

THE EERIE WEST X!



Welcome to The Eerie West - X!

Strange! Ghostly! Mysterious! Rousing tales of action and adventure in a wild west that never was. Who wants to read through reams of text just to get to the action? No-one right? These rules assume you know how to role play. They assume you know about "Golden Age" comic book pulp western fiction. (Thrilling cowboy adventures through a retro lens). They assume you know how OSR products work. There, it's done. You know how to play already. Just get on with it. Go fer yer gun, hombre!

Ability Scores

The standard way to create ability scores is to roll 3d6 in the order listed below.

Strength: You can use your Str bonus to modify your to-hit and damage results in melee.

Intelligence: You can use your Int bonus to give you bonus languages.

Wisdom: Characters with a Wis of 15+ gain a profession – e.g. doctor, reporter, rancher, teacher, lawman, preacher etc.

Constitution: You can use your Con bonus to gain additional hit points on each Hit Die (HD). HD are rolled with a d4, d6, d8 or d10.

Dexterity: You can use your Dex bonus to modify your "to-hit" number with ranged (also called "missile") weapons and modify your character's armor class.

Charisma: Characters with a Cha of 15+ start the game with a:

Sidekick – AC 10 Attacks: +0, pistol 1d6 Move 12 or a Mount – AC 12, Attacks: +0, kick 1d4 Move: 18

Attribute Bonus

Attributes scores of 13-15 have a bonus of +1; 16-17 get +2 and 18 gets +3.

Attribute scores of 5-7 have -1 and 3-4 have -2.

Armor Class

Armour Class (AC) rates how difficult it is to hit and be hit. The second number in brackets is the number required to hit an opponent with that AC using a d20. **Example:** An unarmored man would be AC10, while one wearing buckskins would be AC11.

Levels

Characters gain levels by completing adventures. After completing two adventures, a character progresses to 2nd level in their chosen class. Upon completing three more adventures, a character progresses to 3rd level and so on.

Saving Throw

This number is used to resist the effects of threats and other things that can harm your person, like mental attacks, horror, falls and evasions, toxins, wilderness dangers and so on. You also use this number to perform tasks/class abilities. Some tasks can be attempted by anyone at the GMs discretion, using the basic number, and others receive a bonus if it is within their class abilities.

Starting Gear

Each starting character gets one of the following, depending on their class:

Shootist

A set of reasonable clothing, including boots and hat, a duster coat or a poncho, a blanket, a set of eating utensils, a good knife, any firearm, with a belt or holster, if appropriate, two boxes of bullets (100), a riding horse with a saddle and 2d6 dollars.

Cardsharp

A set of fancy clothing, including boots and hat; a frock coat, a pack of cards, a set of dice, a good knife, a concealed derringer or pocket pistol, a box of bullets (50), a riding horse with saddle and 3d6 dollars.

Trailblazer

A set of well-worn clothing (can be buckskins), a duster or fur coat or poncho, a blanket, a set of eating utensils, 1lb of preserved meat, 3 cans of beans, a set of snares, a pick or a shovel, a good knife, a melee weapon or a horse pistol or smoothbore musket, with a box of bullets (50), a mule, a pony or a riding horse and 1d6 furs (for sale, worth 1d6-2 dollars each) or 1d6 dollars.

Dude

A set of good clothing, including shoes and bowler hat, a frock coat, a pocket pistol or derringer, a silver-topped cane, dozen bullets, a riding horse with a saddle and 6d6 dollars.

Quack

A set of fancy clothing, including boots and hat; a frock coat, a pocket pistol or shotgun, a box of bullets (20), a pony and buckboard, a box of glass jars, vials and medicine bottles, a mortar & pestle and 2d6 dollars.

Hexer

A set of fancy clothing, including boots and hat; a frock coat, a silver-topped cane, a pocket pistol or shotgun, a box of bullets (50), a pony and assorted mystical equipment and 2d6 dollars.



The Dude

A refined dandy from back east; educated and wealthy but unready for the ways of the west.

Hit Dice: 6 HP at 1st level and 1d6 at each level thereafter.

Saving Throw: 16 at 1st level, 15 at 2nd, 14 at 3rd, 12 at 4th, 11 at 5th and 10 at 6th level. Dudes also get +2 on *Saving Throws* vs. trickery and where someone is trying to fool them.

Basic Hit Bonus (BHB): +1 at 4th level

AC Bonus: +1 at 1st level, +2 at 3rd level and +3 at 5th level.

Weapons: Dudes can use any pistol as well as canes, swords and foils.

Dudes have class abilities as follows:

- **Non-combatant:** Dudes aren't seen as a threat in a gunfight and so they will rarely be targeted (1 in 6) unless they are doing something that their enemies don't want them to do.
- **Specialist knowledge:** Dudes have some training or skill that folks out west don't generally have – author, photographer, muckraker, acting, surgery, engineering, bureaucracy, law etc. They receive +4 in one of these choices. Their skill could even be something like fencing or marksmanship (+2 to hit with one specific type of weapon).
- **Wealth:** Dudes generally have plenty of cash and even when their cash runs out, if they can get to a bank they can have money wired to them from back east.

The Cardsharp

A quick-witted gambler, trickster, risk-taker, thief, backstabber and scoundrel.

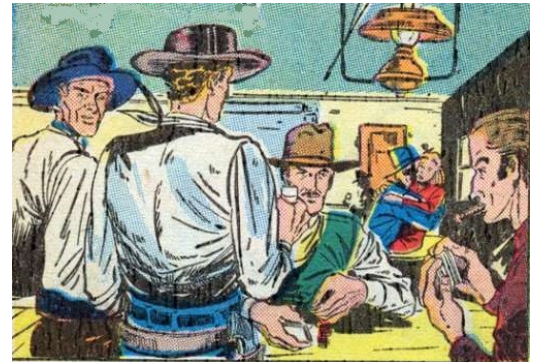
Hit Dice: 6HP at 1st and 1d6 at each level thereafter.

Saving Throw: 14 at 1st level, 13 at 2nd, and 12 at 3rd, 11 at 4th, 10 at 5th, and 9 at 6th level. Cardsharps get +2 on *Saving Throws* vs. being cheated or lied to.

Basic Hit Bonus (BHB): +1 at 2nd level, +2 at 4th level and +3 at 6th level.

AC Bonus: +1 at 1st level, +2 at 3rd level and +3 at 5th level.

Weapons: The Cardsharp can use any pistol – derringers and pocket pistols preferred; also knives and canes.



Cardsharps have class abilities as follows:

- **Cardsharp Skills:** Cardsharps have a +2 to succeed at *Gambling, Opening Locks, Hiding in Shadows, Picking Pockets, Notice* and *Moving Silently*.
- **Sneak Attack:** Cardsharps hit at +4 and score x2 damage if they can surprise a foe by attacking from the rear or somehow getting the drop on them (e.g. a hidden knife or derringer at a poker game). Damage is x3 at 6th level.

The Quack

A snake-oil salesman, with a glib tongue, persuasive pitch and a bottle of cure-all for every ailment. Some of them even work.

Hit Dice: 6 Hp at 1st level and 1d6 at each level thereafter.

Saving Throw: 15 at 1st level, 14 at 2nd, 12 at 3rd, 11 at 4th, 10 at 5th, and 9 at 6th level. Quacks also get +2 on *Saving Throws* vs. poisons.

Basic Hit Bonus (BHB): +1 at 4th level.

AC Bonus: +1 at 1st level, +2 at 3rd level and +3 at 5th level.

Weapons: The Quack can use any revolver, shotgun or cane.

Quacks have class abilities as follows:

- **Make Potions:** The Quack is able to create potions, salves, oils, cure-alls and tinctures. Some of these work, and some end up just being as useful as colored water – or worse. Between adventures, The Quack can work on one potion per two levels, into which they can mix ingredients that have some effect upon whoever imbibes the draught. In effect, you can place “Hexes” into a potion. Examples would be: *Sleeping Draught*, *Healing Salve*, *Potion of Alter-form*, *Invisibility Oil* etc. Occasionally, these potions turn out wrong. Roll 1d6: 1-4 it is as intended, 5 means it is just as effective as colored water, 6 means it went bad and has the opposite or other disastrous effect to what was intended (up to the GM).
- **Silvertongue:** You can lie, bluff, cajole, haggle and taunt with the best of them and people believe your bull. You receive +2 to appropriate checks (or simply role-play it).

The Shootist

A character that turns to the gun to get things done.

Hit Dice: 8HP at 1st level and 1d8 at each level thereafter.

Saving Throw: 15 at 1st level, 14 at 2nd, 13 at 3rd, 12 at 4th, 11 at 5th and 10 at 6th level. Shootists also get +1 on *Saving Throws* vs. death.

Basic Hit Bonus (BHB): +1 at 2nd level, +2 at 3rd, +3 at 4th, +4 at 5th, and +5 at 6th level.

AC Bonus: +2 at 1st level, +3 at 3rd level and +4 at 5th level.

Weapons: The Shootist can use any firearm as well as daggers and knives.

Shootists have class abilities as follows:

- **Leadstorm:** Shootists get one attack per level with their pistol and rifle each round against foes of 1 HD or fewer, up to the number of rounds they have in their gun(s).
- **Favored Gun:** Shootists can choose one firearm type (pistol, heavy pistol, carbine etc.) with which they receive +1 to hit and damage.



The Trailblazer

A rough and tumble mountain man, brave, scout, prospector or trapper.

Hit Dice: 10 hp at 1st level, and 1d10 at each level thereafter.

Saving Throw: 15 at 1st level, 14 at 2nd, 13 at 3rd, 12 at 4th, 11 at 5th and 10 at 6th level. Trailblazers also get +1 on *Saving Throws* vs. death, poisons and environmental conditions.

Basic Hit Bonus (BHB): +1 at 3rd level, +2 at 6th level.

AC Bonus: +1 at 2nd, +2 at 4th and +3 at 6th level.

Weapons: The Trailblazer can use any weapon.

Trailblazers have class abilities as follows:

- **Brawler:** Trailblazers get one attack per level with their fists, bowie knife or hatchet each round against foes of 1 HD or fewer.
- **Close fighter:** The Trailblazer can choose one melee weapon type (knife, axe, cudgel, fists) with which they receive +1 to hit and damage.



- **Long Shot:** Trailblazers can aim with their rifles (muskets or bows) to gain a +1 to hit for up to three rounds for a total of +3. If put off or they don't fire after 3 rounds they need to start aiming again. Using this tactic, they can also interrupt a foe's action.
- **Trailblazer Skills:** Trailblazers receive +2 to succeed at *Tracking, Finding/Removing Traps, Notice, Hiding in Shadows and Moving Silently* whilst in the wilderness. They are skilled in survival and know which direction they are traveling in and where north is at +2. They can forage, fish and trap for food for up to 3 people per day +1 per 2 levels.

The Hexer

A strong-willed individual with powers of mysticism and knowledge of the occult.

Hit Dice: 4 HP at 1st level, and 1d6 at each level thereafter.

Saving Throw: 14 at 1st level, 13 at 2nd, 12 at 3rd, 11 at 4th, 10 at 5th and 9 at 6th level. The Hexer also gets +1 on *Saving Throws* vs. magic and horror.

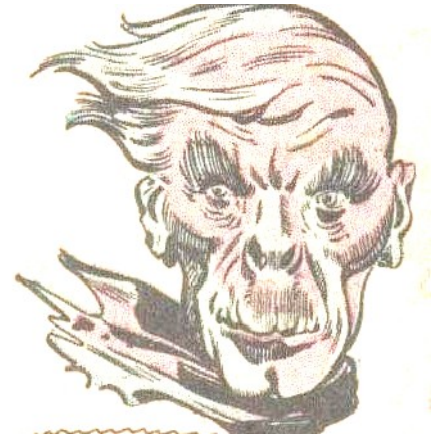
Basic Hit Bonus (BHB): +1 at 4th level.

Ac Bonus: +1 at 2nd, +2 at 4th and +3 at 6th level.

Weapons: The Hexer can use any revolver, dagger or cane.

Hexers have additional class abilities as follows:

- **Occult Knowledge:** Hexers have studied many mysteries and have a profound understanding of the supernatural. They receive +2 to task rolls involving these mysteries.
- **Create Talismans:** The Hexer is able to imbue rings, amulets and other objects with magical properties. Between adventures, they can work on one item per 2 levels into which they can place a spell or a power they know, as long as they are doing nothing else in that time.
- **Spells:** Hexers have magic spells (called *hexes*) that they learn from their mentors and from ancient texts. These spells are powered by mysterious forces that pervade the universe. Hexers have two level 1 hexes at 1st level and can cast each of them once per adventure. At 2nd level, you can add another level 1 hex. At 3rd level, you can add a level 2 hex. At 4th level, you can add another level 1 hex. At 5th level, you can add a level 3 hex. At 6th level you can add another level 2 hex.



Weirds: Hexers become oddly warped by their knowledge of the occult and therefore have to choose one of the following “Weirds” each time they advance an odd level (so at 1st, 3rd and 5th): *Aged Before Time, Animal Aversion, Dependence, Egotistical, Phobia, Physical Hindrance, Weird Appearance, Supernatural Enemy*. Weirds generally play out by role playing them but the GM might want to make some specific rules. You shouldn't let them take over the game but they should come into play at appropriate moments (usually no more than once per adventure). The list is by no means exhaustive and you should come up with your own as required.

Hexes – Level 1

Detect Hex

Range: 60 ft

Duration: 20 minutes

Caster can perceive the presence of magical hexes.

Charm Person

Range: 30 ft

Duration: 10 minutes per level

This spell puts a person under the direct influence of the Hexer. The target gets a saving throw.

Disguise Self

Range: Self

Duration: 10 minutes per level

You can alter your appearance (and clothing) to look like a specific individual that you know or can see or to that of a “generic” person.

Hex Bullets

Range: Touch

Duration: Instantaneous

You touch a loaded gun and the bullets within gain a magic energy, making them +1 to hit and damage when fired. This means they are able to cause damage to creatures not normally affected by mundane bullets. Alternatively, you can make the Hex affect bullets negatively (-1 to hit and damage).

Hex Bolt

Range: 150 ft

Duration: Instantaneous

A magic dart of mystic energy flies where the caster directs, hitting the target, automatically causing 1d6 damage. There is no saving throw. At 3rd level, two such darts are produced. At 6th level, 3 darts are produced.

Hex Sleep

Range: 60 ft

Duration: Gm's discretion

This spell puts 1d6+1 normal people of 1HD or less (townsfolk, outlaws, farming folk etc.) into an enchanted slumber with no saving throw. Alternatively, it can be aimed at a single npc who will get a *saving throw*.

Mystic Light

Range: Touch

Duration: 1 hour+10 min/level

The target object produces light about as bright as a lantern, to a radius of 30 ft.

Mystic Shield

Range: Self

Duration: 1 minute per level

An invisible mystical shield hovers in front of you. It completely negates hex bolts aimed at you. Otherwise it gives you an armour class of 14, rising to 15 at 2nd level, 16 at 3rd level, 17 at 4th level, 18 at 5th level and 19 at 6th level.

Purify/Putrefy Food

Range: touch

Duration: Immediate

You can make bad food palatable or make good food go off and become inedible.

Summon Animal

Range: 30 ft

Duration: 1 minute per level

The spell summons a normal animal that will do as you say whilst it is with you. Whilst it appears within 30 ft of you it will travel as far as it can (if ordered to) until the spell wears off.

Hexes – Level 2

Alter Form

Range: Self

Duration: 10 minutes per level

You can make yourself look like something else – like an animal or other creature. You don't actually gain any benefits – you just look like the creature in question.

Knock – Lock

Range: 20 ft

Duration: Permanent until dispelled

The targeted door, gate, or portal can be opened or locked by this spell. A locked target is unlocked and opened (including those locked by this spell). Targets locked by this spell can be unlocked by this spell or broken by brute force (GM's discretion).

Hold Person

Range: 120 ft

Duration: 1 hour

You can target 1d4+1 persons and render them unable to act or move. A *Saving Throw* is allowed. Aiming at just one person makes their saving thrown -2.

Invisibility

Range: Touch

Duration: Until dispelled or an attack is made

The object of this spell (being or thing) becomes invisible and cannot be seen. Someone who is invisible cannot be attacked unless its approximate location is known, and then all attacks are made at -4 to hit. If the invisible person makes an attack, the invisibility is ended. Otherwise it lasts until removed by the caster.

Levitate

Range: 60 ft

Duration: 1 minute per level

The spell allows you to move yourself, another person (or animal) or object up and down as you wish. A *saving throw* can be made by an unwilling target or if a targeted object is in someone's possession.

Mystic Darkness

Range: 60 ft **Duration:** 10 minutes per level

The Hexer creates an area of darkness up to 20 ft away, which has a radius of 30 ft +10 ft per level. The Hexer can see in the darkness but anyone else's vision is completely impaired (most super senses are helpful in the darkness). The spell completely dispels any light spell in the area (unless the light spell was cast by a higher level Hexer).

Spider Climb

Range: Touch **Duration:** 10 minutes per level

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does.

Hexes – Level 3

Animate Dead

Range: Touch **Duration:** Immediate

You can raise recently dead folks (zombies) or long-dead corpses (skeletons) and command them at will. You can only maintain as many undead as you have HD.

Dispel Hex

Range: 60 ft **Duration:** Immediate

This hex cancels magical hexes and effects (even from talismans). It will only negate the hexes of a lower level Hexer.

Frightful Visage

Range: Self (30 ft) **Duration:** Concentration (up to 1 minute)

This hex contorts the Hexer's features and creates a terrifying image to all that see it. Anyone who views the Hexer's image must make a saving throw or drop whatever they are holding and be either petrified to the spot or run away screaming (up to GM).

Mystic Sight

Range: 150 ft **Duration:** 1 minute per level

This hex makes your eyes glow blue and allows you to see magical auras, the true form of shape changed beings, invisible objects/creatures and other similar things at the GM's discretion.

Mystic Flight

Range: Touch **Duration:** 1 hour per level

This hex enables the subject to fly at 120 ft per round or 60 mph out of combat.

Summon Supernatural Creature

Range: 30 ft **Duration:** 1 minute per level

The hex summons a creature from the "supernatural & weird" list that will do as you say whilst it is with you. Whilst it appears within 30 ft of you it will travel as far as it can (if ordered to) until the hex wears off.

Water Breathing

Range: Touch **Duration:** 2 hours per level

The subject can breathe underwater as they can on land. The hex also provides complete protection against the pressures of deep water.



Playing the Game

Time

A turn represents ten minutes, and a combat round is about 6-10 seconds.

Movement Rate

Base movement rate for all races is in terms of feet per combat round.

- Characters move at 12ft.
- Careful movement halves the rate, running doubles it.

Damage and Death

When a target is hit, the amount of damage is deducted from their hit points. When these hit points reach zero, the target dies, if they fail their Death Save. Otherwise they are knocked out.

Note: *If any of the damage is from fists or stunning weapons, the character doesn't die but is knocked out.*

Healing

In addition to medical means of restoring hit points, a character will recover 1 hit point per day of uninterrupted rest.

Saving Throws

A hazard may require you to make a Saving Throw. A successful Saving Throw means that the individual avoids the threat or lessens its effect. Each character class has a Saving Throw target number based on level. Roll that number or higher to succeed.

Monster Saving Throw: *The target number is calculated by subtracting the monster's HD from 19.*

Horror

Sanity and insanity

Whenever you encounter a gruesome, unnatural or supernatural situation that requires a San roll, you must make a saving throw to resist losing San (usually called a San save). The TN of the situation or horror indicates the San save needed to resist the effects when you are initially exposed to it. Sometimes, even if you make the roll you lose some San, but not as much as you would if you had failed. Potential San loss is shown as two numbers separated by a slash, e.g. 1/1d6. In this case, if you fail the roll you lose 1d6 San and if you succeed you lost just one point. The monster descriptions set out how much San you lose when you encounter them.

Temporary insanity

If a character loses 5 or more San as the consequence of a single San save, he or she has suffered major emotional trauma. The player must then make an Int ability roll; success means the character fully understands what has been seen and goes temporarily insane for 1d10 hours.

If your character is temporarily insane, the GM gets to add a temporary phobia or mania to your sheet, most likely being something related to what drove you mad in the first place (such as "fear of the dark", "fear of confined spaces" or "fear of blood").

Permanent insanity

A character whose San falls below zero has become permanently insane; the character becomes under the control of the GM. Such a character can never become sane again – they will probably be taken away by the authorities to be locked in a padded cell never to see the light of day again.

Recovering sanity

The primary way you can recover sanity is through psychoanalysis and long periods of rest and recuperation in a quiet and safe location. This is assumed to happen between adventures (unless you state your character is doing anything else in that time); your character can recover 1d3 San lost from past experiences. Otherwise, one point of lost SAN is recovered when a character goes up a level.



Combat

When the party of adventurers comes into contact with enemies, the order of events is as follows:

- Determine Initiative.
- Party with Initiative acts first (using abilities, attacking, etc.) and results take effect.
- Party that lost Initiative acts and their results take effect.
- The round is complete; keep turn order for the next round if the battle has not been resolved.

Determine Initiative

At the beginning of a combat round, each side rolls Initiative on 1d6 - high roll wins. The winning side acts first; moving, attacking and taking other actions. The losing side takes damage and casualties, and then gets its turn. Initiative rolls may result in a tie. When this happens, player characters act first.

Melee Attack

A melee attack is an attack with hand-held weapons such as a dagger, gun, or cane. Two combatants within ten feet of each other are considered to be "in combat."

Missile Attack

Missile attacks are attacks with ranged weapons such as a gun or rifle. When using guns and ranged weapons to fire into a melee, randomly determine friend or foe as your target; except Adventurers, who can always avoid shooting their friends.

The Attack Roll

To attack with a weapon, the player rolls a d20 and adds any bonuses to the result. The total attack roll hits if equal to or higher than the number shown on the table below.

Creature attack: Attack as a level 1 character, but add their HD to the attack roll. Creatures of less than 1 HD attack as 1st level characters.



Gunfights

Sometimes your character will be drawn out into the street to face a gunslinger – just you and him staring into each other’s eyes, fingers hovering over the pistol at your waist.

When such a gunfight occurs, the situation is divided into “counts”. There are six counts in a gunfight. Counts are fractions of a second long. Each count has a modifier to the gunfighter’s to hit roll as follows:

1. -4
2. -3
3. -2
4. -1
5. 0
6. +1

At the start, each player rolls 1d6. This is the count by which they must fire. They can hold their fire for as long as they wish, so long as they fire by their count. This means they can hold on longer for a better chance to hit, or they can trust to their aim and fire as soon as possible. The GM counts down the “count” from 1 to 6. Players declare during the countdown when they will fire.

Once a character has fired, he re-rolls his count. As long as there are sufficient counts left he may fire again, as long as he does so before his count. He receives the appropriate modifier to his to hit roll, based on his new count. If he rolls higher than the remaining counts, he cannot roll again. He must wait until after count 6.

After the 6th count, (if no one has been hit, if the gunfight was to “first wound”) players just roll for initiative and carry on their combat according to the normal combat rules.

Example: “Red Morgan” rolls a 4 and his opponent “Seth Ford” rolls a 1.

The GM counts 1 and, as Seth has no choice; he fires straight away at -4 to hit. Red declares he will wait. Seth misses his shot, so rolls again. This time he gets a 2 – it’s lower than the number of counts remaining, so he can shoot again, but must do so within 2 counts.

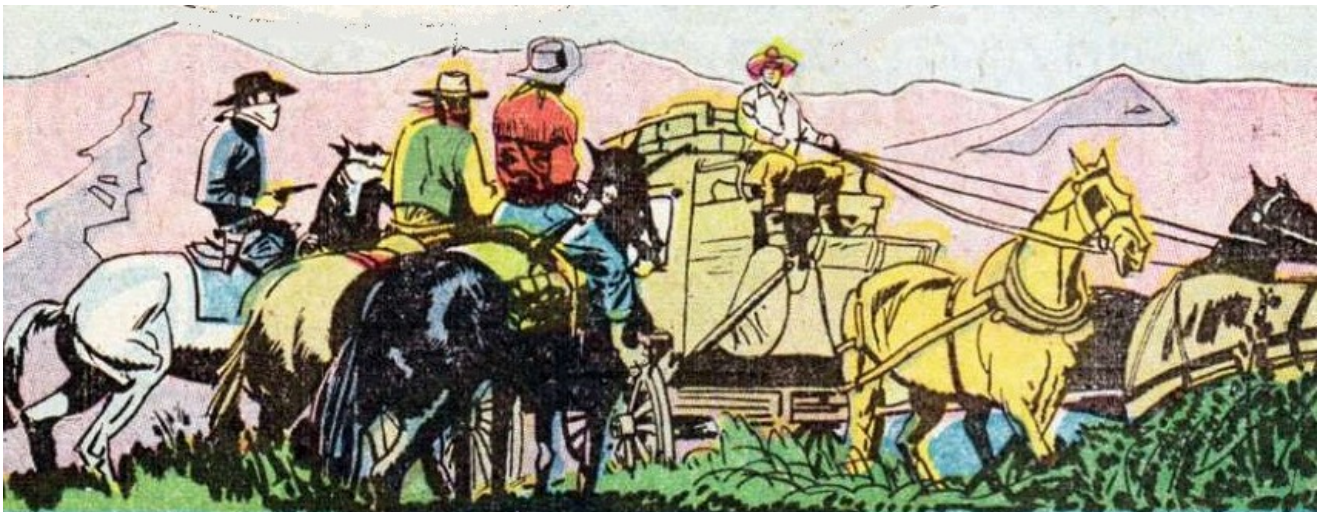
The GM counts 2. Red decides to hold his draw. Seth has his gun out already, but he holds fire for a better chance to hit.

The GM counts 3. Red holds on again. Seth has to shoot again because his count was 2 – his shot is at -3 this time. He rolls and misses again. He gets to roll a new count – this time he rolls a 6, so he can’t fire as it’s higher than the 3 counts remaining.

The GM counts 4. This time, Red has to draw and fire, so he rolls to hit Seth. He succeeds – and rolls damage. Seth is still alive, but stops a bullet. Red can re-roll his count – as long as he gets 2 or less he can fire again. He rolls a 2.

The GM counts 5. Red holds fire.

The GM counts 6. Red shoots and even at -3 for his shot he manages to hit and kill Seth.



NPCs and Foes

Townfolk

AC: 10 **HD:** 1d6-1 **Attacks:** none or by weapon **Move:** 12

Farming Folk

AC: 10 **HD:** 1d6 **Attacks:** none or by weapon **Move:** 12

Trapper

AC: 11 **HD:** 2d6+2 **Attacks:** Axe 1d8 or musket 1d6+2 **Move:** 12
Special: Follow track 2 in 6 chance, move silently and set traps 2 in 6

Outlaw

AC: 11 **HD:** 1d6+1 **Attacks:** By weapon **Move:** 12
Special: Ambush 2 in 6 chance

Outlaw Leader

AC: 11 **HD:** 2d6 **Attacks:** By weapon **Move:** 12
Special: Ambush 2 in 6 chance

Lawman

AC: 12 **HD:** 2d6 **Attacks:** Pistol 1d6, Rifle 1d6+2 **Move:** 12
Special: Gather posse – 2d6 townfolk and 1d6 farming folk

Gunslinger

AC: 12 **HD:** 3d6 **Attacks:** Pistol 1d6 **Move:** 12
Special: Some gunslingers have two pistols. They can fire both but with a -2 penalty to each shot.

Brave

AC: 12 **HD:** 2d6+2 **Attacks:** Hatchet 1d6, Spear 1d6 or Bow 1d6 **Move:** 12
Special: Follow track 3 in 6 chance

Creatures

Bear, Black

AC: 13 **HD:** 3d6+3 **Attacks:** Bite 1d6, claws 1d6-1 (x2) **Move:** 12

Bear, Grizzly

AC: 14 **HD:** 4d6+4 **Attacks:** Bite 1d6+2, claws 1d6+1 (x2) **Move:** 12

Bison

AC: 13 **HD:** 6d6+6 **Attacks:** Gore 1d6+3, trample 2d6 **Move:** 9

Buzzard

AC: 13 **HD:** 1d6 **Attacks:** Claws 1d3 (x2) **Move:** 3/18

Cat, Bobcat

AC: 13 **HD:** 1d6 **Attacks:** Bite 1d3+1, claws 1d3 (x2) **Move:** 12

Cat, Cougar

AC: 14 **HD:** 3d6+1 **Attacks:** Bite 1d6+2 or claws 1d6 (x2) **Move:** 12

Coyote

AC: 12 **HD:** 1d6 **Attacks:** Bite 1d6-1 **Move:** 12

Eagle

AC: 13 **HD:** 1d6+2 **Attacks:** Claws 1d6-1 (x2) **Move:** 3/20

Hawk

AC: 14 **HD:** 1d6-1 **Attacks:** Claws 1d3 (x2) **Move:** 3/22

Horse, Pony

AC: 12 **HD:** 2d6 **Attacks:** Hooves 1d4 (x2) **Move:** 18

Horse

AC: 12 **HD:** 3d6 **Attacks:** Hooves 1d6 (x2) **Move:** 18

Snake, Coral

AC: 12 **HD:** 1d6+1 **Attacks:** Bite 1d3 **Move:** 12

Special: *Venomous bite*

The coral snake grows up to 2 ft long; it prefers drier, rocky areas.

Snake, Diamondback

AC: 13 **HD:** 3d6+1 **Attacks:** Bite 1d6+1 **Move:** 12

Special: *Venomous bite*

At 8 ft long, this rattlesnake is a deadly killer with huge venomous fangs.

Snake, Cottonmouth

AC: 12 **HD:** 2d6+1 **Attacks:** Bite 1d6-1 **Move:** 12/6 (swim)

Special: *Venomous bite*

The cottonmouth grows up to 3 ft long and is partly aquatic living in marsh, swamp and warmer rivers and lakes.

Timber Wolf

AC: 12 **HD:** 2d6 **Attacks:** Bite 1d6+1 **Move:** 18

The Supernatural and the Weird

Death Ravens

AC: 12 **HD:** 1d6-1 **Attacks:** Claws 1d3-1 (x2), peck 1d3 **Move:** 6/16 (fly) **San Loss:** 0/1

Special: *These birds appear as a sign of ill omen. If looked upon, the character will receive a -1 penalty on all saving throws for the rest of the adventure.*

Devil Snakes

AC: 14 **HD:** 4d6-1 **Attacks:** Bite 1d10* **Move:** 6/16 (fly) **San Loss:** 0/1

Special: *Immune to mundane weapons, charm and sleep hexes. Death Rattle – upon hearing the rattle, a saving throw is required or the character falls into a comatose state for 2 minutes. Staring into the Devil Snake's eyes requires a saving throw or the character runs in fear. The bite is poisonous and requires a saving throw vs. death.*

These appear as huge ghost-like snakes with red hypnotic eyes and deathly rattle.

Ghoul

AC: 13 **HD:** 2d6+1 **Attacks:** Claws 1d3 (x2), bite 1d3 **Move:** 10 **San Loss:** 1/1d3

Special: Immune to charm and mystic sleep hexes. Paralyzing bite causes victim to become unable to act for 6 rounds. Saving throw allowed for just one round of immobilization.

Gumberoo

AC: 10* **HD:** 3d6+1 **Attacks:** Claws 1d3 (x2), bite 1d3 **Move:** 10 **San Loss:** 1/1d3

Special: The creature has a rubbery hide that bounces back anything thrown on it. Bullets, arrows and so on will rebound in the direction they were fired, hitting the person that fired them (separate roll needed to hit).

A nearly hairless, extremely disgusting, bear-like brute of the woods.

Hidebehind

AC: 15 **HD:** 4d6+1 **Attacks:** Claws 1d4 (x2), bite 1d6+1 **Move:** 12 **San Loss:** 1/1d3

Special: The creature is noted for its ability to conceal itself (5 in 6). It has an aversion to alcohol.

The Hidebehind is a fearsome critter or fiend that lurks in the woods to attack and kill humans; it particularly likes to feed upon their intestines. Its lair is always full of body parts and bones where it has eaten its prey.

Hugag

AC: 11 **HD:** 4d6+1 **Attacks:** Bite 1d6-1 **Move:** 10 **San Loss:** 0/0

A large herbivore with jointless legs that prevent it from ever lying down.

Mummy

AC: 16 **HD:** 5d6+1 **Attacks:** Touch
Move: 9 **San Loss:** 1d3/1d8

Special: Immune to Charm and Mystic Sleep hexes, immune to mundane weapons. Their touch inflicts a rotting disease which causes wounds to heal at half their normal rate.

Sasquatch/Bigfoot

AC: 14 **HD:** 4d6+2 **Attacks:** Claws 1d6 (x2) **Move:** 12 **San Loss:** 0/1

Skeleton

AC: 12 **HD:** 1d6 **Attacks:** Claws 1d3 (x2) or by weapon **Move:** 12 **San Loss:** 1/1d3

Special: Immune to Charm Person and Mystic Sleep hexes. Half damage from bullets and edged weapons.

Skinwalker

AC: 17 **HD:** 6d6+2 **Attacks:** Claws 1d6+1 (x2) **Move:** 16 **San Loss:** 1d3/1d6

Special: Immune to mundane weapons. Skinwalkers can shape change into whatever creature they wish. Some can even look human. Follow trail at 4 in 6.

Skinwalkers are single minded, aggressive killers. They are normally conjured up by a powerful Hexer. If they come into the world of their own volition, it must be for a serious reason – usually involving hunting and killing someone.

Vampire

AC: 15 **HD:** 4d6 - 8d6 **Attacks:** Strike 1d6, Bite 1d4 +special **Move:** 12 **San Loss:** 1d4/1d10

Special: Immune to Charm Person and Mystic Sleep hexes, immune to mundane weapons. If they incapacitate their enemy, they will try to feed off them – that is drink their blood. This increases their Str by 1d4, Dex by 1D4 and adds 10 HP for the day. They can choose whether to turn their prey into a vampire, under their control.

Vampires typically have two or three disadvantages and one advantage (they do not need to be balanced) from Allies, Attractive, Immortality, Hideout, Is that your best shot? And Wealthy and Dependence, Egotistical, Vulnerability, Weakness, Animal Aversion and Weird Appearance.

Vampires have a choice of extra abilities depending on their HD (one ability per HD) – mystic flight, summon vampire bats, summon ghouls, frightful visage, gaseous form, charm person, mystic darkness, spider climb and mystic sight.

Vampire Bat

AC: 16 **HD:** 1d6 **Attacks:** Bite 1d3 +special **Move:** 3/24 **San Loss:** 0/1

Special: Immune to Charm Person, Mystic Sleep hexes. When they attack their prey, they will attempt to latch onto them to feed on their blood; they are hard to detach. This causes an automatic blood drain of 3 points per round, until detached (which requires a Str check to remove).

Werewolf

AC: 14 **HD:** 3d6 – 5d6 **Attacks:** Bite 1d6 or Claws 1d4 (x2) **Move:** 14 **San Loss:** 1/1d3

Special: Immune to mundane weapons. If bitten by a werewolf you become a werewolf (saving throw allowed). Their powerful sense of smell enables them to track at +4.

Whimpus

AC: 14 **HD:** 5d6 **Attacks:** Whirlwind 3d6 **Move:** 14 **San Loss:** 1d3/1d8

Special: Whirling attack, immune to mundane weapons, immune to charm and sleep

A particularly grotesque fiend that attacks by spinning rapidly, like a whirlwind. It makes an unnatural buzzing sound as it does so, causing anyone in its path to suffer extreme damage, whereupon it will feed upon them.

Lumber Devil

AC: 17 **HD:** 8d6+3 **Attacks:** Claws 1d6 (x2), tail 1d10 **Move:** 9/18 **San Loss:** 1d4/1d10

Special: Immune to mundane weapons, immune to charm and sleep

A large wyvern-like monster, with cloven hooves and a forked tail, that can emit a blood-curdling scream (causing the San loss).

Zombie

AC: 11 **HD:** 2d6 **Attacks:** Strike 1d6, Bite 1d4 +special **Move:** 6 **San Loss:** 1/1d4

Special: Immune to Charm Person and Mystic Sleep hexes. If they kill or incapacitate their enemy, they will try to eat them. Anyone bitten by a Zombie will become a Zombie in 1d6 hours. A saving throw is allowed to prevent this.



Missile Weapon Table

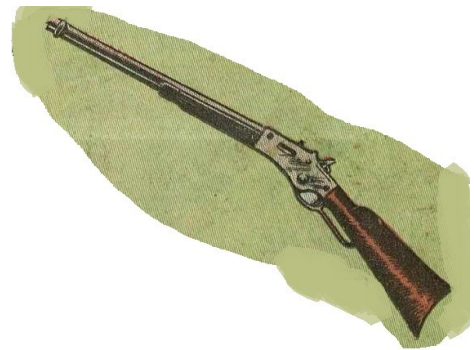
Weapon	Damage	Rate of Fire	# of Rounds	Range	Cost
Bow	1d6	1	1	50ft	\$3
Hatchet/Tomahawk	1d6	1	1	15ft	\$2
Bowie knife	1d6	1	1	10ft	\$2
Spear	1d6	1	1	20ft	\$1
Derringer	1d6-1	1	2	10ft	\$3
Pocket Pistol	1d6	1	5	20ft	\$9
Pistol	1d6	1	6	25ft	\$12
Heavy Pistol	1d6+1	1	6	30ft	\$16
Flintlock Horse Pistol	1d6+2	1	1	20ft	\$1
Carbine	1d6	1	7	75ft	\$22
Lever action rifle	1d8	1	12	100ft	\$30
Buffalo rifle	2d6+1	1	1	200ft	\$16
Smoothbore musket	1d6	1	1	60ft	\$6
Scattergun	2d6/1d6	1	1	20ft	\$15
Gatling gun	1d8	3	200	100 ft	\$1000

*Shooting or throwing beyond this range is at a -2 penalty to hit. The weapon cannot reach farther than twice this range. Outdoors, these range increments are tripled.

** At up to 20ft scatterguns do 2d6 damage. At beyond this range they do 1d6.

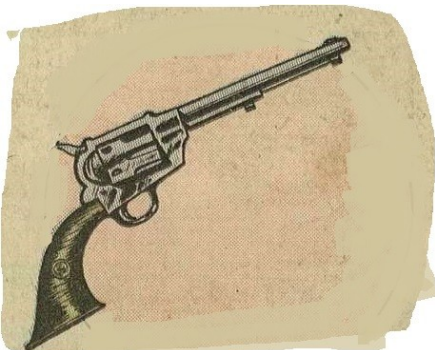
Melee Weapon Table

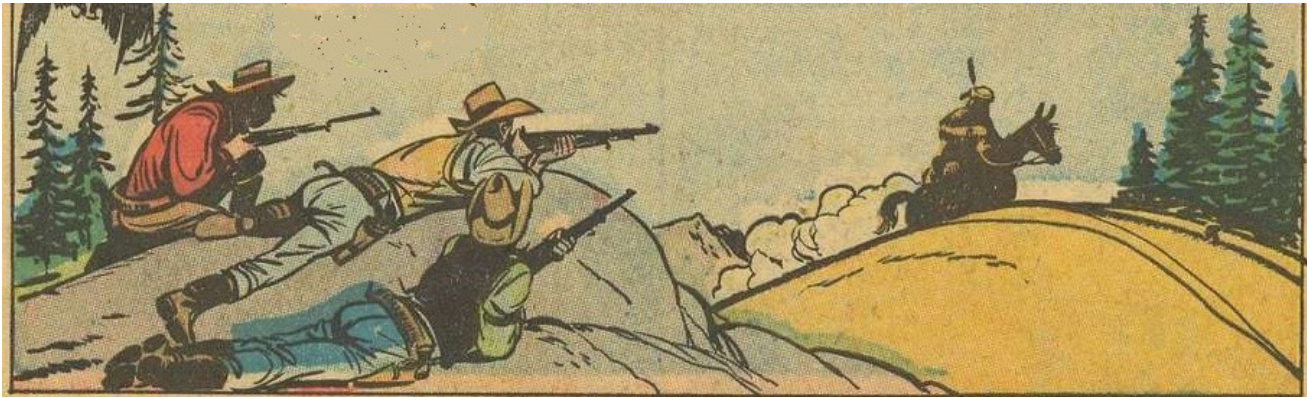
Weapon	Damage	Cost
Hatchet/Tomahawk	1d6	\$2
Lumber Axe	1d8	\$2
Club	1d6	-
Small knife	1d6-1	\$1
Bowie knife	1d6	\$2
Spear	1d6	\$1
Cavalry sabre	1d8	\$10-\$60
Fencing foil	1d4+1	\$20-\$80
Silver topped cane	1d4	\$5-\$25
Fist	1d3	-



Armor Table

Type	AC	Move	Cost
None	10	12	-
Buckskins	11	11	\$5
Thick furs	12	10	\$10
Shield	+1	-	\$5





Class Combat Tables

<i>Class - Level</i>	20	19	18	17	16	15	14	13	12	11	10
Shootist 1/Cardsharp 1 Trailblazer 1-2/Dude 1-3 Quack 1-3/Hexer 1-3	20	19	18	17	16	15	14	13	12	11	10
Shootist 2/Cardsharp 2-3 Trailblazer 3-5/ Dude 4-6 Quack 4-6/Hexer 4-6	19	18	17	16	15	14	13	12	11	10	9
Shootist 3/Cardsharp 4-5 Trailblazer 6	18	17	16	15	14	13	12	11	10	9	8
Shootist 4/Cardsharp 6	17	16	15	14	13	12	11	10	9	8	7
Shootist 5	16	15	14	13	12	11	10	9	8	7	6
Shootist 6		14	13	12	11	10	9	8	7	6	5



Adventure Ideas

- The story goes that there is a lake in the mountains where a ghoulish snake-like monster dwells. It has a mouth big enough to swallow a man. According to some, it has small legs and it kind of scurries when it ventures out on land but it is also a very fast swimmer. It swims up on anyone near the lake edge and drags them under the water to eat. The stories also say that even the best crackshots have been unable to hit the fiend and most of those that tried have never returned from that lake although their ghosts are said to haunt the surrounding hills.
- Another story talks of two mighty Indian warriors that got into an argument by the edge of a creek that resulted in them pulling knives and battling like fury. They fought so long and so hard, both warriors were cut to ribbons and bloody from their horrific wounds. Suddenly one of the warriors lost his footing and slipped down the bank of the creek dropping his bloody knife as he reached to prevent his fall. The warrior strained his pain-wracked body towards the knife as his blood filled the waters of the creek, but it was just beyond his fingertips. He thrashed and clawed towards his knife, desperate to reach it before his rival killed him, but no matter how he stretched, it always slipped out of reach. The fallen man's people found him a few hours later and tenderly rescued his body from the creek. But when they tried to retrieve his bloodied knife from the rock beneath him, it always slipped beyond their reach, though the creek was not deep. The knife still to this day lies in the waters and remains red with the blood of the victorious warrior. It is said that anyone who can retrieve the knife will be filled with the courage of the warrior that owned the blade (although others say that the knife is filled with the desire to revenge itself upon the victorious warrior and his family).
- In another tale, the German mining engineer Frederick Brunner built his cabin while he was working some of his claims nearby. Brunner got a bit of a name for himself as a very good cook, so prospectors and woodsmen came from miles around to eat there. Unfortunately, Brunner was a madman and started to poison his guests - 21 people were known to be murdered in his cabin. Eventually, Brunner was killed by the friends and family of one of his victims, who put his own rock drill through him and threw him down one of his shafts. Today, it is rumored that the cabin is haunted and miners now stay away; even though the nearby mines are supposed to be filled with gold.
- On a mountainside called Red Hill, overlooking the Colorado River, is reportedly located the lost San Sabo Mine. The Spaniards abandoned the mine in 1758 when Comanches overran their nearby mission. Men searched for the mine ever since and the town of Bend started up as a result of this search. Although there are clues to its whereabouts, such as there being five large red boulders standing starkly near the mine entrance, none have yet found it. Some of those looking for the mine have turned up dead and a few have been found gibbering and mad. Rumors suggest that the shade of the Spanish Colonel (who was killed in the Comanche attack) is guarding the mine, killing or sending mad anyone who threatens to steal his hoard.
- Among the traditions of the Paiute people is one of a small tribe of giant red-haired barbarians who used to live along the river. It was many hundred years ago. They used to waylay the Paiute people and kill and eat them. The Paiute spent three years fighting these giants, before cornering them in a cave, filling the cave with branches, and setting it on fire. Recently, there have been people going missing near the river and reports by mountain men of giants living in the nearby woods, near a cave...



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