



THE SAVAGE WEST!



Complete Rules for Running
Deadlands™ with the
Savage Worlds™ Rules!



Deadlands: The Savage West

Conversion Guide for *Deadlands*™ Classic to *Savage Worlds*™

by Shane Lacy Hensley

Cover by Chris Appel

Interior Art by Ron Spencer and the Doomtown CCG Gang



Pinnacle Entertainment Group
PO Box 10908
Blacksburg, VA 24062-0908

Deadlands created by Shane Lacy Hensley
Deadlands, *Weird West*, *Dime Novel*, the
Great Rail Wars, *Lost Colony*, the *Deadlands*
logo, and the Pinnacle logo are Trademarks of
Pinnacle Entertainment Group, Inc. © 2003
Pinnacle Entertainment Group, Inc.
All Rights Reserved.

Savage Worlds, *Smilin' Jack*, and the *Savage*
Worlds logo are Copyright 2003, Great White
Games, Inc.

**This document may be distributed
freely with no alterations.**

WWW.PEGINC.COM

Player's Guide

Howdy, partners! As you may know, you can play *Deadlands* in three completely different rules sets. There's classic *Deadlands*, with all the chips, cards, dice, and six-gun zaniness you grew up on. There's also that new-fangled D20 version with classes, hit points, and levels. Steve Jackson Games® even makes GURPS® *Deadlands*, for perhaps the most realistic version of the three!

But now Pinnacle has this new "Fast! Furious! Fun!" set of rules called *Savage Worlds*, and some of you have a hankerin' to try it out on the Weird West. It's only natural that you do, since *Savage Worlds* is based off the *Deadlands* miniatures game, *The Great Rail Wars*.

We've always been pretty proud of that game—it's won every major award out there and still has a huge following despite our not being able to support it the way we originally set out to.

Now we've come full circle, and a lot of folks want to play both *Deadlands* and *The Great Rail Wars* with *Savage Worlds*, which has some nifty new tweaks from the experience of five years and thousands of players. In this book you'll find rules for playing the *Deadlands* roleplaying game with *Savage Worlds*. Look for *The Great Rail Wars* conversion, as well as *Hell on Earth* and *Lost Colony* as well!

What This Is & What It Ain't

Inside this book you'll find rules for converting *Deadlands* characters into *Savage Worlds*, as well as brand new Edges & Hindrances, weapons, spell and gizmo conversions, and more! What you won't find is

a complete conversion of every single character, critter, spell, and device we've ever created. That would fill more saddlebags than even los diablos could carry.

Making Characters

Let's start with this most important piece of advice—don't convert player characters! The *Savage Worlds* system is very carefully designed to make heroes of certain power levels. Any conversion we do would upset this balance. If you take a maxxed-out classic *Deadlands* Harrowed gunslinger, for example, he'd easily be Heroic or even Legendary in *Savage Worlds*.

Instead, the Marshal of your new game needs to tell everyone what rank he wants them to be—whether Novice, Seasoned, Veteran, Heroic, or Legendary. Start your character from scratch and advance him through the *Savage Worlds* experience system as usual. Mimic your hero's special abilities, skills, Edges & Hindrances as much as possible, but don't look for a literal translation of every single ability because there isn't one.

It's a little easier for GM's to convert characters because he doesn't have to worry about balance so much. Guidelines for that are included on page 22.

Starting Funds

Characters in *Deadlands* start out with \$250 and the clothes on their back. That's no different here. See the equipment and weapon list in the *Deadlands Player's Guide* (available for FREE at RPGNOW.COM) to purchase your gear. Add another \$50 to your starting funds for every levelling opportunity if you're making an experienced hero.

New Hindrances

The following Hindrances aren't in *Savage Worlds*, so here's the rules for them in the Savage West.

Ailin' (Major)

Namby-pamby types have the Anemic Hindrance. This one is reserved for those ailment-ridden hombres with a cold grave in their near-future.

Like Doc Holiday, your hero has a reservation with the undertaker. It's just not been confirmed yet. The cause of his future demise is something like consumption (tuberculosis), diabetes, or cancer.

Your hombre always subtracts 2 from Fatigue rolls made to resist physical exertion (but not Agility rolls from things like bumps and bruises).

At the beginning of every game session, *before* chips are drawn, the lunger must make a Vigor roll. If failed, he moves into the final stages of his disease and subtracts 4 from Fatigue rolls. The next time he fails this roll, he perishes by the end of the session, but only after the climax of that night's adventure.

Big Mouth (Minor)

Loose lips sink ships, the saying goes. Yours could dunk an armada.

Your hombre is always flapping his gums at the worst time, revealing plans and giving away secrets best kept among friends. Hucksters in the party had best beware of these loose-talking nitwits—they out their hexslinging friends faster than crap through a goose.

Grim Servant o' Death (Major)

"And I looked, and behold a pale horse: and his name that sat on him was Death, and Hell followed with him."

—Revelations 6:8

Your hero's a killer. His family's probably pushing daisies, his enemies are worm food, and even a few of his friends have holes in them that are suspiciously the same size as his very own shootin' iron.

Only Wild Cards have this Hindrance.

The good news is your hombre adds +1 to every single damage roll he ever makes, whether it's from Fighting, Shooting, Spellcasting, or even Throwing things at people in a most inhospitable manner.

The downside is that your hero winds up in the hoosegow or on the run a lot. But there's more than that, amigo. Any Shooting or Throwing attack roll that comes up snake eyes automatically hits the nearest friendly character in sight. Player characters are always first choice, but an allied NPC will do in a pinch.

Even hand-to-hand attacks hit allies when snake eyes come up. This may require a little imagination, but either the weapon flies out of the hero's hand and strikes his friend, or the hero must move adjacent to his ex-comrade and "accidentally" whack him.

And yes, your bonus to damage counts when hurting your amigos as well!

Heavy Sleeper (Minor)

A thunderstorm from Hell itself won't wake this Dozing Doolie.

Your hero subtracts 4 from Notice rolls made to wake up, or Vigor rolls made to stay awake when on guard duty.

Illiterate (Minor)

If you were truly illiterate, you wouldn't be reading this paragraph now, would you? But since we're talking about your character and not you, you can read this—your hero can't read!

He can probably "make his mark" to sign his name, but that's about it. He doesn't know numbers either, so it's always fun to cut him out of his fair share of any loot his party manages to come by.

Illiterates can't read or write in any language, by the way, no matter how many they actually speak.

Lyin'Eyes (Minor)

Lies just don't come naturally to this hombre. That sounds good, but often causes problems when dealing with more nefarious types.

Subtract 4 from any Persuasion rolls where lies—even little white ones—must be told.

Night Terrors (Major)

Your hombre doesn't sleep well. In fact, the Land of Nod is a constant nightmare for him. He tosses and turns like a demon on a rack, and likely keeps everyone within a dozen yards of him awake with his nightly torment.

The constant drain on your hero's psyche causes him to draw one less benny per game session.

One-Armed Bandit (Major)

You've been "disarmed," literally. One of the damn things is gone from at least the elbow down.

Fortunately, whichever arm you've got left is now your "good arm." Subtract 4 from tasks that require two good arms, such as Climbing, Swimming, and the like, and forget about doing that whole "two-gun kid" routine.

Slowpoke (Minor)

Molasses on a cold day are faster than your hero. Reduce his Pace by 1. This is cumulative with the *Lame Hindrance* if you *really* want to compete in the next tortoise and hare race. You can guess which one you are.

Thin Skinned (Major)

Every little ol' cut and scrape makes your cowpoke cry for mama.

Anytime the character is wounded, he suffers an additional -1 penalty to all his actions.



New Edges

Veteran o' the Weird West

You can't have new Hindrances without a passel o' new Edges, so here we go!

Background Edges

The following Edges are only available during character creation. Note that some *Deadlands* Edges, such as *big ears*, should be ignored in favor of better *Savage Worlds* Edges such as *Alertness*.

Arcane Background

See No Man's Land in this document.

Belongin's

Use Rich instead.

Brave

Requirements: Novice, Spirit d6+

This is a *very* powerful Edge in the *Weird West*. Unfortunately for most, it's one of those things a character is either born with or he's not.

Brave characters adds +2 to their Guts checks.

Veteran o' the Weird West

Requirements: None.

So you want to be a hero, huh? A big, tough, experienced hero. No problem. Just check your sanity at the door, because those who have already been around the block a few times have seen things that would stop most men's tickers.

Veterans o' the *Weird West* start at one Rank higher than normal, gaining all leveling opportunities normally.

There's a price, though. Draw a card from a fresh deck (leave those Jokers in), and check the following table to see just what kind of bad luck your hombre wandered into on his path to studliness.

Beware, because the results can be quite extreme—from serious maiming to insanity. You've been warned, compadre.

Deuce: Jinxed

This hombre ran into something that jinxed him bad. His luck's fine, but his companions suffer minor mishaps constantly. The rest of the posse has the Bad Luck Hindrance, and it *is* cumulative with personal Bad Luck.

Three: Hunted

The veteran didn't finish the job. Something is looking for him, and it wants him dead. Or worse. The Marshal gets to whip up some nasty beastie to come looking for your hombre. It's something fairly powerful, certainly a Wild Card, and perhaps more clever than strong. It might look to make your hero's life a living Hell instead of just springing out of the darkness one night.

Four: Debt

The Agency (red card) or Texas Rangers (black card) has something on your hero that could make him swing if it were revealed to the general public. They frequently recruit him for the roughest assignments, and "no" isn't really an option. Neither type usually asks nicely either.

Five: Addicted

The character would like to forget the things he's seen. He has a Major Habit for alcohol or a drug like opium or peyote.

Six: Night Terrors

The cowpoke can never forget the things he's seen. They even haunt him in his dreams, giving him Night Terrors.

Seven: Maimed

One of the character's limbs is maimed or entirely missing. Roll a d6. On a 1-3, he's *Lame*; 4-6, he's lost his non-weapon hand and is a *One-Armed Bandit*.

Eight: Beat With an Ugly Stick

One of the abominations this unfortunate hero encountered rearranged his face or some other highly visible body part. He's *Ugly* when the wound is visible.

Nine: Insane

This dude's mind isn't what it once was. Consult the mad scientist's **Dementia Table** on page 15.

Ten: Paranoid

This tinhorn's seen things he shouldn't have. He's afraid of the dark, afraid to wander out of camp to relieve himself, and so on.

Jack: Infected

The last creature your gunslinger tussled with left a mark that won't go away. The hero has some sort of strange wound that makes him *Anemic*.

Queen: Bollixed

Your gunfighter has a bad case of gremlins. These buggers infect every device the hero touches, including guns and other non-weird science mechanical devices.

Anytime your hero rolls a 1 on his trait die when using a mechanical device, it suffers a malfunction and is unusable until someone spends 2d6 hours working on it and makes a successful Repair roll.

True gizmos (which are already prone to malfunction), malfunction on a skill roll of 1 or 2!

King: Marked For Death

Some intelligent and phenomenally evil abomination from the hero's past uttered a dying curse. All of the hero's Soak rolls are made at -2, though they remove Shaken status normally.

Ace: Forsaken

Long ago, this lone rider did something awful to survive an encounter with the supernatural. Ever since, the spirit world won't aid him on a bet. No beneficial spiritual magic, miracles, or favors work on him. Hexes, weird science, and black magic work normally.

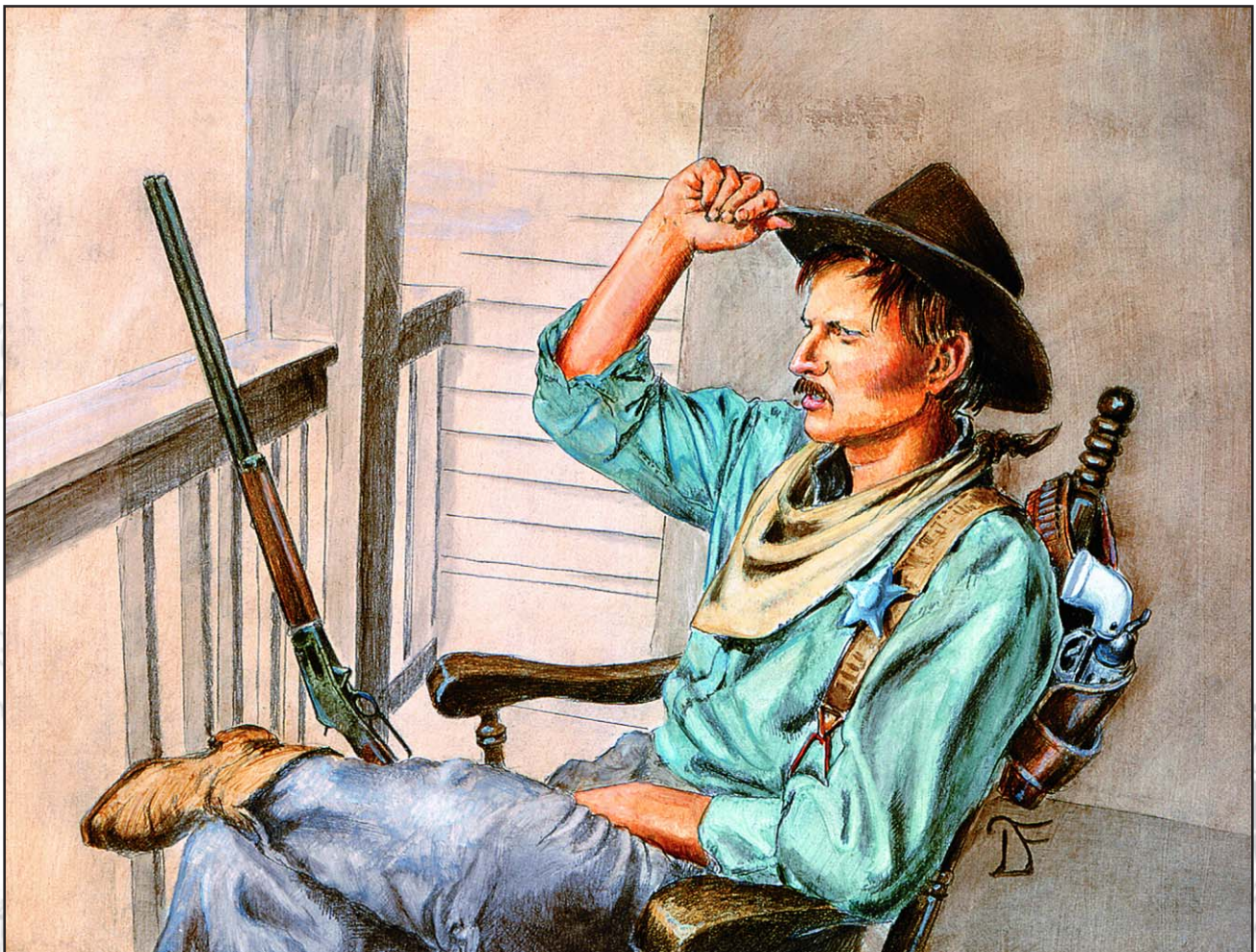
Black Joker: Cursed

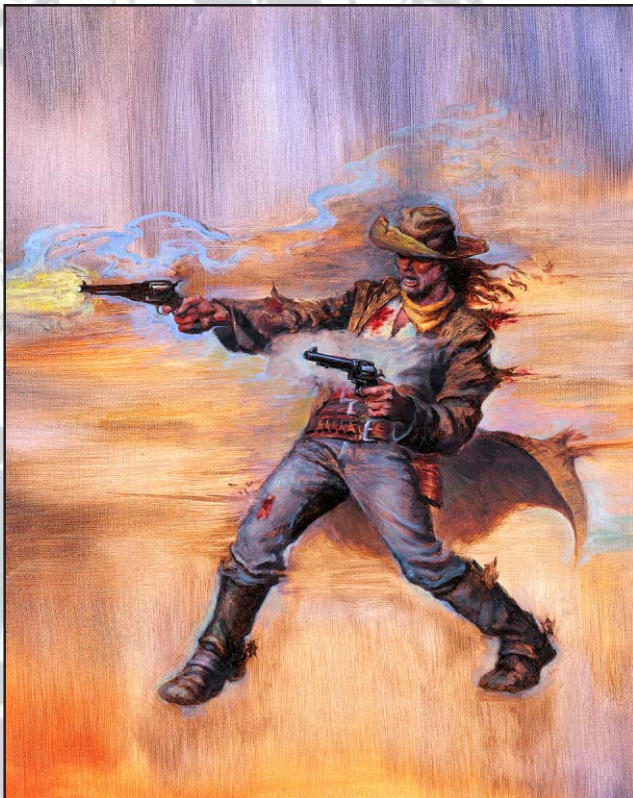
The hero's very soul was damned by one of the insidious creatures of his terror-filled past. The player draws only one benny at the beginning of each play session, or none if he has the Bad Luck Hindrance.

Red Joker: Eternal Hero

Fate chose this fellow to combat the forces of darkness across the centuries. He is her champion, and she does not want him to die—at least until he has fulfilled his destiny.

Your hero gains one point of Grit and the Hard to Kill Edge (it is not cumulative with the Edge if the hero already has it or gains it later). This is often not without tragic consequences, however. Perhaps a dear friend or loved one takes the bullet meant for him instead. Fate is a cruel mistress.





Combat Edges

Don't Get 'im Riled!

Requirements: Novice, Wild Card

"You wouldn't like me when I'm angry!"

Your hero not only ignores his wound penalties when causing Fighting damage, but actually *adds* his wound penalties to the roll. A hero with a -3 wound penalty, for instance, adds +3 to his damage rolls!

Fanning the Hammer

Requirements: Seasoned, Shooting d8+

Any hombre can fan a single-action pistol (see page 9). Your hero's a natural hip-shooter, though. He ignores the usually -2 penalty for fanning.

Social Edges

Gift of Gab

Requirements: Novice, Smarts d8+

Some cowpokes have a natural talent for languages. Your hero could talk to aliens, if there were such things in the Weird West (and some say there are!)

Given a few minutes of conversation, your hero effectively has a d4 in *every* language, meaning he can get across basic messages to just about anyone given a little time.

In addition, he adds +1 to the die rolls of any language skills he actually has a d4 or higher in.

Kemosabe

Requirements: Novice, the "story" of how the contact came to be

Kemosabe means the character has a few friends in a particular "enemy" culture, such as the Coyote Confederation, the Sioux Nation, the Union, the Confederacy, or even the Church of Lost Angels.

When dealing with these organizations, the hero's contact might be able to save his bacon, negotiate a temporary truce, provide information on a common enemy, and so on.

Renown

Requirements: Seasoned, a "story" of how you gained your reputation

It's nice to have a rep when it comes to talking to the ladies. If your rep is for how fast you are on the draw, however, it's just likely to bring lots of youngsters gunning for you.

Add +2 to your hero's Charisma, but only for those who've heard of your hero. This is generally up to the Marshal. If he's unsure, it's 50/50.

Professional Edges

So you want to play an Agent, Texas Ranger, or soldier fighting for the stoic North or wild South. You've come to the right place, partner, but note that these three Professional Edges come with many duties and responsibilities.

On the following pages are three new Professional Edges, the obligation your hero must take to become an Agent, Ranger, or Soldier, and the perks he gets for doing so.

Agent

Requirements: Seasoned, Smarts d8, Fighting d6, Knowledge (Law) d4, Knowledge (Occult) d6, Shooting d6, Notice d6, Investigation d6

The shadowy Agency is the Union's answer to the mysterious occurrences of the Reckoning. These dedicated men and women in black scour the West for horrors and other abominations some say plague the frontier.

Agents do not share their information outside their ranks, nor even with the local law if they can help it.

This Edge is for full-time Agents beholden to the Agency. Other characters may work for the Agency on a part-time "troubleshooter" basis, but only those who are full-time operatives should take this Edge.

Those who do work for the Agency every minute of every day of their lives until they retire (rarely) or die (much more common). They are expected to spy on the enemies of the Union, seek out and contain, destroy, or capture supernatural creatures, and generally follow the orders handed down to them by the Agency itself.

Agents receive a free Gatling pistol upon completion of their training course and always add +2 to their Guts checks.

They have authority over all civilians and military personnel who aren't in the Agency North of the Mason-Dixon line. Of course they must show their badges to exercise this power, but aren't expected to reveal their credentials except under extreme and desperate situations.

Agents can advance in rank, though these ranks do not have official names. They are simply listed as Grade 0 through 5. Grade 6 is reserved for the legendary leader of the Agency, the "Ghost." Characters begin at Grade 0, and test for promotion upon the completion of each assignment or the destruction of some great evil (Marshal's call). See the Promotion Table on the following page for the procedure.

Agents are paid \$40 per month at Grade 0, and have access to more funds on a temporary and returnable basis, as shown on the table below. Equipment allotments are rough guidelines per month—not absolutes. If an Agent absolutely needs people, equipment, or other resources beyond his rank to stop some unholy threat, he'll either get it or a more senior Agent will be sent out to take over. If a more senior Agent is needed, however, that Agent will most likely get the promotion and accolades—not his junior G-man.

Agency Advancement

Grade	Pay	Equipment Allotment
0	\$40	\$500
1	\$60	\$1000
2	\$80	\$2000
3	\$120	\$4000
4	\$150	\$8000
5	\$200	\$15,000

Texas Ranger

Requirements: Seasoned, Vigor d8, Fighting d6, Riding d6, Shooting d6, Streetwise d6, Survival d6, Tracking d6

The South uses the Texas Rangers to police its interior. The public believes these hardened men (no women yet serve officially) are looking for outlaws, bandits, deserters, and Union spies. They fulfill those duties, but their true task is to ferret out supernatural terrors.

Rangers advance along military ranks, but always start as privates.

Ranger privates are given a badge, a copy of *Fugitives from Justice* (a book detailing all known outlaws in the South), and a general direction to mosey toward.

The badge gives them +4 Charisma to those who respect its authority, and jurisdiction over all civilians of the Confederacy. Rangers who achieve the rank of Major gain access to a special version of *Fugitives* that contains information on the supernatural as well (see *Lone Stars*). This adds +2 to any rolls concerning the occult.

Rangers of all ranks are expected to handle things themselves according to the old creed: "One riot, one Ranger." On the completion of every encounter with outlaws or other weirdness, the Ranger must report in and the Marshal can check for promotion (see the following page).

Ranger Ranks

Rank	Pay/Month	Rank	Pay/Month
Private	\$43	2nd Lt.	\$130
Corporal	\$45	1st Lt.	\$135
Sergeant	\$52	Captain	\$140
1st Sergeant	\$60	Major	\$194
		Lt. Col.	\$206
		Col.	\$237

Soldier

Requirements: Special

Private: Novice, Fighting d6, Shooting d6

NCO: Seasoned, Fighting d6, Shooting d6, Intimidation d6

Officer: Novice, Smarts d6, Knowledge (Battle) d6

A player may choose whether he wants to start as a private, NCO, or officer when he takes this Edge. Each step comes with its own perks and responsibilities—it's not necessarily better to be an officer instead of an NCO or private.

Characters may progress upward from their current state by making Promotion rolls (see the Promotion Table below).

Characters may also be demoted a number of ranks if they perform poorly, abandon their post, disobey orders, or otherwise operate outside the code of military conduct.

Demotions are subjective and entirely up to the Marshal, and no roll is required.

Soldiers are on duty 24 hours a day, seven days a week. Those who decide to run off on personal adventures without permission may find themselves victims of a court martial or even summary execution!

Characters aren't expected to take entire companies on traditional adventures, of course, but the Rank Table lists the resources they *may* be able to draw upon if the situation warrants.

Privates get regular food and pay and their gear, which includes a uniform, Winchester '73 rifle with 20 rounds, canteen, bedroll, and a horse if part of a cavalry troop.

Privates always subtract 2 from Promotion rolls. Once they are promoted to Corporals, they no longer suffer the penalty. Corporals who gain promotions become NCOs.

Noncommissioned Officers (NCOs) in the Union or Confederate Army start as Sergeants and lead squads of 10 privates. As they advance through the ranks, they lead larger and larger formations.

Sergeants start play with the same gear given to a private, plus an Army pistol and 20 rounds.

Sergeants also gain +1 Charisma due to their rank when dealing with those who respect their authority.

Officers lead platoons or entire companies, as shown on the Rank Table. Officers gain +2 Charisma when dealing with those who respect their authority. This is cumulative with the +1 gained as a Sergeant *if* the character was promoted from NCO rank naturally (instead of starting as an officer).

Officers are given a uniform, saber, and an Army pistol with 20 rounds.

Rank Table

Rank	Command	Pay
Private	—	\$20/\$17
Corporal	—	\$25/\$20
Noncommissioned Officers		
Sergeant	Squad	\$30/\$25
Ordnance Sergeant	Squad	\$50/\$35
Quartermaster Sergeant	Platoon (4 Squads)	\$65/\$50
Sergeant Major	Company (8 Squads)	\$80/\$65
Officers		
2nd Lt.	1 Platoon	\$30/\$25
1st Lt.	1 Platoon	\$40/\$30
Captain	1 Company	\$50/\$35
Major	1 Company	\$75/\$40
Lieutenant Col.	1 Battalion	\$100/\$60
Colonel	1 Regiment	\$120/\$75
Brigadier Gen.	1 Brigade	\$200/\$100
Major Gen.	1 Division	\$400/\$200
Lt. Gen.	1 Corp	\$800/\$400
General	1 Army	\$1600/\$800

See the *Deadlands Player's Guide*, page 17, for the exact makeup of forces in a platoon, company, and so on.

Promotion Table

At the completion of a mission or assignment, roll 1d20 and add the modifiers below. A roll of 20 or greater means the character has been promoted.

A natural roll of 20 means the hero has been awarded an appropriate medal or citation as well. Each medal or citation adds +1 to the hero's Charisma toward those who respect the award and have the chance to notice it (whether it is worn or simply known by reputation).

Mission Modifiers

-	Routine Mission
+2	Difficult Mission
+4	Very Difficult Mission
+6	Suicidal Mission

Situational Modifiers

-2	Character is a Private
+2	Character was injured
+2	Character committed a conspicuous act of bravery that was noticed by others

Rules

Below are a few rules to keep up with when playing the *Savage West*.

Grit

Wild Card characters have one point of Grit per Rank. A Seasoned character has 2 points of Grit, for example.

Each point of Grit adds +1 to the character's Guts checks.

Combat

The rules for just about every combat situation you can think of are already covered in *Savage Worlds*, but we saved this one just for the *Savage West*.

Single and Double Action Pistols

Double action pistols may double tap. See SW page 68 for a complete description.

Single action pistols may fan. A gunslinger who wants to "fan the hammer" may fire up to 6 shots in one action. He may target up to 6 different targets, though all must be in Short Range. Each shot suffers a -2 Shooting modifier.

Duels

The classic shootout at High Noon is a big part of *Deadlands*. Here's how they work in *Savage Worlds*.

Once a character accepts a duel, the two opponents stand a short distance apart (usually the limit of Short Range).

When either party decides to draw their gun, both characters make Agility rolls. A character can let his foe make the first move by taking a -2 to his roll. (This is important for heroes and those who want to avoid trouble with the law.) The highest roll shoots first!

Tests of will, such as Taunt and Intimidate attacks, can be used normally before anyone draws their weapon. Gaining a +2 to your next action against a foe in a duel can be critical, and a Shaken foe is almost certainly doomed.

Unlike in classic *Deadlands*, characters may spend bennies normally during duels. Bennies aren't the sure thing Fate Chips are, so we've lifted the restriction to allow for some truly dramatic shootouts.



SHOOTIN' IRONS

Weapons	Shots	ROF	Damage	Range	Price	Notes
Automatics						
Gatling Gun (.36)	45	2	2d8	24/48/96	\$1,500	AP 2; May not move
Gatling Pistol (.44)	12	2	2d6	12/24/48	\$800	AP 1
Carbines						
Sharps '55 (.57)*	1	1	2d8	20/40/80	\$18	AP 2
Spencer (.56)	7	1	2d8	20/40/80	\$15	AP 2
LeMat Carbine (.42)	9	1	2d8	20/40/80	\$35	AP 1
& Shotgun (16-ga)	1	1	1-3d6	12/24/48	—	
Derringers & Pepperboxes						
Derringer (.44)	2	1	2d6+1	5/10/20	\$8	AP 1
English 1840 Model (.36)*	8	1	2d6	5/10/20	\$5	AP 1
Rupertus Pepperbox (.22)	8	1	2d6-1	5/10/20	\$6	AP 1
Wesson Dagger-Pistol (.41)	2	1	2d6	5/10/20	\$6	AP 1
Pistols, Single-Action						
Colt Army (.44)	6	1	2d6+1	12/24/48	\$12	AP 1
Colt Buntline Special (.45)	6	1	2d6+1	12/24/48	Special	AP 1
Colt Dragoon (.44)	6	1	2d6+1	12/24/48	\$11	AP 1
Colt Navy (.36)	6	1	2d6	12/24/48	\$10	AP 1
Colt Peacemaker (.45)	6	1	2d6+1	12/24/48	\$15	AP 1
Knuckle-Duster (.32)	5	1	2d6	5/10/20	\$8	AP 1
Lemat Grapeshot Pistol (.40)	9	1	2d6	12/24/48	\$25	AP 1
& Shotgun (16-ga)	1	1	1-3d6	5/10/20	—	
Pistols, Double-Action						
Colt Frontier (.32-20)	6	1	2d6	12/24/48	\$8	AP 1
Colt Lightning (.38)	6	1	2d6	12/24/48	\$13	AP 1
Colt Peacemaker (.45)	6	1	2d6+1	12/24/48	\$15	AP 1
Colt Thunderer (.41)	6	1	2d6	12/24/48	\$14	AP 1
Starr Revolver (.44)*	6	1	2d6+1	12/24/48	\$9	AP 1
Rifles						
Ballard '72 (.56)*	1	1	2d8	24/48/96	\$24	AP 2
Bullard Express (.50)	11	1	2d10	24/48/96	\$30	AP 2
Colt-Paterson Model '36 (.69)*	7	1	2d10	24/48/96	\$25	AP 2
Colt Revolving Rifle (.56)*	5	1	2d8	24/48/96	\$24	AP 2
Enfield Musket (.58)* (muzzle-loader)	1	1	2d8	12/24/48	\$25	AP 2
Evans Old Model Sporter (.44)	34	1	2d8	24/48/96	\$30	AP 2
Remington '71 (.50-70)	1	1	2d10	24/48/96	\$20	AP 2
Sharp's Big 50 (.50)	1	1	2d10	24/48/96	\$20	AP 2
Springfield (.58)* (muzzle-loader)	1	1	2d10	24/48/96	\$8	AP 2
Winchester '73 (.44-40)	15	1	2d8	24/48/96	\$25	AP 2
Winchester '76 (.45)	15	1	2d8	24/48/96	\$40	AP 2
Shotguns (all 12-gauge)						
Colt Revolving Shotgun	5	1	1-3d6	12/24/48	\$45	
Double barrel	2	1-2	1-3d6	12/24/48	\$35	
Scattergun	2	1-2	1-3d6	12/24/48	\$35	
Single barrel	1	1	1-3d6	12/24/48	\$25	
Winchester Lever-Action	4	1	1-3d6	12/24/48	\$35	

*Cap and ball

Brave

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

Skills: Climb d6, Fighting d8, Guts d6, Notice d6, Riding d6, Shooting d4, Stealth d8, Tracking d6

Charisma: -6; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Bloodthirsty, Illiterate, Outsider

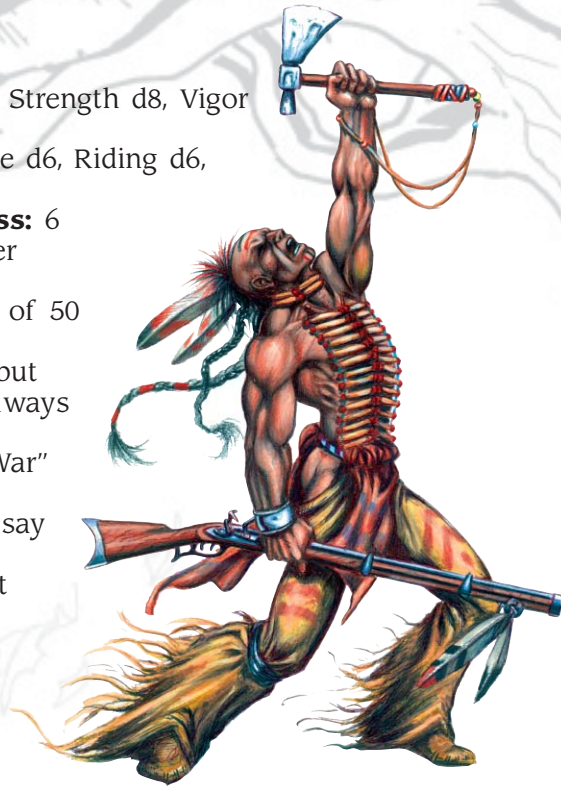
Edges: Don't Get 'im Riled!

Gear: Two tomahawks, Winchester '73, box of 50 shells, horse, \$65.

Personality: Yes, the spirits are powerful, but they do not always answer my calls. Bullets always listen. And they answer with thunder.

My brothers and sisters believe your "Civil War" is an opportunity for us to strike back and reclaim our lands. I am not so sure. My elders say that a greater war rages in the Hunting Grounds. Our true enemies are there. We must unite and fight these evil spirits. Will you join me in my hunt?

Quote: "It's time to bury the hatchet. But let's wait until it looks the other way."



Buffalo Gal

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

Skills: Fighting d10, Guts d6, Notice d6, Persuasion d6, Riding d6, Shooting d6, Tracking d4

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Overconfident, Quirk (dislikes "feminine" women), Stubborn

Edges: Attractive, Trademark Weapon (Whip)

Gear: Winchester '73, box of 50 shells, whip, horse, \$61.

Personality: Yee-hah! I'm the wildest thing this side o' the Pecos! I'm a whip-crackin', butt-kickin', pistol-packin' gal o' the plains!

I've seen some ornery lookin' critters out here in the West, and I aim to rope me a few. Maybe I'll catch one and sell it to a rodeo or one o' them newfangled zoos. Or maybe I'll just stuff the darn varmint and mount it on my wall.

'Course, I don't actually have a wall. The wide open prairie's the place for me.

Quote: "Yee-hah! Outta my way, boys!"



Gunslinger

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

Skills: Fighting d6, Gambling d4, Guts d6, Intimidation d6, Notice d6, Riding d8, Shooting d8

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

Hindrances: Heroic, Loyal, Vengeful

Edges: Quick

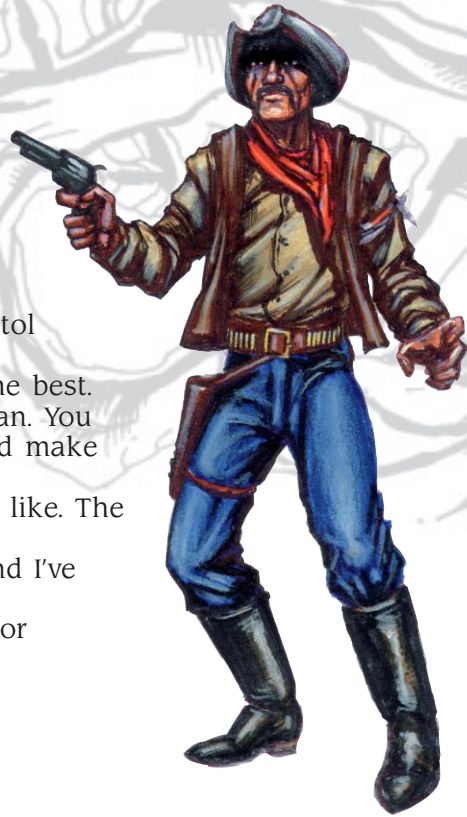
Gear: Army pistol, Winchester '73, box of 50 pistol shells, box of 50 rifle shells, \$56.

Personality: I was brought here because I'm the best. You draw that pistol and I'll show you what I mean. You think you're bad news? I've seen things that would make you wet your pants.

Now put that gun away, kid. And do it real slow like. The only live gunslingers are jump gunslingers.

Walk away. You don't have to prove anything. And I've got enough notches on my pistol already.

Quote: "Are you gonna skin that smokewagon or whistle Dixie?"



Huckster

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

Skills: Gambling d6, Guts d6, Knowledge (Arcana) d6, Notice d6, Spellcasting d10, Shooting d4, Taunt d6

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Curious, Habit (shuffles cards constantly), Wanted (Minor)

Edges: Arcane Background (Magic), Power Points

Spells: Bolt, deflection, hunch. **Power Points:** 15.

Gear: .44 Derringer, box of 50 shells, deck of cards. \$238.75.

Personality: Wanna see a trick? I know a few that will make your head spin. I've dazzled some of the best, from New Orleans to the City of Lost Angels.

You think that gunslinger's fast? He's moving in slow motion compared to me. Well, maybe not. But I can do things that make his Peacemakers look like pop guns.

And I know things, too. Things man was not meant to know. I've looked into the depths of Hell and invited the demons into my very soul. The price is steep, but the power is incredible. It's a gamble, but what's life without a little chance?

Quote: "Pick a card. Any card."



Mad Scientist

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

Skills: Driving d4, Guts d4, Knowledge (Science) d8, Notice d4, Repair d8, Shooting d6, Weird Science d10

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Delusion (Major—everyone's out to steal his inventions), Bad Eyes (Minor), Stubborn

Edges: Arcane Background (Weird Science), Gadgeteer

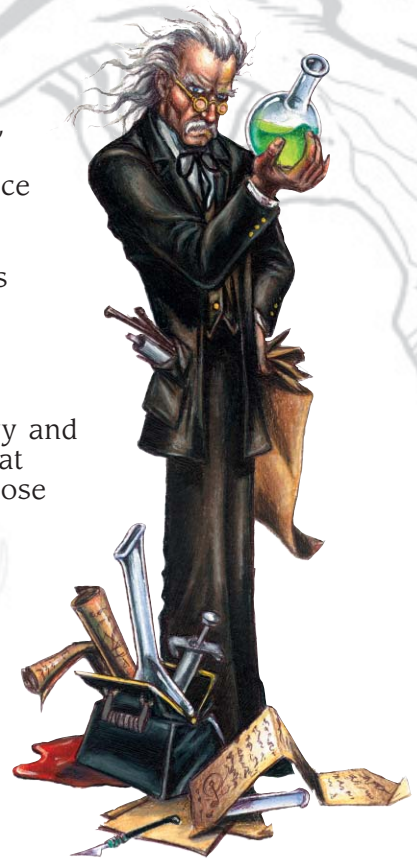
Gear: Flamethrower, tool kit, \$200.

Personality: Yes, I have wanted to field-test my latest invention. But I'm not sharing! How do I know you won't try and take it from me once we're out of town? Do you know what Hellstromme would pay for *my* flamethrower design? Or those mental midgets at Smith & Robards?

Hah! A thousand dollars? Well, um, yeah. Actually. About that.

But how did you know? You ARE a spy, aren't you?

Quote: "Stand back. This will burn a bit!"



Muckraker

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

Skills: Guts d6, Investigation d6, Knowledge (Occult) d6, Notice d6, Persuasion d6, Stealth d6, Streetwise d8

Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Curious, Pacifist (Minor), Stubborn

Edges: Charismatic, Investigator

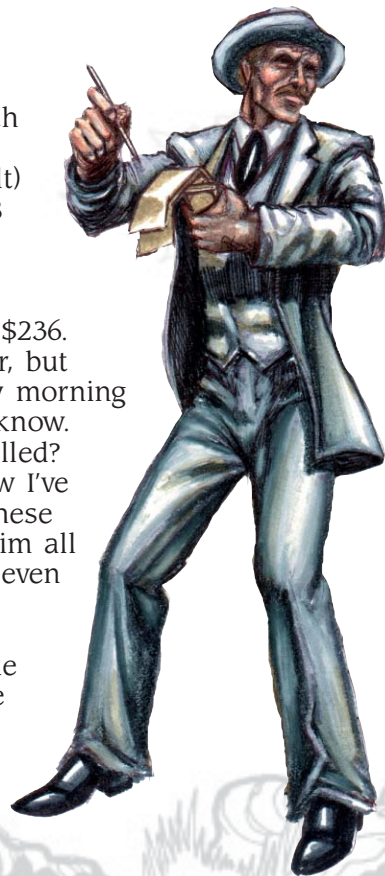
Gear: Pad and paper, Navy pistol, box of 50 shells, \$236.

Personality: Tell me everything you can remember, but hurry. I've got to telegraph my story to the *Epitaph* by morning to make the Sunday edition. That pays the best, you know.

Do you mind if I take a picture of the thing you killed? Good. A picture really does say a thousand words. Now I've just got to get the Sheriff to help us get the rest of these things. Could you come with me? I've been bugging him all week, and I'm afraid he's getting a little annoyed. He even threw me in jail last night! Said my yammering was "disturbing the peace!"

Hah! Disturbing the peace, indeed. If he'd only wake up and realize what's going on around here, guys like me and you wouldn't have to do all the dirty work.

Quote: "Let's check it out. I smell a story!"



Preacher

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

Skills: Faith d8, Fighting d6, Guts d6, Heal d6, Intimidate d6, Notice d6, Persuasion d6

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

Hindrances: Heroic, Loyal, Pacifist (Minor)

Edges: Arcane Background (Miracles), Holy Warrior

Spells: Heal, smite. **Power Points:** 10.

Gear: Hickory club (Str+1), Peacemaker, 50 shells, Bible, cross, \$227.

Personality: There are devilish abominations loose in the world. We are being punished for our sins.

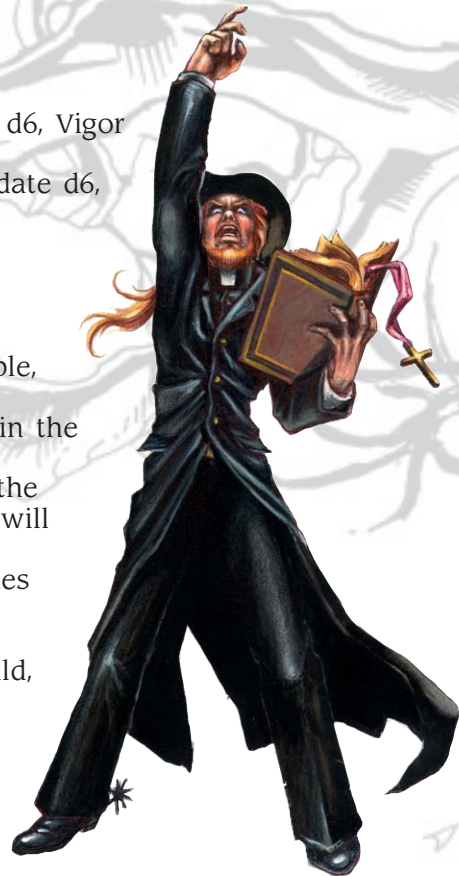
But fear not. Though we walk through the valley of the shadow of Death, my hickory rod and my Peacemaker will comfort thee. I am a vigilant crusader of the light.

Remember the power of the Good Book in these times of darkness. In it you will find prayers and parables of salvation.

Should you encounter the forces of darkness, my child, first try a simple prayer and a stout piece of hickory.

If that doesn't work, try a load of blessed buckshot!

Quote: "Say yer prayers, varmint!"



Shaman

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

Skills: Faith d10, Fighting d6, Guts d6, Heal d6, Notice d6, Language (English) d4, Stealth d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Vow: Old Ways, Hard of Hearing (Minor), Ugly

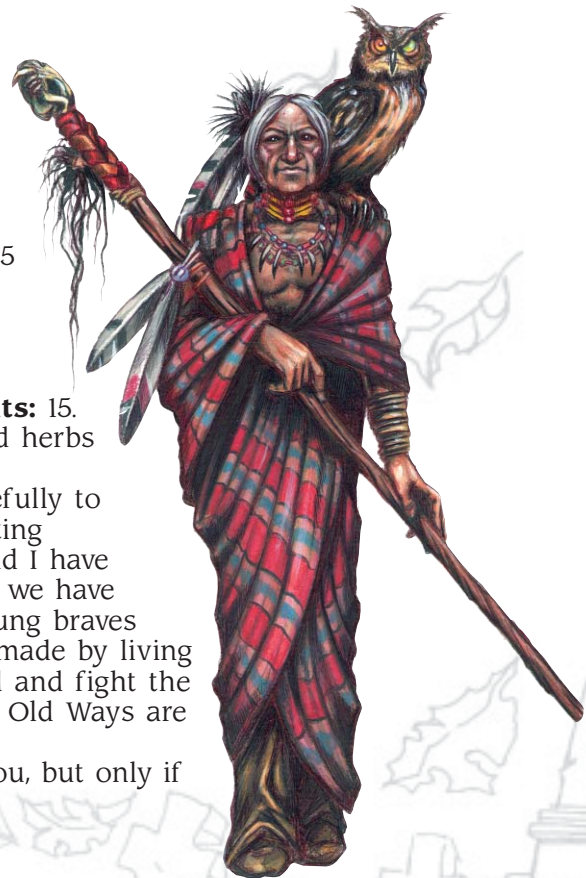
Edges: Arcane Background (Miracles), Holy Warrior, Power Points

Spells: Boost/lower trait, healing. **Power Points:** 15.

Gear: Spear, medicine bag filled with roots and herbs for healing, \$240.

Personality: I don't speak often, so listen carefully to my words of wisdom. I have looked into the Hunting Grounds and talked with the spirits of Nature, and I have made a discovery. The spirits are angry. They say we have forgotten the Old Ways. The simple ways. You young braves believe in bullets made by machines, not arrows made by living hands. Now I must go into the white man's world and fight the abominations. Only then will you believe that the Old Ways are best.

Quote: "Hmm. That looks painful. I will help you, but only if you promise to remember the Old Ways."



No Man's Land



The following sections should be read only by those who have an Arcane Background of some sort.

Magic & Mayhem

Arcane Backgrounds

Below are the notes for using arcane powers in the *Savage West*. Note that some spells have been joined into more powerful versions, such as *ear shot* and *private eye*. *Savage Worlds* spells are generally more inclusive than these two, so instead of short-changing the huckster just to keep the spells the same, we've mashed them together into a new and improved version of the spell called *mind rider* that gives the caster *both* versions. If you're converting a spellcaster from *Deadlands* with either of these spells, ditch it in favor of the new and improved power.

Hucksters

Hucksters use Arcane Background (Magic) as usual. When a 1 is rolled on the Huckster's Spellcasting die, he has suffered backlash and suffers 2d6 damage (instead of being Shaken as presented in *Savage Worlds*).

Call o' the Wild

Rank: Novice

Power Points: Special

Range: 1 mile x Spellcasting

Duration: 1/minute

This hex summons and controls natural critters—not monsters and other abominations. The *call* goes out to specific types of creatures, such as bats, rats, wolves, bears, and so on.

Once summoned, the animal may move up to the spell's range. The caster can communicate with the creature, and can access its five senses as well.

The cost in Power Points depends on the creature summoned. The huckster can summon multiple creatures in a single casting by paying the appropriate cost in Power Points. Summoning 2 bears, for instance, costs 10 Power Points.

Call o' the Wild

Creatures	Power Points
Bear	5
Insects (swarm)	2
Mountain Lion	3
Rat (swarm)	3
Rattlesnake	1
Scorpion (swarm)	3
Shark, Medium	3
Shark, Great White	5
Wolf	3

Corporeal Tweak/Twist

Use *boost/lower trait*

Earshot

Use *mind rider*.

Helpin' Hand

Use *heal*.

Hunch

Rank: Novice

Power Points: 3

Range: Touch

Duration: Permanent

The forces of darkness really hate this hex. It gives hucksters insight into the past of a person, place or thing.

Assuming the hex is successful, the caster gets a vision, feeling, insight, or "hunch" about some event that happened in the target object or person's past. Raises on the Spellcasting roll grant more information.

Mind Rider

Rank: Novice

Power Points: 3

Range: 1 mile x Spellcasting

Duration: 1/minute

A huckster can use this hex to hear through a subject's ears, see through his eyes, etc. This is an opposed roll of the caster's Spellcasting versus the target's Spirit.

No Man's Land

19

If the target wins, the victim knows he was targeted by magic (if he knows such things exist) and the spell is unsuccessful (though the Power Points are still spent). The huckster can sense anything the victim can if he proves successful.

The huckster can cast this spell on an unseen target if he has an object the subject has touched within the last week.

Mind Tweak/Twist

Use *boost/lower trait*.

Missed Me!

Use *deflection*.

Private Eye

Use *mind rider*.





Shadow Walk

Rank: Seasoned
Power Points: Special
Range: Special
Duration: Permanent
 Hucksters with this hex can step into one shadow and emerge from another. The shadows they enter and leave from must be substantial—at least deep enough to engulf their entire form.

The distance *walked* determines the number of Power Points required.

Shadow Walk

Distance	Power Points
Up to 10" (20 yards)	1
11" - 50" (21 - 100 yards)	3
51" - 1 mile	5

Soul Blast

Use *bolt*. Ignore *soul blast's* inability to affect inanimate objects.

Texas Twister

Rank: Novice
Power Points: 3
Range: Sight
Duration: 1 (Concentration)
 This hex conjures up a dust devil strong enough to whip the coat off a dead man. The whirlwind must be conjured out of doors, and is the size of a Medium Burst Template. Everyone within the whirlwind is

automatically blinded and must make a Vigor roll or be Shaken each round. Any ranged attacks that cross the twister suffer a -2 penalty.

The huckster can move the whirlwind as he wishes each round at a Pace equal to his Spirit die type.

Trinkets

Rank: Novice
Power Points: 3
Range: Sight
Duration: 1 (Concentration)

Trinkets allows a huckster to reach into a pocket, pouch, or bag and pull forth some minor mundane object.

The Power Points required depends on the item the huckster hopes to find.

Unfortunately, the item is very temporary and only lasts a number of rounds equal to the huckster's Smarts.

Trinkets

Power Points	Item
1	Match, penny
2	Scarf, random playing card, nickel
3	Derringer, knife, two bits (\$.25)
4	Pistol, \$5 coin, specific playing card

Mad Scientists

Mad scientists in the *Savage Worlds* version of *Deadlands* are fundamentally different from those in classic *Deadlands*. This is intentional, and is basically "how we'd make the game" if it were brand new today. It makes a lot more sense, provides more structure for players, and protects the Marshal from those who might abuse a more open system.

Mad scientists can make devices "in the field" that use the Weird Science power system from *Savage Worlds*.

Other types of powers, such as those used to make an *Epitaph* camera or a steam wagon, come from months or years in research in well-equipped laboratories such as Smith & Robards, Fort 51, or the Confederate base at Roswell. We'll give these the technical term of "infernal devices" to make sure you understand the difference between the gadgets and gizmos "regular" mad scientists make in the field.

Malfunctions

Malfunctions work differently in the Weird West than described in *Savage Worlds* because they are far more common.

When a character using a gizmo or infernal device rolls a 1 on his skill die, the device must make a Reliability check. The Reliability of a device acts just like a skill, and is d10 for infernal devices, or the inventor's Smarts if it's a personal gizmo.

If the check is successful, the device simply doesn't function that action. If the roll is failed, the device suffers a Malfunction.

Infernal devices list a specific Malfunction. Gizmos explode, break, or otherwise "erupt," causing 2d6 damage in a Small Burst Template.

In either case, the device is ruined until repaired (2d6 hours and a Repair roll by someone with Arcane Background (Weird Science)).

Insanity

The gibbering demons that inspire the mad scientists of *Deadlands* cause madness and dementia. Every time a Mad Scientist learns a new power (except for his starting power), he must roll on the Insanity Table below.

Dementia Table

1-2 Absent Minded: The scientist tends to forget everything but his work. He might forget to wear his pants one day or eat raw coffee the next. Whenever he needs to remember an important detail, he must make a Smarts roll. If he fails, he can't remember it.

3-4 Delusion: The inventor's mind snaps and he comes to believe something that is patently untrue. Maybe he thinks he's a werewolf, or the sky is blue because the "Moon People" paint it that way every morning. Or perhaps he believes he's not a living person, but a character in some strange game. His quirk reduces his Charisma by 1.

5-6 Eccentricity: The inventor becomes eccentric. Maybe he smothers his food in vinegar or eats lots of bran to keep his digestive system clear (ugh). The condition is basically harmless and amusing, though occasionally annoying, lowering his Charisma by 1.

No Man's Land

21

7-8 Evil Deeds: An insidious manitou convinces the inventor that someone or something is evil and must be stopped. Each time the inventor gets this result, his madness is more pronounced. At first he may only talk badly about his "enemies." Later on he might attempt to ruin or even kill them.

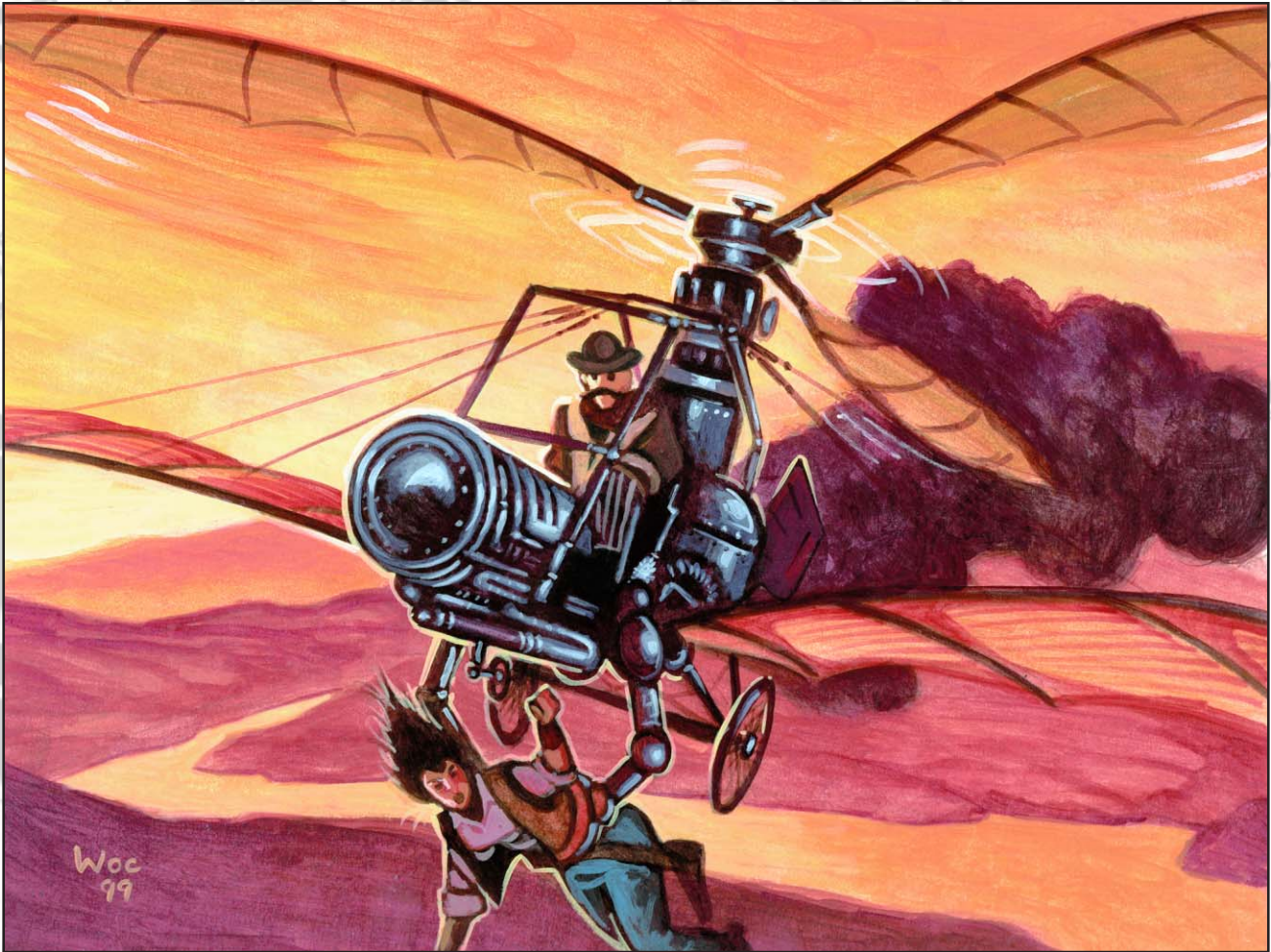
9-10 Depression: The inventor becomes incredibly depressed about himself, the futility of humanity, or his chances of surviving another adventure. He often speaks of humanity's impending doom. His lack of faith causes him to lose 1 point of Grit every time he gets this result.

11-14 Phobia: The scientist develops a strange fear of something completely irrational. He gains a phobia when in the presence of the feared object or environment. See page 93 of *Savage Worlds* for a complete description of phobias.

15-16 Mumbler: The inventor talks to himself constantly, and his sentences often taper off into meaningless drivel. While working, he might occasionally hear "voices" talking back. The frightening truth is, the voices are real. This lowers his Charisma by 1.

17-18 Paranoia: Everyone's out to get the mad scientist or steal his ideas, or so he believes. Or maybe sinister creatures from "Dimension X" are lurking just outside his lab, waiting to steal his amazing breakthrough so they can conquer the Earth. His distrust lowers his Charisma by 2.

19-20 Schizophrenia: The mad scientist adopts drastically different attitudes from time to time. At one moment he might be passive and restrained. Later on he's a raving madman. If he gets this result multiple times, he develops entirely new personalities who might have different names, mannerisms or Hindrances. In fact, they might not even be of the same race or gender!



New Power

Here's a new power for use with Weird Science. It's a great base for that all-too-common field device, the flamethrower.

Fireburst

Rank: Novice

Power Points: 2

Range: Flame Template

Duration: Instant

Trappings: A shower of flames, flamethrower

This power bathes its targets in flames, and is most typically seen in the Weird West in the form of a mad scientist's flamethrower.

When cast, place the thin end of the Flame Template at the character's front. Targets within the flame may make Agility rolls versus the scientist's Shooting roll to avoid the flame. Those who fail suffer 2d10 damage.

Victims have a 1 in 6 chance of catching fire as well (see page 97 in *Savage Worlds*).

Infernal Devices

Below are the infernal devices from the *Deadlands Player's Guide*.

Bullet Proof Vest

Smith & Robards have made a vest that not only deflects most small arms, but is light enough to wear in the heat of the West. The vest is infused with ghost steel shavings that provide +2 protection to all who wear it. This weighs only 10 pounds.

A heavier vest is also available that provides +4 protection, but it weighs 20 pounds.

Malfunction: Every time a character is hit in the vest by a metallic attack (bullets, swords, etc), make a Reliability check. Failure means a stray spark ignites the vest's ghost steel shavings!

This causes 2d10 damage to the wearer until he takes it off (typically one action).

Epitaph Camera

The camera works as described in the *Deadlands Player's Guide*. A character uses his Smarts to actually take pictures.

Malfunction: The camera's ghost rock plates explode, causing 2d4 damage in a Small Burst Template and ruining the camera.

Flamethrower

Smith & Robards' flamethrowers use the standard rules for such weapons on page 50 of *Savage Worlds*. They have 30 shots.

Malfunction: The device blows up, causing 3d10 damage to everyone in the radius of a Medium Burst Template and likely catching the victims on fire as well (see *Savage Worlds*, page 97).

Gatling Weapons

Personal Gatling weapons are becoming increasingly common in the Weird West. The Agency is widely known to issue these weapons to their operatives. Each can be reloaded with a full magazine as an action.

Gatling Weapons

Weapon	RoF	Damage	Shots
Gatling Pistol	2	2d6	12
Gatling Rifle	2	2d8	12
Gatling Shotgun	2	1-3d6	12

Malfunction: The user spins about wildly, spraying bullets everywhere. Treat this as a Suppressive Fire attack against everyone in a Large Burst Template. The weapon can't injure more victims than it had bullets remaining.

Rocket Pack

The rocket pack can lift up to 300 pounds and remain in the air for up to 20 minutes on a single one-pound chunk of ghost rock. The skill to use it is Piloting.

Malfunction: If a 1 is rolled on the pilot's Piloting die while making a maneuver, the pack explodes, causing 3d10 damage to everyone in a Medium Burst Template.

Steam Wagon

Steam wagons have the following stats:

Acc/Top Speed: 5/15; **Toughness:** 10 (3);

Crew: 4; **Cost:** \$1,500

Notes: -2 Driving in rough terrain; Can go 1d6 miles on one pound of ghost rock.

Malfunction: The ghost rock boiler explodes, causing 3d10 damage to everyone in a Large Burst Template.

The Blessed

The blessed use the Arcane Background (Miracles) Edge.

Exorcism

Rank: Veteran

Power Points: 15

Range: 1 yard

Duration: Permanent

This long ritual banishes evil spirits from a mortal host. The process takes eight grueling hours, during which time the host must be physically restrained from attacking the exorcist. At the end of the eight hours, the priest makes an opposed roll of his Faith versus the demon's Spirit. If the blessed wins, the demon is banished instantly and forever. If the creature wins, it remains in the host and may never be exorcised by this priest.

A Harrowed who is exorcised is laid to rest.

Holy Roller

Rank: Seasoned

Power Points: 5

Range: Self

Duration: Permanent

The blessed can sometimes transmute divine favor into pure luck with this minor miracle.

With a successful roll, the blessed converts her 5 Power Points into a benny. Failure, however, angers the fickle spirits of fate and costs her a benny instead. No bennies may be spent on the Faith roll, and it may not be cast if the blessed has no bennies to wager.

Inspiration

Rank: Novice

Power Points: 5

Range: Special

Duration: Permanent

The blessed use this powerful but subtle miracle to undo the cancerous effects of fear on the land itself.

When used in conjunction with the telling of a heroic tale, it adds +2 (+4 with a raise) to the Persuasion roll used to reduce the local Fear Level. The blessed does not have to tell



the tale himself—he can cast the miracle on a more accomplished tale-teller instead.

Lay on Hands

Use *healing*. The blessed may also take the *greater healing* miracle (as a separate power).

Protection

Rank: Novice

Power Points: 0

Range: Self

Duration: Concentration

A blessed who does nothing but concentrate on his faith is very difficult for creatures of darkness to oppose. Religions with particular symbols (crucifixes, the star of David, etc) must present the symbol or suffer a -2 penalty to their Faith roll.

A supernatural creature that wants to directly attack a character using *protection* must first win an opposed test of its Spirit versus the target's Faith.

Sacrifice

Rank: Novice

Power Points: 3

Range: Sight

Duration: Permanent

Characters cannot usually give their bennies to others without the Common Bond Edge. Blessed with this miracle can bypass this restriction and give *any* character a benny if she first makes a successful Faith roll.

Sanctify

Rank: Novice

Power Points: 10

Range: Special

Duration: Concentration

Sanctify allows the blessed to consecrate areas of earth, causing great pain to supernaturally evil creatures that attempt to tread upon it.

Sanctification takes an entire week of prayer. The blessed must remain within the bounds of the area for the entire duration. The area is determined by the Marshal, but is typically the grounds of a church, a battle, or

some other place of importance. If no clear boundaries exist, the area is equal to five times the blessed's Faith in yards.

When the ritual is complete, the Faith roll may be attempted. If successful, the area is consecrated. If the roll is failed, the priest must start from scratch.

Any supernaturally evil creature that attempts to enter the sacred ground must make a Spirit roll at each round or suffer a wound.

Smite

Use *smite*.

Succor

Rank: Novice

Power Points: 1

Range: Touch

Duration: Permanent

Succor removes one Fatigue level, or two with a raise. It can also remove a character's Shaken status.

Succor may be used to restore consciousness to those who have been Incapacitated due to wounds as well, though the wounds remain. It does not stop bleeding or otherwise stop mortal wounds from worsening, however.

The blessed may never use *succor* on themselves.

Shamans

As with mad scientists, shamans are treated a little differently in the *Savage Worlds* version of *Deadlands*. Their miracles are more immediate—much like the blessed's spells. The trappings of their magic, sand paintings, self-mutilation, and so on—are done “off camera.” In short, forget about all the different rituals and Appeasement Points presented in *Classic Deadlands*. We know they're neat and provide a lot of flavor, but they're also too complicated for the fast, furious nature of *Savage Worlds*. Characters still perform these favors, they just do them during down times and have no actual game rules.

Shamans use Arcane Background (Miracles), and their arcane skill is Faith is usual. Their “sins” typically involve taking care of their people, nature, and the “Old Ways.”

Shamans who use mass-produced items (whether they are knives, guns, etc) commit a minor sin and suffer -2 to their Faith rolls for one week.

No Man's Land

25

Curse

Rank: Seasoned

Power Points: 5

Range: Sight

Duration: Permanent

Shamans can heal their people, but they can also inflict sickness and death upon their enemies.

To do so, the shaman pits his Faith against the victim's Spirit. If the shaman is successful, the victim becomes sick and might even die. The character suffers Fatigue immediately and each day thereafter. Once he becomes Incapacitated, he makes a Vigor roll each day to avoid death.

The *curse* can be lifted by the shaman himself or use of the *dispel* power.

Earth Speak

Use *boost/lower trait* to improve Tracking.

Guiding Wind

Rank: Novice

Power Points: 1

Range: Touch

Duration: 2 (1/round)

Guiding wind increases a brave's chance to hit with a thrown weapon (such as a knife, spear, or tomahawk) or an arrow. It has no effect on other ranged weapons, such as guns. The bonus is +2 for a success, and +4 for a raise.

Lighting Strike

Use *blast*, but only outside and during a storm.

Medicine

Use *healing*. Shamans may take the *greater healing* power as well.

Pact

This miracle isn't used in *Savage Deadlands*.

Shapeshift

Use *shape change*.

Soar With Eagles

Use *fly*.

Speed of the Wolf

Use *boost/lower trait*.

Spirit Warrior

Use *boost/lower trait*.

Strength of the Bear

Use *boost/lower trait*.

Vision Quest

Rank: Veteran

Power Points: 5

Range: Self

Duration: Permanent

A *vision quest* is a plea to the spirits for a glimpse into the future. The shaman may ask the spirits a single question. The question determines the cost.

If properly appeased (the shaman makes his Faith roll), the spirits return with the most likely answer. The future contains many paths however, so the vision may not always be correct.

Vision Quest

Duration	Power Points	Information Requested
1 Hour	3	A minor matter such as the success of a crop, marriage, birth, etc.
1 Day	5	A matter of import, such as the outcome of a great battle.
1d6 Days	10	A major matter such as the identity of a murderer or the weakness of an abomination.

Wilderness Walk

Rank: Novice

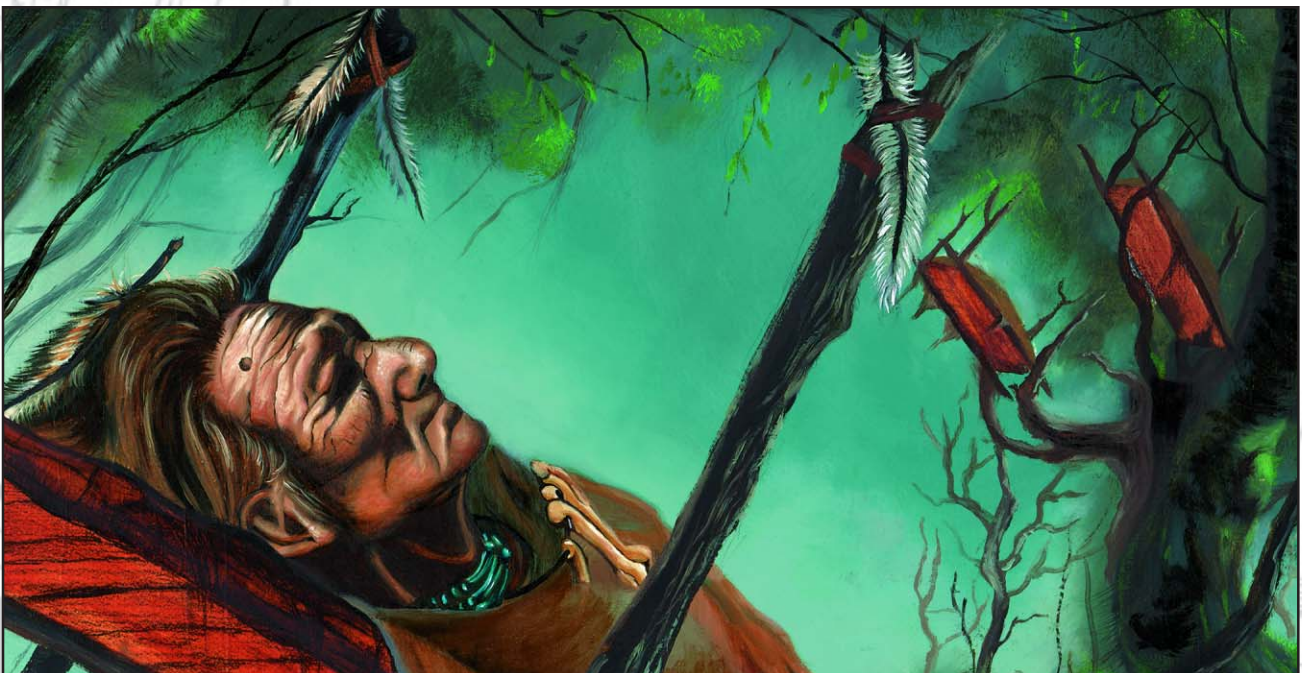
Power Points: 1

Range: Self

Duration: 1/hour

Wilderness walk allows a shaman to move through the outdoors quietly and without leaving a trace. The earth's spirits quiet the sound of the shaman's footsteps, adding +1 to his Stealth rolls. They also disguise his tracks, making his footprints impossible to track. The miracle does not apply to his companions, however.

Wilderness walk cannot be used indoors or in white settlements.



The Harrowed

When a character dies, he draws a single card for each point of Grit he's accumulated so far. If any of those cards is a Joker, the character comes back from the grave Harrowed. This rule only applies to Wild Cards—not Extras. They come back only when the Marshal wants 'em to.

Dominion

Dominion works quite differently in the *Savage West*. It's more like Charisma, in that it's something of a derived stat. Negative Dominion means the manitou is getting stronger, while positive Dominion means the hero is usually in charge.

Dominion starts at 0. Every time you fend off the thing inside you (Marshals—see page 25), you can add +1 to your Dominion, up to a maximum of +4. Every time you lose a struggle for control, subtract one from your Dominion, to a maximum of -4.

Harrowed Edges

A hero gets one Harrowed Edge the moment he comes back from the grave.

When levelling, a deader can choose to gain a new Harrowed Edge instead of a regular Edge.

Cat Eyes

Requirements: Harrowed

The character gains +2 to his Notice rolls and ignores penalties for Dim and Dark lighting conditions.

Improved Cat Eyes

Requirements: Cat Eyes

The Harrowed can see in the dark, ignoring all penalties for lighting. He can also see sentient beings' auras and determine a person's general inclination, as well as whether or not he's an abomination.

The hero also gains +2 to Notice rolls made to determine if a person is lying.

Claws

Requirements: Harrowed

The character gains supernaturally sharp claws that cause Str+2 damage in combat. The claws may be extended or retracted at will.

Improved Claws

Requirements: Harrowed, Claws

The character adds +4 to his hand-to-hand damage.

Ghost

Requirements: Harrowed

The Harrowed decides if he is corporeal or incorporeal on each of his actions. He must remain in that state until his next action—he cannot attack and then go incorporeal.

While *ghosted*, the deader is intangible, though he is still visible and magical attacks affect him normally. The Harrowed may remain *ghosted* as long as he continues to concentrate (-1 to all other skills).

Soul Eater

Requirements: Harrowed

A successful bare-handed attack with a raise allows the Harrowed to drain the life force of his victim, automatically inflicting a wound on any living being.

Each time the Harrowed causes a wound in this way, he may make a Spirit roll. If he is successful, he repairs one wound. Even if the Harrowed causes multiple wounds (from a Wild Card, for example), he still only recovers one wound himself.

Alternatively, the Harrowed may use the drained life energy to recover one Fatigue level.

Stitchin'

Requirements: Harrowed

A dead man with *stitchin'* regenerates damage much faster than normal—he may make natural Healing rolls every day.

Improved Stitchin'

Requirements: Stitchin'

As above, but the Harrowed may roll every hour.

Supernatural Trait

Requirements: Harrowed

Supernatural trait immediately improves any one attribute two die types (a d12 becomes a d12+2, and so on). This enhancement may only be taken once for any one attribute, however.



Marshal's Handbook

The following section is only for the Marshal.
You player types vamoose!

Conversion Rules

There are a passel of books out there for *Deadlands*—over 50, in fact. That's an awful lot of Weird Western goodness to ignore. We bet you're hankerin' to convert some of those bad guys and beasties to *Savage Worlds* and get playing again.

Remember that player characters need to make their heroes from scratch using the regular *Savage Worlds* rules. They're made to be balanced from the start, and should **never** just be converted using the system we're about to give you.

Use these conversion rules only for your nonplayer characters. They don't have to be balanced, and it's okay if they don't convert 100% correctly.

So without further lament, let's dig right into this process.

Traits

Let's start with the easiest part—the traits. The good news is that it's easier than you think. Simply ignore the skill level and use the die type. That's right—it's that easy. If a critter has a 4d8 *fightin'* in *Classic Deadlands*, he's got a d8 Fighting in *Savage Worlds*.

Really high skills or attributes can be adjusted a bit if you want. If the skill or coordination die is 5-8, bump him up a die type. If it's 9-12, you can bump it two die types, and so on. A bad guy with *shootin'* of 7d12, for example, gets d12+1 in *Savage Worlds*.

Use the highest concentration when converting skills for those that require it. A hero in *Deadlands* with three different *shootin'* skills (pistols, rifles, and shotguns, for example), just has Shooting in *Savage Worlds*. Which stats do you use? Easy.

Agility: Use the average of Deftness and Nimbleness, leaning toward Nimbleness.

Smarts: Use Smarts. Knowledge is reflected in the character's skills instead.

Spirit: Use Spirit.

Strength: Use Strength.

Vigor: Use Vigor.

Secondary Stats

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

Pace: Pace is generally equal to 6 for humans and things that move about the same speed. Things that move about the speed of fast dogs have a Pace of 8-10. Check out the speed of dragons and vehicles to get an idea of the Pace of faster creatures.

Parry: Figure this normally.

Toughness: Toughness is calculated normally as well. For large creatures, use the Size special ability on page 127 to figure out any modifiers to its Toughness.

Fear/Terror: Creatures with Terror scores have the Fear special ability. The modifier depends on their Terror score from *Classic Deadlands*. Terror scores of 3-5 have no modifier. 7-9 are -2, and 11 or more are -4.

Special Abilities

Now comes the tricky part—special abilities.

Let's start with a little philosophy. It's not always in your best interest to do a literal translation of a creature's weirdness. Let's take the desert thing, for example. In *Deadlands*, the creature has some complicated bits about tentacles and dragging its prey closer to its maw every round. That's fine for *Deadlands*, but we're looking for something faster and easier for *Savage Worlds*. So instead of mimicking this complicated process and slowing the game down, we simply give it the Improved Sweep Edge and a Reach of 5.

Isn't that much simpler? Sure it is. Keep that in mind when you're doing other creatures. If the description of its special attacks takes more than a very short paragraph, you're overdoing it.

Use the Edges and Special Abilities straight out of *Savage Worlds* when you can. For the rest, you'll have to get a little more creative. Check out the creatures in the main rulebook, as well as the converted creatures on the next few pages for some inspiration.

The Big Example

Let's convert a critter together. We've selected the bone fiend from *Rascals, Varmints, & Critters*. It's not a really intelligent creature with an agenda on its own, so we first decide it's not a Wild Card. Just a really nasty Extra.

We start with its stats because those are easy as pie. It has only one skill in *Deadlands*, so that's easy too. Its Terror score is 9, so it gets Fear -2 here. Its variable size doesn't really make sense in *Savage Worlds*, so we ditch it and make it big and nasty.

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

Skills: Fighting d10

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

Special Abilities

- **Bone Explosion:** When desperate, the creature can explode, causing 3d6 damage in an area the size of a Large Burst Template. The thing reforms two rounds later if its focus (its skull) is not destroyed.
- **Claws:** Strength +4.
- **Fear -2:** Bone fiends are obviously supernatural.
- **Size +2:** Bone fiends are over 10' tall.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra

damage. Arrows, bullets, and other piercing attacks do half-damage.

- **Weakness:** A bone fiend may be put down as usual, but can reform within two rounds. The only way to permanently destroy it is to locate the "black skull" that is their focus. This bone must be within 50' of the creature at all times, though it does not have to be part of its mass, and may be hidden nearby. The skull has a Toughness of 6.

Fear Levels

As you might suspect, Fear Levels work exactly as they do in *Classic Deadlands*. Fear Level 1 inflicts a -1 penalty to all Guts checks, and a Deadland is a whopping -6.

Player characters get Grit equal to their Rank to offset this a bit, but even a Legendary hero (+5 Grit) is at -1 in a Deadlands (-6).

The Harrowed

We've made taking control of the Harrowed much easier, Marshal. There are two occasions you should take over the heroes' character.

The first is for plot reasons. You automatically win, there's no price, and there isn't jack the hero can do about it. You keep him as long as you want and do anything you want with him. Do this when it's important to set some sort of trap or cause some fairly sophisticated trouble.

The second time to take control is when you're just feeling ornery and some cruel opportunity presents itself. Say the deader's friend is down and wounded and there's no one else about. That's a good time for some demonic mischief, but it's certainly not a "plot device" kinda moment. So you make the hero roll (as detailed below).

For the more arbitrary variety, you have to pay the fates a bit for your cruelty by spending one of your own bennies. We don't want to deprive you of your fun, Marshal, so draw one extra benny per game session for each Harrowed in your party.

Once you've paid the piper from Hell, quietly tell your deader to make a Spirit check at -4 and add his current Dominion to the total. If he makes the roll, he's fended off the beast and adds +1 to his Dominion (max of +4). If he fails, the hero loses a point of Dominion and the manitou takes control for up to 10 minutes for every benny you spend.

Horrors of the Weird West

Desert Thing

Desert things are loathsome horrors lurking beneath the soft sands of the southwestern deserts.

Desert things move very slowly beneath the dunes, setting up shop along popular trails or in or near a water hole. When a hapless traveler passes by, the thing grabs its legs or hooves with its long tentacles and drags it into its circular maw.

Desert things can sense approaching prey up to 25" (50 yards) distant on an opposed Notice versus Stealth roll. When the prey gets within reach of its 5" long tentacles, the creature attacks.

Attributes: Agility d8, Smarts d4(A), Spirit d4, Strength d12+2, Vigor d12

Skills: Fighting d8, Notice d6, Stealth d8

Pace: 2; **Parry:** 6; **Toughness:** 8 (6 on tentacles)

Special Abilities

- **Armor:** +2 for the body submerged in the sand, +11 on the creatures tentacles
- **Bite:** Str+2
- **Improved Sweep:** The desert thing may attack up to 8 opponents with a Reach of 5" at no penalty. Each tentacle has a Toughness of 9, and is severed if "wounded."



Devil Bats

These critters live in the Badlands of the Dakota Territory. The Sioux call them “kinyan tiwicakte,” or “flying murderer.”

Devil bats are nocturnal predators who hunt in groups of 1-6. They attack by racing from the night and grabbing prey with their taloned feet. If the bat thing is successful, it races into the air and drops its prey from the apex of its swoop, hoping to dash it to death on the rocks below. The things then settle down to devour the victim, whether he is dead or merely stunned.

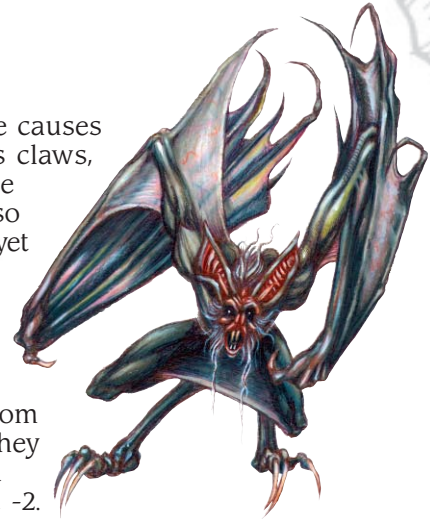
Attributes: Agility d10, Smarts d8(A), Spirit d8, Strength d12+1, Vigor d8

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

Pace: 4; **Parry:** 7; **Toughness:** 6

Special Abilities

- **Flight:** Pace 16”.
- **Claws:** Str+1.
- **Death From Above:** A flying devil bat that hits with a raise causes damage as usual. In addition, the thing grasps its prey in its claws, swoops into the air, then lets go before it can be hurt by the victim's flailing. The drop is typically from about 20 yards, so the damage is 2d6+10. Characters on Hold or who have not yet taken their action may attempt to hold on by making an opposed Strength roll. If successful, the prey continues to struggle. With a raise, the victim forces the creature close enough to a landing spot to jump free without taking damage.
- **Weakness:** Devil bats see by sonar. They must subtract 4 from their attack rolls if their prey stands stock still (assuming they detected it before the victim's “froze”). Standing still when a devil bat is sweeping down on you requires a Guts check at -2.



Dust Devil

Dust devils are vicious killers that live in the deserts of the southwest. They lurk about like repulsive spiny serpents until they see prey. Then they use their supernatural power to create a whirlwind about themselves and move in for the kill.

Dust devils attack by centering on their prey and whirling around it with their spiny, snakelike bodies. They attack from the center of their dirt-filled whirlwinds, making them difficult to see or hit with normal weapons.

Attributes: Agility d8, Smarts d6(A), Spirit d4, Strength d12+2, Vigor d8

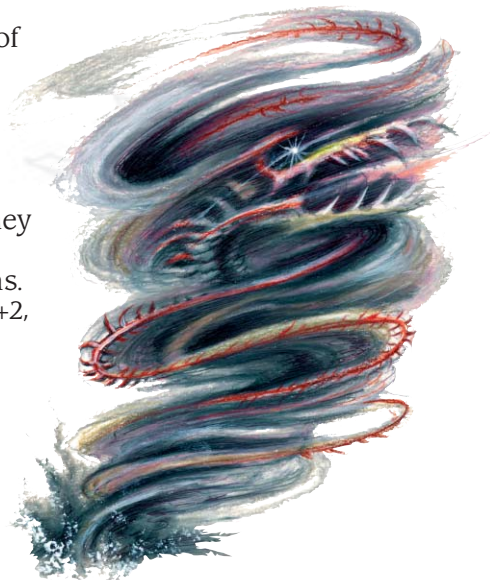
Skills: Fighting d12, Notice d8

Pace: 12; **Parry:** 6; **Toughness:** 6

Special Abilities

- **Deflection:** Attacks aimed at the skeletal serpent within the whirlwind suffer a -4 modifier for its thin size and rapid movement. Ranged attacks that miss are deflected and spit out in a random direction. Characters in the line of attack are automatically hit for normal damage.
- **Whirlwind:** The dust devil is the size of a Medium Burst Template. Everything inside or adjacent to the template is attacked by the whipping spines of the thing and automatically suffer Str+2 damage. Those who are actually inside the template are blind as well (-4 to most actions), unless they wear goggles of some sort.

Coup: A Harrowed who absorbs a dust devil's essence gains +2 Pace.



Gremlins

Gremlins infect mechanical devices. Their spirit form resides within, and causes the device to malfunction on occasion.

The number of gremlins in a particular device depends on its size. Small items (size of a bread box or smaller) hold 1d6 gremlins. Medium devices hold 2d6 of the malignant spirits. Large machines, such as steam wagons, contain 3d6 gremlins.

A gizmo (a device created by weird science) doubles the number!

The gremlins remain in the device until it is destroyed, it is exorcised, or the device is taken onto consecrated ground. When any of the above happen, the gremlins erupt from the device in their physical form and may be slain normally. They cannot inhabit another device for at least 24 hours, so they try to escape as quickly as possible. Some might trail the party if they manage to survive and spot particularly yummy devices to inhabit.

Note: Gremlins in the *Savage West* work much differently than those detailed in classic *Deadlands*. We think this new version works much better and is easier to deal with rules-wise.

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

Skills: Climb d10, Fighting d8, Lockpicking d10, Notice d8, Stealth d10, Swimming d10

Pace: 6; **Parry:** 6; **Toughness:** 4

Special Abilities

- **Claws:** Str+1.
- **Jinx:** Gremlins cause mechanical items to malfunction. Any gizmo infested by a gremlin malfunctions on a skill die roll of 1 or 2. Mundane devices malfunction on a skill die roll of 1.
- **Size:** Gremlins are quite small, and suffer a -1 to their Toughness.



Jackalope

Jackalopes are omens of bad tidings. They stalk a party and wait for bad luck to strike, then feed off the remains of those who don't survive it.

Jackalopes are darned hard to kill. They have a sixth sense that warns them whenever they are about to meet danger, and they're fast enough to get out of the way when they do.

The best way to get rid of one of these tenacious critters is to kill it or to get across running water. Jackalopes can't swim, so unless they find a bridge or some other way across, they get left behind and hop off to find easier prey.

On the plus side, jackalope feet are good luck charms. Anyone wearing one has the Good Luck Edge until the charm is removed or it decays after about one month.

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

Skills: Fighting d6, Notice d8, Stealth d10, Taunt d10

Pace: 8; **Parry:** 5; **Toughness:** 3

Special Abilities

- **Antlers:** Str+1.
- **Bad Luck:** A party stalked by a jackalope suffers from horrible luck. They cannot spend bennies until the thing loses interest (usually after a death) or is killed.
- **Sixth Sense:** Jackalopes sense danger, making them very difficult to hit. Direct attacks against them (but not area effect attacks!) suffer a -4 modifier.
- **Size:** Jackalopes are very small, and suffer a -2 to their Toughness.

Coup: The jackalope's coup is good luck. A Harrowed who absorbs their essence gains an extra benny each game session.





Hangin' Judge

From 1863-69, five Confederate circuit judges formed a secret alliance to steal land, ruin their rivals, and eliminate anyone who stood in the way of their wealth and fame. Those who opposed them were framed for "hangin' offenses" and hauled to the nearest tree for a lynching.

But after six years of tyranny, the locals, mostly hot-blooded Texans, fought back. They rounded up each of the judges and hung them from trees all along the Chisholm Trail as a warning to other authorities who would abuse their power.

The Reckoners seized the opportunity to infuse their spirits with unholy energy and send them back to earth as abominations.

Now the hangin' judges stalk the Chisholm by night, terrorizing anyone who happens to cross their path. They might decide blue is illegal one day and whistling Dixie is a hangin' offense the next. Being from Texas is always a heinous crime. Whatever the "charge," the judges' sentences are always death.

Hangin' judges are solitary and relentless hunters. Once they're on someone's trail, they stay with him until he's dead or morning comes. If their quarry is killed, they string him up along the Chisholm Trail and paint the victim's offense on his forehead in blood.

The judges never speak except to whisper their prey's offense over and over.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12, Vigor d8

Skills: Fighting d8, Intimidation d12, Shooting d12, Notice d8, Stealth d12, Tracking d10

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

Special Abilities

- **Colt Revolvers:** The Judges carry two single-action Army revolvers that fire up to 3 shots every round at no penalty and never need reloading!
- **Fear -2:** Hangin' Judges are terrors to behold.
- **Fearless**
- **Invulnerability:** The only way to destroy a judge is to hang 'im high (good luck there!). Bullets fired from a lawman's gun can put them down, but unless they're hung afterwards, they return the following night, hot for vengeance.

Coup: Hangin' judges are farmmongers of the highest order. If a hangin' judge is destroyed, a Harrowed gets the judge's twin, autoloading Army revolvers as coup. They won't fire even a single shot in the hands of a living person, however.



Los Diablo

Los diablos have haunted humanity for thousands of years. Other cultures knew them as minotaurs and gorgons. In the Weird West, they have taken on the forms of mutated Texas longhorns. They are harbingers of doom, for they are one of the only direct servants of the mysterious Reckoners.

Los diablos hunt down heroes who become thorns in the Reckoners' sides. Fate rules even these mighty beings, however, so los diablos are only allowed to walk the earth on certain occasions. Whenever a hero or group of heroes gets their 5th point of Grit *and* gains the attention of the Reckoners by foiling one of their better schemes, los diablos pay them a visit.

The first night los diablos are on a hero's trail, the hero and all his companions hear a distant rumbling, as if a herd of buffalo or steers were stampeding in the distance. Anyone who fails a Guts check loses a benny. The next night, the rumbling grows louder, and everyone must make a Guts check at -2 or lose a benny. On the third night, the los diablos appear at the head of a ghostly stampede called the "Devil's Own Herd." These creatures are actually the souls of all those the Herd has slain before.

There is one diablo for every character who has a Grit of 5 or better. These heroes are the devil bulls' sworn enemies and the only individuals Fate allows them to hunt. Bystanders with less than 5 Grit cannot be harmed by the diablos.

Other characters in the vicinity are "trampled" by the ghostly hooves of the Devil's Own Herd. They must make a Spirit roll or each round or suffer Fatigue, which can lead to their death. Bystanders who die in this way become another soul in the Devil's Own Herd. The herd dissipates when the diablo or its prey is slain.

The diablo fights on until it or its prey is dead. Once a hero has defeated a diablo, he may never be harmed by them again, but *he* can still harm *them* should he be present when a companion is attacked by the herd.

Groups of heroes who reach 5 Grit at about the same time get special attention from the bulls. They sometimes wait until the entire group gains their 5th point of Grit to attack in one massive stampede (one diablo per hero).

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+4, Vigor d12

Skills: Fighting d10, Intimidation d12, Notice d8, Stealth d8, Swimming d8

Pace: 8; **Parry:** 7; **Toughness:** 13

Special Abilities

- **Armor +2:** The diablos are covered in scaly hide.
- **Size +3:** The diablos are massive, brawny bulls.

Coup: A Harrowed who absorbs a diablo's essence becomes Fearless.



Maze Dragon

All kinds of strange creatures emerged when California fell into the sea. One of the biggest is the California Maze dragon. These tremendous critters attack both ships hauling ore and prospectors mining the canyon walls of the Maze.

Unlike most abominations, Maze dragons are known and accepted as ordinary creatures. Most folks just figure they somehow came with the Great Quake. The Chinese warlords of the area started calling them dragons, and the name stuck.

Attributes: Agility d8, Smarts d6(A), Spirit d4, Strength d12+4, Vigor d12+2

Skills: Fighting d10, Intimidation d10, Notice d8, Stealth d8, Swimming d10

Pace: —; **Parry:** 10; **Toughness:** 20

Special Abilities

- **Aquatic:** Pace 10.
- **Armor +2:** Maze dragons are covered in thick scales.
- **Bite:** Str+5.
- **Size+9:** These massive serpents can range up to 50 yards long!
- **Swallow:** A dragon that hits with a raise swallows man-size or smaller prey whole. The victim suffers 2d6 damage every round from the crushing gullet and acidic bile. The only way to get out is to kill the beast.

Coup: Maze Dragons are ferocious beasts, and impart +1 Toughness to Harrowed who absorb their essence.



Night Haunts

Night haunts are evil creatures of corrupted shadow that subsist on human souls. They are lone hunters that appear only at dusk, following travelers across the plains, waiting for them to camp for the night. When such a creature spots prey, it hides away in the enshrouding darkness and waits for most of the travelers to fall asleep. Then it begins its insidious attack, using mimicry and illusion to draw out its foe.

The camp's guard, if any, likely sees strange "patches" of darkness or hears a distant baby's cry or some far-off screams—anything the night haunt can do to unnerve its prey. Its goal is to lure the guard out alone, preferably without waking his companions.

If the night haunt is successful, it draws the fool out until he's entirely isolated and attacks with its soul-wrenching claws. When it has killed its victim, it sups on the fleeing soul, making it impossible for someone killed by a night haunt to become Harrowed!

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

Skills: Fighting d10, Intimidation d10, Notice d8, Stealth d10, Taunt d10

Pace: 10; **Parry:** 7; **Toughness:** 4

Special Abilities

- **Claws:** Night haunts can attack corporeal beings at will, causing Str+4 damage and ignoring any armor.
- **Ethereal:** Night haunts are incorporeal. They can only be harmed by magic.
- **Fear -2:** Night haunts are obviously supernatural horrors.
- **Fearless**
- **Fly:** Pace 10.
- **Weakness:** Night haunts are creatures of shadow, and suffer 2d6 damage when hit by bright lights (a Fighting roll at +2 with a torch, lantern, etc.)





Mojave Rattler

They call these great worms “rattlers” because a person’s teeth start chattering as the rattler rumbles through the earth beneath him. Though they are most common in the Mojave, rattlers are also found in isolated flatlands in Montana and Utah. The rattlers of each region tend to have their own colors and even personalities.

Mojave rattlers go straight for the kill, while the ones in Montana are skulkers. Utah rattlers are smaller but faster, and they absolutely love to chase steam wagons across the great Salt Flats. Like Maze dragons, rattlers are accepted near the regions they terrorize. Folks Back East think Westerners exaggerate, but the locals know better.

Rattlers sense their prey by vibrations in the sand. They can detect the movement of a man up to 100’ (200 yards) distant. This is an opposed Notice versus Stealth roll if the prey is trying to step lightly. Horses are detected at double the distance, and wagons at triple. Note that if a creature runs, its Stealth total suffers the usual -2 penalty.

When a rattler moves in for the kill, it bursts up through the earth and tries to snag its prey with one of its tentacles. Though rattlers have many tentacles, they never attempt to capture multiple targets unless their intended victims are very close together, such as a horse and rider, preferring to focus on a single quarry.

The tentacles have a Strength of d12+2 and are about a quarter as long as the worm itself. Once they grapple a target with a successful opposed Strength roll, the worm starts dragging the victim into its crushing maw at a Pace of 1d6” per round.

Each tentacle can take a single wound, but has a Toughness of 10. Bullets and impaling weapons cause half damage, while blunt attacks cause no damage.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d12+10, Vigor d12+2

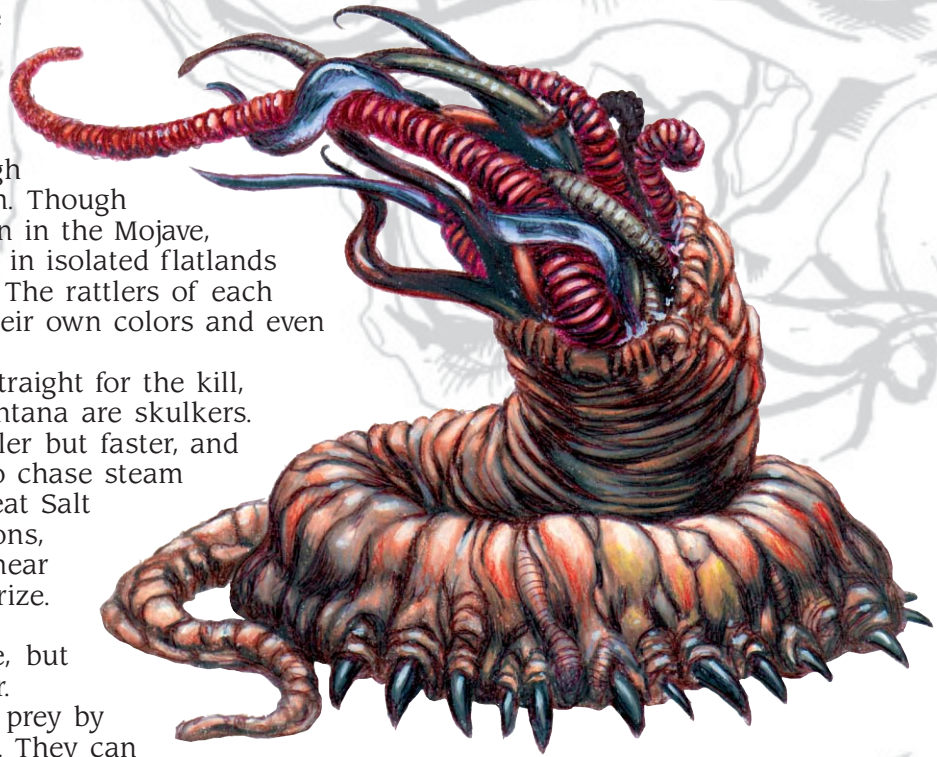
Skills: Fighting d6, Intimidation d10, Notice d8, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 21

Special Abilities

- **Armor +2:** The worms are covered in thick, scaly skin.
- **Bite:** Str+5.
- **Burrowing:** 18”.
- **Size+10:** The great worms are well over 50 yards long!

Coup: Anyone who kills a worm gains the ability to Burrow up to 5 x their Spirit. The character also realizes that the worms are incredibly intelligent—more so than even the brightest human—but in an incomprehensible, alien way.



Prairie Tick

Prairie ticks are the scourge of the High Plains. These horrid bloodsuckers live in underground burrows, and are rumored to be controlled by a single, giant queen that rules over each nest.

When prairie ticks sense prey, they crawl out of their burrow and bound through the tall prairie grass at top speed. They can sense the vibration of a man walking across the desert up to 100 yards away, double that for horses, and quadruple for wagons.

Prairie ticks attack leap for the mouth and pull the victim's lips down with their two front hooks, then crawl down the victim's throat. Once inside, the thing's hooked legs sink into the innards and it begins to drain its host's blood. As the host dies, the tick gets larger. Days later, it bursts the ribcage and comes crawling out of the stomach or throat.

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

Skills: Fighting d10, Notice d10, Stealth d10

Pace: 6; **Parry:** 7; **Toughness:** 3

Special Abilities

- **Armor +1:** Prairie ticks have thick, insectoid carapace.
- **Hooks:** A prairie tick that hits with a raise yanks his victim's lip down and crawls into his throat. Every hour thereafter, the victim must make a Fatigue roll. Death means the tick has grown large enough to burst out of the ribcage in a gory explosion.
- **Size -2:** The ticks are the size of a man's fist, and suffer -2 to their Toughness.
- **Weakness:** The only known way to remove a prairie tick inside a host is to pour a quart of castor oil down the victim's throat. The host needs to make a Vigor roll to get the castor oil down. If he does, the tick comes crawling out and can be easily squished.



Tumblebleed

In the Weird West, even the tumbleweeds are out to get you.

Tumblebleeds are vicious critters that look just like tumbleweeds, the dried plants you see blowing across the desolate desert plains. They attack by rolling into a victim and entangling him in their thorny branches. The things' mouths and spiny thorns then penetrate the skin and drain the prey's blood.

Tumblebleeds usually travel in packs of three to six for more efficient hunting. Hungry tumblebleeds stay well away from any prey carrying fire—they burn like dry tinder when they haven't fed recently.

A tumblebleed that has just feasted looks like a pile of wet, bloody seaweed.

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

Skills: Fighting d10, Notice d10, Stealth d10

Pace: 10; **Parry:** 7; **Toughness:** 4

Special Abilities

- **Size -1:** Tumblebleeds are about 3' in radius when dry.
- **Thorns:** Tumblebleeds drain blood, causing 2d4 damage every time they hit with a Fighting attack. A character completely wrapped in armor +2 or better is immune to their attack.
- **Weakness:** Dry tumblebleeds are extremely flammable. Add +2 to rolls to see if they catch fire.



Walkin' Dead

Pulp novels describe zombies as slow and mindless. Obviously the writers have never truly encountered the walking dead. Creatures like these aren't the kind to shuffle about like they hadn't a thought in their rotting heads.

These suckers are mean and clever. They know people think they're supposed to be slow and stupid, so sometimes they act that way just to get close. And by the way, they *do* feed on brains.

These walking dead are typical groaning fiends looking for fresh meat.

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

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

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

Special Abilities

- **Claws:** Str.
- **Fearless:** Zombies are immune to Fear and Intimidation.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Arrows, bullets, and other piercing attacks do half-damage.
- **Weakness (Head):** Shots to a zombie's head are +2 damage, and piercing attacks do normal damage.



Wall Crawler

Wall crawlers are predators that hang on the shadowy sides of mesas, waiting for unsuspecting travelers to pass below. When they spot prey, they race down from their perches and strike with lightning speed. Their prey almost never sees them coming before it's too late.

Before they strike, wall crawlers are almost totally silent. They emit an evil hissing sound when fighting that sounds almost like a riled serpent.

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

Skills: Climb d12+2, Fighting d10, Intimidation d10, Notice d8

Pace: 10; **Parry:** 7; **Toughness:** 6

Special Abilities

- **Armor +2:** Wall crawlers have thick, spiny hides.
- **Bite:** Str+3.
- **Charge:** Wall crawlers charge on their first round of attack, gaining +4 to hit and damage as they scramble down from their high perches.
- **Wall Crawling:** Wall crawlers can move over any moderately rough vertical surface at their normal Pace, and can even move along overhangs at half Pace.





Wendigo

Winters can be tough in the northern reaches of the continent, or the high passes and trails of the Rocky Mountains. The savage cold has driven men and women to resort to the unthinkable to survive on occasion: cannibalism.

There is a price to be paid for such activities, and its a high one.

Wendigos are the twisted spirits of those who resorted to cannibalism to survive. Their eerie howls can be heard in just about any cold climate, such as states along the Canadian border. They might also appear in more southern areas during harsh winters, but return north as it grows warmer.

Wendigos crave just one simple thing—human flesh to feed the gnawing hunger in their bellies.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d12+3, Vigor d12

Skills: Climb d12, Fighting d12, Intimidation d12, Notice d10, Swimming d10, Stealth d10, Throwing d10, Tracking d10

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

Special Abilities

- **Claws:** Str+3.

- **Fear -2:** Wendigos are terrifying to behold.

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

- **Night Vision:** A wendigo can see in all but complete darkness as if daylight.

- **Weakness:** A wendigo is instantly killed by pouring hot tallow down his throat.

Coup: A Harrowed who feasts on a wendigo's essence gains immunity to cold and cold-based



Werewolf

When a full moon emerges, humans infected with lycanthropy lose control and become snarling creatures bent on murder. Some embrace their cursed state and revel in the destruction they cause.

Many werewolves existed even before the Reckoning. They are still supernatural creatures of evil, however, and so can be affected by holy rituals such as *protection*.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+2, Vigor d10

Skills: Climb d8, Fighting d12+2, Guts d10, Intimidation d10, Notice d12, Swimming d10, Stealth d10, Tracking d10

Pace: 8; **Parry:** 9; **Toughness:** 7

Special Abilities

- **Claws:** Str+3.

- **Fear -2:** Werewolves chill the blood of all who see them.

- **Infection:** Anyone slain by a werewolf has a 50% chance of rising as a werewolf themselves. The character involuntarily transforms every full moon. He gains control of his lycanthropy only after 1d6 years as a werewolf.

- **Immunity:** Werewolves can only be Shaken by weapons that are not silver—not wounded.

- **Infravision:** Werewolves can see heat and halve penalties for bad lighting when attacking living targets.

- **Weakness:** Werewolves suffer normal damage from silver weapons.

Coup: Harrowed gain +1 Toughness, but suffer double damage from silver weapons.





The Great Deadlands Round Up!

We hope you enjoyed this free *Deadlands Classic* conversion. We know a lot of you may be brand new to the Weird West, so to help you make use of the 50+ books we've written for *Deadlands*, we've put together a series of incredible "bundle" deals! These are available both on-line at WWW.PEGINC.COM, and through your local game store!

And no, we aren't selling individual books at discount—we wouldn't do that to the stores who have supported us all these years. We're only putting these bundles together to help those of you who have a whole passel of Weird Western goodness to catch up on!

Deadlands: The Weird West

501 DL Marshal's Bundle (\$60)

1101 Marshal's Handbook
1006 Rascals, Varmints, & Critters
1009 Marshal Law Screen
1018 Tales o' Terror 1877
1022 Marshal's Log

502 DL Character Book Bundle A (\$25)

1003 Book o' the Dead
1004 Smith & Robards
1007 Twisted Tales

503 DL Character Book Bundle B (\$40)

1010 Ghost Dancers
1011 Fire & Brimstone
1040 Lone Stars
1007 Twisted Tales

504 DL Setting Bundle (\$40)

1019 The City of Lost Angels
1027 South o' the Border
1028 The Canyon o' Doom
1035 The Great Weird North

505 DL Doomtowntown Bundle (\$30)

1030 The Agency
1033 The Collegium
1036 The Black Circle

506 DL Adventure Bundle (\$30)

1024 Bloody Old Muddy
1031 Ghost Busters
1034 Rain o' Terror
1037 Dead Presidents

507 DL Devil's Tower Trilogy (\$25)

1016 Road to Hell
1017 Heart o' Darkness
1012 Fortress o' Fear
The Epitaph

508 DL Epitaph Bundle (\$25)

3001 Epitaph #1
3002 Epitaph #2
3003 Epitaph #3

509 DL Dime Novel #1 (\$10)

9002 Night Train
9003 Strange Bedfellows
9004 Savage Passage
9005 Ground Zero

510 DL Dime Novel #2 (\$10)

9006 Forbidden God
9008 Skinners
9009 Worms

511 DL Cardstock Cowboys (\$25)

2701 Weird West Starter Pack
2702 Horrors of the Weird West
2703 Infernal Devices

512 DL Fiction Bundle (\$20)

2100 A Fist Full o' Dead Guys
2101 For a Few Dead Guys More
2102 The Good, the Bad, & the Dead

513 DL Boxed Set Bundle (\$75)

1008 The Great Maze
1014 The City o' Gloom
1020 River o' Blood
1021 Boomtowns

Hell on Earth

601 HOE Starter Set (\$40)

6000 Hell on Earth
6001 Radiation Screen
6005 The Wasted West
6011 Monsters, Muties, & Misfits

602 HOE Character Bundle I (\$50)

6002 Brainburners
6003 Children o' the Atom
6006 Toxic Tales
6007 Road Warriors
6008 The Last Crusaders

603 HOE Character bundle II (\$50)

6006 Toxic Tales
6009 The Junkman Cometh
6012 Cyborgs
6019 Spirit Warriors
6022 Waste Warriors

604 HOE Setting Bundle (\$45)

6013 Iron Oasis
6016 Shattered Coast
6017 Denver
6020 The City o' Sin

605 HOE Adventure Bundle (\$25)

6004 Hell or High Water
6010 Something About a Sword
6014 The Boise Horror
6018 Urban Renewal

606 HOE Dime Novel Bundle (\$10)

9501 Leftovers
9502 Infestations
9503 Killer Clowns

607 HOE Cardstock Cowboy Bundle (\$25)

2801 Wasted West Starter Pack
2802 Horrors of the Wasted West
2803 Road Wars!

Lost Colony

701 LC Lost Colony Bundle (\$40)

4000 Lost Colony
2103 Banshee Screams
6021 The Unity

The Great Rail Wars

801 GRW Great Rail Wars Bundle (\$35)

5500 The Great Rail Wars
5001 Derailed
5002 Dog's o War

WWW.PEGINC.COM