



Lone Killers of the Southwest





DEADLANDS

LONE KILLERS OF THE SOUTHWEST

BY MATTHEW CUTTER

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CLAY ALLISON

They call him the “Wild Wolf of the Washita,” and they’re not far wrong. Allison’s as vicious as a wolf and about twice as temperamental. Born in 1840 in Tennessee, he fought for the Confederacy in the War Between the States until he was discharged on account of mental problems. His physical problem—a clubfoot—does not seem to have mattered. He reenlisted with a unit that didn’t care about his mental condition.

When Allison tired of the war, he drifted west into Texas to become a cowboy. Bored, he turned to outlawry and left a trail of blood behind him almost unequalled in the West. All told, he’s killed about a dozen men, most by gunfire, some by lynching or other, more gruesome means.

His victims include cowboys, banditos, Union officers, and a dentist who pulled the wrong tooth when he worked on Allison. Allison tied him into his own chair and extracted two of his teeth before killing him. He even shot a man for snoring too loudly. Allison is wildest and most dangerous when he’s been drinking.

Story Seeds

🦅 **Season o’ Revenge:** It’s said Clay Allison tangled with Bat Masterson and Wyatt Earp in Dodge City, and as a Texas rancher Allison has connections to the Cowboy Gang. When the feud heats up between Earps and Clantons, Clay’s certain to ride in and join the festivities.

🦅 **Mind Your Manners:** “Sure, that drunken fellow seems to be offending everyone around him, including the ladies. He’s clearly ossified with drink. But maybe *you* ought to be the one to remind him of his manners, considering he’s also the Wild Wolf of the Washita!”

🦅 **He Has His Reasons:** After law dogs track down Clay Allison for the hefty reward his capture promises, the murderous gunfighter confesses his knowledge of the West’s weirdness. Turns out his killings—misguided as most of them were—were attempts to root out Evil’s servants!



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

Skills: Climbing d12, Fighting d10, Gambling d6, Guts d6, Intimidation d8, Riding d10, Shooting d12+1, Throwing d12

Cha: -2; **Grit:** 6; **Pace:** 4; **Parry:** 7; **Toughness:** 8

Hindrances: Lame, Mean, Vengeful (Major), Wanted (Major)

Edges: Brave, Dodge, Duelist, Improved Hip-Shooting, Improved Tough as Nails, Marksman, Nerves of Steel, Professional (Shooting), Quick Draw, Speed Load, True Grit

Gear: 2× double-action Colt Peacemakers (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), scattergun (Range 6/12/24, Damage 1-3d6, RoF 1-2), 2× quick-draw holsters, 2× Colt speed-load cylinders, 2× Bowie knives (Str+d4+1, AP 1), horse.

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BLACK BART

Black Bart is a mystery. No one knows his real name or where he lives. What's known for sure is that he's the most infamous stagecoach robber in the West. Since his first appearance in 1875, he's robbed nearly 20 stages in California and Nevada, about half of them Wells-Fargo stages. He's taken in nearly \$20,000 during his "career"—always leaving behind some bad poetry signed "Black Bart the Po8" (poet).

Black Bart's real name is Charles E. Boles. He was born in England in 1830 and came to New York with his family at age 2. He currently lives in a hotel in Albuquerque. He is a mining engineer by training, and he fought briefly for the Union in an Illinois regiment. Despite his chosen profession, he is a pacifist who doesn't even load his guns!

When a stage comes around a bend, Bart appears in the middle of the road with a rifle pointed at the driver. His poise and obvious ability help him maintain control of the situation. In truth, his "gang" is a bunch of cleverly placed dummies, and if confronted with any real force Bart flees or surrenders.

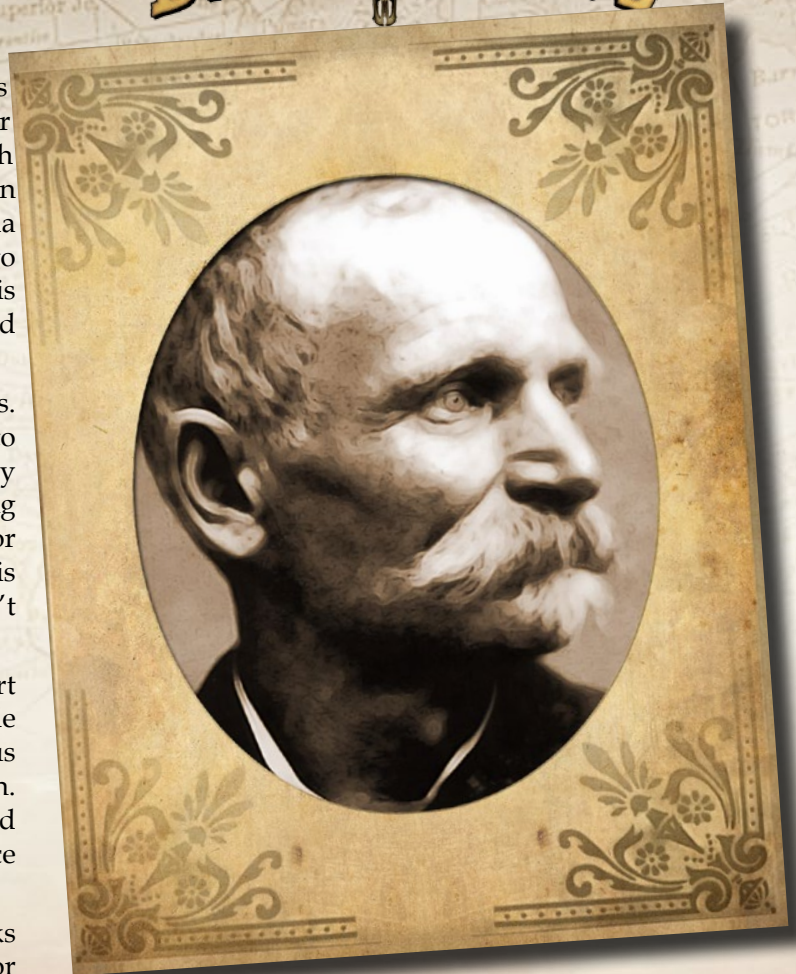
Bart's a skilled outdoorsman who walks to and from his robberies—often for days or weeks—rather than using a horse. He picks his targets and his place of ambush well and makes use of his reputation instead of his guns.

Charles E. Boles is an older man with a bushy white moustache. He has a scar on his right forehead from a rifle wound he received from one of the few stagecoach drivers he couldn't intimidate.

Story Seeds

🔪 **Lurker at Old Notch:** Heroes come into possession of a treasure map purporting to show the hiding spot of some of Black Bart's ill-gotten riches—Old Notch Hill. A foul abomination haunts the forest that surrounds the desolate hill, and other outlaws are on the trail of Black Bart's treasure too.

🔪 **Fair Trade:** After Black Bart is captured—without a fight, naturally—he offers to lead heroes to outlaws far more fearsome than he, in return for his freedom.



🔪 **Gee, Mister, You Look Familiar:** The posse comes upon an older gent hiking the trails with a large bundle of supplies over his shoulder—Charles E. Boles, although buckaroos don't know that. He introduces himself as "Mr. Bolan Camp."

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

Skills: Driving d8, Fighting d6, Guts d6, Intimidation d6, Knowledge (Mining) d10, Shooting d8, Survival d12, Tracking d10

Cha: 0; **Grit:** 1; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Cautious, Pacifist (Major), Wanted (Major)

Edges: Dodge, Luck

Gear: Colt Dragoon (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), Winchester '76 (Range 24/48/96, Damage 2d8, RoF 1, AP 2), riding horse.

JOHN WESLEY HARDIN

One of the most notorious outlaws in the Weird West, Hardin is single-handedly responsible for the deaths of more than 30 men. Born in 1853 in Texas and named after the founder of Methodism, he killed his first man in 1868, when a former slave refused to move off the road and out of his way. Since then, he's been on the run from the law, committing more killings along the way. He does not hesitate to kill anytime someone interferes with him or tries to capture him.

His draw is one of the most unusual in the West. He has his two guns in quick-draw holsters which are sewn into his vest so that the gunbutts point inward across his chest. He draws and cocks them both simultaneously in one lightning-fast, silver blur. He practices this draw for hours every day to keep his skills sharp.

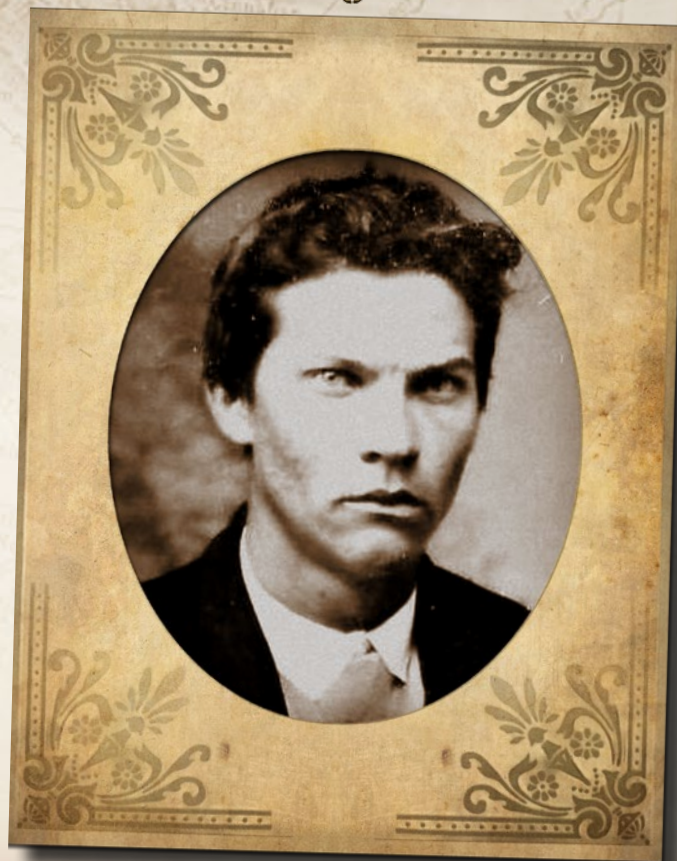
With all the attention he's received and the enormous reward—\$4,000—offered for him dead or alive by the state of Texas, you'd think Hardin would be captured pretty quick. But his family is well-known in the Lone Star State, and he has a lot of relatives and friends he can hide out with—some of whom he's helped to win range wars and other feuds. His handsome face and calm, pleasant demeanor have also fooled several potential captors into lowering their guard, giving him the chance to shoot his way out of trouble.

Hardin claims that most of his victims are Union soldiers and that he hates the Union. This has kept some Texas Rangers off his back, but all Rangers are now under strict orders to bring him in. The truth is Hardin doesn't really care much for politics, and most of the men he's shot are just people who got in his way.

Hardin, who's sometimes known by the nickname "Little Arkansas" for a gunfight he won near that river, is an excellent shot and a quick draw. Plenty of folks have witnessed him outdrawing and shooting men who already had their guns clear of their holsters!

Story Seeds

You're My Target: When one of your heroes gets a reputation for being a lightning-quick draw, Hardin tracks her down looking to put that reputation to the test—in a duel.



Run Him Down!: After Hardin slays a half-dozen victims in New Mexico his posted reward jumps to \$10,000. Soon every bounty hunter and lawman from Cochise County to West Texas is looking for him.

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

Skills: Climbing d10, Fighting d10, Guts d8, Intimidation d6, Notice d6, Persuasion d8, Riding d10, Shooting d12+2, Stealth d10, Survival d8, Taunt d6, Tracking d6

Cha: -6; **Grit:** 6; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Hindrances: Bloodthirsty, Mean, Vengeful (Major), Vow (Become the fastest gun in the West), Wanted (Major)

Edges: Ambidextrous, Duelist, Improved Dodge, Marksman, Expert (Shooting), Quick Draw, Reputation, Speed Load, Strong Willed, True Grit, Two-Fisted

Gear: 2× double-action Colt Peacemakers (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), riding horse.

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DEACON JIM MILLER

Perhaps more accurately known by his other nickname, “Killer” Jim Miller, this feared bushwacker and outlaw is second only to John Wesley Hardin in number of men killed. He’s also a devout Methodist and church deacon—hence his nickname. He apparently doesn’t see anything un-Christian about murder, though, since he’s continued his career as a killer for hire between prayer meetings. He charges \$150–\$1,000 per kill. He also gets involved in cattle rustling now and again.

Killer Miller’s profession contrasts with his gentle demeanor. He never smokes, uses snuff, drinks, gambles, enters saloons, or swears. He treats women and old folks politely and deferentially and speaks to them softly—assuming, of course, he hasn’t been hired to kill them. He is the consummate gentleman, generally always on his best behavior—but it is important not to forget just how dangerous the “Deacon” truly is.

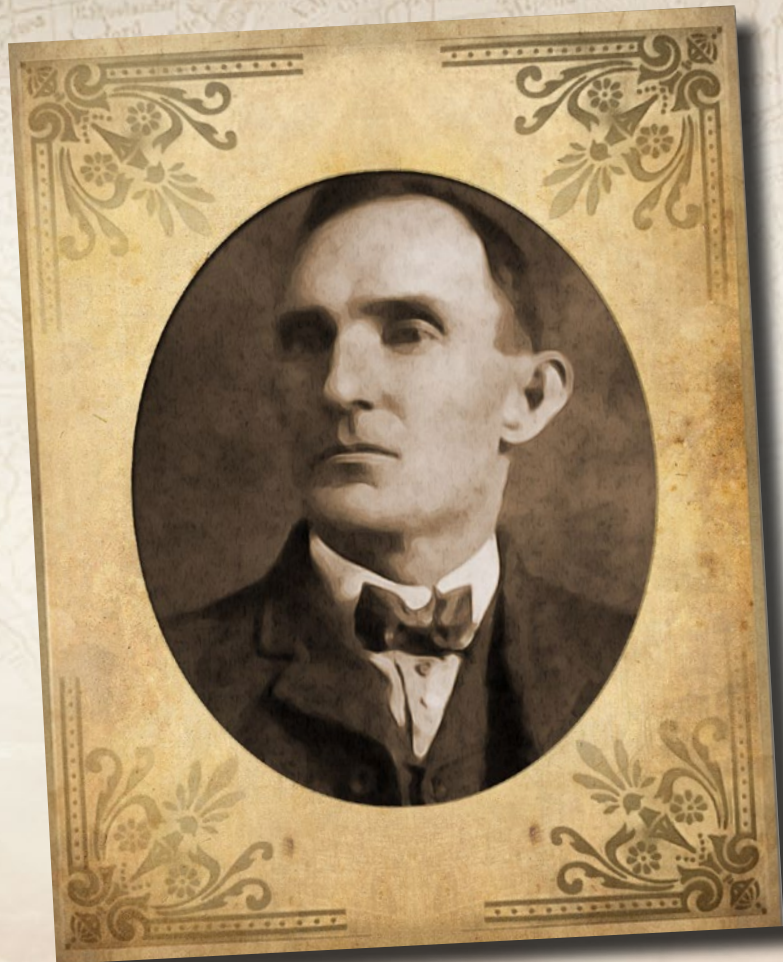
Miller is a tall, handsome fellow with close-cropped, dark hair. He wears a heavy, black frock coat wherever he goes, even in summer in Texas.

Story Seeds

🦅 **The Heroes Hunted:** One of the posse’s enemies hires “Killer” Miller to end one or all of their lives in his trademark bloody, brutal fashion.

🦅 **Our Honorable Deacon:** On the hunt for Jim Miller, shootists discover him leading a Methodist tent revival for a whole town’s worth of folks. Not only do the townsfolk reject all claims of Deacon Miller being a murderer, they also take up arms against any who’d spread such vile rumors.

🦅 **Deacon Farmonger:** Jim Miller’s always been close to Death. When he gives himself over to manitous’ whispers and begins killing in the service of shadowy masters, he gains black magic abilities and the local Fear Level jumps by +2 or more.



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

Skills: Fighting d10, Guts d8, Intimidation d10, Notice d6, Riding d10, Shooting d12, Stealth d10

Cha: -6; **Grit:** 3; **Pace:** 8; **Parry:** 7; **Toughness:** 8

Hindrances: Bloodthirsty, Grim Servant o’ Death, Wanted (Major)

Edges: Alertness, Dodge, Fleet-Footed, Luck, Nerves of Steel, Quick Draw, Reputation

Gear: Double-action Colt Peacemaker (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), double-barrel shotgun (Range 12/24/48, Damage 1-3d6, RoF 1-2), horse.

DAVE RUDABAUGH

Dave Rudabaugh is known all over the West as a rustler and thief. Originally from Illinois, he now calls the vicinity of Las Vegas, New Mexico, his home. On his way to Las Vegas, he rustled cattle in Texas, robbed trains in Kansas—where he came up against Bat Masterson, but managed to get away—and robbed stagecoaches and trains in Arizona and New Mexico.

Rudabaugh and his gang have a hidden ally in New Mexico's Justice of the Peace Neill, aka "Hoodoo Brown," for whom they have done favors in the past. Judge Neill is prepared to let them go on a technicality if they are brought before him or if he is requested to issue a warrant for their arrest. Then again, it's not too much of a stretch considering the fact that Judge Neill is a voodoo houngan who secretly runs one of New Mexico's biggest criminal rings.

Story Seeds

🔪 Cold War With Cowboys:

Rudabaugh is a sometime member of the Cowboy Gang. If you're running the *Stone and a Hard Place* Plot Point Campaign, Dirty Dave and his gang of ruffians, outlaws, and hangers-on becomes a painful thorn in the posse's side between episodes one and two.

🔪 The Trio's Last Ride:

Sensing opportunity, Rudabaugh hooks up with old trailmates Mike Roarke and Dan Dement, who along with Dave were once called "The Trio." They set out across New Mexico and Arizona, robbing just about every train and bank they can find.

🔪 Don't Mess With Hoodoo Brown:

After the posse captures or kills Dirty Dave Rudabaugh, they find themselves targets of Rudabaugh's erstwhile allies. Soon the heroes are pursued by gangs of undead riders wearing sackcloth masks—led by voodoo houngans!



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

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

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

Hindrances: Bloodthirsty, Wanted (Minor)

Edges: Connections (Judge Neill), Improved Dodge, Luck, Quick Draw, Speed Load

Gear: 2× Colt Lightnings (Range 12/24/48, Damage 2d6, RoF 1, AP 1), Spencer carbine (Range 20/40/80, Damage 2d8, RoF 1, AP 2), single-barrel shotgun (Range 12/24/48, Damage 1-3d6, RoF 1), horse.