

Tombstone Epitaph Dodge to Denver Coach Edition

July 1886

"Believe it or Else!"

Only 10c

The Devil Rides Again!

Harvey Hill Gang Hits Stagecoach Again!

The Hill gang struck three time last month, robbing the Dodge to Denver stage, taking payroll, the occupant's personals and killing anyone that resists. Local sheriffs have attempted to raise posses and give chase, but so far with no luck in tracking down the varmints. Talk of recruiting a Marshall to see these outlaws off has been just that so far, as no one town is willing to provide the necessary support to put an end to Harvey Hill's predations. Rumour has it Hill's already dead - he's been shot in the head twice and just rose right back up in the saddle!



Here at Tombstone, we have it on good authority that Harvey sold his soul for wealth and infamy! It's no wonder that local law can't catch him, when his entire gang is fitted out with Daemon steeds from beyond the Pale! If you're unlucky enough to meet the Hill gang the best advice is to hand over your goods and spare your immortal soul! Some brave man may one day yet use a silver bullet to kill him, the only thing that can do so! You heard it here first.

Sanchez Brothers Escape, El Diablo Is Free!

Kansas Territory is all a jitter with news that the notorious Mexican Sanchez Brothers are on the loose after breaking free from Yuma and heading this way. Known as brutal killers for hire, these hombres would shoot their own mother for a few pesos if she wasn't a much better shot and five times meaner than the pair of them.

Scuttlebut is that at sunset on Día de los Muertos a score and ten years ago, Maria Sanchez cavorted with and consummated her lust for a mysterious stranger who was none other than El Diablo! Her unholy children stalk the land in the guise of men and kill in the name of The Adversary. Be warned fair readers, if you see them, then not only turn the other cheek, turn your horse around and head for the hills!

No Ghost Rock, Howls Are From Coyote!

Independent agents have thoroughly surveyed the small mountains of Silver Stream and found them to be singularly clean of Ghost Rock. Locals at Silver Stream had been excited by a nearby find, but it was later discovered to be an exceptionally poor seam and was picked clean in a few short weeks. The effort seems hardly worth the cost in lives, with the "mine" (little more than a cave according to our sources) claiming more than a dozen prospectors in the short time it was open. Poor rains have recently put in doubt the future of the town as a whole, as raising cattle or farming are poorly suited to the environs.

The Tombstone can exclusively that the poor conditions in the area and untimely deaths of so many are entirely down to the angry ghosts of Ute Indians! Once a sacred site to the ancient animistic shamans, the pale face has come blundering along and aroused the wrath of Coyote Spirit. This trickster incarnate delights in punishing those who transgress with his lethal practical jokes and tricks! If you here the lonely howl of the coyote in the mountains of Kansas on a dark night, stay clear folks!

Smith & Roberts Winter '86 Catalogue Out!

"Our new range of Bulletproof garments provides for customers on all budgets, offering several levels of protection" says Ciatlin Brown, new line manager at S&R, "we've made some really great advances like the BG103 Heavy Armoured Hat - please specify size when ordering!". All Tombstone readers get a 10% discount on their first order, with this paper!

Meanwhile, Back at the Ranch

User Guide

Read this for design notes, guidance on running the game and other details. Or if you want to get to the good stuff, ignore it for now, skip ahead to the juicy scenario details and come back later!

This scenario is designed to be used as a convention one-shot, or to slot easily into an ongoing campaign.

In Deadlands, the Posse (player characters) are expected to be the Good Guys and try to help folk out. The Marshal (GM - that's you pard'ner) should make it clear if necessary that the Posse are all friends or at least rub along together and maybe they've seen some odd sights in the Weird West and spend their time tracking them down and trying to protect their fellow man, whether out of generosity or for the chance of adventure or payment is up to individuals to decide.

There are several player characters attached. There are no extensive backgrounds for these, but the note, Flaws and Hindrances should be plenty to give players things to hang their hats off. They did have game notes on originally, but didn't want to get sued...!

I've kept talk of which rolls to make and other system bits to a minimum, familiarity with Deadlands:Reloaded is assumed. Notice the lack of a Guts skill – just use Spirit rolls instead if necessary. Also Legerdemain replaces Lockpicking, and Hexes is Spellcasting.

Largely the text below describes what's going on and how the Posse might perceive it, leaving the detail to the Marshall in some cases. There's room for manoeuvre in the scenario, allowing the Posse to have some freedom to what they do, with an overall story arc behind. See the Synopsis for how I would expect the scenario to play out and to give you an idea where to nudge your players towards (gently, if not imperceptibly). A certain amount of basic GM ability is assumed, hopefully I'm not telling the Marshall how to suck eggs.

The stats and descriptions of all the NPCs and Bad Guys are kept in one place at the back for ease of reference. For those without statistics do the usual Extras thing and assume they've got d6 in anything important.

Extra Bits

There is a lot of room for extra padding if you want to increase the richness and depth of the scenario (or things are running ahead too quickly). Go read it and then check here for some tasty ideas if you want more bang for your buck:

- One of the hired guns on the either ranch knows the Gunslinger from a past exploit and tried to recruit him on to his side / seek revenge for the death of his partner
- Kitty Parsons, when she's in control, falls in love with the Captain, against her will and longs to be in his arms. Privately she asks him to take her away from all this. (Woe betide him if he assents!)
- Conversely, one of the regular ranch hands might get sweet on our very own cowgirl and follow her around like a puppy.
- The Jenkins squaw is a descendant of the original shaman who sealed the Manitous up in their rocky prison. She's got the Sight and can see that the Huckster is some kind of witch. If he shows off his powers, she'll organise an exorcism and try to get some men to kidnap the "possessed" character.
- The Manitous fear the Indian and the potential for juju he might be bringing with him. "Kitty" will send a trusted man to go and secretly find out what the half breed might be offered to save his friends.

Meanwhile, Back at the Ranch

What's Going On?

Little Jimmy Parsons went playing where he shouldn't. Everyone said the played-out Ghost Rock mines were a bad place to go, being all haunted and what have you, but he wouldn't listen. Hell, telling a kid not to go is the only thing surer than Hell to *make* him.

Well, the Manitou got him. Hollowed out his mind and got in the drivers seat for some fun and games. His momma came a-lookin' for him and when she entered the mines, the Manitou that was little Jimmy dropped a pile a rocks on her, killed her dead. She didn't stay that way. The powerful urge to find and rescue her son brought her back, albeit with a visitor in her head too. Sometimes the Manitou is in charge, and sometimes she is, but either way, both look after little Jimmy.

There's plenty more Manitous in the mines and they're all held there by some powerful juju an Indian Shaman put on the place. Unfortunately for the Good Guys, there's a hitch - when a Manitou is inside a person they can get out. The Bad Guys plan is to get some miners up here and let the legions of Hell run riot in their bodies, but the tales of ghosts and accidents are keeping most folks away for now. The Bad Guys could probably kidnap some people and drag them up to the mountains, but on the route to the mines lies another ranch next to the Parsons'.

The Manitou have had an idea. They don't want to make too much of a fuss, in case any old shamans hear about it and come back to put things right, so this needs to look normal. Kitty Parsons, Jimmy's mom knows nothing about it, but when she blacks out, her Manitou poisons her husband, slowly killing him. With him so terribly indisposed and the feigned loss of her son, the Manitou manufactured a feud between the Parsons and the Jenkins (the ornery next door neighbour and potential witness to the Manitou's plans).

If they can convince some gullible strangers to get rid of Jenkins, then their way will be clear to take over the town. But who'd be foolish enough to fall for the old "damsel in distress" routine? Enter the Posse...

One Way Ticket

The Posse are travelling to Silver Stream as a group for whatever reason best suits the Marshall. If running as a one off game, this could be due to paying respects to a deceased relative, in the hopes of finding Ghost Rock, to take up investigations from an Agency or any other reason. It might just be tales of strange goings on and the Posse want to put it right.

The Posse are on a stagecoach a few hours out from Silver Stream, a struggling mining settlement out in dusty Kansas or somewhere similar. Distribute some copies of the Tombstone Epitaph to foreshadow coming events. The Posse's been travelling for days in a cramped, hot, dusty box journeying through some pretty featureless and boring terrain. Play up how uncomfortable and unremittingly dull the coach is and allow the players some time to introduce their characters and generally get into the role.

As soon as conversation seems to be dipping, hit them with an attempted robbery by the Harvey Hill gang. Its up to the Marshal whether he wants Harvey Hill himself to be part of the robbery. He'll provide more a tough opponent for the Posse and perhaps foreshadow the Harrowed that await in Silver Stream later in the scenario. Some Marshall's may prefer a lighter encounter just to get people used to the system though. As part of an ongoing campaign Harvey may be hosting a Manitou from Silver Stream itself, or come back from the dead to haunt the group in later sessions. At a convention, for now, I'd keep it simple.

Meanwhile, Back at the Ranch

There should be at least one opponent per character, with an extra couple (or Harvey) thrown in for good measure. Discount the driver and shotgun rider as ineffectual as they try to maintain control of the frightened horses. Remember that as the gang are riding horses and the Posse are in a bouncing stagecoach, everyone gets -2 to Shooting rolls (Unstable Platform). As long as the Posse are hunkering down in the stagecoach, they get Medium Cover (another -2 to be hit) as well, which should keep the Posse safe! Once more than half their number are taken down, the Hill gang make a run for it and head for the hills.

Welcome to Silver Stream!

Arriving in town as the sun is setting, folk would normally expect to see the twinkle of the river in the foothills behind the town, but strangely its absent (see later on for details why). The coach pulls up outside the solitary saloon and hotel and its All Change. The Posse will want to get inside and get rooms and maybe some food and a drink. Dang, its thirsty work fighting off bandits.

The middle aged balding barman (Tex) is genial and has rooms available at reasonable rates. He'll welcome the Posse and offer them whatever they need as well as provide some gossip and otherwise prove a useful mouthpiece for the Marshall to anyone who can pay their tab. Several other interesting characters occupy the bar; Posse who buy drinks, lose at cards or lend a sympathetic ear may gain bonuses to Persuasion rolls or simply more information for good roleplaying.

Two buffalo hunters (Hawkins and Daniels) who fancied turning their hands to mining occupy the bar more or less permanently. They managed to strike it lucky on a massive nugget of Ghost Rock and have been steadily drinking their way through the money ever since. Now low on funds, they'll morosely tell anyone who buys them a drink about the mine and how they'd go up there and get more rock, if only it weren't for the ghosts. They lost their friend up there and would dearly love to get his body back for a decent burial. If only they weren't so terrified.

A table of four cowpokes (Frank, Blue, Garret and Hank) gamble the night away playing poker. They'll take up to another two people at their table, if there's money to be won. Playing a few hands of five card stud, Posse members will be able to chat to the local about what's a happenin'. They'll most probably reveal how there's a feud up at the Parsons and Jenkins ranches.

The Shaw brothers (Tim and Jake) sport Deputy Sheriff badges and sit in the corner telling tall tales to a few assembled cowpokes. They are likely to exaggerate any of the information given below and embellish wildly. Although they talk big, about running the Sanchez Brothers out of town and so on (not that they've ever met the Sanchez Brothers), they're currently worried sick about having to look after the town and can't wait for the sheriff to get back. If it came down to trouble, they more likely to run back to their momma than anything else.

Things the locals will reveal:

- There's a feud going on at the Parsons and Jenkins ranch
- The sheriff went off looking for a missing boy some time back and hasn't returned
- The mines are haunted by the ghosts of dead injuns and no-one wants to go back there
- The rains ain't come and the town, without the benefit of the mine, can't survive on farming neither.
- Them Sanchez brothers are out at the feuding ranches and that's got to spell trouble no matter what language you speak
- The drought has got so bad, even the rivers are dried up

Meanwhile, Back at the Ranch

Here Comes Trouble

Once the Posse have had a chance to roleplay and gather some information, Kitty Parsons saunters into the saloon. Her arrival is met with a mixture of disappointment and trepidation by the assembled townsfolk. She'll head to the bar and orders a drink, sniffing into her lace hankie and looking distressed (the barman serves her without making eye contact and his joyful demeanour seems to desert him). If the Posse ask about who she might be, their newfound acquaintances will provide a mixture of the following information:

- She's the Parsons lady, her husband has fallen ill and she's running things now, but not doing too good a job
- She's a siren! She entices men to her ranch and they're never seen again
- Well, everyone feels sorry for her, but dagnamit, why doesn't she go back East where she belongs
- Some say she'd shacked up with the Sheriff while her husband lies ailin'
- Poor girl is jinxed. Everything she touches turns to manure. Don't share a wagon with her or a wheel will fall off.

If no-one goes up to investigate this blatant plot hook, be sure to gently remind the player who has a Code of Honour that its awful to see a woman cry. Anyone with the Loyal Hindrance should obviously back his play too.

Once a member of the Posse has been cajoled or volunteered to go talk to the lady, she'll give the following impassioned plea (paraphrase or flower up as appropriate):

"Why, I'm sorry for my tears sir, but you see I'm in such terrible trouble and no one here can help me. I hate to impose on a stranger, but I'm simply at my whit's end. I have a ranch out near the mountains and my neighbour has taken it into his head to run me off my land. My poor husband lies dying of some awful disease, my poor sweet boy is missing and I can only think now is dead its been so long. I asked the Sheriff for help but he's not come and no-one can find him anywhere now. Jenkins has cut of my water and now the cattle are dying and I stand to lose everything. Could you take pity on a poor wretch and come tomorrow to my ranch to see if you can't sort this out. I can only offer you home cooking and the gratitude of helpless woman, but for any Gentleman that might just be enough?"

With that she'll break down into quiet sobbing, consoled only when someone agrees to help, at which point she'll pull herself together, give effusive thanks and directions to her homestead. Shortly thereafter she leaves in high spirits, taking her pony and trap back to the ranch.

Kitty really is at a loss as to why Jenkins has got this feud with her, what's happened to her husband, where her boy is, and a whole host of other things. She can't remember hiring half the men on her ranch, but they seem to be quite sure about it. All the bad things that happen are when the Manitou inside Kitty takes control, she blacks out and wakes up none the wiser sometime later. Hence any attempts to determine if Kitty is genuine will read as true as far as the Posse are concerned.

Allow the Posse time to formulate a plan, get more information, gamble some money or generally chew scenery. Asking about Jenkins gets the general impression that he's a crazy old coot who's best avoided. He keeps himself to himself and other folk find that's probably the best for everyone involved.

Once things have run their natural course, skip to the morning and breakfast. There's a general store in town, so if they've anything reasonable they feel they need to buy (and have the cash for), they can kit up, then head on out.

Meanwhile, Back at the Ranch

Home, Home on the Range

The ranches are about five miles to the north west out of town, backed up against the foothills of the mountains. On foot it shouldn't take the Posse more than a couple of hours to get out there. The natural boundary between the two ranches is a river, although currently its dried up and a few dissolute cattle wander about listlessly, licking at the dry earth or any perspiring characters that stray too close.

Each ranch is similar in layout. Lots of chaparral, a barn, farmhouse, corral, outhouse, and a crude wooden arch demarking the main entrance to the land with a branded family name above it. Each house has a loose group of men about, all armed and mostly eyeing up the other group across the dry riverbed. The Posse might go to either ranch first, or dang it, straight up the middle to find out what's up with the water supply. Maybe all three at once. Whichever though, here's the skinny on an initial visit to each location.

Jenkins' Ranch

Jenkins is a gnarled, stubborn, old mule who's not about to be diddled out of his ranch by some fancy-pants from Back East. He's worked too hard to give in now and would rather die than roll over, which is a fairly likely outcome. Although a ranch of odd balls, the Jenkins' posse are largely simple folk, who just want to be left alone to live their lives without bothering anyone else.

Anyone approaching the ranch house will be shouted at by Jenkins, stood resplendent in his stained pink long-johns, floppy hat with turned up brim and over-sized boots. He'll guard his porch with a shotgun that wobbles erratically over possible targets as his eyes don't see too good. He's cantankerous and ornery, but not really looking for any trouble and genuinely just wants people to get off his ranch and leave him alone. He can't understand why that "devil in skirts" across the way has a hankerin' for his land, but one things for sure, she ain't gettin' it!

Hanging around to back him up is Junior - a huge bear of a man, son to Jenkins, with a sprout of hair on top of his head, giving him the semblance of a pineapple that never realised it should stop growing. He's a bit simple and tends largely to do whatever he's told. If someone attacks his Ma or Pa though, he becomes incensed and will fight like a man possessed, crying like a baby all the while. Jenkin's wife - a Ute squaw - is a heavy as he is thin. She waddles about, occasionally prattling on in her own language scolding anyone with ears. Jenkins seems the only one capable of understanding her, but to little avail, as all he does is tell her to shut up and stop answering back.

Aside from these colourful characters, there are about a dozen or so cowpokes, half of whom are close by. One of the Sanchez brothers (Raul) is in the barn taking a siesta, and he'll only rouse if called for, or a gun fight begins.

It should be obvious to the Posse, after some interaction, that Jenkins is an ornery old devil, but no real harm to anyone. He's fair annoyed that his cattle are thirsty and baffled by outsiders wanting to interfere with his ranch, when he doesn't go around bothering other folk.

Play the scene as initially menacing, with assembled ranch hands fingering weapons, Junior dragging an axe behind him asking who these strangers are, the ever-present danger of Jenkins accidentally blowing someone's head off with his shaky hands and pestilential feel of the run down ranch etc. If it gets too close to a conflict, or you think you've milked it enough, have squaw Jenkins come out waving a pan and berating her husband to break the tension. The rest of the scene should play out fairly humorously or at least with some relief that there's going to be no trouble here.

Meanwhile, Back at the Ranch

Parsons Ranch

When the Posse go to the Parsons ranch, the Manitou is driving Kitty. Its got the hang of acting the distressed young wife pretty well, but interactions with her should just feel slightly *wrong*. Kitty will meet the Posse on her porch and go over the problem with her neighbour again, encouraging the Posse to head over there now and gun Jenkins down.

In the dark of the doorway Jesus (hay-zoo-ss) Sanchez will be stood leaning against the frame and smoking a thin cigarillo. He'll smile to himself and be faintly mocking of any forthright characters, while staying within the bounds of politeness. Just. If the Posse hang around for any length of time, they can be invited in for coffee and cake. Jesus will be blatantly inappropriate with Kitty, rubbing her neck etc., although she seems not to mind, even with the faint moans of her sickened husband in a back room.

Any attempts to see her ailing husband will be politely rebuffed, as she insists that he is not well enough for visitors. She's play the victim and anyone with Code of Honour or similar would want to protect her feelings. Jesus claims he is man enough to sort out this little problem and will prick at the Posse's pride indicating perhaps they are not good enough to go and face Jenkins.

Eventually the Posse should be persuaded to investigate either the other ranch, or maybe they decide to go to the river source or ghost rock mines, but a conflict should be avoided straight away. Try to play the story out a little first. Give the impression that something isn't quite right, without forcing the players to skin their hoglegs and start blazing away. Kitty labours the loss of her boy (which just has to be Jenkins fault), her ailin' husband (I wish no-one had opened those mines) and the terrible lack of water (its that Jenkins!).

River mouth

Kitty (with Manitou in charge) took the Sheriff and a couple of Deputies up to the mountains "searching for her boy" with Jesus in tow. A couple of miles into the mountains, at an opportune point, she and her new lover bushwhacked the law dogs and buried their bodies under some rocks in the river, using a stick of dynamite to block up the water good and proper. The Manitou hopes that lack of fresh water will drive the Jenkins clan off their land, and any animals that make it this far up the mountainside will get diseased if they drink of the corpse-filled pool hereabouts, further sowing misery.

Tracking in the local area reveals people have been here in the last few days, but not recently and that animals don't seem to approach the water, instead drinking upstream. Notice rolls may spot a lifeless arm swaying like kelp on the sea bed in the dark, rusty coloured water. Anyone jumping in can soon find the bodies and maybe even the sheriff's tin star (some Swim or other roll maybe be appropriate to avoid sucking down the diseased water while splashing about). Clearing the blockage takes dynamite or a few hours hard manual labour.

Showdown

If you've played this out right the Posse should discover and decide to act on several things:

- Jenkins is more of a threat to himself than anyone else and certainly isn't interested in a feud.
- Kitty Parsons is a two-faced and in fact, a deeply suspicious character, who can nevertheless seem utterly genuine sometimes.
- The river is artificially dammed and needs to be opened up again for the ranches to survive.
- Someone killed the sheriff and his men and the evidence points to the ranches below.
- At least one of the Sanchez brothers is present and that always means trouble.

Meanwhile, Back at the Ranch

Ideally the Posse get two good interaction encounters at the ranches, and release the river so the water can flow again (prompting emaciated cattle to whine with delight and stampede slowly and shakily to the now-moist riverbed). At this point the Posse will probably have enough ammunition to go back and get some real answers from Kitty Parsons.

She'll act the innocent to the end, initially prompting Jesus to call out one of the Posse for insulting a lady, or otherwise getting the cowpokes to show these belligerent blackguards the door (in a manner of speaking). She'll also appeal to individual sympathetic Posse members to help her out. Sanchez is likely to get gunned down one way or the other and the Posse are going to either want answers from Kitty, or gain access to her husband etc. When she can bluff no longer, the Manitou in Kitty will let rip with some arcane powers and try to destroy the Posse. She's likely to "die", but being Harrowed should be back for the final showdown.

Kitty's Poor Jim

After dealing with Kitty (or maybe if they're sneaky about it beforehand), the Posse may well get chance to speak to her husband, Jim. He lies in a darkened room, flies buzzing round the slop bucket by his stained bed and the stench of death heavy in the air. Approaching, the Posse see his waxy skin and cloudy eyes and know he's not long for this world. The Manitou has been poisoning Jim with Ghost Rock extract for weeks and the poor man coughs up gobbets of luminescent green phlegm constantly. He speaks in whispers and it alternately terrified and devoted to his wife. *"She's stuck by me to the end, how could I bring her to this? Wait! What was that? She's not coming is she? I love her so."*

Jim can reveal that there is still Ghost Rock in the mine and in fact he's sure that's where his son is hiding out, alive and well. He'll talk about the riches there that could have been his, for his family, and lament his poor son lost and alone in the dark, until the Posse get the hint and assure him they'll head over to the mines, which shouldn't be too much of a push. Innocent (now orphan) in need of saving, and a massive pile of valuable minerals just lying round waiting to be taken away and spent? If all else fails have Jim clutch a suitable Posse member and make him promise to a dying man that he'll go get the Parson boy. Once this is done Jim will slump into a coma and exit our story.

What's With The Sanchez Brothers?

They're here to add some colour and if necessary, give the Posse someone to gun down mercilessly without any moral qualms. Jesus was seduced by Kitty in Manitou mode and is now intrigued by her hot and cold attitude. He wants to set up shop with her here and run things, unaware that he's due to be host for a Manitou once his usefulness has run out. The initial plan between the brothers was to run one ranch against the other, killing the ranch hands in order to gain money, while they worked out where all the Ghost Rock was hidden. Raul is disillusioned and has come to the conclusion there is no huge Ghost Rock cache, so the whole feud is a waste of time. His brother refuses to leave however, so Raul is biding his time, sleeping through the days, waiting for Jesus to tire of Kitty or vice versa, so they can get back on the road. His own patience is running thin though and if something doesn't happen soon, he's going to force the issue... If one brother is killed the other will want revenge for his sibling's death. Whether in this game or another one, is up to individual Marshals.

Meanwhile, Back at the Ranch

Mine, All Mine.

Once the ranch situation is handled and a grudgingly appreciative Jenkins gets to say his thanks (and invite the Posse round for vittles), the heroes should be thinking of heading up to the mines and finding the missing Parsons boy - and incidentally picking up some Ghost Rock while they're there.

It takes a couple of hours climbing in the baking heat to get to the mine entrance, although its fairly easy to find (or Jenkins can direct the Posse if necessary). Cruel hearted Marshals may require the Posse to make a Fatigue check for the arduous climb. The mine entrance is a black maw in the jagged rock and surrounded by rusting mining gear, old trolleys and tin hats etc. If the Posse are anything like the average, they'll have neglected to bring any light sources with them, but fortunately sufficient working oil lamps can be found with the detritus that's lying around. A child's footprints can be found in the loose earth around the entrance, and also some shuffling adult feet.

Play out the search through the mines as long as you feel you can keep the tension up. Compared with the bright blue skies outside, its black as pitch in here, with the oil lamps casting shaky shadows across the walls and weird echoes and winds that howl like damned souls catching the ear. The fear of sudden drops or cave-ins should permeate also and it should be clear that a headlong rush out of the mines would be hazardous indeed. If the Posse are inclined towards fighting and you have time, feel free to throw a few undead miners at them, damned souls forever destined to walk the twisting caverns in search of life, to then jealously snuff it out in their eternal bitterness at their fate. Or not.

When you think you've milked the ominous atmosphere for all its worth, the Posse will stumble upon a large cavern. The light from their rusty lamps doesn't reach the far side, but does glint off the generous veins of Ghost Rock in the cavern walls. Oddly there is a small house, almost like a child would draw one, towards the centre of the cave, just on the cusp of visibility. It glints dully and is in fact made from Ghost Rock. Those with a tendency to stray shots, and dynamite wielding Posses, should beware.

In the house is the Big Bad. An ancient Manitou (if it measured things like Time) now inhabits the form of little Jimmy Parsons. The evil, twisted creature echoes the child's behaviour almost on auto-pilot, finding amusement in imaginary tea parties for lost souls and the sinister side of fairy tales. Eventually some or all of the Posse will approach the small "house" and peer inside.

Kitty Parsons, with her advanced stitchin' Harrowed power will be back and to all intents and purposes cooking dinner for her little one. Jimmy is playing tea party with a raggedy teddy bear and one of those unsettling porcelain dolls. There are spaces for the Posse round the low table. As stealthy as the Posse may be, the Manitou noted their arrival as soon as they entered the caves. They aim to kill the Posse and stuff the corpses with more of their own kind. As the heroes listen and watch, Jimmy will converse with the teddy and doll along the lines off...

"Well Miss Josephine and Mr Brown, it seems are guests are late. It looks like they'll have to stop later tonight to make up for it. Stop for a very long time you say Mr Brown? A very long time indeed Miss Josephine? Well okay. But before we have tea, lets play hide and seek".

With this, little Jimmy turns himself invisible. This is the grand finale and we're playing for keeps, so Marshals should use Bennies if necessary to get a Raise on his casting roll and make him a really tough opponent. Jimmy will run around outside the house causing mayhem by using Puppet on the Posse and getting them to attack each other. All the while he'll whisper childish comments at the Posse and laugh heartily if one of them shoots a friend or sacrifices himself in some way. (This should give anyone trying to spot him +2 to their Notice rolls.)

Meanwhile, Back at the Ranch

Kitty will join in the fun, obviously, while taking cover in the Ghost Rock house. Count the house as an Innocent Bystander, with stray shots having a chance of igniting the Ghost Rock and turning it into a fireball doing 6d6 damage(!) to anyone inside and reducing the damage by d6 for each 10 Pace a character is from the building. It doesn't stop there though. The sparks and loose flame start to sparkle around the cavern and it won't be long before the whole cavern goes up and the top flies off the mountain in one almighty explosion! I'll leave it to individual Marshal's to be as mean or forgiving as they want to be on home much time the Posse have to wrap things up and get the Hell out of the there. Use the impending threat of doom as a great way to crank up the tension though! Walls on fire, sparking and fizzing floors, the screams of tormented, burning souls etc.

Finale

One way or another, the game ends here. Maybe the Posse all die and their bodies are used as vessels for the Manitou or perhaps they "kill" the bad guys and run the gauntlet of treacherous mine tunnels to dive into the open just as the mountain explodes around their ears and the evil is entombed once and for all? That my friends, is up to you...

Synopsis of Events

Posse introduce themselves to each other aboard the cramped, dusty stagecoach.

The Harvey Hill gang attack and provide opportunity for a gunfight.

The Posse get to Silver Stream and interact with the locals.

Enter Kitty Parsons and her sob story - the Posse take the bait.

More gossiping and scenery chewing.

Next day its out to the ranches and the following three locations are investigated:

- The Parsons Ranch (something feels not quite right, Jim is ill and the Mexican looks dodgy)
- The Jenkins Ranch (an odd ball group of characters, but ultimately harmless if not attacked)
- The River Dam (dead bodies and unwholesome water)

The Posse realise the Parsons are the problem and do something about it.

Jim gets a promise to investigate the mines in search of his boy from the Posse.

The Posse clear up at the ranch and head up into the mountains.

A spooky search of the mines ensues, with extra combat if you want it.

The Posse discover the possessed Kid and his Ma (again) and put the evil to rest or get subsumed by it. The mountain may explode. The Posse might end up rich. All good.

The End.

Meanwhile, Back at the Ranch

People of Interest

There's a whole mess of Cowpokes, Town's Folk, Ranch Hands, Banditos and all sorts that populate the Weird West and most of them don't need full profiles. Below is a stat block for your average Extra and then some description and any variances for individuals and groups the Posse are likely to talk to. Or shoot.

Agility d6, **Smarts** d6, **Spirit** d6, **Strength** d6, **Vigour** d6
Parry 5, **Toughness** 5, **Pace** 6, **Charisma** 0
Fighting d6, **Notice** d6, **Shooting** d6

The Harvey Hill Gang

Nameless Thugs and Banditos

Labouring under the delusion that Harvey Hill is never killed so they won't be either, a steady stream of low-life men join the gang, rotating out when they die or captured, none of them survive long enough to warn others off or work out Harvey's secret. They are typically poorly dressed and wear neckerchiefs over their faces when out robbing.

Skills: **Riding** d6, **Lockpicking** d6
Edges: -
Hindrances: Mean

Tex

Barman

Middle-aged owner and proprietor of the Silver Stream Hotel, Tex is an amiably fellow, made for customer service way before its time. He's tall, portly and balding, with rosy cheeks and pink, well scrubbed hands. A perennial bachelor, he's happy of the company his work provides him with.

Skills: **Persuasion** d8
Edges: Charismatic
Hindrances: -

Hawkins and Daniels

Disillusioned Buffalo Hunters, Turned Miners

With the disappearing buffalo herds, the pair thought they'd try their hand at mining, but gave it up after one lucky strike. Now a pair of drunks, they will sullenly talk to anyone offering them a drink. They stink of whisky and have beards nearly as thick as the buffalo coats they sport, whatever the weather.

Skills: **Shooting** d8, **Stealth** d6
Edges: Marksman
Hindrances: Habit (Drinking) - Major
Gear: Sharp's Big 50

The Shaw Brothers (Tim and Jake)

Cowardly, Big Mouthed Deputy Sheriffs

Sworn in as a favour to their Pa, to keep them out of trouble, these two pimple faced scrawny loud mouths have found themselves in the unenviable position of being the only law in town, without the sand to back it up. They talk long and loud to those who'll listen hoping to bluff their way through until the Sheriff returns.

Skills: **Persuasion** d6, **Intimidate** d6
Edges: Snake-oil Salesman
Hindrances: Cowardly

Meanwhile, Back at the Ranch

Frank, Blue, Garret and Hank

Lazy Cowpokes Gambling The Night Away

Bored and short of work these four Silver Stream residents pass the time by redistributing their remaining money in a virtually constant game of poker among themselves. Frank is barrel-chested and prone to smoking stinking cigars, Blue is young and looks it, the constant butt of jokes, Garret is getting on in years, with a healthy mane of snow white hair and Hank is so tall he has to duck under door frames when entering room.

Skills: Gambling d6, Riding d6, Throwing d6

Edges: -

Hindrances: -

Regular Ranchers

Hard Working Cowpokes

Just your average working Joe's, that are a little confused about all this beef between the Parsons and the Jenkins. They are fairly loyal to their respective employers and sympathise with them, but will try like heck not to get shot or have to kill anyone. They'll defend themselves if necessary though.

Skills: Riding d6, Throwing d6

Edges: -

Hindrances: Loyal

Newly Hired Ranch-hands

Hired Guns

They don't know much about steers, but they can shoot a man dead and feel good about it in the morning. Kitty hired some of these when the Manitou was in charge and feels a bit awkward about it on the rare occasions when her faculties are her own. Jenkins is loco and left the hiring of more muscle to Raul, which explains the poor moral fibre on display.

Skills: Gambling d4, Riding d6, Shooting d8

Edges: -

Hindrances: Ugly, Wanted

Gear: Quick-draw holsters

Harvey Hill (Wild Card)

Harrowed Bandit, Back From The Grave

Harvey has been killed more times than a cat on it's ninth life. He has a death wound right through his heart and will often put a hand under his waistcoat, only to pull it out sticky and bright with fresh blood. He inspires fear, respect and a feeling of immortality in his men. He makes them rich in return, although few live long enough to enjoy it. Harvey wears a near-permanent show of teeth, whether a smile or grimace, its hard to say.

Attributes

Agility d8, **Smarts** d6, **Spirit** d6, **Strength** d6, **Vigour** d8

Parry 6, **Toughness** 6, **Pace** 6, **Charisma** 0 (-4)

Skills

Fighting d8, **Riding** d8, **Shooting** d8, **Streetwise** d6, **Survival** d6, **Tracking** d6

Edges

Command
Natural Leader
Quick
Spook
Steady Hands

Hindrances

Bloodthirsty
Greedy
Wanted

Powers

Meanwhile, Back at the Ranch

Kitty Parsons (Wild Card)

Harrowed Young Wife and Mother

A pretty girl from Back East, she's in her early twenties and looks it, although a tired desperation haunts her eyes that might make them seem sunken if they weren't so puffy from the tears. She dresses well and has impeccable manners when in charge of her faculties, which is regrettably infrequent these days, as the Manitou in her head is in control more often than not. She's dead, but doesn't know it and under the many layers of long skirts, her legs are mangled, a legacy of her becoming Harrowed. Not that she ever notices, for every time she lays down for bed, the dark spirit comes alive... Kitty noticeably smells of gin, this is the Manitou's attempt to stay pickled and keep the smell of death away.

Attributes

Agility d6, **Smarts** d10, **Spirit** d8, **Strength** d6, **Vigour** d6
Parry 5, **Toughness** 5, **Pace** 6, **Charisma** +2

Skills

Driving d4, **Fighting** d6, **Hexes** d10, **Notice** d6, **Persuasion** d8, **Stealth** d6, **Taunt** d8

Edges

Arcane Background (Magic)
Attractive
Cat's Eyes
Improved Cats Eyes
Claws
Improved Claws
Extra Power
Stitchin'
Improved Stitchin'

Hindrances

Delusional
Heavy Sleeper
Lame

Powers

Dispel
Deflection
Dispel
Stun

Jimmy Parsons (Wild Card)

Used to be a happy-go-lucky, if a little lonely ten year old kid, with a mess of unruly blonde hair sat on his head. Unfortunately one adventure too many found Jimmy a playmate he'd deeply regret. The Manitou shattered Jimmy's fragile little mind, ate the pieces and now sits in the hollowed-out body quietly pleased with itself. Although externally, Jimmy is still a smiling ten year old boy, inside it's a roiling mass of spite and malice.

Attributes

Agility d8, **Smarts** d10, **Spirit** d8, **Strength** d4, **Vigour** d6
Parry 2, **Toughness** 7, **Pace** 6, **Charisma** 0

Skills

Hexes d10, **Notice** d10, **Stealth** d8, **Taunt** d10

Powers

Fear
Invisibility
Mind Reader
Quickness

Notes

"Jimmy" is now essentially an intelligent Walking Dead and shares all their special abilities (Page 224 DLR). Additionally he has 20 Power Points for his powers.

Meanwhile, Back at the Ranch

Jesus Sanchez (Wild Card)

Fat, Filthy and Murderous Bandito

Handsome to the point of beauty, Jesus has clear olive skin, a slender dancers physique exquisite white smile. A slender moustache dances about his sardonic smile and a lethargic Mexican accent combine to make even proper and righteous women to go all peculiar. He dresses in fine black clothes, chased in silver and adorned by buttons of the same. His stylish sombrero is often pulled low, so that his smiling eyes glint in the darkness beneath. On his slight hips he carries twin Peacemakers, custom made with carved ivory handles, depicting Christ on the cross.

Attributes

Agility d10, **Smarts** d6, **Spirit** d8, **Strength** d6, **Vigour** d6
Parry 7, **Toughness** 5, **Pace** 6, **Charisma** -2

Skills

Fighting d10, **Intimidate** d8, **Notice** d6, **Riding** d6, **Shooting** d12, **Stealth** d6, **Taunt** d8

Edges

Combat Reflexes
Dead Shot
Dodge
Duelist
Marksman
Reputation
Trademark Weapon
Improved Trademark Weapon

Hindrances

Mean
Vengeful
Wanted

Gear

Quick Draw Holsters
Colt Peacemakers
Speed-load cylinders
Fast Pony
Elaborate Saddle

Raul Sanchez (Wild Card)

Disturbed and Disturbing Bandito

In stark contrast to his brother, Raul is deeply unattractive. His skin is pock-marked and greasy, his hair lank and unkempt and his portly frame struggles, not entirely successfully, to remain within his stained and filthy clothes. A sombrero stays on his head thanks only to a thin leather cord, that looks likely to garrote him at any moment. When Raul speaks his rotten teeth stare blackly out and their smell, along with that of the chewing tobacco he constantly masticates making standing nearby a chore. Raul's weapons and bandoliers look well used and comfortable on him.

Attributes

Agility d8, **Smarts** d6, **Spirit** d8, **Strength** d6, **Vigour** d10
Parry 6, **Toughness** 8, **Pace** 5, **Charisma** -2

Skills

Fighting d8, **Intimidate** d8, **Notice** d6, **Riding** d6, **Shooting** d10, **Streetwise** d6, **Survival** d6, **Taunt** d6, **Tracking** d6

Edges

Hip Shooting
Nerves of Steel
Improved Nerves of Steel
No Mercy
Quick Draw
Strong Willed

Hindrances

Obese
Ugly
Wanted

Gear

Colt Army (.44)
Scatter gun
Well-used hoss
El Cheapo saddle

Meanwhile, Back at the Ranch

Old Jenkins (Wild Card)

Crazy Old Coot

Crazy as a shaman on peyote and meaner than a bag of snakes, Jenkins might make enemies if he didn't spend all his time on the ranch. He dresses exclusively in stained, patched pink long-johns and put on his oversized boots and wide-brimmed hat (with fold-up front) whenever stepping out on the range. He's got cataracts forming and a bad case of the shakes, but that doesn't stop him waving his shotgun round when there's strangers about. He's happy in himself and can't abide meddlin'.

Attributes

Agility d6, **Smarts** d8, **Spirit** d10, **Strength** d4, **Vigour** d4
Parry 2, **Toughness** 4, **Pace** 5, **Charisma** -2

Skills

Driving d6, **Healing** d8, **Intimidate** d10, **Notice** d6, **Shooting** d6, **Survival** d8, **Taunt** d8

Edges

Beast Bond
Healer
Luck
Rebel Yell
Strong Willed

Hindrances

Bad Eyes
Elderly
Mean

Gear

Shotgun
Big, floppy hat

Junior Jenkins (Wild Card)

Simple, Honest Son

Junior is none too wise, but makes up for it in size and love for his Pa. Although normally quite placid and prone to standing still staring off into space for hours on end, if his family are threatened, he'll become angrier than a nest of hornets.

Attributes

Agility d8, **Smarts** d6, **Spirit** d8, **Strength** d6, **Vigour** d10
Parry 6, **Toughness** 9, **Pace** 6, **Charisma** 0

Skills

Climbing d6, **Gambling** d4, **Fighting** d8, **Intimidate** d8, **Notice** d6, **Riding** d6, **Throwing** d6,

Edges

Brawny
Mighty Blow
Nerves of Steel

Hindrances

Clueless
Illiterate
Loyal

Gear

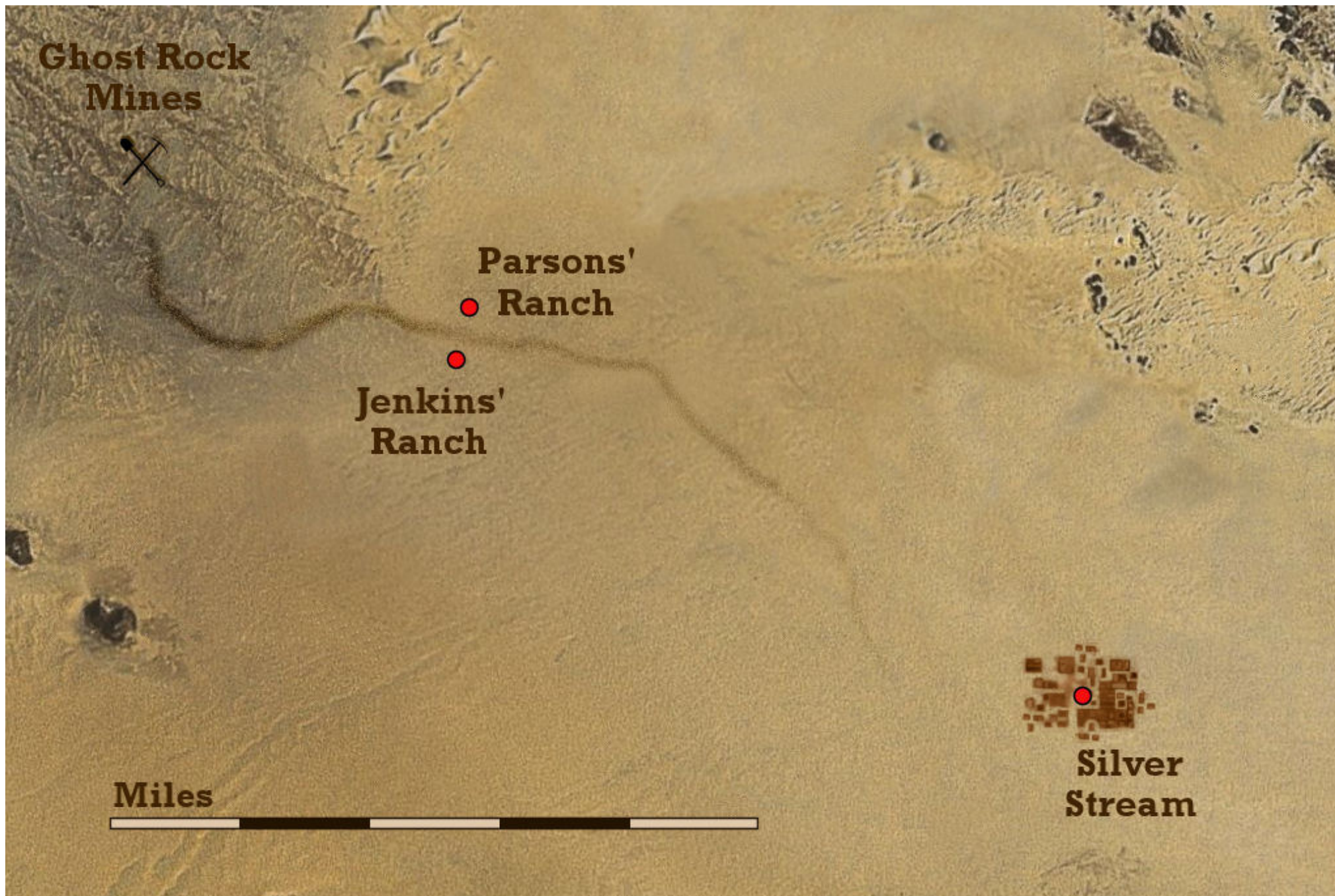
Big chopping axe (d10)

Lucky

Smelly, Three-legged Dog

Lucky hangs round the ranch, treating it as his own and worrying the cattle. Lucky likes to mark boots as his own personal territory. The only time Jenkins can be found with a soft word to say to anyone or anything, it's this mangy, cankered mutt. Loyal to each other to the death, Lord only knows what history they have.

Use statistics on Page 146 of Savage Worlds Explorers Edition for Lucky.



Player's Map

Outhouse

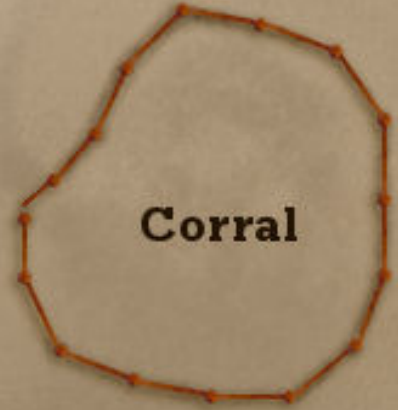


Barn

Ranch House



Parsons' Ranch



Corral

Mountains



Dried Riverbed

Silver Stream



Jenkins' Ranch

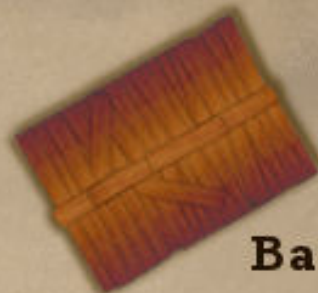


Corral

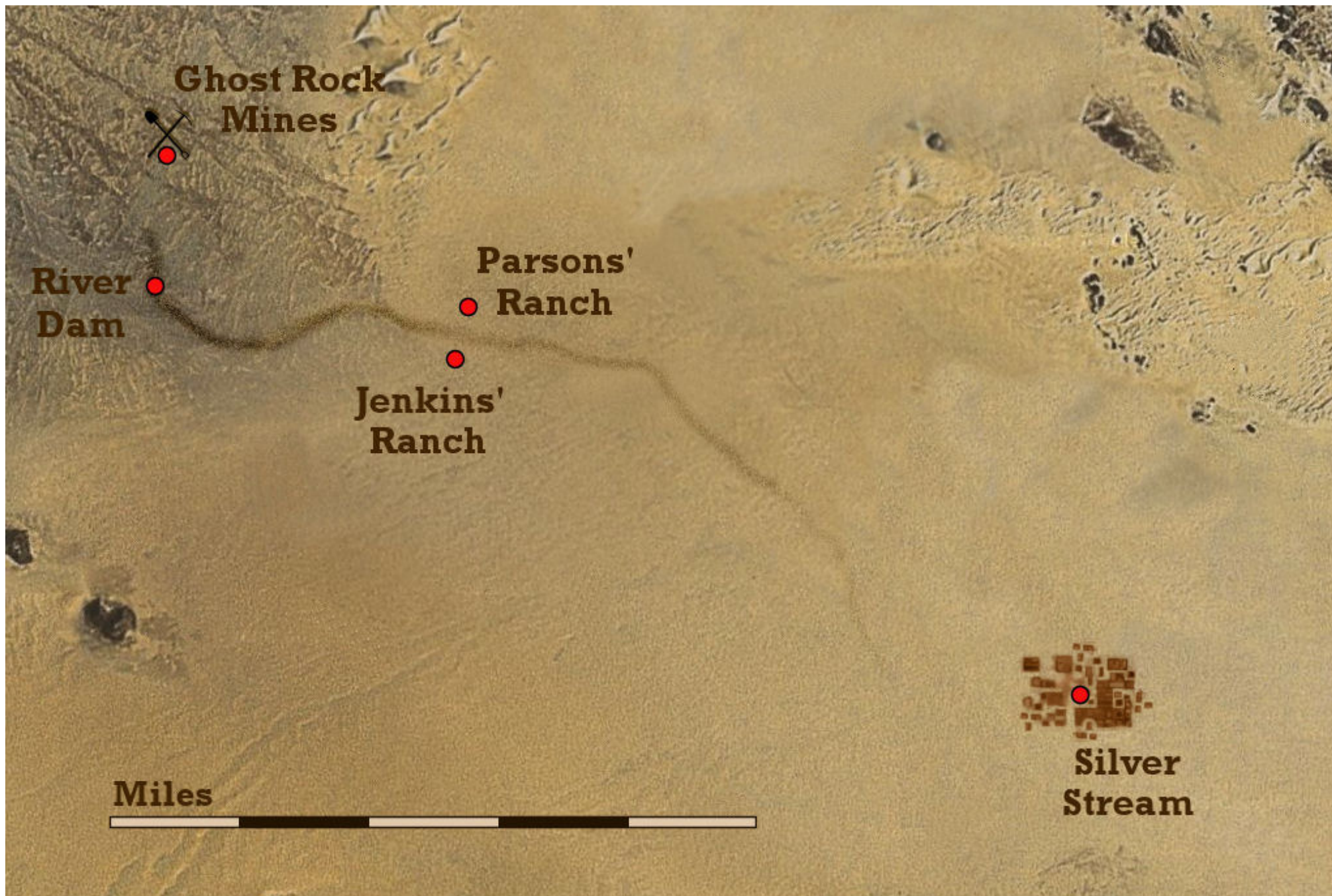
Ranch House



Outhouse



Barn



GM's Map

DEAD LANDS

NAME: Ten Bears

BASE DERIVED STATS MOD

○ PACE 6
 ○ PARRY (2+ Half Fighting) 6
 ○ TOUGHNESS (2+ Half Vigor) 5
 ○ GRIT (Rank) 2
 ○ CHARISMA -2

RANK: Seasoned XP: 30

ATTRIBUTES

4 6 8 10 12 **AGILITY**
 4 6 8 10 12 **SMARTS**
 4 6 8 10 12 **SPIRIT**
 4 6 8 10 12 **STRENGTH**
 4 6 8 10 12 **VIGOR**

SKILLS

4 6 8 10 12 Climbing
 4 6 8 10 12 Fighting
 4 6 8 10 12 Intimidation
 4 6 8 10 12 Legerdemain
 4 6 8 10 12 Notice
 4 6 8 10 12 Persuasion
 4 6 8 10 12 Stealth
 4 6 8 10 12 Survival
 4 6 8 10 12 Swimming
 4 6 8 10 12 Throwing
 4 6 8 10 12 Tracking
 4 6 8 10 12
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 4 6 8 10 12

GEAR

ITEM	LOCATION	WEIGHT
Army Hat & Jacket (worn)		0
Tomahawks (3)		12
Knives (2)		2
Bottle o'cheap whisky		1
Smoking tobacco		1
Box of matches		1

DINERO

45c

TOTAL WEIGHT CARRIED: 17

WEIGHT LIMIT: 40

ENCUMBRANCE PENALTY:

HINDRANCES

Old Ways Oath
 Outsider
 Poverty

EDGES

Acrobat
 Thief

BACKGROUND

Ten Bulls used to work for the pale faces in the war, but got kicked out for thievery. Big joke, huh?

WORST NIGHTMARE

Dirty technology taking over the land, iron horses running from one sea to the other.

ARMOR TYPE	AREA PROTECTED	PROTECTION	WEIGHT	TRAPPING (POWER)	DRAIN	RANGE	DAMAGE/EFFECT	DURATION

WEAPON	RANGE	ROF	DAMAGE	WEIGHT
Tomahawks	3/6/12		d8+d6	4
Knives	3/6/12		d8+d4	1

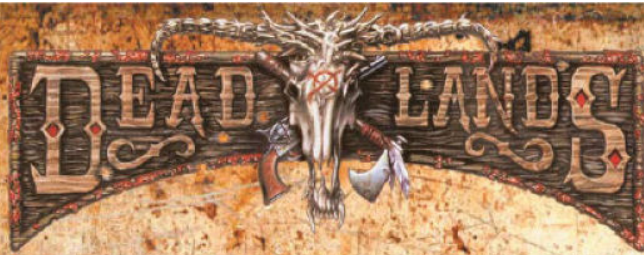
WOUNDS! -1 -2 -3 INC! FATIGUE! -2 -1

NOTES:

PERMANENT INJURIES:

NOTES:





NAME: Mary-Lou Hawthorn

RANK: Seasoned XP: 30

ATTRIBUTES

- AGILITY**
- SMARTS**
- SPIRIT**
- STRENGTH**
- VIGOR**

SKILLS

- Fighting
- Intimidation
- Notice
- Persuasion
- Riding
- Shooting
- Streetwise
- Taunt
- Tracking
-
-
-
-
-
-
-
-
-

BASE DERIVED STATS MOD

- PACE** **8**
- PARRY** **5**
(2+ Half Fighting)
- TOUGHNESS** **5**
(2+ Half Vigor)
- GRIT** **2**
(Rank)
- CHARISMA** **+2**

HINDRANCES

- Arrogant
- Stubborn
- Phobia (Dogs)

EDGES

- Attractive
- Level Headed
- Strong Willed
- Fleet Footed

GEAR

ITEM	LOCATION	WEIGHT
Buckskins		0
Pistol		2
Rifle		7
Skinning Knife		0
Canteen		1
Box of .32 calibre (50)		3
Box of .45 calibre (50)		6

DINERO

\$5 70c

TOTAL WEIGHT CARRIED: 19

WEIGHT LIMIT: 30

ENCUMBRANCE PENALTY:

BACKGROUND

High spirited little madam who's as strong as any man, and out to prove it! Lord help anyone who disagrees!

WORST NIGHTMARE

Being eaten alive by dogs!

ARMOR TYPE **AREA PROTECTED** **PROTECTION** **WEIGHT** **TRAPPING (POWER)** **DRAIN** **RANGE** **DAMAGE/EFFECT** **DURATION**

--	--	--	--	--	--	--	--	--

WEAPON	RANGE	ROF	DAMAGE	WEIGHT
Colt Frontier	12/24/48	1	2d6	2
Winchester Rifle	24/48/96	1	2d8	7

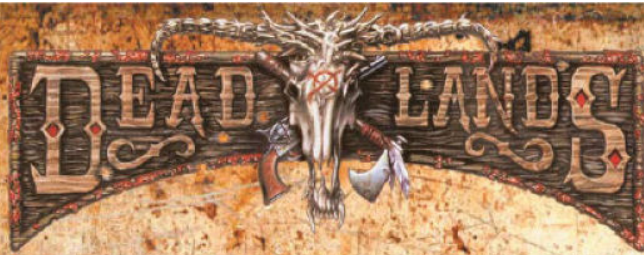
WOUNDS! **FATIGUE!**
 -1 -2 -3 INC! -2 -1

NOTES: Colt carries 6 bullets, and has AP1
Winchester '73 hold 15 bullets and is AP2

PERMANENT INJURIES:

NOTES:





NAME: Cpt. Jebidiah Shrew (rtd)

RANK: Seasoned XP: 30

ATTRIBUTES

- ▲▲▲▲▲ 10 12 **AGILITY**
- ▲▲▲▲▲ 10 12 **SMARTS**
- ▲▲▲▲▲ 10 12 **SPIRIT**
- ▲▲▲▲▲ 10 12 **STRENGTH**
- ▲▲▲▲▲ 10 12 **VIGOR**

SKILLS

- ▲▲▲▲▲ 10 12 Fighting
- ▲▲▲▲▲ 8 10 12 Intimidation
- ▲▲▲▲▲ 8 10 12 Notice
- ▲▲▲▲▲ 10 12 Persuasion
- ▲▲▲▲▲ 8 10 12 Riding
- ▲▲▲▲▲ 10 12 Shooting
- ▲▲▲▲▲ 8 10 12 Survival
- ▲▲▲▲▲ 8 10 12 Tracking
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- ▲ 6 8 10 12

BASE DERIVED STATS MOD

- PACE 6
- PARRY (2+ Half Fighting) 7
- TOUGHNESS (2+ Half Vigor) 5
- GRIT (Rank) 2
- CHARISMA +2

HINDRANCES

- Code of Honour (help those in need etc)
- Habit (liquor)
- Loyal (to companions)

EDGES

- Block
- Charismatic
- Combat Reflexes
- Steady Hands

GEAR

ITEM	LOCATION	WEIGHT
Cavalry Uniform		0
Cavalry Sabre		4
Army Pistol		2
Box of .44 bullets (50)		5
Gold Watch		0
Bottle of Fine Brandy		1
Hip Flask (Sippin' Whisky)		1

DINERO

\$47 25c

TOTAL WEIGHT CARRIED: 13

WEIGHT LIMIT: 30

ENCUMBRANCE PENALTY:

BACKGROUND

Pensioned out of the Army for 'ill health' the Captain was a war hero and looked upon with fondness by all.

WORST NIGHTMARE

Watching all his companions die around him while he looks on helplessly.

ARMOR TYPE AREA PROTECTED PROTECTION WEIGHT TRAPPING (POWER) DRAIN RANGE DAMAGE/EFFECT DURATION

WEAPON RANGE ROF DAMAGE WEIGHT

Colt Army (.44) 12/24/48 1 2db+1
6 round cylinder, AP/

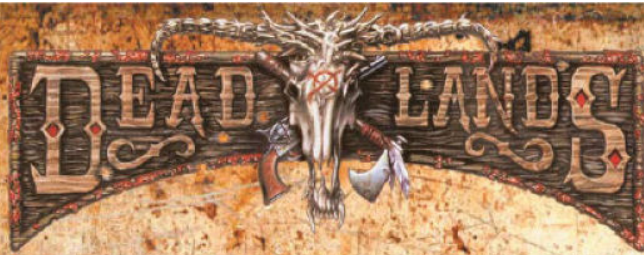
WOUNDS! FATIGUE!
-1 -2 -3 INC! -2 -1

NOTES:

PERMANENT INJURIES:

NOTES:





NAME: Luke 'Quick Draw' Kane

BASE DERIVED STATS MOD

RANK: Seasoned XP: 30

ATTRIBUTES

- ▲ 4 6 8 10 12 AGILITY
- ▲ 4 6 8 10 12 SMARTS
- ▲ 4 6 8 10 12 SPIRIT
- ▲ 4 6 8 10 12 STRENGTH
- ▲ 4 6 8 10 12 VIGOR

- PACE 6
- PARRY (2+ Half Fighting) 5
- TOUGHNESS (2+ Half Vigor) 5
- GRIT (Rank) 2
- CHARISMA 0

HINDRANCES

- Grim Servant o'Death
- Ailin'
- Wanted (for murder)

SKILLS

- ▲ 4 6 8 10 12 Fighting
- ▲ 4 6 8 10 12 Intimidation
- ▲ 4 6 8 10 12 Notice
- ▲ 4 6 8 10 12 Persuasion
- ▲ 4 6 8 10 12 Riding
- ▲ 4 6 8 10 12 Shooting
- ▲ 4 6 8 10 12 Taunt
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GEAR

ITEM	LOCATION	WEIGHT
Impressive Black Hat		0
Pistol (Wrack)		2
Pistol (Ruin)		2
Fancy Gun Belt		1
Canteen		1
Box of .45 calibre (50)		5
Box of .45 calibre (50)		5
Bottle o'Snake Oil (medicine)		1
Speed Load cylinders (2)		2

DINERO

\$15 35c

TOTAL WEIGHT CARRIED: 21

WEIGHT LIMIT: 30

ENCUMBRANCE PENALTY:

EDGES

- Ambidextrous
- Quick
- Quick Draw
- Trademark Weapon
- Two Fisted
- Duelist

BACKGROUND

Growing up on dime novels and faster than a rattler, Luke was always going to be a shootist.

WORST NIGHTMARE

Dyin' from this infernal consumption afore gettin' chance to be famous.

ARMOR TYPE AREA PROTECTED PROTECTION WEIGHT TRAPPING (POWER) DRAIN RANGE DAMAGE/EFFECT DURATION

--	--	--	--	--	--	--	--	--

WEAPON RANGE ROF DAMAGE WEIGHT
 Colt Peacemakers 12/24/48 1 2d6+3 2
 (bonus inc.)

WOUNDS! FATIGUE!
 -1 -2 -3 INC! -2 -1

NOTES:

PERMANENT INJURIES:

Consumption

NOTES:



DEAD LANDS

NAME: Benjamin Sharples

RANK: Seasoned XP: 30

ATTRIBUTES

- ▲ 4 6 8 10 12 **AGILITY**
- ▲ 4 6 8 10 12 **SMARTS**
- ▲ 4 6 8 10 12 **SPIRIT**
- ▲ 4 6 8 10 12 **STRENGTH**
- ▲ 4 6 8 10 12 **VIGOR**

SKILLS

- ▲ 6 8 10 12 Fighting
- ▲ 6 8 10 12 Gambling
- ▲ 6 8 10 12 Hexes
- ▲ 6 8 10 12 Legerdemain
- ▲ 6 8 10 12 Notice
- ▲ 6 8 10 12 Persuasion
- ▲ 6 8 10 12 Shooting
- ▲ 6 8 10 12 Streetwise
- ▲ 6 8 10 12 Taunt
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- ▲ 6 8 10 12

BASE DERIVED STATS MOD

- PACE 6
- PARRY (2+ Half Fighting) 4
- TOUGHNESS (2+ Half Vigor) 5
- GRIT (Rank) 2
- CHARISMA 0

HINDRANCES

- Bad Luck
 - Delusional
 - Quirk
- ## EDGES
- Arcane Background (Magic)
 - Dealer's Choice
 - High Roller

GEAR

ITEM	LOCATION	WEIGHT
Dandy Clothes		0
Derringers (2)		1
Lock Knife		1
Box of .41 bullets (50)		5
Gold Watch		1
Decks of Cards (3)		0
Decks of Marked Cards (2)		0
Carpet Bag		2
Hoyle's Book of Games		1

DINERO

\$40 /5c

TOTAL WEIGHT CARRIED: 11

WEIGHT LIMIT: 30

ENCUMBRANCE PENALTY:

BACKGROUND

Born under a bad sign, Ben never had any luck. That's until he started listening to the voice in his head...

WORST NIGHTMARE

Discovering that its not divine fortunes guiding him, its The Adversary, and his very soul is forfeit!

ARMOR TYPE	AREA PROTECTED	PROTECTION	WEIGHT	TRAPPING (POWER)	DRAIN	RANGE	DAMAGE/EFFECT	DURATION
				Armour	2	Touch	+2/+4	3/1
				Invisibility	5	Self	-4/-6	3/1
				Soul Blast	1-6	12/24/48	2d6/3d6	

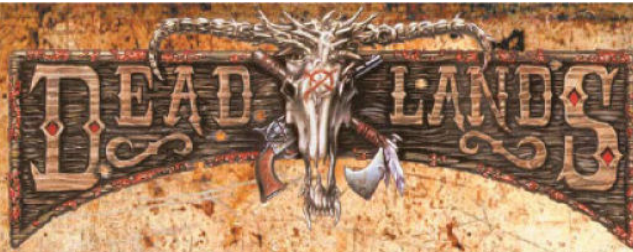
WEAPON	RANGE	ROF	DAMAGE	WEIGHT
Derringers	5/10/20	1	2d6	
(2 shots, AP1, concealable)				

WOUNDS! -1 -2 -3 INC! FATIGUE! -2 -1

NOTES: *Most God-fearing folk view magic as the the work of Satan! Best to keep your hexes under wraps if you can Hombre!

PERMANENT INJURIES:





NAME: Fast Eddie Johnson

RANK: Seasoned XP: 30

ATTRIBUTES

- 4 7 10 12 **AGILITY**
- 4 7 10 12 **SMARTS**
- 4 7 10 12 **SPIRIT**
- 4 7 10 12 **STRENGTH**
- 4 7 10 12 **VIGOR**

SKILLS

- 4 7 10 12 Climbing
- 4 7 10 12 Fighting
- 4 7 10 12 Notice
- 4 7 10 12 Shooting
- 4 7 10 12 Stealth
- 4 7 10 12 Survival
- 4 7 10 12 Tracking
- 4 6 8 10 12
- 4 6 8 10 12
- 4 6 8 10 12
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BASE DERIVED STATS MOD

- PACE 4
- PARRY (2+ Half Fighting) 6
- TOUGHNESS (2+ Half Vigor) 7
- GRIT (Rank) 2
- CHARISMA 0

HINDRANCES

- Obese
- Illiterate
- Slow Poke

EDGES

- Iron Jaw
- Marksman
- Nerves of Steel
- Woodsmen

GEAR

ITEM	LOCATION	WEIGHT
Animal furs		0
Sharp's Big 50 rifle		10
Bowie Knife		2
Box of .50 bullets (50)		6
Chewing tobacco		1

DINERO

\$7 40c

TOTAL WEIGHT CARRIED: 19

WEIGHT LIMIT: 40

ENCUMBRANCE PENALTY:

BACKGROUND

Raised in the wilds of the frontier, back when there was one, Eddie ain't urbane, but he knows the wilderness.

WORST NIGHTMARE

All the animals he's ever killed, rising up in unnatural revenge!

ARMOR TYPE AREA PROTECTED PROTECTION WEIGHT TRAPPING (POWER) DRAIN RANGE DAMAGE/EFFECT DURATION

WEAPON	RANGE	ROF	DAMAGE	WEIGHT
Sharp's Big 50	24/48/96	1	2d10	
Bowie Knife			d8+d4+1	

WOUNDS! FATIGUE!
 -1 -2 -3 INC! -2 -1

NOTES:

PERMANENT INJURIES:

NOTES:

