

On Bad Luck Mountain

A *Deadlands* yarn for five players, by Dylan Craig



This here document is fer Marshalls' eyes only, pardner. If that don't include you, then take a gander at the [Heroes](#) section and pick a character instead.

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Overview

The characters ride into the town of Second Ford to avenge (or investigate) the murder of a local farmer. They discover that the gunmen are the employees of a local mine owner, and when their prying is noticed, they suddenly have to fight for their lives against an unexpected adversary - the living dead!

Setup

If you plan on using the pregenerated heroes that come with this adventure, then you will need to familiarise yourself with their histories. They are the sons and daughters of the murdered farmer, and their objectives range from pure revenge to a simple desire to see that the law follows its course. While they suffer from a lack of experience as far as the Weird West is concerned, they are more than tough enough to cope with the hazards of their mission, even after the unexpected supernatural dimension becomes apparent.

If you're running this adventure for your regular Posse, then try introducing **Jack Lowell** as an NPC in a previous adventure. One possible tactic might be to place the town of Second Ford along a route that the Posse must take both in order to reach some destination, and to return from it a few weeks later. In this way, you can have them encounter Jack in Coburn's Saloon or the Hobbes & Sons General Store, or simply on the road. They will find him an agreeable man, intelligent and insightful, and it's unlikely that they will part ways without him inviting them to dinner when next they pass through the area. When they arrive to take him up on the offer, they will arrive to find him dead and his family distraught, begging them to take the matter up. In this case, you will need to think up a reason why Jack's children aren't planning to ride in to town themselves - perhaps they feel it is more important to look after their mother in case the gunmen return.

Background

When the Bayou Vermillion surveyors arrived to buy the land around Blacksville for their railroad two years ago, they made one man in particular very rich; '**Old Man**' **Joe Crawford**. This was no accident; Joe's new wife, **Eliza**, had grown up in New Orleans (and lived there still, preferring it to the 'frontier wilderness'), and it was her influence with the Bayou Vermillion bigwigs that led to Blacksville being selected. Now, while Joe had plenty of business sense when it came to real estate, he just didn't know when to quit and enjoy his riches. Without Eliza's knowledge, he took their savings (including the railroad cash she'd worked so hard to get hold of), and sunk them into a partnership in a unworked ghost rock mine in the mountains near the town which he'd been alerted to by a local businessman known as **Lawrence Redds**. Lawrence claimed that the

mine was rich in ghost rock, but that it needed an expensive ventilation system to be built to allow the deep seams to be accessed - which was why he was approaching Joe in the first place. Lawrence strung Joe along for months, with Joe footing the bills and Lawrence handling the on-site work; then, suddenly, Lawrence disappeared. When Joe visited the mine, he found that the impressive ventilation work was all bogus - nothing but empty pipes and engineless compressors. Lawrence had been putting the money into a hole all right, but it wasn't the mine.

Joe fought it out in secret for a few weeks, trying all kinds of makeshift contraptions to get the ventilation work going - earning the place the name of 'The Black Bicycle Mine' - and keeping the miners going with promises. But it was no use. The air down those holes was so poisonous that not a single miner who went down ever made it out. Joe was soon completely broke. He boarded up his lonely mansion at the foot of the mountains near Second Ford, and returned to New Orleans, where he died.

Three weeks ago, one moonless night, Eliza Crawford returned to Second Ford and the derelict Crawford Estate. Her friends in Bayou Vermillion had taken her under their wing when her husband died, and she'd learned more than a few 'tricks of the trade'. Her covered wagon was stacked to the lip with tools, arcane paraphernalia, books on mining - and bodies. So what if the mine was filled with poison gas? Zombies didn't need air to breathe. She would get rich, but more importantly, she would succeed where her useless husband had failed. And no-one was going to stand in her way.

But to be sure of success, she needed lieutenants capable of protecting her and supervising the zombies - and with the help of her necromantic skills, she found them. Four vicious outlaws - the Carnival Gang - had once used a cave near the mine as a hideout. One drunken night they fell to bloody fighting over their spoils, and killed each other. Eliza found the bodies and, using her dark arts, brought them back from the grave. Now, the Carnival Gang rides again.

But Eliza had underestimated how difficult powerful beings like those she had brought back to life are to control, and they soon began riding into town while she slept. While these killers had lived, they had made sport of murder; now it was dead serious. Jack Lowell wasn't assassinated for any reason - he was simply crossing the street when the Gang rode into town on one of the midnight assaults which have since become regular events, and was gruesomely killed for it. The Gang holds Second Ford in a grip of terror; with no official lawman, no-one has been willing to challenge the eerie riders. The townsfolk suspect that 'somethin's up' at the old Crawford place - lights have been seen in the windows - and assume that this is somehow connected to the deadly riders, but no-one knows about the Black Bicycle Mine's return to working status.

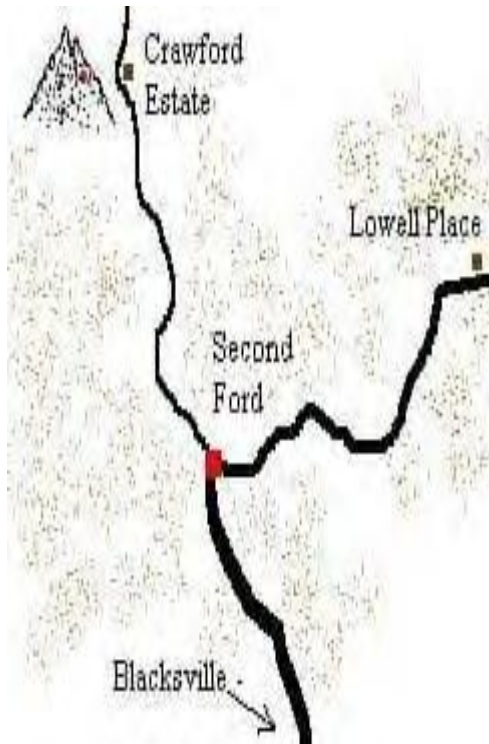
Jack Lowell's family know even less about what is going on. They live in an isolated valley over forty miles from Second Ford, and haven't been in town since Eliza's return. Jack had gone into town to speak to the local bank manager about a loan, and his body was brought back by a neighbour who found Jack's horse wandering on the road some twenty miles out of town, with Jack dead and tied into the saddle. The neighbour is similarly ignorant about any goings-on in town.

The Initial Investigation

Assuming that the Posse begins this adventure at Jack's farm a short while after his body is found, they will be able to discover the following things with a little effort:

- Jack's horse had been hastily (or sloppily) saddled, but not bridled. A nasty gash from a bullwhip is visible on its left rear haunch. Jack did not carry a bullwhip, nor even own one.
- None of the gear he had taken in to town was with him, with the exception of his hipflask (still full), pocket watch, and pocketbook (containing about \$30, with which he had been intending to buy a new plow blade and some axeheads).
- Jack had been tied into the saddle, with his hands bound behind him. He died from five wounds to the back. Any character who can make a *Medicine: Surgery* (7) or *Gunsmithing* (5) roll will be able to identify the wounds as having been caused by pistol bullets of several calibers. Blood on the

saddle indicates that these wounds were definitely inflicted while he was in the saddle. A terrible expression is frozen on his face.



In addition, Jack's widow Clarissa can provide the Posse with the following information:

- Jack had no enemies that she was aware of, despite the fact that the local ranchers viewed his sheep farming with suspicion.
- Joseph Coburn, the owner of Coburn's Saloon in Second Ford, has been a friend of Jack's since their childhood.
- Jack was expecting his business with the bank manager to go well; he'd repaid every loan he'd taken from the bank before. This loan was to be used to buy some stud rams from a dealer in Blacksville.
- Jack didn't gamble or drink to excess, and didn't carry a pistol.

There is little of use to the Posse in the Lowell homestead. The body is delivered after dark; even if the Posse ride through the night, they won't be in Second Ford before lunchtime tomorrow. If they leave at first light, they will arrive in town just before sunset. The countryside around Second Ford is quiet and peaceful.

In Town

(Fear Level 1 during the day; Fear Level 2 at night)

If the Posse arrives during the day, the depredations of the Carnival Gang will be fairly obvious. Cardboard and tarpaper have been used to repair windows broken by gunshots, and every major building is pimpled with patches of fresh paint and fresher bullet craters. The townsfolk scuttle nervously around, most of them openly armed; windows are slammed shut and kids grabbed by their mothers as the Posse arrive.

If the Posse arrives at night, the damaged buildings are not noticeable except by deliberate scrutiny. No-one - *no-one* - is visible on the street; but movement at closed shutters and the lamplit silhouettes thrown by hastily extinguished lanterns make it obvious that the town is far from deserted. Even the saloon doors are bolted from the inside, but will be cautiously opened when (if) the Posse announce themselves.

The townsfolk of Second Ford are initially guarded about discussing the mysterious horsemen; but, once the Posse make it clear that they are the good guys (by showing lawman credentials, or explaining their connection to Jake Lowell), the stories will begin to flood out. If the Posse is in the saloon when this happens, the stories are related in hushed whispers in a circle of candle-lit faces, with no speaker - even the most burly hog farmer - willing to raise his voice to the point where it might be heard on the street.

The four horsemen (the significance of this image has not been lost on the more religious townsfolk) have been riding in every two or three nights for the last two weeks. Their attacks have grown more and more bold; on the first night, they just rode through town whooping and shooting into lit windows; on their last visit, they tied four citizens (including Jake) onto nearby horses, spurred the horses to a gallop with their bullwhips, and then took turns gunning them down as they were carried away. Eerily enough, this spectacle

was conducted in near-darkness; seemingly, the riders were all good enough shots to be able to hit a moving target at fifty paces down a badly-lit street. Since that night, no-one's been brave enough to leave the town; rumours have it that the riders can see in the dark, and that they will ride down anyone who flees the town. This is why the townsfolk are still around.

Many citizens (Joseph Coburn among them) blame their own inaction for the death of the four men; now, several are planning to ambush the riders the next time they appear. But no more than a handful of townsfolk are willing to serve in the ambush party; most feel that their duty is with their families. Mayor Hodges prepared a letter asking for help from the Sheriff in Blacksville this morning, and has called for a volunteer to make the two-day ride, but no-one has come forward. The townsfolk are paralysed by terror; the Posse will have to handle them delicately to get any action or information out of them.

Spending some time finding out more about the riders will reveal the following information:

- They always arrive from the north, and leave in the same direction after circling through the town.
- No-one has seen their faces; they wear bandannas over their faces and wide-brimmed hats.
- The men's gear and horses were not uniform; some had rifles in saddle holsters, others did not.

If the Posse probe in the right way, they may get the townsfolk to make the connection between the four riders and the Carnival Gang. The Gang moved out of the area (as far as the townsfolk know) several years ago; even at their baddest, they never spent much time in the town itself, poor as it was at the time. The Gang weren't locals, but it was rumored that they had a hideout in the mountains to the north. This information might also be gained with an *Area Knowledge* roll by a local character, or a plain ol' *Knowledge* or *Professional: Law* roll by any lawman or Bounty Hunter.

Either way, once the connection is made, the Posse will have an idea of the names of the Gang, and brief physical descriptions (refer to [Boot Hill](#)). They are now left with the problem of deciding what to do about the riders. The riders are due in the next night or two; are they going to stay in town and help the ambushers, or [head north](#) and try to find the Gang before they ride again?

If they decide to stay:

There are many good positions to ambush the riders from in the town; locales like the top of the grain silos (for a rifleman) or under the bridges are obvious enough, and sniper hides and barricades can all be constructed over the course of the daylight hours. The Posse will be looked to for leadership by the seven townsfolk (including three of Mayor Hodges' sons) who comprise the ambush party; they will agree to whatever reasonable tactics the heroes suggest. Four of the men are armed with rifles, and two with shotguns, and they all have pistols. They even have a small stash of dynamite (eight sticks) that they plan to use if the riders 'go to ground', and which they are willing to share with the Posse.

The countryside outside the town, by contrast, is a rotten place for an ambush. Level and flat, without concealing features, any ambushers would be seen a mile off by their potential quarryies.

When you feel that your party are ready, hit them - but familiarise yourself with the Carnival Gang's [stats](#) first. The ambushers are in for a surprise when their first barrage/explosion bowls the riders over, only for the Gang to pick themselves up, apparently unharmed, leaving their horses dead behind them.

The Carnival Gang are not out to efficiently murder every citizen of Second Ford. With their effective immunity to harm, they are more interested in doing what they were created by the Reckoners to do - *spread fear*. Woe to the riflemen in the silos when they see a rider, apparently unaffected by the bullets kicking up dirt all around him, walk calmly over to the base of the silo tower and enter, and then hear him start climbing the darkened stairs towards them...

The Gang like to work in the dark; their first targets will be any sources of illumination - lanterns, torches, and the like. Then, under cover of darkness (which doesn't affect them at all), they will split up and start

working around the ambushers, splitting them up, getting them scared, and finally butchering them. Feel free to have only two of the gang stay to play with your Posse while the other two set about the townsfolk. The darkened streets will be soaked in blood by the time they walk (or ride, if they can find some replacement horses) back up the North road. Fully aware of their powers of etheriality, the Gang will often stand out in the open for a few actions, aiming, unconcerned by the bullets passing through them, in order to pull off a called shot (for instance, at a townsman about to throw dynamite - causing him to drop the dynamite at the feet of his comrades as his arm is blown off). Remember, in the dark, it is impossible to see for sure whether the bullets directed at them aren't just simply missing.

If your Posse are completely outclassed by the riders, let them escape with their lives. The Gang don't have a quota to work through or anything - when their opaque objectives are fulfilled, they will leave. Ambushers who are willing to flee or lie low will make it out alive.

If, on the other hand, the Posse manage to tackle the riders intelligently, they might bring down one or more of them. This is also OK, although at least one should escape to alert Eliza. Dead riders are indistinguishable from normal corpses. Examining any dead horses left behind by the riders will reveal that they are cart horses, not riding horses; additionally, they are marked with a Bayou Vermillion brand, which should be familiar to anyone with a background including New Orleans, the Great Rail Wars, or horse-trading. The horses are sparsely outfitted - no supplies, canteens or bedrolls in sight. This could mean two things - either the riders have a base nearby, or they took time to stash their gear outside town before riding in (of course, it means neither - being undead, they don't need supplies. But there's nothing about their bodies to support *that* theory).

After the battle with the riders (unless more than half of them were killed) the Fear Level rises by 1 - or possibly 2 if the ambush turned into a total rout. Riders or not, the townsfolk are starting to think about getting out of the area - either to the outlying farms, or to Blacksville. Mayor Hodges manages to keep everyone calm, but it's all he can do to stop a mass evacuation; no-one will volunteer to tangle with the riders again.

If the players aren't planning on leaving town either, they've got about twenty hours before they start to hear the tramp of marching footsteps from the north. Yes, after discovering her supernatural assistants' nightly recreations and realising the attentions it could draw to her operation, Eliza has rounded up her zombie miners and remaining riders, and is determined to wipe out every last witness before they scatter to the four winds. The Posse and townsfolk will have to make their [Last Stand](#) right here.

The Mountains

The mountain cluster to the north is known to the townsfolk as the 'Bad Luck Mountains'. If the Posse investigate, this nickname is based on the following pieces of lore (not all of which are relevant to this adventure):

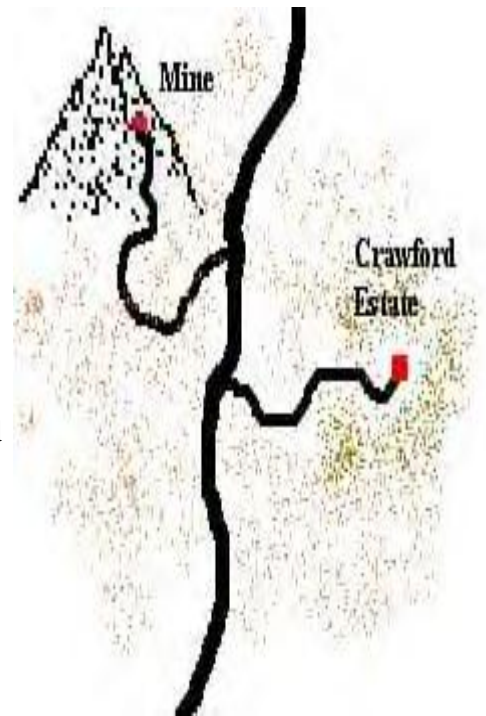
- A whole clan of trappers - three families - disappeared without trace in the mountains six years ago.
- A local businessman (Joe Crawford) went bust after his partner cheated him out of all his money for a ghost rock mine in the mountains two years ago. The Black Bicycle Mine never produced a dime's worth of rock. It's his mansion near the mountains that the townsfolk have recently noticed signs of habitation in.
- Two detachments of irregulars (one Union, one Confederate) hunted each other through the mountains in autumn a few years ago. They both attempted to withdraw after being decimated by a series of mysterious fevers and choleras, but were trapped by the first snows and were reduced to a handful of ragged survivors by the time they made it out.

The townsfolk regard the mountains as a place of general bad luck. It's unlikely they will go into specific detail about the Black Bicycle Mine; but, if the Posse asks, they will be provided with a short background of the story (as much of it as is known locally - in other words, not including any information about Eliza, who

none of them have ever met). None of them know for a fact who now lives in the Crawford place; most suspect that the riders are using it as a base. Old Man Crawford put a lot of money into upgrading the road to the mine; because of this, it will only take the Posse four or five hours by horse to reach the mountains. There isn't much traffic on the north road; any trackers in the Posse should be able to find signs of the Gang's nightly passage with ease. The townsfolk will be offering to lend horses to those members of the Posse who are on foot, so they can be back in town by nightfall instead of camping out on the road.

At the point where the road splits off to the Estate, another *Tracking* roll (with at least one raise) will reveal that while the main traffic on this stretch continues towards the mine, there have been some occasions on which a rider has gone down towards the Estate. The Posse can either investigate the Estate, or head onto [Bad Luck Mountain](#) itself.

The estate is surrounded by overgrown farmlands and orchards; the lands are in obvious disarray. The house itself - once a very impressive three-storey building - is in a similarly bad state. Eliza has been fixing the house up, but many windows are still boarded up and tiles are missing from the roof. Eliza is in the vegetable garden around back when the Posse arrives (planting carrots during if it is daytime, harvesting strange herbs at night).



The Posse have several options available to them in an encounter with Eliza:

- Eliza comes across as a charming Southern lady, but one who has obviously known much hardship (as suggested by the lines around her eyes). She will be gracious and welcoming towards the Posse, and invite them in.
- The interior of the house is a total mess; most of the furniture is still covered with sheets. The house is obviously in the initial stages of renovation. Eliza will grab a china teapot from a packing crate and offer the Posse tea.
- Eliza will provide the Posse (should they enquire) with a highly sanitised version of her history; she will leave out her association with Bayou Vermillion, and will say she moved back to Second Ford three weeks ago because she was tired of living on the charity of her relatives in New Orleans. She claims to have no idea where her husband's mine is - nor even that he lost his money in a mine in this area. All she appears to know is that it was a 'business venture gone bad', and she's not interested in pursuing things further - she wants to 'put all that behind her'.
- According to Eliza, she has seen the riders come and go, and on one or two occasions they have ridden up to the border of her property and observed her for hours, but they have never bothered her.

If the Posse have already fought the riders in the town, she will know them for the troublemakers they are; in this case, should the opportunity arise, she will **either** dose them with the strongest poison she has available (arsenic) if she thinks they trust her enough to accept her offer of refreshments, **or** simply lie low and command her lieutenants to get the zombies moving.

Suspicious Posses who have the opportunity to snoop around (tricky; Eliza will try her hardest to keep everyone together so she can keep an eye on them), will learn the following:

- The house is still in a total mess. Most of the rooms haven't even been opened up yet. It's hard to imagine how Eliza has managed to live here for three weeks without finding the time to clean up a little.

- There's a large freight wagon at the side of the house, but no horses to draw it - only a pony in the stable. From the ruts (*Trackin'* roll of 9), the wagon was very heavily loaded when it arrived here. Where is the cargo?
- There's a pair of heavy boots on the back porch, caked with ochre-brown mountain mud. The local mud is black.
- The (locked) upstairs study contains a desk piled high with books on mining, and a ledger of quantities mined from the Black Bicycle Mine over the last two weeks. This is pretty damning evidence that Eliza is lying to them; but if they can somehow get upstairs and into the study without Eliza noticing, then they deserve this kind of reward.

If the Posse confront Eliza, she will try to weasel out of the trap as best she can. She might even admit to being interested in the mine after all, and having gone looking for it (unsuccessfully) - hence the red mud. She will claim that the ledger is wishful thinking, and that the cart horses bolted after she left the stable open a week ago. If things get violent, she can summon the Carnival Gang to defend her (although it will take them at least ten minutes to arrive), but will prefer to get the Posse out of the house rather than get caught in the crossfire, and endanger herself.

If the zombies are already on the march, she will move so that characters looking at her will have a good view of the road to town - and the surviving members of the Carnival Gang driving wagons full of rotting zombies hell-for-leather towards town! If this doesn't get the Posse out of the house, she will fall back on her arsenic; only if this fails will she attack with her arcane powers (her stats are available in the [Boot Hill](#) section).

If she hasn't alerted the zombies yet, she will try a similar trick, but using only the riders. Remember, the riders know everything she knows due to their mental link; they will know if the Posse ride out after them, and will plan an appropriate ambush.

If the Posse are completely oblivious to Eliza's deception, but too suspicious to risk poisoning, she will try to detain them as long as possible while her minions head for town - by offering them some lunch, for instance, or asking them to help her prepare some defences for her home in case the riders decide to attack. The Posse will only realise that things have passed them by when they return to the main road and see the wagon tracks.

Chasing the wagons will be a tricky proposition. There are two large wagons, each carrying twenty zombies. They are being driven by zombies, and escorted by the Carnival Gang, who will peel off and defend the wagons to the full extent of their powers; if their attempts fail, and the wagons are destroyed, the zombies will be turned loose to cover the rest of the distance to Second Ford on foot. It will take the wagons seven hours to reach Second Ford; if the Posse choose to overtake them and go ahead to warn the townsfolk, they will have a few hours to prepare their defences in time to make a [last stand](#).

If Eliza is defeated in combat, and successfully interrogated, she will reveal her side of the story when things seem hopeless. She will tell them the riders' secret weakness (see [Boot Hill](#)), as well as the location of their bodies (the Outlaw Cave), the mine, and the summoning circle which must be destroyed for to deanimate the zombies.

On Bad Luck Mountain

There is a single main track leading up the mountain. Following the track is easy enough; although it must have once been honeycombed with smaller trails branching off, these are all overgrown while only the roads to the mine and the Outlaw Cave have been cleared recently (by the passage of riders and people on foot, should the Posse investigate). Each location visited takes up two hours of the Posse's time.

The **Outlaw Cave** is a well-hidden crevasse in the side of one of the peaks which has an excellent view of the surrounding countryside and the mountain trail. During the day, there's a **1 in 3** chance that one or more of the Carnival Gang are here, playing cards or drinking spectral whiskey; at other times, the place is empty

save for the Gang's mortal remains, cobwebs, and the resident wildcat. The remains lie where Eliza found them; if they are moved or damaged in any way, matching injuries are inflicted on the appropriate rider, wherever he is. If the skeletons are destroyed, so are the riders. Conversely, if the Posse have managed to lay any of the riders to rest, their skeletons display the fresh injuries too. Orders or not, if anyone disturbs the bodies, the Gang will immediately head for the cave at top speed - and they won't be in a good mood when they arrive.

The **Mine** is, as the Posse might have suspected, fully functional. The machinery (winch lift, trolley system, etc.) has been recently, if somewhat amateurishly, repaired; the ore lockers holds over ten pounds of ghost rock (as well as other mined materials), mined over the last two weeks by Eliza's zombie workers. It's also a very dangerous place indeed. Not only are the shadowy woods filled with roving patrols of savage Livin' Dead (fifteen in all - stats can be found in [Boot Hill](#)), but there are a further twenty-five down the mine at all times, as well as any riders not engaged elsewhere. If the Posse stride into the clearing where the mine entrance and mine buildings (old bunkhouse, office, washing shed, and so on) are and pick a fight, they are going to have one on their hands pretty quickly.

Providing a further hazard are the hundreds of yards of rubber hoses, bladders, bellows, condensers, and piping that litter the site. These are the remnants of Joe Crawford's ramshackle ventilation devices, and almost all of them are still full of stagnant ghost rock vapors. Stray bullets and other sharp impacts will cause them to ignite with a jet of green fire; this fire will spread to other pockets of gas, and pretty soon the clearing will look like a scene out of Hell and sound as bad, with exploding barrels raining down, buildings on fire, hoses lashing around like spitting cobras as the flaming vapour jets out of them, and so on. Worse still, this inferno is almost certain to spread to the ore lockers and the mineshaft itself, in time - the effects of this will be nothing short of catastrophic.

If the zombies are elsewhere when the Posse arrive (like on the road to town), then the site will be practically deserted; except for a few zombies lurking in the woods that they might stumble across, they are free to explore to their heart's content. Anyone descending into the mine will have the poisonous gases and ghost rock vapours to contend with, though.

The summoning circle Eliza used to call her zombies is scratched into the damp stone in a small clearing on one side of the camp. Erasing it has no effect on the existing zombies, but unless this is done it will continue to animate the unburied dead in this region, at a rate of 1 per month per Fear Level (so, if the Fear Level is 3, 3 zombies will rise each month to roam the mountains). It will not be affected by any explosions in the mine area.

Last Stand

The wagons get to within four miles of Second Ford before unloading their cargo - forty zombies in all, half of them armed with picks and axes, and the rest with clubs, rotten spades, and other scavenged weaponry. Their stats can be found in the [Boot Hill](#) section. The riders will have re-armed, and will also join the fight - primarily dedicating themselves to removing particularly dangerous opponents like sharpshooters or those armed with dynamite. The attack will take place after dark; if possible, the riders will delay their arrival so that the townsfolk have no daylight hours in which to flee the town.

Once again, neither the zombies nor the riders are bothered by darkness, so they will attempt to remove any light sources from the equation before the main attack gets underway. Lance Cooligan, for example, is a particularly good candidate for sneaking up to the town and blasting out the lanterns with his rifle before sneaking away again.

The defenders facing them are a rag-tag bunch, numbering around thirty all told. Only half of them can be considered able-bodied and experienced as far as combat goes. Owing to the domesticity of the surrounding area, most of them don't have much in the way of heavy artillery - all they have are some light hunting rifles, a few Winchesters, and a scattering of pistols and medium-gauge shotguns. They do, however, have the

dynamite the farmers use for blasting stumps and rocks, which amounts to a total of twenty sticks. Another sixty townsfolk are on hand to reload rifles, tend to the wounded, and so on (or pitch in with melee weapons if things get desperate). There are also about sixty invalids, old people, and kids who need to be guarded or at least kept away from the action.

The approaches to the town are flat and relatively free of obstructions, a fact which benefits both sides. However, there are a few hedges and irrigation ditches which the undead could use to make their approach.

This battle is probably best handled by letting the main body of zombies and townsfolk take care of one another, leaving the Posse to deal with the Carnival Gang and a few zombies. Occasional knots of combatants from either side can be used to prolong or nudge the balance of this centerpiece fight one way or another. Eliza can also be used if the Posse are having too easy a time of it, although she's more likely to sit on the edges and observe than mix in with her minions. Try rolling an open-ended 'zombie die' and 'townsfolk die' at the end of each *round* of general melee; each time one of these d6'es comes up a 5 or 6, that side have managed to kill 1d6 of their enemies, so that if the zombies roll 6, then 6, and then 3 at the end of a round they inflict 2d6 casualties on the townsfolk.

Epilogue

If the zombie hordes prove too much for the town's defenders, they will probably break and scatter into the countryside, hoping to make it to Blacksville. Many will be ridden down by the Carnival Gang throughout the night. In this case the Fear Level around Second Ford rises by two points. Unless something is done, the place will be a Deadland by the next new moon.

If the townsfolk beat back the attack but sustain over 50% casualties, the Fear Level will only rise by one point, and then level off, as the main Fearmongers - the Carnival Gang - have been beaten, but only at great cost. Most of the townsfolk will leave the area and try to resettle in Blacksville, taking their grim tales with them.

If the attackers are beaten off with less than 50% of the townsfolk hurt or killed, the Fear Level drops by 1 point, and may very well drop further with successful *Tale Tellin'* rolls.

In all three cases, unless Eliza's summoning circle is also destroyed, more zombies will continue to trickle out of the mountains. Soon, they will become Fearmongers in their own right.

Eliza herself will probably leave the area sooner rather than later, and head back to New Orleans with her trunk of ghost rock. No matter what the outcome of the battle, her plan for a clandestine operation has been shattered. She will be sure to torch the mine before she leaves, though, and if your Posse is itching for a final show-down with her, this will be where they find her.

AWARDS: **4 bounty** for surviving the onslaught of the Livin' Dead. A **red chip** per Carnival Gang member taken down (whether in combat or by destroying their mortal remains), and a **red chip** for the player who contributed most significantly to the town's defence or the destruction of the mine (depending where the final shootout took place). A **white chip** if they managed to snoop around the Crawford Estate enough to become suspicious of Eliza's story, and a **white chip** for erasing the summoning circle.

Boot Hill

The Carnival Gang

These powerful Walkin' Dead were animated using Eliza Crawford's powerful Devil Wind invocation. This means that they have an ability similar to the Harrowed *Ghost Power* at level 2 - except that the power costs them no Wind for the first round that it is used. So, they can 'blink' in and out of corporeality every other round, if they so desire, without losing any Wind. The power requires *no action cards to use*, and can be activated even if the rider was not aware of the attack. The Gang's horses, however, are regular cart horses taken off Eliza's wagon and are not included in the invocation, they can thus be harmed normally.

In addition, they are incredibly hard to kill, having the *Thick Skinned Edge* and 1 point of natural Armour in addition to their regular Harrowed resistance to pain. They also have the *Soul Eater Power* at level 3 which they can use to 'top up' their Wind and Wound reserves.

On the other hand, any damage inflicted on their mortal remains, wherever they may lie, appears immediately on their projected bodies - so if Billy Withers' moldy skeleton is found and shot with a scattergun, the damage is applied to Billy, wherever he is.

	Billy Withers	Lance Cooligan	Injun Nick	Carl Richards
Shootin':	5d6	4d12	5d8	4d10
Quick Draw:	3d6	2d12	1d12	4d8
Melee Weapon:	4d10	2d8	3d12	2d10
Brawlin':	4d10	1d8	2d12	1d10
Speed Load:	1d6	2d12	1d8	3d10
Dodge:	3d6	2d12	4d12	3d10
Horse Ridin':	2d10	3d12	2d12	3d10
Overawe:	3d6+2	3d6+2	4d10	3d8+2
Sneak:	4d6	3d12	4d12	2d10
Strength:	4d8	2d6	4d10	4d10
Quickness:	3d6	4d12	3d12	3d8
Cognition:	4d10	2d10	2d12+2	2d8
Wind:	20	18	22	26
Artillery:	2 x Colt Navies - 50 shells .36 Derringer Bowie Knife	Colt Peacemaker - 50 shells Henry Rifle - 24 shells	Colt Peacemaker - 20 shells Tomahawks (3) Bullwhip	12-ga. Shotgun - 20 shells Sabre .44 Derringers (2)
Description:	Short, squint, with black hair. Missing front teeth. Wears a yellow duster and a black hat.	Tall and handsome. 'The Voice'. Long black hair. Wears a black leather duster and a black hat.	Medium height. Apache Indian renegade. Wears a fringed buckskin jacket and a red Bandanna	Tall and heavily built. 'The Stare'. Wears a patched Confederate cavalry tunic, a forage cap and a red sash

The Mine Zombies

A ragged collection of bodies in varying states of decomposition, gathered from the Bad Luck Mountains and the mortuaries of New Orleans alike.

Brawlin': 4d8	Trackin' (Smell): 3d8	Trade: Mining: 1d8	Claws (STR+1d6)
Strength: 3d10	Quick Hits: 25	Terror Value: 7	Pickaxe (STR+2d8)
Special Abilities:			

- **Undead** (take damage as if they were Harrowed)
- **Charnel Breath** 3 (Mine vapours: Roll 4d10 against opponent's *Vigor*; he or she takes the difference in Wind)

Eliza Crawford

A Southern woman in her late '30s; well-educated and intelligent. A practitioner of black magic, schooled by Bayou Vermillion's hougans and totally willing to eliminate anyone who gets in her way. Pale blonde hair, brown eyes. Wears a faded pink housedress.

Traits and Attributes			
Cognition: 4d8	Occult 5d10, Disguise 2d10,	Strength: 2d6	Dodge 3d8, Sneak 4d8,
Knowledge: 2d10	Persuasion 4d10+2,	Deftness: 3d6	Fightin': hairpin' 2d8,
Mien: 3d10	Overawe 3d10, Faith 2d12,	Nimbleness: 2d8	Throwin' (Bolts) 5d6,
Smarts: 4d8	Scrutinise 3d8, Bluff 5d8,	Vigor: 5d6	Shootin' Pistol 5d6
Spirit: 2d12	Trade: Minin': 2d10	Quickness: 2d8	
Special Abilities:		Weapons: Colt .41 Thunderer, Hairpin (STR+1d4),	

- **Soothin' Voice** (+2 to *Persuasion* rolls)
- **The Stare** (+2 to *Overawe* rolls)
- **Level-headed**
- **Black Magic:** Bolts o' Doom 2 (blown kiss), Puppet 1 (cat's cradle), Zombie 4 (summoning circle)
- **Devil Wind:** A specialised version of the *Zombie* favour; allows the caster to create Harrowed servants. Spell must be cast over a dead body. The summoned Manitou creates a new body which exactly duplicates the old one; if the old body is disturbed or harmed in any way, the damage is transferred to the created body. Created body automatically gains *Ghost*-type power at level 3 and full night vision; manitou has with full dominion.
- **Arsenic:** White powder. Takes effect 3d6 minutes after ingestion. Victim immediately takes a Light Wound to the Guts (treat as a Heavy wound for Stun purposes). Draw a card (as in character creation) to determine the poison's strength. Roll these dice against the victim's *Vigor* once every three rounds until the *Vigor* roll exceeds the poison roll by a raise; for every time the *Vigor* roll is less than the poison roll, the victim takes another Wound level in the guts. Ideally, Eliza will poison the party, then excuse herself to fetch another plate of cookies or brew a new pot of tea, and lock herself into the kitchen while the poison does its work.

The Heroes

These five pre-generated characters are the sons and daughters of Jack Lowell, the farmer murdered by the Carnival Gang.

Caleb	Jack Junior	Ross	Rowena	Cassie
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Caleb Lowell

Traits and Attributes			
Cognition: 1d8	Search 4, Trade: Farmin' 3,	Strength: 2d12	Shootin' Shotguns 3,
Knowledge: 1d6	Tale Tellin' 3, Wranglin' 2,	Deftness: 4d6	Fightin: Brawlin' 1,
Mien: 3d6	Gamblin' 2, Guts 2	Nimbleness: 3d8	Climbin' 3, Sneak 1,
Smarts: 2d6	Survival: Plains 2,	Vigor: 4d8	Teamster 2, Dodge 1,
Spirit: 2d6	Leadership 2, Overawe 2	Quickness: 2d10	Horse Ridin' 2
Wind: 14			
Edges and Hindrances:		Gear:	
<ul style="list-style-type: none"> • Self-Righteous • Stubborn • Obligation (Family) 2 • Tough As Nails 3 		<ul style="list-style-type: none"> • 12-ga Shotgun (double-barrelled) + 20 shells • Mule • Travelling Gear and Clothing • \$12.15 	

Personality:

Since you were knee-high to your father, he was always tellin' you that it was your job to look after things when he passed on. You never thought about it much before now, but now that Pa is dead, you've got a promise to him to fulfil. You're going to take care of whichever low-down snake did this to your Pa, and then you're going to go back to looking after your family, same as he did.

Quote: "Brother, don't make me raise my hand to you! Now do as I say!"

Jack Lowell Jr.

Traits and Attributes			
Cognition: 1d8	Scrutinize 3, Search 3	Strength: 3d8	Sneak 1, Quick-Draw 3
Knowledge: 1d6	Professional: Law 1,	Deftness: 2d12	Shootin' Rifle 3, Climbin' 1
Mien: 3d6	Academia: Dime Novels 2,	Nimbleness: 2d10	Dodge 3, Horse Ridin' 3
Smarts: 2d6	Trade: Farmin' 2, Wranglin' 2,	Vigor: 4d6	Fightin': Brawlin' 3
Spirit: 2d6	Overawe 2, Guts 2	Quickness: 4d10	Shootin' Pistol 3, Climbin' 1
Wind: 12			
Edges and Hindrances:		Gear:	
<ul style="list-style-type: none"> • Level-Headed 		<ul style="list-style-type: none"> • Smith & Wesson .44 Frontier + 40 shells 	

- **Law o' the West**
- **Obligation (Family) 2**

- Remington Model 1871 Rifle + 10 shells
- Dime Novel
- Travelling Gear & Clothing

Personality:

You've shed your tears for your Daddy already. Now, it's time to bring his killer to justice. You know all about justice; it's in the Dime Novels you read, and in your heart. You have stood in the dusty streets of a hundred rough frontier towns along with your heroes - Wyatt Earp, Bat Masterson, and Wild Bill Hickock - and now its time to do as they would have done.

Quote: "Fill your hand, you low-down varmint, so's I can gun you down with a clear conscience!"

Ross Lowell

Traits and Attributes

Cognition: 4d6	Search 1, Trade: Farmin' 4,	Strength: 4d12	Shootin' pistol 3,
Knowledge: 1d6	Scroungin' 3, Overawe 2,	Deftness: 4d10	Fightin: Brawlin' 4,
Mien: 1d8	Animal Handlin' 2, Guts 2	Nimbleness: 3d8	Climbin' 1, Sneak 1,
Smarts: 2d6	Survival: Plains 2,	Vigor: 4d10	Dodge 2, Fightin' Whip 2,
Spirit: 2d6	Persuasion 2, Faith 1	Quickness: 4d6	Horse Ridin' 2
Wind: 20			

Edges and Hindrances:

- **Brawny**
- **All Thumbs**
- **Obligation (Family) 2**
- **Slowpoke**
- **Night Terrors**

Gear:

- Colt .44 Army
- 30 shells
- Bullwhip
- Your Daddy's Bible

Personality:

People who look at you might think you're the strong one in the family, but you ain't. Of all the brothers, you took your daddy's death the hardest; every time you close your eyes, you see his dead face. Like the others, you want his killer brought to justice, but you ain't sure that more killin' is the best way to go about it. Your brothers will probably be able to convince you otherwise when it counts, though; you just hope they don't make things worse.

Quote: "This ain't how Daddy would have wanted it..."

Rowena Lowell

Traits and Attributes

Cognition: 2d12	Scrutinize 4, Search 3,	Strength: 2d6	Shootin' Pistol 3,
Knowledge: 3d8	Trade: Seamstress 2,	Deftness: 1d8	Filchin' 3, Lock Pickin' 3
Mien: 4d10	Bluff 3, Gamblin' 3,	Nimbleness: 2d6	Climbin' 2, Sneak 4,
Smarts: 2d10	Tinkerin' 2, Guts 2	Vigor: 3d6	Quick-draw 2
Spirit: 1d6	Performin' 2, Persuasion 2,	Quickness: 4d6	

Wind: 12 Disguise 3, Medicine 3

Edges and Hindrances:

- **Vengeful**
- **Greedy**
- **Mechanically Minded**
- **Purty**

Gear:

- Colt .36 Navy + 12 shells
- Pony
- \$81.75 (secret funds; hidden in Sewing Kit)
- Clothing, Sewing Kit, and Travelling Gear

Personality:

When you catch the rattlesnake that done killed your father, he's gonna rue the day he was born. Who knows how long it'll take you to get out of this backwoods hell now? Daddy was about to agree to send you away to Blacksville for tutorin', but now that he's dead, who knows if Momma or Caleb will agree? You don't intend to rot away on a farm for the rest of your life, and you'll do anything it takes to fatten up your 'escape fund' for the day you get to leave.

Quote: "Hangin's too good for 'em. Give me a few minutes alone with the sumbitch..."

Cassie Lowell

Traits and Attributes

Cognition: 2d10	Search 2, Trackin' 2,	Strength: 3d8	Shootin' Pistol 3,
Knowledge: 2d6	Survival (Plains) 2, Guts 2	Deftness: 1d6	Fightin: Brawlin' 2,
Mien: 4d10	Medicine: Veterinary 3,	Nimbleness: 1d8	Climbin' 1, Sneak 2,
Smarts: 2d6	Animal Handlin' 2	Vigor: 3d6	Dodge 4, Horse Ridin' 5,
Spirit: 2d12		Quickness: 4d6	Teamster 1, Quick Draw 2

Wind: 16

Edges and Hindrances:

- **Two-Fisted**
- **Nerves o' Steel**
- **Obligation (Family) 2**
- **Yearnin' (ride the best horses) 2**

Gear:

- Colt .36 Navy + 30 shells
- Colt .44 Army + 30 shells
- Fine Riding Horse ('Mustard')
- Buckskin riding outfit

Personality:

Not for you the indoors life, like your sister with her sewing and husband-hunting. You were always more comfortable on the open plains. You remember riding for hours with your Daddy from the day you were old enough to sit on his horse, and you curse the man who took him from you. You'll make the bastard pay - by buffaloin' him and dragging him to a jail. To be locked in a cell for the rest of his life, never to ride the range again - that's your idea of Hell, and hopefully his too.

Quote: "Yeee-ha!"