



DEAD LANDS

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MWM

Paradise Lost



DEADLANDS



PARADISE LOST

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PARADISE LOST

Welcome to your own little piece of Paradise, pardner! Within these pages you'll find a trio of short scenarios culminating in a little bit of literal Hell breaking loose. We've also tried to pepper the boomtown of Paradise and the surrounding valley with the bones of a few strange goings-on for you to flesh out into more play sessions if you're so inclined.

We've statted these scenarios for Deadlands games of both the Classic and Reloaded variety. Since this is the first Classic adventure we've produced in a good long while, we've shown a little respect to the elder version. Where target numbers are listed, the Classic version is provided first with the Reloaded equivalent in [brackets].

At the end of this adventure, you can also find a brief conversion guide for translating Reloaded to Classic and back again. For a longer version, look for the Deadlands Conversion Guide PDF downloadable at our website, www.peginc.com. It's not only more complete, it's also completely free!

A LITTLE HISTORY

John Milton had a nose for ghost rock. He was one of the first prospectors to hit it big in the Great Maze way back in 1868 and then again in the Black Hills when Deadwood was just the name of a gulch there. A couple of years ago, he turned his sniffer to the Sawtooth Range to the northeast of Boise Idaho.

His nose didn't fail him there either. Milton discovered a hidden valley sheltering a mountain lake. It was so beautiful he named it Paradise Valley, but more important to him than the scenery was the lake was fed by a creek littered with ghost rock nuggets. He staked a few claims and began pulling the mineral from the stream by the bucketloads.

Word of his find got out, and in no time, Paradise Valley was drawing miners like honey does flies. Without the dangers of the Sioux threatening settlers, the area drew a number of less adventurous sorts like store owners and tradesmen in addition to the



Cult of Baphomet

While the Reckoners are currently the most powerful beings in the Deadlands, they're not the only powerful beings. A step or two down the ladder stand a few very powerful manitous who are always looking for their own chance to wreak a little havoc in our world. Some of these are even strong enough to have gathered small cults of their own to advance their goals in our world – which usually involve pulling them over from the Deadlands into our world where they can cause no end of trouble.

One of these is an entity most commonly called Baphomet. Fortunately, mantious as strong as Baphomet can't simply pop over into our world. Their very power keeps them from directly crossing the borders of the worlds easily. To get here, they need help – usually in the form of rituals and planning, often taking years or even decades.

Baphomet has a long history with our world. Its last attempt to manifest occurred before the Old Ones shut off the Hunting Grounds, way back around the end of the Crusades. Then, the manitou's attempt to cross into our world was thwarted but the effort destroyed many of the strongest champions of good.

The closing of the Hunting Grounds put an end to Baphomet's machinations for a while, but when Raven and the Last Sons murdered the Old Ones and reopened the gates, the manitou once again began gathering human allies.

usual casinos, saloons, brothels, and of course, outlaws. In fairly short order, the small town of Paradise had formed on the shore of the idyllic mountain lake.

Dead Right

Milton's claims proved quite lucrative, but he was convinced a massive outcrop rested near the headwaters of Paradise Creek, in a mountain pass to the north of the valley. He was so certain of his theory, he bought up a few miles of discarded Wasatch track from a railyard in Boise and spent much of his fortune laying it from the pass down to Paradise. Once he found the motherlode, he was certain Wasatch would want to link a spur to Paradise.

He never found his motherlode. The railroad never came to Paradise, and Milton was murdered by bandits for the last few bucks he had in his pocket. Or at least that's what most folks think.

You see, it turns out Milton was right about the motherlode. Unfortunately for him, he had the misfortune of putting together two pieces to a very dangerous puzzle – and someone else was holding the last piece.

Ticket to Ride

Fast forward over 400 years to 1876. Doctor Darius Hellstromme erected a special railroad track intended to open a gate to Hell, in an attempt to rescue his dead wife Vanessa's soul. He managed to punch a train loaded with heavily armed soldiers through, but the mission went off the rails so to speak. He and a few of his men managed to make it back to our world, but many – both alive and dead – remained behind.

The botched attempt caught Baphomet's attention. The demon got its claws on some of Hellstromme's men who weren't lucky enough to make it out. In pretty short order, Baphomet and its minions tortured the secrets of Hellstromme's locomotive and rails out of their captives. The demon kept the

knowledge to itself, but set its minions to laying tracks for their own one-way ticket out.

Its captives' knowledge of the science behind Hellstromme's experiment was incomplete. The demon found it could not simply open a portal from Hell. Instead, someone on Earth would have to prime the pump, so to speak, and weaken the barrier between the Hunting Grounds and our world.

Luckily, Baphomet already had a willing accomplice in place.

The Demon and the Devil

For centuries, an offshoot of the degenerate Whateley bloodline, the Curwens, had paid homage to Baphomet. Unlike their cousins, the Curwens weren't as beset by the ravages of inbreeding and the taint of black magic. One member of the family, banker Alastair Curwen, was particularly faithful to the demon, and for his service Baphomet had rewarded him with considerable material wealth, because after all, the want of money is the root of all evil.

The demonic escape plan required a sizeable concentration of ghost rock, tracks laid with Hellstromme's ghost rails, and a few human sacrifices to properly desecrate the portal. Curwen set to work looking for a location that fit the bill. It didn't take long to discover two of those three existed in Milton's Pass, and plenty of suitable candidates for the third could be found there as well.

The cult leader set off to Paradise Valley, under the cover of founding a bank in the isolated boomtown. He began cornering the real estate market in and around Milton's Pass, allying with a local outlaw, Jim "Devil" Reese, to murder the land owners he couldn't swindle out of their property legally. John Milton was the Devil's first victim, and Curwen seized his claims, presenting forged documents claiming Milton had taken sizeable loans from his bank.

The two have continued their association, as it's proven quite lucrative. The banker pays Devil to rob miners, which encourages them to keep their money in his bank. He has the outlaw murder any who are particularly reluctant to trust him with their wealth, producing forged loan documents to take control of their claims before they're in the ground.

For now, Curwen takes great pains to keep his alliance with Devil a secret. The powerful bandit gang is a valuable tool, but he won't hesitate to sell them out if it serves his demonic master's ends.

A GUIDE TO PARADISE VALLEY

Paradise is an alpine valley about two miles wide and three miles long. The valley floor stands nearly 7,500' above sea level, and the steep granite peaks surrounding it rise nearly another 2,000' above it. The valley floor holds several stands of old-growth pine, but settlers have cleared much of the vegetation near the town itself.

There are two passes granting entrance to the valley, Milton's Pass to the north and the Gates of Heaven to the southwest. The road to Boise runs through the Gates. The only route up to Milton's is along the defunct railroad, and it terminates at the north end of the pass.

The valley is largely unsettled, with most of the population centered on Paradise. There used to be a large number of elk and deer in the region, but hunting has all but eliminated both types of animal from the area. Paradise is in the hunting territory of a good-sized wolf pack and at least a couple of bears still prowl the woods.

1) Milton's Pass

This break in the Sawtooths sits nearly a quarter mile above the valley. The posse can reach the pass by bushwhacking through the forest and up a relatively steep ascent, finding Milton's original trail with an Onerous (9) *trackin'* [Tracking (-2)] roll, or following the rail line.

The pass is below the treeline and lightly forested. Saddle tramps exploring the sides of the pass can find evidence of several crude mines chiseled into the rock faces. A Fair (5) search [Notice] roll tells the hombres at least some of the mines have seen recent use.

2) Paradise Creek

This stream is fed by melting snow from the peaks above. During summer months, it is barely a couple of feet deep, but in spring it surges to a raging torrent. The creek is dotted with prospector camps, particularly as it nears the outlet into Paradise Lake.



3) Rail line (Milton's Folly)

John Milton's ill-fated railroad runs from the center of the pass that bears his name to the center of Paradise itself. Milton didn't know a lot about actual engineering though, and the climb from Paradise to Milton's Pass is dangerously steep. It's unlikely any train could make the climb — or brake safely before reaching the town.

Although the railroad is newly constructed, the wilderness is already beginning to encroach on its boundaries. An Onerous (7) Knowledge [Common Knowledge (-2)] roll tells the cowpokes the tracks and spikes are made from Wasatch ghost-steel and laid to the gauge of that railroad. A small pile of unused tracks and spikes rests beside the tracks just north of town.

4) Old Mission

Located on near the northern shore of Paradise Lake is an old Catholic mission of wattle and daub construction. It's been abandoned for nearly two decades, but the walls still stand. The missionaries

abandoned the location after less than a year, as no local natives would stay in the valley.

Miners whisper of seeing ghost lights bobbing around the interior on dark nights. Curwen's cult meets here on new moons. Searching the interior can find traces of their activity — melted candle wax, charcoal and chalk symbols, etc. A Fair (5) *academia: occult* [Knowledge: Occult] roll identifies them as being part of some demonic ritual.

Curwen himself doesn't participate in these rituals, but does encourage his members to prove their loyalty by attending. The cultists wear black hoods, so if the heroes interrupt one of these meetings, they only learn the identities of those they capture (or kill).

- **Cultists (2 per hero):** Use the stats for Cultists on page 22 [Cultist from the *Reloaded Marshal's Handbook*]. Armed with Colt Peacemakers or double-barreled shotguns.

5) Paradise Lake

The lake is over a half-mile wide and nearly a mile long. It is cold and clear, but only about 30' deep, even in the center. It's fed by Paradise Creek, which runs down from Milton's Pass to the north. A small island off the eastern shore holds a large granite outcrop with numerous petroglyphs, possibly more than several hundred years old. Some townsfolk claim the markings are Indian warnings of evil spirits.

6) Devil's Den

Devil Reese's gang shelters in a draw to the southeast of Paradise Lake. The only approach is from the west, and the outlaws keep a pair of lookouts on guard at all times. At any given time, some of the gang — including Devil himself — are out of the camp.

- **Outlaws (3 per hero):** Use the stats for Typical Bandit from the *Classic Marshal's Handbook* [Outlaw from *Reloaded Marshal's Handbook*]. Armed with Winchester '76 rifles, Colt Peacemaker pistols, and bulletproof vests. One carries a flamethrower.

Paradise

Paradise is still small by boomtown standards, with only a few hundred folks permanently settled within its boundaries. Like most mining settlements, it has its share of saloons, gambling halls, and even a brothel. However, the relative safety of the trail from Boise has also led a number of other tradesmen to try their hand in the town.

A fair number of Curwen's cult members have also moved to Paradise in preparation for the coming of their demonic master. Many run vital businesses, including the bank and survey offices, and use their positions to monitor goings-on in the valley. If the posse starts poking around, word gets back to Curwen quickly.

The current mayor, James Morton, is an obsequious apple-polisher who kowtows to anyone who appears important or powerful. As such, he's largely in Curwen's pocket, although he knows nothing about the Baphomet cult or the banker's connections to Devil Reese. If carefully questioned, a slick hombre could possibly gather some important clues from Morton who couldn't put two and two together given a bottle of glue, a hammer, and a handful of nails.

Important Places

1) Baptist Church: Gideon Dean is the pastor of the only church in Paradise Valley. He's also got a secret of his own. See his description on page 24 for the details. The church is the only structure in town with a root cellar, to help the pastor both hide his affliction and protect the town from it.

The church also serves as the schoolhouse for the town's few children. The spinster schoolmarm, Constance Hill, is a member of the Temperance Movement and strict tee-totaler. She has support of a few of the folks in town, but their monthly marches are more often sources of entertainment for drunken miners.

2) Hill's Boarding House: The Widow Hill manages the nicest accommodations in Paradise, renting rooms for long or short visits. She also serves breakfast and dinner to her guests at no additional cost.

3) Cemetery: The town's only cemetery lies on the west side of town. It predates Preacher Dean's arrival, so it's not adjacent to the church. In fact, the graveyard is screened from the settlement by a thin strand of pines, which suits the gravedigger and coffin maker, Jeb Early, just fine.



Early, a member of Marsh's cult, uses the privacy afforded by the forest to earn a little extra cash, but not from the demon worshippers. Doc Harlow (page 25) occasionally buys a cadaver from the gravedigger for her experiments. Some folks have noted the disturbed soil in the graveyard, leading to all sorts of rumors about their origin.

4) Miner's Bank: Currently, the Miner's Bank is the only bank in town, but it wasn't the first. Marsh ran the imaginatively-named 1st Bank of Paradise out of business in quick order by undercutting its business from every side. Thanks to his demonically deep pockets, Marsh squandered capital making sure his establishment was the only source of funding in town.

Working in cahoots with Thomas Martin in the Survey Office, he's slowly scooping up property from miners who hit hard times, using cleverly-altered deeds and predatory loans. When those methods fail, he's not afraid to send Iron Mike and his gang to re-negotiate loan terms – with bullets.

All three of the bank employees are members of Baphomet's cult and absolutely loyal to Marsh.

5) Meritt's Mercantile: This general store carries most common goods and a small selection of firearms, all at 150% the usual prices. It's owned by Lisa Merritt and usually staffed by her daughters, all of whom are members of Baphomet's cult.

6) Paradise Hotel: The Paradise is the nicest hotel in town outside of Widow Hill's. The proprietor, Aloysius Hind, doesn't allow soiled doves to ply their trade openly, but turns a blind eye to any that enter in the company of a paying guest.

7) Marshal's Office: The town marshal is Jeff Mackintosh, who keeps the peace within Paradise's limits. Devil Reese hasn't stirred up too much trouble in town, as he and his men need a convenient place to spend their ill-gotten gains. Since the marshal doesn't have jurisdiction over the rest of the valley, his hands are somewhat tied.

Marshal Mackintosh has a pair of deputies to assist him. Unknown to him, one (Deputy Jamie Carstairs) is a member of Baphomet's cult.

8) Doctor/Dentist: Eleanor Harlow (page 25) is town's only trained medical professional. She can patch most wounds and pull teeth with the best of her profession,

but tends to skimp on the painkillers. She also serves as the town's mortician and coroner when needed, which helps in her own side experiments. When bodies from official sources are in short supply, she slips the gravedigger some cash to have him "procure" a recent customer's corpse – on the sly, of course.

9) End of the Line Saloon: This establishment occupies the unused train station and features a few table games as well. It's the nicest saloon in Paradise, if only because it's seen the least wear and tear, and run by Bob Stockton, a recent arrival from Denver.

10) Paradise Dispatch: The Dispatch is a weekly paper covering events in the valley and surrounding area. It's a fairly dry publication and steers clear of any "wild speculation." The paper even avoids overly inflammatory reports on outlaw activity.

11) Saloon #1: Saloon #1 takes its name from the fact it was the first saloon in Paradise. It's owned by a low-life opportunist named Frank Crawley. He runs rigged faro tables, has a few worse-for-wear saloon girls, and rents rooms upstairs to anyone desperate enough to brave the bedbugs. Crawley supplements his income working as a snitch for Devil Reese and as a spy for Iron Dragon, which is monitoring not only the amount of ghost rock in the region, but also any interest on the part of other Rail Barons.

The editor and owner, Dan Comfort, is actually Daniel Clark, a former investigative reporter for the *Tombstone Epitaph*. Clark dug too deeply into the doings of Bayou Vermillion, Black River, and the degenerate Whateley family, and had to fake his own death in Gomorra to escape the clutches of a Whateley abomination. He moved to Paradise, changed his name, and has been keeping his head down to avoid drawing the attention of anyone likely to expose him.

However, he is a storehouse for weird knowledge unequalled in the town – possibly even the state. If the posse can win his favor, Clark can be a great help to them.

12) Survey Office: The clerk, Thomas Martin, is a skilled forger and cultist. He's one of the linchpins behind Curwen's tightening grasp on Paradise Valley.

13) Livery: This building not only houses a moderate-sized stable, but the town's only blacksmith, Genevieve Trent (page 27). Trent is known about town for

her knack for tinkering, but she keeps her mad science experiments secretly locked in a workshop in the back of her barn.

14) TentCity: This collection of tents and other temporary dwellings is home to prospectors and other Paradise residents to poor or miserly to purchase accommodations in one of the town's hotels or boarding houses. It's also a popular spot for criminals, members of Devil's gang, Rail Baron spies, or others seeking to avoid notice – including more than one cultist who serves as lookouts for those who aren't likely to be missed should they disappear.

FIRE ON THE MOUNTAIN

This adventure is a good way to get the heroes involved with Devil's gang and the cult of Baphomet. It also introduces them to Curwen and might give them a couple of leads to other adventures in Paradise.

Not long after the heroes arrive in Paradise, they're approached by a relatively well-dressed young man who looks and sounds just a little out of place in the mountains of Idaho. He introduces himself as Alan Campbell.

Campbell explains he's from Back East – and the sole heir to John Milton's estate. He has several official looking documents to that end, and a Fair (5) professional: *law* [Knowledge (Law)] roll identifies them as legitimate. Among the papers are deeds to Milton's claims, including most of the land in Milton Pass.

The young man says, *"I recently hired some miners to survey the ground in the Pass, but they apparently ran into some trouble. None of the men returned, and I fear they have fallen afoul of claim jumpers or outlaws. The local marshal was sympathetic, but explained it's outside his jurisdiction."*

"I'm interested in taking another group of surveyors up on the mountain, but I'd like to hire a few gunhands to travel with us. Would you be interested in taking the job?"

He offers \$100 per person if they guard his surveyors for a day or two and evict any illegal miners they encounter. Each success and raise on an Onerous (7) persuasion [Persuasion (-1)] roll nets a \$25 raise in the offer, but if multiple cowpokes attempt this, only the highest counts.

Rumors

Asking around town, the posse can learn a number of rumors about Milton's Pass and possible dangers in the valley. Each success and raise on a Fair (5) *streetwise* [Streetwise] roll learns one of the following rumors. There's no limit of times the characters can attempt this roll, but feel free to assess a \$1 charge on each additional try as they pay for drinks, bribe folks, and so on.

- *That pass is haunted! More'n one person has seen strange lights up on the mountain at night.*
- *The Devil probably got 'em. I hear bullets don't hurt him nor them what ride with him and they breathe fire!*
- *You best make sure you ain'tbackin' the wrong horse here. I heard the bank owns that property and they's likely to get the law on you if you try any funny business.*

Milton's Pass

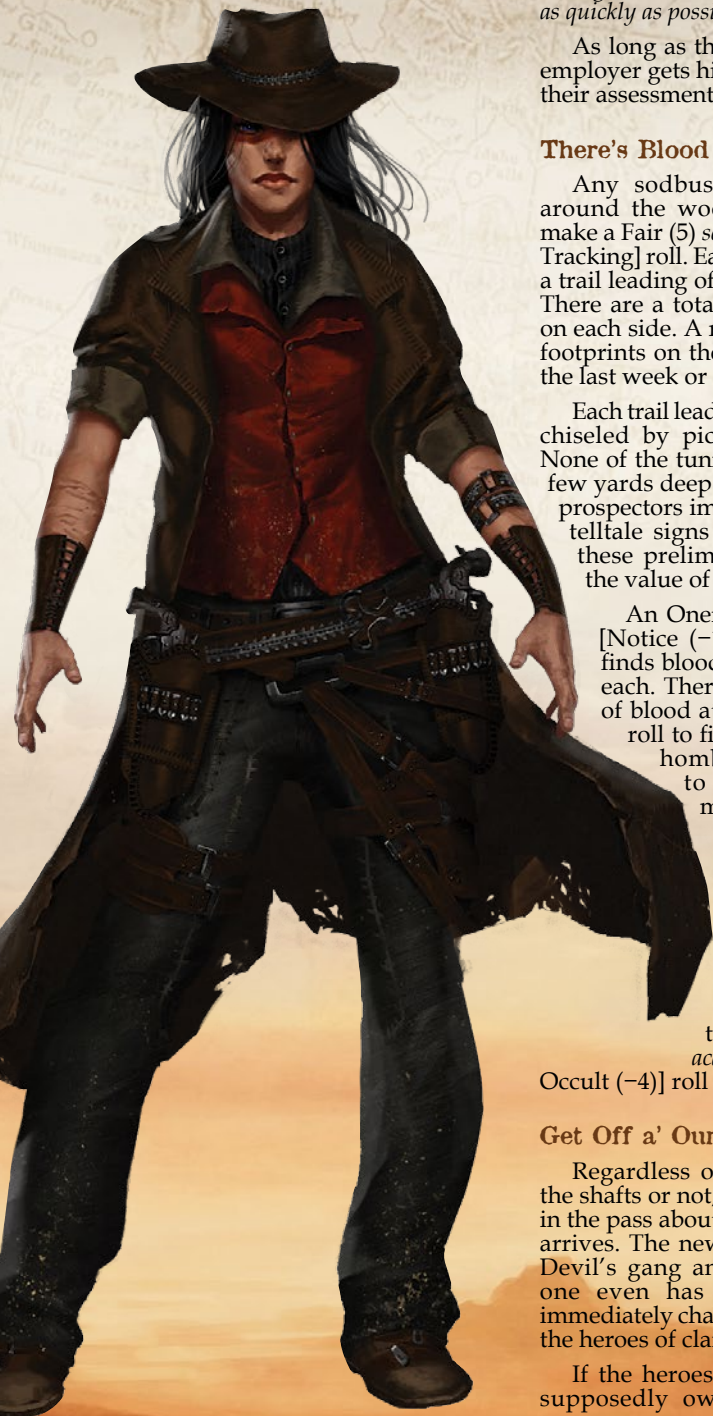
Campbell manages to scare up a couple of prospectors who've not had any luck of their own and are hard up for cash enough to risk looking over the pass. The miners recommend following the unused railroad up, but don't argue too hard with their hired guns. The trip up to the area is exhausting, but otherwise uneventful whatever route the posse takes.

Once there, the group finds the tracks end abruptly almost at the crest of the pass. At the end of the tracks, there is a pair of poles stuck in the ground and tied together to form an "X". Lashed to the poles upside down is the body of a man whose throat has been slashed. His arms and face have several bite marks, as if he's been partially eaten.

Any character examining the body can make a Fair (5) *medicine* [Knowledge (Medicine) or Healing] roll. Success tells the cowpoke the man was killed by the cut to his throat while tied to the poles, and the bites occurred after death. A raise on the roll informs the character the bites were likely made by wolves.

Anyone touching the corpse must make a Fair (5) *guts* [Guts] roll. Anyone who fails finds the body disgusting and can't bear to handle it. Those who succeed find the flesh repulsive, but only slightly more than any other rotting corpse.

The prospectors are a little disquieted by the corpse, and one says *"Injuns done*



it!" After looking around nervously for a moment, Campbell says, "Yes, perhaps. Let's get our work done and off the mountain as quickly as possible."

As long as the heroes don't bolt, their employer gets his hired hands to work on their assessment.

There's Blood in Them Hills!

Any sobduster who starts looking around the woods near the tracks can make a Fair (5) *search* or *trackin'* [Notice or Tracking] roll. Each success and raise finds a trail leading off to one side or the other. There are a total of four such trails, two on each side. A raise spots several booted footprints on the trail made sometime in the last week or so.

Each trail leads to a small mining tunnel chiseled by pick into the cliffs above. None of the tunnels extends more than a few yards deep. Either of the Campbell's prospectors immediately recognizes the telltale signs of ghost rock in any of these preliminary shafts, confirming the value of the claims.

An Onerous (7) *search* or *trackin'* [Notice (-1) or Tracking (-1)] roll finds blood stains at the entrance of each. There is only a small amount of blood at each, and a raise on the roll to find it tells the sharp-eyed hombre the blood appears to have been used to make some sort of mark, maybe a "Y".

It's actually a symbol of Baphomet, but the medium, time, and weathering have distorted it to the point it's hard for even an occultist to identify. It takes an Incredible (11) *academia: occult* [Knowledge:

Occult (-4)] roll to recognize it as such.

Get Off a' Our Land!

Regardless of whether they discover the shafts or not, after the group has been in the pass about an hour, a group of men arrives. The newcomers are members of Devil's gang and fairly heavily armed; one even has a flamethrower. They immediately challenge the posse, accusing the heroes of claim jumping.

If the heroes don't think to ask who supposedly owns the land, Campbell

does. One of the armed men says, “*This here land is the rightful property of the bank in Paradise. Mr. Curwen hired us to keep no-good bushwhackers like you off’n it.*”

A *persuasion* [Persuasion] roll opposed by the outlaws’ *scrutinize* [Spirit] convinces the group to let the posse leave without gunfire. However, if the group didn’t take the corpse down from the end of the tracks, about this time one of the men notices it. As soon as he points it out, pistols come out and hammers get cocked. Avoiding a shootout at this point takes one of the cowpokes winning a test of wills using *overawe* [Intimidate] against the outlaws’ *guts* [Spirit]. Make one roll for the group in either case.

If a fight breaks out, Campbell and his prospectors take cover the minute lead starts flying. The outlaws shoot it out until they’re outnumbered by the posse members. Should the adventurers capture any, a Test of Wills using *overawe* [Intimidation] gets them to spill the beans on their association with Devil. Examination of their armor or the flamethrower reveals neither is standard Wasatch or Smith & Robards design and appear to be more piecemeal in construction. None of the bandits knows where Devil obtains the gear, just that he gets it from someone in Paradise.

- **Outlaws (2 per hero):** Use the stats for Typical Bandit from the *Classic Marshal’s Handbook* [Outlaw from *Reloaded Marshal’s Handbook*]. Colt Peacemakers, Winchester ’73 rifles, and bulletproof vests. One carries a flamethrower instead of a rifle.

Mine Your Own Business

Campbell is very interested in speaking to Mr. Curwen at the bank about his uncle’s property. He tells the heroes he’d like at least one to accompany him for moral support – and because he’s a little nervous Curwen might get feisty. However, Curwen is happy to meet with Milton’s heir and seems very forthcoming.

The banker admits openly to hiring men to protect the pass from unauthorized miners. He explains the bank holds the deeds for all the land in that area, and until it can auction them publicly, it must protect its interests. He feigns horror if the group mentions the murdered body, then says, “*That’s ample proof of the barbarism one sees all too often in relatively lawless frontier areas, whether by Indians or bandits – and*

why I hired security to keep an eye on the properties. I’m only sorry my contractors weren’t on hand then.”

He is happy to Campbell the documents the bank has and says, “*I did not conduct the entirety of the transaction myself, but your uncle did overextend himself with his attempt to build a railroad. He was betting on the interest of one of the major railroads, but I’m sorry to say, it never panned out. Jenkins, the man who handled this account, is unfortunately no longer with us.*”

If the characters assume that means Jenkins is dead, Curwen says, “*Oh, no! He departed for Shan Fan several months ago to take a...more stable position with a bank there.*”

Papers, Please

He asks to see Campbell’s paperwork. The banker examines them closely and concedes they certainly seem legitimate – but adds he’s not an attorney.

He presents his own for review as well. Curwen’s documents are dated after Campbell’s and appear legitimate, at least from a legal standpoint. A Hard (9) *scrutinize* [Notice (-2)] roll spots a few minor discrepancies in Milton’s signature on the bank’s forms, but nothing conclusive.

However, the banker says he’s not interested in any cloud on his institution’s dealings. He suggests having the documents examined by a neutral party of Campbell’s choosing in Boise or elsewhere. Until that time, he also recommends an agreement from both sides to not take action on the property.

The banker is fairly certain his documents will fail any extensive review, but knows the process will take long enough for his cult to finish its preparations. He just wants to keep prying eyes away from the pass until Baphomet is released.

Employment Practices

If the posse has learned the enforcers were part of Devil Reese’s gang, they may confront Curwen about this. If so, he feigns shock and surprise. He says, “*Obviously, I wouldn’t think anyone taking a job as a hired gun was a saint,*” – he looks at the posse member as he says this – “*but I had no idea they were actual outlaws! Why, they might have even been using the job as an excuse to get a look at our safe!*”

Any disbelieving hero who attempts a *scrutinize* [Notice] roll has to beat the cult leader's *bluff* [Persuasion] roll. Even if the insightful saddle tramp spots his deception, Curwen hedges his claim. *"Well, perhaps I might have had my doubts — subconsciously, of course — but I'd rather have that ilk outside the town, working for the side of law, rather than in it, raising all manners of trouble."*

Throughout the conversation, the cult leader remains civil and polite, although not to the point of obsequiousness. Curwen has decades of experience in hiding his black deeds, after all, and he's not about to tip his hand this close to the endgame!

HOWLS IN THE DARK

This scenario works best after the posse visits Milton's Pass and finds the corpse there. It's also a way for them to run across leads to some of the other strange goings-on around the valley if you want to build on them for your adventures.

A Taste of Things to Come

The influx of miners and settlers has put a serious dent in the population of deer and elk in the valley. The area is part of a large wolf pack's hunting range, and the wolves are beginning to feel the absence of game. Luckily for them — and unluckily for everyone else in Paradise Valley — the pack happened across the cult's sacrifice at the end of the tracks in Milton's Pass.

The cult used the victim as a conduit for Hellish energies. Some of that dark magic remained in the corpse after the ritual was completed. Touching the body is unpleasant, but the starving wolves actually ate pieces of it. As a result, they took in part of the evil it contained and were tainted themselves.

Now, they're still hungry, and the valley looks like one big smorgasbord.

Catching the Scent

The wolves begin preying first on miners along Paradise Creek, picking off any brave enough to prospect alone. It doesn't take long for rumors of killer wolves or worse to start flying around town, and soon none of the prospectors are brave enough to go it alone. Well, at least not any that are still alive.

This puts a crimp in the town's economy, particularly at the saloons and gambling halls. Many of the town's business owners get together and agree to fund a bounty on wolves taken in the valley. The reward is set at \$25 for each fresh wolf head (within a day).

This attracts the attention of a few go-getters in Paradise, but for the wolves, this just creates what's known as a target-rich environment. These aren't your normal four-footed predators, after all. Within a few days, the supply of available hunters begins to dwindle. If the posse hasn't joined in by this point, the business owners up the ante to \$50 per fresh head.

Rumors

Whether the heroes take interest in the problem, it's impossible to miss the swirl of rumors that spring up in the saloons and street corners. This is a good place to set hooks for your own adventures in Paradise Valley, as well as point them toward some of the other points of interest in the area if they've not been exploring on their own.

You can either just assume the cowpokes hear these during the course of their time poking around Paradise, or you can let them uncover a rumor with each success and raise on a Fair (5) *streetwise* [Streetwise] roll.

- Word has it some of the graves is busted open, like someone crawled out of 'em.
- There used to be an old Catholic mission north of the lake. Somethin' made them priests light out before long, and they say it don't pay to go pokin' around there in the dark.
- Ain't no surprise to me. Spirit Rock has got old carvin's on it warnin' about such. It's why there ain't no Injuns hereabouts.
- Folks say there's somethin' livin' in the woods north of town. You can hear it howlin' off in the night sometimes.

Beatin' the Brush

The only way to find the wolves is to head out into the wilderness. The posse can visit any of the locations mentioned in the rumors, but while they might discover the seeds of other mysteries or more clues toward the cult of Baphomet's activities, none of them are related to the plague of wolves roaming the valley.

Their best bet for a starting place is to search around the claims along Paradise Creek where prospectors were attacked. There are several. Some of the earliest ones were looted by other miners before the panic took over. The more recent ones are almost completely intact. If you're feeling gory, they can even find freshly gnawed bones – often with the marrow sucked out. That's all the wolves left behind.

However, an Onerous (7) *trackin'* [Tracking (-1)] roll at any of the more recent sites finds numerous, unusually large, wolf tracks. At each scene, the tracks enter and exit from the forest on the northwest side of the claim.

Following them for any length of time leads the heroes back to Milton's Pass, and the final encounter **Wolves at Bay**.

Wolf Bait

It's possible the posse decides to try to lure the animals into a trap. Whether they use fresh and bloody meat (obtainable from a butcher in town for \$10) or just decide to camp out and see what happens, they have marginal success.

The tainted wolves are smart enough to realize there's no such thing as a free lunch, even one on two legs. After dark, the pack sends a couple of their number in to spring any potential trap. The scouts try to run at the first sign things aren't as they seem, but fight to the death if cornered. The rest of the pack watches from the forest to get a sense of their opponents. You can allow your hombies an Onerous (7) *Cognition* [Notice (-1)] roll to spot several reddish eyes off in the darkness if you want.

Afterward, a Fair (5) *trackin'* [Tracking] roll locates a whole passel of prints surrounding their ambush site. Like before, these lead off to the northwest, toward the pass.

- **Tainted Wolves (2):** Use the stats for Tainted Wolf on page 22.

Wolves at Bay

Feel free to make the hunt long enough for the posse to get the idea they're not up against a group of normal wolves, but not so long the players get bored.

Following the prints from either Paradise Creek or an ambush site takes two hours of bushwhacking. It also requires two *trackin'* [Tracking] rolls against the original target number to find the prints:

either Onerous (7) [(-1)] from an old attack or Fair (5) [normal] from their own ambush. Either way, the posse finds itself back up in Milton's Pass...and not alone.

On their home turf, the wolves are more aggressive. The cowpokes can make an Onerous (7) *Cognition* [Notice (-1)] to spot the wolves lurking in the tree line before they attack. Otherwise, the carnivores get a round of surprise to close the distance and attack. Once engaged, the wolves fight to the bitter end.

Besides the fun of throwing demonically tainted wolves at your sobdusters, one of the main purposes of this encounter is to give the players a chance to learn a possible weakness of Baphomet and its minions before all Hell does break loose in Paradise Valley. Any cowpoke making a Foolproof (3) *Cognition* [Notice (+1)] roll during the fight observes the tainted wolves won't touch, or even willingly cross, the tracks. Instead, if they need to get to the other side, they either go around the end of the tracks or make a prodigious – and nervous – leap completely across both rails.

- **Tainted Wolves (3, plus 1 per hero):** Use the stats for Tainted Wolf on page 22.

Them Wolves Ain't Right!

To claim the reward, the heroes have to take the heads of their prey back to town. The animals all have a distinct smell of sulfur to their hides. Touching the wolves, even dead, brings on the same feeling of dread as handling the corpse of the cult's victim. Any posse member failing a Fair (5) *guts* [Guts] check simply can't bear to participate in claiming the grisly trophies or carrying them off the mountain.

Any character with sufficient book learnin' can make a Fair (5) *academia: biology* [Knowledge: Biology] roll to verify these aren't normal wolves. A raise tells the professor there is no known disease or other natural cause for their deformation.

Once the posse returns with their "prizes," folks in town are understandably unsettled by the wolves' appearance. The town leaders don't hesitate to honor their bounty, but no one has any explanation for the strange creatures. Obviously, Curwen has an idea, but he and his cult keep that to themselves!

PARADISE LOST

This adventure chronicles Baphomet's escape from Hell. You can stage Paradise Lost's final chapter whenever works best for your campaign. You can delay as you allow the heroes to further explore the valley and develop side excursions of your own, or you can run it shortly after finishing Howls in the Dark. While we recommend you run the lead-in adventures, they're not necessary if you just decide you want to throw your cowpokes into the meat grinder right away.

LAYING THE GROUNDWORK

As the time for the final ritual to open the portal to Hell nears, Curwen is very watchful of any potential threats to his plans. If the heroes have been particularly successful in their actions around town – especially if they've continued their alliance with Campbell – his minions keep close tabs on them. The cultists monitor most of their activities around town and report back to the banker.

As we've noted, Curwen has been playing the demonic cultist game for a long time. He's not one to tip his hand, but he also doesn't have any intention of folding or letting the posse catch him off-guard and draw to an inside straight. After all, once Baphomet is through the gate, Curwen has won the hand and the game...or at least so he believes.

With that in mind, the cult leader doesn't move directly against the characters in the days leading up to his all-important black ceremony. Instead, he works to distract their attention from Milton's Pass as much as possible.

Clearing the Pass

It's possible the cowpokes are inclined to guard the disputed property in Milton's Pass. Obviously, this could cause a problem for Curwen's group, so he first speaks with Campbell about "the impropriety" of him having armed individuals on the claims when ownership has yet to be legally decided. He suggests they instead have one of the local deputies recruit "upstanding and neutral" parties to protect the claims, with the bank covering initial expenditures – to be repaid should Campbell prevail in ownership.

Unless the heroes persuade him otherwise, Curwen has Deputy Carstairs to secure gunmen who are either loyal to the cult (or just a large wad of bills).

Misdirection

Should the posse dissuade Campbell from accepting Curwen's offer, he contacts Devil to have some of his men filter into town. He has the outlaws stage an encounter where they claim Campbell offended one or more of them. It could be a card game where they accuse him of cheating, one claiming Campbell insulted him or his family, or even one planting an item on the man and accusing him of stealing it.

The bandits then begin menacing Campbell, brandishing weapons, uttering thinly veiled threats, and otherwise making it seem their friend's life is in danger. If the posse takes the bait and babysits him, Devil's men keep up the game until the day of the ritual.

If the heroes don't, the outlaws do move against Campbell. Curwen hopes the group might give up if there's no longer anyone to pay them for their involvement.

The outlaws stage another incident and skin leather on him. If they can catch him without any friends (i.e. characters) around, all the better. Otherwise, they wait until they at least outnumber Campbell and any companions.

Campbell is carries no weapons and effectively helpless in the attack. If he takes 12 Wind [a single wound], he goes down. Whether he survives or not is up to you, Marshal.

- **Outlaws (5):** Use the stats for Typical Bandit from the *Classic Marshal's Handbook* [Outlaw from the *Reloaded Marshal's Handbook*]. Armed with Colt Peacemakers. Two have scatterguns.

Rained Out

If the threats against – and possibly murder of – Campbell don't pull the adventurers off the mountain, Curwen has another trick up his sleeve. The day of the ritual, he uses stormcall [his Special Ability] to summon a powerful thunderstorm (or blizzard depending on the time of year). The pass suffers the brunt of the weather, but Paradise is within the effect, so even there, life is pretty miserable.

Curwen makes sure the storm ends with enough time for his own henchmen

to make it up to the end of the tracks to open their portal.

STARTING THE PARTY

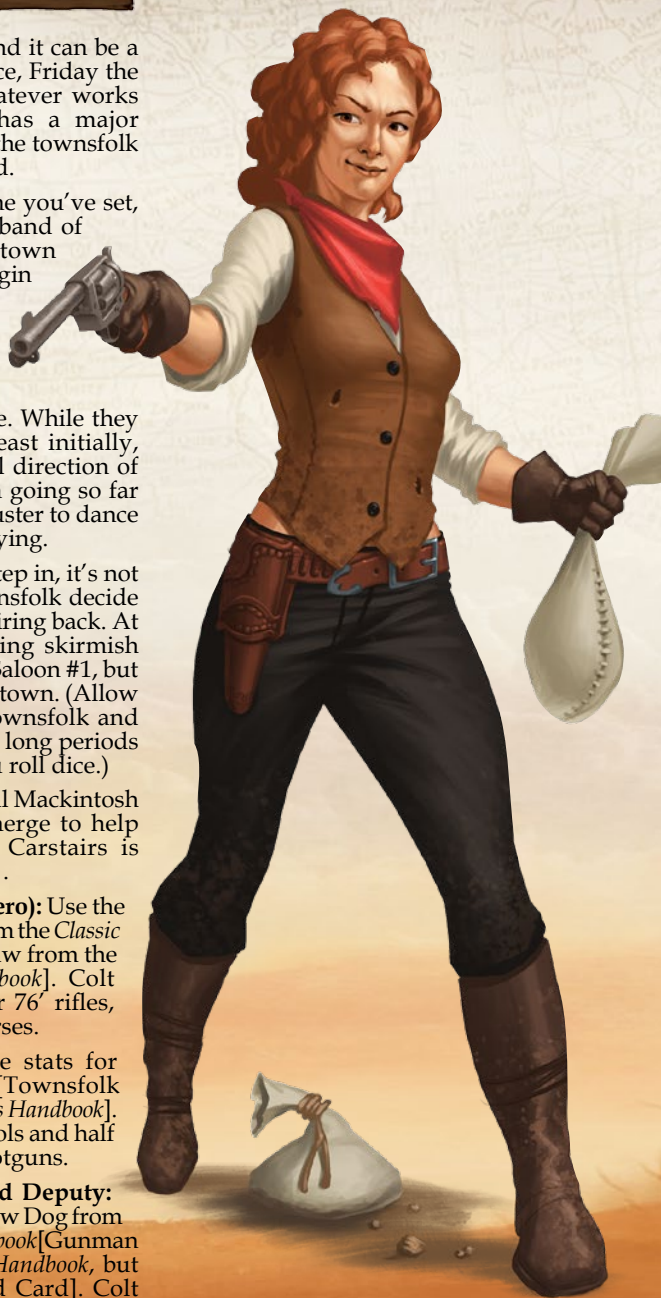
The night of the ritual (and it can be a full moon, new moon, solstice, Friday the 13th, or just Tuesday – whatever works for your game) Curwen has a major distraction planned to keep the townsfolk and posse members occupied.

Depending on the timeline you've set, Marshal, Devil and a large band of his men ride noisily into town shortly before the cultists begin their ceremony in the Pass. Some of the bandits fire their guns into the air, whoop and holler, ride their horses through saloons, and generally stir up trouble. While they don't shoot at anyone, at least initially, they do shoot in the general direction of bystanders, one or two even going so far as to encourage a poor sodbuster to dance to the tune his six-gun is playing.

Even if the heroes don't step in, it's not long before some of the townsfolk decide enough is enough and start firing back. At that point, an all-out shooting skirmish kicks off, beginning around Saloon #1, but quickly spreading across the town. (Allow the players to control the townsfolk and deputy, to keep from having long periods where the players watch you roll dice.)

After two rounds, Marshal Mackintosh and one of his deputies emerge to help fight the bandits. Deputy Carstairs is oddly nowhere to be found...

- **Outlaws (20, plus 1 per hero):** Use the stats for Typical Bandit from the *Classic Marshal's Handbook* [Outlaw from the *Reloaded Marshal's Handbook*]. Colt Peacemakers, Winchester 76' rifles, bulletproof vests, and horses.
- **Townsfolk (20):** Use the stats for Townsfolk on page 22 [Townsfolk from the *Reloaded Marshal's Handbook*]. Half carry Colt Army pistols and half carry double-barreled shotguns.
- **Marshal Mackintosh and Deputy:** Use the stats for Typical Law Dog from the *Classic Marshal's Handbook* [Gunman from *Reloaded Marshal's Handbook*, but make Mackintosh a Wild Card]. Colt Peacemaker, double-barreled shotgun.



The Bank Job

Once the initial fracas gets underway, Devil leads a smaller group into the bank. As payment for his raid, Curwen gave Devil the combination to the safe and assured him there was a sizeable amount of money ready for the taking. The outlaw believes the take is rich enough to let him leave Paradise Valley a very wealthy man.

Actually, Curwen gave him a false combination. He also hid most of the money elsewhere on the off chance Devil came prepared for a double cross – which he did. The bandits have three bundles composed of eight sticks of dynamite each.

Devil and his boys are heavily armed and more than a little miffed when they discover they've been had.

- **Devil Reese:** See page 27.
- **Outlaws (5):** Use the stats for Typical Bandit from the *Classic Marshal's Handbook* [Outlaw from the *Reloaded Marshal's Handbook*]. Colt Peacemakers, Winchester 76' rifles, and bulletproof vests. One is carrying a flamethrower instead of firearms.

Scene of the Crime

Baphomet and his minions are ready on their side, and the cult has completed every step necessary to open the portal except for one last sacrifice. In preparation, the cultists slipped out of town over the course of the day, eventually making their way to the railroad to follow it to the pass. The members remain hidden in the forest until the sound of gunfire reaches them from the town.

With them is their final sacrifice, a down-on-his luck prospector who passed out drunk in the wrong side street. The victim is tightly bound and gagged, and the cult has already inscribed his flesh with dozens of blasphemous arcane sigils.

Meddling Heroes

With the cult's monitoring, unless the characters have taken incredible precautions, Curwen and his group know they're guarding the pass. If Curwen's attempts on Campbell didn't draw the posse out of the pass, he comes equipped to deal with them for at least long enough for him to complete the final step. All of the cult members are armed, and Curwen also borrows a few spare men from Devil.

If the sounds of gunfire in Paradise don't draw the cowpokes down from the mountain immediately, Devil's gunmen start off the attack. The non-essential members of the cult join the fight after a round.

Two rounds after the shooting starts, Curwen and a pair of cultists drag their victim out of the trees to the end of the tracks and slash his throat. Curwen casts *cloak o' evil* [deflection] on himself the round before, just in case. There are no fancy preparations or incantations necessary; as soon as they get the man to the end of the tracks, any one of the three is able to trigger the portal on the next action by killing him.

- **Cultists (13, plus 1 per hero):** Use the stats for Cultist on page 22 [Cultist from *Reloaded Marshal's Handbook*]. Armed with shotguns and daggers (treat as Bowie knives).
- **Outlaws (1 per hero):** Use the stats for Typical Bandit from the *Classic Marshal's Handbook* [Outlaw from the *Reloaded Marshal's Handbook*]. Armed with Colt Peacemakers, Winchester '76 rifles, and bulletproof vests.

☉ **Alastair Curwen:** See page 24. Armed with ceremonial dagger.



The Gate Opens

If none of the posse is there to stop them or the cultists manage to slaughter their victim anyway, the gate to Hell opens right at the end of the tracks facing southward. The portal starts as a fist-sized flaming hole in space, then dilates to span both rails and to a height of nearly 20'. Nothing is visible through it but an impenetrable darkness.

From the opposite (northern) side, the portal simply doesn't exist.

A blast of incredibly frigid air suddenly blows from the gate, and everyone within 60' south of the portal must make a Fair (5) **Strength** [Strength] roll or be knocked to the ground. Immediately afterward, a wave of almost unimaginable heat rolls across the area, igniting pine needles and any other small flammable items. Each character in the same area must make a Fair (5) **Vigor** [Vigor] roll or suffer 2d6 Wind [one level of Fatigue].

The stench of brimstone fills the air and the fabric of reality seems to almost rip apart. A hideous shriek sounds from its whistle, causing everyone in the pass to make a Fair (5) *guts* [Guts] check, as a huge, glowing steam engine bursts out of the portal roaring down the tracks at incredible speed.

All Aboard!

The engine looks as though every piece was tortured into place. Jagged pieces of metal jut from every corner, and it glows with a reddish, almost molten heat. Brimstone and sulfur boil from its smokestack and the wheels scream against the rails as it passes.

Behind it come three passenger cars chained to each other with barbed links. Melted glass oozes down the sides of the cars, and burned, grasping hands reach from the openings to claw at anyone near the tracks. All surviving cultists are snatched up by the hands and pulled into the train as it passes.

Curwen himself is grabbed by a monstrous claw and dragged into the engineer's compartment. The shadows hide his fate, but his screams as the train hurtles away down the mountain reveal he likely received not the reward he was expecting, but definitely the one he deserved.

Heroes within 6' of the tracks on either side must make a Fair (5) *Nimbleness*

[Agility] roll or be gashed by the train's jagged projections, suffering 2d8 [2d8] damage. Any sobduster unwise enough to be on the tracks when the train emerges must make a Hard (9) *Nimbleness* [Agility (-2)] roll to leap out of the way or take 6d6 massive damage [6d6, HW]. Unless the character succeeds with a raise, she also has to roll another Fair (5) *Nimbleness* [Agility] or still get snagged by the sharp protrusions.

The train continues down the track toward Paradise. Heat rolling off it ignites the forest on both sides as it passes, leaving a blazing path behind it. The heroes can avoid the worst of the flames by staying on the right-of-way, but the tracks themselves glow with unearthly heat for several minutes after the train's passing. Anyone foolish enough to touch a rail must make a Fair (5) *Quickness* [Agility] roll or suffer 2d6 damage to the body part that contacted it.

LAST STOP: PARADISE!

Baphomet's train comes roaring down Milton's Folly, with its whistle screech like a tormented soul. In its wake, the forest catches fire, drawing an arrow of flame pointed straight at the heart of Paradise. It's not something even those in the middle of a town-sized gun battle can ignore.

Almost as one, the inhabitants of the town turn to watch the strange sight rushing down the mountainside. Only when the train bursts out of the forest north of town does the full horror of what approaches hit. Any characters with a view of the railroad must make a Fair (5) *guts* [Guts] check. Assume approximately half of any combatants still standing fail their roll and flee.

The ground shakes as the train careens past the town, knocking some nearest the tracks to the dirt. The windows on the End of the Line burst from the blast of wind created by the train's passing and parts of the saloon catch fire. Hitting the end of the tracks, the engine skews sideways and the cars buckle behind it, plowing a massive furrow through the dirt. The train comes to rest near Tent City.

A wall of dust obscures the wreck and parts of Tent City. An almost eerie silence descends on the town, broken now and again by the sound of a piece of metal falling from the remains of train or the crackle and pop of the small fire now

burning at the End of the Line. The quiet lasts for a minute or two and some of the townsfolk slowly clamber to their feet.

Then the screaming starts among the tents...

Escape Clause

The train didn't so much give Baphomet and his underlings a way to escape Hell. Rather, it represents a piece of Hell's real estate they can project our world. The demons can't physically manifest bodies outside of the train by themselves, and the train's connection to Hell fades with every passing moment. The lesser demons must have host bodies to only move about in our reality, and they need them quickly.

Further complicating the process is the fact they can only possess those somehow tainted by evil's touch. That's why they grabbed Curwen's cultists as they hurtled through the pass – to serve as the first emissaries of the horde. Using the bodies of the cultists, the demons can corrupt others, allowing their brethren to take hold of bodies of their own.

Baphomet seized Curwen for itself. The demon lord's spirit would normally be far too powerful to be contained by a mere mortal. However, over the years, some of the rituals the demon taught his disciple were actually to prepare the man's physical body for Baphomet's presence. As such, the cult leader represents a

fairly large investment to Baphomet. If its physical form is killed, the demon knows it will be trapped in our world in a nearly powerless, incorporeal state.

Being a demon lord, Baphomet has no loyalty to his servants. His plan is to unleash the lesser demons on Paradise. In the confusion, he intends to escape and begin building his power in our world. Any mayhem occurring as a result of his minions' rampage is just icing on a very sulfurous cake as far as he's concerned.

Hell's Already Here

If the heroes rush toward the screams, they see miners and the other inhabitants of Tent City apparently brawling with people badly burned by the recent fires. As they get closer, they realize the miners aren't fighting victims, but something entirely different. Worse, as the townsfolk fight with the newcomers, many of them seem to transform themselves, their flesh flaying from their bones and crisping in unseen fires.

This is probably a good spot for a *guts* [Guts] check against the possessed ones!

By the time any of your cowpokes is close enough to engage the possessed ones, their numbers have swollen from the original thirteen cultists (give or take a few), and the demonic invaders are spreading out into the town.



Fighting Hellfire

Once the fight against the possessed one begins, any townsfolk who are still alive — and didn't flee when the train rolled through — rush to aid the posse. If less than 10 remain on their feet, the ranks are filled by others who've stepped up to fight. Each round the heroes have less than 10 townsfolk at their side, 1d4 reinforcements arrive from the surrounding homes and businesses.

Two rounds later, any of Devil's gang still around do the same. Unlike the townsfolk, no more gunmen crawl out of the woodwork to replace later losses. You should control Devil and Marshal Mackintosh, but let the players handle their other allies.

Handle a possessed one's infection of any characters engaged in the fight as described in the abomination's profile, but some of the demons break off from combat to bolster their numbers from the noncombatants hiding in the buildings of the town. Each round after the third, 1d6 more possessed ones enter the battle, emerging from the surrounding buildings.

The possessed ones fight to the death. They know what's waiting for them if they lose, after all.

This can make for a very tough fight, even with the help of the townsfolk and outlaws. Don't forget the posse might have access to the flamethrower and dynamite Devil's men brought for the bank job, as well.

- **Townsfolk (Varies, at least 10):** Use the stats for Townsfolk on page 22 [Townsfolk from the *Reloaded Marshal's Handbook*]. Half carry Colt Army pistols and half carry double-barreled shotguns.
- **Outlaws (Varies, at least 10):** Use the stats for Typical Bandit from the *Classic Marshal's Handbook* [Outlaw from the *Reloaded Marshal's Handbook*]. Colt Peacemakers, Winchester 76' rifles, bulletproof vests, and horses.

Head of the Snake

If any of your hombres head to the train itself, they find Baphomet clambering out of the remains of the engine. Obviously, *guts* [Guts] checks are called for as the demon lord rips its way out of the twisted wreckage. Should you feel the heroes


are likely to have too easy of a time with Baphomet, a few possessed ones can be on hand as well.

Initially, Baphomet is unimpressed by the posse. After all, they're merely mortals and it's a demon lord. Plus, the creature wants to feel real flesh and bone rip under its claws for the first time in centuries.

Don't forget the stock of ghost steel rails and spikes was near the end of the rails. It's now scattered throughout the train wreckage. If the heroes have figured out a possible connection between the ghost steel and the demons, they can easily find improvised weapons literally laying on the ground.

Once it's suffered three or more wounds [two wounds], it realizes it may have underestimated its opponents. Baphomet seeks to flee at that point. The demon isn't above making bargains to keep its newly acquired hide — not that it can necessarily keep those bargains, but that doesn't stop it from offering them. It's not even interested in living to fight another day — just living.

Should the heroes manage to put Baphomet down, its corpse reverts to a mangled Curwen, but the banker's features are terribly distorted, having been stretched into the demon lord's visage. Baphomet's own magics falter and the possessed ones collapse, as the evil spirits possessing them are cast back into Hell.

 **Baphomet:** See page 20.

- **Possessed Ones (Optional, 1 per hero):** See page 21.

LATE ARRIVALS

If the heroes followed the train down from the pass, much of the initial horror occurs before they arrive. However, in this case, assume the crash slowed the demons' disembarkment by a few minutes. The posse arrives just as the possessed horde is emerging from Tent City and pick up the fight from there.

Down the Trail

Once the demonic horde is defeated, the townsfolk begin tending the wounded. Doctor Harlow helps as she can, attending the posse members first, in case there are any more nasty surprises in store. Bucket brigades begin fighting the fires that sprang up in the wake of the Hell train. The citizens save the End of the Line from the worst of the fire, but Bob Stockton was killed in the initial blast of the train's passing. The forest fire eventually reaches the edge of Paradise, but ends at the cleared ground surrounding the town.

Devil Reese and any surviving members of his gang slip out of town at the end of the fight. Marshal Mackintosh doesn't raise a posse in part because the town has more problems than manpower at the moment, and also because when push came to shove by a devil's hand, the outlaws stood their ground with the other members of the town. He's not forgotten the trouble the gang raised just before the train's arrival, but that's a matter for another day.

The smoldering wreckage of the train slowly cools. Its appearance is still decidedly otherworldly, and the townsfolk give it a wide berth, at least for a while. Needless to say, it becomes a source of interest and talk around the town in the coming days, though.

The forest fire burns large swaths of the forest, but is largely contained west of Paradise Creek. The flames reached the edge of the forest north of the church, but it is stopped the cleared ground around the town. Still, it leaves a blackened wedge leading down from Milton's Pass to the town as a stark reminder of the night Hell came down for a visit.

The heroes may have saved the town from one danger, but the possibilities for adventure in Paradise are far from finished, though.

Devil Reese and his boys are still ranging the valley. Doc Harlow's experiments may yield results she's not expecting, Pastor Dean's curse still plagues him, and it's only a matter of time before word of the strange shape in Genny Trent's shed makes it back to the City of Gloom.

Alan Campbell's claims on the mines in the pass are affirmed within the following weeks. Although no one may realize it, the emanations from the Hunting Grounds during the brief time the portal was open greatly enhanced the quality and quantity of the ghost rock in the pass. It is quickly discovered to be unmatched in the Pacific Northwest, and Paradise sees its population surge by two to three times over the coming months — with all the potential for trouble that entails.

Baphomet may have escaped, but even if the heroes struck down his corporeal form, his spirit is now loose on this plane. A few members of his following survived the purge in Milton's Pass, and once a cultist, always a cultist. They may seek to find their master another vessel, establish ties to another infernal master, or just wreak vengeance on those interlopers impudent enough to thwart his schemes.

The Hell train is sure to draw all sorts of attention to the area as well. Penny-ante occultists and true black magicians alike are drawn to the town, and the wreckage is regularly pilfered for the strange steel from which the train is constructed. The weird engine still retains a faint connection to the Hunting Grounds as well, leaking strangeness into the area over time.

Finally, the combination of an otherworldly train mimicking his own and the presence of large quantities of ghost rock relatively close to home are sure to draw Dr. Hellstromme's attention. And when one Rail Baron takes interest in a town, it's only a little while before others start looking that way too...





NUN15-98

ABOMINATIONS

Baphomet

Baphomet manifests as a 7'-tall, horned and cloven-hooved monstrosity. It has a massive goat's head, complete with horns. During its initial transformation, aspects of Curwen's features may occasionally rise to the surface. As the demon solidifies its grasp, these become rarer and rarer, eventually ceasing entirely.

Baphomet (Classic)

Corporeal: D:1d8, N:3d12; S:5d12, Q:5d12+4, V:5d12+4

Dodge 3d12, fightin': brawlin' 6d12, sneak 4d12, throwin': balanced, unbalanced 3d12

Mental: C:2d8, K:3d10, M:5d12+2, Sm:2d12, Sp:3d12

Academia: occult 6d10, guts 5d12+4, overawe 7d12+2

Pace: 17

Size: 7

Wind: –

Terror: 11

Special Abilities:

- **Armor:** 3, plus light armor –5
- **Celerity:** Draws an additional action card each turn.
- **Damage:** Claws × 2 (STR+2d8)
- **Fearless**
- **Flight:** Pace 20.
- **Immunity – Normal Attacks:** Baphomet takes only half damage from non-magical attacks, except those made of ghost steel.
- **Immunity – Poison/Disease:** Immune to poison and disease
- **Magic Resistant:** Baphomet gets a +5 bonus to resist any magical attack. It reduces any damage done by such an attack by 5 points, in addition to its normal armor.
- **Possession:** If Baphomet wins an opposed contest of Spirit with a victim it can see with a raise, it gains complete control of the victim's actions. The victim can make an opposed Spirit test at the beginning of each round; if she wins, she breaks free of the demon's control. Baphomet

can control only one victim at a time, but directing a possessed victim in combat does not take an action.

- **Regeneration:** Baphomet automatically heals 1 wound level per hit location on each of its actions unless put down by a maiming wound to either its guts or noggin.
- **Weakness:** Baphomet takes normal damage from ghost steel weapons.



Baphomet (Reloaded)

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

Skills: Fighting d12, Intimidation d12+3, Knowledge (Occult) d12, Notice d8, Stealth d12, Throwing d12

Pace: 10; **Parry:** 8; **Toughness:** 15 (4)

Special Abilities:

- **Armor +4:** Thick, magically-enhanced hide. Ignores AP from non-magical attacks.
- **Claws:** Str+d8.
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half damage from nonmagical attacks except for ghost steel.
- **Fear (-4):** Any character seeing Baphomet must make a Fear Check at –4.
- **Fearless:** Immune to Fear and Intimidation.
- **Flight:** Pace 12" and Climb 0.
- **Improved Frenzy:** Baphomet may make two Fighting attacks on each of its turn at no penalty.
- **Possession:** If Baphomet wins an opposed contest of Spirit with a victim it can see with a raise, it gains complete control of the victim's actions. The victim can make an opposed Spirit test at the beginning of each round; if she wins, she breaks free of the demon's control. Baphomet can control only one victim at a time, but directing a possessed victim in combat does not take an action.
- **Magic Resistant:** Baphomet gets a +2 bonus to any Trait roll to resist a magical attack. It receives an additional +2 Armor versus such attacks as well, in addition to its normal Armor.

- **Quickness:** Baphomet gets two separate turns per round on its action card, instead of the usual one. Each turn is handled independently with its own actions, but the demon must resolve one turn entirely before it begins its second.
- **Regeneration:** Baphomet automatically heals 1 wound level on each of its actions unless Incapacitated.
- **Size +1:** Baphomet is larger than a human when in its normal form.
- **Weakness (Ghost Steel):** Baphomet takes normal damage from ghost steel weapons.

Possessed One

When one of these demonic jailbreakers seizes control of a person, their victim's physical body manifests signs of the tortures its possessor has suffered over the centuries. Their flesh is blackened and burned, covered in scars, or torn by still-bleeding wounds. A hateful red light blazes in their eyes as they seek more victims to use to free their devilish brothers and sisters still trapped in the Hunting Grounds.

Possessed One (Classic)

Corporeal: D:2d6, N:3d8; S:2d10, Q:2d8, V:4d10

Fightin': brawlin' 2d8, sneak 2d8,
shootin': pistol, rifle, shotgun 1d6

Mental: C:2d6, K:1d6, M:1d8, Sm:2d6,
Sp:2d6

Overawe 3d6, search 2d6

Pace: 17

Size: 7

Wind: 16

Terror: 7

Special Abilities:

- **Bite:** Str+d4
- **Claws:** Str+d4
- **Immunity – Normal Weapons:** Possessed ones take half damage from normal weapons. They suffer no Wind loss from such attacks.
- **Immunity – Poison/Disease:** Immune to poison and disease.

- **Infection:** Anyone who loses Wind to a possessed one's bite or claws must make an Fair (5) *Vigor* roll or become one himself in 1d4 rounds. The *exorcism* miracle can end the possession.
- **Weakness:** Possessed ones take normal damage and Wind loss from weapons made of ghost steel.

Possessed One (Reloaded)

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

Skills: Fighting d6, Intimidation d8, Notice d6, Shooting d4, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 7

Special Abilities:

- **Bite/Claws:** Str+d4.
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half damage from nonmagical attacks except for ghost steel.
- **Improved Frenzy:** Possessed can make two Fighting attacks each round at no penalty.
- **Fear (-1):** Anyone seeing a possessed one must make a Fear test at -1.
- **Infection:** Anyone receiving a Shaken result or wound from a possessed one's bite or claw becomes one in 1d4 rounds. Wild Cards can make a *Vigor* roll (-2) to avoid this, but Extras automatically become possessed ones. *Exorcism* can reverse the effects of the possession.
- **Weakness (Ghost Steel):** Possessed ones takenormal damage from ghost steel weapons.

Tainted Wolf

These animals made the mistake of snacking on some of the remains left by the Baphomet cult in Milton's Pass. They're smarter, meaner, and tougher than normal animals of their type. They've gotten a taste for human flesh, and more than a little bit of Hell in their veins now.

Tainted wolves have bristly black coats and are noticeably larger than normal wolves. Their claws are unnaturally long, and their jaws seem to have too many teeth, as their fangs jut haphazardly out of their mouths. Their eyes burn with the same reddish glint as those of the possessed ones.

Tainted Wolf (Classic)

Corporeal: D:2d4, N:3d10; S:2d10, Q:2d8, V:4d10

Fightin': brawlin' 4d10, sneak 2d10

Mental: C:2d6, K:1d6, M:3d6, Sm:2d6, Sp:2d8

Overawe 2d6, search 2d6, trackin' 5d6

Pace: 20

Size: 7

Wind: 18

Terror: 7

Special Abilities:

- **Bite:** Str+d6
- **Claws:** Str
- **Immunity – Normal Weapons:** Tainted wolves take half damage from normal weapons. They suffer no Wind loss from such attacks.
- **Immunity – Poison/Disease:** Immune to poison and disease.
- **Weakness:** Possessed ones take normal damage and Wind loss from weapons made of ghost steel.

Tainted Wolf (Reloaded)

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

Skills: Fighting d10, Intimidation d6, Notice d6, Stealth d6, Tracking d12

Pace: 10; **Parry:** 7; **Toughness:** 7

Special Abilities:

- **Bite/Claws:** Str+d6.
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half damage from nonmagical attacks except for ghost steel.
- **Frenzy:** Tainted wolves can make two Fighting attacks each round at a -2 penalty to each.
- **Fear:** Anyone encountering a tainted wolf must make a Fear test.
- **Weakness (Ghost Steel):** Possessed ones takenormal damage from ghost steel weapons.

Cultists

These followers of Baphomet keep their blasphemy hidden, leading normal – even upstanding – lives during the daylight hours. They're fanatically loyal to Baphomet and won't reveal the cult's plans or identities of other members, even under threat of death.

For *Reloaded*, use the stats for Cultist in the *Reloaded Marshal's Handbook*.

Cultist (Classic)

Corporeal: D: 2d6, N:2d6; S:2d6, Q:2d6, V:2d6

Fightin': knife 3d6, shootin': (one of pistol, rifle, or shotgun) 2d6

Mental: C:2d6, K:2d6, M:2d6, Sm:2d6, Sp:2d6

Academia: occult 1d6, guts 2d6, trade: any one 1d6

Edges: None

Hindrances: Bloodthirsty

Pace: 6

Size: 6

Wind: 12

Special Abilities:

- **Magic Resistant:** Cultists get a +2 bonus to any Trait roll to resist a magical attack. They receive an additional +2 Armor versus such attacks as well, in addition to any normal Armor.
- **Gear:** Cultists areusually armed with hand weapons, usually ritual daggers. However, they're not above plugging a meddlesome interloper with a bullet.

Townsfolk

The pioneer spirit runs deep in the folk of Paradise, whether they're miner, store owner, or day laborer.

Townsfolk (Classic)

Corporeal: D: 2d6, N:2d6; S:2d6, Q:2d6, V:2d6

Fightin': (one of brawlin', knife 1d6), shootin': (one of pistol, rifle, or shotgun) 1d6

Mental: C:2d6, K:2d6, M:2d6, Sm:2d6, Sp:2d6



Guts 2d6, professional or trade: any one 3d6

Edges: None

Hindrances: None

Pace: 6

Size: 6

Wind: 12

Gear: Townsfolk own a variety of gear appropriate to their trade. Many own a firearm, or at least a knife.

WILD CARDS

Alastair Curwen

Alastair Curwen has been toting the bucket for Baphomet for a long time. In return, he's enjoyed power, money, and most of the things you expect when you sign a contract with Hell. He didn't get where he is just because of his demonic patron's influence, though. He's also smart and careful, preferring to pit potential enemies against each other.

He presents himself as a staid, yet affable character, neither naïve nor streetwise. He prefers to nudge the heroes toward his goals rather than point them there, letting them think they arrived at the desired conclusion on their own. However, he's close to the fruition of his plans, and this might make him a little prone to underestimate exactly how much trouble a bunch of drifters and saddle tramps can cause him — at least initially.

Curwen looks every bit the part of a Back East banker. His carefully groomed muttonchops and moustache perfectly complement his New York suits and ties. He carries just a hint of a New England accent, and he uses enough fancy words to fill a dictionary.

Alastair Curwen (Classic)

Coreoreal: D: 2d6, N:3d6; S:2d4, Q:2d8, V:3d6

Fightin': knife 2d6, shootin': pistol, shotgun 2d6

Mental: C:3d8, K:2d12, M:2d10, Sm:3d12, Sp:4d8

Academia: occult 5d12, bluff 5d10, guts 4d8, leadership 3d10, overawe 4d10, professional: accounting 4d12, persuasion 5d10, scrutinize 3d8

Edges: Arcane background: black magic 3, dinero 5, level-headed

Hindrances: Cautious -2, greedy -2, high-falutin' -2, vengeful -3

Pace: 6

Size: 6

Wind: 14

Special Abilities:

- **Black Magic:** Cloak o' evil 2, stun 1, stormcall 2

Gear: Fancy duds, ceremonial dagger (Str+1d4 — inflicts an additional +2 damage in Curwen's hands).



Alastair Curwen (Reloaded)

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

Skills: Fighting d6, Guts d10, Knowledge (Accounting) d10, Knowledge (Occult) d12, Intimidation d10, Notice d8, Persuasion d10, Shooting d6

Cha: 0; **Grit:** 3; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Cautious, Greedy (Major), Outsider (tinhorn), Vengeful (Major)

Edges: Arcane Background (Black Magic), Command, Fervor, Filthy Rich, Level-Headed

Gear: Fancy duds, ceremonial dagger (Str+1d4 — inflicts an additional +2 damage in Curwen's hands).

Powers: *Deflection*, *stun*. **Power Points:** 20.

Special Abilities:

- **Storm Call:** Curwen can summon a terrible storm covering a 5-mile radius and lasting half an hour. Anyone caught in it must make a Vigor roll every 10 minutes or suffer a level of Fatigue from the effects. This Fatigue can cause Incapacitation and is recovered at a rate of 1 level per hour of rest in a sheltered location.

Gideon Dean

Pastor Gideon Dean is one of the few moral pillars of Paradise and leads the boomtown's only permanent church. He's pure of heart, at least by the standards of the Weird West, and says his prayers each night, but suffers the curse of lycanthropy. Dean had Genny Trent forge him a pair of silver manacles — he claimed they were for an object lesson on the shackles

of greed – with which he chains himself to the wall of the parsonage’s root cellar during nights of the full moon.

Dean is a tall, lean middle-aged man, with dark hair and a clean-shaven face. His hands are rough with callouses from helping folks with chores all over the valley.

Gideon Dean (Classic)

Corporeal: D: 2d6, N:3d8; S:3d6, Q:3d8, V:4d6

Fightin’: brawlin’ 3d6, horse ridin’ 2d6, shootin’: pistol, rifle, shotgun 2d8

Mental: C:2d6, K:2d8, M:2d10, Sm:2d6, Sp:4d10

Academia: theology 4d8, faith 4d10, guts 3d10, overawe 2d10, persuasion 4d10, performin’ 3d10, scrutinize 2d6

Edges: Brave, “the voice” (soothing) 1

Hindrances: Heroic -3, oath (protect his flock) -2, pacifist -3

Pace: 8

Size: 6

Wind: 16

Special Abilities:

- **Werewolf:** On the night of a full moon, Gideon becomes a werewolf. Use the stats for Werewolf from the *Deadlands Classic Handbook*. He is not in control of his actions during these times.

Gear: Bible, cross, and a Colt Army revolver he locked up in his desk.



Gideon Dean (Reloaded)

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

Skills: Faith d10, Fighting d6, Guts d8, Knowledge (Theology) d6, Intimidation d6, Notice d6, Persuasion d10, Riding d6, Shooting d6

Cha:+2; **Grit:** 2; **Pace:** 6; **Parry:** 5;

Toughness: 5

Hindrances: Heroic, Pacifist (Minor), Vow (Minor – protect his flock)

Edges: Brave, Charismatic

Gear: Bible, cross, and a Colt Army revolver (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1) he keeps locked up in his desk.

Special Abilities:

- **Werewolf:** On the night of a full moon, Gideon becomes a werewolf. Use the stats for Werewolf from the *Deadlands Reloaded Marshal’s Handbook*. He is not in control of his actions during these times.

Dr. Eleanor Harlow

An Apache arrow killed Dr. Harlow a little over two years ago, but a manitou latched onto her corpse and dragged her back from the grave. She pays Jeb Early to sneak fresh corpses out of the graveyard to experiment on in the hopes of better understanding her condition.

She’s a little short on empathy lately. Being dead’ll do that to a person. Combined with her habit of hiding the slight odor of decay that clings to her, she’s not got the best reputation as a sawbones. She’s also the only one in town, so she still gets a fair amount of business.

Dr. Harlow keeps her long red hair in a tight bun. She’s an attractive woman, but seldom has suitors for any length of time due to her cold and off-putting manners.

Dr. Eleanor Harlow (Classic)

Corporeal: D: 2d8, N:2d6; S:2d4, Q:2d6, V:3d8

Fightin’: knife 2d6, shootin’: shotgun 2d8

Mental: C:1d6, K:3d10, M:2d6, Sm:2d8, Sp:4d8

Bluff 2d6, **guts** 3d6, **languages:** Latin 2d10, **medicine:** surgery 4d10, **persuasion** 2d6, **scrutinize** 4d6, **search** 2d6

Edges: Nerves o’ steel, purty

Hindrances: Curious -3, loco (obsessed with death) -3

Pace: 6

Size: 6

Wind: 16

Special Abilities:

- **Harrowed:** Dominion: Harrowed 4 / Manitou 4, Powers: Stitchin 2

Gear: Doctor’s bag, scalpel (treat as a knife).



Dr. Eleanor Harlow (Reloaded)

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



Skills: Fighting d6, Guts d8, Healing d10, Knowledge (Latin) d6, Knowledge (Medicine) d10, Notice d6, Persuasion d6, Shooting d6

Cha: +2; **Grit:** 2; **Pace:** 6; **Parry:** 5;
Toughness: 13 (4)

Hindrances: Bloodthirsty, Greedy (Major), Mean, Wanted (Major)

Edges: Attractive, Brave, Harrowed, Stitchin'

Gear: Doctor's bag, scalpel (Str+d4).

"Devil" Reese

Jim "Devil" Reese was a Confederate raider in the Disputed Territories for years. As tempers cooled, opportunities for murder and mayhem – at least officially sanctioned ones – became fewer. He turned his eye to the Great Rail Wars, hiring out to Wasatch for a time, and there he acquired a taste for weapons of the New Science.

He's now turned his hand to outright banditry, settling in Paradise Valley finding it woefully unprepared to deal with an organized outlaw gang. He recognized Genny Trent's automaton at first glance and held that knowledge over her to convince her to outfit his gang with armor and heavy weapons.

Lots of folks in Paradise Valley believe Devil and his gang to be some sort of boogeymen. Stories abound of them shrugging off bullets like flies or breathing fire, but these are all thanks to Genny's gizmos.

Devil himself stands over 6'3" and weighs in well above 250 pounds, and most of that is muscle. His otherwise chiseled features bear the scars of the Civil War, the Rail Wars, and plenty of freelance battles, and he's missing a fair-sized patch of hair courtesy of a run-in with an enforcer toting an acid gun a few years back.

Devil Reese (Classic)

Corporeal: D:2d8, N:3d6; S:4d8, Q:4d8, V:4d12

Fightin': brawlin', knife 4d6, dodge 1d6, horse ridin' 3d6, quick draw: pistol 3d8, shootin': pistol, rifle, shotgun 5d8, speed-load 2d8

Mental: C:3d6, K:2d4, M:2d6, Sm:2d6, Sp:4d6

Area knowledge: local 3d6, guts 4d6, overawe 4d6, scrutinize 1d6, search 3d6, trackin' 2d6

Edges: Brawny +3, Thick-Skinned +3, Tough as Nails +3, "The Stare" +1

Hindrances: Bloodthirsty -2, Greedy -2, Mean as a Rattler -2, Outlaw -5, Wanted -4

Pace: 8

Size: 7

Wind: 26

Gear: Bullet-proof vest, double-action Colt Peacemaker, Winchester '73, fast-draw holster, Bowie knife.



Devil Reese (Reloaded)

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

Skills: Fighting d6, Knowledge (Area Knowledge: Local) d6, Intimidation d6, Notice d6, Riding d6, Shooting d10, Tracking d6

Cha: -6; **Grit:** 1; **Pace:** 6; **Parry:** 5;
Toughness: 13 (4)

Hindrances: Bloodthirsty, Greedy (Major), Mean, Wanted (Major)

Edges: Brawny, Dodge, Combat Reflexes, Nerves of Steel, Quick Draw, Strong Willed

Gear: Heavy bullet-proof vest (+4), double-action Colt Peacemaker (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), Winchester '73 (Range 24/48/96, Damage 2d8, RoF 1, AP 2), quick-draw holster, Bowie knife (Str+d4+1, AP 1).

Genevieve Trent

Genevieve Trent passes herself off as the town's slightly eccentric blacksmith who likes to tinker with gadgets in her spare time. She actually studied engineering and chemistry at the Distinguished Collegium of Interspatial Physics in Gomorra.

Not long ago, she got her hands on a mostly-intact Wasatch automaton. She keeps it hidden in the backroom of her barn, as Hellstromme's lackeys would flock to the town if they learned one of the good doctor's most powerful toys. She's trying unsuccessfully to decipher the secrets of its design, but also without triggering the automaton's well-known self-destruct mechanism.

Her pet project costs more money than her smithing brings in, which has led Genny to take side jobs. Side jobs she'd rather than the rest of the town never discover, like outfitting Devil Reese's gang with the bulletproof vests and flamethrowers. If the posse discovers her talents and is willing to keep it to themselves, she's willing to sell them similar gizmos – at 200% the usual price.

Genny is usually dressed in coveralls, with a healthy smudge of grease or soot on her face and hands. She keeps her hair short to avoid getting it stuck in gears or burnt at the forge.

Genevieve Trent (Classic)

Corporeal: D: 2d8, N:2d6; S:2d8, Q:2d6, V:3d6

Fightin': brawlin', 2d6, drivin': steam wagon 2d6, lockpickin' 2d8, shootin': flamethrower 3d8, throwin': unbalanced 2d6

Mental: C:1d6, K:3d10, M:2d6, Sm:2d12, Sp:2d6

Animal wranglin' 2d6, demolition 2d10, guts 2d6, mad science 4d10, science (chemistry) 3d10, science (engineering) 4d10, search 2d6, trade (blacksmith) 3d10, tinkerin' 5d10

Edges: Arcane background (mad science) 3, mechanically inclined 1

Hindrances: Impulsive 3, stubborn 2

Pace: 6

Size: 6

Wind: 12

Gear: Bullet-proof vest, tool kit, and a flamethrower she keeps hidden in her workshop.



Genevieve Trent (Reloaded)

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

Skills: Driving d6, Fighting d6, Guts d6, Knowledge (Demolition) d6, Knowledge (Chemistry) d8, Knowledge (Engineering) d10, Notice d6, Repair d12, Shooting d8, Weird Science d10

Cha: -6; **Grit:** 1; **Pace:** 6; **Parry:** 5;

Toughness: 9 (4)

Hindrances: Impulsive, Stubborn

Edges: Arcane Background (Weird Science), Mr. Fix It, New Power.

Gear: Bullet-proof vest (+4) and tool kit.

Powers: *Armor* (bulletproofing spray), *burst* (flamethrower). **Power Points:** 20.

Quick and Dirty Conversions

We've provided some barebones guidelines below for converting from Classic characters to Reloaded and vice-versa. Property values in this here boomtown are runnin' high, so we could only fit the bare bones in. However, we have complete conversion rules, including Edges, Hindrances, Powers, hexes, miracles, and just about every other thing under the sun in the Deadlands Conversion Guide, which is available as a free download from peginc.com, so if you come across something that gets you to scratching your noggin, grab a copy of it!

CLASSIC TO RELOADED

Traits to Abilities

Converting Traits to abilities is one of the easiest parts of translating Classic characters, critters, and abominations over to *Reloaded*.

Usually, you should ignore the level of the ability (the number in front of the die type). If the ability has a really high level, adjust the *Reloaded* die type to reflect this. For levels 5–8, bump the die type up by one; or 9–12, increase the die type by two steps, and so on. As an example, *Classic* abomination with Strength 7d12 gets Strength d12+1 in *Reloaded*.

Agility: Use the average of Deftness and Nimbleness, weighting any rounding toward Nimbleness.

Smarts: Use only Smarts. In *Reloaded*, Knowledge is reflected in the character's skills. Likewise, Cognition translates to the Notice skill.

Spirit: Use Spirit.

Strength: Use Strength.

Vigor: Use Vigor.

Derived Statistics

There are some differences between Secondary Traits (*Classic*) and derived statistics (*Reloaded*). Even so, they're pretty easy to figure out.

Charisma: Figure Charisma normally for characters based on their Edges and Hindrances. (Ignore for creatures).

Pace: In *Reloaded*, Pace is usually 6 for humans and things that move about the same speed. Faster creatures, like dogs and horses, have a Pace of 8–10. For even faster things, you can use the speed of vehicles and other creatures to get an idea of a good number. Don't forget any relevant Edges or Hindrances.

Parry: Figure this normally, i.e., one-half Fighting plus two, modified by relevant Edges, Hindrances, or other factors.

Toughness: Likewise, this is calculated normally. For larger (or smaller) creatures, use the Size special ability from *Reloaded*.

Grit: In *Classic*, heroes earn Grit by overcoming major threats to the Weird West. As a rule of thumb, just use the number listed for any Grit the adventurer has gained. If the character's Rank is important for some reason, you can simply give her Grit commensurate with it.

Aptitudes to Skills

Most Aptitudes in *Classic* correspond to similarly named skills in *Reloaded*. If you can't figure out which skill matches a given Aptitude, see the full *Deadlands Conversion Guide*, available for free download at www.peginc.com.

Instead of using different die types to differentiate skill levels, *Classic* uses levels noted after the Aptitude name. To convert *Classic* Aptitude concentrations to *Reloaded*, assign a die type based on the number of Aptitude dice. For level 1, give the character a d4, level 2 gets a d6, and so on, up to d12 for level 5. For levels above 5, cap the skill die type except for abominations, or supernaturally increased skills in the case of human characters.

Classic Aptitudes also have concentrations, which are specializations within a given Aptitude. Use the highest concentration when figuring out the die type in *Reloaded*.

Some Aptitudes that roll up into a single skill (e.g. *filchin'*, *sneak*, and *sleight of hand*). Likewise, here use the highest die type when calculating the *Reloaded* skill die type.

Target Numbers

Classic has several named levels of target numbers to represent the difficulty a cowpoke faces when attempting a given task. Whenever you come across a listed difficulty level, reference the chart below and apply the corresponding modifier to the *Reloaded* Trait roll.

Classic Task Difficulties

Classic Difficulty (Target Number)	Reloaded Trait roll Modifier
Foolproof (3)	+2
Fair (5)	0
Onerous (7)	-1
Hard (9)	-2
Incredible (11)	-4

RELOADED TO CLASSIC

Abilities to Traits

Use the procedures detailed below to determine a character's Traits from her *Reloaded* abilities.

Reloaded abilities don't have levels, just die types. Draw a card for each Trait after you've converted it and assign it a level based on the suit: Clubs (1), Diamonds (2), Hearts (3), and Spades (4). If you draw a Joker, the Trait gets 5 dice, but don't worry about checking the **Mysterious Past Table**. If any exists, it's already built into the character's backstory.

Deftness: Use the hero's Agility die type. You can raise the Deftness die type by dropping the character's Nimbleness a corresponding amount.

Nimbleness: The Agility attribute die type provides the starting point here. You can raise the Nimbleness die by reducing the Deftness Trait die a similar amount.

Quickness: Quickness doesn't have a parallel in *Reloaded*. Instead, start every character or creature at d6. Saddletramps who make their living skinnin' leather, like gunslingers, outlaws, and the like, start at d8 instead.

Strength: Use the character's Strength attribute die type.

Vigor: The hero's Vigor die type is used here.

Cognition: Use the higher of the sobduster's Smarts or Notice die type. If the character has the Alertness Edge, increase the Cognition Trait die by one type.

Knowledge: Take either the higher of the bookworm's highest Knowledge die type or his Smarts die for his Knowledge Trait.

Mien: Use the character's Spirit attribute die. You can raise his Mien Trait die type by lowering his Spirit Trait die type by a similar amount as needed to fit the character's general concept.

Smarts: The Smarts attribute die translates straight across to the saddletramp's Smarts Trait.

Spirit: Use the hero's Spirit attribute die type. You can raise the Spirit Trait's die type by lowering the Mien Trait die type by the same amount to better match the character concept.

Calculating Secondary Traits

For the most part, figure these as normal, using the character's primary Traits once you've converted them. Don't worry about translating *Reloaded's* Derived Statistics – Pace, Parry, Toughness, and Charisma – as they are completely different from their *Classic* counterparts.

Grit: Grit in *Reloaded* is directly tied to a character's Rank, and usually only Wild Cards have Rank. For each level of Rank, the hero gets one point of Grit, so all Wild Cards have at least Grit 1.

Skills to Aptitudes

Skills in *Reloaded* translate to Aptitudes in *Classic*. Generally, *Reloaded* skills cover broader areas than Aptitudes. When you're transferring a *Reloaded* character to *Classic*, you have to look at the character's concept and use that to narrow down broad skills into narrower Aptitudes. A stage magician with a high *Reloaded* Stealth probably has a high sleight o' hand, but a lower sneak, for example.

To convert a *Reloaded* skill to an Aptitude, use the appropriate die type for the linked Trait in *Classic*, then calculate the level (or number of dice) by the die

type of the *Reloaded* skill. A d4 skill level equates to one die of the appropriate type, d6 to two dice, d8 to three, and so on. Use the character's governing Trait to determine the actual *Classic* die type.

It's pretty easy to figure out which Aptitudes correspond to a given skill, but as we noted above. However, sometimes a *Reloaded* skill has a different name or a broader focus than any corresponding *Classic* Aptitude. If you can't figure out which *Classic* Aptitude to use, see the full *Deadlands Conversion Guide*.

Target Numbers

Reloaded uses a base Target Number of 4 to represent a action of average difficulty – a Fair (5) difficulty in *Classic*. Instead of named difficulty levels and set Target Numbers, heroes receive a positive or negative modifier to their rolls. To translate these modifiers to difficulty levels, just refer to the chart below.

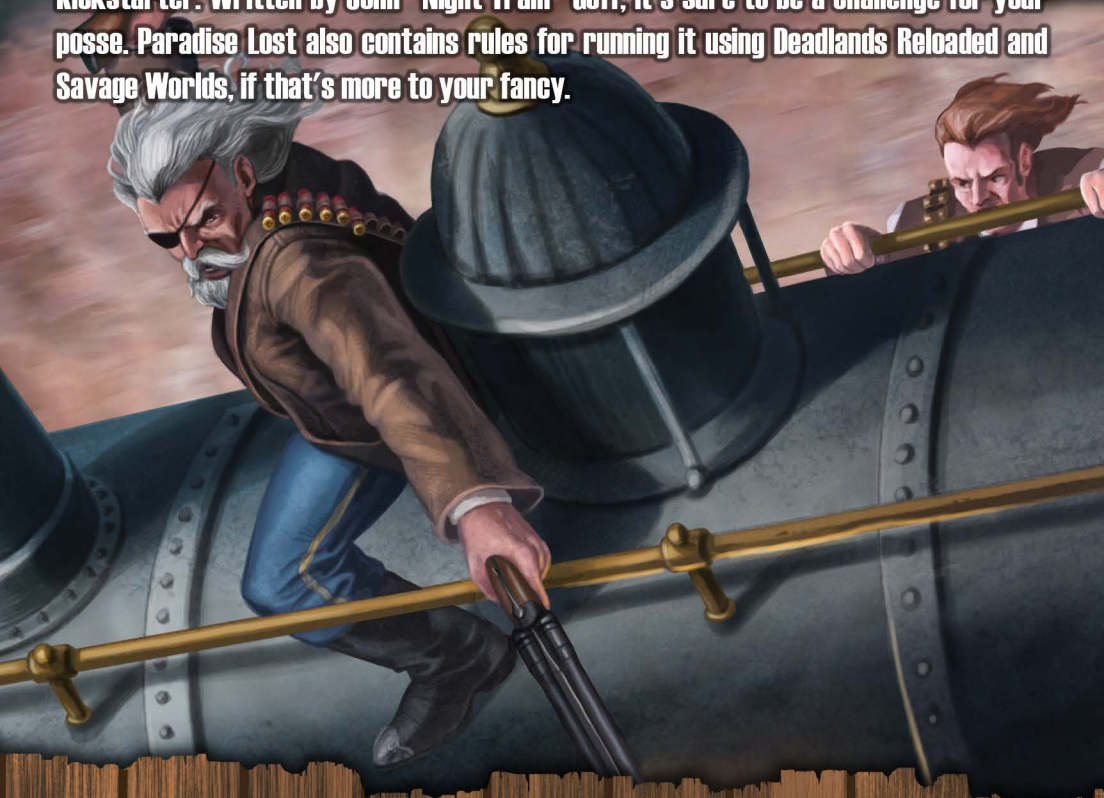
Modifier to Reloaded Trait roll	Classic Difficulty (Target Number)
+2	Foolproof (3)
0	Fair (5)
-1	Onerous (7)
-2	Hard (9)
-4	Incredible (11)



At first glance, Paradise might seem a bit more civilized than Deadwood or Gomorrah, but Paradise has its share of trouble...and secrets. A railroad that goes nowhere, a town graveyard that doesn't always seem to be a permanent residence, and deep, dark woods that echo with howls in the night.

But all those pale beside the stranger who's riding toward Paradise. And when he gets there, all Hell's gonna break loose!

Paradise Lost is a new adventure published for Pinnacle's award-winning Classic Deadlands game and created due to the Deadlands Classic 20th Anniversary Edition Kickstarter. Written by John "Night Train" Goff, it's sure to be a challenge for your posse. Paradise Lost also contains rules for running it using Deadlands Reloaded and Savage Worlds, if that's more to your fancy.



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