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OTHER IMPORTANT THINGS

HURTIN' & HEALIN'

Wound	Modifier	Stun/ Healin' TN
Wind	-	3
Light	-1	5
Heavy	-2	7
Serious	-3	9
Critical	-4	11
Maimed	-5	13

GETTIN' THINGS DONE

Difficulty	Target Number
Foolproof	3
Fair	5
Onerous	7
Hard	9
Incredible	11

TESTS O' WILL

Test	Opposed Aptitude
Bluff	Scrutinize
Overawe	Guts
Ridicule	Ridicule
Successes	Effect
1	Unnerved
2	Distracted
3	Broken

GIT A LONG

Action	Pace	Pickup	Wind	Max
Walkin'	Nimbleness	d4	1	-
Climbin'	2+climbin'	d2	1	8
Swimmin'	swimmin'	d2	1	5
Ridin'	Varies by animal	d10	1	-

SHAMANIC RITUALS

Dance	Speed	TN	Appeasement	Trait
Simple	1 hour	9	1	Nimbleness
Complex	2 hours	7	1	Nimbleness
Elaborate	4 hours	5	1	Nimbleness
Fast	Variable	13-# of days fasted	3	Spirit
Maim				
Minor damage	1	11	3	Vigor
Minor incurable	2	7	3	Vigor
Major incurable	3	5	3	Vigor
Paint				
Simple	10 minutes	11	2	Cognition
Complex	30 minutes	9	2	Cognition
Elaborate	2 hours	7	2	Cognition
Pledge	1	9	1	Knowledge
Scar				
Small (1-3")	1	7	1	1d6 Wind
Large (4"+)	2	5	1	2d6 Wind
Tattoo				
Small	1 hour	9	2	Deftness
Medium	2 hours	7	2	Deftness
Large	8 hours	5	2	Deftness

HURTIN' THINGS

SHOOTIN' IRONS

					Range	HIT
					Inc.	LOCATION
Pistols	Shots	Speed	ROF	Damage		1d20 Location
.44 Army	6	2	1	3d6	10	1-4 Legs
.36 Navy	6	2	1	2d6	10	5-9 Lower Guts
.44 Derringer	2	1	1	3d6	5	10 Gizzards
.45 Peacemaker	6	1	1	3d6	10	11-14 Arms
Rifles						15-19 Upper Guts
.45 Winchester '73	6	2	1	4d8	20	20 Noggin
.50 Sharp's Big 50	1	2	1	4d10	20	
.58 Springfield	1	2	1	5d8	20	
Carbines						Modifiers
.56 Spencer	7	2	1	4d8	10	+1/-1 Per attack roll raise
Shotguns						+2 When fightin'
Single barrel	1	2	1	2d6+4d6	10	+2 Height
Double barrel	2	2	2	2d6+4d6	10	advantage
Scattergun	2	1	2	2d6+4d6	5	when fightin'
Other Weapons						+2 Point-blank range when firin'
Bow & Arrow	1	2	1	STR+1d6	10	
Thrown Knife	1	1	1	STR+1d6	5	
Flamethrower*	30	1	1d6	1d10/shot	20 max	
Gatling Gun°	45	1	3	3D8	20	
Gatling Pistol*	12	1	3	3d6	10	
Dynamite (1 stick)§	1	2	1	3d20	5	
Nitro (8 oz.)§	1	1	1	3d20	5	

*Reliability: 18

°Reliability: 19

§Burst Increment: 10

FIGHTIN' WEAPONS

Weapon	Defensive Bonus	Speed	Damage
Fist	—	1	STR
Brass Knuckles	—	1	STR+1d4
Small Club	—	1	STR+1d4
Large Club	+1	2	STR+1d6
Knife	+1	1	STR+1d4
Bowie Knife	+1	1	STR+1d6
Tomahawk	—	1	STR+2d6
Rapier	+2	1	STR+2d6
Saber	+2	1	STR+2d8
Whip	+1	2	STR
Lariat	—	2	—

SITUATIONS

Situation	Modifier
Firer is running	-4
Firer is mounted	-2
Target is moving	-4
Called shots:	
Guts	-2
Legs, arms	-4
Heads, hands, feet	-6
Eyeball, heart	-10
Hip Shootin'	-2
Off-Hand Attack	-4
Fannin'	-2
One-handed rifle	-2

HURTIN' THINGS

SHOOTIN' IRONS

	Shots	Speed	ROF	Damage	Range Inc.	HIT LOCATION
Pistols						1d20 Location
.44 Army	6	2	1	3d6	10	1-4 Legs
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.58 Springfield	1	2	1	5d8	20	Modifiers
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Shotguns						+2 Height
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Double barrel	2	2	2	2d6+4d6	10	when fightin'
Scattergun	2	1	2	2d6+4d6	5	+2 Point-blank range when firin'
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Knife	+1	1	STR+1d4
Bowie Knife	+1	1	STR+1d6
Tomahawk	—	1	STR+2d6
Rapier	+2	1	STR+2d6
Saber	+2	1	STR+2d8
Whip	+1	2	STR
Lariat	—	2	—

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Legs, arms	-4
Heads, hands, feet	-6
Eyeball, heart	-10
Hip Shootin'	-2
Off-Hand Attack	-4
Fannin'	-2
One-handed rifle	-2

TERRIBLE THINGS

TERROR

TN	Dice	Description
3	1d6	A description of something strange. A nasty wound.
5	2d6	Something slightly strange. A dead body. A fresh Harrowed.
7	3d6	A bizarre creature (jackalope, prairie tick). A gruesome corpse.
9	4d6	A supernatural creature (devil bat, night haunt, los diablos). A mutilated corpse.
11	5d6	A unique and overwhelming horror (Mojave rattler, Maze serpent, wendigo). A scene of mass carnage.
13	6d6	A creature that defies imagination. Grisly carnage that serves some arcane and evil purpose "man was not meant to know."

BACKLASH

1d20	Effect
1-4	Brain Drain: The manitou tries part of the huckster. The hex fails, and the huckster's skill with the hex drops a level.
5-8	Backlash: The manitou rebels. The huckster takes 3d6 damage to the body.
9-12	Spirit Drain: The manitou tries to take over, but fails. The huckster loses 3d6 Wind in the spiritual struggle. The hex fails if the huckster goes unconscious.
13-16	Madness: The manitou ruins the spell and drives the huckster insane. Roll on the mad scientist's Dementia Table.
17-20	Corruption: The manitou twists the hex's effects; damage-causing hexes hit friendly characters; protection hexes make the huckster more vulnerable, etc.

SCART

Roll	Effect
1-3	Uneasy: The character stares slackjawed and loses his next action.
4-6	Queasy: The victim stares in horror. He loses his next action and suffers -2 to any actions this round.
7-9	The Willies: The character staggers back and stares in horror, missing his actions for the round. He takes 1d6 Wind, and his actions are at -2 until he makes a guts check (try once per action).
10-12	The Heebie-Jeebies: The character turns white as a ghost and loses his entire turn and 1d6 Wind. All actions are at -2 for the rest of the encounter.
13-15	Weak in the Knees: The victim loses 1d6 Wind. At grotesque scenes, he loses his lunch and staggers away. At terrible scenes, he puts his tail between his legs and gets the Hell out of Dodge. In either case, he is ineffectual until he makes the guts check that caused this result. Then he's -2 until the end of the encounter or he pays a white Fate chip.
16-18	Dead Faint: The victim takes 3d6 Wind. If reduced to 0 or less, he faints dead away. Chips can be spent to reduce the Wind normally. A victim with <i>faith</i> must make an Ornerly (7) <i>faith</i> roll. If she fails, the horrors of the Deadlands cause her to permanently lose one level of <i>faith</i> .
19-21	Minor Phobia: The victim goes <i>Weak in the Knees</i> and gains a minor phobia (a 2-point <i>loco</i> Hindrance) centered around the event. She suffers a -2 to all actions when seeing the object of the phobia.
22-24	Major Phobia: The victim goes <i>Weak in the Knees</i> and gains a major phobia (a 5-point <i>loco</i> Hindrance) centered around the event, plus he must make a Hard (9) guts check to directly affect the object of fear.
25-27	Corporeal Alteration: The victim gains a <i>Minor Phobia</i> and suffers a physical defect such as a streak of white hair, etc.
28-30	The "Shakes": The cowpoke gets a <i>Major Phobia</i> and must make a Hard (9) <i>Spirit</i> roll or permanently reduce her <i>Deftness</i> by one step. If the roll is made, the <i>Deftness</i> is only reduced for 1d6 days.
31-35	Heart Attack: The poor sap's heart skips a beat. He must make a Hard (9) <i>Vigor</i> roll. If made, he suffers 3d6 Wind and gains a <i>Major Phobia</i> . If failed, he suffers 3d6 Wind, and his <i>Vigor</i> is permanently reduced by one. He must make a second Hard (9) <i>Vigor</i> roll. If failed, he has a heart attack and dies unless saved by an Incredible (11) <i>medicine</i> roll within 2d6 rounds. If his <i>Vigor</i> ever falls below 4, he kicks the bucket anyhow.
36	Corporeal Aging: The character suffers a <i>Heart Attack</i> and ages 1 year.

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Critical	-4 11
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GETTIN' THINGS DONE

Difficulty	Target Number
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Onerous	7
Hard	9
Incredible	11

TESTS O' WILL

Test	Opposed Aptitude
Bluff	Scrutinize
Overawe	Guts
Ridicule	Ridicule
Successes	Effect
1	Unnerved
2	Distracted
3	Broken

GIT ALONG

Action	Pace	Pickup	Wind	Max	Load	Weight	Pace
Walkin'	Nimbleness	d4	1	—	Light	3xStrength	x3/4
Climbin'	2+climbin'	d2	1	8	Medium	6xStrength	x1/2
Swimmin'	swimmin'	d2	1	5	Heavy	10xStrength	x1/4
Ridin'	Varies	d10	1	—			

LOADS

POKER HANDS

Ace
Pair
Jacks
2 Pair
3 of a Kind
Straight
Flush
Full House
4 of a Kind
Straight Flush
Royal Flush

FATE & DAMAGE

Wounds	Wind
Chip	Negated
White	1 5
Blue	Up to 2 10
Red	Up to 3 15

MALFUNCTIONS

2d6	Severity
2-5	Major malfunction
6-10	Minor malfunction
11-12	Catastrophe

SUIT RANKS

Spades	First
Hearts	Second
Diamonds	Third
Clubs	Fourth

CATASTROPHES

Size	Damage
Small (flamethrower)	3d10
Medium (steam car)	4d20
Large (train boiler)	8d20

CONCEALMENT

Status	Penalty
Total concealment	-4
Torchlight, twilight	-4
Moonlight	-6
Blind, total darkness	-8

ARMOR

Armor	Material	Stops
1	Wood less than 1" thick	d4
2	1-3" of wood, tin	d6
3	4-6" of wood, thin metal	d8
4	A small tree, bricks, a pan	d10
5	A large tree, armored walls	d12
6	Inch-thick steel plate	d20



Featuring Two All-New Yarns:

THIS HARROWED GROUND

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MARSHAL LAW



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PINNACLE ENTERTAINMENT GROUP, Inc.

HARROWED



MARSHAL: 2



THIS HARROWED GROUND



A wise man once said, "Revenge is a dish best served cold." He musta been a tinhorn from back East. Out here in the Weird West, people like their revenge pipin' hot with a side o' pinto beans.

THE STORY SO FAR

Our story begins in 1866. Five years of fighting the Civil War took the wind out of most people's sails. Desertion rates were high, and bands of armed marauders headed west to elude the law and make their fortunes. Some of these groups, still wearing their country's uniform, claimed to be legitimate "raiders." In truth, they were thieves and desperadoes who'd plug anyone who looked at them cross-eyed.

One of these groups, led by Confederate Major John Slate, set up shop near Pawnee Rock, a small mining town nestled in the eastern foothills of the Rockies.

Slate and his band were ruthless. Anyone who resisted them bought a one-way ticket on the Afterlife Express. Soon, a number of towns, including Pawnee Rock, were forced to pay the bandits regular tribute to avoid

Slate's wrath. The citizens of Pawnee Rock, unwilling to abandon their claims, simply made the best of a bad situation, hoping that someone would someday save them.

Unfortunately, a few of their number were lower than a squashed prairie tick and decided to take advantage of the situation for their own personal gain. Five men—Earl Pickett, Bernard Spurlock, Victor Downes, Clovis Garman, and Claude Lemley—chose to work with the marauders and keep them informed of the goings on in town. In return, Slate secretly reduced their "taxes" and occasionally threw them a bone for particularly valuable pieces of information.

HERE COMES THE CAVALRY

In November of 1866, a column of Union cavalry arrived in Pawnee Rock. Thinking their salvation was at hand, the townsfolk greeted them warmly. To their dismay, they learned from the Yankee commander, Captain Harmon Linkous, that they had only stopped in Pawnee Rock to get the wagon they were escorting repaired.

The wagon was taken to Claude Lemley's smithy. While repairing it, Lemley caught a





glimpse of its cargo, crates of solid gold bars. He told the others straight away.

They quickly formulated a plan. Lemley would work as slowly as possible on the wagon to delay the soldiers' departure. Downes and Garman would sneak out of town and ride to Slate's camp to inform him that Union troops were in Pawnee Rock. Spurlock, who owned the local watering hole, would wine and dine Linkous and his men, putting them off guard. Pickett would go to the saloon and pretend to join some of the other townspeople in trying to convince Linkous to stay and fight Slate.

Exhausted by their march, Linkous and his men readily accepted the town's hospitality. The townspeople begged Linkous to go after Slate immediately, but he refused to deviate from his orders. He was not unsympathetic to their plight, however, and promised to help them once he had completed his current assignment. That night, Linkous and his men slept in dry, warm beds for the first time in weeks.

THE TRAITORS STRIKE

Downes and Garman returned late that night and informed the others that Slate was on his way and planned to attack at dawn. Just before sunrise, Downes, Garman, and Lemley entered the smithy as if to continue working on the wagon. Meanwhile, Pickett and Spurlock crept upstairs to the rooms above the saloon being used by Linkous and his officers. They burst into the rooms and shot the men while they slept.

When they heard the shots, the low-down skunks in the smithy cut down the hapless sentries guarding the wagon. They then lugged the crates into the yard behind the smithy and dropped them down the well.

Awakened by the shots, the Union soldiers tried to assemble in the street, only to be attacked by Slate and his gang. Many of the townspeople grabbed weapons and tried to help the troopers defend the town. Slate had no desire to waste time or manpower to clear the town and so ordered his men to torch it. The fire spread quickly between the closely spaced structures, forcing the defenders to flee into the streets.

Angered by the town's open defiance, Slate and his men were in no mood to take prisoners. Many of those who escaped the fire were cut down by the marauders. Some were eventually allowed to surrender. To punish them for resisting, Slate ordered all of the soldiers executed, as well as any men that had come to their aid.

After Slate left, the survivors buried the soldiers and their slain neighbors. With the town in ruins and Slate still on the loose, most of the survivors decided it was time to cash in. All but a few diehards (and the conspirators) packed up and moved away.

THE AFTERMATH

By the spring of 1867, Slate's heavy-handed tactics had backfired. Most victims just moved away, and the US Marshals were breathing down Slate's neck. He decided to



get back in the good graces of the Confederacy by volunteering his men to fight against the Mexicans in southern Texas. Strapped for manpower, the Confederacy took him up on his offer.

Once they were sure Slate had left for Texas, Pickett and his friends recovered the gold from the well. They melted it down into "nuggets," laid claim to a played-out mine outside of town, and struck it rich.

News of the "strike" attracted newcomers to the hills around Pawnee Rock, and the town was soon booming once again. Now, 10 years later, the town is a small but stable mining community kept alive by the silver discovered in the area. Many of the citizens continue to search the hills, hoping to find a vein of gold as rich as that found by Pickett and the others.

The conspirators' wealth has brought them influence, each in their own way. They are respected members of the community, and two of them hold office. Pickett is the mayor, and Downes is the town sheriff.

Fueled mostly by Downes' tendency to embellish after throwing a few back, the story of the town's fight with Slate has assumed legendary proportions over the years. The conspirators have recast themselves as the heroes of the story, the only ones with the guts to stand up to Slate. Those who might say otherwise have either moved away or met with "accidents."

Now, as the 10th anniversary of the battle approaches, a grateful and unwitting population—led by one particular busybody, the newly arrived Clara Poole (see *Poole Home* under *Pawnee Rock*)—has taken it upon itself to honor the bravery of the town's leading citizens.

On the anniversary, a memorial honoring these heroes is to be dedicated on the hill on which the slain were buried. Never truly quiet in his grave, Captain Linkous has returned to wreak vengeance on those who caused the slaughter of his men and anyone who tries to stop him.

THE FAILED MISSION

Unknown to the townspeople, Linkous and his men were on a vital mission for the War Department. Secessionists in Texas had made contact with Washington. If the US provided them with financial backing, they would overthrow the state government and declare Texas an independent republic allied with the US. Or so they planned.

Linkous' troops were transporting the Texans' gold to secessionist agents at the Texas border. Due to the mission's sensitive nature, the column's planned route stayed well away from inhabited areas. Encounters with marauders forced it to deviate from its plan. By the time it was forced to stop in Pawnee Rock to repair the wagon, the column was more than 100 miles from its intended path.

Once it was realized the column had disappeared, troops were dispatched to investigate, but no trace of Linkous or his men was ever found. Relations between Washington and the Texan agents became strained. The officers in charge of the investigation concluded the Texans must have double-crossed them, bushwhacked the column, and taken the gold for themselves. The case was closed.

THE SETUP

Once a month, a wagon is sent out from the main Wells Fargo bank in Denver to make a circuit of all the small mining towns in the area. In each town, the wagon collects any gold or silver which has been deposited in the local bank and returns it to Denver for safekeeping. The posse has been hired to ride shotgun on the next pickup run. The heroes are each to be paid \$10 a day for this hazardous duty.

The group is accompanied by Lewis Hutchens, an agent of the bank. He oversees all transfers and the accompanying paperwork.





LEWIS HUTCHENS

Hutchens is a greenhorn from back East. He was recently transferred to Denver against his will. He complains profusely about the rigors of trail life and the barbarous living conditions in the West. Hutchens won't, however, say anything to personally antagonize any of the posse members because he realizes that his life may someday be in their hands.

MAJOR PLAYERS

This Harrowed Ground focuses on the traitorous deeds of five men (Downes, Garman, Lemley, Pickett, and Spurlock) and the consequences of their actions. Besides them, there are two other men (Slate and the long-dead Captain Linkous) caught up in the plot who still thirst for revenge.

Other people play minor parts in this tale. They're described in the *Pawnee Rock* section, under the places they live and work.

VICTOR DOWNES

Vic Downes has been a bully and a braggart all his life. It was his bragging about his exploits that got newcomer Clara Poole interested in the town's history and touched off this entire chain of events.

Downes is a big bear of a man in his mid-40s. He looks as if he had a powerful build when he was younger, but any muscle has long since moved south of the border. Vic sports a large walrus-like mustache that he fiddles with when angry.

PROFILE

Corporeal: D:2d10, N:3d4, S:2d10, Q:4d8, V:3d8. Shootin': pistol 4d10, shootin': rifle 3d10, fannin' 4d10, dodge 3d4, horse ridin' 4d4, quick draw 3d8, fightin': brawlin' 4d4.

Mental: C:3d6, K:2d6, M:1d8, Sm:2d6, Sp:2d10. Trackin' 3d6, overawe 3d8, persuasion 2d8, bluff 4d6, guts 3d10.

Hindrance: Big 'un (+2 size).

Gear: Two .44 Army pistols, Winchester '73.

CLOVIS GARMAN

Clovis was never comfortable with the conspirators' plan, but he went along with it because he felt he had little choice. Ever since the loot was divvied up, Clovis has kept his distance from the others. He invested his fortune in cattle and now has a thriving ranch.

These past 10 years, Clovis has spent most of his time on the ranch with his wife, Mavis, and two young sons. He rarely rides into town, and when he does, he hardly ever stops in to visit with his traitorous fellows. He never was a whole lot of fun, anyway, and they don't miss him much.

Clovis is a stocky, gray-haired man in his early 50s. He dresses unpretentiously in work clothes. Out on the range, he's indistinguishable from his cowhands.

PROFILE

Corporeal: D:3d6, N:2d8, S:3d6, Q:3d6, V:1d8. Shootin': pistol 3d6, shootin': rifle 3d6, dodge 3d8, horse ridin' 4d8, teamster 3d8, fightin': brawlin' 3d8.

Mental: C:2d8, K:3d6, M:2d4, Sm:2d8, Sp:2d6. Trackin' 3d8, animal handlin' 5d4, gamblin' 3d8, guts 3d6.

Gear: Peacemaker, Winchester '73.

CLAUDE LEMLEY

Although Claude was the one who first discovered the Union gold, he benefited least from it. What he didn't gamble away on a drunken binge, he lost when the cattle he invested in developed hoof-and-mouth disease and had to be destroyed. The others occasionally "loan" him money to keep him quiet.

Claude is usually unshaven and has an unsavory aroma of manure, sweat, and whiskey about him. He wears a pair of tobacco-stained overalls that look like they might predate the Flood. When speaking, he often pauses mid-sentence as if his train of thought had a major derailment.



HARROWED

PROFILE

Corporeal: D:2d8, N:2d8, S:2d12, Q:3d6, V:3d8.

Shootin': pistol 3d8, throwin': knife 4d8,

fightin': brawlin' 4d8, fightin':

sledgehammer 3d8, horse ridin' 3d8.

Mental: C:3d6, K:2d6, M:2d6, Sm:3d4, Sp:1d8

Trade: blacksmith 5d6, animal handlin' 4d6, guts 2d8.

Hindrance: Severe hankerin' for alcohol.

Gear: Bowie knife, sledgehammer.

EARL PICKETT

Mayor Pickett is the real brains of the conspirators. He hatched the original plan, and it was his idea to fake the gold strike. He has invested his money wisely and is now a very wealthy man.

His main shortcoming is his pride. The respect and adulation he receives from the people of Pawnee Rock feed his ego, and he hasn't had the heart to move away, though that would be the safest bet.

Pickett usually spends his mornings attending to business in his study. Afternoons, he often wanders around town, pressing flesh. Evenings usually find him at the Cackling Crow, having a drink with his friends.

If the posse becomes an annoyance, he spreads a rumor that they are a group of Confederate sympathizers come to town to spoil the fun. The heroes then find the town is suddenly a lot less hospitable than before.

Pickett is a small, dapper man with brown hair and a well-trimmed moustache. He is always well-dressed; he wears a suit and bowler to even the most casual affairs.

PROFILE

Corporeal: D:2d8, N:1d8, S:2d6, Q:3d6, V:1d10.

Shootin': pistol 3d8, shootin': rifle 3d8, dodge 2d8, horse ridin' 3d8, fightin': knife 3d8.

Mental: C:2d10, K:3d8, M:4d8, Sm:2d8, Sp:2d8.

Scrutinize 3d10, overawe 4d8, persuasion 4d8, bluff 3d8, guts 2d8.

Gear: Small knife, .44 derringer.



BERNARD SPURLOCK

Spurlock has been a close friend of Pickett since they were children, and he usually follows his lead. Bernie is a worrier, and he's nervous about the celebration because it draws so much attention to the group. If the posse starts poking around, he's sure to tell Pickett, "I told you so."

Bernie's saloon is the pride of his life, and he goes to great lengths to make sure nothing happens to it. As a youngster, he hung around in his granddaddy's bar out East before heading out West with his parents to start a farm. Bernie has recreated his granddaddy's saloon nearly exactly, except that he's got even newer and brighter fixtures.

Spurlock is a tall, gangly individual with gaunt features. He apes Pickett's style of dress in an effort to look respectable. Unfortunately, he ends up looking less like a prosperous businessman and more like he should be propped up in an undertaker's front window.

HARROWED



PROFILE

Corporeal: D:3d6, N:2d8, S:2d6, Q:3d8, V:2d8.
Shootin': shotgun 3d6, shootin': pistol 4d6,
dodge 3d8, horse ridin' 3d8, fightin': knife
3d8, fightin': brawlin' 4d8.

Mental: C:2d8, K:3d6, M:2d8, Sm:1d10, Sp:3d6.
Scrutinize 3d8, trade: bartender 5d6,
persuasion 3d8, bluff 2d10, guts 2d6.

Gear: Small knife, .44 derringer.

JOHN SLATE

While fighting down along the Mexican border, Slate heard rumors about what was going on in Pawnee Rock. He decided to come north with a few men to find the truth. Now he intends to teach the townspeople a little lesson in respect.

Slate looks tougher than a piece of jerky left in the noon sun. His weather-beaten face hints at his past; a large scar snakes along his left jaw. His brown hair is peppered with gray. The piercing stare of his gray-green eyes seems to look straight into your soul.

PROFILE

Corporeal: D:3d10, N:2d8, S:3d8, Q:4d12, V:3d8.
Fannin': 6d10, shootin': pistol 6d10, shootin':
rifle 5d10, dodge 3d8, fightin': knife 4d8,
quick draw 3d12.

Mental: C:3d8, K:3d6, M:2d8, Sm:1d8, Sp:2d10.
Scrutinize 3d8, trackin' 4d8, leadership 3d8,
overawe 5d8, bluff 2d8, survival 3d8, guts
3d10.

Edge: The Voice (+2 to overawe).

Hindrances: Bloodthirsty, mean as a rattler.

Gear: Two .44 Army revolvers, Winchester
'73, Bowie knife, horse.

THE SHADE OF HARMON LINKOUS

Linkous' need to punish his murderers' treachery has kept him from resting in his grave. Over the years, his anger has festered and grown, consuming what compassion he may have felt. There is little left of the soldier who died 10 years ago. The specter (not a Harrowed) which walks among the living has time for one thought: revenge.

Linkous' spirit rises every night at sunset but must return to its grave before sunrise. Destroying Linkous' body breaks the spirit's link with the material world and banishes it forever. Any attempts to do this get Linkous' attention like a hot branding iron. He attacks any diggers regardless of the time of day and summons his long-dead troopers to his side. (See *Chapter 9: The Second Battle of Pawnee Rock* for how this works.)

PROFILE

Corporeal: D:3d10, N:2d8, S:2d8, Q:3d12, V:4d8.
Shootin': pistol 5d10, Shootin': rifle 4d10,
fannin' 5d10, dodge 3d8, horse ridin' 4d8,
quick draw 4d12, fightin': sword 4d8,
fightin': brawlin' 3d8.

Mental: C:2d10, K:3d8, M:2d10, Sm:3d8,
Sp:3d12.

Artillery 2d10, trackin' 4d10, leadership 3d10,
overawe 4d10, guts 3d12.

Gear: Ghostly steed.



Terror: 9.

Special Abilities:

Shade: Linkous is permanently immaterial.

He cannot materialize or interact with any physical objects other than those that belonged to him in life or were instrumental in his death. This means his two Army pistols, his saber, and Spurlock's shotgun. These are also the only weapons that can hurt Linkous.

Linkous is entirely aware these weapons can hurt him. That's why he's doing his level best to recover them before he destroys the town (not to mention he also gets to scare the bejeezus out of the conspirators before he kills them). It wouldn't do to have them lost in the destruction and found and used against him later.

He also takes full damage from any magical attacks.

When carrying the above objects, Linkous can make them insubstantial too, although they can't hurt anyone then. He uses this power to whisk the weapons into his grave when the sun rises. In Linkous' hands, the Army pistols completely reload one action after they're emptied.

Soul Eater: Linkous has a power similar to the Harrowed power Soul Eater at level 3. Since it's hard to block someone who can walk through walls, characters defending against Linkous' attack can't add their *fightin'* aptitude to the target number, but they can still vamoose normally. A hero with one of Linkous' weapons can use it to defend just like normal.

Coup: In the hands of a Harrowed, Linkous' pistols cause normal Wind damage to other Harrowed. Harrowed shot with these guns also suffer spiritual "bleeding" damage from serious or worse wounds. These are old cap-and-ball revolvers, and it takes 3 actions to reload each chamber. If the pistols are modified to take cartridges, their special ability is lost.

CHAPTER ONE:

PONDED ON A ROCK

The first few stops on the posse's route are uneventful. The heroes arrive in Pawnee Rock on a Tuesday, three days prior to the 10th anniversary of the battle. Once in town, Hutchens contacts Pickett, who works as the local Wells Fargo agent.

Pickett informs him that most of the miners are coming to town Friday for the celebration. Hutchens decides that the posse should stay in town until then to collect the deposits made by the miners.

The town proper is fairly small, just a handful of buildings. The majority of the townspeople have houses within sight of the center of town. Many of the prospectors live in small shacks built on their claims and only come to town for supplies.

The entire town has a festive atmosphere as everyone prepares for the big celebration. Streamers and bunting are everywhere, and there is a general air of excitement.

If the posse asks about the cause of the celebration, they hear pretty much the same story from the most of the townsfolk. The town was being terrorized by Slate and his band of Confederates. Exaggerate details as you see fit. All the townsfolk know about these events is what they have been told by the conspirators. Imply Slate has supernatural powers. It's a good red herring and adds to the conspirators' story.

When Captain Linkous arrived in town, some of the citizens, led by Pickett and his friends, convinced him to stay and fight Slate. (The names mentioned as the leaders vary with each story. If the posse talks to a number of people, the names of all five conspirators should be mentioned.)

The battle between Slate's men and the troopers raged for hours, but Slate was eventually defeated. He left town, and no one has seen hide nor hair of him since.





Unfortunately, the defenders paid a high price—all of the soldiers and many of the townspeople were dead. The town itself was in ruins. Most of the survivors gave up and moved away. Only the five conspirators (again, most people won't mention all five names) and a handful of others had the courage to stay and rebuild. No mention is made of a wagon or a shipment of gold.

See *Pawnee Rock* for all the information you need about the town and Lemley's well.

BOUNTY

The posse discovers the names of the majority of the conspirators: 3 points.

The posse discovers the secret of the well behind Lemley's smithy: 3 points.

CHAPTER TWO: THE GOLD MINE

Most of the chapters proceed in a direct order, but this one can be used at any time.

If the posse decides to check out the conspirator's mine, directions are easy to get. Everyone in town knows where the mine is. It's called "the gold mine" both because it's well known and it's the only local mine which produces gold.

The mine is located in the hills four miles west of town. The trail leading up to the shaft is overgrown because it hasn't been used in many years. The mine entrance is blocked by a heavy, wrought-iron gate set in the rock and secured with a large, iron padlock. Both gate and padlock are heavily rusted and disused. The lock can be removed with a sledgehammer or large rock and an Onerous (7) *Strength* roll.

The only things inside the mine are a few scattered crates, lanterns, and picks. The lanterns are unusable; the oil in them has long since dried into a thick, brown crud.

Any character with mining experience can tell this was once a working mine. If

the characters look more closely, have any hero with *science: geology* or *trade: minin'* make a Hard (9) roll. If they succeed, they discover traces of silver in the mine's walls.

If Sheriff Downes hears that the posse has been asking about the mine, he uses this opportunity to stifle the heroes. He and his deputies go up to the mine and arrest the group as claim jumpers. If the heroes try to turn the deputies against Downes, he tries to pick a fight. Before things get dangerous, he calls a retreat, then returns to town and proclaims the heroes outlaws.

BOUNTY

The posse figures out that the mine is not actually a gold mine: 2 points.

CHAPTER THREE: THE CEMETERY

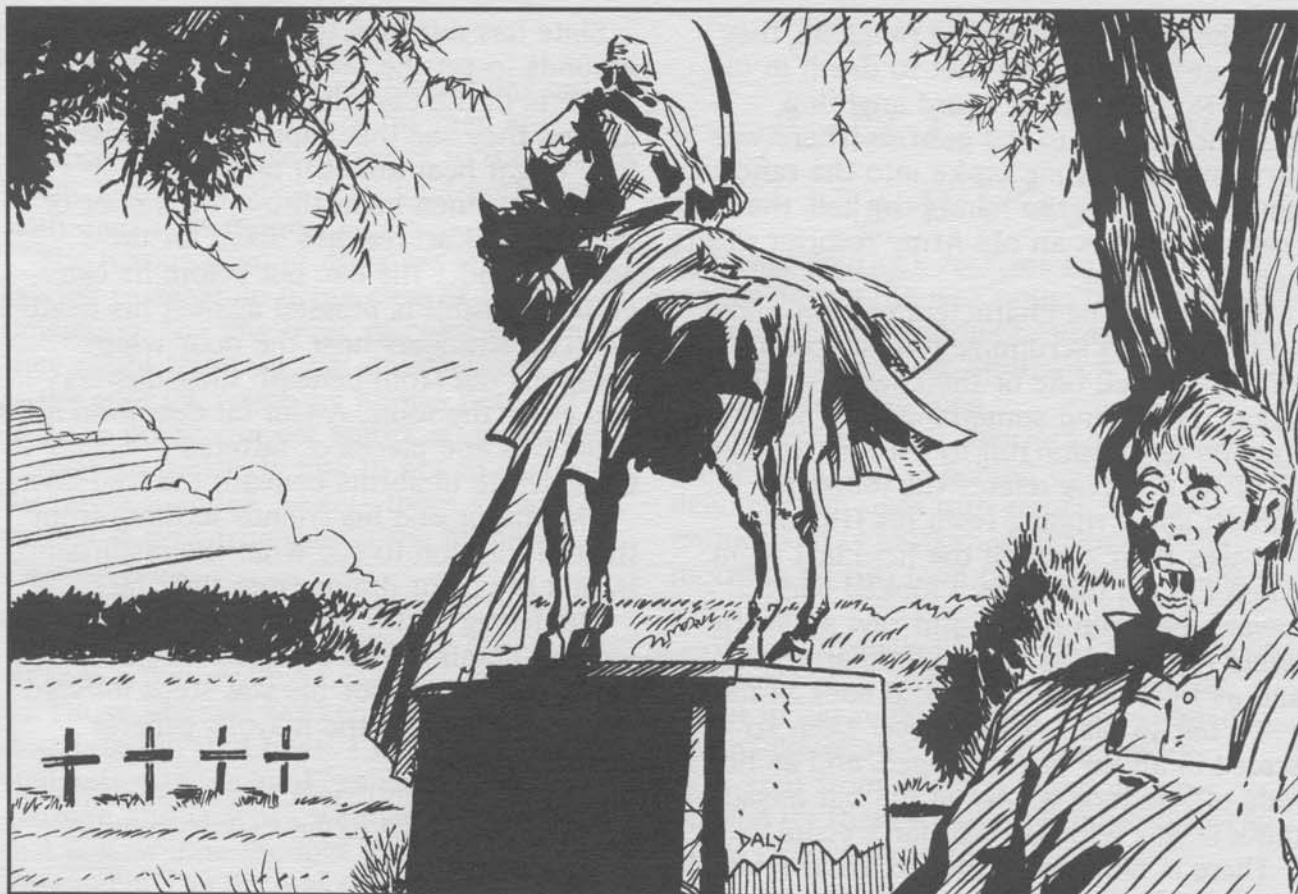
The cemetery rests on a small hill about 300 yards northeast of town. The heroes are directed there if they ask about the fate of those who died during the battle.

The cemetery is small, only about 50 yards square. Most of the graves near the front are fairly recent. In the back, there's a group of 40 white crosses, all neatly laid out. A large oak tree provides some shade for those who visit the graves. This is the resting place (unfortunately, not final) of Linkous and his men.

Most of the markers are labeled "Unknown," but some, including Linkous', have names recorded on them. A few bear the names of slain townspeople, including Widow Hapgood's husband Tom.

A large statue of a mounted cavalryman has been erected near these graves. It's covered with a large, canvas tarp which is to remain on it until Friday's dedication ceremony. If asked, Clara Poole can tell the posse that Mayor Pickett bought it from a statue maker back East.





The night of the group's arrival in town, a number of children come screaming (literally) down Main Street. They were playing up by the cemetery and found Claude Lemley dead among the graves.

If the heroes investigate before the body is moved, they find Claude sprawled at the base of the tree, a look of wide-eyed terror on his face. None of the graves have been disturbed, and there is no evidence anyone was in the cemetery other than Claude (and the kids).

Claude was fixing the cemetery's gate for Friday's ceremony when Linkous' spirit rose from the grave. Claude was already a few sheets to the wind when this happened, and Linkous made short work of him.

If the posse talks to Doc Strickland after he examines the body, his opinion is that Claude's heart gave out.

BOUNTY

The posse gets a gander at Claude's body at the cemetery: 1 point.

CHAPTER FOUR: A VISITATION

The next morning, Claude's unfortunate demise is the talk of the town. Speculation about what happened is as thick as the stack of flapjacks in the posse's breakfast. Breakfast is interrupted, however, by the arrival of some of Garman's ranch hands.

The cowboys come storming into town to fetch the sheriff. If the heroes check into what the ruckus is all about, they see a number of ranch hands milling about in the street in front of Vic Downes' place.



If the posse talks to the ranchers, they find out Garman was shot to death in his study. No one saw or heard anything suspicious prior to the gunfire. There was no sign that anyone broke into the ranch house. As far as the hands can tell, the only thing taken was an old Army revolver Clovis kept in his desk.

Have all of the characters present make an Onerous (7) *scrutinize* roll. Successful heroes can tell one of the cowboys, Jake Eckart, is holding something back. It takes a Hard (9) *persuasion* roll to get him to open up. If he does, he relates the following (amidst some ribbing from his friends):

"I was ridin' through the herd last night when I heard the shots. I looked back toward the main house and saw a ghostly white figure riding away. I rode after 'im, and as I got closer, he looked back at me.

"I'll tell ya plain, I ain't never been so scared in all my life. I stopped, and as he rode off, he took a shot at me but missed. I think it was with Mr. Garman's pistol."

There is nothing further to discover at the ranch itself.

BOUNTY

The posse learns of Clovis' ghostly visitor: 2 points.

CHAPTER FIVE: SLATE'S RETURN

Downes returns from Garman's ranch right after lunch and goes straight to the Cackling Crow to meet Pickett and Spurlock. They sit together at one of the tables near the back of the saloon and discuss the recent events. Downes starts drinking even more than usual.

Shortly after Downes' return, four heavily armed men ride into town, covered in dust, their horses lathered. They go right to the Cackling Crow.

Slate has returned to his old stomping grounds to set the record straight. If the posse is in the Cackling Crow when Slate arrives, they see this happen. Otherwise, they might hear about it later.

The four men burst through the door of the saloon. Karl reaches down for the shotgun under the bar, but before he can grab it, a pistol is pressed against his head. The two strangers near the door whip shotguns out from beneath their dusters and cover the room. A Fair (5) *Cognition* roll spots bits and pieces of tattered Confederate uniforms beneath the trail dust.

The mayor and his friends look up from their discussion to see what the disturbance is, and the color drains from their faces.

The leader of the newcomers, a rough looking hombre with a jagged scar snaking along the left side of his jaw, steps forward and tips his hat in the mayor's general direction.

"Afternoon, gentlemen," he says with a heavy Texas drawl as he looks around the room admiringly.

"Well Bernie, looks like you done good since the last time I was up in these parts. Real good.

"I was down Mexico way, and I heard you was havin' yourselves a shindig up here right soon. I waited, and I waited, but my invite never showed up. Hope ya don't mind, I invited myself and the boys.

"Didn't think ya would.

"Well, I gotta run, but I'll be seein' ya. Soon. Real soon."

With that, he and his men back slowly out the door. Once outside, they leap on the their horses and gallop out of town.

Mayor Pickett and Bernie Spurlock are whiter than fresh-bleached sheets. A large bead of sweat rolls down Sheriff Downes' nose and splashes noisily on the floor in the ensuing silence. Despite their obvious reaction to Slate's appearance, none of the conspirators are willing to acknowledge who he is.



AN UNCLEAN SLATE

After the confrontation, Slate rides out of town to where the rest of his men are camped. If the posse manages to track Slate down, he's in a shoot-first-don't-bother-with-questions mood.

The heroes need to do some real fast talking to avoid an acute case of lead poisoning. The one topic of conversation they might bring up that does interest Slate is the gold (of which he knows nothing).

If the posse can get Slate's attention long enough to persuade him to not to use them for target practice, he sets them straight on Pickett & Co.'s true role in the battle for Pawnee Rock:

"Heroes, my eye. That bunch of losers would get their asses kicked by the Women's Temperance League.

"Those weasels worked for me. If a prairie dog farted in that town, I knew about it. Hell, when those Yankees showed up, Garman and Downes were at my camp so fast you woulda thought they was announcin' the Second Coming.

"They told me they'd take care of the officers, get 'em all liquored up at Bernie's saloon and kill 'em in their sleep. When I heard the first shots them yella dogs fired, me and the boys rode in and finished off the rest of the Yanks and a bunch of uppity townsfolk too.

"Them low-down cheats never said nothin' to me 'bout no wagon full o' gold, though. I think I may have to have a word with those fellers."

Slate may agree to work with the posse if it seems he might get his paws on the gold. Once the posse's usefulness has ended, he'll try to kill them.

BOUNTY

The posse learns the true story of the battle: 3 points.

The posse defeats Slate and his men: 4 points.

CHAPTER SIX: A BLAST FROM THE PAST

Bernie Spurlock receives an unwanted visitor during the wee hours of Thursday morning when Linkous returns to retrieve his sword from over Spurlock's bar. Linkous doesn't keep him long.

The shotgun that Spurlock used to murder Linkous is behind the bar. The long-dead captain uses it to return the favor. The entire town is awakened at three in the morning by two loud blasts and a woman's screams.

Anyone investigating finds Liza Dean, one of Spurlock's bar maids, sobbing in the street in her night clothes. Once calmed down, she relates the following story:

"A shot from upstairs woke me up. I headed up there to see if Bernie was okay. What I saw was terrible.





"There was this ghostly figure standin' over Bernie's bed with a smokin' shotgun in his hands. It was strange, almost like you could see through him, but—but not all of him. He was wearing a pistol and the sword that had been hanging over the bar, and that stuff—that stuff looked normal. The rest of him was wispy, kinda like fog but stuck together, ya know?

"I looked down, and—oh God—there was Bernie. He was nearly cut in two by the shotgun. The bastard that killed him had written somethin' on the wall with Bernie's blood, but I didn't wait around to read it.

"I started to run away, and he turned toward me and looked me in the eye. I was so scared I couldn't move a muscle. I thought he was gonna kill me on the spot, but he didn't.

"Real quiet-like, he said, 'Take a good look at him. This is what happens to traitorous scum and those who would honor them. Tell the others the same fate awaits. Before I'm done the streets of this town will run red with the blood of traitors.'

"Then he looked away, and I ran like I've never run before."

The writing on the wall says: "Luke 12:20." If the heroes look it up, they find the right portion: "But God said unto him, Fool, tonight thy soul will be required of thee."

Downes makes a halfhearted attempt at organizing a posse, but because there are no traces of Spurlock's attacker and because he doesn't want to run into Slate, it falls apart.

THE MORNING AFTER

By the light of day, many people suggest the celebration be called off. Clara Poole won't hear of it, however. She claims that giving in to a murderer with a grudge against the town would be admitting defeat.

The remaining conspirators panic, believing Slate is somehow behind the murders. They are too cowardly to take

direct action against him, so they plot to ambush him when he comes for them. They believe he would most likely attack during the dedication ceremony, so they also want the celebration to go on.

Downes deputizes a number of men and organizes round-the-clock watches at each end of town.

BOUNTY

The posse talks to Liza Dean and checks out the murder site: 2 points.

CHAPTER EIGHT: DEATH OF A LEGEND

Thursday night, Linkous murders Slate and his men. He first planned to call on Vic Downes and recover his other revolver, but the thought of taking revenge on Slate was too tempting. The sound of gunfire from the battle is audible in town.

If the posse investigates, they stumble across the following scene upon reaching Slate's camp.

The smell of gunpowder and fresh blood hangs heavy in the night air. As the heroes near the camp, the flickering light of the campfire reveals a scene of profound carnage. Slate and his men are scattered about the clearing like a child's toys. Whoever did this was generous with his bullets; most of the victims have been shot three times or more.

Slate is lying at the edge of the firelight, his back propped up against a log. He has been shot numerous times and sports a vicious saber wound across his abdomen. He lets out a low groan as they approach.

Viewing this scene requires an Onerous (7) guts check. If the posse checks on Slate, he briefly regains consciousness and tells them what happened:





"It was that Yankee captain—that bastard Linkous. He just strolled into camp like he owned the place."

Slate coughs painfully and pauses a second to catch his breath.

"Needless to say, me and the boys didn't take too kindly to that. We opened up on him with everything we had, but it warn't no good.

"He just smiled and started pluggin' away at us. I musta put five or six rounds into 'im, and he just laughed like the Devil himself. They went right through him like he wasn't even there.

"Hell, the round I got in my shoulder is one that Bob put through his damned heart. I've seen some awful strange things in my time on this earth, but I ain't never seen nothin' like this."

Slate pauses again and motions for the character closest to him to bend down closer. Anyone moving within arm's reach is grabbed by the shirt.

"You tell them tin-pan skunks in town that this ain't over. I'm 10 times meaner than Linkous ever thought about bein'. If he can come back, so will I—even if I gotta kick Satan's ass to do it."

He falls against the log and lapses back into unconsciousness.

If at least one of Slate's wounds is not healed, requiring magic or an Incredible (11) *medicine: surgery* roll, he dies within the hour.

If Slate and his men were defeated earlier by the posse, this chapter never happens (or happens in jail, if that's where Slate and his men are now). If Slate and his crew are dead, then Linkous doesn't go into town tonight. He spots the guards and decides to wait until he can lead his men against the town and avenge their deaths.

BOUNTY

The posse learns Linkous cannot be harmed by ordinary weapons: 1 point.



CHAPTER NINE: THE SECOND BATTLE OF PAWNEE ROCK

Friday morning dawns with a heavy overcast. Just before sunup, Linkous visits the cemetery and calls forth his men for one last charge. Anyone unfortunate enough to be in the vicinity sees the following horrific scene.

The ghostly figure of Captain Linkous walks slowly up the path to the cemetery. He goes to the back, stands before the graves of his slain men and bows his head as if in prayer. Thunder rumbles lowly in the distance.

As Linkous stands there, the clouds above the cemetery seem to grow darker and more ominous. The thunder increases in volume,





and vague shapes swoop through the clouds above. The groans and shrieks of tormented souls spin in the swirling wind.

Linkous lifts his head, and a tremendous bolt of lightning strikes, splitting the battered, old oak tree standing guard over his empty grave. Moments later, the ground above the troopers' graves begins to shift. Here and there, a bony hand breaks the surface and claws toward the sky. Within minutes, all the slain cavalymen emerge from the clinging dirt and shuffle silently into formation.

Company A of the 3rd US Cavalry has returned for one last battle.

Witnessing this requires an Incredible (11) *guts* check. If the characters should be in the cemetery to see this and decide to attack, it takes each undead trooper three actions to fully emerge from its grave. The cavalymen have no weapons at first, but they grab the guns of their victims.

Once the soldiers have emerged from the ground, they form up and march on Pawnee Rock, entering town from the north. In town, Linkous orders his troops to disperse and set fire to the town, killing anyone who resists. Accompanied by 10 of his undead troops, he goes after any of the murdering conspirators still alive.

All characters who witness this invasion of shambling corpses must make an Incredible (11) *guts* check.

If the posse attempts to stop Linkous or his men, Linkous takes a personal dislike to them. Any hucksters or heroes armed with weapons which can harm Linkous are his first targets. Assume that Linkous always has 10 walking dead with him. If one falls, a new one arrives to take its place on the following round. There are 30 undead troopers in all.

The battle continues until either Pawnee Rock and its people are destroyed or Linkous is put down. If Linkous is defeated, any remaining walking dead collapse into lifeless heaps of moldering flesh.

BOUNTY

The posse defeats Linkous and his army of walking dead: 4 points.

The posse gathers enough evidence and/or confessions to solve the mystery of the missing gold: 2 points.

PAWNEE ROCK

THE CACKLING CROW

Description: An absolutely beautiful bar: hardwood floors, ornate lamps, solid mahogany bar, etc. It would fit in well in a posh part of a large city. Spurlock's living quarters are on the upper floor.

Occupants: Bernard Spurlock (proprietor; see *Major Players*; he's usually found drinking with Pickett and Downes, never behind the bar) and Karl and Klaus Knudsen (bartenders/bouncers; tall, brawny young brothers of Swedish stock; both have blond hair, but Karl's eyes are brown while Klaus' are baby blue).

Spurlock knows: He's proud of his saloon and ready to protect it. To that end, there's a double-barrel shotgun under the bar.

The Knudsen brothers know: Nothing of how Bernie really made his money. They love their work and are happy to eject anyone who even looks like trouble.

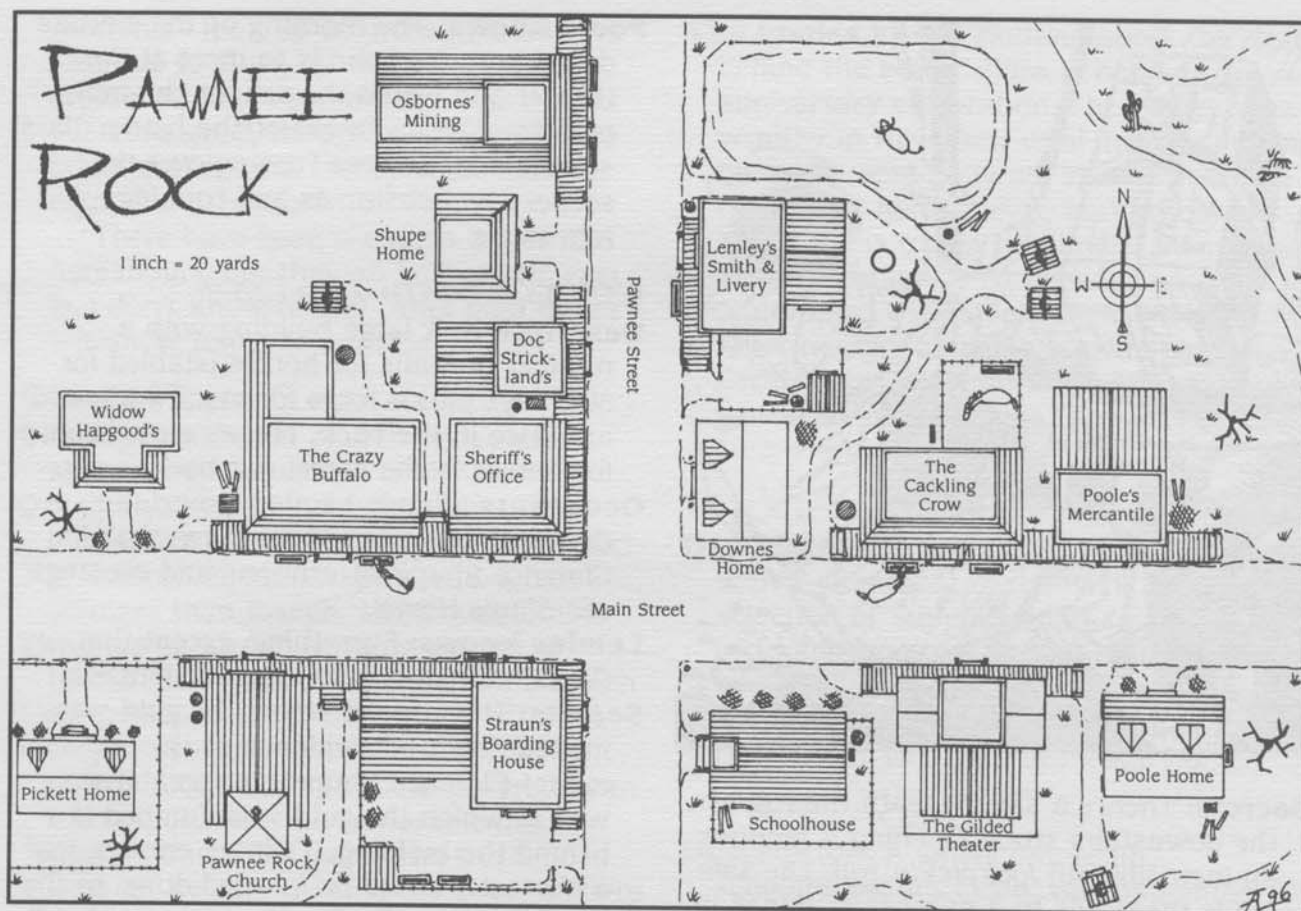
Secrets: Linkous' cavalry saber hangs over the bar. The words "Presented to 2nd Lieutenant Harmon Linkous on April 4, 1857" are inscribed on the blade. Surrounded by decorative scrollwork, they're not visible upon casual inspection. Give any player who eyeballs the sword up close a blue Fate Chip.

THE CRAZY BUFFALO

Description: Seedy bar (3 rooms available, \$1/night).

Occupants: Luckless prospectors and miners. Elmer Philbin (proprietor; short and surly, old before his time, been here 5 years).





Elmer knows: All about the confrontation between Victor Downes and Tommy:

"Oh yeah, they really knocked heads. Vic, he came in to break up a fight between some miners and decided to stay and have a few. Started runnin' on about all the heroic things he did to fight off that Slate guy.

"Tom didn't like that. Started talkin' 'bout how his ma saw a lot of the fight from her window and never saw hide nor hair of Vic durin' the whole shebang.

"That sure got Vic riled. I thought he was gonna plug poor Tommy right there on the spot."

DOC STRICKLAND'S OFFICE.

Description: Nice office, wooden building.

Occupants: Doc Strickland (likeable man, middle-aged, balding, wire-rim glasses).

Doc knows: The conspirators are good-natured yarn-spinners. They've blown this fool fight out of proportion, and the celebration's just darn silly. Still, it might be good for the town.

The only folks left from the time of the battle are the conspirators and the widow. Her son was killed by claim jumpers a few weeks back. (Truth: He was murdered by Lemley and Downes for publicly questioning their role in the battle.)

If Doc likes you: He introduces you to Widow Hapgood personally.

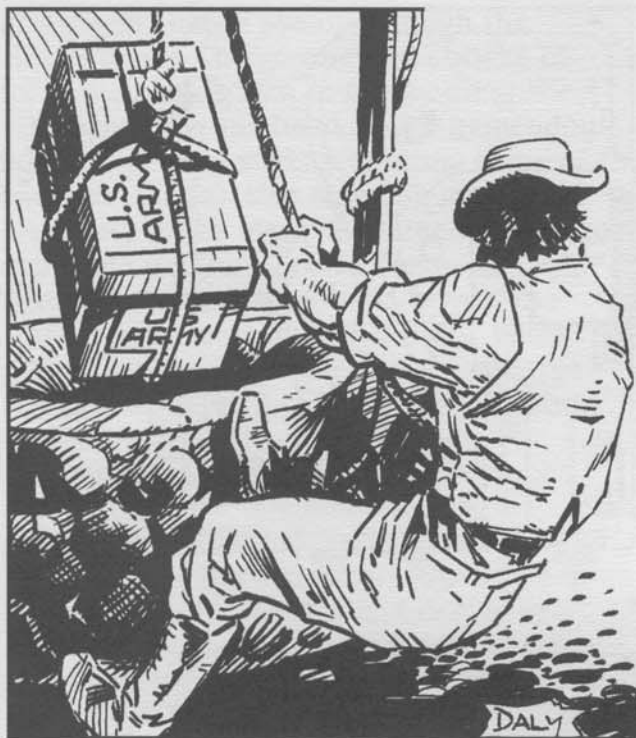
DOWNES' PLACE

Description: Whitewashed, two-story home.

Occupants: Victor Downes (usually at the sheriff's office or the Cackling Crow).

Downes knows: Everything, except that Captain Linkous is coming for him.





Secrets: There's a safe beneath the rug in the downstairs study. Opening it requires an Incredible (11) *lockpickin'* roll. The safe holds the deeds to a number of mines in the area, a key to the lock on the gold mine, a small pouch containing 10 gold "nuggets," and an old cap-and-ball Army revolver with the initials H.L. carved into the handle (one of two that belonged to Captain Linkous).

Any characters who examine the nuggets and make an Incredible (11) *Cognition* roll notice that the nuggets all have one of three shapes, as if they were cast in a mold. Toss any character who discovers this a red Fate Chip.

THE GILDED THEATER

Description: Rundown a month ago, this large building has been cleaned up and decorated for the celebration. It closed three years ago, but Clara Poole appropriated it for the festivities.

Occupants: Clara Poole (most days; see *Poole Home*).

Poole knows: The morning of the statue's dedication, everyone is to meet at the theater and watch the school children perform a reenactment of the battle. Clara spends a lot of time fussing over the scenery and costumes and running rehearsals.

LEMLEY'S SMITH AND LIVERY

Description: A large building with a number of stalls for horses (stabled for 50¢/day), plus a forge for metalwork, and an office in the back. There's more room for horses in the corral out back.

Occupants: Claude Lemley (proprietor; during the day; see *Major Players*) and Clarence Shupe (afternoons and evenings; see *Shupe Home*).

Lemley knows: Everything, except that Captain Linkous is coming for him.

Secrets: The forge is where the gold was melted down. No evidence of this remains, except Clarence Shupe's "nugget." The well in which the gold was dumped is behind the building. It's large enough that a character could be lowered down to the bottom. Down there, a Hard (9) *search* roll finds a moss-covered gold bar.

The crates holding the bars broke when they were tossed down the well, and the conspirators later missed a few bars. A character may make another *search* roll every 15 minutes spent looking. Three more bars and a piece of rotted crate are still down there. On the crate fragment, the words "U.S. Army" are barely legible.

OSBORNE'S MINING & EXPLOSIVES

Description: Large, barn-like. Sells mining equipment and explosives.

Occupants: Owen Osborne (proprietor; scarecrow-like old man with a bushy white beard and few teeth).

Owen says: (About the conspirators' mine) "I'll tell you, in 20 years of prospectin', I ain't never seen a strike that rich. Some



mornin's I look up at those hills and I'm tempted to close up shop and go poke around up there myself. My luck's never been too good, though, so's I decided I could make more money sellin' minin' equipment than usin' it.

"There have been a coupla big strikes hereabouts, but they all been silver. Fact is, I don't know of any other gold mines within 30 miles of here."

PAWNEE ROCK CHURCH

Description: Small church with sharp steeple; living quarters in the rear.

Occupants: Reverend Joseph Flynn (Protestant minister, young and idealistic) and Sarah Flynn (Joseph's wife, a bit younger than Joseph, sweet-hearted).

The Flynn's know: Nothing about the town's history. The Reverend is a staunch supporter of the conspirators. After all, they're upstanding members of the community who contribute generously to the church. He is an honorable man, though, and if he learns the truth, he does all he can to bring the scoundrels to justice.

PICKETT'S PLACE

Description: Handsome two-story house in the Victorian style, complete with a white picket fence.

Occupants: Earl Pickett (mayor; see *Major Players*), his wife Maureen (pretty young lady 10 years his junior), and their daughter Heather (a sweet girl of 4).

Pickett knows: Everything, except that Linkous' shade is after him. His wife and daughter know nothing and love him well.

POOLE HOME

Description: Nice, two-story home. Well-kept and full of expensive Eastern things.

Occupants: Travis Poole (owns Poole's Mercantile; tinhorn in his late 30s, very polite, an excellent salesman), and Clara Poole (Travis' wife; pretty New York socialite in her early 30s, a busybody).

The Pooles know: Nothing about the truth behind the battle. Clara is behind the anniversary celebration. The Pooles were wealthy in New York until Travis' shipping business went belly up. They're getting a fresh start here. They're both tinhorns, and Clara is trying to enmesh themselves in the community by introducing some "culture" to the benighted inhabitants. After hearing about the town's past, she decided that a memorial and celebration would be just the thing to impart some civic pride.

POOLE'S MERCANTILE

Description: A one-story general store with a storeroom in the back. Has a good selection of supplies and equipment, including firearms, but excluding materials found at Osborne's Mining.

Occupants: Travis Poole (proprietor; in from 6 a.m. to 5 p.m.; see *Poole Home*).

SCHOOLHOUSE

Description: A small, one-room schoolhouse. It's clean, well appointed, and practically brand new.

Occupants: Marion Perkins (schoolmarm; a stern widow in her late 50s; lives in Straun's boarding house). Six children of varying ages, all 12 and under.

Perkins knows: The conspirators have been extremely generous in supporting the school, particularly Pickett, Spurlock, and Downes.

SHERIFF'S OFFICE

Description: One-story, wooden building with three cells and a small office.

Occupants: Victor Downes (sheriff; see *Major Players*), Jerry Eanes, Al Garst, Chuck Howe (deputies; young and naive, good-looking and overconfident).

The Deputies know: Nothing at all about the battle or their boss' treachery. They loyally support him in the face of everything but hard evidence.





SHUPE HOME

Description: Small shack, clean.

Occupants: Clarence Shupe (assistant at Lemley's Smith and Livery; short and skinny young weasel).

Clarence knows: Lemley's an abusive drunk. The celebration's a waste of time.

If Clarence likes you: He tells about a lump of gold he found under Lemley's forge. On an Onerous (7) *persuasion* roll, Clarence shows the small lump, On a Fair (5) *Cognition* roll, you can see it's been cast from a mold.

STRAUN'S BOARDING HOUSE

Description: Two-story, wooden building with several rooms, all full. Well-kept, yet inexpensive.

Occupants: Roger and Andrea Straun (a couple in their early 40s; they are both as burly and friendly as can be).

The Strauns know: Little about the battle, except the celebration is good for business.

WIDOW HAPGOOD'S PLACE

Description: Large, rundown, two-story house.

Occupants: Loretta Hapgood (sweet, 84-year-old lady hardened by life; still mourning her son, she wears black).

The Widow knows: She doesn't trust strangers. Doc Strickland's a good man, though, and she has faith in him.

If the Widow likes you: She talks about the death of her son. This takes a good story and an Incredible (11) *persuasion* roll to get her to open up to strangers like the heroes. If Doc Strickland's around, it only takes a Fair (5) *persuasion* roll. She's trusted the man for years.

"My son Tom was killed two weeks ago. He was a good boy, took good care of me after his father passed away. Tommy was away in the army at the time, but they gave him a discharge so he could come support me.

"The sheriff said it was claim jumpers that did him in, but I've got my doubts. That old mine we own, well, it puts out enough silver to keep clothes on our backs and our bellies full, but that's about it. Nothin' really worth killin' over.

"I heard from some good people that Tommy got in some kind of a ruckus with that Sheriff Downes not too long ago, down at the Crazy Buffalo. Seems the sheriff had been drinkin', as he's liable to do, and started goin' on about what a hero he was.

"Now Tommy, he's heard me say some things about that horrible battle we had here a few years back, and I guess he took exception to whatever ol' Vic was sayin'. I've lived here goin' on 12 years now, and I noticed people who disagree with Victor Downes tend to meet with accidents. He's always been a bully."

If the Widow really likes you: On a similar *persuasion* roll, she describes the battle.

"Lord, I remember that awful day as if it was yesterday. I was up early, before sunup, fixin' breakfast for Tom Sr. afore he went up to the mine. I heard a couple shots from up the street there, near the Cacklin' Crow, and then nothin'.

"Musta been, oh, I'd say about a minute later when Slate and his boys came tearing into town right past our front window there. My husband grabbed our shotgun and rushed out to help those poor Yankee soldiers, but Slate saw him comin' and gunned him down like a dog. Tom's buried up on the hill with all those poor soldiers now.

"Slate set fire to the town during the battle. I nearly lost my house as well as my husband that day. Some of the neighbors helped me put out a fire on the roof. They was good folks, but most of them moved away after that. I stayed because I was alone with my son and had nowhere else to go."



BOOT HILL

DEPUTIES (THREE TOTAL)

Attack:

Pistol 3d8/3d6

Rifle 3d8/4d8

Defense:

Dodge 3d6

Brawling 3

Hits: 30

VIC DOWNS

Attack:

Pistols 4d10/3d6

Rifle 3d10/4d8

Defense:

Dodge 3d4

Brawling 4

Hits: 40

CLOIS GARMAN

Attack:

Pistol 3d6/3d6

Rifle 3d6/4d8

Defense:

Dodge 3d8

Brawling 3

Hits: 30

LEWIS HUTCHENS

Attack:

Derringer 2d6/3d6

Defense:

Dodge 2d6

Hits: 30

KARL & KLAUS KNUDSEN

Attack:

Shotgun 3d8/2d6+4d6

Axe handle 5d6/3d12+1d6

Defense:

Dodge 3d6

Axe handle 5

Hits: 35

CLAUDE LEMLEY

Attack:

Knife 4d8/2d12+1d6

Sledgehammer 3d8/

2d12+1d8

Defense:

Knife 4

Sledgehammer 3

Hits: 30

CAPTAN HARMON LINKOUS

Attack:

Pistol 5d10/3d6

Sword 4d8/2d8+2d8

Brawling 3d8/special

Defense:

Dodge 3d8

Quickness: 3d12

Hits: 30

Special Abilities:

Soul Eater.

Immune to normal weapons.

Shade.

EARL PICKETT

Attack:

Derringer 3d8/3d6

Knife 3d8/2d6+1d4

Defense:

Dodge 2d8

Knife 3

Hits: 30

JOHN SLATE

Attack:

Pistol 6d10/3d6

Rifle 5d10/4d8

Knife 4d8/3d8+1d6

Defense:

Dodge 3d8

Knife 4

Hits: 30

SLATE'S MEN (6 TOTAL)

Attack:

Pistol 4d10/3d6

Rifle 4d10/4d8

Shotgun 4d10/2d6+4d6

Defense:

Dodge 2d8

Knife 3

Hits: 30

BERNARD SPURLOCK

Attack:

Derringer 4d6/3d6

Knife 3d8/2d6+1d4

Defense:

Dodge 3d8

Knife 3

Hits: 30

UNDEAD CAVALRYMEN (30 TOTAL)

Attack:

Pistol 2d6/3d6

Rifle 2d6/4d8

Defense:

Brawling 3

Dodge 2d6

Hits: 30

Special Abilities:

Take damage as if Harrowed.

GHOSTRIDERS





GHOSTRIDERS IN THE SKY



In a world where the dead walk and spirits talk, there ain't no room for no uppity thinkin'. No matter who y'are or where yer from, one bullet'll shatter yer skull just like the next 'un. 'Round here, we's all the same. 'Round here, we's all freaks.

THE STORY SO FAR

In 1846, Brigham Young led a group of stalwart Mormons from Illinois to the Great Salt Lake in the Utah Territory. Others followed in his wake, traveling over the Great Plains to join him. Some made it; some didn't; some just plain gave up.

In 1848, one such wagon train abandoned its quest for Salt Lake and decided to settle in the shadow of Mt. Ellen, in Utah, near the Dirty Devil River. They built a small farming community that flourished as more of their own people joined them.

Planterstown, affectionately known by its residents as Planter's Wart, became a regional trade town where mountain men and travelers could kick off their boots, sample the local liquor and ladies, and get the best home-cooked meals this side of

Denver. This dusty, dirty trading town has a reputation for hospitality and provides the backdrop for a most, well, *unusual* story.

On a steamy summer's day in 1859, another group of settlers came to Planterstown led by their own prophet, Ignatius P. Higgabottom. People stared as the caravan rolled into town with its brightly colored wagons and unique collection of people. Higgabottom rode proudly at the front, waving and grinning at the quickly gathering crowd. Behind him came his followers: the bearded lady, the midget, the alligator man, the fat lady, the giant, and many more. Shunned by the socialites out East, they came to Planterstown seeking a home, a place where they would be accepted and could lead full lives just like everyone else.

Unfortunately, the inhabitants of this small western town were no more accepting than those out East. Higgabottom and his followers were shunned and bullied, ridiculed and demeaned. After a full year of abuse, Higgabottom gave up and led his followers out away from Planterstown. Only two people in town know where they went.



BE IT EVER SO HUMBLE

Higgabottom discovered a nest of caverns in a box canyon about two hours' ride east of Planterstown. There he established a private community away from the rest of the world. His people called it New Tomorrie Canyon, for the bright future ahead of them. (And because the sign painter couldn't figure out how to spell 'tomorrow.') Here, they thrived, making the winding caverns their home.

A scientist and a genius, Higgabottom funded the community by inventing and selling fancy thingamajigs to the Union, the railroad, and even other inventors who wanted their own names on the patents for his brilliant inventions. Higgabottom wasn't interested in fame nor glory for himself, so long as his people were happy. And they worshipped him. He was their leader, their prophet, their savior.

In late 1868, disaster struck. While experimenting with the Burning Waters, a fluid that burns without fire, a pressure

tank exploded, showering Higgabottom in a fatal spray of acid. His friends laid him out on a dais in the center of the main cavern and mourned him for days, unable to bring themselves to bury him.

On the morning of the third day, Higgabottom arose. The odd inhabitants of New Tomorrie accepted this event with aplomb. They saw this miracle as a sign that Higgabottom had been chosen to lead them into Paradise.

Higgabottom's acid-deformed face and body truly made him one of his band of misfits even more so than ever before. In their euphoria, Higgabottom's followers never noticed the darkness that had tainted their leader's soul.

THE SETUP

Today, Higgabottom's dream has become a nightmare. His warped goals include revenge against the beautiful and the graceful. He sees his weapon against injustice in his mind's eye, and therein he calls it the Burning Rains of Righteous Retribution. Someday, if Higgabottom has his way, all the world's people will look just like him.

To this end, Higgabottom is developing a cataclysmic weapon. He needs money to fund his experiments, so he sends out his "Newts"—as the residents of New Tomorrie call themselves—to steal it for him.

These bandits have robbed several banks throughout Utah and Colorado. A motley crew of hooded villains, they arrive in town on horseback and storm the bank just before closing time. They demand the bank's money, using odd weapons with reported magical abilities, then gallop out of town.

Each time this has occurred over the past several years, a posse has followed in hot pursuit of the bandits, only to lose the trail several miles outside of town. At a certain point, the tracks just end. This strange mystery has earned the villainous band the nickname of "The Ghostriders."





The truth of the matter is that once night has fallen, Higgabottom picks up his faithful and occasionally murderous Newts in a dirigible, using massive slings that wrap under the horses' bellies. By careful manipulation of a tremendous series of tanks and valves, he drops down low enough for the riders to hook on the slings, then gathers the horses up and whisks them into the sky, riders and all. Soon after, Higgabottom flies his people home to New Tomorrie where an extremely efficient team immediately disassembles and hides the vehicle in minutes.

As Higgabottom nears completion of his weapon, his need for money increases. The robberies have become more frequent, averaging one per month. A reward of \$5,000 has been offered by the states of Utah and Colorado for the capture of the Ghostriders, and signs showing an artist's rather sinister rendition of the masked bandits are scattered around both states.

The posse members may tumble into this story in one of several ways. They may come to Planterstown with the intent of catching the Ghostriders and claiming the bounty. Otherwise, they can easily just be passing through Planterstown and get caught up in the events taking place there. At one point, the sheriff of Planterstown enlists deputies to chase down the bandits. The posse may not have heard of the infamous Ghostriders, but they'll soon learn all about them firsthand.

PART ONE: PLANTERSTOWN

The first part of this yarn centers around the events occurring in the sometimes-sleepy, little Planterstown, Utah. While it may seem like a fine place, it bears a secret shame which is the root of its destiny, and this plant bears bitter fruit—at least if Professor Higgabottom has his way.

CHAPTER ONE: WELCOME TO TOWN

Planterstown seems calm in the heat of early January, 1876. Christmas decorations and browning wreaths still spot the faces of the buildings, halfhearted attempts at some cheeriness amidst the dead-brown landscape of southeastern Utah in midwinter. The old skeletal hangin' tree at the end of town is currently free of occupants, but remnants of rope blow in the cold wind coming down off the mountains. The posse may arrive on the daily stagecoach heading north toward Salt Lake, or on horseback or wagon, but no trains pass through here.

An interesting variety of cowpokes, mountain men, and locals roam the streets. The general store and the Poker All Night Saloon seem to attract the largest number of people. Dirty, wooden wagons and sweaty horses line the railed boardwalk that runs the length of the downtown.

Most everything here is brown or gray. The only splotches of color come from the calico curtains in the windows of the Rusty Nail Boarding House and the coal-eyed, scarlet-lipped faces lining the second-story balcony of Madam Ruby's.

Residents of Planterstown love to see strangers come to town with pockets full of money, and they treat them with their well-known hospitality. Talkative old-timers run rampant, as do flirtatious saloon girls bubbling with and rumors. For a drink and a small bribe, these perky young women may share everything, including information.

PLANTERSTOWN RUMORS

The posse can quickly learn a great deal about Planterstown, its history and its current situation. The following rumors and poster provide them with a bit of the background they need to begin.



RUMORS

Planterstown is one of very few towns in the area that hasn't had a bank robbed by the Ghostriders. Many people speculate it's next.

The sheriff has been increasing security around the bank and deputizing locals left and right. He has met with several lawmen in the last few weeks to talk strategy.

Ruby has forbidden any of her girls to go near the bank and has instead hired John Cratchet's boy Luke to deposit her money for her. "Course ain't nobody gonna mess with a single inch of Luke's brawny self, even with all that cash on him."

Crazy Macy's been seen nosing around behind people's houses, looking for newly dug spots. He apparently thinks people are now burying their money instead of putting it in the bank.

Julian Crane, the tailor, used to be a freak sympathizer. He made all their funny-sized clothes for them. Some people even think that he's one of them, but just hides it purty good.

About two hours out of town is a place the Indians call Haunted Canyon. No one ever goes near it for fear of their lives. Strange lights play across the giant faces etched in the rock walls of the box canyon, and large jets of flame shoot out of the rock periodically. Some travelers have reported seeing demons lurking there.

Depending on the heroes readiness to ask questions and become "friendly" with the locals, they could potentially dig up all of these nuggets. The rumors are listed in order of accessibility, from most to least, with the last on the list being the most difficult to pry from unwilling lips.

THE POSTER

In several places around town, wanted posters offer a \$5,000 reward for the capture, dead or alive, of the Ghostriders. One of these handbills is posted on the opposite page.

BOUNTY

The posse manages to coax all the rumors out of the locals: 3 points.

CHAPTER TWO: PICKING ON PETUNIA

Petunia Davis, at first glance, seems to be a child approximately 8 years old. To the contrary, she is in her early thirties. Measuring in at only 3 feet tall, she is otherwise perfectly proportioned. She wears her long brown hair up in a braid that wraps several times around her head, and her blue dress fits snugly to her small hourglass shape.

Petunia works at the bank as an assistant to the head manager, where she is treated as little more than an errand girl. She stayed in town when the others moved out to New Tomorrie. She has regretted the decision many times since, as the treatment she receives from the townspeople, especially the men, is less than respectful.

The posse witnesses two men hassling Petunia, manhandling her and calling her names. She cannot break away from them on her own and needs assistance which the other townspeople obviously aren't willing to give. The bullies continue to torment Petunia until someone interferes, even

ripping her dress and pushing her to tears. They have bad attitudes and don't take kindly to anyone sticking a nose in their business.

BOUNTY

The posse rescues Petunia: 2 points.

CHAPTER THREE: WHERE GIANTS WALK

Late one night, one or more heroes comes upon the following scene:

A shadowy wagon rolls slowly through the streets of Planterstown in the dark hours of early morning. Its wheels creek eerily, the sound echoing off the buildings. A giant of a man holds the reins, guiding the horses down Main Street to the general store. The wagon turns the corner and heads around to the back of the building.

One lone light burns softly inside the store. The giant parks the wagon at the loading dock and climbs down. With heavy, slow movements, he raps three times on the back door, the deep thuds resounding in the night. The door opens, a crack of light that gradually widens, and someone is there. The soft whisper of voices held in reserve floats by on the breeze.

After a moment, a man—tiny in comparison with the giant—comes out, and the two exchange something. For the next 10 minutes, the giant loads sacks and parcels into the back of the wagon. He works quickly, the large bags weighing next to nothing in his strong arms. Then the giant slowly climbs back onto the wagon and rides back out of town.

Gerard the Gentle Giant comes into town once a month to acquire supplies for New Tomorrie. He does so at night, paying more so that he doesn't have to deal with ridicule and harassment. Palmer Simpkins himself is there to take the giant's money and to make

\$5,000 Reward!

The Ghostriders



Wanted Dead or Alive!

For robbery, maiming, and murder!





sure he gets all his merchandise. All of this is completely above board, and if the heroes interfere, they just might find themselves with egg and a good blush on their faces.

If the heroes ask Simpkins about the giant, he talks their ears off about the way his Daddy drove the freaks out of town. He seems curious about where the freaks get their money, cash being one of his favorite topics. He chalks it off to Higgabottom's inventions, but a note of jealousy seeps into his voice as he goes on about it.

BOUNTY

The posse avoids fighting Gerard the Gentle Giant: 1 point.

CHAPTER FOUR: ROBBERY!

After her run-in with the two bullies, Petunia decides that she's had enough of Planterstown. She rides out to New Tomorrie and begs to be allowed to live there. Higgabottom agrees on one condition: She must help them rob the Planterstown Bank. Petunia nearly knocks herself out rushing to shake his hand to close the deal. The little lady gets the Ghostriders into the bank through the back door the next night.

The only obstacle between the Ghostriders and the perfect robbery is Bob Lund, the deputy assigned to guard the bank that night. Petunia cons the young man into letting her into the bank to pick up some laundry she's supposed to do for Sheldon Marks, the bank's head manager. When he unlocks the door, the Ghostriders burst in and capture him before he can make a peep.

Early that morning, Marks opens the bank to find Deputy Lund bound and gagged and the safe empty. He immediately sounds the alarm, which wakes up the entire town and should tell the posse something's wrong.

THE CHASE

Whether the posse rides off on its own to chase after the Ghostriders or sticks around Planterstown to be deputized along with all the other able bodies, the heroes likely head out across the Utah landscape to track the bank robbers. Tracking the robbers is dirt simple in the daylight (a Fair (5) *tracking* roll).

The trail actually leads in the opposite direction from New Tomorrie. The posse follows it for over an hour until it rounds a large outcropping of rock. The trail ends there, suddenly and abruptly. It takes an Onerous (7) *search* roll to find any clues here.

The first thing the posse may notice is that the trail just disappears. With an Onerous (7) *tracking* roll, the posse sees that at the point where the tracks end the Ghostriders' horses appeared to have been lined up in a row, side by side.

The posse may also notice a shoe several yards away from where the tracks end. It looks like a well-made and stylish child's shoe of light blue fabric. The posse hopefully recognizes the shoe as matching the dress Petunia was wearing. It fell off Petunia's foot as she was being lifted away.

The interior of the shoe bears the tag of the Perfect Petal, a shop in Planterstown.

BOUNTY

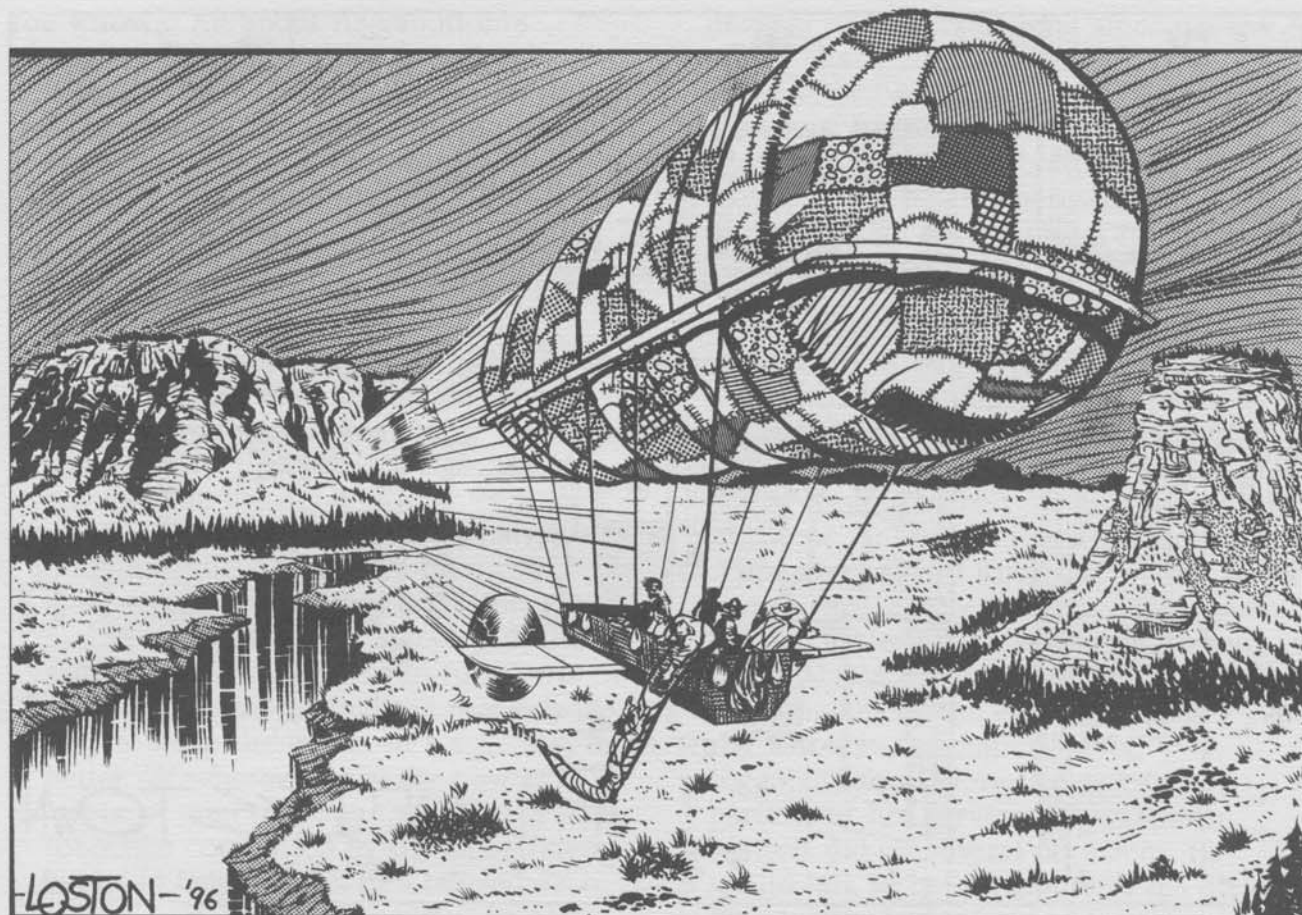
For each of the above clues the posse discovers: 1 point.

CHAPTER FIVE: BY THE LIGHT OF DAY

The posse may investigate the robbery in Planterstown either before or after following the Ghostriders. The only witness to the event is Deputy Lund. He shamefacedly recounts the tale of his capture to anyone who presses him for it.



GHOSTRIDERS



The fact that Petunia was working openly with the Ghostriders could imply that the people of Tomorrietown are behind the robbers. However, Lund was only conscious for moments after the Ghostriders entered the bank, so he can't be certain whether Petunia helped them under duress or of her own free will. This opens up the possibility that she's been kidnapped.

The most solid link between the robbers and Tomorrietown is Petunia's shoe. Assuming they found it, sharp heroes are likely going to go to the Perfect Petal and question shop-owner Julian Crane. At first, he is reluctant to tell them anything, but if the posse makes it seem like Petunia's life could be in danger, he relents.

At this point, Crane curses Higgabottom and relates the story of the good professor's resurrection to the heroes. He offers

directions to Tomorrietown and could even lead the posse there if pressed.

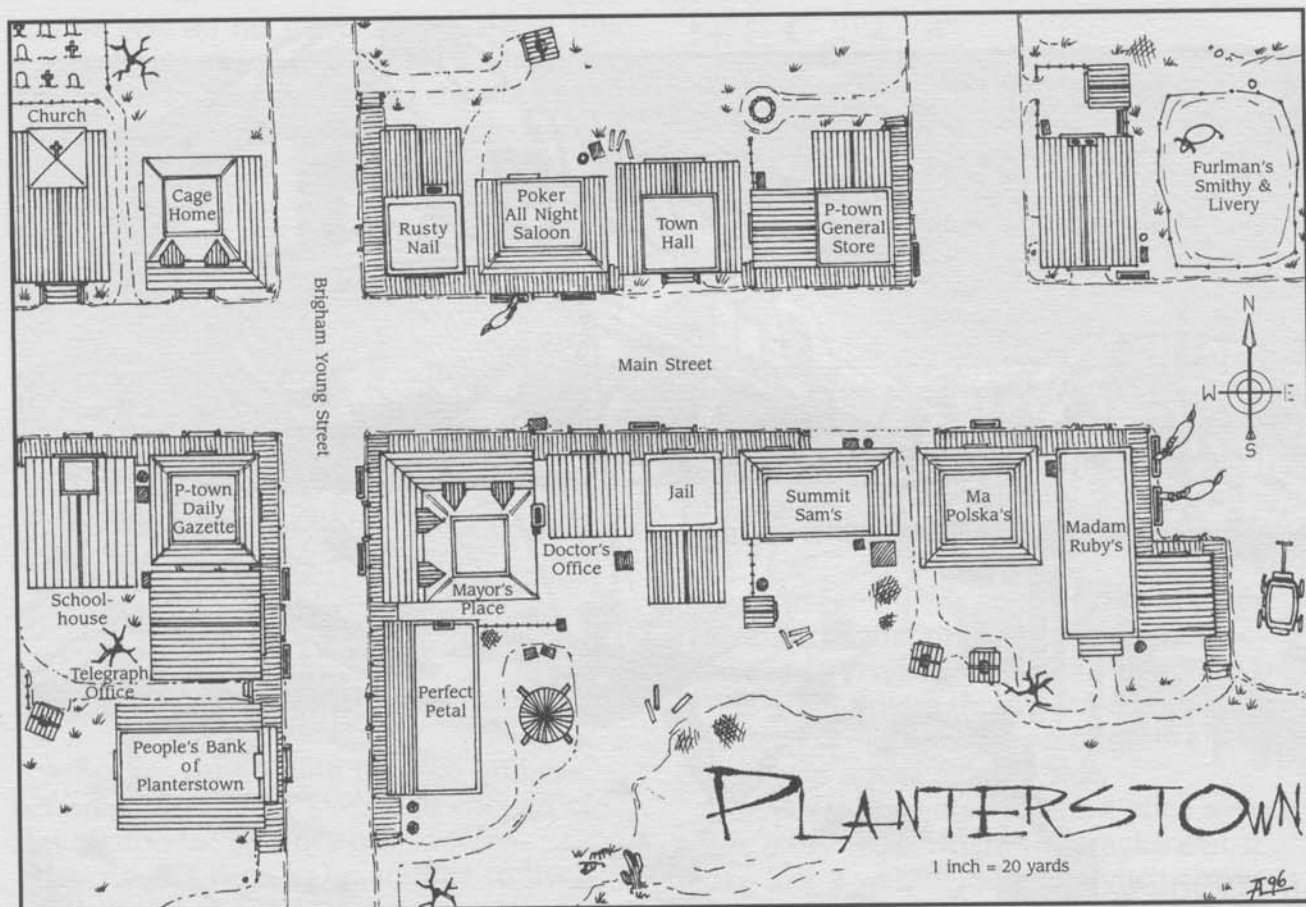
Palmer Simpkins might also inform the heroes about Tomorrietown if asked. He knows of the place's existence, but not its location. He suggests they ask Crane, since he always seemed friendly with them.

Either way, the mayor's son is eager to keep his dealings with the Newts out of the public eye, innocent though they may be. He hardly wants his hypocrisy made public. He only agrees to tell what he knows if the heroes promise not to expose him.

BOUNTY

The posse makes the connection between Tomorrietown and the Ghostriders: 1 point.

The posse determines the location of Tomorrietown: 2 points.



PLANTERSTOWN

CAGE HOME

Description: Large, well-kept, two-story, brick building.

Occupants: Reverend Travis Cage (balding man in his late fifties; polite with a serene smile); Betty Cage (his wife; stout, white-haired woman with the same smile; definitely the disciplinarian of the family); their 10 children, all under 16 years of age.

The Cages know: All about Higgabottom and how the Newts were mostly run out of town. They were against it, but the reverend never really took a stand.

Secrets: Betty Cage is Mayor Simpkin's sister. Rumor has it that this is the reason that the reverend's stipend (paid for by the town) is so generous.

DOCTOR'S OFFICE

Description: A medium-sized house that's seen better days. The bottom floor is the Doc's office (he doubles as town dentist). He makes his home on the upper floor.

Occupants: Doc Gren Fabry (widower in his late forties; thin, wispy, and eternally sad) and Jenny Blackwood (his assistant; see *Rusty Nail Boarding House*).

FURLMAN'S SMITHY AND LIVERY

Description: A large, newer building built to replace the old livery (see *Town Hall*). The smithy is up front, and the livery and corral are out back.

Occupants: Joe Furlman (proprietor and smith; large body covered with dark brown curls; a tolerant and friendly man and an opportunist) and several older children who care for the horses.





Joe knows: All about Higgabottom's original dream and even became close with Matilda, the bearded lady. On sleepy days, some of the townspeople rocking-chair-debate if he fathered her son.

JAIL

Description: A small, two-story frame building with 3 cells and a small office. The sheriff lives upstairs.

Occupants: Sheriff Odysseus "Ody" Tyler (sheriff; a hard man in his late thirties; long dark hair and a handlebar mustache framing eyes that can see right through any tall tale he's told).

The Sheriff knows: It's only a matter of time until the Ghostriders hit Planterstown. He's doing everything he can to stop it, short of sleeping in the safe himself. He helped run the Newts out of town, but he rationalizes that it was only to keep the peace. He's sure they're better off wherever they are now.

Secrets: A map tracking the different bank robberies committed by the Ghostriders hangs in Ody's office. He's labeled each with a date. With a successful Fair (5) *cognition* roll, a hero notices the map. With an Onerous (7) *scrutinize* roll, the hero recognizes a pattern in the robberies. Though the robberies have happened all around Utah and even into Colorado, they have been gradually getting more frequent and less distant from Planterstown, as if the bandits have been concentrating their efforts in this area lately, slowly moving closer to Planterstown.

MA POLSKA'S

Description: A two-story boarding house with five rooms for rent (\$1.25/night). The sign out front reads "Clean Beds and Home Cooking."

Occupants: Ma Polska (proprietor; at 58, this Polish immigrant is feisty as ever; stout with her steel-gray hair wound up in a bun; her three boys have moved on,

and her husband has long since passed away), Miss Hampner (see *Schoolhouse*), and one or two other guests.

Ma knows: It's a shame what happened to those people of Higgabottom's. They stayed at her place when while in town, and they were always clean and polite, better than most of her clientele.

MADAM RUBY'S

Description: A large, freshly painted, two-story, wooden building with a gorgeous white balcony along the second story. The ground floor houses a small bar and sitting room. The rest of the house is full of rooms for Madam Ruby and her girls.

Occupants: Madam Ruby (proprietor; in her late thirties, a cheerful, cherubic woman with a ruthless business sense; secretly called Mama Ruby by her girls) and four young ladies of the evening.

Ruby knows: Although none of Higgabottom's followers ever came to partake of her services, Higgabottom himself did on several occasions. He would talk to her for hours of his dream for equality and tolerance for all people. Of course, he paid through the nose for it, but he didn't seem to mind.

MAYORS' PLACE

Description: A dirty, dusty brick mansion with whitewashed trim. Its double balconies—on the first and second stories—hold several tables, rocking chairs, and spittoons.

Occupants: Paul Simpkins (mayor; in his late sixties, a striking figure with pure-white hair and mustache; paunchy with short, stumpy legs barely strong enough to support his bulk), Wilma Simpkins (his wife; in her late fifties, petite and soft-spoken, very prim and proper), and Wilhemina Simpkins (his mother; in her nineties, she never leaves her room; she's got a nasty mouth, ready to expose her son's unethical politicking).





The Mayor knows: He's lived here in Planterstown nearly all his life and been mayor for nearly a decade. He was a member of the first group that settled here after giving up on finding the Great Salt Lake, and he feels a certain proprietorship of the town. He watched it grow from a small farming community into a booming center for trade and commerce, as he tells it. He takes great pride in Planterstown and will let nothing destroy what he has worked so hard to build. For this reason, he became a major force behind the ousting of Higgabottom and his odd fellows.

Simpkins goes out of his way to criticize Higgabottom, unconsciously striving to ease his own guilt at having driven the Newts out of town. He describes Higgabottom as a scoundrel and a cad, taking advantage of innocents and warping them into ne'er-do-wells. He even hints that Higgabottom was performing scientific experiments on his followers, which is why they were deformed.

THE PEOPLE'S BANK OF PLANTERSTOWN

Description: A stout, one-story brick building with bars on the windows and sturdy locks on the heavy oak doors. The main room has two steel-barred tellers' windows along one wall. The safe opens off the back room, near the head manager's office.

Occupants: Sheldon Marks (head manager; a self-important snob that ingratiates himself to his customers and looks down on everyone else, especially Petunia), Petunia Davis (assistant; see *Picking on Petunia*), and Bob Lund (deputy; a dark-haired young man about as sharp as a rifle butt; he's here day and night).

PERFECT PETAL TAILOR SHOP AND HABERDASHERY

Description: A smart little home. The front room is used for receiving and measuring clients, and the rest of the tastefully appointed house is used for living in.

Occupants: Julian Crane (proprietor; Englishman in his mid-thirties; bristly brown hair, clean-shaven face and perfectly tailored suits; uses a cane when he strolls through town, more for affectation than any physical need).

Julian knows: The people of the town talk about him incessantly. He's unmarried, makes ladies' clothing, and has never openly courted a woman. As an outsider, he became friends with Higgabottom's people, and with their unusual size requirements they became great customers.

He continued to visit them for a while once they moved to New Tomorrie, and he even attended Higgabottom's wake. After the good professor's resurrection, Julian quit visiting for fear of his life. He is the only person in town who knows where New Tomorrie is located, and he could lead the posse there if they gave him a good enough reason to do so.



PLANTERSTOWN CHURCH

Description: Small whitewashed building with a leaning steeple and a clanging bell. Built only three years ago, but run down.

Occupants: Rev. Cage (see *Cage Home*).

PLANTERSTOWN GAZETTE

Description: A one-story, wooden building. Occupants: Hewie Millisand (proprietor and reporter; a thin and eager man who fancies himself a muckraker; has an annoying voice that gets worse when he turns his attention to grilling you—something he loves to do to strangers).

Hewie knows: The *Gazette* is a rag, but if he can sell a big story to the *Tombstone Epitaph*, he can leave this town far behind. He's been here for three years and only knows the Newts by reputation.

The Gazette: Distributed weekly, it usually only contains reprints of posters along with local news. Some weeks, the same stories appear again, just to fill space. Copies can be had in the General Store, the bank, or either boarding house. See page 43 for the latest issue.

PLANTERSTOWN GENERAL STORE

Description: A clapboard building. The bottom floor is full of a good selection of merchandise. The top floor houses the Simpkins. A special loading dock allows customers to pull their wagons right up to the back door for pickups.

Occupants: Palmer Simpkins (proprietor; mayor's son; young, fit, and handsome; has a mean streak, but his greed prevents him from annoying his customers too much) and Deborah Simpkins (his new bride; young and pretty, Deborah landed the most eligible bachelor in town and is now trying to turn him into a human being; a genuinely nice woman).

Palmer knows: The freaks set up a town somewhere in the wilderness and come in for supplies regularly. Palmer has no idea of the place's name or location.

POKER ALL NIGHT SALOON

Description: A weatherbeaten building. Formerly the Black Horse Saloon until the sign blew down, leaving only a small sign by the door reading Poker All Night.

Occupants: Matthew "Gesundheit" Dento (proprietor and bartender; old coot that's been polishing glasses his whole life; thin and wispy, but tough as nails) and the ladies (three or four working girls that live in the rooms on the upper floor that Dento doesn't have for himself).

RUSTY NAIL BOARDING HOUSE

Description: An extremely large, four-story house with 18 rooms (six on each of the upper three floors) for rent (\$1/day, \$6/week, \$20/month), meals included.

Occupants: June and Jerry Blackwood (proprietors; middle-aged couple that enjoy their own cooking a bit too much for their waistlines' good; friendly as can be); 2d8 other residents, including their daughter Jenny (a brawny woman of 20; works for Doc Fabry (see *Doctor's Office*)).

The Blackwoods know: Good service means return customers. They had just gotten married when Higgabottom and his followers filed into Planterstown. They both remember the odd caravan and the following year during which the townspeople drove the newcomers out.

June seems somewhat sympathetic to the "poor freaks. After all, it's not their fault they're hideous." Jerry believes they were punished by God for something they did and "bore the mark of the Devil." If asked, he goes on about the terrible malformities and how they looked like they rode straight out of Hell itself.

SCHOOLHOUSE

Description: A whitewashed, one-room schoolhouse in good repair.

Occupants: Miss Hampner (teacher; an old maid with a severe hairstyle and a nasty way with a ruler) and up to 10 children.



SUMMIT SAM'S

Description: A one-room shack that serves as both bedroom and trading post.

Occupants: Summit Sam (proprietor; a crusty, ex-mountain man turned trader; big, bushy, brown beard and weather-leathered face; heaped with muscles, Sam easily totes the 100-pound bundles of hides he resells in Denver once a month).

Sam knows: "Tradin' beats trappin' any day of the week." He deals in furs, hides, and lizard skin mostly, though he's been known to pay good money for live tarantulas and rattlers. A ruthless scoundrel, it takes an Onerous (7) *persuasion* roll to keep Summit Sam from getting the better of a deal.

TELEGRAPH OFFICE

Description: A small wooden shack with a wire leading out of it. The line reaches to Denver, but getting messages past there is chancy (only 20% chance each day).

Occupants: Hewie Millisand (see *Planterstown Gazette*).

Hewie knows: Telegrams are important. He gladly scuttles down to the office at any hour to send a telegram. He has a special visor he insists on wearing and often wastes a good hour looking for it before even taking the message. Also, Hewie cannot keep a secret, and unless strongly discouraged, he accidentally repeats the message to anyone he meets.

TOWN HALL

Description: Formerly a livery, now a large building used for meetings, dances, and trials. The judge lives in the back rooms.

Occupants: Judge Harold "Hangin' Hank" Black (district judge; mean man in his sixties; full beard and head of hair; large paunch straddled by wide suspenders; works in his shirtsleeves; uses a large, brass ear-horn in a feeble attempt to overcome his poor hearing).

PART TWO: NEW TOMORRIE

The second and final part of this yarn takes the heroes into a tiny outpost in the heart of the Utah plains. Here's where they finally get to show their cards and hope they can beat Higgabottom's hand.

CHAPTER SIX: HOME SWEET HOME

Many of the residents of New Tomorrie certainly have their doubts about the good professor's sanity. Still, he's been kind to them when no one else would, and their loyalty is strong.

Unless the heroes approach the Newts' home at night, they are likely spotted by the watchers in the lookout room (see below). If so, the alarm is raised, and Higgabottom sends Wolfman Willie out to run the posse of the land.





GHOSTRIDERS

If the heroes decide to attack or refuse to leave, the Ghostriders (without their masks) rally to the Newts' defense. They're happy with just running the posse off, unless it's obvious that the heroes know the Ghostriders are here.

If that happens, Higgabottom leads a full-out assault against the heroes. They've stumbled on to his plan, and he can't permit any witnesses to survive.

More diplomatic heroes might be able to work their way slowly into the camp (perhaps over several trips) and raise some support against Higgabottom. In general, the Newts are happy folk, disturbed at Higgabottom's violent turn. Some, like Louis Tiny, might even be talked into turning against him, if he could be convinced that the professor wouldn't be hurt. This is a long row to hoe, but it could keep many Newts (and heroes) from a violent end.

In any case, Higgabottom is planning on attacking Planterstown with his diabolical device in seven days. If he realized the heroes are on his tail, he steps his timetable up, and the folk of Planterstown only have three days before he attacks.

If the posse fails to stop Higgabottom's plan, he murders the entire town, melting even the buildings into the dust. The rest of Utah can't be far behind. If the heroes save the day, few people can believe Higgabottom's device would have worked, but they're still grateful that the Ghostriders' reign of terror is at an end. If the heroes can recover the Ghost rider's masks (hidden in one of the living quarters) they can claim the reward.

BOUNTY

The posse figures out Higgabottom is behind the robberies: 2 points.

The posse discovers Higgabottom's mad plan: 2 points.

The posse manages to stop Higgabottom's evil scheme once and for all: 5 points.

MAJOR PLAYERS

The most interesting part of New Tomorrie isn't the town but its people. Thirty-five people reside here. Most came west with Higgabottom in 1859, but some were born here. All the original residents have some sort of physical abnormality.

The inhabitants of New Tomorrie avoid violence if possible. They come out spitting, clawing, and biting, though, if the posse threatens Higgabottom. It takes an Incredible (11) *persuasion* roll to get them to listen to accusations against Higgabottom.

IGNATIUS P. HIGGABOTTOM

Ignatius P. Higgabottom is a scientist with a special interest in chemistry. He first met many of his odd companions through his sister Petunia, who was born a dwarf. He watched over the years as people heaped indignations upon her. His outrage at her treatment grew, and he began to dream of a place where people like his sister could live in peace. His zeal earned him the respect of his new friends, and soon he became a moral leader to them. He convinced them to move out West for a fresh start.

Disappointed with Planterstown, Higgabottom found Haunted Canyon and established New Tomorrie. For years, he and his people lived there in peace, building the community that he had envisioned. However, after his accident, death, and subsequent resurrection, things changed.

Higgabottom is in his early forties. His face and upper body are badly scarred from the acid spray that caused his death. He limps badly, favoring his left leg. His face is puckered in deep, oozing craters. One of his eyes is partially melted, the blue of his iris bleeding into the yellow surrounding it.

His insane look makes even the toughest gunslinger think twice about pulling his horns. The first time the heroes see Higgabottom, they need an Onerous (7) *guts* roll to keep from turning tail.



PROFILE

Corporeal: D:3d8, N:2d6, S:2d10, Q:1d4, V:2d8.
Shootin': flamethrower 4d8, shootin': acid gun 4d8, horse ridin' 3d6, dodge 2d6.

Mental: C:4d8, K:4d12, M:3d12, Sm:3d8, Sp:2d12.
Artillery: cannons 4d8, scrutinize 4d8, search 4d8, demolition 4d12, science: chemistry 4d12, science: engineering 4d10, leadership 4d12, overawe 3d12, persuasion 3d12, scroungin' 3d8, tinkerin' 4d8, guts 3d12.

Gear: Flamethrower, acid gun.

Terror: 7.

Special Abilities: Harrowed.

GERARD THE GENTLE GIANT

At 8 feet tall, Gerard towers above the other Newts. His strength makes him one of Higgabottom's most useful followers, despite the trouble he has moving through the tight caverns of the complex. Gerard's hands are a sight to behold, his large, pulpy fingers able to crush a skull by themselves.

Gerard's temperate nature earned him the nickname "the Gentle Giant." He loves children especially, and when he's not smelting metal for Higgabottom, he spends his time entertaining the Newt kids.

Gerard also loves to sculpt and is quite good at it. His enormous sculptures can be seen throughout the caverns. In certain places, he has carved in the very rock walls themselves, creating designs, faces, and scenes. He is the one responsible for the carvings of the faces in the canyon walls.

PROFILE

Corporeal: D:2d4, N:2d6, S:4d12+2, Q:2d8, V:4d10.

Throwin': axes 4d4, fightin': brawlin' 4d6, drivin': horse-drawn wagon 3d6, dodge: 2d6.

Mental: C:2d6, K:1d4, M:3d4, Sm:3d6, Sp:1d10.
Arts: sculpting 4d6, scrutinize 3d6, search 3d6, languages: French 3d8, trade: metalworking 3d8, overawe 4d6, guts 3d8.

Size: 8.

Gear: Two axes dangling from his belt.

LOUIS TINY

Louis is quick to correct anyone who mispronounces his name as *tiny* instead of *tinny*. At 3' 6", Louis looks most like a little boy, despite the wrinkles on his face and his filthy mouth.

Higgabottom found Louis picking pockets in the streets of Boston and invited him to come along out West. Before Higgabottom's accident, Louis was one of his best friends, and the two spent long hours together smoking cigars, drinking whiskey, and talking about women and horses.

Now, Louis keeps mostly to himself. Although still loyal, he doesn't care for the changes he's seen in Higgabottom and could be turned against him. Even so, he refuses to allow the posse to harm Higgabottom. If he suspects this would happen, he immediately turns on them.

PROFILE

Corporeal: D:3d8, N:4d10, S:2d6, Q:2d8, V:1d12.
Filchin' 4d8, lockpickin' 4d8, sleight of hand 4d8, throwin': knives 3d8, climbin' 4d10, dodge 4d10, horse ridin' 4d10, sneak 4d10.

Mental: C:3d10, K:2d4, M:3d6, Sm:4d6, Sp:2d10.
Scrutinize 4d10, search 3d10, bluff 4d6, ridicule 4d6, scroungin' 4d6, guts 3d10.

Size: 4.

Gear: Throwin' knives (2).

THE GHOSTRIDERS

Five Newts make up the Ghostriders. They have been robbing banks for several years now. The longer it takes the law to catch them, the more their legend grows.

The five of them travel at dusk on horseback. They burn their way into the bank and vault using Higgabottom's Burning Waters. Once they have the money, they lead pursuers away from New Tomorrie. When night falls, Higgabottom picks them up with the dirigible, leaving the lawmen to scratch their noggins in disbelief. No one outside New Tomorrie has ever seen the dirigible or the Ghostriders' faces.

GHOSTRIDERS

WOLFMAN WILLIE

Covered from head to toe in a layer of curly, auburn hair, Wolfman Willie's thin, wirerim glasses shine on his face, hiding his dark, brown eyes. His teeth glow an unhealthy yellow when he smiles, the darkened edges making spikes in his mouth.

Despite appearances, Willie is well-read and intelligent. The other Newts look up to him and recognize him as Higgabottom's second in command. He thinks of himself as a scholar and can often be heard spouting inane truisms. His philosophies are warped. A touch of Higgabottom's insanity has affected him too.

PROFILE

Corporeal: D:3d4, N:3d6, S:2d12, Q:4d6, V:3d8. Shootin': flamethrower 4d4, dodge 3d6, sneak 4d6.

Mental: C:4d12, K:3d8, M:3d10, Sm:3d10, Sp:2d10. Scrutinize 4d12, search 4d12, academia: philosophy 4d8, medicine: general 3d8, science: physics 3d8, leadership 4d10, overawe 3d10, persuasion 3d10, guts 3d12.

Gear: Flamethrower, compass.

MAURICE THE LIZARD MAN

Maurice is perfectly normal but for his stunted legs and arms that hang straight away from his torso. He also suffers from a smooth, scaly skin condition on his entire body. Still, his skin is as thin as anyone's; if you prick this unusual man, he bleeds.

Although Maurice waddles when he moves, he is one of the most dexterous of the Ghostriders. His small, flat nose sits above a wide, thin-lipped mouth. His eyes are large and green, bulging from his face. They can become quite intimidating when he turns his steely glare upon someone.

Maurice wears a saber on his hip when he's not bank robbing. Despite his strange looks, he fancies himself somewhat of a ladies' man, and he adores heroic tales of pirates and swashbucklers. He even taught himself to fence, which sometimes shows.

PROFILE

Corporeal: D:2d6, N:3d8, S:3d8, Q:4d8, V:4d12. Shootin': flamethrower 3d6, climbin' 4d8, dodge 3d8, fightin': fencin' 3d8, sneak 3d8, swimmin' 3d8.

Mental: C:2d8, K:1d4, M:3d10, Sm:1d12, Sp:3d6. Overawe 3d10, scroungin' 2d12, survival: mountain 1d12, guts 4d6.

Gear: Saber, flamethrower.

MATILDA THE BEARDED LADY

Matilda's eyes sparkle midnight blue. Her pert nose turns up slightly at the end, and her full lips have a rosy blush. Rather buxom, she sways when she walks, her feminine hips rounded in contrast to her slim waist. Her thick, red hair hangs to the middle of her back, flowing in silken waves to mingle at the ends with her equally long beard.

Matilda learned her way around a pistol as a child, and she was outshooting, outriding, and generally outdoing the local farmboys when she was still no taller than a thistle.





Before hooking up with Higgabottom, Matilda worked as a hired gun, a bounty hunter, and a farmhand. She has a son, Joseph Junior, aged 16, who was born a perfect (only slightly hairy) child, with his mother's sharp eyes and his father's strong chin.

PROFILE

Corporeal: D:3d12, N:2d10, S:2d12, Q:2d12, V:3d6. Fannin' 4d12, shootin': pistol 4d12, shootin': acid gun 3d12, dodge 3d10, fightin': whip 3d10, horse ridin' 3d10, quick draw: pistol 2d12.

Mental: C:4d8, K:2d4, M:3d8, Sm:3d10, Sp:3d6. Scrutinize 4d8, search 4d8, trackin' 4d8, animal handlin': bronco bustin' 3d8, leadership 3d8, overawe 3d8, tale-tellin' 4d8, gamblin' 4d10, guts 4d6.

Gear: .44 Army pistol (2), whip, acid gun.

BILLY THE BOAR

So named for the two large tusks that protrude from his bottom jaw, Billy the Boar has a tussle of dark, brown hair on his head, and beady eyes set close together over a turned-up nose. His stocky body is all muscle, from his broad shoulders to his thick legs. He speaks with a lisp, caused mostly by the tusks.

Billy's bitter about how most people treat him, but he covers it with a brave facade. Little ever gets him down.

PROFILE

Corporeal: D:2d10, N:1d10, S:3d12, Q:2d8, V:3d8. Shootin': shotgun 3d10, fightin': brawlin' 2d10, horse ridin' 2d10, dodge 3d10.

Mental: C:2d8, K:1d4, M:2d8, Sm:1d10, Sp:3d8. Scrutinize 2d8, overawe 3d8, guts 4d8.

Gear: Double-barrel shotgun.



RATTLER

Nearly seven feet tall and rail-thin, Rattler slouches at the shoulders, his head thrusting forward at the end of his long neck. His large, wide-set eyes flit from one thing to the other, never resting in one place. His arms hang nearly to his knees.

Rattler is double-jointed and can curl himself into a ball or twist himself around in places no normal man could ever fit. Often the first indication anyone has of his presence is the soft, dry sound from the rattlesnake tails attached to his belt.

PROFILE

Corporeal: D:3d12, N:3d10, S:1d12, Q:4d12, V:2d6.
Shootin': pistol 4d12, speed-load: pistol 3d12, climbin' 4d10, dodge 3d10, fightin': wrasslin' 3d10, horse ridin' 3d10, sneak 4d10, quick draw: pistol 4d12.

Mental: C:4d8, K:1d6, M:3d6, Sm:2d10, Sp:4d4.
Scrutinize 4d8.

Gear: .44 Army pistol (2).

NEW TOMORRIE

New Tomorrie is located in a box canyon at the foot of Mt. Ellen. Its steep cliffs rise over 50' high on three sides. A nest of caverns in the canyon houses the Newts. Hot air powers everything, including the pump that draws water from an underground stream.

Higgabottom burns hydrogen, sending great bursts of flame out small exits in the canyon walls, which gives the canyon its reputation. These bursts help turn the windmills raised along the clifftops at night. The entire community is designed to be well-hidden during the day and spooky at night. Higgabottom doesn't want any interlopers interfering in his grand scheme.

DIRIGIBLE HANGER

Description: A cave hidden behind an outcrop of rock. Make an Onerous (7) scrutinize roll to find it.

Occupants: None.

Secrets: Odd bits of metal and wood and cloth are scattered around this cave. (They comprise the dismantled dirigible.) To figure out what it is takes an Incredible (11) *science* or *tinkerin'* roll.

THE GATHERING ROOM

Description: This large room serves as the meeting place where Higgabottom delivers his speeches to his people. The Newts also use it as the main dining area and as a dance hall during celebrations.

Occupants: By day, 2d8 Newts are here. At night, there are only 1d4.

HIGGABOTTOM'S PERSONAL LIBRARY AND STUDY

Description: If it wasn't in a cave, this place would fit well in a mansion. It's got rather nice, comfortable leather furniture, several large bookcases, and a desk covered with papers and blueprints.

Occupants: Higgabottom is usually here.

Secrets: With an Incredible (11) *science* or *tinkerin'* roll, a posse member could figure out from the blueprints what it is Higgabottom has up his sleeve.

THE HYDROGEN ROOM

Description: A cave filed with giant metal tanks of hydrogen. Tubes run between the tanks and the walls.

Occupants: Normally, no one's here. This place is dangerous. However, some Newts might hide here if things look rough.

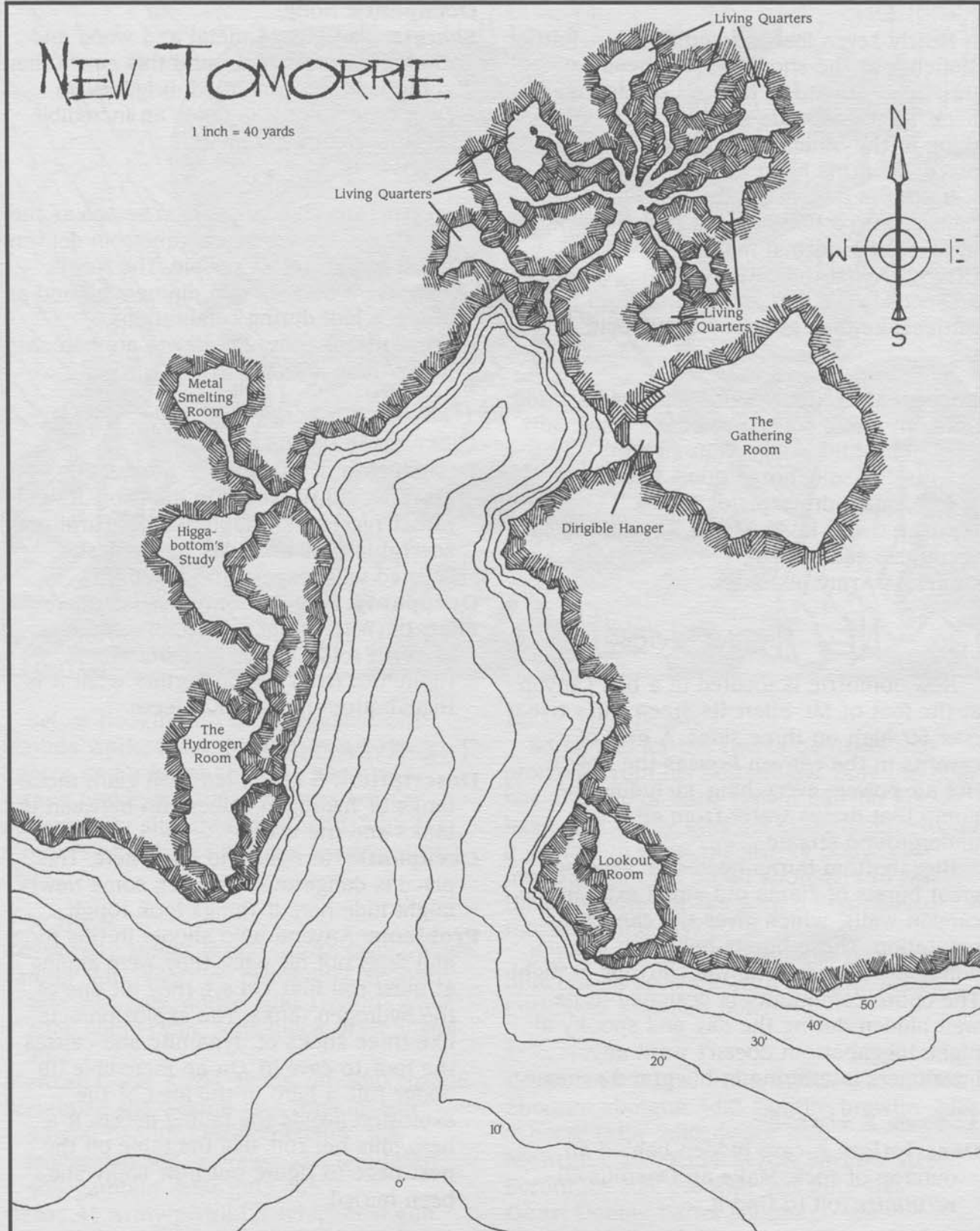
Problems: Anyone who shoots in this room and does not hit what they were aiming at must roll 1d10. On a 1, they hit one of the hydrogen tanks. The explosion acts like three sticks of dynamite and causes the roof to cave in. On an Incredible (11) *dodge* roll, a hero in the area of the explosion avoids the falling debris. If a hero fails her roll, use the table on the next page to figure out how badly she's been buried.



GHOSTRIDERS

NEW TOMORRIE

1 inch = 40 yards



MARSHAL: 40

GHOSTRIDERS

CAVE-IN TABLE

Blew It By Result

- 10-7 Take 3d10 damage. Hope yer friends can dig ya out—yer stuck good!
- 4-6 Take 2d10 damage. You can get out all by yer lonesome with an Onerous (7) *Strength* roll. Good luck!
- 1-5 Take 1d10 damage. Squirmin'll get ya out without too much trouble.

LOOKOUT ROOM

Description: A hidden cave (takes an Incredible (11) *scrutinize* roll to find it) which provides an excellent view of the surrounding territory through a small "window" on the south side of the cave.

Occupants: Two Newts on lookout duty, day or night. Higgabottom's here if he's hiding from the heroes.

LIVING QUARTERS

Description: A series of small caverns leading to pockets of open rooms provide the Newts with private living spaces partitioned off with curtains and wooden doors. They each have their own room, some larger than others. The Newts have furnished these and some are even cozy.

Occupants: By day, only 1d2 Newts are in each room. At night, there are 1d2+2.

METAL SMELTING ROOM

Description: A good-sized cave containing a great forge for creating metal pieces for Higgabottom's infernal device. A great fire burns hot at all times here, adding a red glow and a sweltering heat to the cavern.

Occupants: Gerard the Gentle Giant (see *Major Players*) is here during the day, forging new pieces for Higgabottom's infernal machine with an assistant or two. At night, one Newt is always here to tend the fire.

NEW GEAR

One fancy new piece of equipment in this yarn requires a bit of explaining.

HIGGABOTTOM'S BURNING WATERS SHOOTER

Higgabottom has devised a hand-held gun that sprays a diluted solution of acid at a hapless target. Matilda carries one when she rides with the Ghostriders. Reports of this 'magical' weapon abound, people claiming the Ghostriders can burn without fire and destroy with a touch.

The acid gun's squeaking metal pumps and tubes are lined with an alloy unaffected by the corrosive properties of the acid. The acid is held under pressure in the main tank until the trigger is depressed.

The acid gun holds 20 shots and fires 1d6 shots at a time. The range of the spray is 3 yards. Acid shoots from the weapon in a fanlike spray 3 inches wide at the nozzle, spreading out 2 feet wide at the other end. The bearer rolls her *shootin': acid gun* attack versus every target in the fan.

The damage caused by the acid gun is 1d10 times the number of shots fired. The damage dice are added together, but any wounds caused are applied to separate hit locations. Do not ignore bonus damage for hits to the noggin or gizzard. Roll the extra dice after you figure where the wounds are.

The acid gun is a high-risk weapon to carry. Bullets that hit the user in the upper guts from the side or behind have a 1 in 4 chance of damaging the acid tank. This causes the acid to spill out upon the user, doing damage of 1d10 times the number of shots left in the tank.

HIGGABOTTOM'S ACID GUN

Weapon	Shots	Speed	ROF	Range	Damage
Acid gun	20	1	1d6	3	1d10/shot

Reliability: 18



GHOSTRIDERS

BOOT HILL

BILLY THE BOAR

Attack:

Double-barrel shotgun 3d10/2d6+4d6
Brawlin' 2d10/3d6

Defense:

Brawlin' 2

Hits: 30

GERARD THE GENTLE GIANT

Attack:

Thrown ax 4d4/(4d12+2)+2d6
Ax 4d6/(4d12+2)+2d6

Defense:

Dodge 2d6
Brawling 4

Hits: 40

IGNATIUS P. HIGGABOTTOM

Attack:

Flamethrower 4d8/1d10 per shot
Acid gun 4d8/1d10 per shot

Defense:

Dodge 2d6
Brawling 2

Hits: 30

Special Abilities:

Harrowed

MATILDA THE BEARDED LADY

Attack:

Acid gun 3d12/1d10 per shot
Army pistol 4d12/3d6

Defense:

Dodge 3d10

Hits: 30

MAURICE THE LIZARD MAN

Attack:

Flamethrower 3d6/1d10 per shot
Saber 3d8/3d8+2d8

Defense:

Dodge 3d8
Saber 5

Hits: 35

NEWT

Attack:

Pistol 2d6/3d6

Defense:

Brawling 2
Dodge 2d6

Hits: 30

RATTLER

Attack:

Army pistol 4d12/3d6
Brawlin' 3d10/1d12

Defense:

Dodge 3d10

Hits: 30

THUGS

Attack:

Pistol 2d6/3d6

Defense:

Brawling 2
Dodge 2d6

Hits: 30

LOUS TMY

Attack:

Thrown knife 3d8/2d6+2d6

Defense:

Dodge 4d10

Hits: 20

SHERIFF ODI TYLER

Attack:

Pistols 4d10/3d6
Rifle 4d10/4d8

Defense:

Dodge 4d8
Brawling 3

Hits: 35

WOLFMAN WILLIE

Attack:

Flamethrower 4d4/1d10 per shot

Defense:

Dodge 3d6

Hits: 25



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Final Edition

Martha and Frances Have Baby Number 6

Reported by Hewie Millisand

It's a boy! That's right, folks. Martha and Frances have dunnit again. They'd like to invite all their friends and neighbors—that's all of you folks reading this fine paper—to the christening this Sunday at the Planterstown Church. Come show 'em how proud we are of 'em!

Pheasant Gulch Man Mulched in Unpleasant Robbery

Reported by Hewie Millisand

Several weeks ago, the Ghostriders landed in Pheasant Gulch, knocking over the bank there for lots of money. As they were leaving, the masked men rode out in a cloud of dust, riding over Mister Clarence Smith, sending him sprawling into their dust.

Mr. Smith described the incident thus: "I thought I was a dead man. Sure enough, there they were right over me, and I could see right up into the bellies of their horses. One of them robbers looked down at me and laughed, I swear. I could see it in his eyes. Blasted if I wasn't facing the grim reaper hisself."

Fortunately, Mr. Smith walked away from the incident unharmed, unlike the 5 deputies killed as the Ghostriders stormed the bank. The whole place went up in smoke, and then, as they mysteriously do each time, the robbers disappeared into thin air. Take a close look at the artist's rendition reprinted below for your perusal and if you see this here fella or any of his friends, give the sheriff a holler.



Swedish Singer Jenny Lind Comes to Planterstown

Reported by Hewie Millisand

World-renowned singer Jenny Lind, from Swedenland, will be coming to Planterstown early next month. It is one stop on her world tour, so everybody come out and show her a real, warm, Planterstown welcome!

The tickets are only twenty-five cents at the door and a temporary stage will be set up in the Town Hall. If you like, you can get them in advance down at our offices. Miss Lind is appearing under the management of Mr. P.T. Barnum and will continue on to Denver and parts west from here.



GREMLINS



It seems the same gremlins that sometimes sneak into mad scientists' most amazing contraptions slipped into the *Deadlands* rulebook as well. You never can seem to get rid of them all, but we think we've caught most of the ornery varmints. In the meantime, this should fix up the damage they did while they were mucking around.

Page 31: When you draw a Joker, immediately draw another card to determine your Trait's Coordination.

Page 48: The costs for a Hankerin' are 1 or 3, depending on how bad it just happens to be. The table's correct, even if the header isn't.

Page 54: The second part of "Big Ears" should read: "A character with the *big ears* Edge adds +2 to any Cognition rolls in which hearing comes into play."

Page 65: The Range Increment for the pistols should be 10 (as it is in the combat chapter and "The Whole Enchilada" example). Derringers and thrown knives have a Range Increment of 5.

The Rate of Fire for double-barrel shotguns and scatterguns is 2.

Thrown knives do STR+1d6 damage.

Page 67: A regular holster costs \$3, and a quick draw holster runs \$11.

Page 73: The Mad Scientist's *science: engineering* score is 3, and *mechanically inclined* costs 1. The good professor's picture accidentally got placed over the numbers.

Page 85: Contrary to what the Action Complexity Table says, making a stun check does require an action.

Page 100: This wasn't an error, but we want to be clear. The damage for a hand-to-hand attack is a regular *Strength* roll added to the damage dice of the weapon.

For instance, your character with 3d10 *Strength* stabs some ornery critter with a Bowie knife (*Strength*+2d6 damage). Roll her *Strength* (say you get 3, 5, and 9) and then roll 2d6 (say your total is 8). The total damage is 17.

Page 113: The areas listed in black are states. The areas listed in red italics are territories.

Page 132: A line got cut out of the *soul blast* hex. The huckster's "to hit" score is the total he rolls to cast the hex. For instance, if you roll an 11 on your *soul blast*, your "to hit" score is 11, and you get 2 extra cards for your effect. Called shot and other "to hit" modifiers are subtracted from the huckster's total for purposes to hit, but not for determining the number of cards drawn.



Also, the minimum hand is a pair, and a flush causes 7d10 damage.

Page 138: A mind control device is listed twice on the Gizmo Construction Table. Leave it in the straight flush category, and strike it from the royal flush part.

Page 141: When a flamethrower explodes, it's not really as deadly as we made it out to be. The person wearing the device still takes 1d10 damage for each shot still in the tank. The number of dice is halved for victims within 10 yards, halved again for people within 20 yards, and so on.

A flamethrower with 20 shots still in it explodes. The wearer takes 20d10 damage. A cowpoke 15 yards away takes 5d10.

Page 152: Just to clarify, appeasement points can't be stored up. Once you perform a ritual, you have to ask for a favor right away.

Page 156: The real Scar ritual table:



Size	Speed	TN	Damage
Small Scar (1-3")	1	7	1d6 Wind
Large Scar (4"+)	2	5	2d6 Wind

Page 159: The real Vision Quest table:



Appeasement	Information Requested
2	A minor matter such as the success or failure of a crop, marriage, birth, etc.
5	A matter of some import, such as a clue to the identity of a murderer or a hint as to the weakness of an abomination
10	A major matter such as the outcome of a proposed raid or whether someone might speak the truth at an important negotiation.

Page 168: Soul Eater: The last paragraph should read: "The amount of Wind the power steals is determined the level of the power the Harrowed is using." By the way, it costs the Harrowed nothing to actually use the power.

Chapter Fifteen: Just to make things absolutely, no-possible-means-of-confusion clear: A critter's or abomination's Nimbleness is equal to its Pace unless its got a different Pace listed in its description.

Page 221: The Backlash Table refers to page XXX. In this case, XXX is a secret code for the number 219.

The Character Sheet: There's a small difference between the character sheet in the back and the one page 59-60. The one on page 59-60 is the right one. The only real difference, fortunately, is the color codes for the different wound levels. If you use the colored vinyl paper clips to keep track of wounds, make sure you use the right chart. In any case, we've got a fresh sheet in the back of this book.



Name

DEAD LANDS

TM

Occupation

Ammo 1

MENTAL

d○ COGNITION

Artillery
Arts:
Scrutinize
Search (1)
Trackin'

Ammo 2

d○ KNOWLEDGE

Academia:
Area Knowledge:
Home County (2)
Demolition
Disguise
Language:
Native Tongue (2)
Medicine:
Professional:
Science:
Trade:

Ammo 3

d○ MEN

Animal Handlin'
Leadership
Overawe
Performin':
Persuasion
Tale Tellin'

d○ SMARTS

Bluff
Gamblin'
Ridicule
Scroungin'
Survival:
Tinkerin'

d○ SPIRIT

Faith
Guts

CORPOREAL

d○ DEFTNESS

Fannin'
Filchin'
Lockpickin'
Shootin':
Shootin':
Sleight o' Hand
Speed Load
Throwin':

d○ NIMBLENESS

Climbin' (1)
Dodge
Drivin'
Fightin':
Horse Ridin'
Sneak (1)
Swimmin'
Teamster

d○ STRENGTH

d○ QUICKNESS

Quick Draw
Tinkerin'

d○ VIGOR

EDGES & HANDRANCES

WOUND KEY

Light White
Heavy Yeller
Serious Green
Critical Red
Maimed Black

GRT

WOUNDS

Head

Right Arm

Left Arm

Guts

Right Leg

Left Leg

SHOOTN' IRONS & SUCH

Weapon	Shots	Speed	ROF	Damage	Range

Weapon	Defense	Speed	Damage
Fist	—	1	

WIND (VIGOR N' SPIRIT)

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34

Occupation

DEAD LANDS™

Name

Ammo 1

ARCANE ABILITIES

Favor/Hex/Ritual Speed Duration Range Trait TN Appeasement Notes

Ammo 2

Ammo 3

BOUNTY

FATE CHIPS

White: _____
Red: _____
Blue: _____

YOUR WORST NIGHTMARE

WOUNDS

EQUIPMENT

Head

Right

Arm

Left

Arm

Guts

Right

Leg

Left

Leg

WIND (VIGOR N' SPIRIT)

34 33 32 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1



TM

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MARSHAL LAW

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