ammo	Quantity	Weight	Cost	Notes
Arrow	20	1/5	\$2	
Pistol (.22–38)	50	3/50	\$2	
Pistol (40–50)	50	5/50	\$3	
Rifle (.38–52)	50	6/50	\$4	
Powder & Shot	20	4/20	\$1	
Shotgun Shells	20	2/20	\$2	
Silver Bullets	25	2/25	\$10	Normal damage versus most werecreatures; -1 AP





Chapter Four: A Six Gun Gazetteer

A few short years ago, federal enumerators wandered from town to town and from homestead to homestead ticking off boxes in the 1880 census. They determined that 50 million persons were now calling the 38 United States home. Sure, some of them are spread far and wide, banging rocks in deep Colorado mines or tilling fields on dusty Nebraskan plains, but they're everywhere and they're spreading like wildfire.

If you're looking for a detailed guide to the frontier of the late 19th century, there are plenty of well-researched, factual resources available, but presented here are a few interesting sites unique to the wild world of *The Sixth Gun*.

Ander's Way, TN

The town of Ander's Way is a pleasant enough place with friendly folk and a variety of shops and watering holes that cater to most needs and desires. A couple miles outside of town is the former estate of Braxton Bell Hood. Now abandoned, this sprawling plantation was once the home to wealthy land owners. While untouched by the horrors of the Civil War, pain and suffering were not unknown on and beneath the grounds of the estate. The owners kept their hands clean and enjoyed the pleasures of a rich lifestyle while a large collection of slaves toiled in the fields doing back-breaking work to keep the family in finery. Deep underground, in a rough-hewn sub-cellar, far more sinister goings-on drew the attention of cultists and even General Oliander Hume himself. It was there, as a result of an act of vicious human sacrifice (that of Gord Cantrell's wife, Caroline), that The Six were released once again unto the world.

Brimstone, NM

Despite it being found in a less-traveled corner of the New Mexico Territory, several roads (if not all) somehow lead to this bonanza camp-turned-burg of Brimstone. For more about this place, the Gun Master should see page 26.

Dredmond's Crossing, UT

Also known as "Dredmond's Double Cross," this area is little more than a bend in southeastern Utah's Green River. The reason for it being marked (usually in red) on maps is that the spirits of the dead are known to be quite restless in this shadowy ford. The legends state that the man behind the name, one Mason Dredmond, was guiding a group of eager pioneers through the area. At one point Dredmond got wind that among the provisions, tools, and bags of seed, there was also a cache of gold divided among the wagons. He and his men ambushed the pioneers and mercilessly slaughtered each and every one of them (or so they thought). It was this horrific act that ripped open a path into the ghost realm and lured some of the foulest creatures into our world. As Dredmond and his men rode off, leaving the river red with the blood of the slain, one survivor made a deal with the devil (or one of them, anyway), and the vengeful spirits of the fallen rose and ripped Dredmond and his murderous gang to pieces. Ever since, a crossroads has run through the area, birthed through bargaining, betrayal, cruelty, and suffering.

Unbeknownst to the soldiers responsible for its original construction, Fort Treadwell was erected dangerously close to Dredmond's Crossing. As the years went on, the nearby crossroads slowly enveloped the fort, shifting it from our reality into the Winding Way. Even those possessing accurate maps of the area became lost, finding themselves wandering through the veil and into unknown, unnatural territory patrolled by wolves or worse. There are some who claim to hear the rush of winter winds or feel the blast of chill air exiting the ghost realm even during the hottest days of summer. Perhaps it is this desire for relief from the heat that has drawn a few hapless wanderers into the other side, but it is also the warmth from our own world that has likely seduced beasts from beyond, populating the forests where this fort once stood with dangerous, invasive predators.

Espanto Hill, Mexico

Just across the Mexican border, rising high above the surrounding plains atop Espanto Hill, sits an isolated castle occupied by the Sword of Abraham. It is known that other such fortresses, abbeys, and missions exist around the globe, but in this part of the world the Espanto Hill castle is the hub of Sword of Abraham. It is here that the most dangerous enemies of the order are hidden away, incarcerated in cells or deep subterranean crypts alongside some of the world's most powerful relics (at least those not already in the possession of the Sword's greatest enemy, the Knights of Solomon). When not scouring the land in search of The Six, Brother Roberto Vargas can usually be found here tending to Sword of Abraham business.

New Orleans, LA

Although Baton Rouge is the capital of Louisiana, New Orleans far and away is responsible for most of the state's income. The crowning jewel of the mighty Mississippi, New Orleans (frequently referred to as the Crescent City) is one of the busiest and most unusual cities in the States. Its history is well known (how control of the place passed from the French to the Spanish, eventually settling into the hands of the U.S. government when Louisiana became the 18th state in 1812), and today it remains a colorful and vibrant metropolis. It is also a place where ancient traditions mix with discarded inhibitions; where the peals of Sunday morning church bells compete with the enthusiastic cries of voodoo priests in nearby cemeteries. If one wants to forget the pain of the here and now or seek answers to arcane mysteries of long ago, New Orleans and its surrounding bayous is the place to be. Users of magic know well the names of local mystics such as Henri Fournier, Anton "Baron" Charbonnet, Elisa Souvanelle, and "The Widow Paris."

Penance, NV

Near (if not actually straddling) the border between Nevada and California is the town of Penance. There's not much to the place but a few ramshackle homes and one central town well, but the real attraction here is the townsfolk themselves. The change happened quickly, over a matter of just a few years, but now the locals are corrupted, distorted, and twisted into hideous reflections of humanity. For the most part the deformities are external and their souls are still intact, but whatever the source of the changes, those few unaffected by the mysterious "curse"

abandoned Penance some time ago to settle just a couple miles up the road in the re-Christened town of "New" Penance. New Penance is run by the corrupt, ginger-haired sheriff known as Maze. Deep beneath Penance (and accessible through the nearby Jubilee mine) one finds the expansive subterranean lair of the Knights of Solomon.

Stronghold of the Knights of Solomon (Penance, NV)

The stronghold of the Knights of Solomon is a subterranean marvel of engineering and architecture. Accessed through a mine tunnel just over the rise from Penance, the stronghold consists of a multi-leveled lattice of walkways and towers of lumber and stone that stretch to all corners of a massive cavern. At the heart of this secret base is a spring-fed fresh water lake believed to be occupied by an enormous (and voracious) beast. The stronghold goes deep into the rock walls and features multiple stories of housing blocks, treasure vaults, meeting halls, and even deeper secret chambers accessible to only very few within the order. Don't expect anyone to offer a guided tour. Few know precisely what sorts of things stir in these dank and dark spaces, but most believe that the source of the Knights' insight and power can be found here. Chains and sturdy padlocks keep the doors into these levels secure.

The Maw (Fredericksburg, TX)

Situated atop a dry and deforested hillock riddled with graves and escape tunnels, and surrounded on all sides by a high wooden stockade, the Maw is an impregnable fortress protecting a terrifying secret. One legend has it that during the war General Oliander Bedford Hume had this facility erected to house his worst enemies. While that same legend speaks of the earth within the fort collapsing under the weight of all the pain, sorrow, and suffering of the incarcerated, it fails to mention what truly lies within the mysterious sinkhole (and no, there is no truth to the other legend about Hume stashing plundered gold and silver from a thousand dead men from a thousand battlefields). It is at the very bottom of this hole in the earth that an ancient, domed, metallic seal, inscribed with mystical runes and featuring six revolver-shaped indentations, lies in wait for the placement of The Six in order to unleash the power of Creation and recast the die of reality.



Welcome to Brimstone

In a less traveled northeast corner of the Territory of New Mexico, surrounded on all sides by the expansive Asphodel Meadows and framed by the Ptolomea Mountains, sits the bustling boomtown of Brimstone (population 2,337). Rotten with drunkards, cutthroats, and Hell-manufactured heathens all drawn there to escape the accidental possibility of redemption, this little-burg-that-shouldn't often becomes the final resting place for the lost. Visitors to Brimstone are largely left alone to their own devices and desires, but occasionally the rutted, unpaved streets run red with the blood of those who have crossed paths with the wrong kind of ornery hombres who don't suffer fools gladly. For some, it's a helluva lot easier to resolve a dispute with a dose of hot lead than a long, drawn-out debate, and the local undertakers are never starved for business.

The Silver Palace

At the end of the central T-junction, where 1st Street caps Main, stands the four-story, sentinel-like saloon and music hall known as The Silver Palace. From here, Missy Hume secretly governs despite the duly elected official who occupies the Mayor's office on the opposite end of town. This four-story monstrosity serves as a watering hole, opera house, casino, and (if you ask very nicely) bordello. The further one climbs into the building, the darker and more corrupt the activities.

Some of the highest quality meals in Brimstone can be purchased here, and drinks are served throughout the day, even on Sundays. Rooms on the second and third floors range in price from \$10 to \$15 a night (depending on "amenities").

At the very top floor in a large, elegantly decorated penthouse suite, the Widow Hume conducts her business, frequently meeting with representatives from organizations that proudly flaunt their lawlessness and disobedience. Hidden, web-encrusted staircases and a crude, chain-hoisted passenger elevator (operated by a glassy-eyed, gaunt figure in a tattered uniform complete with mismatched epaulets) allow for clandestine access to the labyrinthine upper floors.

Occupants: Missy Hume (page 92) acts as manager and Madame along with three rotating bartenders, a piano player who goes by the name of Den, and a couple beastly bouncers (twin brothers, Ax and Ire Stern). While a resident company of dancers (The Palace Princesses) employed by Hume perform regularly on the main stage, new acts are occasionally hired for shorter stints, often drawing large numbers of curious patrons hungry for exotic entertainment.

Turquoise Sky Hotel

This smaller, two-story hotel serves as guest overflow for the neighboring Silver Palace. A small bar with polished brass railings runs along one wall in the main parlor with a couple tables for "friendly" card games scattered about as well. Rooms are available throughout the hotel for \$4 a night with linens changed weekly.

Occupant: The facility is run by an attractive middle-aged blonde woman named Beverly St. Clair. She is all business and loyal to her boss, Ms. Hume, though there is no love between them. Beverly was once the sole owner and proprietor of The Turquoise Sky but was forced to sell a few years ago (though she retained managerial duties). St. Clair handles bookings and serves drinks.

O'Hara's General Store

This one-story building offers well-stocked shelves, barrels, and cases of goods ranging from sugar to shotguns. Overall, prices are competitive with other merchants in Brimstone (especially O'Hara's main rival, Morton's Mercantile). Special orders are accepted, but expect long delivery times. A stock room lies at the back of the shop. A shaded porch runs along the front of the store and it is often a popular hangout.

Occupant: Aging Irish widower Kelly O'Hara has run this shop for two decades and he has a loyal and supportive customer base. Existing in the shadow of the Silver Palace (literally and figuratively) has been a mixed blessing. While Missy Hume places most of her complicated and high-priced orders for her adjacent businesses through O'Hara's shop—something he is certainly thankful for—roostered up rabble-rousers stumbling out of the Silver Palace and the Turquoise Sky have caused property damage over the years (everything from break-ins, to shattered windows, and even a small fire or two).

Cole's Clothier and Textiles

When Missy Hume took charge of The Silver Palace she insisted that the clothier previously occupying the offices of *The Brimstone Bee* (page 29) be relocated to the corner of 1st and Main. Inventory was also enhanced to ensure that the finest from Europe (silks, dresses, and hats) be made available to her and her girls. The original owner, Howard Cole, a stubborn, chauvinistic character who resisted the move from the outset, has not been heard from since.

Occupant: Elizabeth Dalton, a proper English girl of good breeding was hand-picked by Ms. Hume to run the establishment. Rumors abound about the relationship between the two, but loose lips about powerful people in a town like Brimstone often lead to unpleasant endings for such gossipmongers. Dalton makes a very good living and though she is protected and treated extremely well, she longs to someday return to the Motherland.

**I'm just saying I ain't
cheating right now...
And I'd thank you
kindly not to insult me
by suggesting otherwise.**
- **Billjohn O'Henry**

Jumping Jack Saloon

Mainly a gambling-house catering to players of Faro, Brag, and High-Low, this 24-hour whiskey mill serves poor quality liquors, cactus wine, and warm beer. Crudely decorated, the interior of the Jumping Jack features cast-off tables and mismatched chairs (most on their last legs), stained or damaged paintings and cracked mirrors on the paneled walls, and moth-eaten curtains over the windows. It is not a place to relax after a rough day at work; it is a rough place to play games of chance against a house that may not be all that forthright.

Occupant: Ernest Blackwood tends bar and keeps an eye on the proceedings. Four regular dealers rotate around the tables dealing various games. The saloon never closes, even when winter snows begin to drift through the always open front doors.

Clear Springs Inn

If you want to play games of chance in Brimstone, you have a few options available, but the Clear Springs Inn is not one of them. This is the kind of place you go to enjoy better-than-average booze, listen to jaunty tunes played on the piano, socialize, enjoy a nice meal, and rest in tidy upstairs rooms complete with feather beds. It is also one of the few places that offer hot, oil-scented baths for \$1. Rooms at Clear Springs Inn average between \$8 and \$10 a night.

Occupants: Silas McWherter tends bar and may well be one of the kindest, most sympathetic people in the entire town of Brimstone. A former blue-belly Sergeant Major of the 2nd U.S. Cavalry, he was wounded in battle (a bayonet to the hip) that left him with a limp. McWherter's wife Edna and his eldest son, Jacob, help out around the Inn, with Jacob occasionally exhibiting his musical prowess at the piano.

Sheriff's Office

The simple office contains a wooden desk and chair, a locked rack of guns, an iron safe that always contains at least \$200 for bounties, and a small pot-belly stove.

Occupants: Sheriff Jonathan Douglas can be found here. He is a good man, but one who frequently feels powerless in Brimstone. There's always trouble brewing in town and never enough manpower to completely control it, but Douglas does his best. Deputy Martin "Marty" Wilson and Sheriff Douglas alternate patrol duties through the night and day, with one usually present in or near the office in case of trouble.



Jail

A cramped, stuffy, stone calaboose that holds six small cells (four of which have lockable doors) containing scarred wooden benches. As there is no room for cots, most prisoners spend their time curled up on the filthy floors. At the very front of this hoosegow is a small table and chair.

Occupants: Unless Sheriff Douglas or Deputy Wilson is present keeping watch over incarcerated hard cases, the jail is left locked and unoccupied.

Undertaker

The front of this small, dark shop is dedicated to displaying coffins of various makes and designs, as well as a few crude flower arrangements and standing candelabras. With some adjustments, the showroom may be cleared and rented for wakes (if you can tolerate the smell of embalming chemicals wafting out from the back preparation room).

Occupant: The undertaker is a young, mousy man named Jeremy Gammon. Gammon originally went to medical school to become a physician, but a number of unfortunate failures forced him to turn his back on treating the sick and the injured in order to focus on putting the already deceased to rest.

First Presbyterian Church in Brimstone

Founded in 1870, this relatively new gospel mill houses a congregation of roughly 50 worshipers on an especially good day. Relatively plain in appearance, the building otherwise features decorative arched windows and doorways. Inside, two rows of pews face the rear of the church. Worshipers are called to service with the ringing of a small bell housed in the front steeple.

Occupants: While Pastor David Hill wishes the building was used more for the teaching of the gospels instead of just a community hall for town meetings, he (along with Deacon John Baggarley) always goes out of his way to make the place warm and welcoming.

Mayor's Office

Far from The Silver Palace sits the rather modest office of the duly elected mayor of Brimstone, Benedict H. Beauregard. While there has been a crude attempt at opulence (a large, blotter-topped desk with matching padded leather chair, a case of books, and side tables draped in silk holding glistening oil lamps, etc.), the thin but visible layer of dust and the empty document boxes reveal the unfortunate truth.

Occupant: While most official Brimstone business is conducted in the penthouse of The Silver Palace (usually without Beauregard's involvement), he is still needed to sign various legal documents or resolve petty disputes between feuding hillbillies or rival farmers. If it has anything to do with big money and the future of Main Street, the Widow Hume is the one to see. All other matters can be handled by Beauregard. This typically means the mayor spends most of his time in the office reading, puffing on fat cigars, and staring out the windows, watching his town (and his life) pass him by.

Foster's Saddle & Tack

While a few of the general stores in town carry inexpensive tack (bits, bridles, reins, halters, and lead straps), Foster's offers the highest quality product for the discerning rider. Customers can also find accessories like brushes, hoof picks, and nose bags, and thanks to the owner's unique background and connections, military-style alternatives are also available for sale to the general public. Prices for items sold here are about 20% above average, but you get what you pay for.

Occupant: Owner and master leatherworker Brett Foster was a saddler for the Confederacy during the war. Many Jennifer and McClellan saddles from that era are stamped "B.F." on their undersides and his reputation has allowed him to establish a lucrative post-war business in Brimstone. Orders come from far and wide, and Foster can often be found burning the midnight

oil in his shop, constructing a saddle destined to be under the backside of some military general or Washingtonian politician. He and Beverly St. Clair (of the Turquoise Sky Hotel) have had an on-again/off-again relationship over the years.

The Diamondback Hotel

The main floor features five round tables (most used for friendly games of chance), and a narrow bar along one wall. Small, inexpensive meals are prepared in a little kitchen behind the bar. Stairs to the upper floor (where six rooms to let can be found) lie in the back of this central room and a balcony runs around the interior from which you can look down upon those below. Neat though somewhat spartan rooms are available for \$2 a night (and this includes a light supper and hearty breakfast).

Occupants: Vincent Coogan and his wife Agatha manage the Diamondback and spend most of their time here (though the bar and gambling do typically roll up around midnight). Chinese chef Min pau Gan prepares the meals, frequently sneaking traditional ingredients into his soups and stews.

Morton's Mercantile

Visitors to Brimstone often stop and spend their hard earned dough at this general store as it is positioned along Main Street and is often the first mercantile people set eyes on as they move through the town. While Morton's lacks the charm of O'Hara's, they more than make up for it in inventory with shelves packed from floor to ceiling (even if some of those shelves are in slight disarray and coated in a fine layer of dust). O'Hara's often beats or at least price-matches Morton's, but Morton's is currently in no danger of closing its doors.

Occupant: Morton's is owned by German immigrant Seigmund Oligschläger. A large, boisterous man with a hearty laugh and a thick accent, he is always ready with a corny joke and a peppermint stick for any visiting child. Interested more in making his patrons happy than making a buck, he is a delightful man, though he can occasionally take things too far, inadvertently annoying customers who have been known to take their business up the street in protest.

Blacksmith

This single-story shack is a drafty and rickety tar-papered remnant from the earliest days of Brimstone. Work is done in the front room where one finds a forge, anvils, and other essential tools. A tiny, straw-lined room in back features a cot where smith Phil Jennings sleeps.

Occupant: Phil Jennings was a boy when Brimstone was founded. His father was the town smithy then and he learned the trade from his father. After illness took both of his folks, Jennings stepped up to take charge of the family business. He is a bit shy and distant, but friendly, and he is an excellent smith. On his off-hours, he crafts highly detailed jewelry that can be purchased up the street at Cole's.

The Brimstone Bee

The Brimstone Bee is a small, weekly, penny rag that does its best to report the truth in a town that would prefer to keep more than a few secrets. While most of its staff is made up of enthusiastic locals, a few big-city reporters have traveled hundreds of miles to see the frontier for themselves and snag that oh-so-important byline (even if it's just for a third-page report on the semi-annual Brimstone pig run). Publisher Marcus Kane has a small office to the right of the front door and his business manager, Jeremiah Huntington, occupies an office to the left. The staff toils at desks in a large, centrally located pen beyond a set of double doors. The printing presses are kept out of sight in a back room.

Occupants: Marcus Kane is passionate and devoted to his paper, but lately he would rather spend his off-hours losing money down the street in the Diamondback. His paper sells well in town (and to the various mining and logging camps in the area) and no one is likely to produce an alternative any time soon, a fact that keeps Jeremiah Huntington happy. Kane and Huntington are almost always found in their offices during regular business hours, and at any one time, at least three reporters can be found writing, doing layout, or running the presses.

Peterson's Apothecary

The shelves of this small, cheery, and bright shop hold a wide variety of balms, lozenges, pills, and syrups for what ails ya. While most are familiar names manufactured in the larger cities across the country, a few are the homemade concoctions of owner, Dr. Joseph Peterson. Peterson knows the difference between an honest elixir and a watered-down bottle of snake oil as the certificates on the wall can attest. For those seeking a proper sawbones, Dr. Wil Horsley can be found one street over on Central next to the bakery.

Occupant: Tall and thin, Peterson runs his business completely by himself. He has a doting wife at home and two young boys. He can be found in the apothecary weekdays and Saturdays.

Barber

This shop caters to Brimstone's tonsorial needs. Haircuts set you back 20¢, standard scrapes are a dime, or 25¢ for a combined session (including hot towel and pleasant conversation). Sore teeth can also be extracted for \$1, though in this case pleasant conversation is optional.

Occupant: Timothy Pierce can offer a competent trim, but he never wins any awards for his prowess with dental pliers and toothkeys.

Grimassi's Dry Goods

This is the place to go for grains, seeds, and other dry goods. Barrels labeled with small, hand-drawn signs fill the central room and the floor is thick with chaff. Grimassi's also offers items like cooking utensils, tents, hardware, and a relatively meager selection of work clothes (trousers, shirts, and hats).

Occupant: The store is run by Benicio "Benny" Grimassi, a hay shaker in his own right (his wheat fields can be found just south of town).

Bank of Brimstone

A small lobby runs before a wall of three bank clerk's windows. Behind the windows is a work area with a couple desks, chairs, and cabinets. The vault is found at the very back of the bank. The bank proudly states that no more than \$500 is ever stored on the premises, though this is a lie as Missy Hume's private (and significant) stash is held here.

Occupants: Bank manager Piers White and clerk Benjamin Howe are usually here during business hours. White has done well for himself, offering sizable loans to a number of ranches around Brimstone.

Mail & Telegraph Office

Mail is delivered weekly via coach. Here it is sorted and then disseminated throughout Brimstone. A telegraph transmission service is also available for a hefty 5¢ a word.

Occupants: Gwendolyn Landers handles many of the office duties. Peter Cabot (secretly in love with Ms. Landers) shares the burden and also handles hand-delivery of letters and parcels throughout the town.

Boot Hill

At the far end of town, just up the hill away from the church (and perhaps closer than most folks would like), is Brimstone's very own Boot Hill. While the very first grave yard to be referred to as "Boot Hill" lies some 350 miles to the northeast in Dodge City, Brimstone's cemetery has quite the reputation of its own. The bodies of legendary law-breakers like "Cat's Paw" Bill Parker, Gabriel Stout ("The Goliath of Grantsville"), and the "Black Widow" herself, Serena Locke, can be found here among regular, law-abiding folks and their kin. Like most bone orchards, local accounts of late-night ghost sightings abound in this forsaken place, but most are simply campfire tales meant to amuse children (or teach them a few harsh lessons).

Occupant: A deaf and mute groundskeeper and grave digger known only as Bud lives in a small shack on the east side of the cemetery. While he does not speak, he can often be found sitting cross-legged on graves and gesticulating wildly as if engaged in conversation.



Gun Master's Section





Chapter Five: The Secret of the Six

Long, long ago, when the Earth was young, the Great Wyrms, gigantic, prehistoric serpents slithering in dark, subterranean caverns, were already ancient by cosmic standards. For untold eons they had turned, feeding on the very potential for mankind and hunting humanity for sport. Eventually a dark, alchemical blending of man's suffering and instincts for survival gave rise to The Six. In the hands of our most primitive ancestors The Six first appeared as crude warclubs, but clubs mystically branded with indecipherable arcane runes and imbued with supernatural powers.

As each battle between Wyrm and man intensified, so too did the human desire to see the world crafted in new and different ways. Some possessors of The Six sought power, while others sought peace. Each time the slate was wiped clean and the world map reconfigured to bring an entirely new dawn across the surface of the Earth. And as each modified generation of man was unleashed, so too were The Six rebirthed in new forms: Templar long swords, fine-crafted crossbows, Chinese hand cannons, and even elaborately decorated vials of pernicious potions.

Unable to stand against the unbridled forces of existence, the Wyrms became dust and charge for the planet fell exclusively into the hands of man.

Legacy of the Grey Witch

On the other side of the world in the frozen north, a young Viking girl named Griselda, an unwitting servant of the Wyrms, was given the unending task to acquire The Six to allow the giant serpents an opportunity to return to the Earth. Over time, Griselda's features twisted and she took on the appearance of her fallen, cold-blooded masters. Her understanding of the ancient arts eventually granted her terrible power as well. Griselda was able to survive the planetary rewriting brought on through the use of The Six and became the dreaded and seemingly immortal sorceress known as "The Grey Witch."

Some years prior to the War Between the States, Griselda bore a son. Oliander Bedford Hume was his name, and as that boy grew into a man he was indoctrinated in the dark and ancient ways, becoming a bloodthirsty sorcerer as well as a soldier. In the basement of the estate of Braxton Bell Hood, over in Ander's Way, Tennessee, Hume (along with a band of fanatical followers) brought The Six back into our world through a despicable act of human sacrifice. This time they took on the appearance and functionality of six expertly constructed pearl-gripped revolvers.

Hume quickly rose through the ranks as a highly respected military strategist (thanks mainly to the prophetic abilities of The Sixth Gun he carried by his side), eventually becoming both a feared and reviled General in the Confederate army. Taking advantage of his position, he assembled a ruthless band of partisan rangers to aid in his diabolical crusade, dubbed the Sons of the Gun: "Bloodthirsty" Bill Sumter wielding the First Gun, which strikes with the force of a cannon shell; Will Arcene carrying the Second Gun, spreading the very flames of Perdition; "Filthy" Ben Kinney possessing the Third Gun, which spreads a flesh-rotting disease; and Silas "Bitter Ridge" Hedgepeth holding the Fourth Gun and the ability to call forth the spirits of the lives it has taken.





The sixth soldier in Hume's band was the conflicted Drake Sinclair.

Formerly one of Mosby's Raiders, Sinclair was, at first, seduced by Hume's promise of power. In truth, his role was already written and had been performed for some time. Whether by fate or something more, Sinclair's presence throughout the previously rewritten realities had been a constant.

When loincloth-wearing Cro-Magnon men were wandering the plains, Sinclair was there. When armored knights rode astride their mounts, doing battle with fire-breathing dragons (yes, fire-breathing dragons), Sinclair was there. And now, here, to play his part in a brand new chapter of The Six.

Leaving Hume—and the gun—behind, Sinclair set off on his own and allied himself with the secret order of the Knights of Solomon for protection from Hume and his gang, scouring the globe in search of powerful artifacts and caring little for the lives of those standing in the way. Eventually this professional relationship came to an end and Sinclair became a free agent, occasionally throwing his hat in with the Sword of Abraham (rivals of the Knights) or whoever else might pony up his sizable fee.

With Sinclair out of the picture, the Fifth Gun was taken up by Hume's sadistic spouse, Missy. With his circle complete and all Six Guns in play, Hume was ready to rewrite the world in his image. All that would change at the bloody

battle of Bitter Ridge. There a preacher named VonAllen recognized Hume for the monster he was and with the help of a loyal group of like-minded souls rose up against the General. In the gruesome battle that followed, the forces of the living were almost defeated by the forces of the undead, but at the end of the day Hume's broken body lay among the corpses. VonAllen gathered it up, wrapped it in cold wrought chains, and secreted it away on holy ground. He also took charge of The Sixth Gun and bonded with it to watch over it for the rest of his days as a simple farmer with the assumed name of Moncrief. Demoralized and without their leader, Hume's loyal lieutenants rode off on their own to draw up new plans.

The Modern World

It's now the year of Our Lord, 1887. The battle rages on. On one side, the Sword of Abraham seeks to prevent The Six from falling into the wrong hands. On the other, the Knights of Solomon wish nothing more than control of The Six to exploit their godlike powers. And betwixt them both are Missy Hume and her husband's murderous followers, as well as the Grey Witch and numerous other splinter groups all setting out to do right or wrong in the shadow of The Six. Whoever controls the guns will hold the ultimate power of reformation in the palms of their hands. The War Between the States? But a spark. This is a war for Reality itself!



Chapter Six: Setting Rules

To better represent the dark and dangerous world of *The Sixth Gun*, we use a few Setting Rules from *Savage Worlds*. You can get the full scoop on them there, but here's a brief summary:

Born a Hero: Starting characters may ignore Rank requirements for Edges, however they must still fulfill all other requirements as usual.

Critical Failures: Whenever a Wild Card rolls double 1's on a Trait roll, he cannot spend a Benny to reroll—he's stuck with the critical failure.

Joker's Wild: Whenever a Joker is drawn during combat, all player characters receive a Benny.

Shamans, Sorcerers, and Servants of the Spirits

Magic (or magick, as it is occasionally written) is very real in the world of *The Sixth Gun*. From the voodoo priests operating in the cities of the dead in New Orleans to the sorcerous necromancers who gather in dark caverns to the shaman walkers of the Winding Path, mankind has discovered a variety of ways to bend reality to its whims.

Shamanism

Edge: Arcane Background (Shamanism)

Requirements: Wild Card, Novice, Spirit d8+, Tribal Medicine d6+

Arcane Skill: Tribal Medicine (Spirit)

Power Points: 10

Starting Powers: 2

Backlash: When a shaman rolls a critical failure, double 1's, on his Tribal Medicine roll, he suffers a level of Fatigue. Fatigue lost in this way may be recovered with four hours of rest per level of Fatigue.

Trappings: Powers used by shamans may be invoked through silent prayer, lengthy chants,

the smoking of magical herbs, or elaborate dances.

Available Powers: *Arcane Background (Shamanism)* Armor, banish, beast friend, boost/lower Trait, burrow, deflection, detect/conceal arcana, dispel, elemental manipulation, entangle, environmental protection, farsight, fear, greater healing, healing, light/obscure, quickness, shape change, smite, speak language, speed, spirit walk, succor, summon ally, teleport.

Special Rules:

• **Totem:** Shamans need an item on their person representing their totem spirit to contact the spirits. Without the item, a shaman suffers a -2 to Tribal Medicine rolls. If lost or destroyed, a new totem item can be made in 1d6 hours but the spiritual investiture is very draining. The shaman suffers a level of Fatigue when done, requiring 24 hours to recover.

Sorcery

Edge: Arcane Background (Sorcery)

Requirements: Wild Card, Novice, Smarts d6+, Spellcasting d4+, Spirit d6+

Arcane Skill: Spellcasting (Smarts)

Power Points: 10

Starting Powers: 3

Backlash: When a sorcerer rolls a 1 on his Spellcasting die (regardless of his Wild Die), he is automatically Shaken. This can cause a wound.

Trappings: The procedures and effects of spellcasting vary from sorcerer to sorcerer. Some use elaborate hand gestures, some speak in incomprehensible tongues, and some rely on rune-inscribed artifacts and ancient grimoires.

Available Powers: *Arcane Background (Sorcery)* Armor, banish, barrier, beast friend, blast, blind, bolt, boost/lower Trait, burst, confusion, deflection, detect/conceal arcana, dispel, drain power points, elemental manipulation, entangle, fear, grave speak, havoc, invisibility, light/obscure, pummel, quickness, speak language, speed, stun, telekinesis, teleport, zombie.

Special Rules:

- **Abracadabra:** Necromancers and Sorcerers must be able to speak and have at least one hand free to cast their spells. If they can do only one of the two, they can cast but suffer a -2 penalty.

I Put a Spell on You

Necromancy and sorcery abound across the frontier. Some flaunt their arcane knowledge and abilities to manipulate (or at least intimidate) those around them, while others hide their power out of fear of persecution or even eternal damnation. Sorcerers make deals with otherworldly beings, usually demonic forces or representatives from the world of the unliving (Necromancy) through spoken words of power, elaborate rituals, runes, or even blood-soaked sacrifices. It can be a dangerous pursuit, but the rewards often outweigh the risks.

Voodoo

Edge: Arcane Background (Voodoo)

Requirements: Wild Card, Novice, Voodoo d6+, Spirit d8+

Arcane Skill: Voodoo (Spirit)

Power Points: 10

Starting Powers: 2

Backlash: When a voodooist rolls a critical failure, double 1's, on his Voodoo roll, he suffers a level of Fatigue. Fatigue lost in this way may be recovered with four hours of rest per level of Fatigue.

Trappings: A voodooist usually employs talismans and charms and mutters simple, rhyming incantations while casting. Beyond those elements, most voodoo spells have few visible trappings. Those that do are often subtle—a trace of smoke, a faint odor of some unidentifiable incense, or a dust or powder thrown at the target. A few, like *puppet*, require the use of a specific object, like a hand-crafted doll or similar item.

Available Powers: *Armor, banish, beast friend, blind, boost/lower Trait, confusion, curse, darksight, deflection, detect/conceal arcana, disguise, dispel, divination, elemental manipulation, fear, greater healing, healing, invisibility, light/obscure, night terrors, puppet, slow, slumber, smite, speak language, spirit walk, stun, succor, warrior's gift, zombie.*

Special Rules:

- **Adapted Edges:** Voodooists may take the Champion and Holy Warrior Edges from *Savage Worlds* with a few alterations: Voodoo is used in place of the Faith skill, and

Arcane Background (Voodoo) is required.

- **Voodoo Dolls:** These crudely fashioned gris-gris dolls or poppets are crafted by powerful houngans, mambos, and bokkor to resemble the targets of their sympathetic magic. While the desired effects may be as mundane as motivating someone to find another person irresistibly attractive, some voodoo dolls are used to manipulate or even torture their victims. The dolls themselves—crafted from wax, wood, cloth, straw, or even mud—must feature elements from their victim's hair, nail clippings, or personal effects such as pieces of jewelry or scraps of clothing. After crafting the doll, the caster makes a Knowledge (Occult) roll at -4. If successful, the doll is fully activated in 1d6 hours. If this roll fails, the doll is useless and must be recreated from scratch. Armed with a voodoo doll, the user may cast certain spells against his victim at a range of Smarts in miles. Only the following spells may be cast: *boost/lower Trait, entangle* (victim is paralyzed), *fear, puppet, stun*, and *telekinesis* (to toss the victim around from afar).

- **Conjure Bags:** Voodooists must construct and carry small conjure bags (also known as gris-gris bags or mojo bags) that contain important items required to make their magic work. Usually these include locks of hair, vials of blood, or various talismans and amulets. Without these handcrafted pouches, they suffer -2 to Voodoo rolls when casting spells.

- **That Voodoo That You Do:** A voodooist must pay strict attention to his rituals and talismans or risk losing the ability to work his magic. Failing to spend an hour each evening or morning praying, offering gifts, and preparing his talismans renders him unable to cast any spells the following day. In addition to this daily ritual, he also needs his conjure bags and amulets with him or he suffers a -2 to all Voodoo rolls.

That Old Black Magic

Voodoo is a strange hybrid of old time African tribal rituals and Western Christianity. African slaves in Haiti and the southern American states created it as a way to continue honoring the practices of their ancestors without risking the wrath of their captors. Over time, the belief took on a life of its own.

At its core, voodoo is closer to shamanism than it is to conventional or modern religions. The reason for this is that voodoo rituals, like those of Indian shamans, appease the spirits (in this case, the loa); allowing bokkors, conjure doctors,

houngans, and mambos to tap the mystical energies of the Winding Way.

Thanks to their religious ties, voodooists can take the Holy Warrior and Champion Edges from *Savage Worlds*. In that case, they substitute Arcane Background (Voodoo) for Arcane Background (Miracles) and the Voodoo skill for the Faith skill requirement. They must meet any other requirements for the Edges.

THE VERNACULAR OF VODOOISTS

Asson: A sacred rattle used in voodoo rituals often made from a gourd containing dried seeds and covered in a loose web of beads and snake vertebrae.

Bokkor: A sorcerer of questionable (or flexible) morality who casts curses and other spells.

Cheval: A person controlled or possessed by a loa.

Gris-Gris: A small pouch (sometimes referred to as a conjure bag or mojo bag) often made of felt, containing various pertinent ingredients. Occasionally small bottles or wooden keepsake boxes may also serve as gris-gris bags.

Hounfor: A voodoo temple, always considered holy ground by practitioners of voodoo.

Houngan: A voodoo priest.

Langage: The secret language often employed by houngans and mambos when addressing the loa.

Mambo: A voodoo priestess.

Petro Loa: Aggressive and warlike spirits. Their traditional ritual color is red.

Rada Loa: Spirits associated with nature. Considered the older and more beneficent of the loa. Their traditional ritual color is white.

Vévé: A magical inscription, either on a piece of cloth or the ground.

Yanvalou: A traditional voodoo dance of supplication.

New Powers

Curse

Rank: Seasoned

Power Points: 5

Range: Spirit

Duration: Special

Trappings: Vile curse spat at the victim, evil eye, hexed item

Through the use of this spell, the caster inflicts debilitating sickness upon her enemies. The caster makes an opposed roll of her arcane skill against the intended target's Spirit. If the caster is successful, the victim falls ill and suffers a level of Fatigue immediately. Each day thereafter, the victim must succeed at a Spirit roll at -2 or suffer another level of Fatigue. Once the victim becomes Incapacitated, he makes a Vigor roll each day to avoid death; a raise on ANY of these rolls ends the *curse*.

Once the curse is ended by any means (including voluntary removal by the caster), Fatigue is recovered at one level per 24 period.

Grave Speak

Rank: Seasoned

Power Points: 4

Range: Touch

Duration: 3 (1/round)

Trappings: Runes carved into the flesh or bones of the dead, black tallow candles, forbidden necromantic tomes

In this twisted world of uncertain realities it is said the dead know many secrets, and those with the power can reach beyond death's door to converse with the departed. For this spell to work it must be directed toward a particular soul. The caster must either know the name of the target or possess a treasured or personal item (which includes their remains).

If the spell succeeds, a disembodied voice speaks from the other side and may be questioned. One question may be asked for each round the spell is active.

On a success, the spirit contacted must tell the truth but may be deceptive in its answers if hostile to the summoner. On a raise, the spirit must answer both truthfully and clearly. The Gun Master must decide what information the entity knows—the spirit is not omnipotent and typically knows only what it knew in life up to the moment of its death.

A roll of 1 on the caster's arcane skill die, regardless of the result of the Wild Die, allows

the spirit to refuse to answer or outright lie in reply to one question. A critical failure accidentally summons a hostile spirit or demon. Typically these malevolent intruders attempt to deceive the caster by pretending to be the person originally sought and then provide inaccurate or even dangerous information.

Night Terrors

Rank: Veteran

Power Points: 4

Range: Smarts × 1 mile

Duration: Special

Trappings: Personal items belonging to the target

This spell tears into the psyche of a slumbering target and temporarily opens his unconscious mind to the darker corners of the spirit realm, possibly overwhelming him with terrifying images unfit for the sane human mind. To accomplish this, the caster must first possess something belonging to the target (a lock of hair, a personal item of value, or a vial of blood) she can use as a focal point. With this, the power finds a way into the mind of the target regardless of where he's located and pries his perceptions open just enough for him to be overwhelmed by nightmarish images and sensations. To resist this attack, the target must make an opposed Spirit roll against the caster's arcane skill result.

If the target succeeds at this Spirit roll he manages to resist the spell's influence, suffering a normal but still bothersome nightmare, or sleeping peacefully on a raise. Should the caster succeed, the dreamer's mind is opened to the Winding Way and the target suffers as if they got no sleep that night (see Hazards: Sleep in *Savage Worlds*). Should the caster get a raise, the victim is overwhelmed by the visions and must roll on the Fright Table in addition to the lack of sleep.

Spirit Walk

Rank: Seasoned

Power Points: 5

Range: Smarts

Duration: 1 hour (1/hour)

Trappings: Chanting, dancing, sweat lodges, pentagrams, or partaking of mind-altering substances

Spirit Walk allows the user to project someone into the spirit realm for the purpose of gaining insight, observing other realities previously forged by The Six, or contacting spirit forms who wander the Winding Way. This spell is also used by native inhabitants of the spirit realm

for visits to the material world, as well. It takes five minutes to activate this power, and once activated another 1d6 rounds for the transfer to take place. The target simply "awakens" in the Winding Way. Her projected self appears to be an exact spiritual duplicate of her real world self, down to clothing and functional equipment. This means that creatures normally immune to non-magical bullets in the real world (ghosts for example), are now vulnerable to these same weapons within the spirit realm. Visitors to the ghost realm who are normally adept at using powers may continue to cast spells as normal.

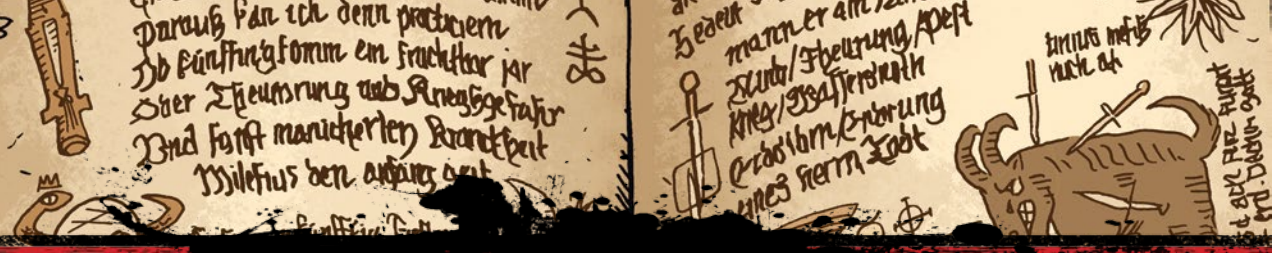
The physical body remains unconscious in the waking world, vulnerable to injury and death. Through sheer will alone (a successful Spirit roll), the traveler may extract herself from the spirit realm before the duration expires. A failure means she takes a level of Fatigue and may try again, while a 1 on the Spirit die results in her soul being trapped within the Spirit Walk, possibly requiring rescue by another visitor to the Winding Way.

Unwilling targets are allowed an opposed Spirit roll against the caster's arcane skill result to avoid the effect.

Note that it is also possible to enter the spirit realm whole hog via crossroads, but this method requires the presence of demons and gifts for the loa that dwell on the other side.

► **Additional Targets:** The character may affect up to five targets by spending a like amount of additional Power Points.





Chapter Seven: Relics Both Sacred and Arcane

Blessed and cursed items are usually the stuff of tall tales, but in the world of The Six (themselves perhaps the most powerful relics), such items are both very real and highly desired; especially by power hungry shadow organizations and diabolical cults. In this section you will find an eclectic selection of relics, antiquities, and items of power. Some are already known to be in the possession of the Knights of Solomon, secreted away in their underground fortress. Others either lay buried within forgotten tombs or move from place to place, some right out in the open.

Diabolus in Musica

"Music is the brandy of the damned."
— George Bernard Shaw

No maker's marks appear anywhere on this battered upright piano, though its checkered past traces across the frontier from boomtown saloon to boomtown saloon and wreaking havoc wherever it has been played. The ivories were tickled in Yankton, Dakota, in 1873 and a rampant cholera epidemic befell that town soon after. It traveled 400 miles west and arrived in Deadwood in 1876 where it was played in Nuttall & Mann's #10 Saloon, welcoming widespread smallpox. More recently it was the centerpiece in a nameless saloon in Masontown, Texas. That same year, the notorious "servant girl annihilators" began their horrific killing spree.

Music played on this instrument is always corrupted despite repeated attempts at tuning or the skill of the musician at its keys. Some believe the piano was handcrafted by a protégé of the great demon king Amdusias. Regardless, unpleasantness, illness, and death follow wherever this instrument goes. Anyone hearing music played on it must make a Spirit roll. With a success, they experience nausea, a headache, or other discomfort, but are able to resist its more potent effects. With a raise there is no effect at all. On a failure, the dark tune infects them either figuratively or literally. The Gun Master rolls a d6 and on a 1–4, all who fail the roll suffer a severe illness for 2d6 days. Each

day they must make a Vigor roll at –2 or suffer a level of Fatigue. If Incapacitated, a further failed roll results in death. Medical treatment and care provide a +2 bonus to the roll, but all those who interact with an infected person must make a daily Vigor roll or become infected themselves.

On a 5–6 on the d6, those who fail are filled with a growing anger. 2d6 days later, the rage forces them to attack another person. The first attacker chooses a victim they feel has wronged them in some way while later attackers tend to mimic the same type of victim, potentially making the assaults appear to be the work of a single person. Successfully striking the target with either a Shaken result or a wound allows another Spirit roll to resist the influence of the malevolent melody. If the attacker succeeds at the Spirit roll or Incapacitates their victim, he ends his attack and leaves, forgetting both the attack and his rage. On a raise, the attacker both ceases and remembers all that occurred.

Fatima's Bird Cage

"The only sure thing about luck is that it will change." — Bret Harte

The Bird Cage Theatre is still going strong over in Tombstone, Arizona, catering to some of the most insatiable of appetites. The cages in the name do not refer to those that contain the winged/feathered variety of bird; rather they refer to several small, red-curtained boxes in the balconies along either side of the main hall. As one of the functions of this establishment is a working brothel, the less said about the purpose of those "cages," the better.

In the saloon's opening year, a belly-dancer going by the name of Fatima (real name, Fahreda Mazar Spyropoulos) was the main attraction. As parting gifts to the theatre after her successful year run, Fatima presented the owners with a life-size painting of herself (which still hangs in the front parlor) along with the ornate brass bird cage that had accompanied her on arrival. The cage was never occupied, but it was always

present on stage for every performance. Only once was the cage accidentally left in Fatima's dressing room and that night, she twisted an ankle, three brutal fist-fights broke out in the house, a basement Faro game concluded with a stabbing, and a terrible illness befell one of the soiled doves upstairs (who tragically died from consumption soon after). Does the cage inspire? Radiate luck? Ensure a localized natural order of things? Perhaps only Fatima herself knows!

Once per day for 1d6 hours the cage can be activated and any time a Benny is spent within 12" of the cage for a reroll or Soak attempt, the character gains a +2 bonus to the roll (this can stack with Elan). If the cage is not activated before 24 hours have passed since its last use, it absorbs luck for 1d6 hours instead. Any Trait rolls within 12" count as a critical failure if the Trait die comes up a 1 regardless of the Wild Die result. Activating the cage simply requires saying "Fatima" within 1" of it.

Fool's Lantern

"The Fool's Lantern, though...There was some truth to its legends, all right. And it cost the lives of three of my best men to retrieve it." – Nathan Mercer

What looks to be a common hooded lantern is in actuality a powerful oracle. When lit, the flickering firelight cast through its cracked glass reveals secrets upon the surrounding walls. The images range from the past, present, and future and depict anything from people, events, or even desirable items and maps. The downside is that some witnesses to these visions have been known to suffer madness, while others have disappeared, never to be heard from again!

All seeing the images for the first time suffer a Fear check. A critical failure for a Wild Card or a natural 1 on the Spirit die for an Extra result in the character disappearing. Such characters are drawn into the Winding Way. The only way to return is to find a crossroads or other pathway to cross back into the real world..

Visions are solely at the discretion of the GM though a Spirit roll is required to see anything meaningful. On a success, information gained is truthful but incomplete and on a raise, the knowledge is clear and accurate.

Gallows Tree

"So, a mere thief has come to ask questions of us? It is darkness that stirs us...the wretchedness within a man's soul." – Voice of the Gallows Tree

At midnight when the moon is right, an expansive tree with blood-red bark appears somewhere in the land of the living for but a moment. Suspended from the many branches of this tree are the hanging phantoms of thieves, liars, and other miscreants, damned to dangle from nooses, swaying in the night air, privilege to almost all worldly knowledge but never knowing the time or method of their eventual release. To seek audience with the trapped spirits upon this great tree, one must consult an ever-changing map (the actual relic) and find themselves in the proper place at the stroke of midnight. While the time remains the same, the exact route and phase of the moon changes with each visit. Deciphering the map requires a Knowledge (Occult) roll or Smarts can be used but at -2. Failure means the character cannot try again until one full month has passed.



At one time a map existed for every lynched man on that tree, but over the years the maps have been lost or destroyed as merciful payment for secrets imparted by the spirits. Now, but one map remains in the world and when it is gone the tree will fade from existence and the ghosts will finally be released from their bonds. While questions about the future are often answered via riddle, questions about the present (locations of items or individuals) are answered accurately and without deception. Only one question is answered per visit per map (if the Gun Master runs a game set in an earlier time when more than one map existed) and only for the person holding the map.

Grimoires

"I'm not afraid of a book. It's nothing but leather and paper and ink. It's what I might learn by reading it that worries me." – Gord Cantrell

Grimoires are books or other texts that allow the reader to cast spells or perform ancient, arcane rituals. While magical or occult knowledge isn't necessarily required, it is certainly recommended as many of these books are protected or capable of corrupting the very mind of the reader.

Spells: Many grimoires contain customized spells as determined by the Gun Master. Usually this means the spells affect specific targets or has special effects such as extended duration, range, or power.

Deciphering a Grimoire: Sometimes the greatest challenge to casting something from a spell book is translating the language it was originally penned in, whether it be Latin, Greek, or something truly sinister (perhaps even scribbled in blood). Occasionally these texts are in a language familiar to the reader but require patience and skill to decipher the ramblings of

an unstable mind. A character must make a Smarts roll at -2 if the words are in his native tongue, or a Knowledge (appropriate language or Occult) roll at -2 if not. It takes one week of study to decode the text. Note that simply translating or reading the text does not require the use of a character's arcane skill: his success or failure of the spell is based entirely on his successful reading of it.

Failure: If the Smarts or Knowledge roll fails, nothing happens and the character may make another attempt. If the reader rolls a 1 on his Smarts or Knowledge roll, he must roll a Fear check (at -2 if the Wild Die fails as well), and suffers Backlash. On a critical failure, the Fear check is at -4 and most grimoires burst into flame or are otherwise destroyed and unusable. If the Gun Master has determined the text is indestructible, the translator may not try again for 2d6 days.

Success: The spell is translated (if needed), and comprehended. It can then be cast. Most grimoires are imbued with an arcane skill of d8, which is cast as if by a Wild Card. If the reader has the same arcane skill, he may roll his own Trait die instead.

Hand of Glory

"And there they stand,

That murderous band,

Lit by the light of the Glorious Hand"

– Ingoldsby, Thomas. *The Ingoldsby Legends; Or, Mirth and Marvels*, 1852.

These rather grotesque items are far more prevalent across the frontier than one might suspect and are frequently employed by members of the Knights of Solomon. Apart from providing a bright, greenish, otherworldly glow in a 4" radius, Hands of Glory (sometimes known as Hands of Fate) are severed hands



magically imbued with a single power. They may stop people dead in their tracks for a short time (targets in a Medium Burst Template within 12" cannot move for 2d6 rounds), open any door with a mechanical lock, or teleport a group of men (within 1" of the user) up to twenty miles in any direction (even through earth or solid rock). Using a hand requires a Spirit roll and the power can only be used five times per day (once for each finger). They are created from the hands of hanged felons, meaning there is a ready source in the west for those who know the secret process.

Head of the American Minotaur

"A mingled form where two strange shapes combined,

And different natures, bull and man, were joined." – Euripides

While most minotaur legends are found in the mythology of ancient Greece, humans sporting the heads (and physical strength) of the buffalo are occasionally found in the prairies of the American West. Instead of being a separate creature, the American minotaur is a shamanistic mask made from the head of a bison which transforms the person wearing it. These people are sometimes employed as fierce warriors, especially between warring tribes, but occasionally a mask falls into the wrong hands. The head of the American minotaur can only be removed willingly by the wearer or upon their death. A person wearing the mask gains the following abilities:

- **Buffalo Head:** The buffalo head is treated in all ways as the character's head. It grants +2 to Notice rolls and to Toughness for any Called Shots to the head.
- **Don't Make Me Angry:** Gains the Berserk Edge and the Mean Hindrance. If the character already has Mean, he gains Bloodthirsty instead. If he has both, he suffers an additional -2 to all Berserk Smarts rolls.
- **Horns:** Str+d4.
- **Fear (-1):** Sight of a red-eyed American minotaur provokes a Fear check at -1.
- **Not Too Bright:** Smarts drops by two die types to a minimum of d4.
- **Size +1:** Muscles swell and overall density increases.
- **Strong:** Strength increases by four die types.
- **Tough:** Vigor increases by two die types.
- **Wild Card:** If the character was an Extra, they become a Wild Card.

Holy Lance of Longinus

"But one of the soldiers with a spear pierced his side, and forthwith came there out blood and water." – John 19:34

Also known by some as the Spear of Destiny, this polearm (Str+d6) is the legendary spear that pierced the side of the crucified Christ. Many have claimed to own the item and numerous forgeries have been exhibited throughout the centuries. The true relic, the Holy Lance of Longinus, possesses powers of defense as well as destruction. If used as a weapon, it grants +2 Fighting and +3 damage against all foes (even those only vulnerable to magic attacks), and each time the lance inflicts a wound it heals the wielder of a wound (up to the maximum). The lance also generates a shimmering barrier of mystical armor around the wielder and anyone adjacent to him (+4 Armor).

Honest Box

"Honesty is the best policy — when there is money in it." – Mark Twain

To prevent cheating during high-stakes games of Faro, the honest box (or dealing box) allows for the draw of one card at a time by the dealer. The very first box design was made by a Virginian gambler named Bayley back in '22 and it is this particular brass box that possesses a unique mystical property. While held in the hands of an individual (particularly one from which information is being sought), that person is incapable of telling a lie and must answer any question put to them though a poorly worded question may allow them to twist their answer without being dishonest. With each question asked, a card from the deck contained within the box vanishes until the box is empty and rendered powerless. A maximum of two cards can be drawn per day (the normal dealer draw for Faro). At last count, less than half the cards remain (the Gun Master can choose or roll 4d6 to determine the number of cards).

Iron Maiden of Nuremberg

*"A savage place! as holy and enchanted
As e'er beneath a waning moon was
haunted*

*By woman wailing for her demon
lover!" – Coleridge, Samuel Taylor. "Kubla
Khan," 1816.*

Created in the sixteenth century by one of Nuremberg's greatest clock makers, this fiendish device was once used to torture the vilest criminals. Standing roughly seven feet tall, this human-shaped sarcophagus is adorned with a woman's face and features, and can

accommodate an average-sized man or woman. The interior is lined with strategically placed iron spikes which, when closed over an occupant, penetrate the flesh while avoiding vital organs. Although the pain is excruciating when sealed, the resulting screams of agony go unheard to those outside. In fact the maiden doesn't just stifle the cries, it absorbs them, storing the anguish and terror like a battery until it can be unleashed, usually upon a battlefield where the emanations can potentially demoralize an enemy.

Some stop in their tracks and wail uncontrollably upon hearing the cacophony, others turn and run in fear. It was first used during the German Peasants' War of 1524 with truly disastrous results. When the maiden is activated (this is done by opening the hinged mouth on the face), any creature within a 500 yard radius must immediately make a Fear check, including the person activating it. Wild Cards who fail this test must consult the Fear Table (see *Savage Worlds*), while Extras are Panicked. The maiden can be used three times before it needs to be recharged and there's really only one terrible way to do that.



Shrunken Head of Screaming Crow

"Even from beyond the grave, Screaming Crow could call upon the fury of the storm. His dead man's breath was the beat of the great bird's wings, stirring winds and cracking the heavens. The gnashing of his teeth called down the rain and hail. The slightest utterance from his tongue struck like lightning."—*The Sixth Gun*, issue 34

While some believe that Screaming Crow, the legendary Navajo medicine man, was killed and beheaded by a vicious gang to whom he owed an unpayable gambling debt, the truth is it was his greatest accomplishment that wore him thin and cost him his life. Most famous among various tribes for taming and binding the great thunderbirds to the waking world, Screaming Crow's severed and shrunken head exists now as a powerful relic, moving from shaman to shaman (or collector to collector) and reactivated by blood when needed. Several crude replicas (usually sun-dried apples topped with a bit of horsehair) have been showcased by traveling medicine shows as the real deal, with the whereabouts of the actual head remaining a mystery. The reanimated head can communicate with its steward and answer questions about the great mysteries of life and death itself. In life, Screaming Crow was one of the most powerful shamans who ever walked the earth, and some of those powers still remain.

Screaming Crow

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

Skills: Healing d8, Intimidation d10, Knowledge (Occult) d12, Knowledge (Spirit realm) d12, Notice d10, Persuasion d8, Tribal Medicine d12+2

Cha: -2; **Pace:** —; **Parry:** —; **Toughness:** 4

Hindrances: Blind, Elderly, Loyal (To carrier), Ugly

Edges: Arcane Background (Shamanism), Beast Bond (With carrier), Danger Sense, Healer, Power Points, Reputation, Strong Willed

Special Abilities:

- **Powers:** *Arcane Background (Shamanism), Armor, blast, boost/lower Trait, deflection, elemental manipulation, healing, puppet, spirit walk*; **Power Points:** 25
- **Size -2:** Screaming Crow is a shrunken head on a necklace.
- **Small:** Attacks by human-sized creatures suffer a -2 to hit Screaming Crow.

The Six

"The Sixth Gun and its siblings were destined to transform the world... giving shape to the wielder's desires... and every other living soul be damned."

The Six were created by mankind ages ago in response to the actions of the colossal and incomprehensible Great Wyrms, and mankind's pain, suffering, and desperation under their rule. At first they appeared as primitive clubs, marked with arcane red and black runes. As the world was remade time and again, The Six manifested in new and often more advanced forms, from simple bludgeoning weapons to Templar swords and primitive hand cannons. In any form they possess unbelievable power and double as keys to rewrite Creation. In their current form, they appear as finely crafted .44 caliber single-action Colt Dragoons with pearl grips, each blessed (or cursed) with unimaginable abilities (including unlimited ammunition). All Six are bound to their wielders until that person expires.

When someone first bonds with one of The Six, she must make a Spirit roll. A success or raise means she is still in complete control while wielding the weapon, but a failure requires her to roll on The Six Gun Psychosis table (see page 44) and suffer a permanent, debilitating effect. Anyone touching one of The Six while their bound carrier still wanders the world is instantly burned by intense green hellfire (Damage 2d8). Prolonged exposure can cause severe pain and death. Whenever the guns are visible they grant +2 to all Intimidation rolls made by the owner.



The First Gun

The First Gun strikes with the ungodly force of a cannon shell. Bullets fired from this gun detonate upon impact—whether or not it's a perfect hit. The resulting explosion is massive, akin to a shot from a cannon. Despite the outrageous firepower, recoil from shooting the gun is equivalent to that of a standard .44 caliber round (Range 12/24/48, Damage 3d6+1, RoF 1, AP 4, Heavy Weapon). A horrid side effect of prolonged ownership of this particular gun is the sprouting of a layer of metallic armor scales (Armor +4). The interlocking plates develop within and slowly force their way out through the chest, abdomen, shoulders, arms, and legs.

The Second Gun

The second of The Six spreads the very flames of Perdition. Bullets fired from this weapon have two effects at the shooter's choice. If fired at a single target, a successful hit sets the enemy's entire body on fire (2d10 damage per round until extinguished, roll for spreading as per Fire in *Savage Worlds*). If fired at a location, the bullets explode into miniature balls of hellfire, doing 2d8 damage to all targets in a Small Burst Template. The second use does not automatically set anything in the area on fire but the basic rules still apply.

The Third Gun

The Third Gun spreads the flesh-rotting plagues of old. Rounds fired from this weapon don't look like bullets at all. If time could be paused long enough to catch a glimpse of the projectile spewed from this weapon, one would see a small, swarming conglomeration of microorganisms. Upon striking the victim, the plague-infested swarm is instantaneously absorbed into the target's flesh where it reproduces and spreads like wildfire, infecting the victim with a collection of some of the worst diseases in history. Flesh boils and sloughs off in great sheets, blood coagulates in the veins, organs shut down and liquefy, and all vital signs quickly cease, leaving the target a rotten, plague-ridden pile of diseased slop.

Firing the gun is handled in the usual way and inflicts 2d6+1 damage, but if a victim is Shaken or wounded and not outright killed by the weapon's innate damage, he must make a Vigor roll at -4. This is a Hazard (Lethal Poison) per *Savage Worlds*. While the infection spreads quickly, it is possible to treat victims of this projectile by making a Healing roll at -4 as an action. If successful, the victim's life is saved and the infection no longer has any effect. Each character may only attempt one

SIX GUN PSYCHOSIS

Roll a d6 and consult the table below.

Vacant Stare: Overwhelmed by the power of the weapon he now wields, the character takes on a confused, distant look in his eyes. It takes him a bit of effort to focus and he now makes all Notice rolls at -2.

Nightmares: The wielder is haunted by the gun's dark past each night. She starts each session with one less Benny (cumulative with Bad Luck).

Addicted: The user has succumbed to the lure of opiates or hard liquor to help cope with her madness. This gives her the Major Habit Hindrance.

Tremors: In stressful situations, including combat, the sidewinder gets the shakes. This reduces Agility and Agility-related skills (including Fighting, Shooting, and Throwing) by -1.

Paranoid: The victim believes everyone (including his closest allies) is out to get him (and his gun). He gains the Delusional Hindrance (Major).

Bloodlust: The dark history of the gun begins to invade the psyche of the owner. He gains the Bloodthirsty Hindrance.

Healing roll per incident to arrest the infection, but another character with Healing may make a second attempt, and so on. Other than the supernatural effects, this is a .44 caliber single-action Colt Dragoon (Range 12/24/48, Damage 2d6+1 and Special, RoF 1, AP 1).

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 (page 76) 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).

The Fifth Gun

The Fifth Gun grants eternal youth and the ability to heal from even a fatal wound, but such blessings of apparent immortality come with a hideous price. The gun acts as a conduit transferring the life essence of sacrificed souls into the body of its owner. This often takes its toll on the mental state and morality of the wielder, making him hunger for more such that he effectively becomes a living vampire. The gun functions as a normal .44 caliber Colt Dragoon, but any life it takes pass to the user, healing all wounds, removing scars, and

The Six

Weapon Name	Range	Damage	AP	RoF	Shots	Weight
The First Gun	12/24/48	3d6+1	4	1	—	4
Notes: Heavy Weapon. Gunfighter grows metallic armor scales (Armor +4).						
The Second Gun	12/24/48	—	—	1	—	4
Notes: Set target on fire (2d10) or 2d8 damage in a SBT.						
The Third Gun	12/24/48	2d6+1	1	1	—	4
Notes: Vigor roll at -4 or contract plague (see Hazards: Poison, in <i>Savage Worlds</i>).						
The Fourth Gun	12/24/48	2d6+1	1	1	—	4
Notes: Summons and commands 1d6 husks (2d6 with a raise).						
The Fifth Gun	12/24/48	2d6+1	1	1	—	4
Notes: Wounds caused by the gun heal the gunfighter (per the Regeneration Special Ability).						
The Sixth Gun	12/24/48	2d6+1	1	1	—	4
Notes: Special; see description.						

rewinding the biological clock itself to the user's age when he first bonded with the gun. Other than the supernatural effects, this is a .44 caliber single-action Colt Dragoons (Range 12/24/48, Damage 2d6+1 (Special), RoF 1, AP 1). As long as he possesses the weapon and uses it to drain victims of their life force, he is granted the following special abilities:

- **Ageless:** The user isn't affected by the aging process. In fact, once bonded with the weapon, as long as it has one charge (see below), the wielder reverts to an age at the prime of life. Should he lose the gun though, he instantly returns to his true age.
- **Regeneration:** The character heals one wound per round as long as the pistol has charges. Every time a target takes a wound, the pistol recovers one charge to a maximum number of charges equal to the owner's Spirit die. If the wielder is Incapacitated, one charge is immediately spent to stabilize the character, removing the need for a Vigor roll. On their next action, a second charge removes the Incapacitated status.

• **Note:** A Called Shot can sever the hand holding the pistol. Attacking the arm at -2 requires doing two wounds to remove it completely or a Called Shot at -4 to aim for the wrist can remove the hand if it does a single wound. In either case, the main body ages rapidly, but the hand holding the gun regenerates an entirely new fully healed body in one round, providing it has four charges (any fewer and the new body is born with an equal number of wounds as the missing charges). This copy is an exact duplicate of the original; however the original body—no longer wielding the gun—must immediately make a Spirit roll at -4. On a failure, the soul is lost and the body dies in 1d6 rounds quickly breaking down into steaming, foul-smelling, primordial soup. On a success, a portion of the soul remains in the original and it survives though all Traits are reduced a die type to a minimum of d4. On a raise, the soul splits in half, allowing the original to survive unaltered except for the loss of the hand or arm.

The Sixth Gun

"Among those who know the truth of things, it is widely understood that The Sixth Gun vanished after the War. Some believe it was shattered to bits when General Oliander Bedford Hume was killed during the razing of Devil's Forks. Others believe something as vile as the gun couldn't ever be destroyed. They say not even Hell would take the weapon back. And that it's still out there in the world, just waiting to be found by someone cruel enough to wield it."

The Sixth Gun speaks to its wielder, revealing the past and the future. More than the others, it was truly forged by hatred and oiled in betrayal. It also allows the user to transfer her image across time and reality, even appearing to others as a shimmering, crimson-colored projection. When fired, the gun functions as a typical .44 caliber single-action Colt Dragoon (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1).

The Sixth Gun grants the following abilities but each is tied to the strength of will of the owner. The owner gains abilities equal to half her Spirit die type and in the listed order. If the wielder raises her Spirit, then the next ability is gained. All powers listed are activated using Spirit and cost no Power Points, but a failure causes a level of Fatigue requiring four hours to recover. She can attempt to use an ability of the gun she does not yet possess, but must make a Spirit roll at -4. On a failure, the character is Exhausted, requiring four hours of complete rest to recover each level of Fatigue.



The following abilities are granted based on the wielder's Spirit:

Danger Sense: The owner of the Sixth Gun gains this Edge for free, ignoring the normal -2 penalty.

Divination: The owner gains glimpses of the future or past working as the *divination* power.

Guide My Shot: The owner ignores 4 points of Shooting penalties with the Sixth Gun. With an action and a successful Spirit roll, the owner ignores 8 points of penalties until the end of their next turn or for 1d6 rounds on a raise.

Detect Arcana: The owner can see through arcane disguises and other mystical concealment as per the *detect/conceal arcana* power (though lacking the ability to conceal).

Projection: Requiring a successful Spirit roll, this ability allows the user to project an astral form over great distances. The location must either be known to the user or with a -2 the user can seek out the location of any other

owner of one of the Six. The astral form can see, hear, and speak, but can also be seen as a reddish version of the gun's owner (in a combat situation, it may require a Notice roll not to confuse the astral form for the real person). During the projection, the physical body of the character may take no other actions or movement. This power can be used a maximum of the wielder's Spirit die type in rounds per day, but may be divided into separate uses. Should the character become Shaken while using this ability, she must make a Smarts at -2 roll or snap back to the here and now. The character's astral form cannot affect the real world and is unaffected by mundane and even most magical attacks. It is vulnerable to attacks and powers affecting spirits, however.

Superior Projection: The character gains the ability to access the *spirit walk* power through the gun but only affecting herself. Additionally, when using Projection, the character can physically affect the world with her astral form but only by attacking with the Sixth Gun. Attacks from the gun do normal damage but consist of hellfire and anything hit may catch fire (see Fire in *Savage Worlds*).

Tarot de Lamarliere

"The Tarot de Lamarliere lives up to the rumors of its properties. Although my men were less inclined to take any chances with the old sorcerer." – Nathan Mercer

This deck of lavishly illustrated Tarot cards originated from an anonymous artist and mystic in Revolutionary France. Those able to manipulate the cards can work truly amazing feats of empowerment, prophecy, or despair. The deck was last seen in the possession of a fortune teller out of San Francisco, but the man was recently found murdered and the cards were not amongst his possessions.

The user must arrange the cards in a specific way and focus, undisturbed, for at least one hour to tap their power. At the end of this hour, he may roll his Knowledge (Occult). With a success, the user may activate one of the following powers at no Power Point cost: *boost/lower Trait* (but with a duration of 24 hours that cannot be maintained), *curse*, or *grave speak*, but suffers a level of Fatigue requiring four hours to recover. On a raise, he suffers no Fatigue from using the cards. Regardless of Fatigue or not, the Tarot de Lamarliere may not be used more than half the owner's Spirit die type per day.





Chapter Eight: Adventures Across the World of The Six

Even in the late 1880s the American frontier is still a mostly unexplored and unpredictable wilderness. While mining camps and boomtowns dot the landscape, vast expanses of the unknown stretch between them. And even within the few bustling towns and cities, shadowy figures and sinister goings-on bubble beneath the surface. All is certainly not well in the wide open spaces of the West.

When you're not running the posse through a published adventure, a *Savage Tale* pulled from within these very pages, or a finely crafted yarn of your own devising, occasionally the need arises for a quickly constructed story. That's where the following system comes into play.

With a handful of dice rolls, this adventure generator allows you to create your own on-the-fly tale of blazing six guns and unbridled sorcery!

While the system provides you with a number of key elements to get the heroes involved and on their way, the results are merely a skeleton requiring some finessing and personalization. Link various plot elements to past adventures and Extras directly to the posse. The seldom-seen bloodthirsty vampire madame at the dark heart of that house of ill-repute might just be a hero's missing sister who vanished after entering a local convent a few years before! This sort of customization takes a little work but makes the experience so much better and more exciting in the end. We'll provide you with an example later to help out.

Using the Adventure Generator

Before you start, try and find out what your players would like to do or decide what the storyline demands of them (travel, tracking someone, relic hunting, etc.), then consult the appropriate sections to flesh things out. You can roll randomly on the tables and take the results, pick out entries you think sound appropriate,

or do a combination of both. It's possible that just reading through the tables without rolling a single die will offer up great ideas for a grand adventure.

Sometimes the results might not seem to make sense, but with a little clever manipulation you might be able to make it all work. If you find yourself stumped, just go back and re-roll on the appropriate table.

Black Hat

The villain is the venomous spider at the heart of the story's web and often encountered at the adventure's final showdown. The villain should be a fully developed Wild Card who, along with his henchmen, is equal in power to the individual heroes, if not the entire posse.

d12	Result
1	Ancient God
2	Corrupt Politician
3	Cult Leader
4	Demon
5	Demon-Possessed
6	Nemesis
7	Rail Baron
8	Religious Zealot
9	Serial Killer
10	Sorcerer
11	Supernatural Threat
12	Warmonger

Ancient God: In the world of *The Sixth Gun*, gods frequently move among the living, some out in the open, and some hidden away within mortal beings, riding their frames like stagecoaches across the frontier. Some of these omnipotent beings visit this mortal coil to influence events for good, others for evil, but rarely can they truly be destroyed and great is their power. The Great Wyrms and Yum Kimil are prime examples of these elder beings.

Corrupt Politician: As burghs and cities rise across the West, people with power in their sights often take up the reins, crushing the little guys underfoot in their rise.

Cult Leader: These fanatics have been seduced by beings from beyond this sphere, whether they walk the Winding Way or slither in subterranean caverns waiting to re-engineer the world in their own image. Cult leaders are often charismatic members of society who are able to recruit like-minded underlings. Some cult leaders can manipulate magic, while others are simply well-versed in ancient and forbidden knowledge.

Demon: Like gods in the world of *The Sixth Gun*, demons have found the Earth to be a playground of easy prey amongst human beings. They find their way out of whatever hell they occupy through ritual, terror, or innocence, corrupting the world in their path and dancing in blood-soaked chaos. Hume's foot soldiers once had an infamous run-in with an onslaught of plague demons.

Demon-Possessed: While some demons and devils are perfectly happy to flaunt their corrupt forms in full desert sun, others enjoy manipulating humanity like pawns on a chessboard of their own devising. The ability to crush a town's hopes and dreams all while possessing the body of a meek school marm or an innocent child is the stuff that dark demonic dreams are made of.

Nemesis: If the posse has a recurring villain, then that person or entity is about to make an unexpected reappearance. If none exists, create a new Wild Card to step into that role.

Rail Baron: A lot of money is tied up in the rail industry's incessant, back-breaking expansion to all points west. At the tops of these railroad companies sit powerful and extremely well-

protected owners who care little, if anything, for homesteaders and boomtowns in the path of a prospective line extension.

Religious Zealot: There are men of the cloth out in the frontier who bring hope to those who are constantly challenged by the land and the elements. They, along with their congregations, provide support in struggling communities. Zealots, however, embrace a deadly level of extremism. Unwavering beliefs and literal translations often allow for despicable acts to be committed in the name of God, and those who fall victim to the machinations of zealots are often led, like lambs, to their own slaughter.

Serial Killer: Death by nefarious means is not wholly uncommon in the Wild West. Jealous suitors, Faro cheaters, and drunken brawlers all share a common bond with the grim reaper. On the other side of that sinister spectrum lie the bloodthirsty killers who, whether motivated by actual dark forces or their own inner demons, derive some sort of sick pleasure from the pain and suffering of others. Some of these monsters have reputations extending well beyond the borders of these United States.

Sorcerer: Dabblers in the dark arts such as the necromancer Eli Barlow, or seemingly innocuous voodooists like Henri Fournier, can often have desires and goals in sharp moral contrast to those of the heroes. In all cases, the magic wielded by these spellcasters is very much real and a clear threat to the posse and the population at large.

Supernatural Threat: While some of the greatest threats to the heroes have undeniable Earthly origins, enemies of mankind also exist in the form of disembodied spirits, parasitic vampires, and other beasts of myth and legend. A thunderbird may be terrorizing an isolated mining camp, or perhaps that abandoned and burned out orphanage at the far end of town isn't quite as abandoned as the townsfolk would prefer.

Warmonger: It wasn't all that long ago that the War Between the States came to a close, leaving over 600,000 young men in the ground. Whether someone still fiercely loyal to one side or the other from that deadly conflict or an individual with his sights set on commandeering a coup against local or federal government, this enemy knows tactics, has likely once worn a uniform (either blue or gray), and sees that the path to his particular idea of governance is only attainable via crushing military might. He may have loyalists on his side with numbers increasing daily. No one fits this bill better than General Oliander Bedford Hume.



Villainous Goals

The villain's goal represents his primary motivation. His Hindrances should be chosen based on his nature (see the previous table) and his goal.

A villain can have more than one goal, but there should always be a primary ambition which can be supported by additional desires.

d6	Result
1	Destruction
2	Discovery/Recovery
3	Domination
4	Greed
5	Kidnapping/Theft
6	Vengeance

Destruction: This villain is out to destroy someone or something, whether literally or figuratively. He may want to stand in the smoldering ruins of an estate and feel someone's blood on his hands, or just tear down the successful business of his enemy to leave him penniless and powerless.

Discovery/Recovery: The villain seeks to discover (or perhaps recover) something of value, whether it be financial value (a gold mine), personal value (a family heirloom), or supernatural power (an ancient relic).

Domination: This villain wishes to take control, whether politically, financially, or something far more sinister.

Greed: The acquisition of land, raw minerals, precious gems, or money bags full of greenbacks is what motivates this villain. He may want the resources to surround himself with beautiful things or he may need the funding to arm his ragtag militia. Others may be greedy for more than just gold and silver, opting instead to fill their coffers with arcane knowledge instead.

Kidnapping/Theft: The villain's selfish desires motivate him or her to kidnap someone important or steal something of value. The kidnapping victim may be a friend of one of the heroes or a pawn in some sort of nefarious scheme, while the item may be something like several head of cattle from a rival rancher or a powerful artifact currently housed in a vault belonging to the Sword of Abraham.

Vengeance: Whether simple humiliation, murder, or mass murder, revenge can take on many forms. It often involves methods similar to the other listed goals, but it is usually aimed at a particular target for a personal reason.

The Hook

The hook determines how the posse gets involved in the adventure.

d6	Result
1	Do the Right Thing
2	Mistaken Identity
3	Offer You Can't Refuse
4	Old Friend/Enemy
5	Rumor Has It
6	Wrong Place, Right Time

Do the Right Thing: Certain Hindrances or moral obligations can motivate heroes into willingly stepping up to make things right. A homesteader mourning over the death of her husband at the hands of a band of local outlaws or a penniless greenhorn drowning his sorrows in the local saloon after losing his last dime to an unforgiving cardsharp can be motivation enough to get the party involved. Becky's attempt to assist the twisted residents of Penance, Nevada, is a perfect example of this.

Mistaken Identity: All or one of the heroes is mistaken for someone else, or perhaps it's one of them who makes the error.

Offer You Can't Refuse: The posse is approached by someone (perhaps even the villain) with a job offer or information that might lead to some great reward. For example, Missy Hume frequently employed Pinkertons to track down artifacts and follow leads that might lead to the recovery of her fallen husband.

Old Friend/Enemy: An old acquaintance (who might eventually prove to be the central villain in the end) seeks out the band for good or ill. His or her involvement might well be one of the other hooks in this list.

Rumor Has It: In the wildest and most remote corners of the frontier rumors often spread like wildfire. In the world of *The Sixth Gun* the more fantastic the rumor the more likely there is at least some truth to it! Rumors can come in the form of overheard conversations, sensationalist headlines, or odd fragments of scavenged evidence.

Wrong Place, Right Time: Through no fault of their own, the heroes find themselves stumbling headfirst into the action: surviving a train wreck, making a deposit as a gang of bank robbers rushes in, or stumbling upon the burning remains of a wagon train in the middle of the desert. Starting in this way (*in media res*) encourages the gunslingers to get involved right out of the gate!

Locales

The American West offers a variety of exotic locations for adventure. Even at this time, much of the diverse landscape is still unexplored. Roll once or more per scenario to offer up a variety of interesting environments.

2d6	Result
2	Ancient Ruins
3	Boomtown/Big City
4-5	Town/Village
6-7	Wilderness
8-9	Exotic Landscape
10	Estate/Plantation
11	Villain's Lair
12	Spirit Realm

Ancient Ruins: Ruins may be abandoned cliffside pueblos, Aztec or Mayan temples (if the posse should wander a bit south of the border), ghost towns, or derelict frontier forts.

Boomtown/Big City: Boomtowns like Butte, Deadwood, Gary, Rochester, and Tombstone, or Big Cities like Baltimore, Boston, Chicago, New Orleans, and San Francisco are all bustling burghs around this time with growing and bright futures for most of them.

Estate/Plantation: At least part of the adventure takes place on the grounds or within the halls of an ostentatious estate or former plantation. For instance, Gord Cantrell returned to the plantation in *Ander's Way*, Tennessee, and the journey took him deep beneath the earth where he confronted the ghosts of his dark past.

Exotic Landscape: The adventure takes the posse into strange lands where geysers periodically jet steam hundreds of feet into the air; craters bubble with liquid hot magma, foul-smelling swamps teem with savage creatures, or deep ice caves honeycomb the sides of a snow-covered mountain.

Spirit Realm: Either the heroes are already walking the Winding Way or their real world journey takes them into the spirit realm via a crossroads. The laws of reality don't always stand in these other worlds, but that means there is great possibility for reality-bending or even reality-shattering adventure!

Town/Village: These smaller collections of people and buildings are scattered across the country alongside bodies of water, near active mines, or adjacent to active rail lines.

Villains' Lair: Much of the adventure takes place in the villain's base or lair. Make a second roll to see where the base is located. This could be something like Missy Hume's Silver Palace in Brimstone, the subterranean lair of the Knights of Solomon beneath Penance, or Griselda's secret, multi-story swamp cottage or precarious cliffside dwelling.

Wilderness: Dense forests, wide expanses of sun-baked desert, and snow-encrusted mountain ranges are relatively common types of terrain found throughout the American West. If it lies beyond the walls of a settlement it can be considered Wilderness for the sake of adventure.

Villainous Henchmen

Black Hats frequently operate in the company of bands of loyal lackeys. Roll once per adventure. These desperados should generally be encountered in the early scenes (though some might well be acting as bodyguards for the big bad during the climax).

Individual desperados may be Extras or low level Wild Cards (Gun Master's discretion).

2d6	Result
2-4	Combat Vet
5	Right Hand Man
6-8	Thugs
9	Seducer/Seductress
10	Bandit
11	Critter
12	Spellcaster

Combat Vet: Combat vets are experts on the field of battle and may have risen high in the ranks during a previous military career (quite possibly during the recent War Between the States). On the other hand, Combat Vets may just be self-taught expert killers! Their level of skill makes them a challenge for any opponent and they have a good chance of besting a hero in a fair fight. They may also be formidable duelists at high noon or pretty much any other time of the day. The Sons of the Gun fulfill this role while riding along with General Hume.

Right Hand Man: The big bad's most trusted henchman is usually a capable jack-of-all-trades (and typically a Wild Card). He can fight, talk, and giddy up his way out of trouble. He is also fanatically loyal to his boss. See *Jesup Sutter in Friends & Foes*.

Thugs: Local troublemakers, misguided tribesmen, or desperate opportunists are classic thugs. Whoever they are, Thugs are little more than low-grade lackeys.

Seducer/Seductress: Seduction can involve more than just good looks and irresistible charm. Blackmail and bribery as well as good, old-fashioned romantic entanglement are all powerful weapons in the seducer's arsenal. There's certainly no denying the darkly attractive nature of Missy Hume.

Bandit: These desperados are base criminals, likely in service to the villain simply because he pays well.

Critter: The villain has some sort of nightmarish beastie or three at his disposal. These may be mundane creatures like bears or wolves or totally unnatural monsters such as bloodhounds or zombies. Griselda always travels with her twisted family of snake men, and those wielding the Fourth Gun are able to summon gangs of spirit-occupied husks.

Spellcaster: The big bad has a sorcerer of some description (sorcerer, shaman, or voodooist) in his employ.



Tools of Terror

In the wild world of *The Sixth Gun* relics and artifacts imbued with supernatural power lie scattered across the four corners of the globe, waiting to be unearthed. When bad guys get their hands on these game-changing items, the encounter can quickly change in their favor. There are also more mundane but just as powerful and intimidating objects out there, many of which have been crafted by the hands of man rather than touched by gods or demons.

2d6	Result
2-3	Defensive Device
4-5	Grimoire
6-7	Machines of War
8	One of The Six
9-10	Relic of Mass Destruction
11-12	Spell Vessel

Defensive Device: The villain possesses some kind of artifact capable of saving his backside when the going gets rough. Alternatively, it could be something that alters his appearance, hides his lair behind a mystical curtain, or clouds the minds of those drawing too close.

Grimoire: There are numerous ancient tomes containing forbidden knowledge and magical spells: *The Necronomicon*, *Book of Eibon*, and the infamous *Cultes des Goules* are three of the more noteworthy books. Several other mages and necromancers across the ages have set their secrets down on parchment or pages of human flesh. These lesser known volumes are now gathering dust in castle dungeons and monastic libraries.

Machines of War: Sometimes the Black Hat at the heart of the adventure is protected not by powerful artifacts, but rather an arsenal of man-made firepower. A line of Gatling guns can be just as impenetrable as the ice barrier generated by the use of the Nordic shield *Svalinn*. The villain has access to powerful weapons, usually long-range rifles, cannons, and rapid-fire guns.

One of The Six: Sometimes the villain actually has his hands on one of the legendary Six Guns, or perhaps he has one of their wielders in his employ. Either way, to get to the brains of the operation the posse will need to square off with the godlike power of one of The Six.

Relic of Mass Destruction: Throughout history, man has intentionally (or unintentionally) dabbled with otherworldly forces he neither understands nor can control. Occasionally, this

mucking about results in the acquisition of relics capable of shaking the earth, sapping human souls, or blasting the surrounding terrain to tinder and ash.

Spell Vessel: Many scrolls and books can contain detailed instructions on how to cast certain magic spells, but a number of adept sorcerers over the years have mastered the art of imbuing items with spell effects. A gnarled oak wand might be charged with the power to discharge bolts of lightning, while a golden goblet once belonging to Saladin himself might possess the ability to purify any water poured into it. The spells may be offensive or defensive, they might cause harm or heal, or they might allow the user to glimpse the future or trace another item's origins into the past.

Heroic Allies

The posse isn't always expected to work alone. The very heroic nature of *The Sixth Gun* brings out the best in those with good hearts. Allies need not be actively involved in combat—they may supply vital information or simply aid in getting the heroes where they need to be.

d6	Result
1	Big Wheel
2	Bookworm
3	Merchant
4	Old Friend
5	Reformed Black Hat
6	Soldier

Big Wheel: Call them big wheels, barons, or businessmen, these cigar-chompin' bigwigs keep the wheels of industry turning. Some sit in old wood paneled offices at the hearts of bustling cities, while others pore over receipts in oil lamp

lit corners of manufacturing plants across the frontier. Folks with this kind of power can open numerous doors for the band of heroes, as well as supply gear and provisions or just valuable, privileged information.

Bookworm: They may not be the most adept with a sidearm (there are certainly exceptions), but they are certainly sources of useful information.

Merchant: Even unscrupulous salesmen (those peddling snake oil to the unsuspecting, for example) can sometimes provide both up-to-the-minute (or at least up-to-the-week) info and gear. The trusted proprietor of a town mercantile or the top-hat wearing hawker of foul-smelling liniments can be found in settlements across the frontier, often with their fingers on the pulse of the community.

Old Friend: Old friends might be folks from a single character's background, or perhaps a character the posse encountered in a previous adventure. Using recurring characters helps give your game a sense of continuity.

Reformed Black Hat: Alliances and desires change like the seasons across the West. Characters who might have once stood against the group in a previous adventure may have moved on, settled down, or realized their previously chosen path only led to destruction. Their previous insider information can be extremely valuable for those upholding the law.

Soldier: While the bayonets have long since been removed, the guns stowed, and uniforms brushed and stored, veterans of the Civil War are everywhere. The United States Army is also ready, should they ever be needed on these shores or abroad. Soldiers in an adventure offer skill in combat.



Twists & Turns

Adventures in a mundane American West would still be unpredictable affairs, but with the possibility of reality being unbound, beasts from a thousand hells wandering the frontier, and spell slingers being about as commonplace as hash slingers, the potential for things to go horrifically wrong is dramatically increased. This table can be consulted on the fly and certainly more than once.

2d6	Result
2	Critter
3	Discovery
4	Double-Cross
5	Force of Nature
6-7	Pursuit
8	Rescue Mission
9	Shocking Revelation
10	Trap/Ambush
11	Unexpected Black Hat
12	Unexpected White Hat

Critter: Some sort of creature makes a sudden appearance. Check out the **Rogues' Gallery** starting on page 74 and pick an appropriate creature.

Discovery: Many secrets lie buried under the sand or hidden away deep in the woods across the West (as well as both north and south of the border), and not all bring material reward. Maybe the posse finds a document revealing the villain's plan or discovers an ancient ruin that leads to another adventure. For those with more mundane goals, a cache of valuable resources (a buried lockbox or an easily accessed vein of gold) is uncovered.

Double-Cross: Ah, the dreaded double-cross! At some point a key figure in the adventure switches sides. This can work for or against the posse.

Force of Nature: During the adventure, the characters are hampered by a natural hazard. This is dependent on the terrain and climate and could be anything from a cave-in to a tornado, earthquake, wildfire, or snow storm.

Pursuit: Whether on foot, horseback, or buckboard, a chase adds excitement to any adventure. Sometimes the heroes do the pursuing and other times they're the ones being pursued. Consult the Chase rules in *Savage Worlds*, or keep the heroes one step behind their quarry until the time is right.

Rescue Mission: At some point, one of the heroes or an ally winds up in the clutches of the main villain. Rescuing this person may be a distraction to cover the Black Hat's actions elsewhere.

Shocking Revelation: Something important is suddenly revealed to the posse. Such sudden revelations need not all be bad—perhaps a dancing girl declares her undying love for one of the heroes or maybe the group stumbles upon some vital clue linking a respected local politician to a notorious band of outlaws!

Trap/Ambush: The posse didn't see this one coming! Traps can range from simple covered pits to false directions leading the heroes into a potentially lethal situation. Alternatively, the group might also be surprised by a sudden ambush.

Unexpected Black Hat: Perhaps the real villain is someone the heroes weren't expecting at all ("It's Old Man Caruthers!"), extra henchmen join the fray at a crucial time, or a harmless looking animal turns out to be a savage beast.

Unexpected White Hat: Maybe the local tribe rises up against the villain and joins the posse, or perhaps that old recluse they met up with earlier turns out to be a decorated Civil War sharpshooter who just can't sit back and watch the Black Hat get away with his foul plot. Either way, someone comes to the heroes' aid at a crucial moment.

Sample Adventure

Here's a quick example of how to flesh out an adventure generated using the tables above. After rolling the dice, the following elements are put together (note two rolls were made for Locale and Twists & Turns to add extra flavor):

- **Black Hat:** Warmonger
- **Goal:** Destruction
- **Hook:** Mistaken Identity
- **Locale:** Town/Village, Villain's Lair
- **Villainous Henchmen:** Thugs
- **Tools of Terror:** Machines of War
- **Heroic Ally:** Old Friend
- **Twists & Turns:** Discovery, Pursuit

The posse just completed an adventure in Chicago and departed for points west aboard a train, so things start while they're riding the rails.

First, we need to create our **Black Hat** as he is the linchpin on which the entire adventure rotates. We decide to make our warmonger a Confederate through-and-through: a veteran major of the Civil War and a member of the

Order of American Knights, a secret group of Confederate sympathizers and saboteurs. He had long set his sights on rising through the ranks, but the end of the conflict spoiled his twisted desires. In his mind, the war rages on and he believes that well-timed chaos and destruction (**Goal**) might help turn those cooling embers back into a raging pyre! He envisions himself rising phoenix-like out of the ashes and becoming a high-ranking strategist in another great war.

Things begin with an unexpected stop in a small town (**Locale**). A gruff-looking band of armed desperados (**Villainous Henchmen**) serving our villain, all wearing tattered Confederate uniforms, boards the train. They move from car-to-car looking for someone, eventually stopping before an old man, mistaking him for a former ally of their boss (**Hook**). They then forcibly abduct the old man. A young woman (the man's granddaughter) insists that they have the wrong person but the thugs push her down and drag the man from the train.

The woman pleads with the heroes for help, even offering a monetary reward for his safe return. As they depart, they spy a well-dressed man looking remarkably similar to the man who was just removed from the train. He tips his hat to the heroes, smiles, and disappears behind a copy of the *Chicago Journal* as the train pulls away from the station.

The heroes pursue the thugs (**Twist & Turns**) with a chase that takes them away from town and into a nearby forest.

While tracking the riders through this dense wood (a relatively easy task considering the ground is soft and muddy from recent rainfall), the posse spies a cabin off the trail. Inside, they find a recently deceased man who is someone who once befriended one or all of the heroes (**Heroic Ally**). He was clearly badly beaten and left for dead. The interior of the cabin is in total disarray. Splinters in his fingertips and

scratches on the floor lead to a loose floorboard beneath which is found a skeleton key. Other clues in the cabin lead them to unearth an enormous wooden box out back secured with a padlock matching the key. Within, the heroes discover (**Twist & Turns**) a cache of vintage weapons from the Civil War (**Tools of Terror**). Among the weapons (rifles, pistols, knives, and sabers) are three Gatling guns with tripods and several thousand rounds of ammunition.

Returning to the trail, the party eventually finds themselves near an old fort (**Locale**), now overgrown and tumbling down. A handful of guards wearing Confederate uniforms patrol the grounds. They don't pose much of a threat and can either be overwhelmed or completely avoided.

Inside the fort walls, they encounter more soldiers. At the fort's heart lies a cabin. Within, the posse comes face to face with the villain who is interrogating the man taken from the train.

The Major has been training a handful of loyal soldiers to engage in terrorist-like acts across the frontier. The intended target of the abduction at the top of the scenario was a high-ranking politician from Washington on his way to an important meeting in San Francisco. The Major hopes to hold him ransom until certain demands are met. Unfortunately, between the realization that the man he holds is not the politician and the failed smash-and-grab mission to acquire weapons from a man in the forest, now it's time for plan B! The Major is ready to unleash his loyalist band of brainwashed brothers—the new Order of American Knights—and he tries to force the gunslingers to join his cause!

The heroes must battle the Major and his henchmen and thwart his plans for chaos across the United States. The innocent man is rescued and returned to his granddaughter, who is awaiting him in town. A substantial reward is presented to the heroes by the shaken, but thankful man.





Chapter Nine: Savage Tales

This chapter contains a handful of Savage Tales, mini-adventures ready for you to drop right into your existing *The Sixth Gun* campaign or to use as brief one-shots for surprise game sessions or convention events.

Look over the adventure briefly before you run it to ensure its suitability. None of the Savage Tales in this chapter require any preceding events, but all can be expanded upon. You can also use the Adventure Generator to add additional details to these Savage Tales.

Finally, the adventures are all designed so the heroes can either stumble upon things while adventuring on their own (perhaps spurred on by visions presented by the Sixth Gun), be hired by folks with a personal stake to investigate strange goings on somewhere, or they could be in the employ of the Sword of Abraham, seeking to secure items of power that could be used to welcome Armageddon should they fall into the wrong hands.

Blight Night

Location: Penrose, Missouri

Relic: Phial of Dracula's Blood

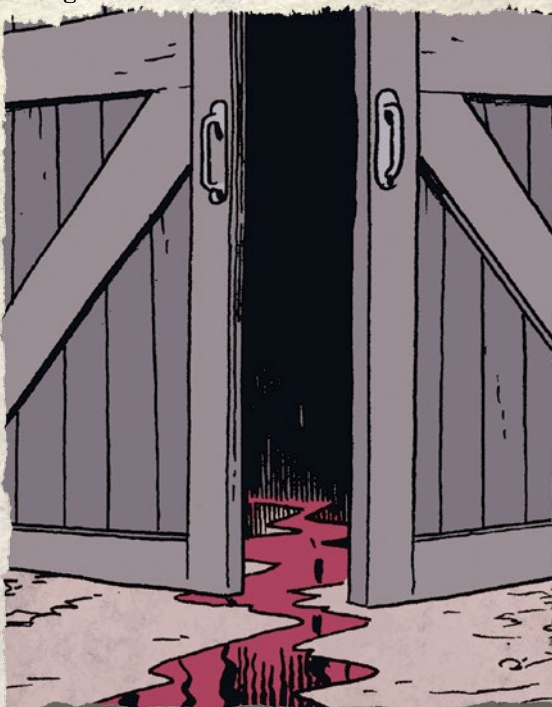
Recently, Father Patrick Kerrigan of St. John the Evangelist in the small town of Cotton Creek, Illinois, acquired a coffer containing a variety of artifacts from a traveling merchant. Among the tarnished crosses, sconces, scraps of termite-infested wood, and fragments of parchment, was a glass phial encrusted with golden filigree. Assuming that the faceted glass cylinder contained the blood of an unknown saint or long-deceased pope, Kerrigan set the item on display with the other relics, illuminated by a nearby rack of flickering prayer candles.

What he did not realize was that the flask did not contain the blood of a saint; rather it was an artifact from 15th century Romania holding something far more malevolent. Father Kerrigan is also unaware that the phial suffered

minor damage en route to his church. The blood contained within is slowly leaking out and corrupting everything around it.

The blood worked its way through the wood grain of the table, then the floorboards, and finally the earth itself. There, its sinister aspect is finding its way into the surrounding landscape and the flora and fauna that feed upon it. The plants have become poisonous mutations and the cattle in the neighboring farm have transformed into aggressive bloodsuckers! Their eyes have gone red and their rounded incisors dropped from their gums to be replaced with vicious fangs.

At first, farmer Daniel Cunningham simply assumed his cattle were afflicted with some sort of illness making them refuse to exit the barn during daylight hours. After almost falling victim to their attack, he slammed the barn doors shut and locked them in, where they moan and kick excitedly at the doors when the sun goes down.



Neither Hide nor Hair

It is mid-afternoon on a Sunday as the posse enters the small town of Penrose, Missouri, and farmer Daniel Cunningham has gone missing. The local shopkeepers haven't seen him, and he also failed to show for this morning's mass at St. John's. The relic hunters overhear a conversation involving Father Patrick Kerrigan and a small group in front of one of the shops.

"Nope, no sign of Cunningham at mass this morning and Wilbur says he hasn't collected his groceries for the week, either. I wandered over to the farm earlier and

knocked, but there was no reply. Even stepped inside and called out for him, but he wasn't home."

Should the posse interject, Kerrigan greets the strangers and informs them Cunningham is a devout widower who lives on his farm adjacent to the church at the other end of town. He notes their curiosity and offers a hot dinner if they investigate the farmer's disappearance. With the tip of his hat, he excuses himself from the gathered throng of townsfolk and escorts the band to his church.

BLOOD OF DRACULA

"With a plunge he seizes her neck in his fang-like teeth — a gush of blood, and a hideous sucking noise follows." - Rymer, James Malcolm. Varney, The Vampyre, or, The Feast of Blood (1847)

Relics from the Holy Land are fairly commonplace even across the American frontier. Knuckle bones, slivers of the True Cross, and crucifixion spikes pop up in big city cathedrals and small town churches with some frequency. Similarly, historical artifacts of other lands occasionally move from collector to collector with items from Ancient Egypt, the Far East, and Medieval Europe appearing with equally questionable pedigree.

Back in the 15th century, the infamous Vlad III (also known as Vlad the Impaler and Vlad Dracula) driven to acquire the Six in whatever form they were in, was fascinated by relics such as these and supposedly possessed an impressive collection assembled from looted and burned churches across the principality of Wallachia. After ransacking the church of St. Bartholomew, he discovered a finely crafted, faceted glass vial containing the blood of some forgotten saint among the relics. Dracula turned the contents of this vessel out onto the ground and carried it on his person for the rest of his mortal life. Legend has it that he used the vial to

capture and sample the blood of his fallen enemies, sipping delicately from it as if tasting a fine wine.

When Vlad III was decapitated by the Turks in 1476, some of his spilled blood was collected in this very same vial by a loyal priest, and hidden away in Comana Monastery. When the monastery was restored to its former glory just a few years ago, the vial (along with a number of other artifacts) was found and sold off to a seeker of curiosities. Eventually, the coffer exchanged hands, finding its way across the Atlantic to the United States.

The blood of this bloodthirsty Prince possesses a number of dangerous and corrupting properties. Plants feeding from soil stained with Vlad's blood transform into stinging nettles, herbivorous animals consuming these nettles are soon changed into savage, vampiric beasts (see the Accursed Cows). And those devouring the flesh of such a corrupted animal undergo a radical, life-ending transformation, as well, becoming Young Vampires (see *Savage Worlds*).

Creatures ingesting the blood directly or consuming anything corrupted by it must make a Vigor roll at -4. Failure means they succumb to the accursed influence of Dracula's blood and die in 2d6 rounds. If administered before death, they can be saved with a successful Healing roll at -4 or arcane healing (*healing* at -2 or *greater healing* at no penalty). A survivor suffers a level of Fatigue recovered in 4 hours (or 2 hours on holy ground) unless a raise is rolled which negates the effect. Those who die are resurrected as Vampires (or vampiric beasts) in 1d6 hours.

Hallowed Ground

Kerrigan's church is relatively small and decidedly Catholic: Rows of pews, alabaster statues of various saints, Paschal candles, and a small table of unusual items likely to attract the posses' attention.

"Fascinating artifacts, eh? Most of these were acquired just a few weeks ago. A traveling junkman claimed to have acquired a host of items from a collector over in Baltimore. I made him a modest offer and he accepted without argument. Left the whole box of trinkets and moved on."

Knowledge (Religion) identifies a potential fragment of the True Cross, a crucifixion spike, and a glass phial likely containing (or at least purporting to contain) the blood of a saint or a deceased pope (this successful check does not help authenticate any of them). An appropriate Common Knowledge or Knowledge (History) roll reveals the glass phial features design elements commonly found in metalwork from Eastern Europe. A successful Notice roll from anyone closely examining the items reveals a dark stain beneath the phial, indicating a leak. Further investigation reveals the dark liquid has soaked into the porous table and subsequently dropped onto the floor beneath.

"Cunningham's farm is right next door. Hopefully you will return with some good news. I'll get to work on our supper. I hope you like steak and potatoes. Bounty from Mr. Cunningham's very own farm."

Out on the Farm

A Garden of Unearthly Delights

Cunningham's garden, normally composed of beans, onions, tomatoes, potatoes, and corn, has been overrun with a strange variety of stinging nettles. The produce has been choked out and lies withered amongst the spiky invaders. Anyone with a farming or similar background knows the nettles are non-native, similar to European varieties. Those succeeding at an appropriate skill—Knowledge (Botany), for example—determine they are a mountain nettle strain, with a raise further placing them as indigenous specifically to the Carpathian Mountains. Notice rolls also reveal a trail of the nettles leading away to the church. Anyone touching the plants suffers an irritating burn causing a level of Fatigue on a failed Vigor roll at -2. The Fatigue recovers after one hour or in 1d6 minutes with a successful Healing roll.

Nobody's Home

The farmhouse is empty but a cold, untouched meal has been set on the kitchen table. A Notice roll reveals the oil lamps are empty, the fuel exhausted. A raise determines things have been untouched for at least a few days. A cup containing cow's milk has expired and taken on an unusual crimson color, with the unmistakable scent of blood in the cup.

Grayer Pastures

By day: If the heroes have moved quickly from the church, gardens, and house, an investigation of the pasture reveals the shredded and heat-bloated body of Cunningham's hound dog. For all appearances it must have been in a tussle with some wild animals, and the poor creature bled out. There are no cows present while the sun is up. Another obvious alteration to the pasture is the presence of more nettles throughout the field. Successful Notice rolls reveal many of the nettles have been thinned by feeding cattle.

By night: If the adventurers took a lot of time with Kerrigan and his artifacts, searching Cunningham's house, and examining the gardens, the sun has gone down and the pastures are now covered in shadows and thick, rolling fog. They first discover the body of Cunningham's dog (see above), but then those making successful Notice rolls hear something approaching.

From all sides, you hear the slow, plodding approach of curious cows. The ground vibrates with each heavy footfall and the silence is broken by the occasional snort and deep low. As the sounds increase in volume, you realize there is something wrong with these cattle. Their eyes are alight with an eerie red glow!

Ask for Fear checks.

• **Cursed Cows (1 per hero)**

Cursed Cows

Corrupted by consuming the blood-infused nettles, these cows are now mutated, bloodthirsty beasts possessing some vampiric characteristics, including glowing red eyes and vicious looking canines.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12, Vigor d10

Skills: Fighting d4, Notice d6

Pace: 7; **Parry:** 4; **Toughness:** 11

Special Abilities:

• **Bite:** Str+d6.

• **Fear:** Cursed cows are frightening but you know, still cows.

- **Size +2:** Cursed cows are large creatures weighing over 1,500 pounds.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage (except to the heart—see below).
- **Weakness (Fire):** These beasts are susceptible to flame and fire attacks (like a shot fired from the Second Gun) and take +4 damage from them.
- **Weakness (Heart):** Called shots to a cursed cow's heart (-4) do +2 damage in addition to the usual +4. If the attack Incapacitates the cow, it disintegrates to dust.
- **Weakness (Holy Water):** Cursed cows splashed with holy water suffer a level of Fatigue which cannot Incapacitate. One level is recovered 4 hours after being splashed.
- **Weakness (Sunlight):** While not fully vampiric, cursed cows are uncomfortable in sunlight. They suffer a -2 penalty to any actions attempted, including attack rolls, if exposed to direct sunlight.

Blood Red Barn

The barn door is broken and hanging loose on its hinges. Judging by the scattered debris (Notice roll) and the broken barricade, it was kicked open from within. Inside, the posse finds the farmer's body. Like his dog, he has been savaged by animals and drained of blood.



By day: If the heroes investigate during the day, they find the cattle in the darker corners at the rear of the barn beneath a large window covered by a thick wool blanket. An examination of the cattle (successful Notice rolls) reveals they are not breathing and for all intents and purposes appear to be dead. If someone disturbs them, they awaken and fight. The guttural roars, glowing red eyes, and bared fangs force a Fear check.

- **Cursed Cows (1 per hero):** See page 57. Because it is daylight and the cows are vulnerable, all attacks against the heroes are made at -2.

By night: If the posse investigates at night they find the barn unoccupied, but not for long as the cursed cattle eventually return from the adjacent field and attack!

- **Cursed Cows (1 per hero):** See page 57.

Unhallowed Ground

When the heroes return to the church to bring news of Cunningham's fate, successful Notice rolls spot flickering flames from within the church. As they approach, the front doors burst open and a red-eyed Father Kerrigan rushes out brandishing a large knife in one hand and baring a blood-stained mouth of ferocious canines. The church is ablaze behind him and he has been corrupted by the curse of Dracula!

"The flesh from Cunningham's cows! Touched by the master's blood! It is oh, so delicious!" Kerrigan roars with mad laughter and attacks!

- **Father Patrick Kerrigan:** Use Vampire stats on page 80.

Once dispatched, the phial containing the blood of Dracula remains on the ground having been rescued from the burning church by Father Kerrigan in his corrupted state. Those with Knowledge (Occult) should be able to put two-and-two together (the Eastern European design of the flask, the strange nettles, and the vampirism) and determine that the phial contains not the blood of a fallen saint, but the blood of Vlad the Impaler, also known as Dracula!

The heroes have multiple options to deal with the blood. Placing it in a new container is simple but leaves it open to future use. The blood and all affected by it are destroyed by contact with holy water or magical fire. Spraying the nettles with holy water causes them to shrivel and die as if affected by a powerful defoliant.

The Curses Are Coming to Town

Location: Morgan, Tennessee

Relic: Roger Rowley's Medallion

Ringmaster Tyler Rowley and his fire-eating brother Roger founded their circus over three decades ago. It had successfully traveled from coast to coast entertaining children of all ages with a variety of acts assembled from around the globe. In 1859, a terrible wildfire ripped through the fields adjacent to the plot of land temporarily claimed by the circus. Before anyone could escape, the surrounding high grasses all fell to the raging fire and the single path off the property was no more. The flames leapt, eventually setting alight several wagons and tents (including the big top), killing the entire company in an inferno.

At least that's the story in all the newspapers.

What most people don't know is the fire was deliberately set by Roger Rowley after he and his brother had been fighting over an unfair

contract tying Roger to the circus for life. In a fit of rage, Roger decided to destroy the circus along with his own flesh and blood and then cut-and-run, but as the flames were consuming everything in their path, Tyler overcame his brother and lashed him to one of the central support posts under the big top. Tyler perished in the fire but his brother somehow survived with third-degree burns over his entire body.

Once the ruins cooled, a handful of spirits of the dead company returned to the land of the living and reclaimed physical forms only capable of walking the earth between sundown and sunrise. Tyler—in his new body—gathered up his brother's ruined body and locked it away in a wooden crate. The remains of the circus then moved on from the expanse of ash and scorched earth to ensure they didn't miss their next scheduled performance dates.

Their numbers reduced, they allowed interested parties in each town to audition. If an act impressed Tyler Rowley, the new performer would sign a contract and then tragically shuffle off this mortal coil to join the troupe in a state of limbo, forever and obediently cursed with performing their act for the rest of time.

RESURRECTION MEDALLION

*"I have the keys of death and of Hades."
- Revelation 1:18*

What was once a bronze St. Christopher (the patron saint of travelers) medallion that dangled from the side of the circus' lead wagon, has become a warped and magically charged talisman thanks to the suffering and rage expressed during the great fire that consumed the troupe. As the heat from the inferno reached high enough temperatures to warp the medal, Tyler Rowley reached out a skeletal digit and scratched his brother's initials into the soft metal, cursing him to a life of pain and suffering. The flames eventually consumed Tyler, but his desire to return to the physical realm remained. Once the area cooled and night fell, Tyler's spirit returned to the very spot where he had been burned away, manifesting physically as he appeared in life. He recovered the medallion, linked it to a collar, and locked it around the twisted, but still living remains of his brother.

Roger's own desire for revenge, combined with the curse of the medallion, drew some of the key members of the circus back from the land of the dead where they also walk among the living once more.

Tyler understands the medallion rewards the lost with eternal nocturnal life, but those resurrected must first sign a contract binding their soul to the circus. Meaning, the medallion's power is active only so long as Roger breathes; for with the death of the last Rowley brother, the circus legally ceases to be. Tyler has no intention of ever releasing his brother from his hellish existence.

In another's hands, the medallion is impressive but not quite as powerful. With a successful Spirit roll, It can summon 1d6 spirits into corporeal forms existing only between sundown and sunrise or 2d6 on a raise. The spirits must be linked by the same occupation or place of employment. A team of deceased miners could be resurrected and dig for silver each evening, or the staff of a saloon could work through the night serving the patrons. The spirits obey whoever holds the medallion. Regardless of the temperature, the medallion always feels warm to the touch.

I Love a Parade

While spending the night in the town of Morgan, Tennessee, the posse is awakened from their slumber in the wee hours by cacophonous sounds of merriment outside their windows. Upon investigation, they find a troupe marching down the street illuminated by flickering torchlight. Tumbling clowns, freaks, acrobats, and even a lion tamer standing atop an occupied cage are all led by a ringmaster in a lavish hat carrying a hurricane lamp and shouting through a megaphone. A painted wagon displays a faded advertisement on either side: The Rowley Brothers Circus and Wild West Show is in town!

"Ladies and gentlemen! Boys and girls! Prepare yourselves for a spectacle like none you have ever witnessed! I am Tyler Rowley, co-owner and master of the ring of the Rowley Brothers Circus and Wild West Show! Tomorrow evening shine up those nickels and come one, come all to witness our show beneath the big top! All are welcome! All will be entertained! We guarantee it! Also, those with special talents are welcome to visit tonight and audition for a chance to be part of the show!"

The troupe continues their march through the center of town, eventually moving up and away in a cloud of dust and cool, pre-dawn darkness. On the street, several children in

robes and pajamas clap their hands and jump about excitedly. A successful Notice roll spies a teenage girl, Mona Bradley, speaking loudly to her mother.

"Oh Ma, I simply must be allowed to audition for the big show!" The accompanying older woman shakes her head disapprovingly. "Absolutely not, Mona! Now back to bed with you! You have school in a few hours!" The girl protests and then moves back inside, but not before glancing back up the road at the retreating circus group and smiling to herself.

Should the heroes immediately follow the troupe, they soon find the group no longer on the road. Tracking the procession is not difficult, and the impressions lead to a dusty clearing about a mile outside of town. The clearing is miraculously occupied by a number of erected tents. Brightly colored banners and flags flutter in the morning breeze, but there is no sign of anyone. While certainly unusual, it is entirely possible the site was simply erected before the troupe paraded down Main Street, so the posse shouldn't immediately suspect anything out of the ordinary.

Should the adventurers decide to Investigate during the day (the local newspaper is a good place to start), they can uncover the story about the circus' fiery fate back in '59.



Madman in a Box

A daytime visit to the site reveals more or less the same thing as the above early morning excursion, except this time, a Notice roll leads the group to a windowless, locked wagon where a mournful sobbing can be heard from within. If they break the lock and open the door, they discover a single occupant.

Inside the dark and filthy iron-reinforced wooden box is a single passenger: A bent and twisted wreck of a human being. His flesh is horribly scarred, the apparent victim of a terrible fire. He is missing fingers, his eyes have been burned from their sockets, and the flesh around his mouth has been melted into a permanent "O." It is clear that he is unable to hear or speak. Around his neck, he wears a collar with a metal badge hanging from it stamped "R.R."

This is the only survivor of the disaster that befell the circus back in 1859—the ruined, barely alive remains of Roger Rowley. Ironically, Roger's existence and chronic agony are what keeps his brother and the circus moving among the living. Should Roger die, those lost souls and what remains of the Rowley Brothers Circus and Wild West Show vanishes in a swirling tornado of ash. If the posse removes Roger from the circus, Tyler does everything in his power to get him back.

Give It Your Best Shot

If the heroes venture into the big top that evening, the audition process appears relatively mundane. Oddly, the entire troupe seen earlier that day is present and in costume and makeup. Tyler tells those auditioning they like to rehearse that way to ensure everyone is comfortable under the greasepaint and inside the satin and sequins. Should the party simply observe, they see the young girl from earlier perform some impressive acrobatic maneuvers. Should anyone in the group decide to audition—sharpshooting (using Shooting), a magic act (Sorcery), juggling (Agility), etc.—any successful attempt with a difficulty of at least -2 impresses Tyler enough to ask for them to come back later. A raise seems to genuinely impress the circus performers and elicits a small, spontaneous applause. Regardless, the acrobatic Mona is asked to return that evening, an hour before showtime.

A return visit is handled by candlelight. Present are Tyler, a trio of circus performers, and the ruined form of Roger Rowley, who sits quietly beneath a blanket nearby.

"You are a talented performer worthy of an act in the Rowley Brothers Circus. You will be well cared for, supported by a close knit band of circus folk, and appreciated. All I ask is that you sign this contract to make it official."

Those examining the document who get a success on a Knowledge (Occult) check note it contains ancient words of power. Whatever the document is, it is not a mundane business contract! This may be enough to prevent one of the heroes from signing it, but young Miss Mona Bradley won't hesitate, regardless of the warning, eagerly scribbling her name across the bottom of the sinister looking document.

Tyler rolls up the parchment and smiles. "It is done. On with the show!"

Two nearby clowns rip the blanket from Roger Rowley revealing his twisted form beneath. He screeches and then begins to loudly inhale; drawing the spirit right out of Mona and whoever else might have foolishly signed the document. Mona screams and drops limply to the ground, her life sucked out of her.

Roger Rowley

Despite the raging inferno of his own devising that cost the lives of his brother and an entire troupe of circus performers, Roger Rowley was spared death's merciful touch in favor of cursing him as a scarred and tormented monster dependent on the lives of others to survive. Thanks to this state of perpetual agony, his brother and a handful of other original circus members returned to the world of the living as spirits with corporeal shells. To ensure Tyler and the troupe continue to exist, Roger must be kept alive by feeding on the life force of others. Should Roger die, the circus will be no more and the trapped carnies will be freed.

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

Skills: Fighting d4, Notice d4

Cha: -2; **Pace:** 2; **Parry:** 4; **Toughness:** 6

Hindrances: Anemic, Blind, Lame, Ugly

Edges: Improved Nerves of Steel

Special Abilities:

- **Invulnerability:** Roger can only be Shaken, not wounded, by non-magical attacks.
- **Life Drain:** Roger Rowley can draw in the life force of a single target within 6" by making an opposed Spirit roll. He can affect multiple targets by taking a -1 penalty to his roll per additional target, each opposing the roll individually. Each success and raise Roger gets inflicts a wound on the target

until rendered Incapacitated, at which point the victim dies and their soul leaves their body. If not bound by the medallion, the spirit remains in the area for 2d6 rounds before moving on to its final reward. If Roger dies while the spirit is still in the area, the deceased character makes a Spirit roll. On a success, he reenters his body, alive but with three wounds. Each raise draws part of his life force back from the dying Roger, removing one wound.

- **Weakness (Medallion):** If Roger's medallion is removed he sighs in relief and dies peacefully. The medallion can be removed with a normal attack doing 4 points of damage or with a Touch attack (+2) and a successful Stealth roll -2. Either attempt requires a Called Shot at -6 to target the medallion/collar.

Carnies (2 per hero plus Tyler Rowley)

These willpower-driven creatures are merely echoes of their previous selves. They can touch and feel and can continue to perform their old acts as jugglers, sharpshooters, or lion tamers, but they exist solely because of their bond with the man who caused their deaths in the first place, Roger Rowley. If Rowley's heart stops beating, their existence draws to a close. Tyler Rowley is a corporeal phantom like the rest of the unholy troupe but is a Wild Card, see below.

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

Skills: Fighting d6, Notice d6, Shooting d6, Throwing d6

Pace: 4; **Parry:** 5; **Toughness:** 7

Edges: Improvisational Fighter

Gear: Carnival item (Improvised Weapon, Damage Str+d6) and half, including Tyler Rowley, have a double-action Peacemaker (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1).

Special Abilities:

- **Fearless:** Carnies are immune to Fear and Intimidation.

- **Individual Act:** The stats above cover basic carnies, but some have specializations, such as the knife thrower, strong man, sharpshooter, and so on. The Gun Master should give such characters a d10 in their relevant Trait to note their area of expertise. As leader of the troupe, Tyler Rowley is a Wild Card and has a d10 in Smarts and Knowledge (Occult).

- **Invulnerability:** Carnies can be wounded, and if Incapacitated, they dissolve into ash. But unless Roger Rowley dies, they reappear on the following dusk.

- **Undead:** +2 Toughness; 2 to recover from being Shaken; called shots do no extra damage.

- **Weakness (Roger Rowley):** Should Roger Rowley's life be ended, all carnies spawned from his existence immediately cease to be.

Once Roger Rowley is destroyed, the circus and all the carnies vanish in a torrent of cinders and ash, leaving the party standing in an empty field alongside Rowley's corpse. Anyone with Knowledge (Occult) or another means of detecting magic notes the medallion around Rowley's neck has the markings of mystical power. See the sidebar for its abilities and effects, but any searching is interrupted by the appearance of a familiar ghostly form as Mona Bradley's shade materializes and begs the heroes to give her mother a parting message:

Tell ma I'm sorry...I shoulda listened. I think I'm going to heaven now, so let her know not to worry bout me none. Tell her to look under my bed, in the jar of buttons—I was saving for a store bought dress but she needs the money. Taxes are coming due and that should help. I was gonna give it to her the day I left, but I reckon that's up to y'all now.

Heroes supplementing Mona's parting gift should definitely get an extra Benny next session, Gun Master!



Death Knell

Location: Heavenly Hill, Kentucky

Relic: School Bell

The ringing of bells as a means of protection or the signaling of one's demise dates back generations. The link between bells and the supernatural is also widely known in various belief and magic systems, from the spiritualist requesting the disembodied ring bells to acknowledge their presence during séances, to the voodoo practitioner shaking gourds wrapped in tiny bells in candlelit cemeteries to stir the loa from their slumber.

HELL'S BELL

"I go, and it is done; the bell invites me.

Hear it not, Duncan, for it is a knell

That summons thee to heaven or to hell."- Shakespeare, William. Macbeth (II, i, 62-64)

It's no secret that demons are known to wander the American frontier seeking helpless and hapless stragglers from the righteous path. Some of these beasts possess the innocent while others manifest in all their abyssal glory wielding savage weaponry and clad in clothes and armor fabricated in the pit itself.

Hell's Bell is a bronze remnant of ancient Greece which came to the U.S. with Greek immigrants. Originally installed as an innocent ringing reminder of home for settlers in the pioneer town of Elysian Fields, the bell was eventually discovered and rung by a sorcerer posing as a schoolteacher who summoned forth a vicious and deceitful lamia. Barely controlling the creature, the sorcerer limited it to not being able to affect anything outside the schoolhouse except for 24 hours after someone other than her rang the bell. The creature obeyed, but whenever it was released, it fed on the children of Elysian Fields. Eventually, the townsfolk caught the sorcerer trying to

Most common folks living in this modern age now link the tolling of bells to a call for Sunday services or the start of a day of school for enthusiastic boys and girls, but there's something not quite right about a particular dissonant bell located in Heavenly Hill, Kentucky.

All We See or Seem

Heavenly Hill, Kentucky, is a very young but prosperous town just west of Bowling Green, constructed on the site of an old pioneer village lost to fire back in the '20s. As the group nears town from the south the first building they see is a tumble-down school house with a pretty young teacher, her hair up in a bun, waving timidly from the open Dutch door. As they enter the town proper, they are met with friendly,

hide one of the bodies and in the battle, the town caught fire. Only the schoolhouse survived. Elysium Fields was abandoned, believed to be cursed, and the lamia was trapped, unable to act until the bell was rung again.

The surface of the bell is covered with ancient Greek letters and symbols as well as symbols associated with The Six (in this case depicted as sarrisae spears)! To summon a demon using the bell, an elaborate ritual must be performed, with the bell struck six times to punctuate each complex line of the summoning. At the completion of the ritual, the caster must make an arcane skill roll. With a success, a demon appears. With a raise, the creature is larger and tougher: add Size +2 and increase its Toughness by +2.

Once the demon is summoned, a bargain must be made and this is an opposed Spirit test.

Failure: The demon is uncontrolled and free to do whatever it desires. It may even turn on its summoner!

Success: The demon reluctantly obeys the orders of its summoner, but it looks for opportunities to do its own thing and cannot be entirely trusted (though it will not harm the caster in any way).

Raise: The demon follows the summoner's commands to the letter.

Summoned demons are here to stay for as long as the summoner or the demon (should it have free will) wishes or until they are banished or destroyed.

welcoming smiles and tips of hats from locals going about their morning business. The clang of a blacksmith's hammer rises up from a small structure to the left, and wagons are being unloaded into open storefronts. Heavenly Hill certainly seems to live up to its tranquil name.

A Notice roll spies a man sipping from a mug, his golden badge glistening in the morning light. He steps into the street and approaches the heroes.

"Good morning to ya'. Welcome to Heavenly Hill. Sorry to trouble you folks, but might I ask what business brings you to our fair town?"

Provided the characters are friendly to Sheriff Miles Gideon, he is welcoming. He invites the posse to tie off and water their horses. From ahead, the sound of a ringing bell is heard. A few adults stop what they're doing or exit their businesses and stroll out onto the street. Moments later, a group of children moves past. Some seem excited and eager, while others drag their feet. Clearly the bell is calling them to school. A few adults affectionately pat the passing children on their heads and then a smaller group breaks away and follows the boys and girls up the road and over to the school. The rest of the town returns to normal and the sheriff invites the posse in to his office.

Inside, he offers the group coffee and settles down behind his desk. Notice rolls may spot a series of "Missing" notices posted where one would typically find mug shots.

"It started a few weeks back. The first one there..." He points at the posters on the wall, *"...Tobias Adler. 10 years old. Vanished in the middle of the night. At first we just thought he had wandered off with friends, but we hunted high and low for days. No sign of the boy. Then about a week later, Little Esther Bulmer. Same thing. Middle of the night. Gone. No trace. After that, the Hawkins boy, Sybil Parritt, Val Spencer. No leads, no clues, no ideas at all. We had a U.S. Marshal pass through here a couple days ago. He poked around and asked some questions, but at the end of the day even he admitted to being stumped by the whole affair, apologized, and continued west."*

It's clear that Gideon is fishing for help. The town is doing well—well enough to pay handsomely for the children's safe return.

Homes of the Lost

The posse should start with the homes of the missing children. Parents and siblings are cooperative but emotionally drained, frustrated, and desperate. Successful Streetwise and/or Investigation rolls reveal the following:

All the disappearances occurred during the night.

All of the children knew one another (mainly through school), but only Tobias, Peter Hawkins, and Val Spencer were playmates.

Sybil Parritt's little sister Beth followed her sister outside the night she vanished. She claims Sybil was dressed for school but spoke not a word and just walked out into the darkness.

Local townsfolk are most concerned about the Bulmers who run the general store. They seem to be forgetting to restock some of the goods. A raise on the roll reveals the goods to be primarily canned and dried food.

A raise on a Streetwise roll reveals Val Spencer's older brother, Abraham, remembers hearing a strange bell ringing somewhere the night Val went missing. Anyone in town knows the only bell in Heavenly Hills is at the schoolhouse at the north end of town. {Note: The opposite side of town from the schoolhouse the heroes saw. That'll be important, Gun Master, keep reading.}



School Daze

At the north end of town is a freshly painted new one-room schoolhouse with a small storage building to the side. The only teacher is a rather plain, but very pleasant young woman named Sheila McCarty. She clearly loves her job and is genuinely fond of all her students. When questioned, she's friendly but knows nothing about the disappearances though she feels as though she is missing some vital clue right in front of her face.

If questioned about the bell, she shows it to the posse still in a crate in the outbuilding, a fairly typical brass school bell. She says it arrived about a month ago, but with the disappearances, it just hasn't been a priority to install it. If asked if anyone showed any interest in the bell or should anyone make an effort to befriend her, she gets a sad look and shares with them, "Poor Tobias so wanted to ring the bell. I do hope he still gets a chance."

Before the heroes leave, Sheila begs them to let her know if they discover anything. If she's not at the school, then she will be at her home at the far south end of town.

The Other School

If the heroes should ask about the school to the south, the one they saw as they rode into town, they are met with blank stares and told that the only school lies to the north. There simply is no school at the other end of town... anymore. When Heavenly Hill was first being constructed there were some fragments of an older pioneer settlement, including one building that might have been a school, but it was burnt to the earth long ago.

Should the heroes investigate, they must all make an opposed Spirit roll versus the lamia's Spellcasting d10. Those failing this roll see nothing and fail to remember seeing the school when they first arrived in town! Those succeeding see a dilapidated schoolhouse. Should anyone from town accompany the heroes to the school, they are unable to see the structure.

Those who fail the roll also feel compelled to remain where they are and cannot accompany the rest of the party. If the group enters the school, those standing outside observe the others vanish from sight as they walk into the building!

Allow any characters outside who failed their Spirit rolls a second chance as per the lamia's Cloud Minds ability. Those succeeding witness the sudden materialization of the phantom school before their very eyes!

Those who enter first discover a young boy in the cloakroom just beyond the Dutch doors. He sits upon a small stool, the bell rope clutched in his hands. He is obviously frail and malnourished though the empty missing packages of canned and dried food lie along the floors. If asked, he reveals his name is Tobias.

Tobias is weak and speaks in a whisper. "I just wanted to ring the old bell. That's all. I didn't think anyone would mind." He coughs, then continues. "You mustn't be here. She will come for you. She's very hungry—" He then collapses to the floor with a loud thud.

On the other side of the double doors leading into the main part of the school, the heroes hear a sudden and terrible racket. Successful Notice rolls suggest whatever is on the other side of the aged portal is at least as large as a person, but there are no footfalls, just an odd dragging sound fast approaching.

The door is thrown wide. Standing there is what first appears to be a rather beautiful young woman with her brown hair done up in a tight bun. The attraction quickly ends, however, because not only does she hiss and bare a mouth full of razor sharp teeth, but her lower half is that of a large serpent!

After rolling Fear checks, deal Action Cards. During the battle, the lamia tries to alter the perceptions of the heroes or failing there, she tries to *puppet* the toughest looking ones to attack the others or lower the arcane skill of any obvious spellcasters. Should her sorcerous attacks prove unsuccessful, she boosts her own abilities and lashes out, attempting to bite the heroes with her savage fangs. She tries to save enough Power Points to use *obscure* in case she needs to make an escape. In which case, she kills one of the townsfolk in the darkness (perhaps Sheila!), hiding the body and taking his or her appearance.

Should the lamia end up Shaken and fail a Spirit roll to maintain Cloud Minds, townsfolk arrive to help one round later. Divide them among the players and have them make Fear checks immediately on the player's action. The Extras get a +2 bonus to the roll since their children are the victims here and even if they fail, they only end up Shaken not Panicked.

The lamia fights to the death. Once she is defeated the dilapidated school can be searched, revealing a gruesome scene requiring an additional Fear check. The fate of the missing children is now tragically known. Above in the bell tower, the crudely forged bell is easily removed from its worn mounting. Those with



Knowledge (Ancient History) will be able to note ancient Greek carved into its surface though more obvious may be the symbols associated with The Six! Unless the heroes somehow trick the history of the bell from the lamia, it requires a Knowledge (Occult) roll at -4 to determine its background and use. Even if the roll is failed, the information is eventually unearthed, it simply takes one day of research for every point the roll missed success.

It is likely best the bell be taken away, lest it be used to summon yet another horrid creature from the darkness.

• **Townfolk (2 per hero):** Use the stats for Common Folk on page 83.

☞ **Sheriff Miles Gideon:** Use the stats for Lawman (page 85).

☞ Lamia

Lamiae (derived from the Greek word for gullet *laimos*, referring to their habit of devouring children) are nightmarish creatures of Tartarus—the Greek equivalent to the Christian Hell. Possessing the upper body of a comely female atop a lower half resembling a large serpent, these monsters are driven by the need to consume human flesh, particularly the young and innocent. They are also sly and intelligent creatures capable of using a variety of mind-bending powers.

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

Skills: Fighting d8, Intimidation d10, Notice d8, Persuasion d12, Spellcasting d10, Stealth d8, Taunt d8

Cha: +2 (-2); **Pace:** 7; **Parry:** 6; **Toughness:** 9

Special Abilities:

- **Bite:** Str+d4.
- **Cloud Minds:** Lamiae are able to cloud the minds of anyone within a 1 mile radius, whereby they can alter the perceptions of their targets. This is an action requiring an opposed roll of the lamia's Spellcasting versus the targets' Spirit. Wild Cards oppose the roll individually while Extras in the area make a single Group roll unless given a reason to reroll as below. Those affected fully believe an illusion created within a 10" radius of the lamia and avoid any situation or action requiring interacting with the illusion. On a raise, this belief extends to their memories so they will believe the illusion has always been as they see it if the lamia desires. Lamiae can maintain this ability indefinitely, but if Shaken, they must succeed at a Spirit roll at -2 or the power drops. Characters presented with irrefutable evidence of the illusion (such as seeing an unaffected person disappear within it) may make another Spirit roll opposed by the lamia's Spellcasting to try to break free. On a success, they do so, but the effort takes their full action including movement. On a raise, they can act normally.
- **Demonic Resistance:** Lamiae get a +2 bonus to Soak rolls.
- **Fear (-2):** Seen from the waist up, lamiae appear as attractive women but are serpents from the waist down. Should the lamia be seen in all its glory, a Fear check is required at -2.
- **Powers:** Lamiae know the following powers: *boost/lower Trait, light/obscure, puppet*;
Power Points: 20. By spending 10 Power Points, a lamia can extend the duration of her *puppet* power to one day on one target per day (this ability has been used on Tobias, reducing her normal 30 Power Points to 20).
- **Shapechange:** Lamiae can take on a human appearance. In this form, they do not cause a Fear check. The creature can appear as an attractive human version of her own form replacing her -2 Charisma with +2, or with a Smarts roll can take on the appearance of someone else. A failure means the disguise works but has an obvious flaw detectable with a Notice roll. On a success, it takes a Notice roll at -4 to see through the disguise or -6 with a raise. In either case, the lamia must succeed at a Spirit roll if Shaken or revert to her true form.
- **Size +2:** Lamiae have large serpent tails and gain +2 to Toughness. They lose this benefit when in human form.

Forest for the Trees

Location: Corbin, Wyoming

Relic: Log of Old Hickory

The posse has been on the trail for several days and according to their map the town of Corbin, Wyoming, lies dead ahead. As they draw nearer, things are not all they seem in the woods today. They find a small cabin in the forest, but rather than being situated in a clearing, it has somehow been constructed tightly amongst the trees, with larger varieties growing up just inches from the exterior walls.

The Cabin in the Woods

A faint wisp of smoke rises up from a cobblestone chimney on the right side of the small rough-hewn log cabin. Mysteriously, the front door is blocked by a tree with many years' growth under its rings. Should the group search for another way in, they discover only two small windows, both of which are latched from inside and secure. It is possible to squeeze around the tree and push open the door, allowing access. Inside, they find the place a shambles, with young trees growing up through shattered floorboards and bending over along the ceiling. It would seem the forest, as it always does, is reclaiming this "old" cabin, but for the smoke they saw coming from the chimney, warm coals in the hearth, and a recently prepared meal (no more than a few hours old) on a table. The party also discovers damp laundry hanging from a line before the fireplace.

Behind the house, they discover the body of a man lying face down on the ground, a rifle in his hands, and a tree growing up through his back. Despite the tree appearing to be a few years old, a Knowledge (Medicine) roll reveals the man has been dead less than a day!

BLACKBARK PINE

"I was warmed by the sun, rocked by the winds, and sheltered by the trees as other Indian babes." - Geronimo

Widespread deforestation at the hands of the pioneers is a very real curse upon the frontier. Tribes who once acted as caretakers for the great forests are now powerless in the wake of the storm that has converted the once towering trees into sprawling towns and cities. Throughout Wyoming, Whitebark Pines have been decimated, succumbing to the swing of the settlers' axes. Within the spirit realm, dense forests are still very real, and relatively untouched by the creatures that dwell within that parallel world. One variety of trees found only within the winding path is Blackbark Pine, and it is a log of this that can be used by Shamans in our reality to spawn sudden forested areas.

Upon recovery of a log of Blackbark Pine, 1d6 saplings issue from its bark. To summon up a copse of trees, the user makes an arcane skill roll, snips one of the saplings from the log, and incinerates it. With a successful roll, a gathering of adult trees (equivalent to a Large Burst Template) located within one mile of the user immediately springs into existence. Anyone caught within that template suffers 3d6 damage as an Area Effect weapon. Once all the saplings are removed, the log withers and dries, eventually turning to ash within 24 hours. If a log with saplings is burned near a crossroads, the smoke acts as a gate to the Winding Way for 1d6 minutes per sapling, all of which are destroyed in the process.



The Corbin in the Woods

Though the road is all but hidden beneath a bed of new growth, the map does successfully guide the posse to the edge of town. Along the way, successful Notice rolls catch movement out of the corners of eyes, while a raise spots an Indian brave atop a horse watching from afar. If the heroes try to give chase, they lose sight of him after a short while. Successful Tracking rolls reveal nothing of note. It is as if the forest has covered the Indian's tracks.

Additional Notice rolls alert the posse to the sounds of saws and axes up ahead, accompanied by the sights and smells of wood smoke. If they follow their ears and noses, they discover a small town.

As you move through the forest, you soon set eyes on a strange sight. Among the ancient trees are several new looking buildings, some unpainted and exhibiting their freshly milled golden planks. One new building lies in ruins to your left, the recently assembled boards and beams broken and scattered about the area. Ahead, men, women, and children toil together cutting and felling trees with reckless abandon. As you approach, one of the men looks up and draws his revolver, but then quickly holsters it and smiles, wiping his hands on his sweat-stained shirt. "Hello strangers!" He shouts. "Welcome to Corbin!"

The young man introduces himself as Blake Maxwell, Deputy Sheriff of Corbin, Wyoming. He asks the party if they spoke with his boss on the way into town. Sheriff John Spencer lives in a small cabin not far up the road. Should the posse tell Maxwell of Spencer's fate, he invites them to the local saloon to sit and chat over a drink or two. The saloon, ironically named The Green Leaf, is occupied by a few townsfolk taking a break from the back-breaking labor, but even inside a few saplings and poles push up through the floorboards here and there.

"Up until a few weeks ago, Corbin was a young, thriving community. I was one of the originals. Came here with my folks back in '72 when it was little more than ramshackle tents and desperate dreams. We all pitched in to clear the area, draw up the streets, till the fields, and erect a welcoming town. Hell, even them local Injuns, though always a little aloof, visited from time to time. It was perfect, but then a terrible storm tore through these parts about a month ago. Something strange started happening. The trees. The

trees started growing again. And not just an occasional sapling reaching out of a fallen nut, I'm talking trees, sometimes growing inches or even feet before our very eyes!"

Maxwell tells the posse about how the forest seems to be reclaiming the town, plank by plank, but the townsfolk aren't ready to throw in the towel just yet. As he finishes his story, a cry of "timber" is heard outside, and the ground shakes as a large tree slams into the earth. Maxwell excuses himself and walks out. Should the heroes follow, they see several townsfolk now busy hacking away at the newly fallen sycamore. Successful Notice rolls spy a small group of Indian braves at the far end of town. Knowledge (Local Tribes) or the like identifies the observers as Shoshone. Should the party approach in a peaceful manner, the Indians gesture for them to follow, leading them away from the town and deep into the forest. Anyone looking back at the town should make a Notice roll. Success spies Maxwell looking up at the group as they move away.

Village in the Clearing

The posse is led out of the forest and into a Shoshone village. All seems peaceful here. The escorts deliver the heroes to a large teepee. Within, they find an impressive looking man, Chief Tisakayai, kneeling alongside an ancient, almost skeletal, white-haired man—the village shaman, Old Coyote. The old man sits cross legged before a small fire. In his hands, he clutches a log from which sprouts a few tiny saplings. Tisakayai points, indicating the heroes sit around the fire. The old man speaks in a raspy voice and Tisakayai translates in broken English.

"You are strangers to these lands and we ask that you listen to our story. When the white man claimed this territory, he cleared it of its noble forests. He acted as though the lands were his. As if the mighty trees had been placed upon those lands for him to do with as he pleased. That was not what we were told. We see the lands being stripped of their life and the great Winter Wolf is not pleased. He has breathed life back into the forests and they will heal the wounds the white man has inflicted. If not, the Nimerigar will return from the shadows to rend the flesh from their bones and bring stillness back to these woods. And if the Nimerigar come to this world, it will not be long before worse things follow their scent."

The shaman snips one of the saplings from the log and flips it onto the coals. It is quickly consumed by the fire and the resulting smoke spins and rockets up through the top of the teepee. The heroes hear a distant rumble and feel the earth shake.

"Old Coyote has just blessed the nearby village with more trees."

A commotion occurs outside the teepee and Tisakayai leaps to his feet and exits. Outside, Maxwell is surrounded by several armed braves. In his hands, he holds a young Shoshone girl and a six-gun at her temple.

"I heard it all. You're destroying us! Now call it off! Stop this dark magic!"

The heroes have a chance to negotiate between Maxwell and Tisakayai. Use the Social Conflict rules found in *Savage Worlds*, but the players are opposed by both Maxwell and Tisakayai since they must satisfy both. The deputy uses his Persuasion as a Cooperative Roll to Tisakayai. On the second round, nearby gunshots alert all to the presence of more Corbin townsfolk and Maxwell gains a +2 bonus to his roll.

Maxwell smiles. "You didn't actually think I would come here alone, did you?"

The potential for things to spiral out of control is high. Right at the end of the Social Conflict, Old Coyote cries out from within the teepee. If the heroes are unable to translate themselves, Tisakayai shouts:

"Old Coyote says sometimes the crossroads are where two peoples meet!"

The teepee flaps fly open and a torrent of diminutive Nimerigar warriors rush out, squealing and brandishing small bows and tiny tomahawks along with rows of savage teeth. They immediately attack the heroes, Maxwell, and all the other townsfolk. The number of successes the heroes achieve in the Social Conflict determines how the Shoshone react. On a tie, they join the Nimerigar's side in the bloody fray! With one or two successes, Old Coyote aids the Nimerigar (Maxwell took his granddaughter hostage), but the rest of the tribe hold back unless all the townsfolk are killed, then they aid the heroes. With three or four successes, Tisakayai and the tribesmen join the heroes and townsfolk in fighting the Nimerigar but Old Coyote refuses to help either side. With five or more successes, Old Coyote joins in to help as well, sensing the change in attitude from his people.



✂ **Blake Maxwell:** Use the stats for the Lawman on page 85. Add Persuasion d4.

✂ **Tisakayai:** Use the stats for Indian Brave on page 84. Add Persuasion d6.

✂ **Old Coyote:** Use the stats for Indian Medicine Man on page 84.

• **Shoshone Tribesmen (10):** Use the stats for Indian Brave on page 84.

• **Townsfolk (10):** Use the stats for Common Folk on page 83 with Winchester '73 rifles.

• **Nimerigar (3 per hero plus 2 per success on the Social Conflict)**

Nimerigar

Standing no more than two feet high, Nimerigar are an aggressive race native to the spirit realm known to ally with the Shoshone and Paiute. While small in stature, they protect each other, wield poison-tipped weapons, and deliver a vicious bite!

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

Skills: Climbing d6, Fighting d6, Notice d6, Shooting d8, Stealth d8, Throwing d6

Pace: 6; **Parry:** 5; **Toughness:** 3

Gear: Tiny bow (Range 6/12/24, Damage 2d4+1, RoF 1), 24 poison-tipped barbed arrows, see Poison below, tomahawk (Str+d4).

Special Abilities:

• **Bite:** Str+d4.

• **Frenzy:** These quick little creatures can make two Fighting attacks per round with a -2 penalty to each attack.

• **Poison:** If a Nimerigar gets a Shaken result or better with arrow damage, the target must succeed at a Vigor roll or suffer a level of Fatigue, recovered with 15 minutes of rest. If Incapacitated by this Fatigue, the target must make another Vigor roll 1d6 rounds later or die. A successful Healing roll as an action stabilizes an Incapacitated character.

• **Size -2:** Nimerigar stand no more than 2' high.

• **Small:** Nimerigar gain a +2 bonus to attack larger foes who suffer a -2 penalty to attack them in return.

• **Support:** Nimerigar defend each other in melee. Any Gang Up bonuses they gain apply to Toughness as well as Fighting attacks.

A Short Fight—Pun Intended

If the heroes and their allies have destroyed almost all the Nimerigar, the few remaining retreat back into the teepee. Should the posse follow, they observe the last creatures running through black smoke pouring from the end of the log where it sits in the fire. Though the other side of the plume of smoke is clearly visible, no Nimerigar exit out the other side. Removing the log from the fire and putting it out can be done by two characters in one round or one in two rounds. When extinguished, a large claw mark is noticed on the log which wasn't there when it was removed from the fire. Outside, the fighting ceases and if both sides survived, they look at each other hesitantly. Finally, Maxwell looks at his people and turns back to Tisakayai.

"You reckon there'd be any problems building with the stone down by the river?"

The chief smiles and shakes his head "No."

Old Coyote's medicine is ended and the reforestation has ceased. The log he used to launch his arboreal attack against Corbin lies dried and cracked. All remaining saplings may have burned away or perhaps one remains (Gun Master's call). If the heroes ask, Tisakayai gives them the remaining log in appreciation for what they did—or perhaps tried to do.



The Personals

Location: Any Boomtown, USA

Relic: Demonic Shackles

Two days. Two victims with political pull in town. Who or what is behind the savage attacks and will the heroes act in time to prevent the death of a third victim? This adventure requires a bit more investigation and interrogation than usual, but it does end with a bang as the posse finds themselves squaring off against a bloodthirsty beast!

Strangers in Town

It is late morning as the posse arrives in town. Moments later, they hear horrified cries coming from an open window in the second floor of a nearby hotel. After they tie off their horses to investigate, they discover a terrible scene in an upstairs room. All who set eyes on the carnage must pass a Fear/Nausea check.

A man in a brown suit lies dead on the floor. He has been decapitated and his spattered blood paints the entire room. Notice rolls reveal a copy of the local newspaper clutched in his right hand and a raise reveals a faint, sulfurous odor hanging in the air. If they examine the newspaper they discover a personal ad with the name "Travers" circled at the top, followed by a series of apparently meaningless words. Knowledge (Occult) helps identify some of the words as phonetically written versions of terms frequently found in certain magical rituals. Knowledge (Medicine) reveals the man's head was literally torn from his body. Items in the room lead the group to identify the man as Councilman Richard Travers (though this can also be determined should they ask the hotel staff).

Sheriff Emmet Abney, appears at the door, eying the heroes suspiciously.

The sheriff enters the room and surveys the grisly scene with his hands on his hips. He turns away from the strangers and begins asking the hotel staff questions. Should the group attempt to interrupt, he snaps at them and orders them to remain silent. The undertaker, Alan Tanner, soon arrives and shoos everyone out, shutting the door behind the heroes. The sheriff asks the posse to accompany him and escorts them to his office a couple doors down from the hotel.

Sheriff's Office

In his office, the sheriff interrogates the group until he is convinced they had nothing to do with the death of Richard Travers. The heroes can use Persuasion to assist here. Abney is all business and not particularly kind or sensitive, but he will listen to anything the strangers might wish to share (though he may draw the line at the suggestion of supernatural involvement as he is a bit of a skeptic).

"Second one in as many days. Not good. Not good at all." Abney tells the posse. "Both respected council members. And with an election coming up? I wonder who they crossed?"

If the heroes ask about the election, they learn that mayoral elections are coming up and the number of eligible candidates has just dropped to three: Jackson Coney, Shaun Naysmith, and current Mayor Ian Lowder. Councilman Billy Marsden was also in the running but he was found dead in his home yesterday morning under similar, horrific circumstances. Based upon the wounds, Abney suspects a large dog, but he is way off and Alan Tanner, the town undertaker, has other theories.

Undertaker

If the posse visits with Tanner, he tells them the sheriff is incorrect about the killer's identity. Based upon the extent of the tissue damage, the beast responsible for the deaths had to be as large and as strong as a bear. Not even a wolf could cause wounds like that, but Abney, always one wanting to maintain order, is holding on to his theory about a canine lest he spread fear of a rampaging bear throughout the town.

Those with Knowledge (Medicine) are welcome to examine the bodies (Tanner is open to the opinion of others). With a successful roll, they find a piece of broken spine from one of the creature's armor plates embedded in Marsden's throat. Dabblers in sorcery or those with Knowledge (Occult) glean that the fragment is unnatural. If the heroes go to Marsden's home, there is a scrap of newspaper still on the floor from where he dropped it. It is dated from the preceding night and a printed personal ad featuring Marsden's name exhibits the same phonetically written words of power.



Local Newspaper

A visit to the office of the local newspaper allows the heroes to learn a bit about the upcoming elections and the political landscape of the town. Things have been rather contentious amongst the council about zoning of late, and a proposed extension of the rail line which currently bypasses the town five miles south. Town meetings have become something of a spectacle, with locals referring to them as "Friday night fights." A few of the more recent gatherings have degenerated into outlandish verbal and physical exchanges. It is clear that news of Travers' death has not yet made it to the paper and the heroes may share it with the lead editor before the doors burst open and a young reporter rushes in announcing that very same story.

If the heroes ask about the item circled in the blood-stained newspaper found in Travers' room, they are told a young boy hand-delivered

DEMONIC SHACKLES

"Demons are like obedient dogs; they come when they are called." - Remy de Gourmont

This set of iron shackles (no chain) inscribed with diabolical binding runes can subdue and control demon spawn. Of course one must first find (through accidental encounter or summoning) a demon or devil, and then somehow restrain the creature in order to successfully place the shackles on the creature's wrists and pin them shut. Good luck with that!

A bound demon or devil becomes a totally willing and obedient servant to whoever placed the shackles upon it. In many ways, the creature becomes as loyal as a hound dog, manifesting when called, guarding, and even attacking. Should the controller wish to release the enslaved beast, he "simply" remove the shackles, breaking any connection between servant and master. With the bond removed, any and all targets adjacent to the creature are fair game in the eyes of the demon.

the money and the requested copy yesterday morning. He did the same thing the morning before and that listing had mentioned Marsden's name. If they ask about the boy's identity, he is unable to provide them with a name but he has seen the boy around town from time to time.

Mayor's Office

The heroes are welcome to visit with Mayor Ian Lowder. He's a slender man wearing a tan suit and sporting round rimmed spectacles, which help hide a blackened right eye. He is welcoming and plays the part of mayor well, offering all but the key to the city to the strangers (this includes food and drinks). He answers any questions about the deceased. He only just heard about Travers and seems even more upset about his death than of Marsden's.

He states while he and Marsden always butted heads on most issues, Travers was at least willing to listen to reason. He knew Travers was going to be a worthy contender in the upcoming election but he is far more concerned about Jackson Coney, a charismatic councilman who seems to have swayed many in town. He can offer little else, and those rolling successful Notice checks don't sense anything unusual apart from nervousness—especially when Lowder slams and locks the door behind them.

Jackson Coney

If the heroes ask anyone about Coney, they are directed to one of the town's saloons. Inside, Coney holds court at a table of men and women who listen in rapt attention to his every word. He assures those listening he only wishes to better the town. By allowing the extension of the rail line, he believes prosperity is close at hand. When he spies the posse he excuses himself and walks over to meet them.

"Well hello there, strangers. Coney's the name. Tell me, are you all voters?"



The heroes can inform Coney about the death of Travers. When he hears the news, he drops into a nearby chair and rests his face in his palms. He doesn't feel safe and worries about the upcoming election. He excuses himself and exits the saloon before sharing any more information.

Shaun Naysmith

Councilman (and candidate) Shaun Naysmith is a rugged man sporting a bushy beard and a pleasant smile. He is also the town blacksmith and can be found busy at his forge hammering out a box of horseshoes. When he learns about Travers death, he leans in close and whispers to the heroes:

"Well, I can't say I'm surprised. Have you spoken with Coney yet? If anyone might have had a hand in this, I'd put money on Coney. He's a smooth talker, that one, but he's a snake. I wouldn't trust him as far as I could throw him."

Naysmith is a stalwart conservative and as a long-time resident he believes it's best to just keep things as they are. In other words, he opposes the rail expansion and the enhanced zoning options that would bring in more businesses and people to his quiet town. Politics aside, he is the most seemingly authentic mayoral candidate the posse has met this day.

Alas, he is also the man who summoned the demon just a few days ago and forged its shackles!

Nightfall

As night falls on the town, a few things occur:

The heroes are contacted once more by Sheriff Abney who, after learning they have been asking questions, asks if they have anything new to share.

They learn Coney is in jail, having asked to be put there in fear for his life.

Naysmith is working late in his shop and has locked himself away. If the heroes visit Naysmith during the evening there is no answer at the door and no sounds of work come from within.

The newspaper editor they spoke with earlier informs them the boy who delivered the ads the previous days arrived to place a last minute ad in tonight's evening edition. If they check the personals (the editor carries a copy of the freshly printed paper under his arm), they discover the ad. This time the name at the top is "Lowder."

Chaos strikes as the mayor suddenly runs screaming from his office into the street, the Shredder in close pursuit! Panic sends townsfolk screaming into homes and businesses and Lowder rushes toward the heroes for help. Sight of the horrific demon requires Fear checks.

 **Shredder:** See below

Once the posse defeats the Shredder (or perhaps simultaneously with the Shredder's appearance—Gun Master's call), Naysmith charges out of the darkness wearing a black robe and holding a large axe above his head! He is using his *disguise* power to appear as Coney. He goes for Lowder before turning his attention on the heroes. If the fight goes against him, he planned to run for the jail and shift the blame to Coney, but in the midst of the fight, his bloodlust kicks in and he must make a Spirit roll at -2 to break off combat.

 **Shaun Naysmith:** Use the stats for Cult Leader (page 84), but with Strength d8, Improvisational Fighter, and the *disguise* power. Armed with a double bit, two-handed felling axe (Str+d8+2).

With Naysmith's death, his spell ends, revealing his true form. The Shredder's corpse crumbles to dust, leaving the iron-forged shackles on the ground. They can be collected by the heroes if they wish to hide them away before another sorcerer uses the shackles to control a summoned demon.

Shredder (Demon)

These ghoulish hellspawn appear as hulking, slate colored bipeds covered in scales and spikes. Their massive jaws are lined with razor sharp teeth and their foreshortened arms sport birdlike talons they use to "shred" their victims. Those adept at summoning and controlling these beasts have been known to enslave them with shackles of iron.

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

Skills: Climbing d6, Fighting d10, Intimidation d8, Notice d8, Stealth d8

Pace: 6; **Parry:** 7; **Toughness:** 10 (2)

Special Abilities:

- **Armor +2:** Interlocking plates of armor.
- **Bite/Claws:** Str+d6.
- **Improved Frenzy:** Shredders can make two Fighting attacks per round.
- **Go for the Throat:** If a Shredder gets a raise on its attack roll, it strikes its foe's least armored location.
- **Size +1:** Shredders are roughly the same height as humans, but a lot bulkier.



Chapter Ten: The Rogues' Gallery

This section presents a lexicon of "long-leggety" beasties and fiendish foes, as well as average Joes and staunch allies for the heroes to face in their adventures across the great American frontier. All Wild Cards are marked with a Gun icon.

Fiends & Fauna

Demon/Devil

Demons and devils are no strangers to the untamed West. Whether they occupy the darkest corners of the spirit realm or they wander about the waking world dragging the occasional victim kicking and screaming into the Pit itself, these vile Hell-spawned creatures are totally evil and morally bankrupt. There is great variety in form and size among these beasts (with some almost indistinguishable from man), but most tend to exhibit characteristics becoming of the traditional demons of myth and scripture.



Crossroads Demon

These guardians (loa in their own right) stand watch where the footprints of the dead and the damned have worn holes through to the spirit world. Visitors to these barriers between worlds can be lost forever if they're not careful, but crossroads demons allow safe passage if offerings are made. Often, these consist of unusual items like gunpowder-infused rum or rotten eggs, and payment is required and non-negotiable. Similar tolls must also be paid by other creatures attempting to cross over, so there's no humanist bias in play in these places.

Crossroads demons possess the uncanny ability to be present at all crossroads at the same time by "spirit walking" from doorway to doorway in an instant.

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

Skills: Fighting d10, Intimidation d10, Knowledge (Occult) d8, Notice d8, Persuasion d10, Stealth d8, Taunt d8

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

Special Abilities:

- **Demon:** +2 to recover from being Shaken; immune to poison and disease; half-damage from non-magical attacks.
- **Fearless:** Immune to Fear and Intimidation.
- **Fleet-Footed:** Crossroads demons roll a d8 for their running die.
- **Improved Arcane Resistance:** +4 Armor versus magic and +4 to rolls made to resist magic effects.

Devil

Due to their otherworldliness and power, dabblers in the dark arts are sometimes known to traffic with devils, occasionally reaching out to them for aid. Woe is unto the man who asks a horned one for a "hand."

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12+1, Vigor d10

Skills: Fighting d10, Intimidation d12, Knowledge (Occult) d8, Notice d6, Stealth d8, Taunt d8

Pace: 6; **Parry:** 7; **Toughness:** 10 (2)

Special Abilities:

- **Armor +2:** Devils sport tough, scaly hides.
- **Bite/Claws:** Str+d8.
- **Fear (-1):** Anyone setting eyes on a devil must make a Fear check at -1.
- **Fearless:** Devils are immune to Fear and Intimidation.
- **Flight:** Flying Pace of 10.
- **Immunity (Fire and Heat):** Devils take no damage from fire or heat based attacks, nor does it suffer Fatigue in related conditions.
- **Immunity (Normal Weapons):** Devils take no damage at all from mundane weapons. Magical attacks affect it as normal.
- **Size +1:** Devils are larger than the average man (usually seven to eight feet tall).
- **Weakness (Holy Symbol):** Devils must make a Spirit roll or be Shaken when presented with a holy symbol.
- **Weakness (Holy Water):** Devils splashed with holy water are Shaken.

Plague Spawn Demon

One of the most horrifying demonic invaders are the plague spawn, a particular variety of demon able to break through into our world by way of the portal of infectious disease. It often begins with a single carrier (person or animal) driven mad from a type of parasitic infection. He or it is then compelled to spread the disease through biting, occasionally attacking animals or human beings. The symptoms begin with fever. This can last days or even weeks, but eventually overwhelming pain takes hold. The victim is then discarded in a most gruesome manner as the plague spawn manifests within and is violently regurgitated, shattering ribcages and tearing apart throats in the process. At this point, the creature is somewhat vulnerable.

If left alone, these plague spawned creatures continue to grow at an exponential rate, eventually towering over the tallest church steeple on the frontier.

The following stats are for recently disgorged plague spawn.

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

Skills: Fighting d8, Intimidation d8, Notice d6

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

Special Abilities:

- **Bite/Claws:** Str+d6.
- **Disease (-2):** Anyone touched or bitten by plague spawn who fails a Vigor roll catches a virulent plague. Each day thereafter, she must make a Vigor roll or lose one die of

Strength and Vigor. If either attribute reaches zero, the victim succumbs to the plague spawn and is no more. A new plague spawn demon soon claws its way out of the victim, leaving behind a shattered husk.

- **Fear (-2):** Anyone setting eyes on a plague spawn must make a Fear check at -2.
- **Fearless:** Demons are immune to Fear and Intimidation.
- **Growth Spurt:** Plague spawn grow at an alarming rate. Beginning at Size 0, they increase in Size three steps for every six hour period. Over Size +4 they gain the Large Monstrous Ability, at +8, Huge, and at +9 and over, Gargantuan. This also increases their Pace by 1 for every two steps in Size. Their Strength die also increases by three steps for each period, as well, with the first leaping from d10 to d12+2, the second to d12+8, and the final maxing out at d12+11.
- **Immunity (Normal Weapons):** Demons take no damage at all from mundane weapons. Magical attacks affect it as normal.

Ghost

Sometimes the so-called *spirit* of the West takes on a whole new meaning. A few varieties of spooks and specters are known to hover about the towns, playas, and valleys of the frontier. Some are summoned through necromancy, some return to Earth on their own to right a significant wrong or fulfill a goal, and others simply continue to haunt places, totally unaware they are no longer among the living.

Featured below are a couple notable apparitions one might have the misfortune to meet on the trail.

Haint

Some haints are tormented souls seeking eternal rest while others are angry spirits capable of harm.

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

Skills: Fighting d6, Intimidation d10, Notice d10, Stealth d12, Throwing d8

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

Special Abilities:

- **Anchor:** Haints have anchors which tie them to the world of the living. An anchor may be a building, a battlefield, a gravesite, or any other person or place important to it in life. In some cases, haints are bound to items such as weapons, books, or modes of transport. Such spirits may not travel more than a few hundred yards from the anchor, though if it is moved they may go with it.

- **Chill of the Grave:** A haint may make a touch attack dealing 2d6 nonlethal damage.
- **Darkness:** Haints can generate fields of darkness centered on the spirit (Medium Burst Template) at will. No light can penetrate these fields—they are treated as Pitch Darkness (–4 penalty to attacks)—but it is possible to pass through them without harm. The fields may be Dispellled and also vanish if the generating spirit is somehow defeated.
- **Ethereal:** Haints are immaterial and can only be harmed by magical attacks. They can, however, manipulate small physical objects.
- **Fear (–2):** Anyone setting eyes on a haint must make a Fear check at –2.
- **Possession:** Haints, though not especially powerful, may enter and control the minds and bodies of vulnerable targets such as children, the mad, or the infirm. A successful opposed Spirit roll is required to possess a target, but willing hosts may simply accept the spirit without rolling. Hosts are aware

of their surroundings but unable to control their own actions for as long as they are possessed.

- **Silence:** Haints can completely silence targets within a Medium Burst Template centered on a single victim.

Husk

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 (through the power of the Fourth Gun, for example) they occupy the very earth (or fallen snow) around them and rise as golem-like husks of clay or ice.

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.

Ghoul

These repulsive creatures feed on human cadavers and are most often found around graveyards, native burial grounds, or on battlefields. While they'll eat any corpse with a little meat left on its bones, they prefer fresher meals whenever possible.

Humanoid and standing around five feet tall, ghouls usually appear shorter due to their stooped, shuffling gait. While some have pale, rubbery skin with the texture of raw pastry, desert-dwelling ghouls have flesh like brittle parchment stretched taut across their bones. Their wide eyes glow with a deep red. Ghouls have sharp claws and teeth often dripping with gore. Occasionally, they are found operating in packs of 4–9 creatures (1d6+3).



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

Skills: Fighting d6, Intimidation d8, Notice d8, Stealth d10, Tracking d8

Pace: 6; **Parry:** 5; **Toughness:** 8

Special Abilities:

• **Bite/Claw:** Str+d4.

• **Disease:** A character Shaken or wounded by a ghoul's bite must make a Vigor roll. If the roll fails, the victim contracts a Long-Term Chronic, Minorly Debilitating disease (as defined in *Savage Worlds* under Hazards) such as Malta Fever. If the roll is successful, the disease fails to penetrate the bloodstream and there is no further effect.

• **Fear:** Anyone seeing a ghoul must make a Fear check.

• **Keen Nose:** Ghouls get +2 to Notice and Tracking roles against living prey.

• **Night Vision:** Ghouls ignore all darkness penalties. Their eyes emit a slight red glow.

• **Undead:** +2 Toughness; +2 to recover from being Shaken; No additional damage from called shots; Immune to disease and poison.

• **Weakness (Bright Light):** Ghouls suffer a -2 penalty to all actions when exposed to a light brighter than a lantern.

Hybrid (Human/Animal)

Some blame dumb luck, some blame the weather, and some blame sorcery or foul witches' curses, but whatever the cause humans are sometimes crossed with animals—often with truly terrifying results. Some may live their day to day lives under a thick coat of lupine fur. Others may have cold serpentine blood surging through their veins, while yet others may prefer a life beneath the waves where their gills offer more comfort than mouth-breathing the air above the surface.

To create human/animal hybrids, start with a general human template and add in all the Special Abilities of the animal species such as claws, natural Armor, and unique attacks. If the two share any Abilities, use the highest value. If Pace is different, add the two values together and halve it, rounding down.

Traits work slightly differently. Look at the traits of both creatures. If one is two or more steps higher than the other, reduce it by one step and use the result for the new creature. Otherwise, use the highest Trait as it stands.

For example, a typical human has a Spirit of d6 and a cougar a Spirit of d10. Since the cougar's Spirit is two steps higher, reduce it by one to a d8 and use this for the hybrid.



Bloodhound

These man-dog hybrids, often referred to as "Bloodhounds," are used by the Knights of Solomon for tracking and guard duty (usually at the end of a strong length of chain). Most of their canine characteristics are internal, but they do have enhanced senses and they certainly behave like ravenous dogs.

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

Skills: Fighting d8, Notice d10, Stealth d8, Tracking d10

Pace: 8; **Parry:** 6; **Toughness:** 5

Special Abilities:

• **Bite/Claws:** Str+d4.

• **Fleet-Footed:** A bloodhound running on all fours has a d10 running die.

• **Go for the Throat:** A bloodhound scoring a raise on its attack roll automatically hits the target's most weakly-armored location.

Sentinel

Sentinels are enormous, water-dwelling octopi with whip-like tentacles 20 feet or more in length. They usually lurk at the bottoms of lightless subterranean lakes satisfying their voracious hunger by feeding on a steady diet of fish, crustaceans, or the occasional reckless human or animal. Their lack of exposure to sunlight has rendered their skin devoid of pigmentation and their eyesight is relatively poor.

Attributes: Agility d8, Smarts d6 (A), Spirit d10, Strength d12+6, Vigor d10

Skills: Fighting d10, Notice d4, Stealth d10

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

Special Abilities:

- **Aquatic:** Pace 12.
- **Beak:** Str+d6.
- **Fear** (–2): Anyone unlucky enough to find themselves in the same body of water as a sentinel must make a Fear check at a –2 penalty.
- **Large:** All attacks against the abomination receive a +2 bonus.
- **Size +5:** These monsters are over 20' in diameter, not counting the tentacles.
- **Swallow:** A sentinel hitting with a raise on its Fighting roll automatically grapples its target. If the victim does not break free in the next two rounds, the sentinel pops the morsel into its beak-like maw. Swallowed characters take 2d6 damage each round from its digestive juices and all victims must check for drowning as well.
- **Tentacle:** Str+d8, Reach 3.

Shapeshifter

Shapeshifters or wercreatures are ordinary men and women who have been cursed through some misfortune or dark pact to change shape. This change can be voluntary or involuntary and can even sometimes be permanent. The werewolf transforming from man to beast by the light of the full moon is a classic example, but others are known to different cultures and environments. In some cases the transformed creature is human dominant and walks on two legs, while in other cases the altered form is indistinguishable from a normal animal.

Werepanther

In some native cultures the black panther as a spirit guide symbolizes the embrace of the unknown. Through the black panther's "medicine," we may face our fears and darkest behaviors and explore the more shadowy aspects



of our souls. For some, this exploration is taken literally and they are able to voluntarily discard their human forms and transform into fierce "midnight jaguars."

Attributes: Agility d10, Smarts d6, Spirit d10, Strength d12+1, Vigor d12

Skills: Climbing d10, Fighting d12, Intimidation d10, Notice d10, Stealth d10, Tracking d10

Pace: 8; **Parry:** 8; **Toughness:** 9

Special Abilities:

- **Bite:** Str+d4.
- **Claws:** Str+d8
- **Immunity:** Werepanthers suffer half damage from non-magical attacks.
- **Pounce:** Like their big cat brethren, werepanthers often pounce on their prey to best bring their mass and claws to bare. It can leap 1d6" to gain +4 to its attack and damage. Its Parry is reduced by –2 until its next action when performing this maneuver.
- **Size +1:** Werepanthers are tall and stocky.
- **Weakness (Silver):** These creatures suffer normal damage from silver weapons.

Werewolf

At the rising of the full moon, humans infected with lycanthropy lose control and become snarling creatures bent on carnage and murder. Some embrace their cursed state and delight in the mayhem they inflict while others are often riddled with guilt and desperate for a cure.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+2, Vigor d10

Skills: Climbing d8, Fighting d12+2, Intimidation d10, Notice d12, Stealth d10, Swimming d10, Tracking d10

Pace: 8; **Parry:** 9; **Toughness:** 7

Special Abilities:

- **Claws:** Str+d8
- **Fear** (–2): All who see a werewolf in its fully transformed state must make a Fear test at a –2 penalty.
- **Infection:** Anyone slain by a werewolf has a 50% chance of rising as a werewolf themselves. The character involuntarily transforms every full moon and loses control while in werewolf form.
- **Infravision:** Werewolves suffer only half the normal penalty for poor lighting when attacking living targets.
- **Invulnerability:** Werewolves can only be wounded with silver weapons. Anything else only Shakes them.
- **Weakness (Silver):** Werewolves suffer normal damage from silver weapons.



Skinwalker

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. Half of all skinwalkers encountered have totally slipped into their animal aspects, no longer able to interact as human beings. These wild creatures have Smarts d6 (A) but are still able to use their powers. All skinwalkers possess the ability to shadow shift between the waking world and the spirit realm at will.

Attributes: Agility d8, Smarts d8, 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

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.

Thunderbird

Related to the terrifying wendigo, thunderbirds (or T-birds) are gigantic creatures originally from the spirit realm tamed and ridden by the legendary Navajo medicine man Screaming Crow and then bound to Earth. Most tribes aptly refer to them as "the fury of the storm made flesh." They look like a colossal gryphon of legend with eyes that glow with white lightning and a long, sweeping tail. T-birds typically dwell in deep canyons and keep to themselves, but they are quick to anger when disturbed and usually pose an unbeatable threat. Remains from such fatal encounters are found in expansive bone orchards acting as vast, sun-bleached warnings to the curious.

Attributes: Agility d8, Smarts d8 (A), Spirit d10, Strength d12+10, Vigor d12

Skills: Fighting d10, Intimidation d12, Notice d10

Pace: 8; **Parry:** 7; **Toughness:** 22 (4)

Special Abilities:

- **Armor** +4: Scaly hide.
- **Beak/Claws:** Str+d8.
- **Fear** (-2): Anyone who sees a thunderbird must make a Fear check at a -2 penalty.
- **Flight:** Thunderbirds have a Flying Pace of 24, Climb 0.
- **Hardy:** Thunderbirds do not suffer wounds from being Shaken twice.

- **Huge:** Attackers add +4 to their Fighting or Shooting rolls when attacking a thunderbird due to its massive size.
- **Improved Frenzy:** If a thunderbird does not use its Lightning Strike attack, it may make two Fighting attacks with no penal
- **Lightning Strike:** Thunderbirds breathe a focused bolt of lightning (accompanied by a clap of thunder generated by the flapping of their wings) using the Cone Template. Targets within the cone suffer 2d10 damage and those adjacent to the cone suffer 1d10 damage from arcing strands of raw electricity.
- **Size +10:** Thunderbirds are enormous creatures over 50' long from nose to tail.
- **Swoop:** Thunderbirds often swoop on their prey to pin it to the ground. They gain +4 to their attack and damage for this action. They must move at least 3" (vertically and horizontally combined) to use this maneuver. Their Parry is reduced by -2 until their next action when performing the maneuver, however.



- **Tail Lash:** Thunderbirds can sweep all opponents in their rear facing in a 3" long by 6" wide area. This is a standard Fighting attack and damage is equal to 1d10-2.

Vampire (See *Savage Worlds*)

Wendigo

"Cloud-Dancers," "Ice-Breathers," or even "He Who Strides the Storms," the wendigo are powerful, demonic creatures who call the Winding Way their home. In their totem form they are invulnerable hunger spirits appearing as giant stags occasionally sporting racks of antlers tipped with severed human heads, colossal winter wolves, or even the very living landscape itself (however frozen and twisted). To manifest in the earthly world, intangible wendigo spirits must enter a suitable flesh and blood host, usually a host who has somehow crossed over into the spirit realm where it is vulnerable to this possession.

Stag, Giant

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

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

Pace: 8; **Parry:** 6; **Toughness:** 14

Special Abilities:

- **Antlers/Kick:** Str+d6
- **Gruesome Display:** Those slain by the giant stag soon find their heads torn from their bodies and displayed upon the antlers gracing the head of the wendigo. While there, the heads remain sentient and able to communicate until the stag form is dispatched.
- **Hardy:** Giant stags do not suffer a wound from being Shaken twice.
- **Immunity (Cold):** Immune to environmental cold and cold-based attacks.
- **Insatiable Hunger:** Characters in the vicinity of a giant stag must make a Vigor roll. Failure means the character gains a level of Fatigue and must immediately seek food. If food is unavailable he must make additional Vigor rolls every six hours, subtracting -2 from each subsequent roll (-2 for the first, -4 for the second, etc.) After acquiring a third level of Fatigue the character is desperate enough to consider cannibalism! If a character is Incapacitated by this hunger, he expires 3d6 hours later.
- **Invulnerability:** Giant stags are immune to all non-magical attacks except fire/heat (see below).

- **Large:** All attacks against the giant stag receive a +2 bonus.
- **Possession:** Wendigo must possess the bodies of visitors to the Winding Way to shift from their spirit form into stag. Typically, the arrangement is a mutual one (for the sake of survival in the frozen world of the wendigo). In this case, the wendigo enters the host and takes complete control of it, transforming into the giant stag. If the potential host resists, an opposed Spirit roll must be made. If the wendigo fails it may not attempt to possess the target again for 24 hours. With a 1, the target may not be possessed at all and may find themselves suddenly released from the Winding Way.
- **Size +7:** Giant stags stand over 25' tall.
- **Weakness (Fire):** Giant stags take double damage from focused heat or fire.

❧ Winter Wolf

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

Skills: Fighting d10, Intimidation d12+1, Notice d12, Shooting d8, Tracking d10

Pace: 10; **Parry:** 7; **Toughness:** 15

Special Abilities:

- **Bite/Claw:** Str+d8
- **Fear (-2):** Anyone seeing a winter wolf must make a Fear check at -2.
- **Hardy:** Winter wolves do not suffer a wound from being Shaken twice.
- **Ice Strike:** A winter wolf can spit a freezing blast of ice using the Cone Template. Characters within the Cone must beat the wendigo's Shooting roll with Agility or suffer 2d10 cold damage and become encased in ice.
- **Immunity (Cold):** Immune to environmental cold and cold-based attacks.
- **Insatiable Hunger:** Characters in the vicinity of a winter wolf must make a Vigor roll. Failure means the character gains a level of Fatigue and must immediately seek a food source. If food is unavailable, she must make additional Vigor rolls every six hours, subtracting -2 from each subsequent roll (-2 for the first, -4 for the second, etc.) After acquiring a third level of Fatigue, the character is desperate enough to consider cannibalism! If a character is Incapacitated by this hunger, she expires 3d6 hours later.
- **Invulnerability:** Winter wolves are immune to all non-magical attacks except fire/heat (see below).

- **Large:** All attacks against the giant wolf receive a +2 bonus.

- **Pack Leader:** In winter wolf form, the wendigo is typically accompanied by 2d6 wolves. If the winter wolf should be defeated, the wolves immediately withdraw.

- **Possession:** Wendigo must possess the bodies of visitors to the Winding Way to shift from their spirit form into wolf. Typically, the arrangement is a mutual one (for the sake of survival in the frozen world of the wendigo). In this case, the wendigo enters the host and takes complete control of it, transforming into the winter wolf. If the potential host resists, an opposed Spirit roll must be made. If the wendigo fails it may not attempt to possess the target again for 24 hours. With a 1, the target may not be possessed at all and may find themselves suddenly released from the Winding Way.

- **Size +8:** Winter wolves stand over 19' tall at the shoulder.

- **Weakness (Fire):** Winter wolves take double damage from focused heat or fire.

"Don't play games with me, Sinclair. I am the cold seeping into your bones. I am the frozen heart of your desperation. The storm. I am the storm."

- The Wendigo



Wraith

Wraiths are corrupt spirits who can cross over into the realm of the physical, but only while in total darkness. In fact, exposure to bright light (especially sunlight) renders them powerless and totally immaterial. These foul creatures are rarely if ever found alone, preferring instead to cohabit with others of their kind in tombs and other subterranean spaces. Necromancers refer to these gatherings of wraiths as "nests." While some varieties of ghost often manifest as shimmering, illuminated shapes, wraiths appear as living, human-shaped clouds of black smoke with glowing red eyes. They are terrifying to behold and perpetually hungry for the raw energy of life itself.

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

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

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

Special Abilities:

- **Claws:** Str+d6 (these claws ignore all but magical armor).
- **Ethereal:** Wraiths are effectively immaterial and can only be harmed by magical attacks.
- **Fear (-2):** The sight of one of these creatures (let alone an entire nest) requires a Fear check at a -2 penalty.
- **Fearless:** These creatures are beyond Fear and Intimidation.



• **Life Leech:** Touch attack. Victims must make a successful opposed roll (Vigor vs. Spirit) or gain one level of Fatigue.

• **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.

• **Weakness (Sunlight):** Wraiths are rendered powerless and unable to interact with the physical realm if exposed to direct sunlight. They must immediately retreat into darkness on their next action. If unable to escape from the light, they suffer 2d10 damage per round until they are destroyed.

Zombie

There are zombies, and then there are *zombies*. In the world of *The Sixth Gun* there's more than one variety of walking corpse in the world, including Revenants, Risen, and Walkers.

Risen

More often than not, Risen are the direct result of necromantic ritual. These undead are some of the hardest and deadliest because they are capable of independent thought paired with a survival instinct. Instead of shambling corpses that do little but terrorize and attack, these fellas can take up arms, devise strategies, and apply tactics. Though they still exhibit weaknesses, they are the second best thing to living recruits. Upon the field of battle where resources can be scarce, calling up extra manpower (even of the unliving variety) can be invaluable.

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

Skills: Fighting d8, Intimidation d6, Notice d6, Shooting d6

Pace: 4; **Parry:** 6; **Toughness:** 9

Gear: Risen are completely capable of using firearms.

Special Abilities:

- **Fists:** Str.
- **Fearless:** Risen are immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage (except for weakness below).
- **Weakness (Head):** Headshots are +2 damage.

Revenant

Up-close (not a recommended vantage point, by the way), revenants look like any other mobile cadaver (though their blank eyes may be a unique shade of white). When motivated though, they can move with supernatural speed. Some have been known to overtake

moving trains! While a typical walker might be compared to a candle flame, revenants could be considered TNT fuse. They burn oh so brightly, but once they've carried out their assigned tasks, their usefulness comes to an abrupt end and they collapse into decaying heaps of rotting flesh.

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

Skills: Fighting d8, Intimidation d6, Notice d6, Shooting d6

Pace: 10; **Parry:** 6; **Toughness:** 9

Gear: Revenants are completely capable of using firearms.

Special Abilities:

- **Fearless:** Revenants are immune to Fear and Intimidation.
- **Fleet Footed:** Revenants roll a d10 for their running die.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage (except to head).
- **Weakness (Head):** Headshots are +2 damage.

Shambler

They're dead, and they walk. Slowly. That's pretty much it.

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

Skills: Fighting d6, Intimidation d6, Notice d4

Pace: 4; **Parry:** 5; **Toughness:** 7

Special Abilities:

- **Claws:** Str.
- **Fearless:** Walking dead are immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage (except to head).
- **Weakness (Head):** Headshots are +2 damage.

Folks

Most of the threats the heroes are likely to face aren't slaving beasts or demonic spawn, they're just normal human beings. Some may be allies, while some are just as evil as any ravenous abomination. Here's an array of the various types of people who call the world of *The Sixth Gun* home.

The statistics here are a baseline—the average specimen, if you will. Don't be afraid to alter them to fit your needs. As an example, it is easily possible for a quick-draw gunslinger to have Tracking.

Bokkor

Bokkors are feared voodoo priests completely given over to the darker aspects of their beliefs; they draw their power directly from the loa and have no compunctions about how they use it. Unlike more traditional voodooists, a bokkor's commitment to his art often precludes hiding his practices in polite society.

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

Skills: Faith d10, Fighting d6, Intimidation d8, Knowledge (Occult) d10, Notice d8, Persuasion d8, Shooting d6, Voodoo d10

Cha: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Mean, Vengeful

Edges: Arcane Background (Voodoo), Necromancer, Power Points

Powers: *Boost/lower Trait, curse, fear, night terrors, zombie*; **Power Points:** 15

Gear: Bokkor frequently carry cursed ritual weapons (inflicting an extra +2 damage in the Bokkor's hands only), but they are not above carrying a six-gun at their side.

Special Abilities:

- **Sending:** As an action, a bokkor can use his arcane power to summon an evil spirit to hound a victim for a time at some cost to himself. This requires the bokkor to win an opposed Spirit test with his intended target. If successful, neither the bokkor nor the victim can spend Bennies until the sorcerer releases the sending, which also requires an action. This power has a range of Smarts.

Common Folk

These are the normal folks one finds living in the cities, towns, and villages across the United States, whether they be blacksmiths, shop owners, barbers, or saloon girls.

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

Skills: Fighting d4, Knowledge (Trade) d8, Notice d6, Shooting d4

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

Hindrances: —

Edges: —

Gear: Most townsfolk own a variety of gear appropriate to their trade. Many own a firearm, or at least a knife.

Cultist

Dark cults who worship various evil entities still operate in the root cellars, graveyards and natural caves of the frontier. The average cultist is blindly obedient to his faith and more than happy to murder for his dark god. Most maintain public lives as ordinary people, only practicing their unholy rites in private.

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

Skills: Fighting d6, Knowledge (Occult) d4, Notice d6, Shooting d6

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

Hindrances: Bloodthirsty

Edges: Arcane Resistance

Gear: Cultists favor hand weapons, usually ritual daggers or similar implements. However, they're not above resorting to firearms.

Cult Leader

At the head of every dark cult is the high priest. These evil souls are skilled at hiding in plain sight and many are often influential members of their community—politicians, men of the cloth, even the local sheriff. Most possess supernatural powers granted to them by their chosen deity.

For the masters of voodoo cults, use the Bokkor profile instead.

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

Skills: Fighting d8, Knowledge (Occult) d8, Notice d6, Shooting d6, Spellcasting d10

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

Hindrances: Bloodthirsty, Overconfident

Edges: Arcane Background (Sorcery), Brave, Command, Fervor, Improved Arcane Resistance

Powers: *Boost/lower Trait, dispel, summon ally*; **Power Points:** 10

Gear: Cult leaders frequently carry ritual weapons imbued with evil (inflicting an extra +2 damage for the cult leader only).

Gunslinger

A lot of characters in the west carry a firearm or two (or at least have one close by), but these folks make a living with their hand cannons and there's never a shortage of work. Some of the more unscrupulous 'slingers work cheap and aren't too concerned with the moral issues as long as their ammo is gratis and they get paid on time.

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

Skills: Fighting d6, Notice d8, Shooting d10

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: —

Edges: Quick Draw

Gear: Gunslingers wield a variety of firearms.

Twisted

Prolonged exposure to the mysterious reality-altering hatchways may result in horrific mutations. The small town of Penance is a sad example of this, where the primary water source (accessed through the town well) has been corrupted by a seal located in a subterranean

lake. Mutations range from topical discoloration, physical distortion, and even additional limbs, eyes, or other organs. Significant mutations should be handled via adjustments to Traits, Hindrances, and Edges.

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

Skills: Fighting d8, Intimidation d6, Notice d6, Survival d6

Cha: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Outsider (to non-mutants)

Edges: Nerves of Steel

Gear: Most of these twisted souls own a variety of gear appropriate to their trade. Some own a firearm, or at least a knife to defend themselves with.

Indian Brave

Bands of braves from a number of different tribes can be encountered in almost every corner of the United States. These warriors are proud, spiritual guardians of the land and loyal protectors of their tribes (though some occasionally stray from tradition to join the white man's world).

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

Skills: Fighting d8, Riding d8, Shooting d6, Stealth d6, Survival d8, Throwing d6, Tracking d8

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Loyal (to tribe)

Edges: Block, Quick

Gear: Bow (Range 12/24/48, Damage 2d6, RoF 1), tomahawk (Str+d6), horse. Some braves are known to carry guns as well.

Indian Medicine Man

Regardless of tribe, medicine men (or women) fulfill a number of essential roles: They are the wise ones others come to for real-world guidance, the resident healers, and the spiritual advisors. Also known as shamans, medicine men are often of advanced years, but not all.

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

Skills: Fighting d6, Healing d10, Knowledge (Spirit Realm) d8, Notice d6, Persuasion d8, Tribal Medicine d10

Cha: 0; **Pace:** 5; **Parry:** 5; **Toughness:** 4

Hindrances: Elderly

Edges: Arcane Background (Shamanism), Power Points

Powers: *Beast friend, boost/lower trait, healing, shape change*; **Power Points:** 15

Gear: Spirit staff (Str+d4, Parry +1, Reach 1, 2 hands), knife (Str+d4), medicine bag.

Lawman

Deputies, marshals, rangers, or sheriffs, the peace officers of the American West are badge-wearing, gun-toting enforcers of the laws of the land. When things go rotten in town or you have an expired outlaw draped across the rear of your horse and you're looking for a reward, the law dogs are your go-to guys.

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

Skills: Fighting d6, Intimidation d6, Knowledge (Laws) d4, Notice d6, Riding d6, Shooting d6, Streetwise d4

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Obligation (Major, the local population), Vow (Uphold local laws)

Edges: Connections (State and federal law enforcement), Speed Load

Gear: Lawmen have access to a wide range of firearms, but prefer pistols and shotguns, especially within town limits.

Necromancer

While one might expect death-worshipping necromancers to adorn themselves in dark robes and commune with demons and unholy spirits in graveyards at midnight, many, if not most, look and act like any other average person you're likely to meet. Sure, they may dabble in dark (if not the darkest) magick, but they know they aren't likely to get very far in life walking about brandishing human skulls and blood-soaked ritual daggers.

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

Skills: Fighting d6, Intimidation d8, Knowledge (Occult) d10, Notice d6, Shooting d6, Spellcasting d8

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Overconfident

Edges: Arcane Background (Sorcery), Danger Sense, Necromancer, Power Points

Powers: *Fear, grave speak, puppet, summon ally, zombie*; **Power Points:** 20

Gear: Knife (Str+d4).

Outlaw

In the American West, "outlaw" does not always mean "villain." Sure some are no-good, low-down, dirty scumbellies, but others are simply free spirits existing on the fringes, living by a code of their own devising. Still others may simply be victims of circumstance resulting in their being wanted men and women.

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

Skills: Fighting d6, Gambling d6, Notice d6, Riding d6, Shooting d6, Stealth d6, Streetwise d6

Cha: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Wanted (Minor or Major)

Edges: Quick Draw, Steady Hands

Gear: Outlaws carry just about any weapon they can get their hands on.

Pinkerton (aka Knight of Solomon)

Agents of Pinkerton's National Detective Agency (sometimes referred to as "Pinks") are often hired for fairly mundane tasks such as security detail or corporate investigations, but a number of agents are also trained in other fields like occult history, sorcery, and voodoo. Their understanding of the unnatural world makes them perfect relic hunters, especially when the sought after items possess mystical powers. Unbeknownst to most, the Knights of Solomon are strongly affiliated with the Pinkertons and many (if not most) members are actually double-agents belonging to that secret order.

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

Skills: Fighting d8, Investigation d8, Knowledge (Occult) d6, Notice d8, Shooting d6, Streetwise d8

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Curious, Obligation (Major, Pinkertons/the Knights of Solomon)

Edges: Connections (Pinkertons/the Knights of Solomon), Level Headed, Relic Hunter

Gear: Twin double-action Thunderers (Range 12/24/48, Damage 2d6, RoF 1, AP 1), Bowie knife (Damage Str+d4+1).

Preacher

For many, the challenges and mysterious wide open spaces of the frontier weigh heavily on their souls, and that's where these men (and women) of the cloth come in. Pastor, bishop, rabbi, priest, or nun, these people are often pillars of their communities and a powerful force for good in the Wild West.

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

Skills: Fighting d6, Healing d8, Knowledge (Occult) d8, Notice d6, Persuasion d8

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Heroic, Loyal, Pacifist (Minor), Vow (chosen deity)

Edges: Healer

Gear: Cane/walking stick (Str+d4), relevant holy book, religious symbol.

Seer

Sideshow gypsies, religious prophets, or seventh sons of seventh sons, some so-called seers actually do possess the ability to peer into the future or into the minds of others far away or even long dead! Along with these abilities,

many seers can use their talents to influence others and manipulate the physical world.

Some seers go so far as to sacrifice their identity, freedom, and even eyes and parts of their brains to join a select group able to work as one and focus their insight with otherworldly precision. These unified oracles are employed by the Knights of Solomon to help locate persons or objects or to foresee future events. Those displaying exceptional abilities are crowned Kings of Secrets and enslaved to the psychic machinery housed in secret Knights of Solomon vaults.

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

Skills: Fighting d4, Notice d8, Persuasion d8, Shooting d4, Spellcasting d10

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

Hindrances: Curious

Edges: Arcane Background (Sorcery), Power Points

Powers: *Confusion, divination, farsight;*
Power Points: 15

Gear: Divination tools (crystal ball, bag of knucklebones, playing cards).

Son of the Sword of Abraham

While vow-taking members of the high and ancient order of the Sword of Abraham believe they are standing on the side of right and doing good works to protect the world from the power of The Six, they can be ruthless and even cruel in that pursuit. If the choice is between allowing one of The Six Guns to fall into the hands of the Knights of Solomon and saving a family from a burning house, some (not all) Sons of the Sword will turn their backs on the inferno. The choice is ultimately between saving a man and saving mankind itself.

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

Skills: Fighting d6, Investigation d8, Knowledge (Occult) d6, Notice d8, Shooting d8, Streetwise d8

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Code of Honor, Obligation (Major, the Sword of Abraham)

Edges: Alertness, Connections (the Sword of Abraham), Relic Hunter

Gear: Twin double-action Peacemakers (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), Bowie knife (Damage Str+d4+1).

Sorcerer/Witch

Some sorcerers (known south of the border as brujas (female) or brujos (male)) are born with the inherent ability to weave potent magic spells, while others must train in the company of mentors with access to ancient tomes and forbidden knowledge. Powerful and potentially dangerous, these casters bend reality through their thaumaturgies. Some magi prefer to live alone and isolated while others move among the population and even offer their services out in the open, usually for a substantial fee.

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

Skills: Fighting d6, Intimidation d8, Knowledge (Sorcery) d8, Notice d8, Shooting d6, Spellcasting d10, Stealth d4

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Curious

Edges: Arcane Background (Sorcery), Power Points

Powers: *Ambush, armor, bolt, boost/lower trait, teleport;* **Power Points:** 15

Gear: Colt single-action Equalizer (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), magical tomes, protective talismans.



Voodooist

Whether houngan (male) or mambo (female), voodoo priests are accorded a fair amount of respect. While most are usually found operating in and around New Orleans, a few do wag their waxen dolls and fashion their gris-gris bags in other parts of the United States.

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

Skills: Fighting d6, Healing d6, Knowledge (Occult) d6, Notice d8, Persuasion d8, Shooting d4, Voodoo d8

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Outsider (Minor)

Edges: Arcane Background (Voodoo)

Powers: *Boost/lower Trait, deflection, puppet; Power Points: 10*

Gear: Knife (Str+d4), talismans.

Heroes and Villians of The Sixth Gun

In a world where the battle for control of reality itself is waged on a daily basis, there are powerful and legendary soldiers on both sides of this great war. Riding along with these notorious heroes and villains are a few dedicated followers also worthy of note.

White Hats

Asher Cobb

More a "Grey Hat" than a "White Hat," Cobb's background is one rife with tragedy. After his mother died in childbirth, Cobb was raised by the doctor who birthed him, a sawbones named Doc Mayhew. Cobb suffered from a form of gigantism that distorted his features and caused him to grow unnaturally tall. He was also cursed with "The Sight," and the barrage of disturbing visions slowly began to drive him mad. During the Civil War he worked behind Union lines, using his abilities to help develop better strategies.

In one of his visions he witnessed the tragic fate of his beloved, Ruth. Believing death would soon be coming for him, he sought the assistance of a trio of witches. He asked they grant him longevity...a means of cheating his own death. The witches mummified 35 year old Cobb. After slaying the hags in a fit of rage, he ventured out on his own, a lumbering monster. An abomination. A bandage-wrapped living dead thing of nightmares. The so-called "Nine-Foot Mystery Mummy" of traveling medicine shows. Now, driven solely by his selfish desire

to somehow be reunited with his lost love, he willingly sides with whoever can help lead him to that supernatural goal, regardless of their moral leanings.

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

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

Cha: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 12

Hindrances: Short Temper, Ugly, Vengeful (Major)

Edges: Combat Reflexes, First Strike, Hard to Kill, Tough as Nails

Special Abilities:

- **Fear:** Cobb is truly terrible to behold.

- **Fearless:** Cobb is immune to Fear and Intimidation.

- **Fists:** Str+d6

- **Size +1:** Asher Cobb is about 7 feet tall.

- **The Sight:** With a successful Spirit roll, Cobb may use his gift of sight to glean information about future events. The duration of this divination is one full minute during which time Cobb may take no other



actions or movement. Should he become Shaken during this time, he must make a Smarts roll or lose concentration and snap back empty-handed. He must then wait six hours before attempting it again. The extent of information acquired in this manner is entirely up to the GM.

- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage; immune to disease and poison; does not suffer wound penalties.
- **Weakness (Fire):** Cobb is just this side of being a desiccated husk. That combined with the layers of bandages and residual chemicals from the mummification process means he takes +4 damage from fire attacks.

🔪 Becky Monterief

Raised by her stepfather Gregory Monterief (originally Gregory VonAllen aka "The Preacher", a Son of the Sword of Abraham), Becky Monterief learned how to handle most tasks on her father's small farmstead near the town of Crescent Junction. Her father also taught her how to wield a six-shooter, making her a superb gunslinger as a well as a very independent woman. In the current saga of The Six, after her step-father fell at the hands of the Knights of Solomon, Becky is now bonded with The Sixth Gun, a weapon that can divine the future.



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

Skills: Fighting d8, Healing d4, Intimidation d6, Investigation d6, Notice d8, Persuasion d8, Riding d6, Shooting d10, Taunt d6

Cha: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Cautious, Doubting Thomas

Edges: Attractive, Luck, Marksman, Quick Draw, Six Sense, Trademark Weapon (The Sixth Gun), Two-Fisted

Gear: The Sixth Gun (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1. See page 45).

🔪 Billjohn O'Henry

A long-time friend and colleague of Drake Sinclair, red-bearded Billjohn O'Henry was a loyal ally for many years before falling during the battle of the Maw and returning in the form of a husk, reanimated through the power of the Fourth Gun. In life, O'Henry worked as a bounty hunter, hired gun, and card sharp. He also occasionally (though reluctantly) aided the Pinkertons from time to time. Now, he exists as little more than a golem of possessed clay, summoned up by the Fourth Gun at the whim of its wielder (but in this crazy, mixed up world, where's there's life, regardless of what form it takes, there's always hope).

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

Skills: Fighting d6, Intimidation d6, Notice d6, Repair d4, Riding d6, Shooting d8, Stealth d6, Throwing d8

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

Gear: Twin sawed-off double-barreled Shotguns (5/10/20, Damage 1-3d6, RoF 1-2; Shots 2).

Special Abilities:

- **Amaranthine:** Like a rock in the sea, Billjohn is everlasting, forever returning to his earthen form until dispersed utterly by sorcerous means. Total physical destruction by cannon fire, for example, temporarily (1d4 days) removes him from this plane of existence, until which time he resurrects once more as animated clay.
- **Fearless:** Immune to Fear and Intimidation.
- **Fists of Earth:** Str.
- **Mindless:** Little of O'Henry remains in this spirit form, but he does remain loyal to friends and associates and obeys the will of his summoner. He also defends himself or his summoner and allies when threatened.
- **Two-Fisted:** May wield a weapon in each hand without the multi-action penalty.
- **Weakness (Explosives):** O'Henry takes +4 damage from explosions.

Brother Roberto Vargas

Brother Roberto Vargas is a Mexican man of the cloth with an octogenarian bruja for a mother and a long-deceased cattle rustler and drunk for a father. This conflicted upbringing brought him to the priesthood, and he now serves as a high-ranking official in the Sword of Abraham.

Some years ago when an ancient Aztec spirit attempted to enter the world, he reluctantly partnered with Jesup Sutter to defeat the demon. This alliance was short-lived and Vargas no longer speaks of it in mixed company. He has aggressively turned his back on all spiritual pursuits other than the one that put the collar and crucifix around his neck, but as the Sword accepts members from all paths he has learned to accept others despite their varying belief systems. His focus is on preventing powerful relics (particularly The Six Guns) from falling into the wrong hands, especially those of the Knights of Solomon.

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

Skills: Healing d6, Fighting d8, Investigation d8, Knowledge (Occult) d10, Knowledge (Religion) d8, Notice d8, Persuasion d8, Shooting d6, Streetwise d8

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Code of Honor, Obligation (Major, the Sword of Abraham)

Edges: Alertness, Arcane Resistance, Brave, Common Bond, Connections (the Sword of Abraham), Followers, Healer, Nerves of Steel, Relic Hunter, Tough as Nails

Gear: Double-action Peacemaker (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), Bowie knife (Damage Str+d4+1), gold crucifix.

Drake Sinclair

If cosmic significance could be measured, Drake Sinclair's would be off the charts! Sure, this devilishly handsome Southern gentleman was one of Mosby's Raiders (43rd Battalion, Virginia Cavalry) during the Civil War serving under the Gray Ghost himself, and sure he rode (at least for a short time) with General Oliander Hume. But to really understand his role in the grand scheme of things one must venture into the spirit realm to see he has played a part in a number of previous realities constructed via the power of The Six. Over the years Sinclair has made a number of enemies from Hume and his band of murderous lieutenants to Jesup Sutter and his fellow Knights of Solomon.

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

Skills: Fighting d8, Intimidation d8, Investigation d8, Knowledge (Occult) d6, Notice d8+2, Persuasion d8, Shooting d12, Streetwise d8, Stealth d10, Survival d8, Taunt d8, Tracking d8

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

Hindrances: Enemy (Major), Loyal (to friends), Overconfident, Stubborn

Edges: Alertness, Arcane Resistance, Attractive, Brave, Dodge, Giant Killer, Harder to Kill, Improved Trademark Weapon (The Six), Level Headed, Marksman, Relic Hunter, Six Sense, Two-Fisted

Gear: Peacemaker (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1).

Gord Cantrell

A former slave to the estate of Braxton Bell Hood (located in Ander's Way, Tennessee) and later prisoner of the Maw, Gord Cantrell was seduced by the lure of the dark arts and is now an adept magus. He possesses the uncanny ability to see ghosts, read portents, and also



speaking the language of the crow (the birds, not the tribe). He served in the war for a time and at one point was purported to have "...put the fear of God and the devil both into them old boys in the 12th regiment down in South Carolina."

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

Skills: Fighting d8, Investigation d8, Knowledge (Latin) d8+2, Knowledge (Occult) d10+2, Notice d8, Persuasion d8, Shooting d6, Spellcasting d10, Streetwise d6

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Code of Honor, Loyal (to friends)

Edges: Arcane Background (Sorcery), Command, Connections, Ghost Sight, Investigator, Natural Leader, Necromancer, Power Points, Scholar

Powers: *Banish, beast friend, detect/conceal, arcane, dispel, speak language, zombie*; **Power Points:** 20

Gear: Colt single-action Equalizer (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1).

Kirby Hale

An expert shootist, Kirby Hale has a shadowy past. Most know him as little more than a devilishly handsome rake, a cad, and a trickster, but one capable of remaining vertical when the lead starts flying. He can be annoyingly cocky at times and prone to being more motivated by money than morality, but his skill with a sidearm makes him a strong ally. He claims to have been responsible for putting the legendary



Kid Bedlam six feet under, but others (including Billjohn O'Henry) have made similar claims.

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

Skills: Fighting d8, Gambling d8, Notice d8, Persuasion d8, Riding d6, Shooting d10, Streetwise d8, Taunt d8

Cha: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Arrogant, Cocky, Overconfident

Edges: Attractive, Dead Shot, Marksman, Quick Draw, Steady Hands, Two-Fisted

Gear: Double-action Peacemaker (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1).

Quartz Totem: Hale normally wears an empowered quartz crystal around his neck on a length of brown leather lace. When used as a pendulum, it can hypnotize susceptible victims. Using the crystal is an opposed roll of d8 (arcane skill) versus the target's Spirit. Hale must score a success and beat the target's roll for complete hypnotic control, during which time he can ask questions and get truthful answers, command the victim to perform tasks, or implant future orders. Each use of the totem costs 3 Power Points (the totem begins with 12) and has a duration of 3 (1/round).

Nahuel

A farmer at heart, Nahuel turned from tending his fields to walking the warrior's path when enemies (from both the real world and the spirit realm) threatened his tribe. Nahuel has since shown himself to be a skilled tracker, a bold fighter, and a spirited and perceptive adventurer. He is fiercely loyal and willing to selflessly throw himself in harm's way when those he is charged with protecting are ever threatened.

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

Skills: Climbing d6, Fighting d10, Notice d8+2, Riding d8, Stealth d8+2, Survival d8+2, Tracking d10+2

Cha: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 7

Hindrances: Heroic, Loyal, Obligation (Major, Tribe)

Edges: Alertness, Block, Brave, Counterattack, Danger Sense, Fleet-Footed, Improved First Strike, Level Headed, Nerves of Steel, Quick Draw, Sweep, Tough as Nails, Two-Fisted, Woodsman

Gear: Bowie knife (Str+d4+1), Spear (Str+d6, Parry +1, Reach +1, Requires 2 hands).

Nidawi

Young, beautiful, and relatively naïve of the ways of the world, Nidawi is a novice medicine woman and a capable tracker. Her inherent sensitivity to the ghost dance gives her unique

insight into the otherworldly ways of those that dwell within it (or those who manage to find a way to cross over into our world). Though she can work some shamanistic magic, Nidawi is also a highly skilled archer.

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

Skills: Fighting d8, Healing d6, Knowledge (Occult) d6, Notice d8, Riding d6, Shooting d10, Tracking d8, Tribal Medicine d8

Cha: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Loyal

Edges: Alertness, Arcane Background (Shamanism), Attractive, Brave, Ghost Sight, Marksman, Trademark Weapon (Bow)

Powers: *Deflection, elemental manipulation, light/obscure*; **Power Points:** 10

Gear: Bow (Range 12/24/48, Damage 2d6, RoF 1), Knife (Str+d4).

Black Hats

"Old" Will Arcene

Emaciated, filthy, and pale, skeletal "Old" Will Arcene wields the Second Gun, spreading the very flames of Perdition wherever he may ride. Will's bloodline can be traced straight into Abaddon. While his mother was very much a flesh-and-blood human being (albeit with a thoroughly warped mind), his father was a demon possessing insatiable desires and hungers. After Arcene's exposure to the horrors of war, he began to experience these uncontrollable pangs himself. The more rotten the flesh, the more he coveted it and the more his own body turned against him. Hungry for more and loyal to his fellow lieutenants, Arcene, in the role of "Famine," rides the trails seeking to unify The Six as well as sink his teeth into his next decadent meal.

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

Skills: Fighting d10, Intimidation d8, Notice d8, Riding d8, Shooting d10, Survival d10, Taunt d8, Tracking d8

Cha: -3; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Hindrances: Anemic, Habit (Minor, insatiable hunger), Loyal (to fellow lieutenants), Ugly, Vow (Serve General Hume)

Edges: Berserk, Dodge, Frenzy, Giant Killer, Improved Trademark Weapon (the Second Gun), Six Sense, Steady Hands

Gear: The Second Gun (Range 12/24/48, Damage 2d6+1, Sets target on fire or 2d8 damage in a SBT. See page 43).

Eli Barlow

His origins are shrouded in mystery, but Eli Barlow's ghostly visage, long white hair, and skeletal frame strongly hint at his true calling. Barlow is a powerful necromancer always willing and eager to sell his spellcasting "sword" to the highest bidder while taking advantage of each paying gig to expand his knowledge of the darkest arts. His frequent dealings with dwellers in the land of the dead put him on a first name basis with both unliving and diabolical forces.

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

Skills: Fighting d6, Intimidation d8, Knowledge (Occult) d10, Notice d6, Persuasion d8, Shooting d6, Spellcasting d10, Taunt d8

Cha: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Anemic, Overconfident, Ugly

Edges: Arcane Background (Sorcery), Ghost Sight, Necromancer, Power Points

Powers: *Fear, detect/conceal arcana, grave speak, puppet, summon ally, zombie*; **Power Points:** 20

Gear: Necromantic tools and talismans.

Griselda the Grey Witch

Born a thousand years before the events of *The Sixth Gun*, Griselda's gifted (or cursed) immunity to the power of The Six has let her live to see the world rewritten time and again. A servant of the ancient Great Wyrms and a pawn in their unending game, she has made it her unending life mission to recover The Six to restore the sister serpents to power. Yet she must use others to do her dirty work as she, like the ancient beasts she serves, is unable to wield or even touch the weapons herself, existing just one step outside of our reality.

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

Skills: Fighting d8, Healing d10, Intimidation d8, Notice d10, Persuasion d10, Spellcasting d12+1, Survival d10

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

Hindrances: Mean, Stubborn, Ugly, Vow (the Great Wyrms)

Edges: Arcane Background (Sorcery), Command, Danger Sense, Followers, Harder to Kill, Healer, Improved Arcane Resistance, Improved Nerves of Steel, Inspire, Leader of Men, Power Points, Professional (Spellcasting), Rapid Recharge, Six Sense, Wizard

Gear: Magical talismans.

Special Abilities:

• **Size +2:** Griselda has grown quite large over the past millennia, now standing over 7' tall.

• **Powers:** *Armor, barrier, beast friend, blast, bolt, boost/lower Trait, burst, confusion, darksight, divination, elemental manipulation, fear, summon ally; Power Points: 50*

✂ Silas "Bitter Ridge" Hedgepeth

Dressed in black finery, Hedgepeth once held a doctor's bag in one hand and a Holy Bible in the other. He brought healing and hope to the sick until failure, disappointment, and rage forced him to turn his back on that particular calling. From his skull-like visage to his black-clad frame, Hedgepeth might be mistaken for "Death" himself while astride his pale horse. He holds the Fourth Gun and the ability to call forth the spirits of the men and women he has killed. Since rejecting his Hippocratic Oath, the number grows every day.

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

Skills: Fighting d6, Healing d10, Knowledge (Medicine) d8, Notice d8, Persuasion d6, Riding d8, Shooting d10

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Cautious, Loyal (to fellow lieutenants), Vow (Serve General Hume)

Edges: Healer, Improved Trademark Weapon (the Fourth Gun), Luck, Six Sense

Gear: The Fourth Gun (Range 12/24/48, Damage 2d6+1, AP 1. Summons and commands 1d6 husks (2d6 with a raise) per hit (see ppage 44), doctor's bag with basic medical supplies.



✂ Missy Hume

Missy Hume was born a manipulative, independent girl who always worked hard to get her way. Though she did fall hopelessly in love with Oliander Hume (some believe, quite rightly, it was simply the lure of power), she has always had her own sights set on domination and control. Since her beloved fell at Bitter Ridge and then mysteriously disappeared, Missy (known publicly as "the Widow Hume") has become owner and Madame of The Silver Palace in the town of Brimstone. She will stop at nothing to recover her husband's corpse along with all the remaining Guns. While she may be comely and irresistibly seductive, one might have more success courting a diamondback.

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

Skills: Fighting d6, Knowledge (Business) d8, Knowledge (Occult) d8, Notice d8, Persuasion d10, Shooting d8, Streetwise d10, Taunt d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7

Hindrances: Arrogant, Bloodthirsty, Greedy (Major), Overconfident, Stubborn, Vow (Reunite with Hume)

Edges: Connections, Fast Healer (while wielding the Fifth Gun), Hard to Kill, Improved Arcane Resistance, Improved Nerves of Steel, Rich, Six Sense, Trademark Weapon (the Fifth Gun), Very Attractive

Gear: The Fifth Gun (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1, Special. See page 44).

Special Abilities:

- **Invulnerable:** For as long as Missy Hume wields the Fifth Gun, she may only be Shaken by normal attacks, never wounded.
- **Living Vampire:** Since acquiring the Fifth Gun Missy has aged several years, but the power of the weapon has arrested the enervating effects of this aging. Periodically, she must slay a victim with bullets fired from the gun to siphon their life force. One robust victim completely restores the appearance of youth for a 24 hour period. If Missy is unable to "feed" for a week she begins to show her true age, immediately suffering the effects of the Elderly Hindrance.

✂ General Oliander Bedford Hume

Hume is a sadistic maniac who called The Six into the world through human sacrifice (the murder of Gord Cantrell's beloved) and the blackest magick. Killed during the Razing of Devil's Forks (and it was during this battle that The Sixth Gun was temporarily lost, believed destroyed), he now exists in an undead state, bound in cold wrought chains of iron within his rotted, worm-eaten, water-logged casket. He

appears as a wild-haired wizard of a man with sunken skin and black eyes like those of a mad shark. As a result of possessing (and using) The Sixth Gun for so long, he is permanently linked to it and can sense when it is near.

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

Skills: Fighting d10, Intimidation d12, Knowledge (Occult) d12, Notice d10, Persuasion d8, Shooting d10, Spellcasting d12, Throwing d8, Taunt d8

Cha: -6; **Pace:** 6; **Parry:** 7; **Toughness:** 9

Hindrances: Arrogant, Bloodthirsty, Mean, Overconfident, Vengeful (Major), Vow (Acquire The Six), Wanted (Major)

Edges: Arcane Background (Sorcery), Arcane Resistance, Command, Command Presence, Connections, Fervor, Followers, Harder to Kill, Improved Trademark Weapon (The Sixth Gun), Leader of Men, Power Points, Rapid Recharge, Reputation, Six Sense

Gear: Chains, Cavalry Saber (Str+d6), Waterlogged Coffin.

Special Abilities:

• **Chains of Hate:** Hume can manipulate his chains with but a thought, reaching out to strike, capture, drag, or toss objects or victims at will. Six lengths (Reach 5) of chain allow Hume to make up to three Fighting attacks each round (Str+d6). If Hume is attempting to restrain a target, the Fighting attack is opposed by the target's Agility. Success indicates partial restraint so the target suffers a -2 penalty to Pace and skills linked to Agility and Strength. A raise restrains the target fully. He cannot move or use any skills linked to Agility or Strength. Each following round, a chained target may make a Strength or Agility roll to break free. Other characters may also attempt to free the restrained victim by making a Strength roll at -2. Hume can also command the chains to manipulate his waterlogged pine box and use it to bludgeon (Fighting) his enemies (2d8 damage), but in this case he may only do a single attack per round.

• **Fear:** Anyone seeing Hume must make a Fear test.

• **Leader of the Damned:** All non Wild Card undead within 5" add +1 to recover from being Shaken and +1 to Fighting damage rolls.

• **Magical Immunity:** Hume can only be harmed by magical attacks.

• **Powers:** *Armor, barrier, blast, bolt, boost/lower Trait, deflection, entangle (chains), fear, stun, zombie*; **Power Points:** 30

• **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties.

"Filthy" Ben Kinney

A disease-ridden soldier in Hume's band of vicious owlhoots, Ben Kinney hides his distorted features beneath a hood of sack cloth and his blistering and sickly flesh within a layer of grimy, tightly wrapped bandages. Ben is the embodiment of "Pestilence" when riding alongside his brothers in arms. He possesses the Third Gun, which spreads a flesh-rotting disease with each successful shot.

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

Skills: Fighting d10, Intimidation d6, Notice d8, Riding d8, Shooting d10, Survival d8

Cha: -2; **Pace:** 6; **Parry:** 8; **Toughness:** 5

Hindrances: Anemic, Loyal (to fellow lieutenants), Ugly, Vow (Serve General Hume)

Edges: Block, Hard to Kill, Improved Trademark Weapon (the Third Gun), Level Headed, Six Sense

Gear: The Third Gun (Range 12/24/48, Damage 2d6+1, RoF 1, Special. See page 43), knife (Str+d4).

Marinette of the Dry-Arms

Her origins are mysterious. Some believe Marinette was once a beautiful Creole girl seduced by the loa and lured into the swamp by ghost lights to be transformed into the horrific, skeletal creature she is today. Others say that she was spewed up from the murky depths of the bayou itself (near a crossroads), a fully-formed, red-eyed creature of loathing and total contempt for humanity. A Petro loa in her own right, Marinette Bwa Chech (Marinette of the Dry Arms) possesses the ability to worm her way into human hosts, granting them supernatural abilities for the duration of her horrifying stay, however victims of this forced mind-riding are typically left shattered and very, very dead.

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

Skills: Fighting d6, Intimidation d8, Knowledge (the Spirit Realm) d10, Notice d8, Persuasion d10, Voodoo d10, Swimming d8, Tracking d8

Pace: 6; **Parry:** 5; **Toughness:** 9

Special Abilities:

• **Claws:** Str+d6.

• **Fear:** Anyone seeing Marinette in her native form must make a Fear test.

• **Mind Ride:** Marinette may transfer her spirit form into the body of a willing host. Should the potential host resist this

occupation, an opposed Spirit roll must be made. If Marinette fails this test, her spirit is kicked out of the host and she may not attempt to possess the target again for 24 hours. If the host fails, Marinette may opt to completely dominate the host mind and chose to physically manifest as a nightmarish combination of her normal form and her human host.

- **Powers:** *Beast friend, boost/lower Trait, burrow, disguise, elemental manipulation, fear, puppet, shape change, summon ally;*
Power Points: 30
- **Six Sense:** Per the Edge. See page 16.
- **Size +3:** In her natural form, Marinette stands over 10' tall.
- **Weakness (Magic):** Marinette takes +4 damage from magical attacks.



🔪 "Bloodthirsty" Bill Sumter

A large, seemingly unstoppable bull of a man whose flesh (as a direct result of long-term exposure to the First Gun) has begun to sprout mysterious, interlocking, bullet-proof, metal plates. Bill is the personification of "War" in the company of his fellow lieutenants. He wields the First Gun, which strikes with the force of a cannon shell!

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

Skills: Fighting d10, Intimidation d8, Notice d8, Persuasion d8, Riding d8, Shooting d10, Stealth d6, Survival d8, Taunt d8

Cha: -8; **Pace:** 6; **Parry:** 7; **Toughness:** 11 (4)

Hindrances: Bloodthirsty, Loyal (Fellow lieutenants), Mean, Short Temper, Ugly, Vow (Serve General Hume)

Edges: Brawler, Brawny, Deadshot, Hard to Kill, Improved Trademark Weapon (the First Gun), Mighty Blow, Six Sense

Gear: the First Gun (Range 12/24/48, Damage 3d6+1, AP 4, Heavy Weapon. Gunfighter grows metallic armor scales, granting Armor +4).

🔪 Jesup Sutter

A former Pinkerton and Knight of Solomon, Jesup was rescued from the brink of death and converted into an invulnerable killing machine through the application of the Grey Witch's darkest magick. He is now able to tolerate extreme pain and even resist the destructive effects of holding one of The Six already bound to another.

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

Skills: Fighting d8, Intimidation d8, Notice d8+2, Persuasion d8, Riding d6, Shooting d10, Survival d8, Taunt d6

Cha: -6; **Pace:** 6; **Parry:** 7; **Toughness:** 9

Hindrances: Bloodthirsty, Death Wish (kill Drake Sinclair), Mean, Overconfident, Vow (to the Grey Witch)

Edges: Alertness, Arcane Resistance, Block, Brawler, Combat Reflexes, Hard to Kill, Improved Nerves of Steel, Improved Tough as Nails, Sweep.

Gear: Twin double-action Colt Thunderers Range 12/24/48, Damage 2d6, RoF 1, AP 1), Bowie knife (Str+d4+1), protective talismans.

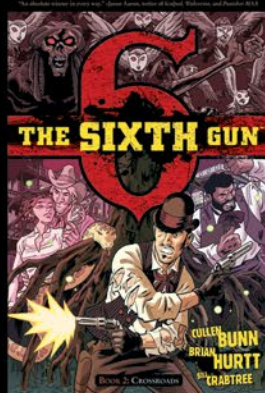
Index

- A**
- Adventure Generator 47
 - Ander's Way 24
 - Armor 20
 - Asher Cobb 6, 7, 87
- B**
- Bank of Brimstone 30
 - Becky Monterief 5, 9, 14, 88
 - Billjohn O'Henry 5, 10, 27, 88, 90
 - Blackbark Pine 67
 - Bloodhound 77
 - Blood of Dracula 56
 - "Bloodthirsty" Bill Sumter 94
 - Bokkor 83
 - Boot Hill 30
 - Brimstone 24, 26
 - Barber 30
 - Blacksmith 29
 - First Presbyterian Church 28
 - Jail 28
 - Mail & Telegraph Office 30
 - Mayor's Office 28
 - Sheriff's Office 27
 - Undertaker 28
 - Brimstone Bee, The* 29
 - Brother Roberto Vargas 6, 25, 89
- C**
- Clear Springs Inn 27
 - Cole's Clothier and Textiles 27
 - Common Folk 83
 - Cultist 83
 - Cult Leader 84
 - Currency 17
- D**
- Deadlands 4
 - Demon, Crossroads 74
 - Demonic Shackles 72
 - Demon, Plague Spawn 75
 - Demon, Shredder 73
 - Devil 74
 - Diabolus in Musica 38
 - Diamondback Hotel, The 29
 - Double-Tap 22
 - Drake Sinclair 5, 7, 9, 10, 33, 88, 89, 94
 - Dredmond's Crossing 24
- E**
- Edges 15
 - Background 15
 - Combat 15
 - Professional 15
 - Social 16
 - Weird 16
 - Eli Barlow 6, 10, 48, 91
 - Espanto Hill 25
- F**
- Fanning the Hammer 21
 - Fatima's Bird Cage 38
 - "Filthy" Ben Kinney 93
 - Fool's Lantern 39
 - Foster's Saddle & Tack 28
 - Fredericksburg 25
- G**
- Gallows Tree 39
 - General Oliander Bedford Hume 25, 45, 48, 92
 - Ghost 75
 - Ghoul 76
 - Gord Cantrell 5, 24, 40, 50, 89, 92
 - Grey Witch, The 32
 - Grimassi's Dry Goods 30
 - Grimoires 40
 - Griselda the Grey Witch 7, 8, 91
 - Gunslinger 84
- H**
- Haint 75
 - Hand of Glory 40
 - Head of the American Minotaur 41
 - Hell's Bell 63
 - Hindrances 14
 - Holy Lance of Longinus 41
 - Honest Box 41
 - Husk 76
 - Hybrid 77
- I**
- Indian Brave 84
 - Iron Maiden of Nuremberg 41
- J**
- Jesup Sutter 94
 - Jumping Jack Saloon 27
- K**
- Kirby Hale 5, 7, 90
 - Knights of Solomon 38, 85
 - Stronghold 25
- L**
- Lawman 85
- M**
- Marinette of the Dry-Arms 93
 - Maw, The 25
 - Medicine Man 84
 - Missy Hume 5, 7, 26, 27, 30, 33, 49, 50, 51, 92
 - Morton's Mercantile 29
- N**
- Nahuel 8, 90
 - Necromancer 85
 - New Orleans 25
 - Nidawi 8, 90, 91
- O**
- O'Hara's General Store 27
 - "Old" Will Arcene 9, 91
 - Outlaw 85
- P**
- Penance 25
 - Peterson's Apothecary 29
 - Pinkerton 85
 - Powers, New 36
 - Preacher 85
- R**
- Resurrection Medallion 59
 - Revenant 82
 - Risen 82
- S**
- Savage Tales 55
 - Blight Night 55
 - Death Knell 63
 - Forest for the Trees 67
 - The Curses Are Coming to Town 59
 - The Personals 71
 - Seer 85
 - Sentinel 77
 - Shamanism 34
 - Shambler 83
 - Shrunken Head of Screaming Crow 42
 - Silas "Bitter Ridge" Hedgepeth 9, 32, 92
 - Silver Palace, The 26
 - Six Gun Psychosis 44
 - Skinwalker 79
 - Son of the Sword of Abraham 86
 - Sorcerer/Witch 86
 - Sorcery 34
 - Stag, Giant 80
- T**
- Tarot de Lamarliere 46
 - The Six 43
 - Thunderbird 79
 - Turquoise Sky Hotel 26
 - Twisted 84
- V**
- Vampire 80
 - Voodoo 35
 - Voodooist 87
- W**
- Weapons 20
 - Melee 20
 - Ranged 21
 - Wendigo 80
 - Werepanther 78
 - Werewolf 78
 - Winter Wolf 81
 - Wraith 82

HOW THE WEST WAS REALLY WON.



BOOK ONE



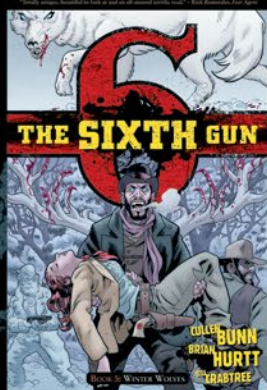
BOOK TWO



BOOK THREE



BOOK FOUR



BOOK FIVE



BOOK SIX



BOOK SEVEN



BOOK EIGHT

DISCOVER THE HIT SERIES BY CULLEN BUNN, BRIAN HURTT, AND BILL CRABTREE!

"More mystery and wonder and adventure in the first six pages than some comics have in their whole lives. Say hello to your new favorite comic."

—Matt Fraction,
The Invincible Iron Man, Casanova



The First of the Six strikes with ungodly force. The Second spreads Perdition's flames. The Third kills with a flesh-rotting disease. The Fourth calls up the spirits of those it has slain. The Fifth can heal the wielder from even a fatal wound. And the Sixth is the key to rewriting the world.

Are you ready to saddle up and ride into the savage world of The Sixth Gun? Based on the critically acclaimed Eisner and Harvey Award nominated series by writer Cullen Bunn and artist Brian Hurtt, published by Oni Press.

Discover the secret of The Six—mystical weapons forged by hatred, and oiled in betrayal in The Sixth Gun roleplaying game. Inside you'll find details on Cullen Bunn and Brian Hurtt's incredible world, new Edges & Hindrances, guns and gear, Setting Rules, rules for sorcery and voodoo, an Adventure Generator, and a host of nefarious rogues, gadflies, and scoundrels for one of the wildest Westerns in all of comics!

This book requires the Savage Worlds core rules to play.

