



***SAVAGE WORLDS ADVENTURE:
THE RED SWAMP!
AND 2002 CATALOG!***

(Online Version--Look for a full color version at your local store.)

Retailers! Thousands of full-color versions of this catalog catalog/adventure are headed to your distributor in early August 2002. If you don't get yours, please send an email to Orders@peginc.com and request some for your store!

This version of the Red Swamp adventure contains minor updates from the printed version.



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GET SAVAGE!

Hiya kiddies! I'm Smilin' Jack, your host in this spiffy new game called **SAVAGE WORLDS!**TM

The lunkheads at

Pinnacle Entertainment Group wanted to do this fancy catalog. I persuaded them to kill some heroes while they were at with this short but deadly adventure for my new game!

This one's set in the land of **Evernight**TM, just a few days south of the City of Heroes. **Evernight** is the first of my Savage Settings, custom-made to torment those goody-two-shoes in the shining armor, but this creepy encounter is easily dropped into any other fantasy setting if you'd like to maim, mangle, and mutilate the heroes of other worlds!

NO REALLY, GO GET IT!

Of course the real point of this terrifying tale is to show you exactly what **SAVAGE WORLDS** is all about and get you to shell out your hard-earned pesos for our new game.

Seein' as how my continued pleasure depends on it, let me tell you just why **SAVAGE WORLDS** is so cool.

Our motto is **FAST! FURIOUS! FUN!** This game is designed to play fast and give the players lots of new abilities as they advance to make them think they've got a chance of surviving. They can even use all those foolish arrow-stoppers—er, henchmen, allies, and followers they're always whining about right on the tabletop to help massacre your poor, defenseless, monsters.

Just imagine, NPCs you can actually use!

Most importantly, **SAVAGE WORLDS** is designed to give my best buddy, the Game Master, a break. Give up those convoluted two billion-page rulebooks with microscopic type that require a PhD to play (or is that *PHB*—heh, heh).

Creatures, adventures, vehicles, big freakin' guns, and everything else you want in your game can be created and handled quick and easy. That gives you time to think in the middle of the game instead of trying to remember tons of complex rules, keeping track of every single freakin' zombies' damage points, and generally giving your heroes Hell.

WWW.PEGINC.COM

See that address there, bunky? Go to it and download the free basic rules. If you don't have a computer, call Al Gore, borrow a friend's, or better yet—join the freakin' millennium!

Besides the rules, you'll also find character sheets there. You player-types can print those out and

copy the pregenerated

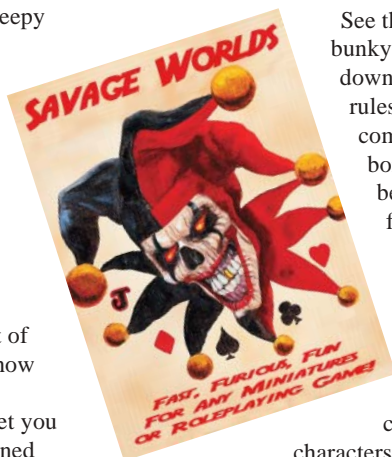
characters from page 10 down.

Trust me, it's easy like a prom date.

Only the Game Master (GM) should read my twisted tale on the next few pages. You player-types can skip on over to the catalog in the back and order lots and lots of stuff from those knuckleheads at Pinnacle.

LET'S GO!

All right, already. Let's head into the Red Swamp and learn why the road to Hell is paved with good intentions...and heroes' gizzards! **BWAH HA HA HA HA HAI!**





JARED'S FOLLY

A WIZARDS AND WARRIORS ADVENTURE FOR SAVAGE WORLDS

The following adventure takes place in Stage One of Evernight, when the world of TARTH is a relatively normal world of "swords and sorcery."

Jared Dane was born and raised in the dismal Red Swamp, just a few days ride from the City of Heroes. Like all young men his age, he longed to be one of the great adventurers—like the famed Seven. But alas, he was slim of build, and his family in the dark swamp barely eked out a living selling fish and eels to the local villages. The life of a hardy adventurer remained a dream for young Jared.

Until the monsters came.

THE STORY SO FAR

Our tale starts in the small village of Dyrinak in the Red Swamp. Dyrinak sits on one of the deeper channels, where the villagers fish for silverjacks and eels.

A week before our adventure begins, the town was attacked by several scattered

troggs, large, vaguely humanoid fish-men with a penchant for human flesh. The villagers banded together and fought back, but more and more troggs kept coming, and casualties among the fishermen began to grow.

Jared Dane often drove the village's wagon to the flatlands, delivering the town's dried fish and eels to their lord, Sir Gerald Redspar. The knight was a well-known hero, though he had hung up his magical sword Dragon's Tooth many years ago, and had no sons to give it to.

Jared wasn't much help in fighting the troggs that plagued Dyrinak, but he thought that perhaps if he had a magical sword like Dragon's Tooth, he could defeat the monsters, save his village, and become a genuine hero. Of course, he planned to return the weapon after the fight, hopefully with Lord Redspar none the wiser.

Jared "borrowed" the priceless blade and fled into the swamp. He did quite well at first, and even managed to slay a large trogg single-handed. He told his amazed



neighbors that Redspar had lent him the well-known relic for just this very purpose.

That was one week ago. Now Lord Redspar has finally realized his magical sword is missing, and a passing ranger has told him a “boy” from Dyrinak claims the knight lent it to him.

That’s where the heroes come in.

SCENE ONE: LORD REDSPAR

Lord Gerald Redspar has summoned the heroes to recover his sword for him. He knows these youths are looking to make names for themselves, and this relatively simple quest ought to be a good start.

The pay isn’t much, but the heroes know successfully completing a job for Redspar will get them more prestigious—and better-paying—jobs in the future.



HEY GM!

Heroes in **Evernight** are a Big Deal. Everyone wants to be one, and emulates the famous ones like brainwashed teenagers today worship movie-stars. That means your group ought to jump at the chance to get in on some adventure.

If you’re running a more traditional fantasy game, you’ll have to figure out how to get ‘em to take the job.

All Redspar knows is what a passing ranger told him—that a young man named “Jared” was using Dragon’s Tooth to defend the village of Dyrinak from troggs—large, fish-like humanoids. These savage creatures are native to the Red Swamp, but rarely stray into the settled regions.

Lord Redspar simply wants the heroes to find this “Jared” and bring him—and most importantly Dragon’s Tooth—back to Redspar Hall. He doesn’t want the thief killed if it can be helped—Redspar is a firm but merciful liege.

He’ll reward them with 20 silvers a piece for their trouble. He isn’t interested in loaning them horses or other equipment—he believes real heroes make their own way in life.

THE RED SWAMP

Redspar’s men can give the party directions to Dyrinak. It’s less than one day’s walk to the edges of the Red Swamp, and then another half-day through the twisting trails of the bayou to the village itself.

Read or paraphrase the following when the group heads into the murky swamplands:

The rolling flatlands end abruptly at a dense wall of trees. The forest is normal enough at first, but the woods gradually give way to growing ponds and thick swamp trees with knobby roots jutting above the stagnant water. Thick vines hang from the canopy, hiding things that slither and shamble in the dense foliage above.

The smell changes too. A damp, earthy odor seeps into your clothing. Your nose begins to run as well, and you become alarmed that your companions’ constant sniffing may give you away to some fell beast of the deep swamp.

Most of the trails here require that the party walk single-file, so make sure to figure out the group's marching order.

The group travels for less than two hours before they encounter their first bit of trouble. A wide rope bridge has been cut, and its boards float lazily atop a 20' wide stream.

The heroes must figure out how to cross this obstacle before moving on. Swimming is the easy answer. Those who fail still make it across the short distance, but are fatigued and suffer -1 to all their trait rolls until they rest for at least 10 minutes.

Another route over the stream is through the intertwined branches of the thick tree-limbs above. This requires a Climbing roll. Those who fail fall into the water and suffer 1d6 damage.

In either case, when someone in the party is halfway across the stream, a rather large and hungry alligator rises up from the depths and attacks!

ALLIGATOR

This hungry fellow hasn't fed in quite a while, so he'll fight until he's dead or his prey is!

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

Skills: Fighting d8, Guts d6, Notice d6, Swim d8

Pace: 5/Land; 5 (Swim); **Parry:** 6;

Toughness: 9

Special Abilities

- **Armor:** +2 (scaly hide +2, Size +1)
- **Bite:** Str+1
- **Rollover:** Gators are notorious for grasping their prey in their vice-like jaws and rolling over and over with their

GATOR BOWL!



In case you haven't figured it out, this little fight with my reptilian friend is here to help you figure out how combat works. Make sure you get it, braniac, 'cause the next scene's got more carnage than you can shake a big, bloody sword at!

flailing victims in their mouth. If one of these large amphibians hits with a raise, it causes an extra 2d4 damage to its prey in addition to its regular Strength damage.

- **Size+1:** The gator is 12 feet long.

AFTERMATH

Once the gator has been dealt with, the wet heroes can trudge on to Dyrinak, a trek of another four hours or so.

SCENE TWO: DYRINAK

Dyrinak is a town besieged. It has been under constant attack from troggs and other denizens of the deep swamp. Read the following to your heroes when they enter the town.

The towns and villages of this fair land are mostly peaceful affairs. Dyrinak looks as if a war has been fought here—and perhaps it has. Spiked barricades surround the perimeter and a half-dozen men with spears eye you hopefully as you approach. One of them calls out, "Lord Redspar has sent us heroes!"



The common folk are a bit too dependent on “heroes” (a tragic flaw in the near future, as revealed in the *Evernight* setting book). They think Lord Redspar has sent them to save their village. In fact, Redspar doesn’t even know Dyrinak is in such dire straits—he just wants his sword back!

The first person the heroes meet is Janus Strang, a comely human girl about 20 years old. As she approaches, she removes her helm and lets her long red hair down. She greets the party with a smile sent straight from heaven.

She welcomes the group into the village and shows them around a bit before inviting them to sit at a low table outside one of the homes and calling for her mother to fetch the heroes some ale.

Janus has the following to say about Jared and Dragon’s Tooth.

“A lot of us thought it was kind of strange Lord Redspar would let Jared borrow his sword. But he really did fight well with it. So well, in fact, that two days ago he went deeper into the swamp with a few other older men to find out what’s driving all these creatures to our village.”

If you’re using the pregenerated characters and the paladin is still alive, Janus automatically volunteers to help. If your group has actually made characters from the *Savage Worlds* rulebook, Janus is romantically interested in any male with the Attractive or Very Attractive Edge. She’ll volunteer to join the group and lead them to Janus, and becomes a love interest for the handsome hero if he doesn’t reject her.

JANUS STRANG

Janus doesn’t think of herself as a hero, and in fact, thinks this whole hero-worshipping bit is a bit ridiculous. It’s an unpopular opinion, however, so she keeps it to herself and just does what needs to be done. This latest crisis has proven the value of such independent thought, as she’s been crucial in defending the town.

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

Skills: Fighting d6, Guts d6, Notice d6, Swim d8, Tracking d8

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

Hindrances: Loyal

Edges: Alertness, Attractive

Gear: Trident (Str+2; Reach 1), leather armor (+1)

TROGG ATTACK!

Assuming the party agrees to Janus’ help, she invites them to sit and have some fish while she gives some instructions to the “militia” she’s organized. These folks listen intently,

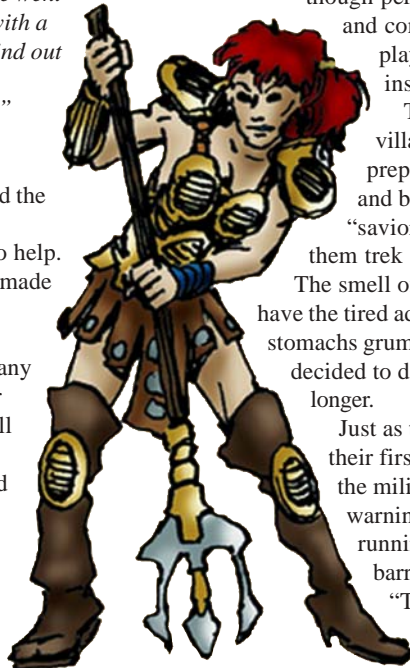
though perhaps worriedly, and constantly look to the player characters for inspiration.

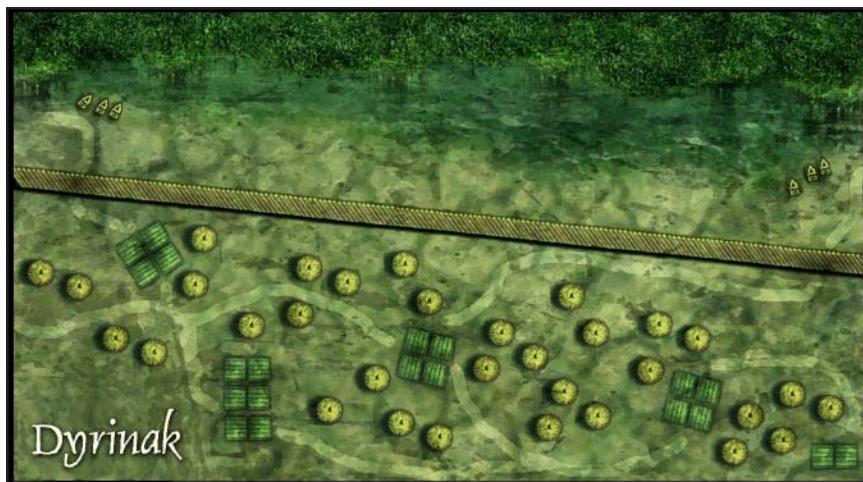
The rest of the villagers mill about preparing fish, corn, and bread to feed their “saviors” before letting them trek off into the swamp.

The smell of the food should have the tired adventurer’s stomachs grumbling—but fate has decided to delay their feast a bit longer.

Just as the heroes receive their first servings, one of the militia stammers out a warning and comes running back into the barricades.

“TROGGS!” he screams.





It's time for action! A dozen of the creatures come charging into the village, attracted by the smell of the hot food.

Fortunately, the heroes have five militia to help in the fight as well as Janus (d6s in all pertinent stats). Divide these allies up among the players and instruct the players that none of the militia except for Janus will move beyond the barricades.

Creatures attempting to cross the spiked barricades must make an Agility roll and cannot attack that action. Failure means the victim suffers 1d10 damage from the sharp spikes and is stuck. It requires a Strength roll to pull oneself off again. Failure means another 1d6 damage.

TROGGS

These voracious creatures have been driven from their homes in the more desolate areas of the Red Swamp by a threat you'll meet in the next scene. They're

angry, hungry, and brutal, but they're not suicidal. When the troggs lose half their number, the rest attempt to escape.

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

Skills: Fighting d8, Guts d6, Notice d6, Swim d8

Pace: 5/Land; 5 (Swim); **Parry:** 6;

Toughness: 10

Special Abilities

- **Armor +2:** The troggs have fat, blubbery skin.
- **Claws:** Str+1
- **Improved Frenzy:** Troggs attack with claws and teeth, giving them two melee attacks per round at no penalty.
- **Size+1:** Troggs are about 7' tall.



AFTERMATH

After the fight, Janus and the villagers congratulate the heroes on their victory and insist on feeding them whatever food survived the attack before they

head off into the swamp in search of Jared.

One of the older women in the village is also a competent healer. She has a d10 Healing skill she can use to treat any injured defenders.

Well-fed and patched-up, the adventurers should now set off into the deepest parts of the Red Swamp in search of Jared and Dragon's Tooth.

SCENE THREE: DRAGON'S TOOTH

If Janus accompanies the party, she leads them through the swamp, occasionally finding signs of the other team's passing. If Janus is not accompanying the group in some way, the group's tracker must succeed at three consecutive Tracking tests before stumbling onto the next encounter. Each attempt takes an hour.

Each hour spent wandering the hot, muggy swamp requires a Toughness roll. The first time someone fails the roll, he is fatigued and suffers -1 to all trait rolls. The second time the roll is failed, the character is exhausted and suffers a -2 penalty. No further harm is done after this, but recovery requires an hour's rest.

The first sign the heroes find that something is wrong is a horribly mutilated body. If Janus is present, she confirms that it's Belor, a retired but still-competent warrior who was part of Jared's party. A Smarts roll reveals Belor

was mauled by a large beast with at least three large claws. Anyone who makes a Hard Smarts roll also notes that Belor was trampled into the dirt by something big or heavy—at least as big as a young dragon.

Pressing on, the party's tracker finds two more crushed corpses in a similar state. It's a gruesome trail, but it does lead directly to the central threat of this scenario—a swamp dragon and its grisly host.

Lying in the middle of the thing's pool is Jared, crushed and mangled by the monster. Sticking straight up out of the mud, however, is Dragon's Tooth, Lord Redspar's magical sword. A hero who can get hold of the weapon has a much better chance of slaying this horrid creature.

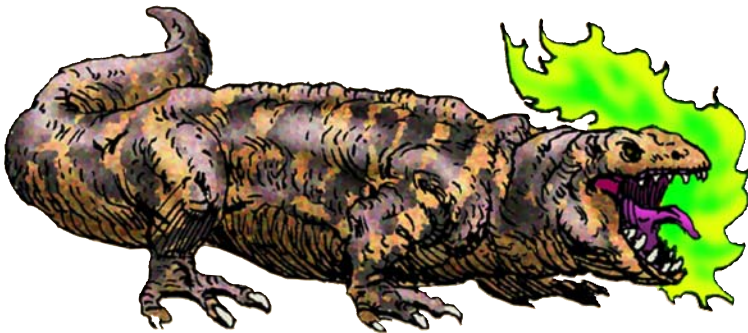
MOVING IN THE SWAMP

The water areas are considered difficult terrain, and costs 2" of movement. It's only knee-deep here though, so no swimming is normally required.

DRAGON'S TOOTH

What would a dragon fight be without magical sword? Lord Redspar's enchanted blade is quite powerful, though the heroes might have trouble getting to it.

This long sword normally does Str+3, but against creatures larger than a horse, it does Str+1d6. Yes, that means it occasionally does *less* damage against such creatures, but it also increases the chance of Acing and getting a truly high damage roll!





YOUNG SWAMP DRAGON

Swamp dragons are large creatures some 40 feet long, but thin to better live in the shallow marshes and deep muck that serves as their lair. This horror's siblings were recently killed by heroic do-gooders on the other side of the swamp, so it has moved east to new hunting grounds. This is why the troggs and other creatures of the deep swamp have been forced to move out toward Dyrinak.

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

Skills: Fighting d8, Guts d10, Intimidation d10, Notice d10, Shooting d10 (for its breath weapon)

Pace: 5 Land/6 Swim; **Parry:** 6; **Toughness:** 15

Special Abilities

- **Armor +4:** Scaly hide.
- **Claws/Bite:** Str+3
- **Noxious Breath:** Swamp dragons belch a cloud of noxious fumes that render most prey weak and unable to fight back. Every target within a cone 1" wide at the base, 3" wide at the end, and 9" long, must make a Vigor roll or become Shaken. The swamp dragon may not attack in close combat in the round it belches.

- **Improved Frenzy:** If a dragon does not use its breath ability, it may make two attacks to its front without penalty.
- **Level-Headed:** Swamp dragons act on the best of two cards.
- **Size+3:** The dragon is 25' long.
- **Tail Lash:** The dragon can sweep all opponents in its rear facing in a 2" long by 4" wide square. This is a standard Fighting attack, and damage is equal to the dragon's Strength.

AFTERMATH

The appreciative villagers throw another feast for those who survive, and do their best to patch up any wounded.

Janus is especially appreciative, but she's also dead-set on making sure the heroes actually return Dragon's Tooth to Lord Redspar. In fact, she uses this as her excuse to tag along, though she may be more interested in one of the party members than she is in pleasing her liege.

Redspar is suitably impressed when he finds out the mission was more dangerous than he had guessed but the party handled it anyway. Their competence persuades him to give them another mission, one that's almost certainly more perilous, but also filled with much greater rewards...

PREGENERATED CHARACTERS

Below are four characters you can use to play this adventure. See the Edges and Hindrances Summary at WWW.PEGINC.COM to find out about their special abilities.



BARBARIAN

Race: Human

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

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

Pace: 6; **Parry:** 8 (+1 for shield); **Toughness:** 8

Hindrances: All Thumbs, Bloodthirsty, Outsider

Edges: Berserk, Brawny, Sweep

Gear: Battle axe (Str+3), leather armor (+1), small shield (Parry +1)

PALADIN

Race: Human

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

Skills: Guts d8, Faith d8, Fighting d8, Intimidate d4, Notice d6, Persuasion d6

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

Hindrances: Cautious, Heroic, Loyal

Edges: Arcane Background (Miracles), Attractive

Spells: *Armor, healing*; **Power Points:** 10

Gear: Long sword (Str+3) chain mail (+3), wheel lock pistol (Range: 2/5/10/20; Damage: 2d6+1; 2 actions to reload), 24 shots.



BANGER

Race: Elven

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

Skills: Fighting d6, Guts d6, Notice d8, Shooting d6, Stealth d6, Survival d8, Tracking d8

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

Hindrances: All Thumbs, Loyal, Vengeful

Edges: Low Light Vision, Woodsman

Gear: Axe (Str+2), leather armor (+1), long bow (Range: 5/10/50/100; Damage: 2d6), 24 arrows.



WIZARD

Race: Half-Elf

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

Skills: Fighting d4, Guts d6, Investigation d4, Knowledge (Arcana) d8, Notice d10, Spellcasting d10

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

Hindrances: All Thumbs, Curious, Lame

Edges: Arcane Background (Magic), Extra Power Points, Low Light Vision

Spells: *Armor, bolt, raise trait*; **Power Points:** 15

Gear: Dagger (Str+1)



SPELLS

Here are the spells you'll need to play this adventure. Dozens more can be found in the *Savage Worlds* rule book.

ARMOR

Rank: Novice

Power Points: 2

Range: Touch

Duration: 3 (1/round)

Trappings: A mystical glow, hardened skin, real or ethereal armor, a mass of insects or worms.

Armor creates a field of magical protection around a character, or an actual shell of some sort, effectively giving the target *armor*. Success grants the recipient 2 points of *armor*. A raise grants 4 points of *armor*.

BOLT

Rank: Novice

Power Points: 1-6

Range: 5/10/50/75

Duration: Instant

Trappings: Fire, ice, light, darkness, colored bolts, swarm of insects.

Bolt is the standard attack power of wizards, and can also be used for ray guns, bursts of energy, streaks of holy light, and other ranged attacks.

The damage of the *bolt* is 2d6.

Additional Bolts: The character may cast up to 3 *bolts* by spending a like amount of Power Points. This must be decided before the power is cast. The *bolts* may be spread among targets as the character chooses.

Additional Damage: The character may also increase the damage to 3d6 by doubling the Power Point cost per *bolt*. This may be combined with the additional bolts, so firing 3 *bolts* of 3d6 damage would cost 6 Power Points.

HEALING

Rank: Novice

Power Points: 3

Range: Touch

Duration: Permanent

Trappings: The paladin touches the victim. Light then spreads from his hands to the wounds to heal them.

Heal repairs recent bodily damage. It must be used within the "golden hour," though, for it has no effect on wounds more than one hour old.

For Wild Cards, each use of the *heal* spell removes a wound with a success, and two wounds with a raise. The roll suffers a penalty equal to the victim's wounds (in addition to any the caster might be suffering himself).

For non-Wild Cards, the GM must first determine if the ally is dead (a Vigor roll). If so, no healing may be attempted. If not, a successful *healing* roll returns the ally to the game Shaken.

RAISE/LOWER TRAIT

Rank: Novice

Power Points: 2

Range: Smarts

Duration: 3 (1/Round)

Trappings: Physical change, glowing aura, potions.

This simple spell allows a character to raise any of a target's traits by one die type for a standard success, and two with a raise. The affected trait can exceed d12. Each step over d12 adds +1 to his trait total. For example, a raise on someone who already has a d12 in the affected trait grants him d12+2 for the duration of the spell.

The power can also be used to lower an opponent's trait. This is an opposed roll against the victim's Spirit. Success lowers any trait of the caster's choice one step, a raise lowers it two steps. A trait cannot be lowered below a d4.

Multiple castings of this power stack, though the caster must keep track of when each casting expires as usual.

LOOK WHAT WE DID!



LONE STARS: THE TEXAS RANGERS (DEADLANDS AND DEADLANDS D20)

One Riot, One Ranger.

This book is for *your* Ranger, amigo. Inside you'll find all the information your Texas Ranger hero is given to start his career as a rootin', tootin', Hell-stompin', fire-eatin', lead-slingin', monster-killin' badass!

You'll learn all about the various ranks of Rangderdom, what they get you, and just how much Hell you can call in if things get too rough. If that's not enough, there's new gear, a whole passel of new maneuvers to use in hand-to-hand fighting, and a complete primer on the nasty denizens of the Weird West—at least as far as has been collected so far.

The Rangers have also developed a whole new school of arcane gunfighting. We'll tell you all about the "shootist" right here in this book if you've got the cajones to handle it.

For the righteous-minded, a choir of angels will sing about the Rangers' Chaplain's Corps, holy butt-kickers who use a six-gun and the power of the All Mighty to fight the horrors of *Deadlands*.

Best of all, *Lone Stars* is dual-statted for both Classic *Deadlands* and *Deadlands D20*!



D20 GOES TO HELL!

Hell on Earth™, that is.

Pinnacle's long-running, award-winning, earth-shattering sequel to *Deadlands: the Weird West* is now available in the D20 rules system!

The year is 2094. The Last War ended 13 years ago when supernatural bombs blanketed the earth, killing billions and "terrorforming" the world into one vast Deadland.

Then came the Reckoners, powerful beings that rampaged across the Wasted West, decimating the survivors of the apocalypse, then mysteriously vanishing across the Mississippi to parts unknown. Since then, humanity has struggled to rebuild.

The cities shudder beneath howling ghost rock storms, leaving only the wastes to the mutants and other scavengers who remain outside.

It's once again a time for heroes. Players take on the roles of rad-slinging Doomsayers, vengeful Law Dogs, brain-burning sykers, technomagical junkers, righteous Templars—or simply lead-slinging survivors. Only by warring against the darkness that surround them can these heroes hope to end this *Hell on Earth*.

Hell on Earth is a setting for the d20 System™. It requires the *Player's Handbook®* and *Dungeon Master's Guide®* to play.

DEATH IN THE DUNES!

Rommel's Desert Rats lurk somewhere out there. Somewhere in the dunes. Rumor is he has the new tank—the dreaded Tiger. Patrols are out, but have not yet returned. They are long overdue. Have they been captured by the Germans? Or have they fallen prey to something...else.

Find out in this awesome new theatre book for *Weird War Two (D20)*!





GET HOSTILE!

It was the tritons who blew the *Nautilacrum*, the legendary horn of the Sea God. They believed the horn would decimate their hated enemies, the sahuagin, but instead, the ancient artifact destroyed their greatest city and tore open a hole in the very ocean herself. Eventually, ships full of careless surface-dwellers tumbled into the magical vortex atop the triton ruins. One of them, a savage pirate named Galt and his brutal crew, survived, and have created an incredible haven for others of their ilk inside. The few surviving tritons have formed a desperate band of legionnaires to reclaim their ancestral home, but to do so they must battle ravenous sahuagin, ruthless pirates, and a dark secret lurking beneath the "Depths of Despair"—the ghost of a dead god!

The *Depths of Despair*[™] is the first in a series of D20 System[™] setting books featuring isolated and dangerous environments—"Hostile Climes"—that may be dropped into any fantasy campaign! Inside is a detailed setting featuring a city at the bottom of a whirlpool and the caverns beneath, new skills, feats, gear, prestige classes, monsters, and a complete adventure to drop into your campaign right away!

GET LOST!

The third and final setting in the **Deadlands** trilogy debuts in August! This highly-anticipated chapter in the **Deadlands** saga takes heroes from the Weird or Wasted West to the Way Out West of the mysterious planet Banshee! This Western in space features savage aliens in the place of Indians and Colonial Rangers with blasters instead of six-guns, and more alien intrigue than you can shake a charging chanook at!

Contains rules and setting for both the classic Deadlands system and D20! (*Requires the Hell on Earth or Hell on Earth D20 rulebook to play*).

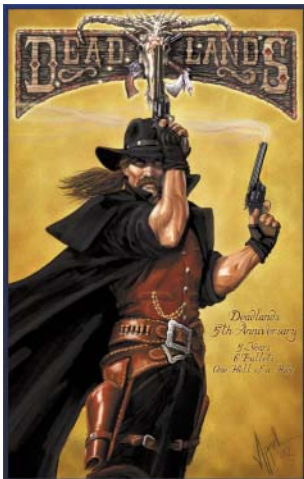
Also be sure to look for the MASSIVE trade paperback, *Banshee Screams!*, by Tick authors Clay and Susan Griffith!



FIVE YEARS OLD AND KICKIN'!

Yeehaa! **Deadlands** is over 5 years old! With a stunning computer game, a movie option, and more undead goodness than ever, we thought we'd celebrate with this limited edition 5th Anniversary lithograph! It's available only on our Weird Website at WWW.PEGINC.COM!

Five years, eighty-some books, three alternate settings, and constant rumors that we've switched our system to D20 (we haven't--**Deadlands** is dual-statted now), and we're still going as strong as ever. Our hats off to you, amigos! We couldn't have done it with out you!



PRODUCT LIST!

SAVAGE WORLDS!

SKU Price Title

10001 24.95 Savage Worlds

10100 24.95 Evernight

DEADLANDS: THE WEIRD WEST RPG

1100 25 Player's Guide

1101 25 Marshal's Guide

1003 20 Book o' the Dead

1004 20 Smith & Robards

1005 20 Hucksters & Hexes

1006 20 Rascals, Varmints, & Critters

1007 4.95 Twisted Tales

1008 30 Great Maze (Box)

1009 15 Marshal Law (Screen)

1010 20 Ghost Dancers

1011 20 Fire & Brimstone

1012 30 Fortress o' Fear (Box)

1014 30 City o' Gloom (Box)

1015 — Law Dogs*

1016 9.95 Road to Hell

1017 9.95 Heart o' Darkness

1018 20 Tales o' Terror 1877

1019 20 Lost Angels

1020 30 River o' Blood (Box)

1021 30 Boomtowns (Box)

1022 9.95 Marshal's Log

1023 25 Doomtowntown or Bust

1024 9.95 Bloody Ol' Muddy

1027 20 South o' the Border

1028 20 Canyon o' Doom

1030 20 The Agency

1031 15 Ghostbusters

1032 — Hexarcana*

1033 20 The Collegium

1034 15 Rain o' Terror

1035 20 Great Weird North (D20/DL)

1036 20 The Black Circle

1037 15 Dead Presidents (D20/DL)

1040 20 Lone Stars: the Texas Rangers (D20/DL)

DIME NOVELS

9000 — Perdition's Daughter*

9001 — Independence Day*

9002 4.95 Night Train

9003 4.95 Strange Bedfellows

9004 4.95 Savage Passage

9005 4.95 Ground Zero

9006 4.95 Forbidden God

9008 6.95 Skinners

9009 6.95 Worms!

CARDSTOCK COWBOYS

2701 19.95 Weird West Starter Pack

2702 14.95 Horrors of the Weird West

2703 14.95 Infernal Devices

FICTION

2100 9.95 A Fistful o' Dead Guys

2101 9.95 For a Few Dead Guys More

2102 9.95 The Good, the Bad, and the Dead

ACCESSORIES

2000 15 Weird Wailin's (CD)

2015 15 Toxic Tunes (CD)*

2007 15 Deadlands Poker Deck

DEADLANDS: HELL ON EARTH RPG

6000 30 Hell on Earth (Hardback)

6001 15 Radiation Screen

6002 20 Brainburners

6003 20 Children o' the Atom

6004 9.95 Hell or High Water

6005 25 Wasted West (Hardback)

6006 4.95 Toxic Tales

6007 20 Road Warriors

6008 20 The Last Crusaders

6009 20 The Junkman Cometh

6010 9.95 Something About a Sword

6011 20 Monsters, Muties, and Misfits

6012 20 Cyborgs

6013 25 Iron Oasis

6014 15 The Boise Horror

6019 20 Spirit Warriors

6016 20 Shattered Coast

6018 15 Urban Renewal

6022 20 Waste Warriors

6017 20 Denver

6020 20 The City o' Sin (Lost Vegas)

6021 20 The Unity

HELL ON EARTH MINIATURES

6101 19.95 HOE Character Miniatures Set

HELL ON EARTH DIME NOVELS

9501 4.95 Leftovers
9502 4.95 Infestations
9503 6.95 Killer Clowns

HELL ON EARTH CARDSTOCK COWBOYS

2801 19.95 Wasted West Starter Pack
2802 14.95 Horrors of the Wasted West

DEADLANDS: LOST COLONY RPG

4000 \$25 Lost Colony (D20/DL)

FICTION

2103 19.95 Banshee Screams Trade Paperback

THE DEADLANDS EPITAPH

3001 15 Epitaph 1
3002 15 Epitaph 2
3003 15 Epitaph 3
3004 20 Epitaph 4

DEADLANDS D20

1110 25 Deadlands D20
1111 20 Horrors o' the Weird West
1112 15 The Way of the Gun
1113 15 The Way of the Huckster
1114 15 The Way of the New Science
1115 15 The Way of the Brave
1116 15 The Way of the Righteous
1117 15 The Way of the Dead

HELL ON EARTH D20

6100 25 Hell on Earth D20
6102 TBD The Wasted West Companion
6107 25 Horrors of the Wasted West
6101 19.95 HOE Character Miniatures Set

WEIRD WARS: WEIRD WAR TWO (D20)

13001 25 Blood on the Rhine
13002 15 Hell in the Hedgerows
13003 15 Dead From Above
13004 20 Afrika Korpse
13005 20 Hell Freezes Over (Russia)
13006 20 Land of the Rising Dead (Pacific)
13007 20 Horrors of Weird War Two

HOSTILE CLIMES (D20 PRODUCT)

HC01 22.95 The Depths of Despair

THE GREAT RAIL WARS

SKU	Price	Title
5500	25	The Great Rail Wars
5001	24.95	Derailed
5002	15	Dogs o' War #1: All's Fair
5004	—	Raid on Roswell

THE LAST CRUSADE

041-100 The Last Crusade Starters
10 decks/display; \$9.95 per deck
041-101 The Last Crusade Boosters
36 Boosters per box; \$2 per booster
041-102 Beahead to Berlin (\$12)

DICE

Now available for all our games, these exclusive Chessex dice sets feature the eye-catching colors of our award-winning game lines!

2010 Deadlands the Weird West Dice Set (orange speckled)
2011 Deadlands Hell on Earth Dice Set (green speckled)
2012 Deadlands Lost Colony Dice Set (purple speckled)
2013 Weird Wars Dice Set (gray/green speckled)

FIELDS OF HONOR

FOH 101Z 14.95 Fields of Honor: the American War for Independence

(This new edition of the Origins-award winning game now comes shrinkwrapped in a flat polybag, doing away with the earlier box, which did not ship well. The price has been lowered accordingly.)

MINIATURES

Check our website for a complete line of Deadlands, Great Rail Wars, Hell on Earth, and Weird Wars miniatures!

**E-Book or CD; available only at:*

WWW.PEGINC.COM



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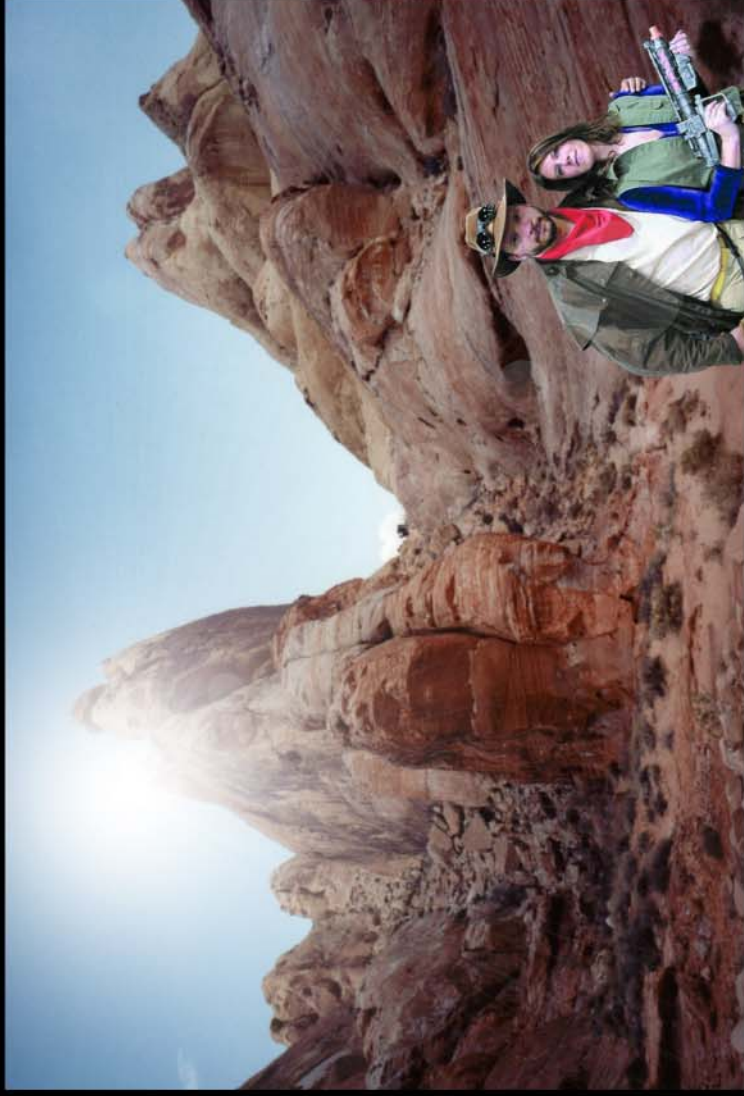
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