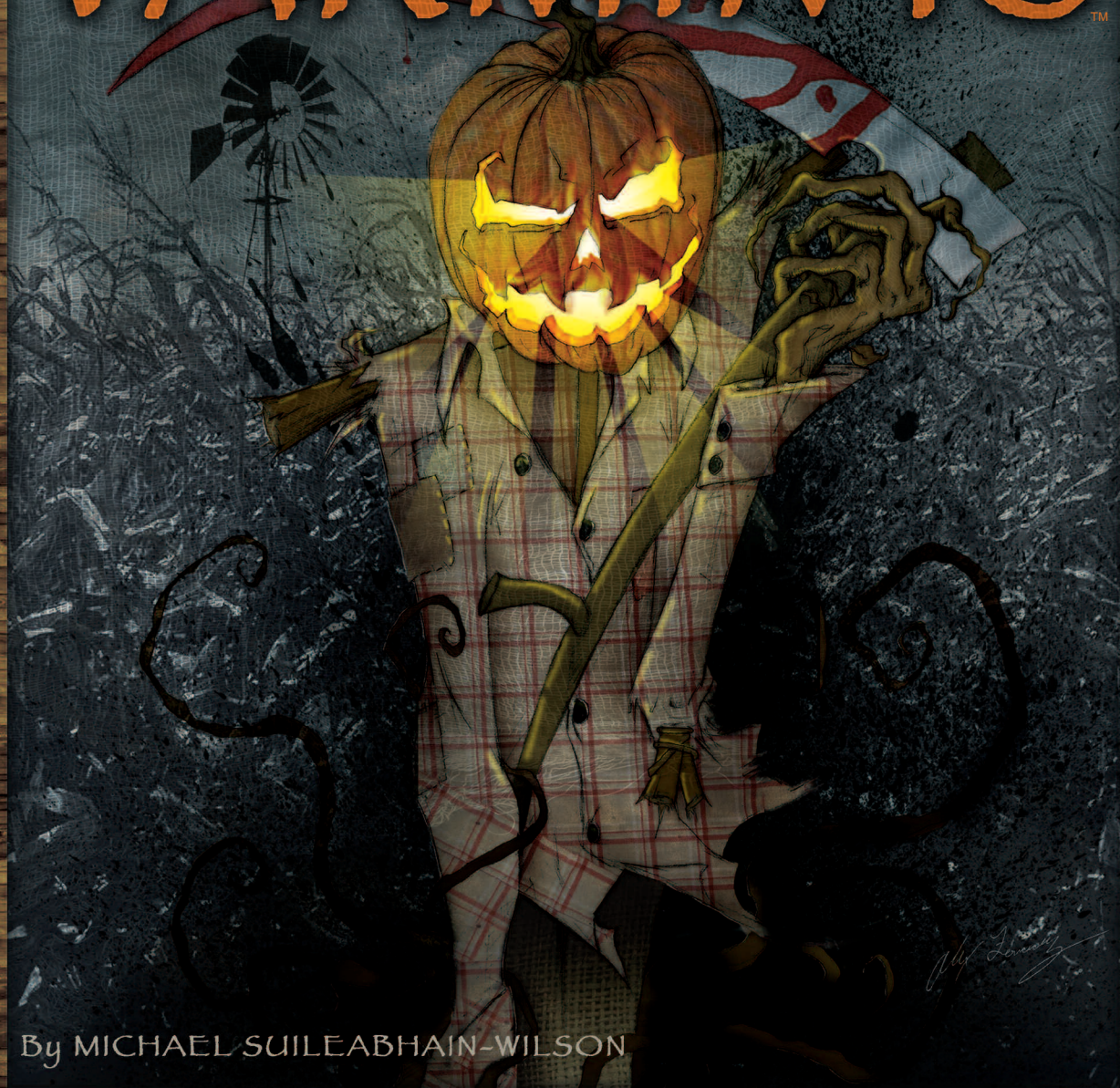


G U R P S[®]



VARMINTS[™]



By MICHAEL SUILEABHAIN-WILSON

STEVE JACKSON GAMES

GURPS®

DEADLANDS™

VARMINTS™

By Michael Suileabhain-Wilson

Based on the award-winning *Deadlands* game by Shane Lacy Hensley

Edited by Andrew Hackard

Cover by Alex Fernandez ♠ Illustrated by Pinnacle Entertainment Group



GURPS System Design ♠ STEVE JACKSON
GURPS Line Editor ♦ SEAN PUNCH
GURPS Project Manager ♥ STEVEN MARSH
Page Design ♣ HEATHER OLIVER
Production Artist ♦ JUSTIN DE WITT
Art Direction ♦ PHILIP REED
Chief Executive Officer ♣ PHILIP REED
Chief Creative Officer ♠ SAM MITSCHKE
Chief Operating Officer ♦ SUSAN BUENO
Director of Sales ♥ ROSS JEPSON
GURPS FAQ Maintainer ♣
VICKY “MOLOKH” KOLENKO
Character Checker ♣ DEVIN L. GANGER

Playtesters: Frederick Brackin, Joe Chaparro, Tyler Childers,
J.C. Connors, Brian Hogue, Hunter Johnson, Kenneth Peters,
and Ralf Tschulena

GURPS, Warehouse 23, and the pyramid logo are registered trademarks of Steve Jackson Games Incorporated. *Varmints*, *Pyramid*, and the names of all products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license.

“*Deadlands*” is a trademark of Great White Games (DBA Pinnacle Entertainment Group) and is used under license. *Deadlands* characters are copyright © 2001, 2020 by Great White Games. All rights reserved. *GGURPS Deadlands: Varmints* is copyright © 2003, 2020 by Steve Jackson Games Incorporated. All rights reserved. Some art copyright www.arttoday.com.

The scanning, uploading, and distribution of this book via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the author's rights is appreciated.

PDF: stock # 30-6762 • Version 1.1 – April 2020

STEVE JACKSON GAMES

CONTENTS



INTRODUCTION	4
About the Author	4
About <i>GURPS</i>	4

1. CHARACTERS

ADVANTAGES, DISADVANTAGES, AND SKILLS	6
Advantages	6
New Advantages	7
Disadvantages	7
Skills	7
TEMPLATES	8
Buffalo Hunter	8
Coroner's Assistant	8
Dogcatcher	9
Explorer	9
Field Researcher	10
Guide	10
Trophy Hunter	10
Wrangler	11
LENSES	11
Mad Scientist	11
Texas Ranger Wrangler	12
Agency Exterminator	12
MONSTERS AS CHARACTERS	12
Monster Templates from <i>Weird West</i>	12
INTERESTED PARTIES	13
The Explorers Society	13
<i>The Society as a Patron</i>	13
The Twilight Legion	14
<i>The Twilight Legion as a Patron</i>	14
The Tombstone Epitaph	14
<i>The Epitaph as a Contact or Patron</i>	14
The Agency	15
The Texas Rangers	15
The United States Corps of Topographical Engineers	15
TERATOLOGICAL THEORIES	15
There's No Such Thing as Monsters	16
It's a Conspiracy	16

New Frontiers	16
Unknown Principles	16
The Traditional Supernatural	16
Armageddon	16
The Truth	16

2. ABOMINATIONS

FEARMONGERS	18
Agent Provocateur	18
<i>Craftiness</i>	18
Bogie Man	18
Buffalo Man	19
Chinese Ogre	19
<i>Chinese Ogres as Player Characters</i>	19
Dark Beast	20
Demon	20
Faminate	22
Gabriel Hound	22
Headless Horseman	22
Hoodoo	23
Horned Serpent	23
Hunger Spirit	24
Living House	24
Muleskinner	25
Night Raven	25
Plague Rider	25
Really Bad Dog	26
Scarecrow	26
Sin Eater	27
Terrormental	28
<i>Terrormental Black Magic Spells</i>	28
The Thing Under the Bed	29
Tomb Guardian	29
Tommyknocker	29
Troll	30
Uktena	30
Will o' the Wisp	30
IMPOSTORS	31
Braincrawler	31
Canker	31
Gaki	32
Skinwalker	33
CORRUPTIONS	33
Chupakabara	33
Earth Warrior	34
Flesh Jacket	34



<i>Becoming an Earth Warrior</i>	34
Flying Wendigo	35
Nagual	35
<i>Naguals as PCs</i>	35
Poison Woman	36
<i>Quick-and-Dirty Shapeshifting</i>	36
Pox Walker	36
Skinshifter	37
Stone Man	38
Two-Faces	38

Weeping Widow	38
CRIMES AGAINST NATURE	39
Animal Man	39
<i>Animal Men as Player Characters</i>	40
Automaton	41
Clockwork Tarantula	41
<i>The Poor Man's Automaton</i>	41
Doom Cloud	42
Patchwork Man	42
<i>Grafted Limbs</i>	42
Patchwork Wasp	43
NEW ABOMINATIONS	43
Bear Lake Monster	43
Bookburner	44
Bubble	44
Feverish	45
Overseer	46
Perfidious Mirror	47
Phrenomesmeric Zombie	47
<i>Phrenomesmerically Adjusted PCs</i>	48
Printer's Devil	49
Saguaro	49
Senescent Zombie	50
Uninvited Guest	50



3. LIVING DEAD

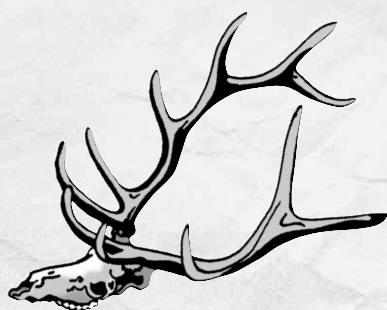
Common Undead Abilities	52
ZOMBIES	52
Bloat	52
<i>Plantagrato</i>	52
Crater Demon	53
Desiccated Dead	53
Feral Walkin' Dead	54
Frozen Dead	54
Howler	54
Mud Man	55
Orphaned Head	55
Pool Guardian	56
Raider	56
Ratcatcher	57
Skeleton	57
Slitter	58
<i>The Rural Cemetery Movement</i>	58
Undead Animal	58
MANITOU VESSELS	58
Bone Fiend	58
Colony Glom	59
Glom	60
Hand	60
Scrap Glom	61

CONTENTS

TERRITORY
ATTACHED TO ARKANSAS



Scrap Fiend	62
Walkin' Fossils	62
More Walkin' Fossils	62
MUMMIES	62
Aztec Mummy	63
Egyptian Mummy	63
Mummies as Player Characters	63
VAMPIRES	64
Baobhan Sith	64
Baobhan Sith as PCs	64
Cinematic Vampire	64
Cinematic Vampires as PCs	65
Gyonshee	65
Nosferatu	66
Nosferatu Ancient One	66
Penanggalan	67
Ustrel	67
Wampyr	67
GHOSTS	68
Banshee	68
Crying Ghost	68
Haunt	69
Mourning Mist	69
Phantom	70
Poltergeist	70
Shade	71
Specter	71
Tarnished Phantasy	72
UNIQUE UNDEAD	72
Black Regiment	72
The Black Regiment in Mass Combat	72
Union Pride Ghost Train	73
Van Horn's Ghost	73
NEW UNDEAD	74
Noxious Dead	74
Railrunner	74
Smoke	75



4. MONSTROUS CRITTERS	76
BEASTS OF THE AIR	77
Humbug	77
Piasa	77
Pit Wasp	78
Texas Skeeter	78
BEASTS OF THE LAND	79
Carcajou	79
Catamount	79
Catamounts as Characters	79
Cemetery Wolf	80
Chinook	80
Darkblob	80
Darkling	81

Dread Wolf	81
Duster	82
Husker	82
Mexican Dragon	83
Murderous Horde	83
Prairie Tick: Queens and Hatchlings	84
Terrantula	84
Gargantuan Terrantulas as Characters	85
Tunnel Critter	86
Wolfling	86
Wolflings as PCs	87
BEASTS OF THE WATER	87
Archeron Bay Kelp	87
Blob	87
Blood Shark	88
Devil Ray	88
Dweller in the Muck	88
Hellfish	88
Mudsucker	89
Nibbler	89
River Leviathan	89
Sand Viper	90
Sewage Leviathan	90
Siren	90
PLANTS	91
Bloodwire	91
Saddle Burr	91
Tangler	91
NEW ANIMALS	92
Arkansas Blue	92
Dillo	92
Hive Buffalo	93
Vitriolecat	93

5. LEGENDARY PEOPLE	94
The Aces	95
Ernesto Silverio de Acevedo	95
The Angel of Death	96
Father Gilberto Candaliero	96
El Diablo Negro	97
El Diablo Rojo	98
Lt. George Dixon	98
Dracula	99
The Faceless Man	99
Dr. Athanasius Forester	100
Victor Frankenstein	100
Frankenstein's Monster (Adam)	101
The Ghost	102
The Hangin' Judges	102
The Judges' Revolvers	102
John Henry	105
John Henry's Hammers	105
The Hermit Terrantula	106
Joaquin Murieta	107
Papa Rattlesnake	107
Petrov	108
Petrov's Bowls	108
Shocks with a Fan	108
Springheel Jack	109
ANTAGONISTIC PEOPLES	109
The Law of the Ocean	109
Were-Sharks as PCs	110
Wave Shadows as PCs	111
Channel Chompers	111
Channel Chompers as PCs	112

The Wakansicas	113
Wakansica Technology	114
Playing a Wakansica	115
The Mound Builders	118
The Black Sun	119
The Bone Spear of Gyticheppa	121
Living Legends	121
Storytellers and Living Legends	123

6. CAMPAIGNS	124
CAMPAIGN IDEAS	125
Explorers	125
Twilight Legion	125
Guides	125
The Legion's Finest Hour	125
Troubleshooters	126
Kids	126
Monsters	126
ADVENTURE SEEDS	126
Grave Robbing	126
So What Do You Do with a Dead Mojave Rattler?	126
CROSSOVERS	127
Atomic Horror	127
Uplift	127
Bunnies & Burrows	127
Imperial Rome	127

INDEX	128
--------------------	------------



INTRODUCTION



People have different opinions about when the Reckoning began: on the battlefield at Gettysburg, when the Last Sons killed the last Old One, or when the Great Quake tore open the earth and brought ghost rock to the world. Historians can argue all they want, but the common man knows the truth. The Reckoning isn't some stage show where the curtain rises promptly at eight. Every person's Reckoning begins at a different time, and deep down everyone knows exactly when that is.

The Reckoning begins the first time you see a monster.

Monsters *are* the Reckoning. They are the fears of men, walking around in the flesh. Everything else is just frosting. If the Reckoners are going to beat mankind, they're going to do it with monsters. And if mankind is going to beat the Reckoners, they're going to have to start by cleaning out all the varmints.

Load your Winchester and pack a lunch. It's time to go hunting.

This book contains over 300 new creatures for use in your **GURPS Deadlands** campaign, some of which are new monsters never seen in any **Deadlands** supplement. It also discusses organizations in the Weird West interested in monsters, monster-oriented campaigns, and character types involved with strange and unusual creatures, as well as rules for playing many of these creatures as PCs.

GMs will need the **GURPS Basic Set**, **GURPS Compendium I**, and **GURPS Deadlands: Weird West**. **GURPS Bestiary** may be useful, but is not required.



ABOUT THE AUTHOR

Michael Suileabhain-Wilson has been writing gaming material since entering the cold, hard working world four years ago. His previous work includes an assortment of articles and reviews, as well as the **GURPS Deadlands** Conversion Notes and **GURPS Deadlands: Hexes**. Besides gaming, his interests run the gamut of ways to interact with food, books, and people. Professionally, he dances a deadly minuet with carpal tunnel syndrome, testing video games by day and writing freelance by night. He lives south of San Francisco with his fiancée, many hypothetical cats, and a fabulous sofa.

ABOUT GURPS

Steve Jackson Games is committed to full support of **GURPS** players. We can be reached by email: info@sjgames.com. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Resources include:

New supplements and adventures. **GURPS** continues to grow – see what's new at gurps.sjgames.com.

Warehouse 23. Our online store offers **GURPS** print items, plus PDFs of our books, supplements, adventures, play aids, and support . . . including exclusive material available only on Warehouse 23! Just head over to warehouse23.com.

Internet. To discuss **GURPS** with our staff and your fellow gamers, visit our forums at forums.sjgames.com. You can also join us at facebook.com/sjgames or twitter.com/sjgames. Share your brief campaign teasers with #GURPShook on Twitter. Or explore that hashtag for ideas to add to your own game! The **GURPS Deadlands: Varmints** web page can be found at gurps.sjgames.com/books/deadlands/varmints.

Store Finder (storefinder.sjgames.com): Discover nearby places to buy **GURPS** items and other Steve Jackson Games products. Local shops are great places to play our games and meet fellow gamers!

Bibliographies. Bibliographies are a great resource for finding more of what you love! We've added them to many **GURPS** book web pages, with links to help you find the next perfect element for your game.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Errata pages for **GURPS** releases are at sjgames.com/errata/gurps.

PAGE REFERENCES

Rules and statistics in this book are specifically for the **GURPS Basic Set, Third Edition**. Any page reference that begins with a B refers to the **GURPS Basic Set** – e.g., p. B102 means p. 102 of the **GURPS Basic Set, Third Edition**. Page references that begin with CI indicate **GURPS Compendium I**. Other references are BE for **GURPS Bestiary**, CII for **GURPS Compendium II**, D:H for **GURPS Deadlands: Hexes**, DL for **GURPS Deadlands: Weird West**, and G for **GURPS Grimoire**. The abbreviation for *this book* is D:V. For a full list of abbreviations, see p. CI181 or the updated web list at gurps.sjgames.com/abbrevs.html.



CHARACTERS



LOSTON

In the Weird West, everyone has to learn how to deal with varmints. On the frontier, unholy critters – the likes of which have never been seen – are a daily occurrence. Back East, where things aren't quite so weird, people still make sure not to walk by the old graveyard late at night. Some folks, however, decide to do more than just get by. They choose to step up and take on the mess of critters that afflict the human race – hunting them, taming them, or just getting rid of them at any cost.

ADVANTAGES, DISADVANTAGES, AND SKILLS

In a land where unwanted visitors can include not only a scorpion in your boot and a rattlesnake in your sleeping bag, but a giant rat in your basement and a zombie in your closet, the usual rules tend to change a bit to accommodate those unwanted critters. To reproduce the wide range of monsters found in *Deadlands*, some traits have to be stretched a bit, and some abilities have to be introduced that aren't in the core books.

ADVANTAGES

ANIMAL EMPATHY

SEE P. B19

Animal Empathy is invaluable in a game that focuses on the unusual creatures of the frontier. For the purposes of the reaction roll bonus granted by Animal Empathy, almost everything in the *Monstrous Critters* section (see pp. 76-93) counts as a wild animal. The rest of the book is dedicated either to intelligent creatures, the undead, or unnatural beasts deliberately created by evil powers. The GM may rule that other monsters count as animals for this purpose; essentially, any nonsapient being who has some role in an ecosystem might be affected by Animal Empathy.

BEAST-KIN

SEE P. C121

Like Animal Empathy, Beast-Kin can be extremely useful for folks going up against a wilderness full of strange creatures. However, Beast-Kin is a double-edged sword. The prohibition against killing animals can be challenging when facing a beast like a catamount (see p. 79), which seems like a natural animal but is much more devious and evil than a normal beast.

Beast-Kin get a +2 reaction bonus from any creature which is not sufficiently natural or nonsapient to count as a wild animal, but is essentially animal in character, such as Animal Men (see pp. 39-40), the Buffalo Man (see p. 19), or even a clockwork tarantula (see p. 41).

INVULNERABILITY

SEE P. C159

Many of the more powerful monsters of the Weird West are immune to damage from normal weapons, except for certain attacks that do damage as usual. This is easy enough to represent for monsters in bestiary format, but it presents a challenge for monsters built as characters. This sort of power

should be modeled as Invulnerability (Any kinetic damage), a 300-point advantage; on the model of Vampiric Invulnerability (see p. C170), the first level of any Vulnerability is assumed to negate Invulnerability for that form of attack.

Some creatures take only half the usual damage from certain forms of attack – this is Invulnerability with a -25% Limitation, “Takes half damage.”



PLANT EMPATHY

SEE P. C129

Plant Empathy is not as widely useful as Animal Empathy, but the Weird West has its share of savage plant life running around – tumblebleeds (see p. DL115), bloodwire (see p. 91), and so on. Animate plants need not be fully sentient in order to get the reaction bonus for Plant Empathy; any plant that is mobile and responds vigorously to its environments is eligible. Abominations that resemble plants do not qualify, as they are supernatural creatures rather than true plants.

SPIRIT EMPATHY

SEE P. C146

Spirit Empathy is a difficult advantage to deal with. People who have it don't draw a qualitative distinction between the quick and the dead; spirits are just people who are done with their bodies. It can be a difficult philosophy to explain to your average torch-wielding mob. Spirit Empathy works on ghosts, zombies, manitou vessels, and certain abominations. It does *not* work on mummies or vampires, as those

undead are neither spirits nor animated by spirits. People with Spirit Empathy usually don't get along with hucksters; they don't like the way that the manitous are forced to work spells.

TERROR

SEE P. DL39

Others are smitten by irrational, supernatural fear in your presence. Anyone who sees you must roll a Fright Check immediately; a new roll is required after an absence of one hour or more.

Modifiers: the modifiers on p. B93; +1 per appearance after the first within 24 hours. Penalties can be purchased for 10 points per -1. Multiple beings with Terror cause *one* Fright Check at the highest penalty among them, with an additional -1 for 5 creatures, -2 for 10, -3 for 20, -4 for 50, and -5 for 100 or more.

Special Limitation: Always On. Terror can normally be turned off to let you engage in social activities. If you can't turn it off, you have a Horrific Appearance (p. CI80) *instead* of Terror, and suffer a -6 reaction penalty at all times in addition to inducing a Fright Check. This is a *disadvantage* worth -30 points; as with regular Terror, additional penalties to the Fright Check can be purchased for 10 points per -1.

TREE-KIN

SEE P. CI36

Tree-Kin is very useful for dealing with unusual plant life, but it's not an easy advantage to have. Loggers are everywhere in the Weird West, and the life of a plant is worth little. Tree-Kin get a +2 reaction bonus from creatures which are not natural plants, but are basically plant in nature, such as a scarecrow (see p. 26).

NEW ADVANTAGES

SPIRIT INVULNERABILITY

50 POINTS

This advantage is available only to spirits with the power to materialize. Spirits with this advantage cannot be killed by damage to their physical forms; reducing them to 0 HT simply forces them back into spirit form and prevents them from assuming material form again until their lost HT would have fully recovered. When the spirit's physical form is destroyed, it automatically returns to spirit form with full normal HT and suffers no ill effects. This applies only to damage from physical sources. Damage that directly affects the mind or spirit remains.

Taking Vulnerabilities (see p. CI106) can reduce the cost of this advantage. One level of Vulnerability negates this advantage with respect to that form of attack, while additional levels do extra damage as usual.

Abominations and certain other creatures are essentially spiritual beings in material form. Most of the time, this distinction is moot; they cannot materialize and dematerialize at will, and killing the corporeal vessel destroys the spiritual being. A few, however, are made of hardier stuff; killing their corporeal body simply forces them into spiritual form for a short period of time, until they can create a new body. These monsters can usually be killed permanently by some special

method which does damage to the spiritual body; this is best represented by taking Spirit Invulnerability and one level of Vulnerability to the attack form in question.

DISADVANTAGES

DREAD

SEE P. CI97

Some monsters in *Deadlands* will attack until averted or appeased by some action or substance – often a food item of some sort. This is best represented with Dread. However, in this case the creature is not *repelled* by the forbidden substance, but *satisfied*. In any event, the substance induces the creature to leave the scene.

Regular Dread is also common among monsters; many creatures either fear some sort of item or are mystically repelled by it.

FRIGHTENS ANIMALS

SEE P. CI97

Frightens Animals in *GURPS Deadlands* is a -10-point disadvantage; although the Weird West is more technologically advanced than the usual point at which the value of Frightens Animals is reduced, animals are still widely used, particularly on the frontier. Also, many people put stock in the reaction of animals as an early barometer of supernatural trouble; alarmed animals can cause quite a brouhaha.

SKILLS

In a campaign where the many weird and unknown varmints of the Weird West play a major role, knowing what something is can mean the difference between life and death. Forewarned is forearmed: you have to know what something is and what it can do before you can know how best to deal with it. Many skills can be appropriate for finding out information about monsters; knowing which one to pick in any given situation is vital.

ANIMAL HANDLING

SEE P. B46

Animal Handling is an essential skill for anyone hoping to accomplish anything with an animal other than killing it. Animal Handling will work on any creature in the *Monstrous Critters* section (see pp. 76-93), as well as other creatures that are basically animal in nature (see *Beast-Kin*, p. 6, for examples). Animal Handling can be used with animate plants if the handler has specialized in such creatures; otherwise, he will be at a -5 penalty.

ANTHROPOLOGY

SEE P. B59

Anthropology may be useful for predicting the behavior and abilities of folkloric creatures, notably vampires or creatures from Indian legend. It may also offer some insight into the actions and capacities of nonhuman races (see *Antagonistic Peoples*, p. 109-123).

BOTANY

SEE P. B60

Botany may be helpful in predicting the nature and abilities of an animate plant (e.g., "It won't be able to reach us here! Its vines are too thin to support themselves up to this height!").

NATURALIST

SEE P. B67

Naturalist is the all-purpose knowledge skill for people out in the wilderness. Naturalist offers some wisdom on common critters that a party may encounter, suggesting patterns of behavior and likely abilities. It isn't a theoretical discipline, though, so newly discovered critters throw the folks who rely on Naturalist for a loop. This skill can only help with new creatures insofar as they resemble older and more familiar critters. A creature that is merely a bigger version of a normal animal should be easy to figure out, giving a penalty of -1 or -2 to the skill roll. An animal more seriously altered – one which now has wings, or now eats rock, for example – has more systemic differences, imposing a larger penalty, perhaps as high as -5 or -6.



OCCULTISM

SEE P. B61

Occultism is a good source of information on supernatural creatures. Even where existing lore doesn't cover the creature at hand, the sense of the way the mystic world works that Occultism gives helps to explain a supernatural monster's abilities and actions.

THANATOLOGY

SEE PP. C1158-159

In a more peaceful time, thanatology was a theoretical science of the customs and processes surrounding death. Since the Reckoning, it has become a desperately practical pursuit, trying to answer the question of why so many corpses keep getting up. Thanatology helps answer questions about the undead, both from accumulated knowledge and from theoretical capacity.

XENO BIOLOGY

SEE P. C1159

Xenobiology, the study of life across different biospheres, is not appropriate for most *GURPS Deadlands* campaigns. However, if the GM wants to create a skill to address post-Reckoning monsters and related phenomena separately from normal, "natural" creatures, it may be useful to use Xenobiology rather than create a new "Cryptobiology" skill.

XENOLOGY

SEE P. C1159

Like Xenobiology, Xenology – the study of major alien cultures – is not appropriate for most *GURPS Deadlands* campaigns. In a campaign where nonhuman intelligent races (see *Antagonistic Peoples*, pp. 109-123) play a major part, however, Xenology may be appropriate as a counterpart to Anthropology.

ZOOLOGY

SEE P. B62

Zoology is the skill for a more theoretical approach to animals. In much the same way that Botany can make predictions about the probable nature and abilities of a plant, Zoology can make predictions about animals.

TEMPLATES

The world of monsters calls unusual folks to it. The hunt-and-exhibition circuit sports the kind of people that you find nowhere else. There's an astonishing variety to the individuals who fight daily battles, keeping the average citizen safe from the strange varmints that most folks think the *Epitaph* makes up.

BUFFALO HUNTER

Now that the Sioux Nations control most of the remaining herds, buffalo meat and hides have increased significantly in price. This, in turn, has led to a state of affairs where a person can reasonably make a living roaming the plains hunting buffalo. While he's out there, a buffalo hunter isn't above bagging some other prey; weird critters often fetch a reasonable sum in town. A Mexican dragon yields lots of meat and a good-sized hide, and folks from abroad will often pay through the nose for various organs of strange beasts, for whatever reason.

A buffalo hunter kills for money; a supernatural beastie is just another source of income. See p. DL29 for more details on Buffalo Hunters.

CORONER'S ASSISTANT

There was a time when being a coroner was a dignified, if slightly eerie, profession. Times have changed. Since the Reckoning, the coroner's responsibilities have come to include most unusual incidents involving the dead, expanding their purview from the usual autopsies and public burials to investigating grave robbery and cemetery vandalism – troublingly common in recent years. Most coroners are medical men, past their physical prime; it has therefore become usual for them to take on a group of assistants who have the physical

and mental fortitude to rebury unearthed corpses after a vandalism incident . . . even if the corpses in question are still moving.

Coroner's assistants sometimes take a different role in the struggle against the forces of darkness. More than a few have been recruited by the Agency in the aftermath of a particularly nasty thanatological incident. Many young doctors begin their careers studying under a city coroner (between war-haunted battlefield surgeons and ever-vigilant ex-coroner's assistants, doctors in the Weird West tend to be a gloomy lot).

CORONER'S ASSISTANT

60 POINTS

Attributes: ST 11 [10]; DX 11 [10]; IQ 13 [30]; HT 10 [0].

Advantages: 25 points from Clerical Investment [5/level]; Disease-Resistant [5]; Empathy [15]; Fearlessness [2/level]; Manual Dexterity [3/level]; Patron (Coroner) [Varies]; Sanctity [5]; Status [5/level]; Unfazeable [15]; and Wealth [Varies].

Disadvantages: -35 points from Addiction [Varies]; Callous [-6]; Charitable [-15]; Duty (To coroner) [Varies]; Nightmares [-5]; Pacifism [-15 or -30]; Shyness [-5 to -15]; and Workaholic [-5].

Primary Skills: Thanatology (M/H) IQ [4]-13; Physiology (M/VH) IQ-1 [4]-12.

Secondary Skills: Brawling (P/E) DX+1 [2]-12; Broadsword (P/A) DX-1 [1]-10; Occultism (M/A) IQ [2]-13; Stealth (P/A) DX [2]-11.

Background Skills: 5 points from Guns (P/E); Criminology, Shadowing, or Traps, all (M/A); and Diagnosis, Physician, or Poisons, all (M/H).

DOGATCHER

Being a dogcatcher isn't what it used to be. In the years since 1863, more and more animals have appeared that . . . aren't quite right. The responsibility for dealing with them has fallen largely to the town dogcatcher. In most jurisdictions, the troubles began with simple matters like two-headed dogs or meat-eating goats, for which the dogcatcher seemed the most logical person to call. As the weirdness progressed, sheriffs and policemen were happy enough to leave the strange critters to dogcatchers; they had enough to handle with war, migration, new technology, and *clearly* dangerous supernatural nasties. By 1877, dogcatchers in most towns are officially responsible for dealing with any nonintelligent creature that poses a threat to the town or its citizens. In many jurisdictions, dogcatchers are duly deputized, and can form a posse to deal with particularly troublesome beasts.

Dogcatchers often go on to greater things. Some eventually run for sheriff; others are recruited by the Agency or the Rangers for their knowledge of supernatural creatures; still others feel the need to strike out on their own against the monsters of the world.

DOGATCHER

120 POINTS

Attributes: ST 12 [20]; DX 11 [10]; IQ 10 [0]; HT 13 [30].

Advantages: 25 points from Acute Hearing [2/level]; Acute Vision [2/level]; Animal Empathy [10]; Danger Sense [15]; Disease-Resistant [5]; Fearlessness [2/level]; High

Pain Threshold [10]; Immunity to Disease [10]; Legal Enforcement Powers [5]; and Toughness [10 or 25].

Disadvantages: -25 points from Duty (To the town) [Varies]; Illiterate [-10]; Loner [-5]; Odious Personal Habits [-5 to -15]; Social Disease [-5]; Stubborn [-5]; Uneducated [-5]; and Weirdness Magnet [-15].

Primary Skills: Animal Handling (M/H) IQ+4 [12]-14; Stealth (P/A) DX+2 [8]-13; Survival (Urban) (M/A) IQ+2 [6]-12; Tracking (M/A) IQ+1 [4]-11; and either Guns (any) (P/E) DX+4 [16]-15 or Net (P/H) DX+2 [16]-13;.

Secondary Skills: Occultism (M/A) IQ [2]-10 and either Naturalist (M/H) IQ [4]-10 or Zoology (M/H) IQ [4]-10.

Background Skills: 8 points from Brawling (P/E); Lasso (P/A); or any primary or secondary skill.

Since the dawn of time, men have been driven to roam into unknown lands, to search out the grandest and fiercest creatures, and to find out what they taste like.

EXPLORER

The explorer is one part scientist and one part hunter. However, where the hunter seeks to prove his own abilities, and the scientist seeks to advance the cause of science, the explorer desires only to be first – to see what no man has seen, to do what no man has done. The explorer expands humanity's frontiers, one exploit at a time. The true explorer is every man's hero; his mere existence tells the world that humanity can accomplish anything it sets its mind to.

Explorers seek out unusual monsters for the same reason they do everything: because they are there.

EXPLORER

180 POINTS

Attributes: ST 12 [20]; DX 12 [20]; IQ 12 [20]; HT 12 [20].

Advantages: 50 points from Absolute Direction [5]; Alertness [5/level]; Cultural Adaptability [25]; Daredevil [15]; Fearlessness [2/level]; Fit [5]; Language Talent [2/level]; Strong Will [4/level]; Versatile [5]; and Wealth [Varies].

Disadvantages: -20 points from Code of Honor [Varies]; Curious [-5 to -15]; Glory Hound [-15]; and Overconfidence [-10].

Primary Skills: Climbing (P/A) DX+1 [4]-13; Guns (any) (P/E) DX+3 [8]-15; Leadership (M/A) IQ+2 [6]-14; Riding (Horse) (P/A) DX+2 [8]-14; Survival (any) (M/A) IQ+2 [6]-14; Tracking (M/A) IQ+2 [6]-14.

Secondary Skills: Artist (M/H) IQ-1 [2]-11; Bard (M/A) IQ+1 [4]-13; Cartography (M/A) IQ [2]-12; Fast-Draw (any) (P/E) DX [2]-12; Naturalist (M/H) IQ [4]-12; Occultism (M/A) IQ [2]-12; Orienteering (M/A) IQ [2]-12; Packing (M/A) IQ+1 [4]-13; Scrounging (M/E) IQ [1]-12; Stealth (P/A) DX [2]-12.

Background Skills: 7 points from Area Knowledge or First Aid, both (M/E); Fast-Talk (M/A); Astronomy (M/H); Brawling or Swimming, both (P/E); or any primary or secondary skill.

FIELD RESEARCHER

Science moves ever on. The cornucopia of newly discovered species has been incredibly exciting for naturalists and biologists; scientists from all over the world have flocked to the uncharted phyla of the American West. Zoologists, botanists, and even geologists are found in every rail town, either heading out to find the discoveries that will make their careers or heading back to publish their theses before somebody scoops them.

Scientists are usually motivated to seek strange new critters out of curiosity, and in the name of science, but some are more concerned with academic prestige.

FIELD RESEARCHER

70 POINTS

Attributes: ST 9 [-10]; DX 10 [0]; IQ 14 [45]; HT 10 [0].

Advantages: 25 points from Acute Taste and Smell [2/level]; Animal Empathy [10]; Beast-Kin [15]; Plant Empathy [5]; Resistant to Poison [5]; Single-Minded [5]; Tenure [5]; and Tree-Kin [15].

Disadvantages: -20 points from Age [-3/year]; Combat Paralysis [-15]; Clueless [-10]; Curious [-5 to -15]; and Obsession [-5 to -15].

Primary Skills: Naturalist (M/A) IQ+1 [4]-15 and either Botany (M/H) IQ+2 [8]-16 or Zoology (M/H) IQ+2 [8]-16.

Secondary Skills: Animal Handling (M/H) IQ-1 [2]-13; Artist (M/H) IQ [4]-14; Research (M/A) IQ+1 [4]-15.

Background Skills: 8 points from Agronomy or Survival (any), both (M/A); Area Knowledge (M/E); Climbing (P/A); or any primary or secondary skill.

GUIDE

There are many reasons for a person to seek out the frontier and its wild denizens. However, chances are that most of the folks following those stars won't be native to the frontiers they explore. They'll need someone to show them around.

The professional guide business is one of the fastest-growing rackets in the Weird West. Anyone who needs some cash can find some out-of-towners to tap for a few dollars in exchange for telling them some tall tales, lending them a sympathetic ear, and keeping them from getting themselves killed.

GUIDE

70 POINTS

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 11 [10].

Advantages: 20 points from Absolute Direction [5]; Absolute Timing [5]; Alertness [5/level]; Danger Sense [15]; Fearlessness [2/level]; and Fit [5].

Disadvantages: -25 points from Greed [-15]; Illiterate [-10]; Impulsiveness [-10]; Overconfidence [-10]; Shyness [-5 to -15]; Stubbornness [-5]; Uneducated [-5]; and Unfazeable [-15].

Primary Skills: Area Knowledge (M/E) IQ+6 [12]-16; Naturalist (M/H) IQ+1 [6]-11; Riding (Horse) (P/A) DX+2 [8]-12; Scrounging (M/E) IQ+4 [8]-14.

Secondary Skills: Animal Handling (M/H) IQ [4]-10; Cooking (M/E) IQ [1]-10; Fishing (M/E) IQ+1 [2]-11; Guns (any) (P/E) DX+2 [4]-12; Knife (P/E) DX+1 [2]-11;

Packing (M/A) IQ+1 [4]-11; Streetwise (M/A) IQ [2]-10; Survival (any) (M/A) IQ [2]-10; Tracking (M/A) IQ-1 [1]-9; Traps (M/A) IQ-1 [1]-9.

Background Skills: 8 points from Astronomy (M/H); Bow (P/H); Camouflage (M/E); Hiking (P/A; HT); Orienteering (M/A); Stealth (P/A); or Swimming (P/E).



TROPHY HUNTER

Since the dawn of time, men have been driven by an inner yearning to roam into unknown lands, seek out the grandest and fiercest creatures to which nature has given birth, and find out what they taste like. In more recent years, wealthy men and women with an outdoorsy bent are often moved to seek communion with the natural world through the thrill of the hunt. A dedicated hunter is locked in an unending contest with himself and his peers, always seeking out new and more challenging prey. This pursuit once led all serious hunters to India or Africa; now it leads them to the Americas.

Trophy hunters seek the most unusual or deadly beasts the wild has to offer. Those who crave novelty insist on chasing down obscure rumors to bring back the first documented specimen of a Violet-Nosed Swamp Runner, while those who merely seek a thrill arm themselves to the teeth for a battle with a Mojave rattler. What they have in common, however, is a desire to test themselves against the dangers of the natural world.

TROPHY HUNTER

85 POINTS

Attributes: ST 10 [0]; DX 12 [20]; IQ 11 [10]; HT 12 [20].

Advantages: 25 points from Absolute Direction [5]; Alertness [5/level]; Combat Reflexes [5]; Daredevil [15]; Fearlessness [2/level]; Status [5/level]; Wealth [Varies]; and either Courtesy Rank [1/level] or Military Rank [5/level].

Disadvantages: Glory Hound [-15] and -25 points from Bully [-10]; Extravagance [-10]; Odious Personal Habit [-5 to -15]; Overconfidence [-10]; Selfish [-5]; Social Stigma (Foreigner) [-5]; or Stubbornness [-5].

Primary Skills: Guns (P/E) DX+4 [16]-16; Stealth (P/A) DX+2 [8]-14; Tracking (M/A) IQ+1 [4]-12.

Secondary Skills: Animal Handling (M/H) IQ [4]-11; Camouflage (M/E) IQ+2 [4]-13; Survival (any) (M/A) IQ+2 [8]-13; and either Climbing (P/A) DX [2]-12 or Fishing (M/E) IQ+1 [2]-12.

Background Skills: 4 points from Savoir-Faire (M/E); Bard or Leadership, both (M/A); Riding (Horse) (P/A); or any primary or secondary skill.

WRANGLER

The strange creatures that have emerged in the last decade fascinate everyone. However, few people have the wherewithal to go sightseeing in the Maze, and even those who *do* would prefer to see mysterious beasts in a setting where they themselves are not on the bill of fare. As a result, the popularity of zoological gardens and menagerie sideshows has exploded. Many city families go out on a Sunday afternoon to have a picnic and then tour the zoo to see the latest monstrosity from points West.

All these exhibitions, of course, have to be filled and maintained. This new market has attracted a host of people who specialize in the capture and care of exotic flora and fauna. Some work in zoos and traveling shows, feeding and caring for their specimens; others work in the field, tracking down rare beasts to capture them and return them to civilization; still others work with captured specimens to tame and train them.

Unlike hunters, wranglers are concerned with capturing a beast alive; unlike naturalists, wranglers are concerned with unknown animals only insofar as a new thrill will fetch a better price. In fact, wranglers are usually very cautious about new discoveries: if you don't what it is, you don't know what it eats, what diseases it carries – or how to capture it.

WRANGLER

125 POINTS

Attributes: ST 10 [0]; DX 12 [20]; IQ 12 [20]; HT 12 [20].

Advantages: Animal Empathy [10] and 25 points from Alertness [5/level]; Beast-Kin [15]; Contacts [Varies]; Danger Sense [15]; or Fearlessness [2/level].

Disadvantages: -20 points from Loner [-5]; Pacifism (Self-defense only) [-15]; Reclusive [-10]; Sense of Duty (to nature) [-10]; and Stubbornness [-5].

Primary Skills: Animal Handling (M/H) IQ+4 [12]-16; Tracking (M/A) IQ+2 [6]-14; Veterinary (M/H) IQ+2 [8]-14.

Secondary Skills: Area Knowledge (any) (M/E) IQ+2 [4]-14; Naturalist (M/H) IQ+1 [6]-13; Packing (M/A) IQ+1

[4]-13; Stealth (P/A) DX [2]-12; Survival (any) (MA) IQ [2]-12.

Background Skills: 6 points from Camouflage or Fishing, both (M/E); Guns (any) (P/E); and Climbing or Lasso, both (P/A).

Ideas about where weird critters come from are like saddle burrs: everybody has at least one.

LENSES

Many of the templates in *GURPS Deadlands: Weird West* are great for a varmint-centered campaign, but a few need some tweaks. The following lenses, when added to those templates, customize them for optimum usefulness in a critter-centered campaign.

MAD SCIENTIST

The traditional image of a mad scientist is an engineer with unkempt hair, bent over a massive device dripping with gears and pistons. However, manitous have visited disciples of all the sciences, including biology and medicine. Mad scientists of the softer disciplines produce all sorts of amazing creations – patent medicines of staggering power, supercharged fertilizers, and much more. The more extreme practitioners even dabble in disciplines like reanimation and patchwork science (see pp. 42-43).

MAD BIOLOGIST

0 POINTS

Advantages: Remove Lighting Calculator [5] and Mathematical Ability [10].

Secondary Skills: Replace Mechanic/TL5 (Any) (M/A) IQ [1]-15 with Biochemistry (M/VH) IQ+1 [12]-16. Replace the two Engineer/TL5 skills (M/H) IQ+1 [4]-16 with Botany (M/H) IQ+1 [6]-16 and Zoology (M/H) IQ+1 [6]-16. Replace Demolitions/TL5 (M/A), Explosives Ordnance Disposal/TL5 (M/A), Guns/TL5 (Any) (P/E), and Guns/TL6 (Flamethrower, Machine Pistol, etc.) (P/E) with Alchemy/TL5 (M/VH), Ecology/TL5 (M/H), Genetics/TL5 (M/VH), and Physician/TL5 (M/H).

MAD SURGEON

11 POINTS

Advantages: Remove Lighting Calculator [5] and Mathematical Ability [10]. Add Empathy [15] or Unfazeable [15].

Secondary Skills: Replace Mechanic/TL5 (Any) (M/A) IQ [1]-15 with Physician (M/H) IQ [4]-15. Replace the two Engineer/TL5 skills (M/H) IQ+1 [4]-16 with Surgery (M/VH) IQ [8]-16 and Physiology (M/VH) IQ [8]-16. Replace Demolitions/TL5 (M/A), Explosives Ordnance Disposal/TL5 (M/A), Guns/TL5 (Any) (P/E), and Guns/TL6 (Flamethrower, Machine Pistol, etc.) (P/E) with Biochemistry/TL5 (M/VH), Diagnosis/TL5 (M/H), Pharmacy/TL5 (M/H), and Zoology/TL5 (M/H).



TEXAS RANGER WRANGLER

The Texas Rangers include a handful of men who specialize in tracking, cornering, and neutralizing abnormal creatures. These specialists are usually excused from normal law enforcement activities; their days are spent racing across the Confederacy to deal with one recalcitrant beastie after another.

WRANGLER

0 POINTS

Secondary Skills: Replace Detect Lies (M/H) IQ-1 [2]-11, Interrogation (M/A) IQ [2]-12, and Leadership (M/A) IQ [2]-12 with Naturalist (M/A) IQ [2]-12; Survival (any) (M/A) IQ [2]-12; Veterinary/TL5 (M/H) IQ-1 [2]-11.

AGENCY EXTERMINATOR

Like the Rangers, the Agency maintains a few specialists in handling monster sightings. However, Agency “exterminators” usually focus on more permanent solutions to monster problems. The Agency doesn’t have the space to store subdued monsters, and it isn’t interested in having them run loose.

EXTERMINATOR

-4 POINTS

Primary Skills: Remove Detect Lies (M/H) IQ [4]-11, Disguise (M/A) IQ+2 [6]-13, and Fast-Talk (M/A) IQ+1 [4]-12. Add Camouflage (M/E) IQ+2 [4]-13. Raise Occultism (M/A) to IQ+2 [6]-13 and Tracking (M/A) to IQ+2 [6]-13.

MONSTERS AS CHARACTERS

Among the joys of *GURPS* is its implicit promise that a character can be anything a player’s heart desires. In a world as filled with strange and weird critters as the Weird West, the desire to play one of these varmints is irresistible. A monster PC can open up all sorts of interesting roleplaying opportunities, but carries with it an equal number of limitations.

Very few monsters are able to fit into human society without trouble. Some appear sufficiently human to pass with some minor concealing garments or disguise work; others have to

walk around in heavy robes or stay away from civilization altogether. If they are exposed, most townsfolk will be horrified, and may start planning a lynching or other mob activity. At the very least, the monster and his friends will have to do some quick explaining about his unfortunate skin condition. This means that most monsters trying to operate in human society have a Secret or Social Stigma.

Monsters also often have Odious Personal Habits, Bestial, or Uneducated, unless they’ve been fully assimilated into human society – and really, where’s the fun in that?

Most monsters are only appropriate in higher-powered campaigns – monsters tend to be well equipped with abilities which make them cost quite a bit. Higher-powered campaigns are also more appropriate because they tend to take a less mysterious approach to the unknown; it’s hard to mount a campaign of subtle horror and the unknown when the party has a reformed abomination right there with them.

Many of the more-playable monsters in this book have been converted into racial packages suitable for players. Those racial packages appear in boxes next to the monsters’ bestiary write-ups. Other monsters, however, should be relatively easy to convert with the *Basic Set* and *Compendium I. GURPS Bestiary* (particularly Chapters 4 & 5) and *GURPS Monsters* will also prove useful for a monster campaign.

Attribute bonuses can be determined by subtracting 10 from each attribute in the bestiary write-up. This can often result in very high ST bonuses; the GM may want to reduce the bonus to bring it more in line with the campaign point level. Most high-ST monsters have Natural Strength (see p. C18). The Damage given in the bestiary write-up can usually be simulated with some form of Striker (pp. C166-67), and the Move simulated with Enhanced Move, Super Running, or both.

MONSTER TEMPLATES FROM WEIRD WEST

GURPS Deadlands: Weird West describes two monsters that could be adapted as player character races – ghouls and sasquatches. Their racial packages follow below.

GHOUL

106 POINTS

Attributes: ST +2 [20]; DX +2 [20]; HT +1 [10].

Advantages: Dark Vision [25]; Horrific Appearance (-4 to Fright Checks; see *Terror*, p. 7) [10]; Sharp Claws [25]; Sharp Teeth [5]; Venom 3 (Poisonous; Limitation: Type D paralytic agent, see p. CII148, -75%) [12]; Venom 1 (Irritant; Enhancement: Cloud of mist, +100%; Limitation: Always on, -40%) [24].

Disadvantages: Bestial [-15]; Weakness (Bright light, 1d fatigue per minute) [-30].

Ghouls (p. DL111) are unpleasant creatures; they live underground, like pallid caricatures of men, feeding on the corpses they pull from cemeteries. They are, in many ways, the antithesis of all civilization stands for. Still, they are intelligent, and it isn’t inconceivable that circumstance might bring ghouls and men together in pursuit of a common goal, or that an individual ghoul might overcome its feral ways and cooperate with non-ghouls. Ghouls would also be good in an all-monsters party.

SASQUATCH

119 POINTS

Attributes: ST +6 [70]; DX +1 [10]; HT +5 [60].

Advantages: Thick Fur [29].

Disadvantages: Monstrous Appearance [-25]; Primitive (TLO) [-25].

Sasquatches (p. DL118) are a race of amiable prehumans who dwell in the mountains of the Northwest. Their technology is crude even by Stone Age standards – among other things, they lack the secret of fire – but they are cunning hunters, with an amazing mastery of traps. Although sasquatches have little interaction with humans, a sasquatch who learned a human tongue could easily join a party of adventurers, though participation in human society would be difficult.

INTERESTED PARTIES

No one should have to face the horrors of the unknown alone. Fortunately for adventurers, there are several organizations that make monsters their business; these groups can be excellent resources – even Patrons – for brave folks planning to ferret out new breeds of critter.

THE EXPLORERS SOCIETY

The history of the Explorers Society is known to go back to at least the 15th century, though records before 1660 are fragmentary and ill-organized. It is an organization for gentlemen with a taste for danger and a passion for investigating the unknown. In its early days, Society members were at the forefront of every new exploratory venture, setting out to see new places, meet new people, and place the footprint of European civilization on every shore. Its rosters include many names, both famous and infamous, and it is generally acknowledged to have made significant contributions to the civilization of the globe.

Membership in the Society was once restricted to men of the gentry who were willing to share accounts of their exploits on a regular basis. In recent years, the Society has opened its doors to women, and the requirement of gentle birth, somewhat stymied by the American insistence on egalitarianism, has been replaced by a membership fee of \$1,000. Its other

THE SOCIETY AS A PATRON

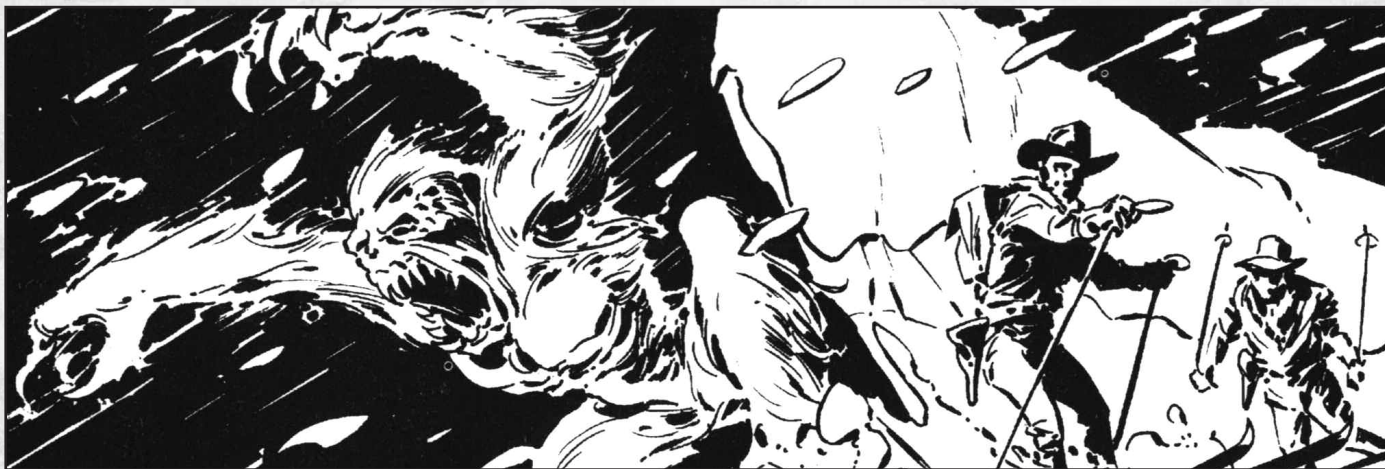
The Explorers Society is a reasonably powerful organization with extensive mundane resources, a remarkable occult library, and members throughout the Western world. It is worth a base of 15 points. Most active members have the Society as a Patron with a frequency of 9 or less or 6 or less, though members closer to the center of things may have a higher frequency of appearance.

requirements being softened, the Society has become very strict about attendance at meetings. To remain in good standing, a member must attend at least one Explorer meeting every year; these meetings are held monthly in or around London. After 10 years of faithful attendance, a new member is made a permanent member, at which point he may sport the title “Explorer.” Membership is at least semi-hereditary; the heirs of deceased members need not contribute the membership fee, but must attend meetings for 10 years before becoming a full member.

Today, when the world is more or less mapped out in its entirety, the Society has become more of a gentlemen’s club for men interested in travel, hunting, languages, antiquities, or sitting about with a brandy and a cigar to talk about any or all of the above. In short, the Society is in something of a decline, though its archives remain a remarkable resource for all sorts of oddities the world over, and its members still include a few people with the old fire in the belly.

Since the events of 1863, the Society has been in a particular roil; although the world may have few true frontiers left, clearly there are still mysteries left to investigate. The comfortable Explorers Society of mid-century is beginning to rouse itself from its slumber, with infusions of new and enthusiastic blood. Some of this is due to the machinations of a secret cabal within the Society, which calls itself the Twilight Legion.

The Agency and the Rangers are not fond of the Society; Explorers have a tendency to carelessly poke their noses into places where they don’t belong and to meddle with forces they don’t understand. Peculiarly, neither group has ever tried to shut down an Explorer chapter house or requested access to the enormous libraries of the Society, which contain teratological lore unequalled anywhere in the world.



THE TWILIGHT LEGION

In ancient Rome, there was a group of elite monster-hunters, sponsored by the Emperor himself, known as the Twilight Legion. They were, in a sense, the Agency of their day; whenever some horrific creature appeared to threaten Imperial citizens, the Legion was dispatched to deal with the beast and the panic it might inspire in the local populace. The Legion flourished during the reigns of many emperors, and when the Empire eventually fell, the Legion continued. Just because the Empire itself was gone didn't mean that the Legion wasn't still needed to protect the people.

Legionnaires began other lives – mostly as monks or feudal lords. Still, they maintained their skills and lore, and continued to battle monsters wherever they were found.

Then, one day, there were no more monsters to fight. Unbeknownst to the Legion, the Old Ones had won their battle and banished the manitous from the earth. No new abominations could be created, and once the Legion had chased down the last one, that was that.

Without monsters to fight, the Legion seemed superfluous, and Legionnaires began to drift away. A few, however, suspected that the monsters might someday return. They stored their weapons and wisdom against future troubles, passing down their traditions and knowledge generation after generation. These lineages of monster-hunters in reserve formed the original core of what would one day be the Explorers Society.

As the years went by, the traditions of the Legion fell by the wayside, as descendants of the original Legionnaires dismissed their ancestral traditions as archaic nonsense. In 1863, the Legion had dwindled to two active members. Other members lived, initiated into the Legion by fathers and uncles, but they thought it a silly tradition kept alive from a more superstitious time. One inactive member was even working on a book to expose the Legion's rites and analyze the pre-Christian symbology that survived in the rites of secret societies.

Since the Reckoning, however, it has become clear that the monsters which the Legion commits its members to fight are not, in fact, symbols or metaphors. Most of the erstwhile Legionnaires have reactivated their commitment, and the Legion has recruited a handful of new members from among the more vital members of the Explorers Society. Legionnaires have also led the charge to revitalize the Society itself,

THE TWILIGHT LEGION AS A PATRON

The Twilight Legion is a small group with unusual abilities; its members include individuals with an array of talents, including a number of hucksters and mad scientists. It is worth a base of 15 points. Most Legionnaires are closely involved with Legion affairs, taking the Legion as a Patron at a frequency of 12 or less or 15 or less.

The resources of the Twilight Legion and the Explorers Society often overlap; as a result, a character who belongs to both may take both organizations as a combined Patron for a base 20 points.

THE TOMBSTONE EPITAPH AS A CONTACT OR PATRON

PCs will be most likely to take members of the *Epitaph*'s staff as Contacts who can provide information on current events and low-level occult knowledge. John Clum, the editor (and mayor of Tombstone), has an effective skill of 21 and is usually reliable, with a base cost of 8 points. Lacy O'Malley, the chief reporter, has an effective skill of 18 and is also usually reliable, with a base cost of 6 points. Other staff members probably have less-effective skills and equal or worse reliability. They can be taken at any level of frequency, depending on the relationship between the PC and the staffer.

The *Epitaph* can also be a Patron for characters who are field correspondents or regular freelancers. It is a small organization, worth 10 points. Even field correspondents rarely take the *Epitaph* at a frequency higher than 9 or less; the *Epitaph* tries to help out where it can, but it's a hard world and *Epitaph* stringers are more or less on their own.

bringing in new members. They realize that as long as they rely on the resources and membership of the Society, its health is essential to them.

Currently, the Twilight Legion works through the Society to ferret out and eliminate monsters. Its exploits have been few and modest so far; the Legion's first priority has been to expand its membership. For the most part, the Legion acquires new members from the ranks of the Explorers Society, so they vigorously support the Society's drive to induct young monster hunters into its ranks. Sometimes, however, a particularly promising individual cannot be persuaded to join the Society, or is too scruffy for the Society's tastes. These prodigies may be approached directly to join the Legion. The other reason that the Legion has acted circumspectly is that the Legionnaires are trying feverishly to bring their knowledge of the supernatural world up to date. Their first few sorties into battle brought home to them that things have changed since Roman days, and their information is a bit behind the times.

THE TOMBSTONE EPITAPH

Unbeknownst to many, one of North America's leading lights of investigative journalism is the *Tombstone Epitaph* (p. DL21), based out of Tombstone, Arizona. The staff of the *Epitaph* believes that strange things are afoot in the Weird West, and people have a right to know about it. Toward that end, the *Epitaph* specializes in publishing accounts of the weird and new, particularly reports of unique creatures. Freelance writers and photographers throughout the Southwest keep one eye peeled for a story the *Epitaph* might like.

Despite its high-minded mission, the *Epitaph* does not enjoy a good reputation in most regions. Those who don't know the truth about the Reckoning think the paper is a sheaf of entertaining lies; many of those who *do* know the truth think that only a damn fool would rile folks up about monsters on purpose. In particular, the Texas Rangers and the Agency



are ill-disposed toward the paper. Many of the higher-ups in either group would love to close the *Epitaph* down, but so far they've been overruled by headquarters: suppressing the *Epitaph* would only give it the credibility that it currently lacks. Besides, every now and then something useful shows up in the rag.

THE AGENCY

Most people don't have the opportunity to see magic in action; for the average citizen, the supernatural appears in the form of a giant dragonfly or a dead neighbor knocking at the back door. Therefore, the Agency's work of keeping the citizenry of the Union ignorant begins with controlling monsters.

Low-ranking Agency operatives start their careers on critter-control duty, following up reports of suspicious sightings and taking whatever action is necessary to remove the beast from populated areas and learn more about the type of creature that it is. Occasionally this means capturing it, either for study or for release into remote areas, but usually it means killing it and disposing of the remains. Lone operatives often recruit local dogcatchers or coroners as temporary help on these missions. It is tedious, repetitive work, but critter control is the meat and potatoes of the Agency.

Once in a while, though, the Agency identifies a really dangerous beast. Unlike the Confederacy, the Union has no use for supernatural assets, and the Agency doesn't believe in leaving a possible danger in peace. For these occasions, the Agency maintains a select cadre of specialists – the “exterminators.” Exterminators are trained for tracking and eliminating creatures that would totally outclass a regular operative.

THE TEXAS RANGERS

The Rangers have similar responsibilities to the Agency's, but their approach is different. Where the Agency exists mainly to suppress and destroy supernatural forces, the Rangers prefer to make use of them. The old Ranger adage, “shoot it or recruit it,” applies to monsters as much as to supernaturally gifted humans. If a monster is intelligent enough to communicate, a Ranger will usually try to reason with it to see if it can be turned into a Confederate resource. Supernatural beings who have been persuaded to work with the Rangers are speckled throughout the War Office's maps of covert assets.

THE UNITED STATES CORPS OF TOPOGRAPHICAL ENGINEERS

The Corps of Topographical Engineers was founded in 1838 to explore and map the continent. Various disruptions have drawn resources away from the Corps, but it still does its best to fulfill its mandate, sponsoring exploratory expeditions through Union territory.

Unfortunately, perennially inadequate funding has restricted the Corps' ability to sponsor major surveying expeditions; most of the Corps' work consists of collating surveys done by local authorities or private interests, and most of the funding the Corps gets is earmarked for projects to find new sources of ghost rock.

Still, every few years the Corps scrapes up enough money to mount a significant expedition purely for exploration. Much of the Union Northwest remains uncharted; a Corps expedition can be an exciting adventure.

Corps employees could be found almost anywhere; when not on surveying trips, Corps engineers are often traveling the West to gather survey data taken by non-Corps surveyors.

There is a Confederate counterpart to the Corps, mostly comprising former Corps engineers hailing from southern states. It is smaller and less ambitious; the Confederate topographical engineers have had to build their institution from scratch, where the Union had an existing body.

TERATOLOGICAL THEORIES

Old hands like to say that ideas about where all these weird critters come from are like saddle burrs: everybody has at least one. They're right: people have to make sense of the bizarre experiences that just about everyone has had in some way, and everyone seems to come up with a slightly different spin on things. If you ever find yourself in a group of strangers – on a train, in a stagecoach, in some tavern in the back end of nowhere – you can always start a good lively argument just by asking, “So, what did y'all think of that picture in the *Epitaph* last month?”

Folks' theories come from all sorts of places: universities, newspapers, the Bible, even dreams. However, most of them can be sorted into a few basic categories.

THERE'S NO SUCH THING AS MONSTERS

Some people assert vigorously that monsters flat out do not exist, and that any reports of supernatural creatures are either hoaxes or the products of an overactive imagination. The undead are wounded soldiers buried prematurely, seen through the eyes of an exhausted, shell-shocked private. Jackalopes are a hoax put over on greenhorns by Texans with warped senses of humor. Man-eating monsters are unusually large bears or mountain lions.

This attitude is the official policy of the USA and CSA alike. Mostly, this is a front – policymakers on both sides have access to ample information that something has been amiss since 1863, but they know that allowing people to get worked up about monsters under the bed will do no one any good. Those few who understand some of the truth about the Reckoning know that letting people know the truth would only generate more fear and play into the Reckoners' hands.

Very few Westerners believe that the supernatural is just a hallucination; too many people have had their own inexplicable experiences. Only in the East, where the weird is more thinly spread and a person can live their life without confronting the extraordinary, is this idea really widespread. Elsewhere, most no-such-thingers are just deeply in denial. For them, the alternative to a world of hoaxes, con jobs, and overexcited imaginations is too horrible to contemplate.

IT'S A CONSPIRACY

Related to the “no such thing” school of thought is the idea that monster sightings are faked for some sinister purpose. Common theories include:

- The Confederacy fakes monsters to scare Union citizens, or vice versa, depending which side of the border you're on.
- The USA and CSA are in cahoots, prolonging the war and manufacturing the so-called “Reckoning” to justify their infringements on citizens' rights.
- Indians are faking monster sightings to drive off Anglo settlers (there's a version of this theory which believes that monsters are real, and the Indians are summoning them from Hell).
- The rail barons fake monster sightings in order to scare off folks who are in their way (true, but not the whole story).

NEW FRONTIERS

A more common, and more successful, appeal to rational explanation maintains that the “monsters” people see are simply new creatures that weren't discovered until recently. Hence, the cemetery wolf is just a hitherto-unknown American scavenger. The sudden appearance of strange new animals is explained by the greatly increased number of western settlers, or sometimes the Great Quake, flushing them out of their natural ranges. Alternately, some people point to the recent renaissance in scientific inquiry as being responsible for the abundance of new discoveries; more creatures are being discovered because more people are looking for them.

UNKNOWN PRINCIPLES

A different vision of newly discovered fauna ascribes the seemingly impossible properties of some of these creatures to scientific principles that are currently understood poorly, or not at all. Bodies walking around are animated *post mortem* by some sort of mysterious magnetic fluid. Giant animals have had their germ plasm mutated by exposure to ghost rock vapors. Various experiments in biological science – particularly the fringe field of patchwork science – suggest that changes to the natural order of things which would once have seemed fantastic can be worked readily by the hand of man; obviously the powers of nature should be able to do just as much.

THE TRADITIONAL SUPERNATURAL

For many folks – mostly the less-educated members of society – monsters fit into their worldview just fine. It may take some work to fit a critter into a traditional worldview, but a determined Christian can explain just about any sort of monster as the work of Satan, given a little time to work it through. Immigrants from Ireland or Scotland might see a critter as the work of fairies; eastern European immigrants might see a wampyr. Manitous, and to a certain extent abominations, are more than happy to play into these misconceptions, reinforcing people's erroneous assumptions about them (see *Demons*, p. 20, for one example).

Indians belonging to the “Old Ways” movement tend to do this too – for them, all monstrous creatures stem from the white man's depredations, the manitous, or both. Admittedly, their prejudices are often right, but that doesn't change the fact that their thinking is limited.

Traditional theories of the supernatural often divide into different camps on the question of whether supernatural creatures and forces have always been here, or whether there was a change in the order of things relatively recently.

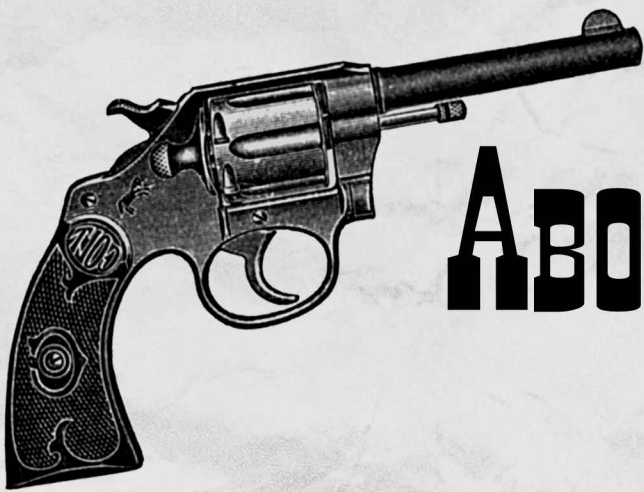
ARMAGEDDON

In a similar line, some people regard the appearance of monsters as a sign of coming apocalypse and the end of the world as we know it. This line of reasoning often ends up cobbling together ideas from all sorts of sources, Aztec prophecy rubbing elbows with Revelations.

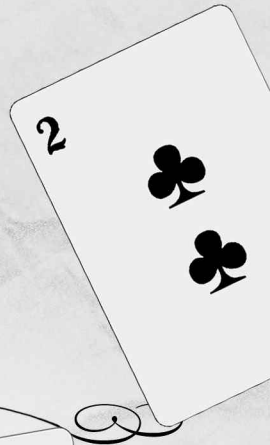
THE TRUTH

Few people know anything close to the full truth about the supernatural in modern life, but a significant number of people have gotten fairly close by taking a pragmatic, empirical attitude. If, upon close examination, a zombie appears to be verifiably dead, and yet continues to move around and try to eat people's brains, you can safely assume that it is, in fact, a zombie. By taking observed events at face value, it is possible for a well-traveled adventurer to acquire a pretty good sense of how things are.

Relatively few people actually succeed in maintaining this attitude. It seems that, for the vast majority, it is easier to begin with a theory and move around the facts to fit.



ABOMINATIONS



The Reckoning is a simple process. Everything the Reckoners do is part of their quest to turn Earth into one huge Deadland, where they would feel more at home. Toward this end, the Reckoners have minions, both in the Hunting Grounds and on Earth, who put a little terror in the hearts of every man, woman, and child. Ultimately, however, if you want something done right, you have to do it yourself. At the core of the Reckoners' schemes are the tools they built themselves, taking a little piece of terror and carving it into a creature that would terrify on an entirely new level. These investments of terror pay back a thousandfold.

FEARMONGERS

The fearmongers are the heart of the Reckoning, the agents that really make it all happen. Manitous do their part, and humanity causes more than its share of its own problems, but at the heart of every Deadland is a fearmonger who went that extra mile.

The Reckoners build fearmongers out of the raw stuff of fear. Every fearmonger is carefully engineered to bring fear, pain, and suffering to mankind in a uniquely efficient way. Different places and times call for different fearmongers; the Reckoners are always on the lookout for another niche of society that isn't properly terrified yet.

Most fearmongers don't know that they were made for a reason. Most wouldn't care even if they did. Fearmongers love their work; it is, quite literally, what they were born to do. Successful fearmongers know, instinctively, to stay in the shadows, emerging only occasionally to terrorize the populace. Particularly old and canny fearmongers may notice that they become more powerful as their local population becomes more scared.

The cream of the fearmonger crop become the Reckoning's elite, directly responsible for an area's Fear Level. These fearmongers are always among the strongest of their kind; they didn't get where they are without being at the top of their game. These monsters are extremely difficult to defeat, but the reward for doing so is great – killing one of these pre-eminent monsters may permanently reduce the Fear Level of a region (for details, see p. DL11).

AGENT PROVOCATEUR

An agent provocateur seems to be a well-dressed man in expensive black clothes, complete with top hat and walking stick. He appears around angry crowds, inciting them to riot in the most destructive way possible. His rhetoric brings out the worst in his audience, pulling hidden prejudices and forgotten grudges to the fore. An agent provocateur can turn a crowd of normally law-abiding, decent folks into a raving lynch mob in minutes. Once the inevitable violence begins, the agent provocateur slips away.

CRAFTINESS

Many of the creatures in this book have a Craftiness rating. More information on this attribute can be found in *GURPS Bestiary, Third Edition*, p. BE84.

Agents provocateurs are essential to the Reckoners' efforts to keep the war alive. They have started border incidents on pretty much every border there is in North America – the USA and CSA, the USA and Canada, the CSA and Mexico, Mexico and Lost Angels . . . the list goes on. When they're between jobs, they stir up strikes and race riots. They keep the people of North America angry and divided, which keeps them afraid of one another. And that's all the Reckoners ask.

ST: 10 **Move/Dodge:** 5/5 **Size:** 1
DX: 11 **PD/DR:** 0/0 **Weight:** 150 lbs.
IQ: 14 **Damage:** 1d-4 cr
HT: 9 **Reach:** C **Habitat:** All

Skills: Area Knowledge (Current locality)-15; Bard-20; Broadsword-14; Detect Lies-17; Disguise-17; Fast-Talk-19; Guns (Pistol)-14; Intimidation-17; Politics-16; Riding (Horse)-13; Sleight of Hand-14; Stealth-14.

Special Abilities:

Demagoguery: An agent provocateur has Emotion Control and Mass Suggestion (see p. M59) at level 21. He also has Extra Fatigue 10, for use with his demagoguery powers only.

Gear: An agent provocateur will usually carry a .44 deringer and a walking stick which can be used like a light club.

BOGIE MAN

Children in the Weird West often whisper to each other about a terrifying creature who hides in the shadows and does terrible things while the adults aren't looking. Somehow they know that if they told the grownups about his awful pranks, he would come for them.

They call him the bogie man.

The bogie man is an abomination made especially for children. Man-sized and man-shaped, he looks as if he were built of twigs and sticks, with a tumbleweed for a head. He never speaks, and he always stays out of the sight of adults. He makes sure, however, to do his pranks where children can see him. He meddles with machinery, spooks animals, steals small but important objects – always a prank that will hurt or kill someone. He does this to torture children with their own inability to help.

Any child under 16 who sees the bogie man and fails a Will-6 roll is unable to talk to adults about the bogie man or his pranks. He can talk to other children, or write about the bogie man, but if confronted by an adult, he will be compelled to say that it was all just a story. As he grows up and the petrifying fear wears off, he will have convinced himself that it really was just a story.

ST: 11 **Move/Dodge:** 6/6 **Size:** 1
DX: 17 **PD/DR:** 0/0 **Weight:** 120 lbs.
IQ: 12 **Damage:** 1d+1 cut
HT: 10 **Reach:** C **Habitat:** All

Skills: Acrobatics-18; Brawling-17; Climbing-18; Detect Lies-13; Engineer-10; Intimidate-18; Knife Throwing-18; Lockpicking-20; Mechanic-12; Pickpocket-20; Sleight of Hand-20; Stealth-21.

Special Abilities:

Coup: A Harrowed who absorbs a bogie man's essence gains a permanent +4 bonus to Stealth.

Damage: The bogie man can claw for 1d+1 cutting damage.

Horrid Appearance: See *Terror*, p. 7. Victims are at a -4 penalty to Fright Checks; children are at -8.

Vulnerability – Children: A bogie man will be slain instantly if a child stands up to him and hits him with a hand weapon. The child must make a Will-4 roll to muster up his courage; once he manages that, any successful hit by him will kill the bogie man.



BUFFALO MAN

The Buffalo Man is a buffalo spirit given form on the mortal plane. He exists to avenge the senseless slaughter of the buffalo by the white man. He manifests as a huge man, nearly 10 feet tall, with the head of a buffalo and enormous gnarled fists. The Buffalo Man kills white men and their cattle, and will continue doing so until the killing of buffalo stops. He will drive Indian hunters away from buffalo, but will not kill them unless they kill indiscriminately or attack the Buffalo Man.

ST: 23 **Move/Dodge:** 7/7 **Size:** 1
DX: 15 **PD/DR:** 0/0 **Weight:** 600 lbs.
IQ: 11 **Damage:** 4d+1 cr
HT: 16/21 **Reach:** C **Habitat:** P

Skills: Area Knowledge (current location)-16; Brawling-19; Intimidation-15; Tactics-20.

Special Abilities:

Charge and Trample: If the Buffalo Man has more than 10 yards to build up speed, he can use a special trampling attack. If while using this attack, he successfully slams and tramples an opponent, his hooves do as much damage as his fists (4d+1). If he has the opportunity to trample without the preceding charge, he does only normal trampling damage (1d).

Damage: The buffalo man's mighty fists do 4d+1 crushing damage.

Harvest of Slaughter: For every 1,000 buffalo slaughtered within 300 miles of the Buffalo Man's current location, the Buffalo Man gains 1 point of ST, 3 hit points, and a +1 bonus to Terror. This bonus lasts until the next full moon.

Horrid Appearance: See *Terror*, p. 7. Victims are at a -3 penalty to Fright Checks.

CHINESE OGRE

Chinese ogres are minor demons from the Chinese underworld, where they mostly serve as foot soldiers and enforcers to more-powerful beings, and generally suffer all the indignities of being a poorly respected lackey. Consequently, should the opportunity arise, many of them are more than happy to make their way to the mortal world, where they usually end up as foot soldiers and enforcers for more-powerful beings. Making a new and better life for yourself in the West is rough . . . even for abominations.

Chinese ogres stand between eight and 12 feet tall, and weigh about half a ton. They are generally human in shape and appearance, but their faces are twisted and fearsome. Their skin is typically corpse-white, and they have shocking red, green, or blue hair. Most Chinese ogres have an eye in the middle of their forehead; for some, it's the only eye they have.

They usually carry enormous swords or polearms, too large for a human to use. Some particularly intelligent ogres can use black magic.

Chinese ogres are most commonly found in the Great Maze, particularly around Shan Fan. They are also found in some numbers in Montana, where Kang summoned a corps of Chinese ogres to help him break up the so-called Anti-Railroad League in 1876. The League had threatened to bring in the government to help them keep their land in the face of Iron Dragon's westward expansion. A band of Chinese ogres is an effective tool of persuasion; the Anti-Railroad League folded up and blew away in a matter of weeks after the ogres arrived. Since then, Kang deploys his ogres a few weeks

CHINESE OGRES AS PLAYER CHARACTERS

CHINESE OGRE

174 POINTS

Attributes: ST +13 [140]; DX +1 [10]; IQ -1 [-10]; HT +4 [45].

Advantages: Extra Hit Points 5 [25].

Disadvantages: Bully [-10]; Inconvenient Size [-10]; Monstrous Appearance [-30]; Selfish [-5]; Uneducated [-5].

Chinese ogres make reasonably good PCs; they are sufficiently humanoid to be integrated into an ordinary campaign with a little work. Their horrifying ugliness will take some working around, but in an action-oriented campaign, the sheer bruiser power of an ogre can't be beat. Indeed, the ogre's social shortcomings could easily be played for laughs to great effect.

One could also build a campaign around a group of Chinese ogres; they could be thugs for Kang or some other warlord, unattached ogres trying to make their way in the mortal world, or functionaries sent from the Chinese underworld to some dark end. Delving into the politics of the Chinese underworld as they are played out by proxy in the Maze could be a fascinating campaign for the right group.

ahead of the railhead; by the time the rail workers arrive, any locals who haven't fled outright are more than happy to sell Iron Dragon anything it wants.

ST: 23-30 **Move/Dodge:** 6/6 **Size:** 1
DX: 11 **PD/DR:** 0/0 **Weight:** 800-1,200 lbs.
IQ: 9 **Damage:** 3d-1 cr#
HT: 14/19-24 **Reach:** C **Habitat:** All

Skills: Intimidation-12; Polearm-13 or Two-Handed Sword-13.

Special Abilities:

Black Magic: An unusually talented Chinese ogre may have Power Investiture 1 and a handful of black magic spells at level 11; Dark Protection or Pact are common.

Damage: Chinese ogres can do 3d-1 crushing damage with their fists.

Gear: An ogre sword is a massive blade, usually about eight feet long and 28 pounds in weight. An ogre uses it like a bastard sword; wielded one-handed, it has a Min ST of 23 and does sw+2 cutting damage with a Reach of 1, 2 or thr+2 crushing damage with a Reach of 2. Wielded two-handed, it has a Min ST of 18 and does sw+5 cutting damage with a Reach of 2, 3 or thr+5 crushing damage with a Reach of 3.

An ogre poleaxe is over 12 feet long and weighs almost 50 pounds. It has a Min ST of 27 and does sw+6 damage with a Reach of 2-4; it can do either crushing or cutting damage, depending on which side of the weapon is used. It must be readied for a turn to switch from long to short grip or vice versa.

DARK BEAST

The Wichita have spoken of spider spirits called "dark beasts" for over a century, and those stories may be based on even older legends. It is not known whether the modern creatures known as dark beasts are the source of those legends, or whether the Reckoners just knew a good idea when they saw one. Either way, the dark beasts are now very real.

Dark beasts live in deep cave complexes. Each lair houses one mated couple and their many, many spawn. Dark beasts are impossible to describe fully; they refuse to venture into any light stronger than dark twilight, and their corpses dissolve into smoke when exposed to anything brighter. However, they seem to be roughly humanoid in shape, and they have several pairs of arms and legs. This makes them appear spider-like from a distance. They feed on human blood.

Dark beasts are not as intelligent as human beings, but they can speak simple sentences and they possess a devilish cunning – dark beasts have a Craftiness level of 13. They set ambushes for lone humans, in wilderness areas near their lairs. Some victims are killed on the spot and drained, while others are brought back to the lair, to languish in storage pits until the beasts wish to feed again.

A dark beast cannot be killed while its heart remains intact. Unfortunately, dark beasts are able to remove their hearts and leave them behind when they go hunting. The deepest, most carefully hidden chamber of a dark beast lair is

the one where the beasts' hearts hang from the ceiling. If a dark beast's heart is destroyed, it dies instantly. For this reason, the beasts never leave the lair without posting guards and setting an intricate assortment of traps.

A beast without its heart, if reduced to 0 hit points, will immediately flee; it cannot do anything besides run. It returns to the lair to restore its heart to its body and rest until it regains its strength.

ST: 19-24 **Move/Dodge:** 7/7 **Size:** 1
DX: 13 **PD/DR:** 4/12 **Weight:** 200-250 lbs.
IQ: 7 **Damage:** 4d-1 cut#
HT: 15/20-25 **Reach:** C **Habitat:** Sub

Skills: Acrobatics-14; Brawling-14; Stealth-16; Thrown Weapon (Ice Dart)-14.

Special Abilities:

Blood Drain: If a dark beast successfully bites an opponent, it can latch on to suck blood. It automatically drains 2 hit points and 1 fatigue each turn until the victim either wins a Quick Contest of ST or dies. Other people may also attempt a Quick Contest of ST to pull the dark beast off.

Damage: A dark beast can claw for 4d-1 cutting damage or bite for 1d+1 impaling damage.

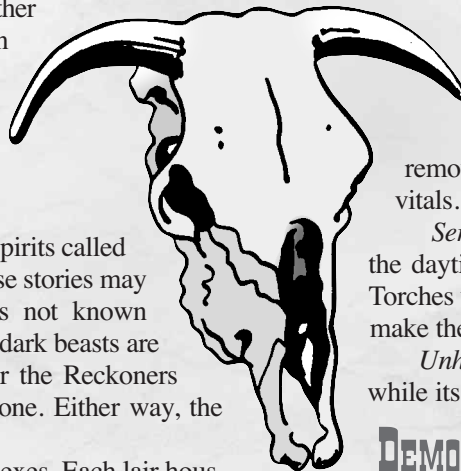
Horrific Appearance: See *Terror*, p. 7. Victims are at a -4 penalty to Fright Checks.

Ice Dart: Young dark beasts can spit darts of black ice. These darts are similar to thrown daggers (thr-1 damage, SS 12, Acc 0, 1/2Dam ST-5, Max ST).

No Vitals: A dark beast with its heart removed takes no extra damage from hits to the vitals.

Sensitivity to Light: Dark beasts never go out in the daytime, and will always flee a source of light. Torches will hold them at bay until they find a way to make the torchbearers drop them.

Unhealing: A dark beast can only heal damage while its heart is in its chest.



DEMON

For centuries, preachers have terrified their congregations with stories of wicked and cruel demons who lurk in the pits of Hell, waiting to rend the souls of the unrighteous. Anyone who thinks the Reckoners are going to let such a great idea go to waste is kidding himself.

These days, anyone who tries to summon up a demon is quite likely to succeed; such an opportunity for fearmongering just cries out to be exploited. These "demons" are, of course, not quite what their summoners think; rather than fallen angels from Hell, they're just abominations dressed up to look like what they're expected to be. They put on a good show, though.

Almost any ritual will do for the summoning. As long as the summoner demonstrates a true desire to call up a being from the depths of Hell, and is willing to perform some abhorrent act to do so, he *will* summon a demon. The particular ritual sacrifice depends on which book of insane ravings the cultist is working from. Most ritual recipes involve an absurd

amount of paraphernalia, and any knowledgeable investigator who inspects the site of a summoning ritual will be able to deduce the ritual's intent on an Occultism-2 roll.

When a demon is summoned, it usually pretends to be the obedient servant of its summoner, although it is in fact completely uncontrolled. Generally, a demon spends months slowly making its "master" dependent on it, while simultaneously demonstrating increasing independence. In the end, the summoner is terrified of the demon, but unable to imagine how to do without it. The demon winds up controlling the cult that summoned it, working acts of terror in hopes of elevating the local Fear Level. The demon cares nothing for its human pawns, gladly expending them if necessary.

Demons vary in appearance and ability, but usually conform to their summoners' ideas of demons – flame, sulfur, hooves, and so on. Unfortunately for the demons, their conformance to legend also makes them vulnerable to religious trappings like holy water and blessed objects. Contrary to legend, however, a demon cannot be banished back to Hell, seeing as it was never there to begin with. Instead, an exorcism *destroys* a demon; the hellish thing may not be able to go home, but it can't stay here.

TYPICAL DEMON

A typical demon is the sort of thing that might be called up by a dabbler in demonology or a two-bit satanic cult. It usually stands a bit less than 10 feet tall, with broad shoulders and dark red skin. It has long, apelike arms with vicious claws, and a maw filled with sharp venomous fangs. Its appearance may vary, depending on the summoner's expectations, but most demonologists coming out of the Christian tradition get something along those lines.

This demon is not particularly cunning, but it doesn't need to be; its summoner is probably easily cowed and more than ready to do whatever the demon says the "Dark Master" wants.

Demons may have access to black magic; this is a good way to adjust the power level of a demon to fit your campaign.

ST: 28 **Move/Dodge:** 7/7 **Size:** 1
DX: 13 **PD/DR:** 2/6 **Weight:** 800 lbs.
IQ: 11 **Damage:** 5d+1 cut#
HT: 15/25 **Reach:** C, 1 **Habitat:** All

Skills: Brawling-16; Detect Lies-12; Fast-Talk-13; Intimidation-14; Occultism-12; Stealth-14; Theology-12.

Special Abilities:

Damage: A demon's claws do 5d+1 cutting damage. Its teeth do 1d+2 impaling damage, and inject an acidic poison which burns through the victim's veins. A demon's poison is a Type A venom which does 1d+1 damage.

Horrid Appearance: See *Terror*, p. 7. Victims are at a -4 penalty to Fright Checks.

Invulnerability – Fire/Heat: Fire and heat-based attacks do no damage to a demon. Explosions do half damage.

Invulnerability – Normal Weapons: Demons only take half damage from all normal weapons. Silver weapons affect demons normally.

Vulnerability – Holiness: Holy water does 1d hits when splashed on a demon. Exorcism destroys them outright.

Weakness – Consecrated Items and Ground: The touch of a consecrated item does 1d hits per turn to a demon. While on consecrated ground, a demon suffers a -4 penalty to all rolls.

ARCHDEMON

Archdemons come only to summoners with serious power – major cults, with powerful sorcerers. This makes them rare; not too many people develop the power to rate an archdemon without knowing enough of the truth to realize that demons don't exist.

A typical archdemon towers 12 feet tall, and almost six feet across, with huge, bat-like wings, long horns, and a mouth like a roll of barbed wire. When it speaks, its voice rolls across the room like a thunderstorm rolled in butter.

Archdemons are smarter than their kin – because they need to be. Most cults who summon demons are usually doing fine wreaking terror before the archdemon gets there, but it just isn't in a demon's nature to leave well enough alone. A demon likes to put its own personal spin on things, and even an archdemon has to be tireless and cunning to dominate a cult powerful enough to summon it.

ST: 36 **Move/Dodge:** 7/7 **Size:** 2
DX: 14 **PD/DR:** 4/12 **Weight:** 1,200 lbs.
IQ: 13 **Damage:** 6d+3 cut#
HT: 17/35 **Reach:** C **Habitat:** All

Skills: Brawling-18; Detect Lies-15; Fast-Talk-19; Intimidation-20; Occultism-16; Theology-15.

Special Abilities:

Coup: A Harrowed who destroys an archdemon gains Invulnerability to fire and heat, with the limitation "Takes half damage" (-25%).

Damage: An archdemon's claws do 6d+3 cutting damage. Its hooves do 5d+1 damage, and its bite does 6d damage.

Fiery Breath: Every other turn, an archdemon can breathe fire. This attack is treated as a four-round burst of automatic fire (see the Automatic Weapons rules on p. B120 for details); multiple hits on a single target add their damage together for purposes of penetrating DR. Unsealed armor gets only 1/5 its normal DR. Each "round" does 2d+1 fire damage.

Flaming Aura: An archdemon is wreathed in black flames. Anyone within one yard of the archdemon must roll against HT-4 every turn to avoid taking hits equal to the amount the roll was missed by.

Flight: An archdemon can fly with Move 14.

Horrid Appearance: See *Terror*, p. 7. Victims are at a -6 penalty to Fright Checks.

Invulnerability – Fire/Heat: Fire and heat-based attacks, whether mundane or magical, have no effect on the archdemon. Explosions do half damage.

Invulnerability – Normal Weapons: Normal weapons and attacks do no damage to the arch-demon. Silver weapons do half damage.

Vulnerability – Holy Items: Holy water does 1d damage to the archdemon if splashed on it. Archdemons suffer a -4 penalty to all rolls while on holy ground. Exorcism will destroy an archdemon.

Weakness – Consecrated Ground: Archdemons suffer a -4 penalty to all rolls while on consecrated ground.

FAMINITE

A person afflicted by a hunger spirit (see p. 24) becomes a faminite. Faminites wander the land, searching for food. They will eat anything edible, even manflesh, though they prefer more ordinary food. No matter what quantity of food they consume, they are never sated for long. The only thing they do not eat is another faminite.

Faminites obey the commands of the hunger spirit that created them, though hunger spirits rarely seem to use this power. The terror that faminites create on their own is equal to anything the hunger spirits could dream up.

ST: 12 **Move/Dodge:** 5/5 **Size:** 1
DX: 10 **PD/DR:** 0/0 **Weight:** 80 lbs.
IQ: 8 **Damage:** 1d+2 cut
HT: 13 **Reach:** C **Habitat:** All
Skills: Broadsword-10; Guns (any)-10; Stealth-10.

Special Abilities:

Damage: Faminites can claw for 1d+2 cutting damage, or bite for 1d-1 cutting damage. They often carry clubs, which do 1d+3 crushing damage, and a few carry firearms.

Dread – Protection Miracle: A faminite may be held at bay by the Protection miracle. The evil taint of the famine within them is repelled by the holy power of the miracle.

Infection: Anyone who is hit by a faminite's bite or claw will become a faminite himself within 24 hours, over which time he becomes gaunt and famished, and his fingernails warp into sharp, infectious claws. Armor protects against the infection, but Toughness does not; even if the attack doesn't penetrate the victim's natural DR, he will be afflicted. Only death or magical healing can stop the disease.

GABRIEL HOUND

A gabriel hound is a harbinger of bad luck for the person it appears to. It looks like a massive coal-black dog resembling a four-foot-tall wolfhound. A gabriel hound's eyes have an unsettling glow, and a low growl eternally grumbles in its throat. Gabriel hounds rarely attack; a hound prefers to appear to its victim, give him a good scare, and then leave the poor victim to his ill luck. If cornered, however, a gabriel hound can be quite formidable.

ST: 13 **Move/Dodge:** 6/6 **Size:** 1
DX: 12 **PD/DR:** 0/0 **Weight:** 100 lbs.
IQ: 6 **Damage:** 2d+2 cut#
HT: 13 **Reach:** C **Habitat:** All

Special Abilities:

Curse: The first person who sees a new gabriel hound is cursed by it, gaining Unluckiness until he lowers the Fear level of an area by destroying a fearmonger (see p. DL11). Killing the gabriel hound does not affect the curse.

Damage: Gabriel hounds can claw for 2d+2 cutting damage, or bite for 2d impaling damage.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -2 penalty to Fright Checks.

Invulnerability – Normal Damage: Ordinary weapons and attacks do only half damage to a gabriel hound. Silver weapons do normal damage.

Vulnerability – Holy Water: Holy water does 1d hits to a gabriel hound.

HEADLESS HORSEMAN

Headless horsemen appear to be headless men riding black horses and carrying large flaming pumpkins. A headless horseman may be created when someone is decapitated. The chances increase if the person in question was riding a horse at the time of death, or was a professional rider (Pony Express, cavalryman, etc.). Headless horsemen create fear along the roads and byways of America. They pursue hapless travelers, progressively becoming more terrifying, as described below. In addition to its intrinsically horrifying appearance, a headless horseman uses its Intimidation skill to considerable effect.

Despite all its efforts to drive people before it in fear, a horseman has no qualms, should it catch one of its victims, about killing him and taking his head. Horsemen seem to hope to find an appropriate substitute for the head that's gone missing.

ST: 10 **Move/Dodge:** 6/6† **Size:** 1†
DX: 14 **PD/DR:** 0/0 **Weight:** 150 lbs.
IQ: 12 **Damage:** *
HT: 13 **Reach:** C, 1 **Habitat:** All

† Move 16/6, Size 2 on horseback.

Skills: Guns (Pistol)-16; Intimidation-16; Riding (Horse)-17; Shortsword-16; Throwing-17; Tracking-13.



Special Abilities:

Gear: Headless horsemen carry cavalry sabers and double action Peacemakers.

Pumpkin Head: A headless horseman can hurl its pumpkin head. The head does 3d+1 fire damage to whatever it strikes, and ignites flammable objects.

Terror: See p. 7. A headless horseman initially has Terror at no modifier; at this point, victims hear only eerie hoofbeats with no obvious source. When the horseman appears, another Fright Check, with Terror at +2, is required. Next, the horseman's pumpkin head begins to make grotesque faces, which requires a third Fright Check with Terror at +4. Then the pumpkin begins to laugh hysterically, with a piercing cackle, requiring yet another Fright Check with Terror at +6. Finally, the horseman hurls the pumpkin head, which requires a last Fright Check with Terror at +8.

Undead: While on horseback, a headless horseman has the Injury Tolerance (No Blood, No Brain, No Neck, No Vitals), Undead Invulnerability, and Vampiric Immortality advantages. He cannot be stunned or fatigued, and suffers no debilitating effects from damage. Unlike many undead, a headless horseman has no particular bodily focus; his vulnerability is that he cannot be killed on his horse. If the horseman is knocked off his horse, he loses his Undead Invulnerability.

You need to convince people that they are all alone, and that they can't depend on anyone or anything. Then you hit them with a slaving beast from Hell.

Hoodoo

Occasionally, sections of rock wall come to life and set to destroying things. These creatures may be nature spirits taking matters into their own hands, or they may be abominations set to terrify lone miners. Either way, the hoodoo's behavior is simple. It lurches out of the rock to attack a victim, battering him with its heavy fists until he is dead. Then it fades back into the rock.

The only refuge from a hoodoo is water; hoodoos sink in water like rocks and, if immersed, begin to dissolve after a few minutes. As a result, they avoid immersion at any cost.

Hoodooos have only been reported in the Maze, but could potentially be found anywhere.

ST: 32 **Move/Dodge:** 6/6 **Size:** 1
DX: 9 **PD/DR:** 4/12 **Weight:** 1,000 lbs.
IQ: 7 **Damage:** 3d+1 cr
HT: 16/26 **Reach:** C **Habitat:** M

Skills: Brawling-11.

Special Abilities:

Horrific Appearance: See Terror, p. 7. Victims are at a -3 penalty to Fright Checks.

Imperturbable. See p. CI26.

Vulnerability – Water: If immersed in water, a hoodoo will start to dissolve, losing 4 ST and 3 hit points every minute.

HORNED SERPENT

The Zuni tell tales of a serpent creature that lives in the river, where it poisons and kills anyone who gets close enough to be vulnerable. After devouring its unfortunate victim, the serpent takes his shape and sneaks back to kill and eat his loved ones and companions.

Horned serpents dwell in deep rivers in the Southwest. They measure about 12 feet long, and sport green and blue scales along their backs, with a jet-black belly. This coloration helps them hide underwater despite their size. A horned serpent's head resembles that of a viper, like a rattlesnake or water moccasin, but it also possesses a row of small bony horns running from the top of its head down to the base of its neck. On either side of this row of horns, it has a sharp horn about two feet long.

The serpent lies in wait at the bottom of the river, waiting for potential prey to come to the riverbank. When opportunity presents itself, the serpent strikes with its poisonous fangs, then wraps the victim in its coils to hold it while it feeds.

A horned serpent can also take the form of any creatures it wraps in its coils. This power allows it to hunt outside its usual range, particularly when prey is scarce around its river. The likeness is exact – size, shape, and color are all perfect. The crucial flaw in the imitation is the serpent's mind; it remains a bright animal. It can't talk at all or imitate mannerisms particularly well, so anyone who knows the victim well, or who has reason to take a close look at the impostor, can detect the imposture by making a Perception roll. A serpent may remain transformed for no more than 24 hours.

If a transformed serpent is discovered, it reverts to its true form and tries to escape. In battle, horned serpents always try to flee if they face opponents who seem to have a good chance of winning. Toward this end, they often try to knock out opponents temporarily with venom and then to escape while the downed enemies recover.

ST: 27 **Move/Dodge:** 6/6 **Size:** 4
DX: 12 **PD/DR:** 0/0 **Weight:** 800 lbs.
IQ: 6 **Damage:** 1d+2 cut#
HT: 13/25 **Reach:** C **Habitat:** FW

Skills: Brawling-12; Intimidation-5; Stealth-13; Swimming-13; Tracking-15.

Special Abilities:

Damage: A horned serpent may bite for 1d+2 cutting damage, stab with its horns for 1d impaling damage, or crush with its coils for 2d crushing damage. A horned serpent must grapple successfully in order to crush an opponent.

Poison: The horned serpent's venom is a Type D venom.

Shapeshift: Horned serpents can take the form of any creature it kills by crushing it in its coils. The illusion lasts for 24 hours or until the serpent dispels it.

Terror: See p. 7. Victims are at a -4 penalty to Fright Checks.

HUNGER SPIRIT

Hunger spirits are the living embodiment of hunger itself. Wherever there is hunger and starvation, a hunger spirit follows. Originally disembodied, a hunger spirit will take up residence in the body of some unfortunate. The host dies of starvation within minutes of being invaded; his body slowly transforms into a shriveled husk with a gargantuan potbelly and a wide-mouthed face forms in the flesh of the gut.

The hunger spirit transforms anyone who comes upon its hidey-hole into a faminite, sending its ravenous minions out to devour and destroy. A hunger spirit's faminites obey its commands, but it rarely finds it necessary to take advantage of this power.

ST: 19 **Move/Dodge:** 5/5 **Size:** 1
DX: 12 **PD/DR:** 0/0 **Weight:** 250 lbs.
IQ: 13 **Damage:** 2d-1 cr
HT: 11 **Reach:** C **Habitat:** All

Special Abilities:

Coup: A Harrowed who ingests a hunger spirit's essence may heal without eating meat, eliminating the Unhealing disadvantage. However, the Harrowed will find himself always naggingly hungry. The hunger causes no negative side effects, but it's bothersome.

Damage: An embodied hunger spirit may do 2d-1 crushing damage with its fists.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -6 penalty to Fright Checks.

Induce Hunger: A hunger spirit induces intense, debilitating hunger in its victims. Each round, every person within 50 yards must make a Quick Contest of Will with the hunger spirit; anyone who fails loses an amount of fatigue equal to the amount he lost by as starvation damage (see p. B128). Anyone reduced to zero fatigue from starvation becomes a faminite (see p. 22).

LIVING HOUSE

There is a very rare sort of abomination – not yet identified by the Rangers or Agency – known as the living house. These abominations appear to be normal houses in all respects – furniture, carpet, etc. Typically they resemble American Gothic mansions, dingy gray but richly furnished. When a family moves in, the terror begins. As with a haunted house, an active living house raises the local Fear Level by 1. It clouds the memories of the neighbors, causing them to remember the house's "having always been there."

Within the house is *real* danger. A living house can control the temperature and humidity within itself. It can hurl its own furniture at people. It controls its furnishings, doors, and windows absolutely; nothing happens to its possessions without its assent, and it can even alter its internal structure, creating dead ends, false doors, and the like at will. It can inflict nightmares on anyone sleeping within it; it often picks a single target and drives him mad with visions.

Knowledgeable investigators can identify living houses because they all look the same: a three-story mansion with a turret at the right front corner and a covered porch. Living

houses never have grounds, gardens, or walkways; they have no ability to control anything outside themselves. There is never any official record of the house.

Consequently, living houses are usually found on the outskirts of towns, where the history of a house can be planted in the locals' minds without official records to contradict it. Obscure locations also avoid attracting the attention of passersby as the houses spring up overnight.

The purpose of living houses is unclear; it seems an awfully large expenditure of energy just to terrify a single family, or even a series of them. Perhaps the Reckoners hope to create a legend by means of the family's stories . . . or perhaps they already have. The example of living legends (pp. 121-123) seems to indicate that if people believe that haunted houses just come into being on the edge of town, they will.



ST: 60 **Move/Dodge:** 0/0 **Size:** varies
DX: 13 **PD/DR:** 2/6 **Weight:** varies
IQ: 14 **Damage:** 2d#
HT: 21/85 **Reach:** – **Habitat:** All

Skills: Brawling-15; Detect Lies-16; Performance-17; Throwing-15.

Special Abilities:

Climate Control: The house has control over temperature, humidity, and airflow within its walls. It can use these abilities to create ghostly chills and heat shimmers that may be mistaken for a ghost if the observer fails a Perception roll.

Damage: A living house may throw its own furnishings at heroes. A thrown piece of furniture can do up to 2d crushing damage.

Foggy Memories: Everyone who lives within 5 miles of the house has vague memories that the house has always been there. Particularly imaginative subjects may even recall previous occupants and other details.

Lord of Its Domain: The house has total control over its fixtures and furniture. Nothing happens to these items without the house's acquiescence. However, damaging the furniture does not harm the house; only attacking the house's structure can harm or kill it.

Night Terrors: The house can give anyone sleeping under its roof the Nightmares disadvantage for the duration of their stay.

Terror: See p. 7. Victims are at a -4 penalty to Fright Checks.

MULESKINNER

Muleskinners are generally only found in the vicinity of Vicksburg. They are undead abominations created from the remains of jackasses eaten by Vicksburg's citizens in an attempt to stave off starvation. A muleskinner looks like a skeletal mule made to walk upright. Its eyes glow red, and its forelegs end in long bone knives.

It hunts alone, attacking anyone who seems vulnerable and disemboweling him with its bone knives. It usually skins its victims, using the skin to line the inside of its lair – a practice from which it gets its name. If confronted by a group, a muleskinner will flee into the bombproof tunnels which honeycomb the land under Vicksburg, where it can ambush any stragglers at leisure. Muleskinners can see in the dark as well as they can in the light; in their home tunnels, they are at a significant advantage. Muleskinners are clever beyond their actual intellect, and have a Craftiness level of 16.

ST: 25 **Move/Dodge:** 6/6 **Size:** 1
DX: 13 **PD/DR:** 0/0 **Weight:** 200 lbs.
IQ: 9 **Damage:** 4d+1 cut
HT: 13/21 **Reach:** C **Habitat:** Sub

Skills: Area Knowledge (Vicksburg)-10; Intimidation-10; Knife-16; Stealth-14; Tracking-17.

Special Abilities:

Damage: Muleskinners do 4d+1 cutting damage with their cruel-looking bone knives.

Dark Vision: Muleskinners see in total darkness as well as they do in daylight. See p. C152.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -2 penalty to Fright Checks.

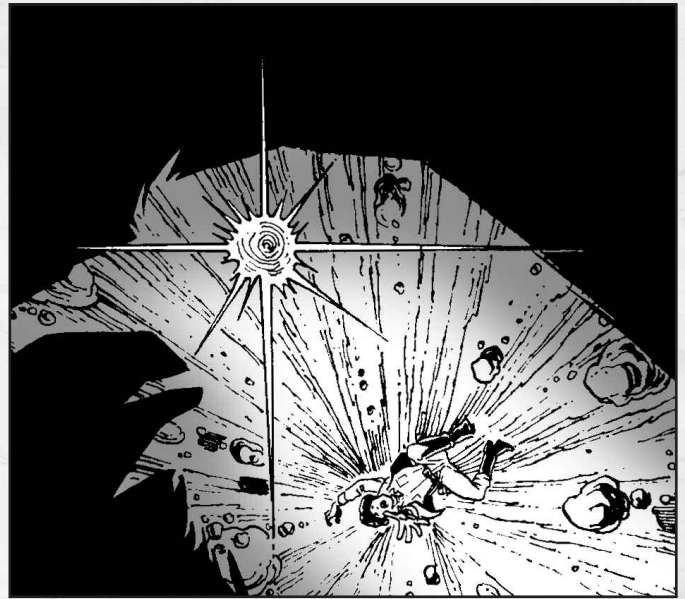
Undead: A muleskinner has the Injury Tolerance (No Blood, No Vitals), Undead Invulnerability, and Vampiric Immortality advantages. It cannot be stunned or fatigued, and it suffers no debilitating effects from damage. Its focus is its brain.

NIGHT RAVEN

Night ravens bring nightmares to susceptible sleepers, escalating the terror of the dreams until the victim eventually dies of fright. They are drawn to vivid dreams; when they find a suitable victim, they establish a psychic link with the sleeper. Then they assault the sleeper with increasingly horrible nightmares which slowly but inexorably drive the victim mad.

A night raven, once detected, is fairly easy to defeat. It never attacks physically; the only defenses it has are its speed and its baleful stare. A night raven always flees when threatened, though it usually tries to use its baleful stare to deter pursuit.

A night raven's feathers make excellent dream catchers; such a dream catcher prevents anyone sleeping under it from having nightmares. Even someone with the Nightmares disadvantage gets a +2 bonus on his Will roll to avoid harm from nightmares.



ST: 2 **Move/Dodge:** 12/6 **Size:** <1
DX: 10 **PD/DR:** 0/0 **Weight:** 2-6 lbs.
IQ: 7 **Damage:** –
HT: 11/2 **Reach:** – **Habitat:** All

Special Abilities:

Baleful Stare: Anyone who makes eye contact with a night raven must make a Fright Check at -2; its eyes convey a sense of horror and despair that few can withstand. Anyone who looks directly at the bird will make eye contact unless he succeeds in a roll against Perception-2 to realize what is happening in time to look away. Any attempt to attack the night raven while not looking at it is at a -2 penalty.

Flight: A night raven can fly with Move 12. On the ground, its Move is 1 and its Dodge is 4.

Nightmares: A sleeping person targeted by a night raven must engage in a Quick Contest of Will with his attacker. If the sleeper wins, the raven tries again the next night. If the sleeper wins three times consecutively, the raven departs to seek easier prey.

If the raven wins, however, it begins manipulating the victim's dreams, making small changes in the dreams to increase the sleeper's terror. The first night, the victim must make an unmodified Fright Check. Each subsequent night, the Fright Check is at a cumulative -2 penalty. The cycle continues until the victim dies of fright. Most victims go mad during the process.

Terror: See p. 7.

PLAGUE RIDER

The plague riders are one of the Reckoners' most diabolical schemes. With them, the Reckoners hope to extirpate the Indians . . . and their knowledge of the Reckoning's true nature. Indian shamans are the last people who have even a vague idea of the Reckoners' origins and purposes; if they can be silenced, humankind will be crippled in its efforts to defend itself.

A plague rider looks human from a distance, like a lanky man swathed in blankets. He roams among Indian settlements, bringing with him a terrible hemorrhagic fever called the “Walking Death.” Nothing short of his destruction will deter him from this end. He draws little attention to himself, moving quietly among a settlement’s households to spread the plague. Only if accosted will a plague rider open his blankets to reveal the masses of decay that hang from his bones, as he lunges to embrace his interrogator.

Plague riders, however, have not worked exactly as planned. Those tribes who still possess the ancient wisdom have been able to fend off the plague riders, but those who have discarded most of the old ways, such as the Five Civilized Tribes, have been devastated by the disease. Still, from the Reckoners’ point of view, spreading that much death and agony has to be counted as a victory.



ST: 13 **Move/Dodge:** 6/6 **Size:** 1
DX: 12 **PD/DR:** 0/0 **Weight:** 100 lbs.
IQ: 12 **Damage:** 1d-2 cr
HT: 12 **Reach:** C, 1 **Habitat:** Any

Skills: Area Knowledge (Indian lands)-13; Brawling-16; Intimidation-14; Riding (Horse)-15; Tracking-14.

Special Abilities:

Coup: A Harrowed who destroys a plague rider earns the services of the rider’s horse, which will carry him without the protest one usually gets from a normal horse asked to carry a dead man.

Damage: A plague rider does 1d-2 crushing damage with its fists.

Horse: A plague rider’s pale-colored steed, though extraordinarily emaciated, gives its master excellent service. It obeys the rider’s orders without question, and is equivalent to a cavalry horse.

Terror: See p. 7.

Undead: A plague rider has the Injury Tolerance (No Blood, No Vitals), Undead Invulnerability, and Vampiric Immortality advantages. It cannot be stunned or fatigued, and it suffers no debilitating effects from damage. Its focus is its head.

The Walking Death: Anyone who comes within 10 feet of a plague rider must make a HT-2 roll to avoid contracting the “walking death.” Anyone who grapples a plague rider must make a HT-4 roll to avoid contracting it; the rider will deliberately grapple particularly important targets in order to ensure infection.

Within a day of contracting the disease, a victim begins to hemorrhage from virtually any disturbance, even simply moving around. Mild activity causes the victim to lose 1 hit

every 10 seconds; more strenuous activity causes the victim to lose 1 hit every five seconds. This bleeding continues until the victim receives medical care or bleeds to death.

Every week after contracting the disease, the victim may make a HT-4 roll to shake off the ailment. Two consecutive successful rolls rid a victim of the illness; until then, absolute rest and constant medical observation are the only way to avoid death from blood loss.

REALLY BAD DOG

When the mound builders (see p. 118) came back from the Hunting Grounds, they brought the really bad dogs with them. They’re not really dogs. The mound builders don’t know what they really are. The dogs seem to have concluded that wherever the mound builders were going, there was going to be fun, Hunting Grounds-style, and decided to come along.

They look like the result of a drunken weekend involving a wolf, an alligator, and a bag of broken glass. They have four legs tipped with powerful claws, jaws which open sideways and are filled with jagged teeth, and sharp, serrated obsidian-like protrusions all over their hides.

They are quite intelligent for evil not-quite-dogs from Hell, and work together very skillfully. In a fight, their first target is any character with magical skills (which they can smell). Really bad dogs are mostly found in the vicinity in St. Louis, as that is where they entered the mortal plane, but they may have spread out to other parts of the country by now. They are drawn to chaos and trouble, and there’s never a shortage of that.

ST: 16 **Move/Dodge:** 6/7 **Size:** 2
DX: 12 **PD/DR:** 4/12 **Weight:** 250 lbs.
IQ: 7 **Damage:** 2d+2 cut
HT: 13 **Reach:** C **Habitat:** Any

Skills: Brawling-15; Intimidation-9; Stealth-14.

Special Abilities:

Coup: A Harrowed who slays a really bad dog gains the ability to grow protrusions of a glass-like material on his body. This gives him PD 2 and DR 6, as well as adding a +1 bonus to the amount of damage he does while fighting bare-handed. Growing these protrusions costs 1 fatigue per body part to be covered. This ability cannot be hidden while active. The protrusions may be retracted at will.

Damage: A really bad dog can use its claws for 2d+2 cutting damage or bite for 1d impaling damage.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -2 penalty to Fright Checks.

Smell Magic: Really bad dogs can detect magic on a person or an object. This ability does not require concentration or fatigue.

SCARECROW

The abomination called the scarecrow looks just like a garden-variety scarecrow made to scare birds – old clothes, lumpy straw body, and a gourd or a sack for a head. That’s because they *are* ordinary scarecrows, animated by the Reckoners.

During the day, scarecrows are quiescent. At night during the growing season, however, they awaken. They patrol their fields, often holding a sharp tool like a sickle or a pitchfork, and attack any trespassers they find. Sometimes they even leave their fields for a short time to find a victim.

Scarecrows are difficult to put down. All regular damage done to a scarecrow heals during the day. Even if “killed,” the scarecrow reanimates the next night. The only permanent solution is fire.

Once a scarecrow has killed, it can reproduce. Seeds grow along its belly over the course of a month. The scarecrow plants them once they mature; the next night, a miniature scarecrow, sometimes called a “corn stalker,” sprouts.

A corn stalker is about two feet tall, with a lanky, gnarled body, a head like a withered gourd, and sharp claws. Corn stalkers obey their scarecrow until they take a life or their scarecrow is destroyed. Once a corn stalker takes a life, it leaves its home field in search of a field with a normal scarecrow. When it finds one, it climbs into the scarecrow’s chest and animates it, becoming a true scarecrow abomination. If a scarecrow dies, the first of its corn stalkers to take a life becomes a scarecrow in the same field. A corn stalker can, at will, take a turn to vanish into the ground. It can reappear anywhere in its home field whenever it wants.

SCARECROW

ST: 12 **Move/Dodge:** 6/6 **Size:** 1
DX: 13 **PD/DR:** 0/0 **Weight:** 80 lbs.
IQ: 11 **Damage:** *
HT: 12 **Reach:** * **Habitat:** P

Skills: Shortsword or Knife-15; Stealth-14.

Special Abilities:

Gear: Scarecrows usually carry a sickle (1d cutting damage, Reach C, 1) or a scythe (1d+2 cutting damage, Reach 1)

Horrific Appearance: See *Terror*, p. 7. Victims are at a -4 penalty to Fright Checks. A scarecrow’s Horrific Appearance only takes effect while it is active.

Invulnerability: Scarecrows take no damage from unarmed attacks, and they have PD 2 and DR 6 against firearm attacks.

Undead: Scarecrows have the Injury Tolerance (No Brain, No Vitals), Undead Invulnerability, and Vampiric Immortality advantages. They cannot be stunned or fatigued, and suffer no debilitating effects from damage. Scarecrows have no focus; they can be killed only by fire.

Vulnerability – Fire: Fire causes normal damage to scarecrows, and if a scarecrow is killed by fire damage, its destruction is permanent.

CORN STALKER

ST: 3 **Move/Dodge:** 6/6 **Size:** <1
DX: 12 **PD/DR:** 0/0 **Weight:** 10 lbs.
IQ: 10 **Damage:** 1d+2
HT: 12/4 **Reach:** C **Habitat:** P

Skills: Brawling-13; Stealth-13.

Special Abilities:

Damage: A corn stalker may use its claws for 1d-4 damage.

Go to Ground: A corn stalker can take a turn to vanish into the soil. The following turn, it can reappear anywhere in its home field.



Horrific Appearance: See *Terror*, p. 7. Victims are at a -2 penalty to Fright Checks.

Undead: Corn stalkers have the Injury Tolerance (No Brain, No Vitals), Vampiric Immortality, and Undead Invulnerability advantages. They cannot be stunned or fatigued, and suffer no debilitating effects from damage. Corn stalkers have no focus; they can be killed only by fire.

Vulnerability – Fire: If a corn stalker is killed by fire damage, its destruction is permanent.

SIN EATER

The sin eater is one of the strangest abominations the Reckoners have created. It looks like a large sack of jelly, filled with writhing shadows that occasionally take the form of a hand or face. It preys on isolated people with simple beliefs, twisting their attachment to their loved ones to bring them utmost terror.

When a sin eater finds a body buried in unconsecrated ground, it seeps into the ground to devour the body. In the process, it absorbs the memories and knowledge of the deceased. After it has absorbed the dead person, it can take on his form for a while – usually only for about an hour at a time.

While transformed, the sin eater visits those who were close to the deceased, using its intimate knowledge of its victim to cause as much pain, fear, and grief to the victim’s loved ones as possible. It will return night after night until it is attacked or unmasked. If attacked, it will strike back until it has killed at least one of its victim’s loved ones. If unmasked (anyone who knew the victim well may make a Perception-4 roll to notice a crucial defect in the sin eater’s performance), it will return to its true form and ooze away.

Normal weapons can temporarily destroy a sin eater, but it will reform at the grave of the next person buried in unhallowed ground. It can only be permanently destroyed by hacking it into pieces and burying each piece in consecrated

ground. This can be challenging, as the West is perennially short of ministers and, therefore, consecrated ground. Sacred Indian sites will do, but it's difficult to get permission.

ST: 13 **Move/Dodge:** 7/8 **Size:** 1-2
DX: 12 **PD/DR:** 6/18 **Weight:** 250 lbs.
IQ: 10 **Damage:** 1d+2 cr
HT: 16 **Reach:** C **Habitat:** All

Skills: Brawling-12; Climbing-13; Fast-Talk-13.

Special Abilities:

Damage: Sin eaters strike out with (mimicked) fists for 1d+2 crushing damage.

Horrid Appearance: See *Terror*, p. 7. Victims are at a -4 penalty to Fright Checks.

Regeneration: Any damage done other than by stabbing and slashing weapons heals at a rate of 1 hit point per minute.

Vampiric Resurrection: A sin eater cannot be permanently killed unless it is dismembered and each piece buried in consecrated ground. If killed by any other method, the sin eater will reform at the grave of the next person buried in unhallowed ground.

Vulnerability – Sharp Weapons: Stabbing and slashing weapons bypass the sin eater's armor. Injuries thus inflicted do not heal at the accelerated rate.

... it seems that only a vacuum can really kill one, and only mad science can concoct a way to create a vacuum.

TERRORMENTAL

Terrormentals are creatures formed from the classical elements – earth, air, fire, and water – by the power of the Reckoners. Their only goal is destruction and mayhem. Terrormentals are created when a cultist performs a black magic ritual which brings pure elemental force into his body, destroying him and creating a greater terrormental, a creature formed of all four elements. The greater terrormental rapidly separates into four terrormentals, one of each element. These terrormentals can then each be controlled with a separate black magic spell.

A terrormental is extremely difficult to fight. Each type of terrormental has a particular type of attack, and a particular vulnerability, related to its element. This vulnerability is the only way a terrormental can be injured. Magic is effective if its form exploits the terrormental's vulnerability, but not otherwise.

There is said to be an ancient tablet that holds the spells for controlling terrormentals, as well as banishing them. The Texas Rangers are said to have this tablet; many people would kill (or worse) to possess it.

ST: 22 **Move/Dodge:** 6/6 **Size:** 2
DX: 12 **PD/DR:** 0/0 **Weight:** 100-2,000 lbs.
IQ: 8 **Damage:** 1d+2
HT: 13/22 **Reach:** C **Habitat:** Any
Skills: Brawling-14; Throwing-14.

TERRORMENTAL BLACK MAGIC SPELLS

SUMMON TERRORMENTAL

REGULAR

This ritual involves complicated rites that make use of all four elements over the course of the spell, and destroy the practitioner at the conclusion of the spell. When the ritual is complete, a greater terrormental rises and separates into its component terrormentals over the course of 3d turns.

Duration: Varies with level of caster

Time to Cast: 20 minutes

Level	Duration
1	1 hour
2	2 hours
3	3 hours
4	4 hours
5	1 hour for every year of the sacrifice's age

CONTROL TERRORMENTAL

REGULAR

This spell enables the caster to control the terrormentals created by Summon Terrormental. This spell is important for cultists summoning a terrormental; an uncontrolled terrormental is just as happy to wreck the temple where it was summoned as it is to attack the target the cult had in mind. The control imparted by the spell is not complete. The controller can give the terrormentals orders that will be obeyed, but the terrormental will not think beyond those specific orders. Further, the spell does not give the caster a mental link to the terrormental; if he goes out of sight and hearing of any one of the terrormentals, he loses all influence over it.

Special Abilities:

Earth: Earth terrormentals have ST 30, PD 8, and DR 24. They do 4d crushing damage with their fists.

Fire: Fire terrormentals can use the Bolts of Doom black magic spell as if cast at Power Investiture 4 (see p. DL104). Fire terrormentals can only be harmed by water, which does 1d hits per gallon of water poured on the terrormental.

Water: Water terrormentals attack with dehydration. The victim must make a Quick Contest of Will against the terrormental, which has a Will of 14; if the terrormental wins, the victim loses hits equal to the amount the Contest was lost by. It is immune to all damage but fire damage.

Air: Air terrormentals suffocate their victims by drawing the air out of their lungs. Everyone within 50 feet of the terrormental is affected. Those affected lose 1 fatigue every turn until they lose consciousness; they die four minutes later. The fatigue may be recovered normally once the victim leaves the terrormental's area of effect. Air terrormentals are very difficult to kill; it seems that only a vacuum can really kill one, and only mad science can concoct a way to create a vacuum. There may be other ways to trap or slay a creature made of air; GMs should reward creative solutions.

Horrid Appearance: See *Terror*, p. 7. Victims are at a -8 penalty to Fright Checks.

THE THING UNDER THE BED

The Thing is an abomination that feeds on the fears of a community's children. It hides in shadows under beds or in closets, allowing children to get an occasional glimpse of it. Generally, they only see a clawed hand coming up over the foot of the bed, or a shadowy mass in a corner. Every month or so, the Thing snatches a child to devour – or perhaps to turn into another Thing – just to keep the children terrified.

Things keep themselves hidden from adults, and are thus usually explained away as an overactive imagination. Disappearing children are explained as runaways. The Thing also commits minor acts of vandalism and theft, framing outspoken children for them. This weakens the trust between adults and children, and helps to prevent adults from believing children who tell them about the Thing.

ST: 13 **Move/Dodge:** 5 **Size:** 1
DX: 12 **PD/DR:** 0/0 **Weight:** 150 lbs.
IQ: 11 **Damage:** 2d-1 cut
HT: 9 **Reach:** C **Habitat:** All

Special Abilities:

Contortionist: Although the Thing is about the size of a normal human, it can stretch and squash its body into much smaller spaces that only a small animal could get into.

Damage: The Thing Under The Bed can claw for 2d-2 cutting damage.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -4 penalty to Fright Checks.

Immunity – Normal Attacks: Normal weapons cannot hurt a Thing. Magical weapons and attacks affect it normally.

Shadow Transport: A Thing can teleport up to 100 yards from one shadow to another, as long as no one is looking directly at it. It must be able to see its destination, or know that it exists and is adequately shadowed. Remember that the Thing can squeeze into very small shadows.

Vulnerability – Light: Direct exposure to any light greater than that of a torch does 1d+2 damage to a Thing.



TOMB GUARDIAN

Tomb guardians are short ceramic statues built by Chinese sorcerers to guard things and places. They look like a fanciful hybrid of deer, man, and lizard. After the enchantment process,

the sorcerer can give detailed instructions to the tomb guardian on who is allowed into its domain. It will attack anyone not on the list. Tomb guardians cannot be given instructions other than what area it is to guard and who it is to let in.

ST: 5 **Move/Dodge:** 5/5 **Size:** 1
DX: 12 **PD/DR:** 0/0 **Weight:** 120 lbs.
IQ: 4 **Damage:** 2d imp
HT: 8/4 **Reach:** C **Habitat:** All

Skills: Brawling-14.

Special Abilities:

Antlers: Tomb guardians can do 2d impaling with their sharp antlers.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -1 penalty to Fright Checks.

TOMMYKNOCKER

Tommyknockers dwell in mines, where they menace miners by weakening supports, loosening shale, and generally increasing the danger of a cave-in. They rarely meddle with a ghost rock mine unless it's been tapped out; gold and silver mines are their usual meat. After all, the Reckoners want ghost rock to be out of the ground where it can be used.

When a tommyknocker successfully causes a cave-in, it will make its way to the trapped miners and devour them alive one by one, as starvation or asphyxiation weakens them. Mines known or believed to be inhabited by a tommyknocker may have a higher Fear Level than usual.

Tommyknockers are three-foot-tall humanoids with enlarged heads. They walk around in a hunched posture. Their skin is slate-gray, and they have eyes as large as saucers. Their hands have three fingers each with claw-like nails.

ST: 9 **Move/Dodge:** 6/6 **Size:** 1
DX: 12 **PD/DR:** 0/0 **Weight:** 90 lbs.
IQ: 11 **Damage:** 1d+1 cut
HT: 15/10 **Reach:** C **Habitat:** Sub

Special Abilities:

Burrowing: Tommyknockers may pass through stone or earth with Move 4. This burrowing leaves behind no tunnel or other trace. It can use this ability to sneak up on prey.

Damage: A tommyknocker can use its claws for 1d+1 cutting damage.

Dark Vision: Tommyknockers see in total darkness as well as they do in daylight. See p. CI52.

Disorient: A tommyknocker may bewilder a victim by winning a Quick Contest of Will. If it does so, the victim loses his sense of direction completely; this can be deadly in narrow mine tunnels. The confusion lasts a number of hours equal to the amount by which the victim lost the contest.

Sabotage: A tommyknocker can damage mining equipment and structures. This process takes time to complete, but a cave-in is inevitable, though it takes a week or more of sabotage to accomplish.

Terror: See p. 7. Victims are at a -2 penalty to Fright Checks.

Weakness – Light: In any light brighter than a torch, tommyknockers are at -2 to all their rolls.

TROLL

Trolls live in the wilderness, in dark woods, hidden mountain valleys, or by forgotten bridges. They feed on lost or solitary travelers, attacking after the poor wanderer is confused, lost, and exhausted. If the traveler isn't lost to begin with, the troll leads him astray and steal his supplies. Trolls can create simple illusions and mimic nearly any creature. Once the victim is vulnerable, the troll makes its move.

Trolls remain hidden until the moment of the attack. Very few people have lived to report a troll attack. Troll haunts often have a higher Fear Level than the surrounding area.

Trolls look like short, broad humans with ruddy skin and clawed fingers and toes. Their broad faces look as if they've been stretched horizontally. They sometimes wear clothes, which they loot from victims, but they're equally happy to go naked.

ST: 6 **Move/Dodge:** 7/8 **Size:** 1
DX: 13 **PD/DR:** 0/0 **Weight:** 120 lbs.
IQ: 11 **Damage:** 1d cut
HT: 15/10 **Reach:** C **Habitat:** Any

Skills: Brawling-15; Climbing-14; Fast-Talk-13; Pick-pocket-16; Stealth-17; Tracking-14.

Special Abilities:

Damage: Trolls do 1d cutting damage with their claws.

Illusion: Trolls can create simple illusions – mostly alterations of reality rather than outright creations, such as making a rickety bridge appear solid or a flooding river appear high but safe.

Mimic: Trolls can mimic the sounds made by virtually any creature. A roll against Perception-6 is necessary to notice something unusual about the sound.

UKTENA

The uktena is a legendary creature of Indian lore, a water serpent over 30 feet long. It has a small crystal embedded in its skull which acts as a conduit to the Hunting Grounds, tapping into energies which make it virtually invulnerable and enable it to hypnotize humans.

The uktena is about the thickness of a tree trunk, with two horns on either side of its head framing the crystal. Its body just behind its head is banded with stripes of all seven colors of the spectrum.

If an uktena is slain, the crystal may be pried loose. It is about the size of a rifle cartridge. The owner of the crystal gains a +2 bonus to all mad science, huckstering, or ritual magic rolls as long as he possesses the crystal. The crystal must be soaked in the blood of a small game animal every seven days. If not, it loses its power and the owner permanently acquires the Unluckiness disadvantage. A person must hold the crystal for a week to be considered its owner.

ST: 45 **Move/Dodge:** 12/8 **Size:** 10
DX: 12 **PD/DR:** 0/0 **Weight:** 2 tons
IQ: 9 **Damage:** 2d+1 cut#
HT: 15/40 **Reach:** C **Habitat:** FW
Skills: Brawling-15; Stealth-14; Swimming-14.

Special Abilities:

Damage: An uktena can gore with its horns for 2d impaling damage or bite for 2d+1 cutting damage.

Hypnotism: Any person looking at an uktena may be mesmerized by its shimmering, colorful scales. He must make a Will roll each turn that he looks at the uktena or lose himself and walk slowly toward the beast, completely unable to defend himself. He may attempt to break free every turn by making another roll against Will.

Invulnerability – All: An uktena is invulnerable to all harm. Only an attack against the uktena's heart, underneath the violet band on its neck, can injure it. Attacks on the violet band are at -6, and can only be attempted if the attacker knows of the uktena's weakness (this requires a successful roll against Occultism-6 to recall under stress).

Monsters are not the Other. They could be just like you.

WILL O' THE WISP

A will o' the wisp looks like a ball of light about the size of a man's head. They are found in hazardous areas, where they mesmerize their victims to follow them into danger.

When someone encounters a wisp, he must win a Quick Contest of Will against the wisp. If he loses, the wisp controls his actions for 10 minutes. This invariably entails moving into places where the victim can be hurt. The victim placidly follows the wisp at a normal walking pace, responding with violence to anyone who attempts to restrain him. The victim may do nothing else. When the victim is hurt, as he almost always is, the will o' the wisp feeds on the pain and fear generated.

A will o' the wisp is very difficult to hit or kill; even if dispersed, it reforms the next night. The only way to kill a wisp permanently is with an electrical attack.

Some people speculate that will o' the wisps are manitous in their true form; others believe that they are simply the vengeful spirits of people who died in quicksand, mining accidents, or other dangerous situations.

ST: 3 **Move/Dodge:** 7/7 **Size:** <1
DX: 14 **PD/DR:** 6/18 **Weight:** –
IQ: 16 **Damage:** –
HT: 14/5 **Reach:** – **Habitat:** Any

Special Abilities:

Pain Drain: Will o' the wisps feed on the pain of others. Every 3 points in pain penalties suffered by someone within 100 yards of the will o' the wisp restores one hit point to it. Will o' the wisps can store up surplus pain; the wisp can use 10 stored points to reproduce.

Terror: See p. 7.

Vulnerability – Electricity: Electrical attacks bypass a wisp's armor. Only an electrical attack can kill a wisp permanently.

IMPOSTORS

There's more to terror than the fear of bodily harm and death, what most abominations specialize in. Raw physical fear is a good starting point, but for a meal that a Reckoner can really sink its teeth into, you need the spice of a more nuanced terror – fears like betrayal, or abandonment. You need to bring your little nagging voice, that worries that those near and dear to you aren't what you think they are, into the spotlight. To really terrify, you need to convince people that they are all alone, that they can't depend on anyone or anything – then hit them with a slaving beast from Hell.

Toward this end, the Reckoners create impostors: creatures which impersonate or replace normal people. They blur the line between man and monster, and make it impossible for those who've encountered them to ever feel truly safe.

BRAINCRAWLER

The braincrawler is a worm-like parasite which seeks out hosts driven to the edge of sanity by fear. While its chosen host sleeps, the braincrawler burrows into the back of the neck and into the base of the brain, leaving an open, but painless, wound. A close look into the wound reveals the braincrawler's back end writhing about. Once the braincrawler attaches itself to its host's brain, it whispers horrific tales to him and lives off the fear it thus creates. Peculiarly, since the braincrawler eats fear, the host never actually experiences it, rendering him completely fearless.

The combination of unnatural fearlessness and the constant litany of horror the braincrawler feeds to the host leads to increasing instability and eventual madness. Once the host's fragile sanity gives way completely, the braincrawler takes full control. The host's eyes turn pitch black, he becomes impervious to pain, and he begins to regard almost anything as a reasonable source of food. A completely dominated host is not very smart; it has a vocabulary of a few words and can tap only the vaguest remnant of the host's memories.

A well-fed braincrawler reproduces rapidly, its offspring departing through the host's ears or nose to seek new prey. Most braincrawlers seek solitary prey – isolated victims put up less resistance – but occasionally an infected host finds his way into a populated area. When this happens, an entire town may rapidly succumb.

Braincrawlers, if discovered, can be removed by setting them on fire or dousing them in high-proof alcohol. Either method causes the braincrawler to detach from the brainstem and flee. Once detached, a braincrawler is easy to kill. When a braincrawler detaches itself, the host will suffer 2 points of damage to the head for every week or portion thereof which the braincrawler spent attached.

A host who has not yet been taken over gains the Overconfidence, Unfazeable, and Voices (Diabolical) disadvantages. Every day, he must make a Will roll, minus the local Fear Level, minus 1 for every day that the braincrawler remains attached. If he fails, the braincrawler takes control.

ST: 1 **Move/Dodge:** 4/4 **Size:** <1
DX: 8 **PD/DR:** 0/0 **Weight:** 5 lbs.
IQ: 12 **Damage:** –
HT: 8/1 **Reach:** – **Habitat:** Any

Special Abilities:

Horrific Appearance: See p. CI80.

Pain Resistance: A braincrawler can tap into its host's brainstem, enhancing his resistance to pain and damage and removing all fear. This manifests as High Pain Threshold, Imperturbable, and DR 2.

Vulnerability – Alcohol: If a braincrawler is doused with alcohol, the braincrawler must detach itself from the host and attempt to flee. Dousing can be achieved by pouring alcohol into the wound it leaves, but a braincrawler rarely stands still for this unless the host is forcibly restrained or if the pourer sneaks up on the host. A bottle of whiskey smashed across the back of the neck does the job, in a pinch. A braincrawler can detach from the brainstem in a single turn, crawl out of the host's neck in another, and scurry away on the third.



CANKER

The canker is a creature of depression and worry which lives inside the bodies of its victims, turning them into shells for its malicious nature. It begins life as a small, hard-shelled orb, about the size of a chicken egg, implanted in the host's belly. Exposure to the host's stomach acids hatches the canker, roughly the shape of a hermit crab at this stage of life. As time passes, it grows, extending feelers and legs throughout the body. The attributes given are for the host body; a canker outside its host has ST 5 and HT 15/5.

After about a month, the canker begins to consume the host's internal organs and to assume their functions. After six months, it devours the host's eyes and replaces them with its own eyes on long, jointed eyestalks. In time, the host is wholly under the canker's control, with only a small shred of brain left to feel and understand the horror of his existence.

Once the canker achieves complete control, it can no longer leave its host completely; though it can bring its main body out, it must leave an assortment of limbs, tubes, and organs inside the host.

A canker learns rapidly how to mimic its host, picking up his memories and skills. Its Acting skill begins at 10, but it gains a level every month or so that it poses as its host. By the time it takes full control, its impression is such that even close acquaintances may be fooled (though they may sense something “off” about the host). A fully controlled host is an excellent sham, but can never carry on a normal life. The canker does not learn new things, and responds poorly to unusual situations. Fortunately for the canker, most people who present themselves as good hosts have lives in sufficient disarray that the canker’s behavior appears a tragic waste of a life, but not particularly abnormal.

New hosts are acquired when a canker manages to lure a promising subject away from company. Cankers look for loners – people who are troubled, and unlikely to be missed. When it gets close enough to its chosen victim, it attacks, grappling the chosen host and depositing an egg in the victim’s stomach by forcing an ovipositor down his throat. Some implantations, unfortunately, kill the host. This makes the takeover process much easier for the canker, but deprives it of the opportunity to learn how to mimic its host. Once the egg is implanted, the cycle begins again.

Newly born cankers are clones of their parent, including its memories. Some cankers, therefore, possess many generations of experience and cunning.

ST: 16 **Move/Dodge:** 6/6 **Size:** <1
DX: 12 **PD/DR:** 0/0 **Weight:** 40 lbs.
IQ: 8 **Damage:** 2d+2#
HT: 15 **Reach:** C **Habitat:** Any

Skills: Acting-10*; Brawling-15.

* Base level; increase by 1 for every month the canker inhabits a host until the host is fully controlled.

Special Abilities:

Damage: A canker can use its sharp claws for 2d+2 cutting damage or 1d+1 impaling damage.

Domination: Once a canker replaces its host’s eyes, it can hypnotize its victims. If the victim loses a Quick Contest of Will, he must obey simple commands from the canker. This ability is most often used to get a victim to hold still for implantation, though it can also be used to get innocents to protect the canker or do its dirty work.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -4 penalty to Fright Checks. The canker’s Horrific Appearance only takes effect once it has been exposed.

Implantation: The canker must successfully grapple its chosen victim to implant an egg. It must then win three Quick Contests of ST to successfully force its ovipositor into the victim’s gullet and deposit the egg. The victim may attempt to break the grapple during this process, but if the canker has hypnotized him, he won’t try.

Spinning: A canker can spray a sticky material not unlike spiderweb from its mouth, and can extend a tube out of its host’s mouth to do the same. The webbing isn’t strong enough to be useful in combat, but it comes in handy for restraining victims while eggs grow to maturity. A canker’s web has an effective ST equal to the number of minutes the canker spent swaddling the victim; to break free, the victim must win a Quick Contest of ST.

GAKI

Contrary to legend, gaki are not undead. They can change their shape, taking human or tiger form at will. A gaki’s natural form appears to be a decaying corpse, but they rarely take this form except when attempting to terrify a victim. They hunt in tiger form, or use their shapechanging ability to appear to a victim as an attractive member of the opposite sex, luring him into a secluded place where the gaki may kill him. After feasting on a victim, it may take on his appearance for a time in hopes of capturing his friends; however, the gaki has no knowledge of his skills, memories, or personality, so its imitation is flawed at best.

In America, gaki are mostly found in the Great Maze, where they have been brought from the East on cross-Pacific steamers. Only immigrants from the other side of the Pacific are likely to know any information about the gaki’s nature.

HUMAN FORM

ST: 13 **Move/Dodge:** 6/6 **Size:** 1
DX: 11 **PD/DR:** 0/0 **Weight:** 150 lbs.
IQ: 11 **Damage:** 2d-1
HT: 15 **Reach:** C **Habitat:** Any

Skills: Acting-14; Brawling-14; Climbing-12; Fast-Talk-13; Stealth-13; Tracking-13.

Special Abilities:

Damage: Gaki can claw for 2d-1 cutting damage or bite for 1d-1 cutting.

Imperturbable.

Invulnerability – Normal Damage: Normal attacks do half damage to a gaki.

Rapid Healing: A gaki heals 1 hit every 20 minutes.

Shapechanging: A gaki may transform into a giant cat, or may mimic any human’s appearance perfectly. The transformation process takes a full turn.

Terror: See p. 7. Victims are at a -4 penalty to Fright Checks.

Vulnerability – Holy Items: A weapon blessed by a Shinto or Buddhist priest does full damage to a gaki. Gaki cannot enter an area sanctified by any religion.

CAT FORM

ST: 22 **Move/Dodge:** 9/9 **Size:** 2
DX: 12 **PD/DR:** 0/0 **Weight:** 250 lbs.
IQ: 11 **Damage:** 4d cut
HT: 15/22 **Reach:** C **Habitat:** Any

Skills: Brawling-14; Climbing-11; Intimidation-14; Stealth-13; Swimming-11; Tracking-14.

Special Abilities:

Damage: Gaki in their cat form can claw for 4d cutting damage or bite for 1d+1 cutting damage.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -4 penalty to Fright Checks.

Imperturbable.

Invulnerability – Normal Damage: Normal attacks do half damage to a gaki.

Rapid Healing: A gaki heals 1 hp every 20 minutes.

Shapechanging: A gaki may transform into a giant cat, or may mimic any human’s appearance perfectly. The transformation process takes a full turn.

Vulnerability – Holy Items: A weapon blessed by a Shinto or Buddhist priest does normal damage to a gaki. Gaki cannot enter an area sanctified by any religion.

Weakness – Sunlight: Gaki in cat form take 2d every turn when exposed to sunlight. Hence, a gaki exposed to sunlight will usually change into humanoid form.

SKINWALKER

Skinwalkers, in their natural forms, look much like flayed human bodies with long retractable claws and rasp-like tongues. Usually, however, a skinwalker is clothed in the skin of a human. Skinwalkers have cartilaginous skeletons, and they can alter their build at will from that of a 12-year-old to that of a hefty lumberjack, as their skin demands.

Skinwalkers are talented skimmers; they can perfectly remove the complete skin of an adult human in less than five minutes, siphoning off the blood as they go. They make a cruel game of keeping the unfortunate victim alive as long as possible through this process. When they complete the skinning, they insert a small proboscis-like tube from their tongue into the victim's skull to devour his brain – killing the victim, if he survived the skinning process. This last process allows the skinwalker to glean fragments of the victim's memory.

A skin lasts about a month before it decays. Hence, skinwalkers sometimes treat a skin with vinegar or formaldehyde, which keeps it fresh indefinitely. However, the process gives the skinwalker a distinctive odor, which may attract attention. A close examination of a skinwalker may also reveal, on a successful Vision-4 roll, a faint seam up its back where the skin joins.

The skin protects the skinwalker against all injury until 15 points of damage have been dealt to it, at which point it is too damaged to protect the skinwalker and sloughs off, revealing the skinwalker's natural form.

ST: 11 **Move/Dodge:** 6/6 **Size:** 1
DX: 14 **PD/DR:** 2/6 **Weight:** 150 lbs.
IQ: 12 **Damage:** 1d+1 cut
HT: 12 **Reach:** C **Habitat:** Any

Skills: Brawling-16; Disguise-16; Fast-Talk-17; Stealth-18.
Special Abilities:

Damage: A skinwalker may claw for 1d+1 cutting damage, or bite for 1d-2 cutting damage.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -4 penalty to Fright Checks. The skinwalker's Horrific Appearance only takes effect once the skinwalker has been revealed.

Skin Suit: As long as a skinwalker is inside someone else's skin, it cannot be harmed. A skin lasts until 15 points of damage have been dealt to it, after which point the skinwalker beneath is visible and can be harmed.

CORRUPTIONS

The Reckoners are extraordinarily potent beings, but they have a lot on their plates; they can't just spend their power willy-nilly. They have to use every iota of mystic

energy to maximum effect. This is one of the reasons they create corruptions: once-human monsters whose malicious drives have been used by the Reckoners to turn them into horrible caricatures of their former selves. The negative energies already within the victim do most of the work; the Reckoners just have to provide a kick-start and a little guidance.

The other reason is that corruptions induce a particularly refined sort of fear in normal humans. The fear of betrayal by those near and dear to you is a powerful one, but worse still is the fear of betrayal by yourself – betrayal of yourself. Corruptions suggest, by their very existence, that every one of us can become a monster. Monsters are not the Other. They could be just like you.

CHUPAKABARA

When a person voluntarily betrays a member of his own family, he may be transformed into a subhuman creature known as a chupakabara. The chupakabara is gray and vaguely monkey-like, with a large head and long arms. Its hands and feet sport three savage claws, its mouth is filled with jagged teeth, and its eyes are large and round. Chupakabaras come out only at night.

The chupakabara feeds on the blood of animals, usually domestic animals such as goats or sheep. It also enjoys the soft delicate bits of animals, such as their eyes and organs; it harvests the latter by reaching down its victim's throat with its long arms.

ST: 10 **Move/Dodge:** 6/6 **Size:** 1
DX: 13 **PD/DR:** 0/0 **Weight:** 125 lbs.
IQ: 10 **Damage:** 2d+1
HT: 14/12 **Reach:** C **Habitat:** Any
Skills: Brawling-15; Stealth-17.
Special Abilities:

Contagion: If the family member who was betrayed by a gray chupakabara has the opportunity to destroy the chupakabara and declines to do so, he will become a chupakabara himself. In this case, both chupakabaras turn a greasy brown color.

Coup: A Harrowed who slays a gray chupakabara gains its Unseen Movement ability.

Damage: A chupakabara can do 2d+1 cutting damage with its claws, or 2d cutting damage with its bite.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -2 penalty to Fright Checks.

Night Vision: A chupakabara can see perfectly in any sort of light. See p. B22.

Unseen Movement: By spending 1 fatigue, a chupakabara can move for 10 seconds without leaving any trail. While moving this way, a chupakabara appears as a fast-moving blur, giving a -4 penalty to any attempt to hit it.

Vampiric Resurrection: A gray chupakabara cannot be permanently killed except by the family member it betrayed. Any other assailant may wound and temporarily disable the chupakabara, but it will return the following night until it faces the relative it wronged. Anyone can kill brown chupakabaras.

EARTH WARRIOR

Raven and the Last Sons have developed a way to enhance the powers of the angry, naïve young braves who they recruit to make war against the white man. They bond an angry stone spirit to the subject, turning his skin to stone. The resulting warrior is extremely formidable – stronger than normal and resistant to weapons. However, the weight of the stony skin slows down any horse he rides, and he will drown if he enters any water higher than his nose. The stony quality of the skin fades upon death.

ST: 18 **Move/Dodge:** 6/6 **Size:** 1
DX: 13 **PD/DR:** 4*/12* **Weight:** 350 lbs.
IQ: 10 **Damage:** 1d+2 cr#
HT: 14/16 **Reach:** C **Habitat:** Any

* Does not protect the head.

Skills: Bow-15; Brawling-17; Intimidation-14; Riding (Horse)-13; Tracking-13.

Special Abilities:

Damage: Earth warriors can do 1d crushing damage with their rock-hard fists.

Gear: Earth warriors often carry the gear of a traditional-ist Indian brave, including bow and hatchet.

Stone Skin: An earth warrior's stone skin gives him PD 4 and DR 12, but this does not protect his head. Any horse carrying an earth warrior has its Move reduced by 1 from the weight. Earth warriors cannot swim, and drown if they go into water above their heads.

FLESH JACKET

Certain esoteric cults possess a secret ritual that permits them to flay a volunteer and turn the skin into a animate, strangely alive creature. This flesh jacket appears to be a full-body suit from the neck down, opening down the middle of the chest. It uses its limited mobility to envelop innocent victims, and thereby take control of their bodies.

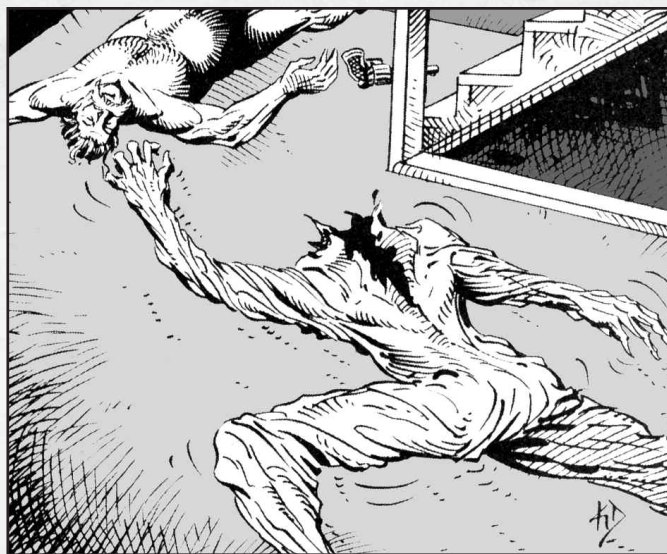
Flesh jackets live parasitically off their hosts, using feeding tendrils extended into the belly. Hence, flesh jacket hosts eat tremendous quantities of food. If denied adequate nourishment, the flesh jacket starts to devour the host body.

Flesh jackets are not obvious to the outside observer. They must cover the seams at the neck and chest, and a handshake might reveal a loose feel to the host's skin; otherwise, heavy clothing is sufficient to conceal the jacket's existence.

BECOMING AN EARTH WARRIOR

Earth warriors gain ST +1, PD 4, and DR 12. They also gain the Cannot Swim taboo trait, and take a Vow to make war against the white man until death. For this reason, earth warriors are not appropriate PCs for many campaigns. However, in an all-Indian campaign, a young hothead might decide to undergo the earth warrior ritual.

A campaign with a PC earth warrior will most likely wind up wrestling with difficult issues: what are Raven's true motives? Is he really a leader worth following? If the PCs decide to reject him, what happens next?



A flesh jacket can keep a dead host animate as long as it is itself intact, but it tries to find a new host as soon as possible; the old host's flesh will sustain it for only so long. Without a host, a flesh jacket is sluggish and vulnerable to attack. It has little chance of overwhelming a victim who is not asleep, incapacitated, or restrained. It can, however, climb along walls and ceilings without trouble.

It is possible to separate a host from the flesh jacket, but it is a challenging procedure, and keeping the host subdued throughout the process can be difficult.

ST: 7 **Move/Dodge:** 1/1 **Size:** <1
DX: 10 **PD/DR:** 0/0 **Weight:** 5 lbs.
IQ: 8 **Damage:** –
HT: 10/20 **Reach:** – **Habitat:** Any

Skills: Wrestling-12.

Special Abilities:

Damage: Flesh jackets have no way to do damage except by using a host's abilities; a hostless flesh jacket can only wrestle with a potential host.

Damage Allocation: All hits to the head of a flesh jacket's host injure the host. Impaling or fire-based attacks do one-quarter of their damage to the flesh jacket, and the rest to the host. Slashing or crushing attacks do half their damage to the flesh jacket and half to the host. Flesh Jackets have the Injury Tolerance (No Blood, No Vitals) advantage, though they do not pass this advantage on to their hosts.

Enhancement: When a flesh jacket takes a new host, it assumes the physical attributes of the victim; the statistics above are for a hostless flesh jacket. It gains access to all the host's memories and skills. The host, in turn, gains a +1 bonus to ST, DX, and HT as long as the flesh jacket rides him; the jacket uses its powers to bolster the host's innate abilities.

Envelopment: A flesh jacket takes a new host by enveloping a victim. An unconscious or restrained victim cannot resist envelopment; if the victim is able to resist, the flesh jacket must successfully grapple for three turns while it slithers around the victim. If the jacket successfully envelops him, the victim must win a Quick Contest of Will (for which the flesh jacket gets a +6 bonus) or lose control of his body to the flesh jacket.

Terror: See p. 7. Victims are at a -4 penalty to Fright Checks.

Wall Crawling: A hostless flesh jacket may crawl on floors, walls, and ceilings with a Move of 1.

FLYING WENDIGO

Desperate times lead to desperate actions. Sometimes, when the food runs out, people are driven to acts beyond all civilized behavior, and turn to eating human flesh in order to stave off starvation. Such a person is vulnerable to being corrupted by the Reckoners. A person forced to consume human flesh may be turned into a wendigo; someone who eats the flesh of a close friend or relative may become the more horrible white wendigo. The wendigo and white wendigo are described in *GURPS Deadlands: Weird West*, pp. DL116-117. There is, however, a third type of wendigo: the flying wendigo.

A flying wendigo may be created when a person, in the midst of a food shortage, hoards food and causes others to starve to death. The more people who starve to death while the food miser clings jealously to his hoard, the more likely he is to be transformed. Flying wendigos look like white wendigos, but have two huge wings in place of their arms. Their legs end in fierce, grasping talons like a raptor's, and their teeth are longer and more jagged than a normal wendigo's.

Flying wendigos swoop down to snatch appealing victims and carry them back into the sky. Once a wendigo has seized a victim, it flies at such speeds that the victim begins to burn from the friction. The wendigos prefer to prey on food hoarders, but they don't restrict themselves to such targets.

Should a character ever hoard food in the Great Northwest, in such a way that it leads to another's death, secretly roll 3d. Add +1 to the roll for each victim who dies due to the food hoarder's miserliness. On an 18 or higher, the character becomes a flying wendigo under the GM's control.

ST: 16 **Move/Dodge:** 3/3 **Size:** 1
DX: 12 **PD/DR:** 2/6 **Weight:** 250 lbs.
IQ: 12 **Damage:** 4d cut#
HT: 12 **Reach:** C **Habitat:** S, M, F

Skills: Area Knowledge-16; Brawling-12; Climbing-12; Intimidation-16; Stealth-12.

Special Abilities:

Coup: Counting coup on a flying wendigo gives a Harrowed Levitation (see p. B173) at a Power of 5 and a skill of IQ.

Damage: A flying wendigo can do 1d+2 cutting damage with its bite or 4d cutting damage with its claws.

Flight: The Move and Dodge given above are for walking movement. In the air, a flying wendigo has Move 15 and Dodge 7.

Grapple: A flying wendigo often drops out of a dark sky without warning to grapple an opponent unexpectedly, hauling the unfortunate victim into the sky with it. A grappled victim may struggle free normally; however, this often means dropping a considerable distance to the ground.

Horrific Appearance: See Terror, p. 7. Victims are at a -4 penalty to Fright Checks.

Night Vision: See p. B22.

Vulnerability – Tallow: A flying wendigo is instantly killed by pouring hot tallow down its throat.

Wind Burn: Once a flying wendigo gets a victim airborne, it accelerates to high speed, literally burning its victim alive from the friction. The wendigo's actual speed isn't high enough to create such friction; it's a magical effect. The friction does 1 point of damage every turn until the victim dies or breaks free of the grapple.

NAGUAL

The naguals were created by the Aztecs shortly after the coming of the conquistadors. Nine brave warriors submitted to a ritual in which their living hearts were ripped from their chests with obsidian knives and replaced with the hearts of jaguars. This rite gave them supernatural strength and vigor, and endowed them with the power to transform themselves into jaguars. For years, the nine naguals fought a nocturnal war against the Spanish until the last vestige of the Aztec Empire was gone. By then, only three naguals had survived. Together, they agreed that they must leave off their battle for the time, retiring to produce children who could carry on the struggle in the next generation.

Over time, the children of the naguals came to be a force for good throughout Mesoamerica, using their abilities to aid the poor and downtrodden. Eventually, some of them migrated northward, into the American Southwest and beyond, where they continued their good works.

NAGUALS AS PCs

Naguals are one of the best choices in this book for a monster PC. They can get by in human society without trouble, and they have a set of abilities well-suited for a hero of the frontier. As Indians, they have to face certain social burdens, but that makes them all the more interesting.

Sadly, all naguals are cursed by the source of their power. Their Destiny dooms them to serve the ends of the Reckoning, however unwittingly. Many struggle against this inevitable end, but some simply revel in their fate. This template uses the *Quick-and-Dirty Shapeshifting* rules found on p. 36. The jaguar form has PPT +153 and NPT -90.

NAGUAL

535 POINTS

Attributes: ST +4 [45]; DX +5 [60]; IQ +1 [10]; HT +3 [30].

Advantages: Acute Hearing [4]; Alertness +2 [10]; Combat Reflexes [15]; Full Coordination 1 [50]; Invulnerability (All kinetic damage; Limitation: Takes half damage, -25%) [225]; Perfect Balance [15]; Single-Minded [5]; Terror [30]; Were-form (Jaguar) [81]; Ultrahearing [5].

Disadvantages: Destiny [-10]; Secret (Were-creature) [-30]; Social Stigma (Minority Group) [-10].

Jaguar Form

Attributes: Change ST to +13 (Limitation: No Fine Manipulators, -40%) [39]; change HT to +5 [30].

Advantages: Double-Jointed [5]; Enhanced Move 1/2 [5]; Extra Legs [5]; Night Vision [10]; Penetrating Call [5]; Sharp Claws [15]; Super Jump 1 [10]; Thick Fur [29].

Disadvantages: Horizontal [-10]; Mute [-25]; No Fine Manipulators [-30]; Poverty (Dead Broke) [-25].

The Reckoning changed all that. Some naguals were overwhelmed by the magnitude of the energies released by the return of magic, becoming dark creatures of hatred, hunting humanity from the shadows. Even the naguals who still work for good create fear by means of their terrifying aspects, and thus aid the Reckoning. In time, most of them became corrupted and evil.

Naguals are resistant to normal attacks, taking half damage. Obsidian and magical weapons do full damage. Naguals must transform into jaguar shape during the dark of the moon. Unlike most were-creatures, naguals retain their intellect while transformed.

ST: 14 **Move/Dodge:** 7/8 **Size:** 1
DX: 15 **PD/DR:** 0/0 **Weight:** 150 lbs.
IQ: 11 **Damage:** 2d cut#
HT: 13 **Reach:** C **Habitat:** J

Skills: Brawling-16; Climbing-15; Stealth-18; Swimming-16; Tracking-18.

Special Abilities:

Damage: Naguals can claw for 2d cutting damage; they get two claw attacks per turn. Naguals can use normal weapons when it suits them, but most find their natural armaments more than sufficient.

Invulnerability – Normal Attacks: Ordinary weapons and attacks do half damage to a nagual. Magical attacks, as well as weapons made from obsidian, do full damage.

Terror: See p. 7.

Transformation: A nagual may transform at will between an apparently human form and the jaguar-man form that characterizes the nagual.

POISON WOMAN

When a woman kills a man with poison anywhere in Sioux territory, there is a chance that she will be transformed into a poison woman (roll 3d: on a 17 or 18, the poisoner becomes a poison woman).

QUICK-AND-DIRTY SHAPESHIFTING

Some creatures can physically change into animal form. Treat this power as an advantage, and use the following rules to determine its point cost:

1. Create the animal form as its own character.
2. Total all positive traits to find a positive point total (PPT) and all negative traits to form a negative point total (NPT). For changes in attributes and existing traits, use the *difference* in costs between the forms (e.g., a ST 11 human who has ST 15 in animal form adds 50 points to PPT, and a Wealthy human who is Dead Broke in animal form adds -45 points to NPT).
3. Apply NPT as a percentage limitation on PPT, with the following restrictions:
 - The limitation cannot be more than -75%.
 - The points saved cannot be more than 80% of NPT (e.g., a creature with NPT of -50 cannot have more than a -40-point limitation regardless of the percentage value).

A poison woman looks unchanged except that the top of her skull is missing, exposing her brain. (For obvious reasons, most poison women wear a hat or a shawl.) She may pick out a chunk of her brain at will and use it to poison food. This does her no harm; the missing brain matter regenerates within the hour.

Food thus poisoned is extremely hard to detect; a Vision or Smell/Taste roll at -6 is required to spot the lump of unusual tissue.

ST: 12 **Move/Dodge:** 5/5 **Size:** 1
DX: 10 **PD/DR:** 0/0 **Weight:** 120 lbs.
IQ: 14 **Damage:** 1d-1 cr
HT: 13 **Reach:** C, 1 **Habitat:** All

Skills: Brawling-12; Fast-Talk-18; Pickpocket-13; Sleight of Hand-14.

Special Abilities:

Arcane Abilities: Poison women sometimes have access to shamanic abilities or black magic powers.

Coup: A Harrowed who counts coup on a poison woman may use his own brain to poison the walkin' dead, who cannot resist the poisoned brain. If they eat them, they must make a HT-6 roll or die for good. Unfortunately, using this ability does require the Harrowed to crack a hole in his skull, doing 2 points of damage to his head which cannot be cured with magic or medicine. Regeneration or regular Harrowed healing do work.

Damage: Poison women have a savage kick, doing 1d-1 crushing damage.

Invulnerability – All Damage: Poison women take no damage from any sort of attack (except as described below).

Poison: Anyone who ingests a poison woman's brain tissue must make a roll against HT-6 every 10 minutes for the next two hours. Each failure does three points of damage to the victim. A critical failure on the HT roll means instant death.

Terror: See p. 7. Victims are at a -2 penalty to Fright Checks.

Vulnerability – Brain Shots: The only vulnerable spot on a poison woman is her exposed brain. A shot to the brain does full normal damage.

POX WALKER

Among the wickedest things that the white man did upon coming to the Americas was the practice of selling disease-bearing items to the Indians, moving in after illness had decimated them. For many Indians, the bitterness from this betrayal is deep-rooted. It is an easy feeling for the Reckoners to exploit.

If a particularly angry brave or shaman dies of an imported disease, the Reckoners may augment his rage with a touch of mystic power, giving him a new life as an abomination of pestilence and vengeance: a pox walker.

Pox walkers spread the pox in any way possible, stalking the white men they blame for the disease that killed them. They often attempt to engage their chosen enemies in close combat, hoping to spread their disease. They always choose white men over all others, and anyone else before Indians, when choosing their opponents. Some do not fight Indians at all, but smart people don't count on that.

ST: 13 **Move/Dodge:** 6/6 **Size:** 1
DX: 11 **PD/DR:** 0/0 **Weight:** 125 lbs.
IQ: 11 **Damage:** 1d-2#
HT: 14 **Reach:** C **Habitat:** Any

Skills: Area Knowledge (home area)-13; Bow-12; Brawling-13; Climbing-12; Knife-12; Stealth-11; Tracking-13.

Special Abilities:

Coup: A Harrowed who absorbs the essence of a pox walker gains the ability to siphon ailments out of the sick by making a HT-2 roll. Success means that the subject is cured, and the Harrowed now carries the disease. The Harrowed carries the disease until he has deliberately decided to infect HT/2 people with it. After three weeks, if the Harrowed has not begun to pass on the disease, it begins to seep out and infect people without the Harrowed intending it.

Damage: Pox walkers can punch for 1d-2 crushing damage, but they usually prefer to grapple in order to spread the pox.

Gear: Pox walkers usually carry a knife and a bow and arrows. They coat their weapons with toxins from their weeping sores. This coating renders the first hit from a coated weapon extremely infectious; someone injured by it must make a HT-2 roll to avoid the pox.

Pox: The disease that pox walkers carry is horribly virulent, an unnatural hybrid of several awful diseases. Anyone who contracts the pox will become symptomatic within the hour. Every day thereafter, the victim must make a HT-4 roll to avoid progressing to the next stage of the disease. At each stage of the disease, the victim loses two points of ST, DX, and HT.

The first stage of the disease seems innocent: just a slight chill and cough.

The second stage makes clear that something serious is wrong. The victim's cough grows worse, he develops a fever, and bright red sores erupt all over his body.

In the third stage, the cough and fever grow still worse, and the sores begin to ooze with pus. At this point, the victim becomes contagious, as if he had a pox walker's Virulent Breath (see below).

As the fourth and final stage sets in, the victim is bedeviled with constant tremors and chills. His vision blurs, and the sores begin to weep and burst, as if the victim had the pox walker's Spatter ability (see below).

Once the final stage has set in, the victim dies if he fails another HT roll. If he would ordinarily become Harrowed, he becomes a pox walker instead.

A successful Physician roll, at a -2 penalty for each stage of the disease, can retard the progress of the disease one stage. The disease can only be set back one stage per day. A successful Physician roll at the first stage of the pox will cure it.

Spatter: Whenever a pox walker is hit in combat or grappled, it may make a HT roll. Success means that one of its sores has burst explosively, scattering pus over an area ten feet in radius. Anyone within that area must Dodge to avoid being hit by pus, or else make a HT-4 roll to avoid contracting the pox.

Terror: See p. 7. Victims are at a -2 penalty to Fright Checks.

Virulent Breath: When a pox walker grapples someone, it may try to breathe its disease-tainted breath into the face of its opponent. If the pox walker's target remains grappled for two turns, the victim must make a HT-4 roll to avoid contracting the pox. The foulness of the pox walker's breath does three points of fatigue damage to the victim regardless of the outcome of the HT roll, and he suffers a -2 to all physical skill and attribute rolls for four turns.

SKINSHIFTER

Skinshifters are Indians who have made a terrible pact with the Reckoners for tremendous power. They undergo an evil ritual in which they devour the heart of an innocent and are filled with dark power. They appear as the mere remnants of men, with pasty white skin that droops from their bones and eyes glowing with a purplish spark. Many wear coyote skins.

They are nocturnal creatures. By day, they dwell in caves, where they while away the hours in foul rituals and defilements. At night, they hunt. The dark power that runs through their bodies saps their natural vitality, and they must bolster their life force by taking it from others. If a skinshifter does not feed for a week, he will die.

Skinshifters usually attack lone travelers; occasionally they lure individuals away from encamped groups. As a skinshifter feeds, he gains certain physical traits from the victim. Once the victim has been totally drained, the skinshifter may take on the appearance of the victim. This likeness is only superficial, so an unmodified Sense roll is enough to detect that the skinshifter is an impostor.

ST: 13 **Move/Dodge:** 6/6 **Size:** 1
DX: 12 **PD/DR:** 0/0 **Weight:** 140 lbs.
IQ: 13 **Damage:** 1d+2
HT: 12 **Reach:** C **Habitat:** Any

Skills: Brawling-13; Intimidation-13; Stealth-13; Tracking-15.

Special Abilities:

Coup: A Harrowed who absorbs a skinshifter's essence gains the Harrowed power Soul Eater (see pp. DL36-37) at level 1.

Damage: Skinshifters have claws with which they can do 1d+2 cutting damage.

Drain Soul: This is like the Harrowed power Soul Eater at level 2; the skinshifter, if he successfully strikes a victim's neck with an unarmed attack, may make a Quick Contest of Will to drain the victim's life force. Success allows him to drain points of fatigue equal to the amount by which he won the Contest. Once a victim runs out of fatigue, he may start draining hit points. A skinshifter must drain at least one victim each week or die.

Shadow Walking: A skinshifter may teleport from any shadow to any other shadow within 30 yards by spending 1 fatigue.

Terror: See p. 7. Victims are at a -5 penalty to Fright Checks.

STONE MAN

Stone men are created using intricate rituals known only to a small group of shamans who have forsaken the nature spirits for the darker powers of the Hunting Grounds.

The ritual requires as its subject a man in the last stages of rock fever (see p. DL32). This man is brought to a ritual site in the mountains, where he is nailed to the ground with nine wooden stakes and surrounded by arcane symbols drawn in the earth. An insanely complex ritual then ensues, as the shaman and subject wait out the last stages of rock fever. As final combustion begins, the shaman calls upon the manitous for their aid. If the ritual is successful, the surrounding stone will rise up and encase the flaming remnants of the subject. The resulting creature is, in essence, a man made of stone.

If the shaman survives the ceremony, he can issue orders to the stone man by winning a Quick Contest of Will with him; otherwise, the stone man is completely without restraint.

Stone men are talented trackers and hunters – skills that they turn to hunting human prey. A stone man eats the people it catches, preventing them from returning as Harrowed or being otherwise restored to life. They can be prevented from hunting by stealing or destroying their clubs; the stone man's sense of smell is in its club, and it can't track without it.

A stone man's rocky flesh is highly resistant to damage, but they have certain key weaknesses. Stone men are repulsed by any blood other than that they have spilled themselves. They are vulnerable to fire and to wooden stakes as well.

ST: 20 **Move/Dodge:** 6/6 **Size:** 1
DX: 11 **PD/DR:** 8/24 **Weight:** 700 lbs.
IQ: 10 **Damage:** 6d
HT: 16/18 **Reach:** C, 1 **Habitat:** All

Skills: Climbing-12; Stealth-14; Tracking-14; Two-Handed Axe/Mace-13.

Special Abilities:

Coup: A Harrowed who absorbs a stone man's essence may take his stone club, which does sw+7 damage. Its Min ST is 15. It adds 1 to the Harrowed's Tracking skill while carried.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -4 penalty to Fright Checks.

Invulnerability: A stone man cannot be stunned or fatigued.

Squeamish: A stone man must make a Fright Check at -4 when it sees blood that it isn't responsible for.

Stone Club: A stone man may do 6d crushing damage with its stone club. It loses its ability to track if its club is taken away.

Vulnerability – Fire: If a stone man takes any fire damage, it bursts into flames. Twelve hours later, it crumbles into a heap of gravel and shards of burning ghost rock. Until then, it can act normally; in fact, anyone touching it will suffer 1d damage. Fire damage also bypasses the stone man's PD and DR.

Vulnerability – Wooden Stakes: A wooden stake, like the ones used to pin the victim during the ritual, bypasses the stone man's armor completely.

TWO-FACES

When an Indian dies, having disregarded good advice and embarked on a foolhardy course, his spirit may return as a two-faces. Two-faces only appear at night, to hide their shame. They feed on the ears of children who do not listen.

A two-faces looks somewhat like a normal Indian brave, but is lean and wiry, with sharp black claws at the tips of its fingers. It also sports a second face on the back of its head. Both faces have sharp teeth.

The two-faces must eat at least one pair of ears a week or it will starve to death. It likes to take its victims by surprise, waking them and paralyzing them with its freezing stare, then taking their ears at leisure.

Two-faces revel in destroying the youth and innocence that their victims represent. Sometimes a two-faces kills several victims at once, stringing their ears on a necklace to save for later.

There are rituals that will ward off a two-faces, and some shamans use them to keep their villages safe. Two-faces also cannot abide the touch of salt; indeed, only salt can destroy a two-faces for good.



ST: 16 **Move/Dodge:** 7/7 **Size:** 1
DX: 13 **PD/DR:** 2/6 **Weight:** 150 lbs.
IQ: 12 **Damage:** 2d+2 cut/#
HT: 14/16 **Reach:** C, 1 **Habitat:** All

Skills: Bow-14; Brawling-15; Climbing-14; Intimidation-13; Stealth-16; Tracking-13.

Special Abilities:

Damage: A two-faces may bite twice in a round for 1d cutting damage, or claw once for 2d+2 cutting damage.

Freezing Gaze: The two-faces' gaze causes opponents who fail a roll against Will-2 to be paralyzed for 2d hours.

Vulnerability – Salt: A handful of salt does 1d-1 damage to a two-faces, bypassing all armor. Salt is the only way to kill a two-faces permanently; if it is killed by any other means, it returns the following night to avenge itself on its killer.

Weakness – Light: In the presence of a light source other than the moon and stars, a two-faces suffers a -2 penalty to all rolls.

WEeping WIDOW

A weeping widow is the spirit of a woman who lost a member of her immediate family to violence, and died herself shortly afterward. Unable to properly mourn in life, her grief and anger ties her to the physical world as a creature of despair and rage.

Ordinarily, a weeping widow is an invisible spirit prowling the site of her tragedy. If, however, an adult woman enters the widow's home region, the weeping widow attempts to enter her body and exact payment for her sorrow from whoever may

be at hand. The widow may initiate a Quick Contest of Will against her victim every turn until the intended host fails, leaves the widow's area, or enters the radius of a Protection miracle. If the victim loses, she becomes possessed. The possessed woman appears as the widow did in life, dressed in funeral clothing wet with tears. She speaks and weeps in the voice of her host body. She attacks savagely, shrieking with rage at the top of her lungs. Her tears are corrosive, burning anyone who touches her with bare flesh. She is immune to the type of weapon that killed the loved one she mourns.

If the widow kills her opponents, she will weep over their bodies until her host dies of thirst or starvation, at which point she becomes an invisible spirit again. Anyone happening upon a weeping widow during this period is safe from her wrath unless they try to move the bodies.

It is extremely difficult to destroy a weeping widow without killing the host. The only reliable way is to exorcise the host, at which point the widow moves on to the afterlife.

ST: 15 **Move/Dodge:** 7/7 **Size:** 1
DX: 14 **PD/DR:** 0/0 **Weight:** 130 lbs.
IQ: 11 **Damage:** 1d+2*
HT: 15 **Reach:** C **Habitat:** Any

Skills: Area Knowledge (home area)-17; Brawling-17; Intimidation-14.

Special Abilities:

Damage: Weeping widows do 1d+2 crushing damage with their fists, plus an additional 1d acid damage.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -2 penalty to Fright Checks.

Invulnerability: A weeping widow is completely immune to whatever kind of weapon killed the loved one for whom she mourns. A weeping widow's host cannot be stunned or fatigued.

Tears: A weeping widow's tears are highly corrosive. Anyone who touches the tear-streaked widow with bare skin takes 1d damage from the acid.

CRIMES AGAINST NATURE

Not all monsters can be blamed on the Reckoners. Many of the worst afflictions of the modern era are the work of human minds and hands. The tremendous power mad science has given to its practitioners has inspired many of them to take matters of life and death into their hands, and to create new forms of life never seen before.

ANIMAL MAN

Throughout the Maze, one can hear rumors of a hidden island ruled by creatures that are half man and half beast. Rational people dismiss these tales as mere legends; however, an unsettling number of miners claim to have encountered these animal people firsthand. Some will even show you the bodies. It seems that small bands of animal men are often found in remote areas of the Maze, where they are said to kidnap the unwary and ill-defended. No one knows why.

The animal men are the creations of a brilliant mad scientist named Lady Pamela Danvers. She came to the Maze with her husband in 1871 on a sightseeing expedition. She

found ghost rock so fascinating that she refused to leave, never leaving her increasingly bizarre experiments until her husband finally abandoned her in disgust.

Lady Pamela, originally an amateur biologist, was studying the effects of ghost rock on animals – administering it topically, as fumes, as ingested powders, dissolved in various solvents, etc. She believed that ghost rock, taken internally, might have the power to accelerate certain key physical processes.

In time, her experiments led her to construct a machine that would, in tandem with a course of ghost rock elixirs and unguents, accelerate the process of evolution within a single creature – the Evolver. The prospect of learning what animals would be like if uplifted to human stature and intellect was incredibly exciting.

Sadly, the Evolver was inadequate to the task. Transforming a mere animal into something akin to human was too great a burden, even for her technological marvel. Frustrated, Lady Pamela decided to attempt an intermediate course. She hired thugs to find her some human “volunteers.” Using the Evolver, her elixirs, and deft surgery, Lady Pamela combined man and beast, creating something that was both more and less than its components.

Today, Lady Pamela carries out her experiments on an isolated mesa, far from civilization, where she and her creations – over 100 of them by now – live. The more successful experiments are her favored pets and servants, while the failures roam wild in the mesa-top hills. Lady Pamela and her servants live in a small town, from which she sends out parties to find supplies and more experimental subjects.

Lady Pamela makes sure to inculcate a sense of awe and respect into her creations; they regard her as a sort of goddess. If they didn't, they might well rebel at the shabby way she treats them.

BASIC ANIMAL MAN

ST: 10 **Move/Dodge:** 6/6 **Size:** 1
DX: 11 **PD/DR:** 0/0 **Weight:** 150 lbs.
IQ: 9 **Damage:** 1d-4 cr
HT: 11 **Reach:** C **Habitat:** All

Special Abilities:

Gear: Many animal men have natural weaponry, but some may carry knives or guns. These weapons are usually in poor condition and are liable to malfunction; hand weapons will be of Cheap quality, and guns have their Malf increased by one step.

BEAR MAN

ST: 16 **Move/Dodge:** 6/6 **Size:** 1
DX: 11 **PD/DR:** 0/1 **Weight:** ~210 lbs.
IQ: 9 **Damage:** 1d+2 cr
HT: 14/18 **Reach:** C **Habitat:** All

Skills: Brawling-11.

Special Abilities:

Damage: A bear man can claw for 1d+2 crushing damage. Bear men rarely carry weapons, preferring to rely on brute force.

ANIMAL MEN AS PLAYER CHARACTERS

Animal men will have trouble fitting into the world at large; most people will insist on seeing them as curiosities. However, in a particularly over-the-top campaign, or one in which the party spends a lot of time away from civilization, an animal man could make an interesting party member. Solitary animal men could be scouts who got lost or disgruntled people who decided to flee Lady Pamela's tyrannical rule.

Alternately, a campaign could center on the hidden village of the animal people; such a campaign might not even be billed as a *Deadlands* campaign. The party would simply discover the larger world of the Weird West piece by piece as they carry out missions for Lady Pamela.

BEAR MAN

133 POINTS

Attributes: ST +6 [70]; DX +1 [10]; IQ -1 [-10]; HT +4 [45].
Advantages: Claws [15]; Extra Hit Points 4 [20]; Fur 1 [4]; Strong Will +2 [8].
Disadvantages: Hideous [-15]; Social Stigma (Valuable property) [-10]; Uneducated [-5].
Skills: Brawling at DX [1].

DOG MAN

28 POINTS

Attributes: DX +1 [10]; HT +3 [30].
Advantages: Fur 1 [4]; Sharp Teeth [5]; Strong Will +1 [4].
Disadvantages: Hideous [-15]; Social Stigma (Valuable property) [-10]; Uneducated [-5].
Skills: +1 Detect Lies [2]; +2 Scrounging [1]; Tracking at IQ [2].

PIG MAN

29 POINTS

Attributes: DX +1 [10]; IQ +1 [10]; HT +2 [20].
Advantages: Cast Iron Stomach [15].
Disadvantages: Hideous [-15]; Social Stigma (Valuable property) [-10]; Uneducated [-5].
Skills: +1 Fast-Talk [1]; Scrounging at IQ [1]; Survival at IQ [2].

PUMA MAN

110 POINTS

Attributes: ST +2 [20]; DX +4 [45]; HT +2 [20].
Advantages: Fearlessness +1 [2]; Strong Will +2 [8]; Talons [40].
Disadvantages: Hideous [-15]; Social Stigma (Valuable property) [-10]; Uneducated [-5].
Skills: Brawling at DX [1]; Stealth at DX [2]; Survival at IQ [2].

RABBIT MAN

53 POINTS

Attributes: DX +4 [45]; HT +2 [20].
Advantages: Danger Sense [15].
Disadvantages: Hideous [-15]; Social Stigma (Valuable property) [-10]; Uneducated [-5].
Skills: +1 Detect Lies [2]; +1 Fast-Talk [1].

RACCOON MAN

57 POINTS

Attributes: DX +4 [45]; IQ +1 [10]; HT +2 [20].
Advantages: Manual Dexterity 2 [6].
Disadvantages: Hideous [-15]; Social Stigma (Valuable property) [-10]; Uneducated [-5].
Skills: +1 Mechanic [1]; Pickpocket at DX [4]; Scrounging at IQ [1].

DOG MAN

ST: 10 **Move/Dodge:** 6/6 **Size:** 1
DX: 11 **PD/DR:** 0/0 **Weight:** ~150 lbs.
IQ: 10 **Damage:** 1d-2
HT: 13 **Reach:** C **Habitat:** All
Skills: Detect Lies-12; Scrounging-12; Swimming-11; Tracking-14.

Special Abilities:

Damage: Dog men can bite for 1d-2 cutting damage. If they expect to be facing danger, they often carry knives or clubs for protection.

PIG MAN

ST: 10 **Move/Dodge:** 6/6 **Size:** 1
DX: 11 **PD/DR:** 0/0 **Weight:** ~150 lbs.
IQ: 11 **Damage:** 1d-2
HT: 12 **Reach:** C **Habitat:** All
Special Abilities:

Damage: A pig man can bite for 1d-4 crushing damage. Pig men sometimes carry weapons, but prefer to keep company with other animal men who are better at fighting.

PUMA MAN

ST: 12 **Move/Dodge:** 6/6 **Size:** 1
DX: 14 **PD/DR:** 0/0 **Weight:** ~150 lbs.
IQ: 10 **Damage:** 1d+1cut
HT: 12 **Reach:** C **Habitat:** All
Skills: Brawling-14; Fast-Talk-10; Jumping-16; Stealth-14; Survival-10.

Special Abilities:

Damage: Puma men can claw for 1d+1 cutting damage or for 1d-1 impaling damage.

RABBIT MAN

ST: 10 **Move/Dodge:** 6/6 **Size:** 1
DX: 14 **PD/DR:** 0/0 **Weight:** ~150 lbs.
IQ: 10 **Damage:** 1d-4 cr
HT: 12 **Reach:** C **Habitat:** All
Special Abilities:

Damage: Rabbit men have no natural defenses, just fists and feet like a normal man. A normal rabbit man punches for 1d-4 crushing damage.

Danger Sense: See p. B20.

RACCOON MAN

ST: 10 **Move/Dodge:** 6/6 **Size:** 1
DX: 14 **PD/DR:** 0/0 **Weight:** ~150 lbs.
IQ: 11 **Damage:** 1d-4cr
HT: 12 **Reach:** C **Habitat:** All
Skills: Guns (Pistol)-14; Lockpicking-14; Mechanic-11; Pickpocket-14; Scrounging-11.

Special Abilities:

Damage: Raccoon men have no natural defenses, just fists and feet like a normal man. A raccoon man punches for 1d-4 crushing damage.

AUTOMATON

The labs of Darius Hellstromme have produced many fearsome creations, but among the most feared are the enormous automatons – iron-plated men, 7 feet tall. Hellstromme often deploys them to guard his interests or to battle his rivals' gangs, usually in groups of three to five.

Automatons are hand-crafted, so every one is slightly different, but the basic layout is uniform: geared or piston-driven limbs attached to a barrel-shaped torso (which contains a ghost-rock boiler), topped with a cylindrical head. One arm usually sports a savage grasping claw while the other one is topped with a Gatling gun.

The automatons' eerie intelligence has a dark secret behind it: the automaton's head contains an undead brain, preserved and reanimated by a concoction stolen from Baron LaCroix and connected to the steam-powered monstrosity by Hellstromme's mad science. This undead mind is far more adaptable and intelligent than any analytical engine. Whenever an automaton is crippled, a charge of dynamite is triggered which destroys the head cylinder, protecting Hellstromme's secret.

ST: 17 **Move/Dodge:** 4/4 **Size:** 1
DX: 10 **PD/DR:** 4/12 **Weight:** 600 lbs.
IQ: 9 **Damage:** 3d-1 cr#
HT: 14/16 **Reach:** C, 1 **Habitat:** All

Skills: Brawling-13; Gunner (Machine Gun)-13.

Special Abilities:

Damage: Automatons fight either with their steam-driven pincer claw, which does 3d-1 crushing damage, or their arm-mounted Gatling gun (see p. DL71). A normal automaton carries 60 rounds for the Gatling.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -2 penalty to Fright Checks.

Imperturbable: See p. CI26.

Invulnerability: Spells or hexes which attack animate creatures do not affect the frame of an automaton – Soul Blast, for example, is wholly useless unless targeted specifically at the automaton's brain. However, powers which only affect inanimate objects will affect an automaton's frame.

Self-Destruct: If the automaton is crippled, the dynamite mounted underneath its brain explodes for 9d points of damage in the automaton's hex (see pp. B121-122 for details on explosions). The only way to prevent a defeated automaton from self-destructing is to render the zombie brain unconscious before it can trigger the explosion. Since automatons do not suffer auxiliary effects from damage, this is extremely difficult; magic or mad science will probably be required to achieve the desired effect.

Undead: An automaton has the Injury Tolerance (No Blood, No Vitals) and Vampiric Immortality advantages. It cannot be stunned or fatigued, and it suffers no debilitating effects from damage.

CLOCKWORK TARANTULA

Clockwork tarantulas are similar to automatons in all but shape. They are metal creations the size of a large dog, with eight gear-driven legs.

THE POOR MAN'S AUTOMATON

Many inventors have tried to duplicate Hellstromme's automatons; lacking his expertise in the dark arts, they have all fallen short of the mark. The resulting creations, however, do suffice for certain purposes. An imitation automaton is similar to the real thing, but has an IQ of 4, a Dodge of 0, no penalty to Fright Checks, no self-destruct capability, and magic affecting animate creatures will not affect it at all.

Clockwork tarantulas are so far impossible to imitate; the analytical machinery necessary to handle eight legs is beyond the state of the art.

They scuttle about to work Hellstromme's will. They have nozzles which spray or inject a potent acid and metal plating which defends them from normal firearms. Unlike automatons, however, clockwork tarantulas are operated by a reanimated animal brain rather than a human brain. They also lack explosive charges; a crippled tarantula floods its braincase with acid.

ST: 13 **Move/Dodge:** 5/5 **Size:** 1
DX: 13 **PD/DR:** 2/6 **Weight:** 300 lbs.
IQ: 4 **Damage:** 1d+2 imp
HT: 10 **Reach:** C **Habitat:** All

Special Abilities:

Acidic Bite: Clockwork tarantulas have extremely powerful mandibles which do 1d+2 impaling damage. If the attack roll is made by four or more, the tarantula injects a powerful acid, which does 2d+2 points of acid damage to the location of injection in the first turn, 2d points of acid damage to the torso the second turn, and 1d+1 points of acid damage to the torso the third turn.

Acid Spray: The tarantula can spray acid short distances. Its acid reservoir has 12 shots' worth. The acid spray has SS 10, Acc 1, Max 7, and does 2d+2 points of damage.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -4 penalty to Fright Checks.

Imperturbable: See p. CI26.

Invulnerability: Spells or hexes which attack animate creatures do not affect the frame of an clockwork tarantula – Soul Blast, for example, is wholly useless unless targeted specifically at the clockwork tarantula's brain. However, powers which only affect inanimate objects will affect an clockwork tarantula's frame.

Self-Destruct: If a tarantula is crippled, it vents the remainder of its reservoir into its brain case. The reservoir actually holds 13 shots; one is always held in reserve for this purpose. Anyone within two yards of the tarantula when it self-destructs takes 1d-3 acid damage per remaining charge of acid.

Undead: A clockwork tarantula has the Injury Tolerance (No Blood, No Vitals) and Vampiric Immortality advantages. It cannot be stunned or fatigued, and it suffers no debilitating effects from damage.

Wall-Crawling: Tarantulas can move at their full speed on any surface soft enough for them to dig their claws into – wood or softer, generally speaking.

DOOM CLOUD

When a crowd of people dies from exposure to poison gas, there is a faint chance that a horrible abomination called a doom cloud may be created. A doom cloud is a sentient poison cloud, a blob of blood-red fog which drifts along killing anything which gets in its path.

Because it is a gaseous creature, it is virtually immune to damage, and can seep into any unsealed building. Only weapons of pure iron can wound a doom cloud, and the best way to deal with one is nothing more than a good brisk wind. Their susceptibility to winds usually keeps doom clouds confined to low places where they are protected from such phenomena.

ST: 8 **Move/Dodge:** 5/5 **Size:** 7
DX: 10 **PD/DR:** 0/0 **Weight:** negligible
IQ: 10 **Damage:** *
HT: 10 **Reach:** C **Habitat:** Any

Skills: Stealth-13.

Special Abilities:

Flying: Doom clouds fly at Move 5, moving over obstacles on the ground without trouble. **Gaseous Form:** Doom clouds are all but intangible, and can seep into any portal or window that is not sealed airtight.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -4 penalty to Fright Checks.

Immunity – Normal Damage: No normal weapon can affect the gaseous doom cloud. Magical attacks that are not area-effect do only half damage.

Imperturbable: See p. CI26.

Poisoned Air: A doom cloud's attack is its body; it moves over the people that it wishes to attack. Anyone caught within the affected area must make a HT-4 roll each round to avoid inhaling the doom cloud. Failure causes the victim to lose one point of HT. The process continues until the victim either leaves the cloud or dies. Lost HT returns at a rate of one point per minute. An airtight gas mask is proof against a doom cloud.

Vulnerability – Electricity: Electrical attacks do double damage to a doom cloud.

Vulnerability – Pure Iron: Weapons made of pure iron do normal damage; steel weapons do not qualify.

Vulnerability – Wind: A stiff wind does 2d+1 points of damage to a doom cloud.

PATCHWORK MAN

The transplantation and reanimation of living tissue was one of the first projects tackled by mad science. Many experiments were carried out, but rarely if ever did any meet with success. Finally, a doctor named Wilma Meister hit on a radical new approach. She implanted a small lobe of brain tissue into each body part that she attempted to graft, in conjunction with the application of various solutions and electrical stimulations. When this technique was applied, she could reanimate the grafted limbs, and even a creature made solely of grafted material.

GRAFTED LIMBS

In the aftermath of the brutal fighting which has characterized the Civil War, many soldiers come home missing a limb or two. Science has provided many of these men reasonably good substitutes, but patchwork science offers them a replacement which is almost as good as the original. A character with access to patchwork science can buy off a missing limb disadvantage (Missing Digit, One Arm, One Hand, or One Leg) by having a replacement limb grafted onto his body. A grafted limb may be made with Modified Arm ST, Modified Arm DX, or any other advantage that the GM feels appropriate. However, patchwork limbs have a distinct disadvantage; by allowing a manitou to take up residence in his body, the grafter leaves himself open to various sorts of corruption. A patchwork grafter gains the Voices (Diabolical) disadvantage (see p. CI94). Patchwork graftees also get an extra HT roll to become Harrowed.

Unfortunately, this is not the brilliant scientific breakthrough Dr. Meister thought it to be. The presence of the bit of brain permits minor manitous to enter and animate each body part; the end result is a sort of composite walkin' dead.

Few scientists have pursued Dr. Meister's work to its fullest extent; building living creatures out of spare parts turns the stomachs of more than a few. However, a number of unorthodox surgeons have used patchwork science to create replacement limbs for amputees – some even stitch a small chunk of brain into the surgical area when trying to save a limb not yet dead, as a sort of insurance.

Most true patchwork scientists – those who continue to tread the path blazed by Dr. Meister – build creatures that are recognizably human. They are clearly artificial: scars and sutures criss-cross their body, their body parts rarely match, frequently their limbs are unnaturally bulked out with extra implanted muscle, and sometimes they have limbs or other features which normal people just don't have. These added limbs and organs can give them extra manipulators, enhanced senses, increased strength, and any number of other augmentations. Sadly, some patchwork men also carry diseases, lying dormant in the body parts harvested by an incautious doctor. These patchwork men are often inadvertent plague bearers.

ST: 13 **Move/Dodge:** 6/6 **Size:** 1
DX: 12 **PD/DR:** 0/0 **Weight:** 150 lbs.
IQ: 9 **Damage:** 1d+2 cr
HT: 14 **Reach:** C **Habitat:** All

Skills: Brawling-13; Climbing-11; Guns (any)-12; Stealth-13; Swimming-11.

Special Abilities:

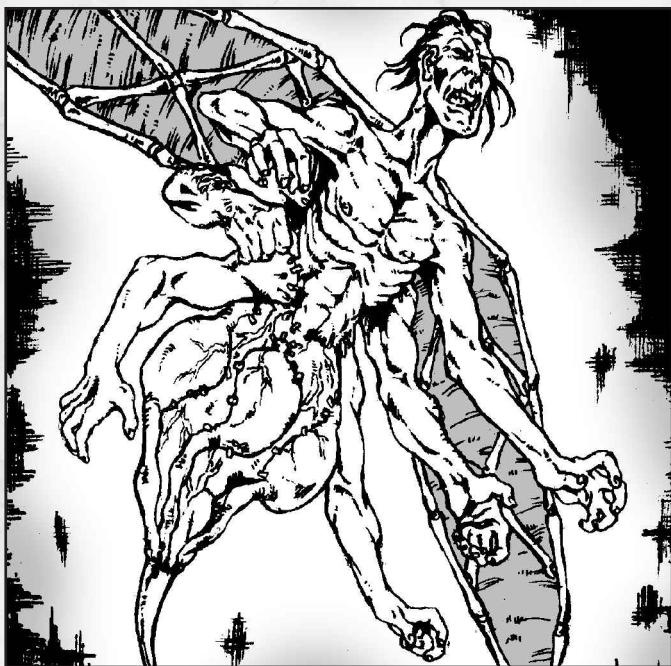
Damage: Patchwork men can bite for 1d+2 crushing damage. Some patchwork men have claws, horns, fangs, or other damaging implements attached.

Enhanced Senses: Some patchwork men have sensory organs transplanted from animals, which give them a +2 or better bonus to all appropriate sense rolls.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -4 penalty to Fright Checks.

Muscle Augments: Some patchwork men have extra muscle mass stitched onto them, giving them boosted ST. Usually the grafted muscle raises the patchwork man's ST to 16 or thereabouts, but patchwork men boosted to ST 20 or above are not unheard of.

Undead: A patchwork man has the Undead Invulnerability and Vampiric Immortality advantages. It cannot be stunned or fatigued, and it suffers no debilitating effects from damage. Its focus is its patchwork; each individual piece of a patchwork man must be destroyed to kill it permanently.



PATCHWORK WASP

At the far end of the patchwork continuum lies the patchwork wasp, perhaps the most outlandish creation that patchwork science is capable of. Very few patchwork scientists would ever bring themselves to build such a thing.

The patchwork wasp is built around a human head and torso. However, it has six arms attached to its torso, and a repulsive lower part, shaped like a wasp's abdomen, constructed from spare muscle tissue and several human stomachs. The stomachs store poison, which is routed through a small cow horn grafted to the abdomen's tip. The wasp's wings are constructed from a lattice of fore-arm bones and thinly stretched human skin. Each eye socket holds a composite mass of eye tissue – a bulging expanse of iris and pupil.

ST: 7 **Move/Dodge:** 4/4 **Size:** 1
DX: 12 **PD/DR:** 0/0 **Weight:** 180 lbs.
IQ: 9 **Damage:** 1d+1 imp
HT: 9/6 **Reach:** C, 1 **Habitat:** All
Skills: Brawling-14; Stealth-12.

Special Abilities:

Bug Eyes: A patchwork wasp's composite eyes give it a +4 to any rolls to notice anyone sneaking up on it.

Damage: A patchwork wasp may sting for 1d+1 impaling damage, injecting poison in the process.

Flying: A wasp may fly at Move 6, with a Dodge of 6. The Move given above is for its movement on the ground.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -4 penalty to Fright Checks.

Poison: A patchwork wasp's poison is a Type A venom that does 2d hits.

Undead: A patchwork wasp has the Vampiric Immortality and Undead Invulnerability advantages. It cannot be stunned or fatigued, and it suffers no debilitating effects from damage. Its focus is its patchwork; each individual piece of a patchwork wasp must be destroyed to kill it permanently.

NEW ABOMINATIONS

The following abominations have never appeared before. They have been written up with both *GURPS* and original *Deadlands* stats.

BEAR LAKE MONSTER

The Bear Lake Monster is an unique abomination found in Utah's Bear Lake. It looks like a giant brown snake, with a maw large enough to swallow a man. It has dozens of small legs on either side, so it can run about on the land if it chooses to. It lurks in the depths of the lake, surfacing occasionally to snatch down a swimmer or to attack horses tethered by the lake's edge. Legend speaks of a king's ransom dragged to the bottom of the lake by the monster; other legends claim the booty is stuck in the monster's gullet.

GURPS BEAR LAKE MONSTER

ST: 50 **Move/Dodge:** 8/6 **Size:** 30
DX: 13 **PD/DR:** 4/12 **Weight:** 10 tons+
IQ: 6 **Damage:** 5d+1 cut#
HT: 14/150 **Reach:** C **Habitat:** Bear Lake
Skills: Brawling-14.

Special Abilities:

Damage: The Bear Lake Monster can do 5d+1 cutting damage with its jaws, or bash with its body and tail for 2d crushing damage.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -4 penalty to Fright Checks.

Swallowing: On a successful attack with the monster's jaws, the victim must win a Quick Contest of DX with the monster to avoid being swallowed. Inside the monster, the victim will take 1d hits of acid damage each turn and is in danger of suffocation (see p. B122 for details). He must also make a new Fright Check at -6 to avoid panicking at being swallowed by a giant water snake. However, if he survives the journey, any attacks made from inside the monster hit its unarmored vitals.

Swimming: In water, the monster moves with a Move of 30 and a Dodge of 10. The Move and Dodge listed above are for its movement on land.

DEADLANDS BEAR LAKE MONSTER

Corporeal: D: 3d6, N: 3d8, S: 5d12+4, Q: 3d10, V: 4d8

Fightin': brawlin' 3d8

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

Size: 60

Wind: 28

Terror: 9

Special Abilities:

Bite: STR+2d8

Body Slam: STR

Swallow: The monster can swallow any opponent smaller than Size 8. Anyone swallowed is in danger from wounds already suffered, imminent drowning, and 2d6 damage inflicted each round by stomach juices. However, any successful attack by someone in the monster's gut hits the monster's unarmored gizzards.

Swimming: Pace 60.

BOOKBURNER

A bookburner is a corruption that exists to destroy knowledge – particularly occult knowledge. They attack libraries and universities, destroying texts and killing the educated. They focus on repositories of occult knowledge; seminaries are not uncommon targets.

A bookburner may be created when a person commits a murder to prevent some knowledge from spreading. If the murderer kills not out of duty or necessity, but out of hatred for the truth, the risk is extremely high. This type of corruption is particularly insidious; if Texas Rangers and Agency operatives become overzealous, the bookburner's fate awaits them. For this reason, both organizations keep a close eye on their agents and pull them if they get too personally invested in a case. The creation of bookburners is a masterstroke for the Reckoners; they eliminate the sources of intelligence that could lead to their defeat, and they tie the hands of their greatest adversaries in the process.

Bookburners look like normal human beings, slightly distended with flushed skin.

GURPS BOOKBURNER

ST: 15 **Move/Dodge:** 7/6 **Size:** 1

DX: 13 **PD/DR:** 0/0 **Weight:** 150 lbs.

IQ: 11 **Damage:** 1d cr

HT: 14/20 **Reach:** C **Habitat:** All

Skills: Brawling-15; Intimidation-18.

Special Abilities:

Blazing Censorship: A bookburner can ignite any printed material by touching it. Usually this means paper, but a painted wooden sign is equally vulnerable. Even a brick wall with writing on it will ignite, though the fire generally dies out after scorching the writing to illegibility.

Coup: A Harrowed who counts coup on a bookburner gains the bookburner's Gag Rule power.

Damage: A bookburner may punch for 1d crushing damage, or kick for 1d+2 crushing damage.

Gag Rule: Bookburners can cast the Hush spell at level 15 (see p. M70).

Gear: Bookburners often carry knives and guns.

Terror: See p. 7.

DEADLANDS BOOKBURNER

Corporeal: D: 4d6, N: 3d8, S: 4d10, Q: 2d10, V: 4d8

Fightin': brawlin' 4d8

Mental: C: 2d6, K: 3d4, M: 4d8, Sm: 3d6, Sp: 3d8

Overawe 5d8

Size: 9

Terror: 5

Special Abilities:

Blazing Censorship: A bookburner can ignite any printed material by touching it. Usually this means paper, but a painted wooden sign is equally vulnerable. Even a brick wall with writing on it will ignite, though the fire generally dies out after scorching the writing to illegibility.

Coup: A Harrowed who counts coup on a bookburner gains the bookburner's Gag Rule power.

Damage: Fists (STR)

Gag Rule: A bookburner can make any person absolutely silent for a full minute unless the subject makes a Spirit roll against a TN of 7.

Gear: Bookburners often carry knives and guns.

When a bubble explodes onto the surface, all Mazers have the same reaction: run.

BUBBLE

In the Maze, when a miner particularly consumed with ambition and the lust for riches falls to his death from the side of a mesa, a bubble may be born. As the miner's corpse settles into the ghost-rock-laden silt of the Maze's waterways, the fire of his ambition (with a little help from the Reckoners) begins an arcane reaction. The corpse's insides begin to turn into a thick froth, swelling the body's husk to grotesque, balloon-like proportions as it wicks up silt and water. Finally, the corpse splits open, revealing a huge and expanding globule of thick, gelatinous foam. This rises to the surface, buoyed up by the gas generated in its core, and bursts through the waves to drift up to a level 10 to 30 feet above the water. At this point it spreads out into a fluffy cloud of light, gooey foam, kept aloft by cells of buoyant gas and bobbing along at a few miles an hour.

When a bubble explodes onto the surface, all Mazers have the same reaction: run. Some, however, run toward the bubble, while others run away. Bubbles have certain unique properties which make their emergence at once a tremendous opportunity and a lethal danger. A bubble rubs along various mesa sides as it drifts along the Maze's canyons. Powerful caustic compounds within the bubble dissolve the mesa rock that it touches. Collapses above the bubble are common. The sheets of rock that cascade onto the bubble are mostly dissolved by its corrosive interior; however, the fundamentals – as Maze miners collectively refer to gold, silver, and ghost rock – are not. As a result, a bubble continually drops nuggets of fundamint as it moves along.

For this reason, brave (or foolhardy) souls can always be relied upon to take boats under any bubble, scooping up the riches that fall from the sky. Sometimes fights break out between different parties working the bubble's shadow. The greatest danger that a bubble-miner faces, however, is not his fellow miners, but the bubble itself. The core of a bubble is a cauldron of chemical interactions. Along with the valuable fundaments, a bubble continuously exudes heavy fumes that cloud a man's judgment, making him stay too long or forget his purpose for coming. Most dangerous of all, however, is the reaction going on in the bubble's core.

The core of a bubble is a boiling mass of reacting minerals and volatiles. Lifting cells made of froth and filled with its own outgassing keep the bubble aloft. In time, however, as dissolved rock adds minerals, the reactions within the bubble reach a run-away point. The core of the bubble explodes, tearing open cells filled with volatile gases and igniting them all at once. The bubble vanishes in a terrible explosion, filling the canyon with fire for half a mile in either direction, and killing anyone underneath. A bubble's detonation is unpredictable; every bubble is different, and anyone who claims to predict when one will go is a fool. Still, for many, the opportunity to work 10 minutes and ride away with a month's worth of fundaments is irresistible.

Bubbles vary in size; most are about 10 yards square, but they can be much smaller or larger. A small bubble may have a less fierce explosion, but tends to drift lower, which keeps it dangerous. An extremely large bubble can endanger huge areas; when a bubble spawned from the deaths of an entire mining camp in 1875, it was 100 yards across and caused the evacuation of every town for miles. When it detonated, it wiped several towns from the earth entirely.

For that reason, the authorities often respond to a bubble by shelling it from the mesa tops above; any damage done by the artillery or by premature explosion will be nothing compared to the devastation caused by a mature bubble.

GURPS BUBBLE

ST: – **Move/Dodge:** 3/0 **Size:** ~100
DX: – **PD/DR:** 4/20 **Weight:** –
IQ: – **Damage:** *
HT: 15/1,000 **Reach:** * **Habitat:** SW

Special Abilities:

Explosion: When a bubble's internal reactions reach a certain critical point, the bubble explodes, tearing itself apart in an enormous and deadly explosion. This explosion is equivalent to 10 tons of dynamite, doing 6d×32,000 points of damage at ground zero and falling off normally with distance (see p. B121 for details). At water level, even for a high-floating bubble, damage remains as high as 6d×30, which will kill any exposed prospectors and destroy most ships underneath.

A bubble's internal reactions are unpredictable. The GM should roll 3d every minute: on an 18, the bubble blows. If a bubble has been wounded, its explosive force is reduced in proportion to the hit points it has lost. A bubble that is down to 500 hit points, for example, will do only 6d×16,000 points of damage when it explodes. However, any hit that does more than 1/10 of the bubble's current hit points in damage may trigger a premature explosion: check for detonation after every such hit.

Fumes: The fumes that drift down from a bubble addle a man's mind. Every minute spent under a bubble reduces a person's effective IQ by 1. Every five minutes under a bubble reduces a person's effective DX by 1. The fumes also cause people to lose their sense of time; only people with Absolute Timing can keep track of time while under a bubble.

Invulnerability – Normal Weapons: Ordinary weapons cannot hurt a bubble; knives and bullets pass right through. Only magic, fire, and explosions can damage one.

DEADLANDS BUBBLE

Corporeal: D: –; N: –; S: –; Q: –; V: 5d8

Mental: C: –; K: –; M: 4d12+4, Sm: –; Sp: –

Size: 40

Special Abilities:

Armor: 2

Explosion: A bubble's explosion is catastrophically huge. It does 25d20 damage, with a burst radius of 20 yards.

Fumes: Every minute spent under a bubble reduces a person's effective Cognition and Smarts by one die type. Every five minutes under a bubble reduces a person's effective Dexterity and Nimbleness by one die type. The fumes also cause people to lose their sense of time.

Immunity: To ordinary weapons. Only magic, fire, and explosions can damage a bubble.

FEVERISH

Everyone who knows a thing or two about ghost rock is familiar with the greatest occupational hazard of working with it: rock fever (see p. DL32). Anyone who spends too much time handling ghost rock or working near it may contract the dread disease, which saps a man's vitality, addles his brain, and can lead to spontaneous combustion – a handful of sufferers burn from the inside out, leaving behind a few ashes and a lump of ghost rock.

Periodically, however, a rock fever victim burns, but is not consumed. Common parlance calls these fever victims "feverishes." Usually, these victims are ornery, vigorous cusses who linger on in their fever for weeks – too tough to die, but not tough enough to get better. Serious brain damage has usually set in by the time "nonfatal ignition" occurs, as the doctors call it.

In nonfatal ignition, the layer of fat beneath the skin ignites. This sends the feverish mad with pain and terror. For some reason, although the skin is burned, the flesh below is not consumed by the fire. Some doctors speculate that this phenomenon is caused by ghost rock vapors slowly coming out of solution in the tissue and burning off away from the actual flesh.

In any event, the ignition process causes every feverish to go berserk, running about looking for something to extinguish the flames. Water won't do it. For some reason, every feverish seems to conceive the notion that blood will extinguish the flames. Presumably they all have heard the old story about blood being necessary to put out a ghost rock fire. It isn't true, but things like that stick with you. As a result, feverishes tend to attack passers-by in hopes of drenching themselves in blood. They keep attacking until driven away forcibly or killed.

A feverish can last a very long time if not killed. After the first few hours, they come to realize that the matter is not pressing; the fire, however painful, will not kill them any time soon. They become much stealthier. They don't seem to lose the notion that blood will quench the flames, though.

More dangerous perhaps than the feverish's attacks is the potential damage one can do to a town. Most towns where ghost rock is used aren't built for fire safety. If a feverish gets loose in Shan Fan, the city may be fighting fires up and down its length by the time the night is through.

GURPS FEVERISH

ST: 15 **Move/Dodge:** 6/6 **Size:** 1
DX: 10 **PD/DR:** 0/0 **Weight:** 150 lbs.
IQ: 10 **Damage:** *
HT: 12 **Reach:** C **Habitat:** All

Skills: Brawling-13.

Special Abilities:

Damage: A feverish can punch for 1d-1 crushing damage plus 2 points of fire damage.

Fiery Grapple: Feverishes can grapple opponents. When they do, their blazing flesh does 1d+2 fire damage to the unfortunate opponent every turn.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -2 penalty to Fright Checks.

DEADLANDS FEVERISH

Corporeal: D: 1d6, N: 1d10, S: 5d8, Q: 2d6, V: 3d6
 Fightin': brawlin' 5d10, wrasslin' 4d10
Mental: C: 1d8, K: 2d6, M: 3d6, Sm: 2d6, Sp: 2d6
Size: 6
Wind: 12
Terror: 7

Special Abilities:

Fiery Grapple: A feverish which makes a successful fightin': wrasslin' roll does 3d6 fire damage to the unfortunate target.

Fists: STR

OVERSEER

Overseers are the fears of the industrial worker given flesh. In their normal form, they appear to be ordinary men. They insinuate themselves into large organizations, becoming foremen or supervisors in a short time. Once firmly ensconced, an overseer selects a victim from among his subordinates; this is usually the man under his authority who has the most to lose – vigorous health, a wife and children, a bright future, and so on.

Gradually, the overseer places ever-greater demands on his victim, assigning him the most soul-crushing, back-breaking labor the job has to offer and insisting that he work long and irregular hours. If the victim (or anyone else) attempts to protest this treatment, the overseer threatens him and his loved ones with the direst of consequences – firing, eviction, physical harm, even starvation.

As the weeks wear on, the overseer begins to threaten the victim even when he does not protest. His work is rejected or destroyed; his performance is sharply criticized no matter

how exemplary; his pay is docked arbitrarily. In time, the overseer makes his way to the victim's family to threaten them with the consequences of failing to "shape up."

Over time, the victim is worn down by the constant strain. His health breaks down, and the constant pay cuts cause him and his family to lose their home or cut their house-keeping expenses to the bone. Once-happy families become haggard tribes, constantly snapping at each other from hunger and the stress of living on the edge of poverty. Meanwhile, the fear experienced by the victim and his family is echoed by the other workers in the plant, who know that they could be equally terrorized by the overseer at any time.

In the end, the worker has two choices: labor on until he collapses and dies at his station, or quit. If the worker labors on until death, the overseer simply picks a new victim. Anyone who tries to quit, however, sees a bit of the overseer's true form. The overseer gets the worker alone to "talk to him"; what really happens is more of the same threats, but the overseer lets a bit of his true form show and allows his aura of terror to manifest. This persuades most workers to stay.

If a victim persists in trying to quit, the overseer makes good on his promises. After the worker leaves, the overseer takes its true form, finds the victim's home, and murders his loved ones. Then the overseer leaves town to find a new place to set up shop.

Anyone who meets the overseer during this lethal errand or who tries to confront an overseer directly sees the overseer in his true form: a huge, hairy monstrosity, like a cross between a gorilla and a Kodiak bear; he has a fierce maw full of teeth, long serrated talons, and drool festooning its bluish-gray fur. It likes to devour the organs of its victims and leave them eviscerated for others to find.

GURPS OVERSEER (HUMAN FORM)

ST: 14 **Move/Dodge:** 6/6 **Size:** 1
DX: 12 **PD/DR:** 0/0 **Weight:** 175 lbs.
IQ: 11 **Damage:** 1d-1 cr
HT: 13 **Reach:** C **Habitat:** All

Skills: Brawling-15; Intimidation-18; Professional Skill (chosen industry)-13.

Special Abilities:

Coup: A Harrowed who counts coup on an overseer gains a +5 bonus to Intimidation skill, but also acquires the Bad Temper disadvantage.

Damage: An overseer in human form can punch for 1d-1 crushing damage.

GURPS OVERSEER (BEAST FORM)

ST: 26 **Move/Dodge:** 7/7 **Size:** 1
DX: 13 **PD/DR:** 1/2 **Weight:** 800 lbs.
IQ: 11 **Damage:** 5d cut#
HT: 15/20 **Reach:** C, 1 **Habitat:** All

Skills: Brawling-18; Intimidation-21.

Special Abilities:

Coup: A Harrowed who counts coup on an overseer gains a +5 bonus to Intimidation skill, but also acquires the Bad Temper disadvantage.

Damage: An overseer in beast form can claw for 5d cutting damage or bite for 1d+2 impaling damage.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -6 penalty to Fright Checks.

DEADLANDS OVERSEER (HUMAN FORM)

Corporeal: D: 3d6, N: 5d4, S: 4d8, Q: 2d8, V: 3d8
Fightin': brawl 5d4

Mental: C: 3d6, K: 2d6, M: 4d10, Sm: 3d4, Sp: 3d6
Overawe 6d10, trade: chosen industry 3d6

Size: 6

Wind: 14

DEADLANDS OVERSEER (BEAST FORM)

Corporeal: D: 4d6, N: 2d10, S: 4d12+10, Q: 3d8, V: 5d8
Fightin': brawl 7d10

Mental: C: 3d6, K: 2d6, M: 4d12, Sm: 3d4, Sp: 3d6
Overawe 8d12

Size: 8

Wind: 14

Terror: 11

Special Abilities:

Coup: A Harrowed who counts coup on an overseer gains 5 points of *overawe*, but also gains the *mean as a rat-tler* Hindrance.



PERFIDIOUS MIRROR

A perfidious mirror appears to be an ornate full-length mirror. It is appealing and tasteful, and of very high quality; people like the way they look in its surface. When established in a person's personal chambers, it begins its evil work. Perfidious mirrors render their owners more attractive, making them more beautiful every day they spend at least five minutes admiring themselves in it. On days when they do not spend the required time primping in front of the mirror, the magically augmented beauty begins to fade. As the days go by, the regular maintenance of vanity begins to alter the owner's personality, making him vain, arrogant, and self-obsessed.

In time, the demands of the mirror increase. It begins by requiring two visits to the mirror in a day to maintain the reaction bonus, then three, and so on. By this time, his unnaturally enhanced appearance has become crucial to the owner's sense of himself; losing it would be unbearable. Whenever he leaves the mirror, he can almost feel the ravages of time destroying his beauty. Eventually, a perfidious mirror's owner is reduced to staring into the mirror at all times of day or night, leaving it only to sleep. When he does, he awakes to the hideousness of his natural face, and spends hours primping to restore the glory that the mirror once showed him. Soon, he wastes away and dies, and the mirror finds its way onto the market again.

GURPS PERFIDIOUS MIRROR

ST: – **Move/Dodge:** 0/0 **Size:** 1
DX: – **PD/DR:** 0/2 **Weight:** 100 lbs.
IQ: – **Damage:** –
HT: 10 **Reach:** – **Habitat:** All

Special Abilities:

Reflection of Vanity: When a person installs a perfidious mirror in his personal chambers, he gains a cumulative +1 reaction bonus for every consecutive day that he admires himself in its surface for at least five minutes, up to a maximum of +7 for a full week. Each day that the owner does not spend the requisite time admiring himself in the mirror, he loses one level of this bonus. As time passes, the owner gains quirks relating to his growing self-obsession, eventually acquiring *Selfish*, *Jealousy*, and similar disadvantages.

After several months, the mirror demands more-frequent visits in order to maintain the reaction bonus, increasing the number of visits required per day and the speed with which the beauty fades.

DEADLANDS PERFIDIOUS MIRROR

Corporeal: D: –, N: –, S: –, Q: –, V: 2d6

Mental: C: –, K: –, M: –, Sm: –, Sp: –

Size: 6

Wind: –

Special Abilities:

Reflection of Vanity: When a person installs a perfidious mirror in his personal chambers, he gains a cumulative +1 bonus to *persuasion* rolls (and other rolls where good looks might affect the situation) for every consecutive day that he admires himself in its surface for at least five minutes, up to a maximum of +7 for a full week. Each day that the owner does not spend the requisite time admiring himself in the mirror causes him to lose one level of this bonus. As time passes, the owner becomes increasingly self-obsessed and jealous of others, as the mirror warps his mind.

After several months, the mirror begins to demand more-frequent visits in order to maintain the *persuasion* bonus, increasing the number of required visits per day and the speed with which the artificial beauty fades.

PHRENOMESMERIC ZOMBIE

The horrors of the Civil War and the long years of civilian terror have taken its toll on the American people's sanity on both sides of the border. The asylums are overflowing, and many a family has a relative in the garret upstairs who's not quite right in the head. Sadly, modern science has been able to do little for the wrecked minds of the Reckoning; the manitous who inspire mad scientists seem to have little interest in relieving the suffering of those who their brethren have driven to madness.

Hence, when Dr. Raymond Mackenzie claimed, in 1872, to have developed a new, completely effective treatment for all forms of derangement at his asylum in western Pennsylvania, his techniques attracted the attention of doctors and surgeons across the continent. His treatment, called Phrenomesmeric

PHRENOMESMERICALLY ADJUSTED PCs

True phrenomesmeric zombies are not suitable as PCs. However, phrenomesmeric adjustment isn't complete quackery. For a patient strong-willed enough to keep the manitou in check, the apparatus can safely help contain a wide variety of mental ailments.

Phrenomesmeric adjustment suppresses up to 50 points in mental disorders. Not all mental disadvantages are suitable: while Delusions, Phobias, and Paranoia are treatable, Honesty probably isn't. Patients also gain Fearlessness +2 [4], Unnatural Feature (mechanical apparatus enveloping head) [-5] and Voices (Diabolical) [-15]. If the campaign is set after phrenomesmeric zombies have started to appear, they also get a Reputation -4 (As phrenomesmeric zombie, everybody, 10 or less) [-10]. The phrenomesmerically adjusted do *not* gain High Pain Threshold or Imperturbable until they succumb to the manitou's dominion. They do, however, benefit from the apparatus' armor-like qualities.

After phrenomesmeric zombies have begun to appear, the authorities will probably attempt to remove the apparatus from patients who have not yet become zombies. This prospect will likely be unappealing to someone holding back madness with the aid of the apparatus; such a patient might find himself on the run even though he remains perfectly sane. Indeed, he *has* to run, to *stay* that way.

Adjustment, required the construction of an apparatus for each patient; it comprised an intricate latticework of pins, metal bands, and small magnets. The apparatus fit over the patient's head, applying pressure to areas of the skull which phrenological science associated with the ailments exhibited by the patient while simultaneously applying magnetic forces to the patient's "energetic body." The combined effect caused the patient's mental distress, no matter how irrational or violent, to subside. Unfortunately, the apparatus was somewhat bulky and frequently covered most of the head, sometimes interfering with vision or speech.

Its drawbacks notwithstanding, Mackenzie was hailed as the genius of the age. Hundreds of the most recalcitrant mental cases were fitted for phrenomesmeric apparatus and returned to civil life. Phrenomesmeric patients could not be said to be strictly normal: the process often made significant alterations to a subject's personality, and it was hard to fit in with a cumbersome steel cage fitted to one's head. Still, it was an improvement over the gibbering madness the process replaced.

Unfortunately, Phrenomesmeric Adjustment has proved not to be the blessing it was once thought. Raymond Mackenzie was a mad scientist of considerable, if well-hidden, dementia; the phrenomesmeric apparatus contained ceramic magnets made from pulverized human cranium. Mackenzie believed that making the magnets from a mix of minerals similar to that in the human skull would augment their therapeutic power; in actuality, the skull powder simply made it possible for manitous to inhabit the apparatus – which was, in addition, tuned to evoke certain specific mental qualities.

Several years after Mackenzie began treating patients, some of them became killers. The manitous which were lodged in the phrenomesmeric apparatus, after long preparation, badgered their hosts into submission and began driving them to heinous acts of destruction and terror. These phrenomesmeric zombies, robbed of any sense of right, wrong, or even self-preservation, became horrible agents of evil.

Fortunately for humanity, phrenomesmeric zombies are easy to spot, and their original identities are known to the authorities from asylum records. However, running them down has been a major challenge for the Agency and the Rangers alike; they combine a manitou's ruthless cunning with a human's capacity for long-term thinking. Some phrenomesmeric patients were once great military men, and their talents have not been dulled by the treatment. A phrenomesmeric zombie has a Craftiness rating of 14.

Phrenomesmeric patients could not be said to be strictly normal.

GURPS PHRENOMESMERIC ZOMBIE

ST: 14 **Move/Dodge:** 6/6 **Size:** 1
DX: 12 **PD/DR:** 0/0* **Weight:** 150 lbs.
IQ: 10 **Damage:** 1d-2 cr
HT: 12 **Reach:** C **Habitat:** Any
Skills: Brawling-15; Intimidation-13; Stealth-15;
Weapon skill (any)-13.

Special Abilities:

Armor: The phrenomesmeric apparatus provides PD 3 and DR 4 to the head and brain against crushing and cutting attacks; the latticework structure will not defend against impaling attacks.

Damage: A phrenomesmeric zombie can punch for 1d-2 crushing damage.

Gear: Phrenomesmeric zombies often carry weapons. Knives and guns are not uncommon, but garrotes, saps, and other favorites of the assassin are also popular.

High Pain Threshold: A phrenomesmeric zombie feels no pain; it suffers no debilitating effects from damage.

Imperturbable: See p. CI26.

DEADLANDS PHRENOMESMERIC ZOMBIE

Corporeal: D: 3d6, N: 1d12, S: 4d8, Q: 2d8, V: 3d6
Fightin': brawlin' 5d12, sneak 5d12, other weapon skill 3d12
Mental: C: 2d6, K: 1d6, M: 2d6, Sm: 1d10, Sp: 1d8
Overawe 5d6
Pace: 12
Size: 6
Wind: 14
Terror: 3

Special Abilities:

Armor -4 (head only)

Fearless

Fists: STR

Gear: A phrenomesmeric zombie often carries weapons.

No Pain: A phrenomesmeric zombie can ignore the first two levels of wound penalties.

PRINTER'S DEVIL

A printer's devil appears to be a piece of uncut paper, like you might find in a print shop. However, it is fully animate; when the printers are gone for the night or away at lunch, it emerges from hiding to do its work. It sneaks over to setup presses and rearranges the type. Young and immature devils tend to change the text to something scandalous and obscene, while older devils reword the text less perceptibly to evoke dark emotions in the reader, making the text infuriating or terrifying in its effect. Sometimes printer's devils act to suppress the news of an abomination being vanquished, counteracting the work that good folks may do to spread tales of heroism (see p. DL11).

GURPS PRINTER'S DEVIL

ST: 8 **Move/Dodge:** 4/4 **Size:** <1
DX: 12 **PD/DR:** 0/0 **Weight:** <1 lb.
IQ: 10 **Damage:** *
HT: 10 **Reach:** C **Habitat:** All

Special Abilities:

Concealment: A printer's devil looks very much like a normal sheet of paper. To detect one, an observer must make a successful roll against Perception-6. If it is discovered, a devil will try to escape or wrap itself around the discoverer's face to suffocate him.

Horrific Appearance: See p. CI80.

Invulnerability – All: A printer's devil can only be temporarily destroyed by attacks; it will reform itself from the shreds or ashes. The only way to destroy one permanently is to print it and bind it.

Suffocation: A printer's devil can wrap itself around an opponent's face, suffocating him. This is handled like a strangling attack; see p. B112 for details.

DEADLANDS PRINTER'S DEVIL

Corporeal: D: 1d10, N: 4d4, S: 1d4, Q: 4d8, V: 2d6
Mental: C: 2d6, K: 2d6, M: 1d8, Sm: 2d6, Sp: 2d8
Size: 4
Wind: 14
Terror: 5

Special Abilities:

Concealment: Observers are at -6 to Cognition for purposes of spotting a printer's devil. A revealed devil will try to escape or wrap itself around the discoverer's face to suffocate him.

Immunity – All: A printer's devil cannot be permanently destroyed by attacks. The only way to destroy one permanently is to print it and bind it.

Suffocation: A printer's devil can wrap itself around an opponent's face, suffocating him. The person being suffocated must make a Vigor roll against a TN of 7 or take the difference in Wind.

SAGUARO

The saguaro may be a form of cactus spirit, or a more mundane creature that just looks like a cactus. It lives in the desert, usually alone among a stand of normal saguaros, though pairs of saguaros have been encountered. Saguaros are basically cowards; they ignore large or formidable-looking groups, preferring to ambush lone travelers. When they do attack, they will often flee if the battle turns against them. Saguaros attack with heavy, fleshy limbs covered in sharp spines.

If a saguaro kills an opponent, it will settle in to drain its victim's vital fluids through dozens of spines. A saguaro turns a mottled-looking bruised color after feeding; this is one way to identify a saguaro.



GURPS SAGUARO

ST: 13 **Move/Dodge:** 11/7 **Size:** 1
DX: 13 **PD/DR:** 2/6 **Weight:** 300 lbs.
IQ: 7 **Damage:** 2d-1 cut
HT: 15 **Reach:** C **Habitat:** D

Skills: Brawling-15; Stealth-18.

Special Abilities:

Concealment: A saguaro pretending to be an ordinary cactus gets a +6 bonus to Stealth.

Damage: A saguaro may strike for 2d-1 cutting damage with its spiny limbs.

Horrific Appearance: See p. CI80.

DEADLANDS SAGUARO

Corporeal: D: 4d6, N: 3d8, S: 3d8, Q: 3d8, V: 5d8
Fightin': brawlin' 4d8, sneak 7d8
Mental: C: 5d6, K: 2d8, M: 4d8, Sm: 3d10, Sp: 3d12
Size: 6
Terror: 5

Special Abilities:

Armor: 1

Concealment: Anyone searching for a saguaro is at a -6 penalty to find it.

Spines: STR+2d8

SENESCENT ZOMBIE

Possession is rare in the Weird West. Most manitous just aren't strong enough to force their way into an occupied mind, unless some foolish huckster invites them. However, from time to time a strong manitou finds a mind critically weakened by the ravages of time, and takes a fancy to feel living flesh around it. This rare but terrible fate usually befalls older people who have succumbed to total senility. Their loved ones are thrilled by the miraculous reversal in the elderly victim's condition – an unresponsive shell of a person is now awake, alert, and feistier than ever. Unfortunately, appearances are deceiving; the victim's spirit is but a passive bystander, coughing up elements of his life history on call to help the manitou put on a good show.

A senescent zombie, as the teratologists call them, usually wreaks a fair amount of havoc without even leaving the house. The host's nurses suffer abuse and harassment that would drive even a saint to distraction. Family and friends are terrorized by the zombie: emotional blackmail is commonplace, to say nothing of frequent threats to rewrite the will.

Eventually, as the manitou gets bored with pretending to be human, its less sociable traits begin to manifest themselves. The senescent zombie becomes violent, and eventually yields to the lust for brains which is the trademark of the undead. This is the point at which folk wisdom knows the monster – in the trade, they're called "geezers." The Agency often uses them as trials by fire for new agents – if you can stay cool while putting a bullet into the head of a little old lady up to her elbows in gore, you may have a future with the Agency.

If you can stay cool while putting a bullet into the head of a little old lady up to her elbows in gore, you may have a future with the Agency.

Since they aren't really undead, geezers don't have the usual advantages of undead – they bleed, they breathe, decapitation kills them, and so on. However, they are exceptionally hard to kill. The manitou, accustomed to dead flesh, is too dumb to realize when a body ought to have the grace to fall down. They also, when killed, have a strong tendency to rise as walkin' dead. For this reason, monster hunters of all stripes tend to treat them like regular zombies and aim for the head.

GURPS SENESCENT ZOMBIE

ST: 12 **Move/Dodge:** 6/6 **Size:** 1
DX: 13 **PD/DR:** 0/0 **Weight:** 130 lbs.
IQ: 11 **Damage:** 1d-1 cut
HT: 11 **Reach:** C **Habitat:** All

Skills: Brawling-12; Intimidation-14; Savoir-Faire-12. Senescent zombies also may have skills they possessed before sinking into senility.

Special Abilities:

Damage: Bite does 1d-1 cut.

Gear: Senescent zombies often carry canes or crutches. They'll take guns if they can get them, but the opportunity doesn't usually arise.

Hard to Kill: +5. See p. CI25.

Imperturbable: See p. CI26.

Terror: See p. 7. Victims are at a -4 penalty to Fright Checks.

DEADLANDS SENESCENT ZOMBIE

Corporeal: D: 4d6, N: 2d10, S: 3d6, Q: 3d8, V: 3d4

Fightin': brawlin' 3d10

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

Overawe 5d6

Size: 6

Wind: 12

Special Abilities:

Fearless

Bite: STR

Terror: 9

UNINVITED GUEST

The uninvited guest appears, to the untrained eye, to be a slightly rumpled traveler. He arrives in a town with his carpet bags in hand, looking for a place to stay. He will go door to door, asking each household if he can spend the night. Uninvited guests are charming and unassuming; they are hard to refuse. Almost invariably, some family will agree to let him stay. He shares their evening meal gratefully, perhaps contributing a few dollars toward the cost of the entertainment, and is the perfect guest – witty, a good conversationalist, able to play a turn on the piano if desired. In time, all head to bed, pleasantly tired from a wonderful evening.

As they sleep, the uninvited guest murders everyone in the house, often eating parts of their bodies. Then he disappears. The brilliance of the scheme, from the Reckoners' point of view, is obvious. Aside from the terror that a brutal and inexplicable murder causes in a town, the uninvited guest's work makes people suspicious and inhospitable. For quite some time – perhaps forever – every stranger will be suspect in that town.

GURPS UNINVITED GUEST

ST: 10 **Move/Dodge:** 5/5 **Size:** 1
DX: 11 **PD/DR:** 0/0 **Weight:** 150 lbs.
IQ: 13 **Damage:** 1d-2 cr
HT: 10 **Reach:** C **Habitat:** All

Skills: Acting-16; Brawling-14; Fast-Talk-16; Performance-14; Savoir-Faire-15; Stealth-15.

Special Abilities:

Damage: An uninvited guest can do 1d-2 crushing damage with his fists.

DEADLANDS UNINVITED GUEST

Corporeal: D: 3d4, N: 2d6, S: 2d6, Q: 2d8, V: 2d6

Fightin': brawlin' 5d6, sneak 7d6

Mental: C: 4d6, K: 3d8, M: 2d10, Sm: 2d10, Sp: 4d8

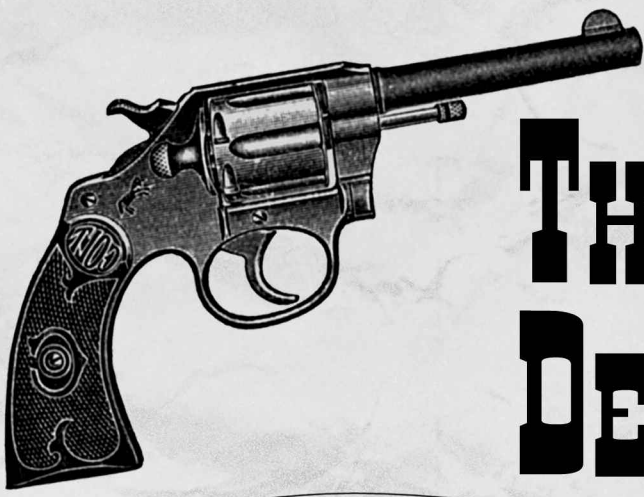
Bluff 10d10, **performin'** 5d10, **persuasion** 10d10

Size: 6

Wind: 14

Special Abilities:

Fists: STR



THE LIVING DEAD



More than anything, perhaps, human beings fear death. Other fears may be more nuanced and profound, playing on the uncertain nature of existence in a fleeting world, but the fear of death is the stuff of gut-wrenching, bladder-voiding panic.

As with all things fear-related, the Reckoners know this well; the fear of death is their bread and butter. They also know that no source of fear is inexhaustible, and that simply threatening people with death will, in time, cause them to stop fearing it. The Reckoners aren't that stupid.

Instead they turn to the undead, putting a dead man back on his feet and sending him lurching into town to show the locals, "Here is death. It's cold, it's lonely, and it smells bad. And it could be you." The Reckoners don't have to threaten people with death; they just have to remind folks of it . . . and wait for them to scare themselves into the grave.

COMMON UNDEAD ABILITIES

Undead monsters come in all shapes and sizes, but they share certain traits in common. Nearly all have the Injury Tolerance (No Blood) and Vampiric Immortality advantages. Many undead also possess Undead Invulnerability; however, instead of having Vulnerabilities to a particular attack form, they have Vulnerabilities to attacks on a certain target area – usually the brain or heart. This target area is referred to as the undead's "focus."

ZOMBIES

Zombies are the rank and file of the Reckoning. The Reckoners can't spare the terror-power to create an abomination in every place that needs scaring; even if they could, so many abominations would start to lose their impact after a while. Therefore, they require an alternate solution.

They have legions of manitous at their disposal, hanging around the Hunting Grounds with nothing to do but wait for a huckster to drop by. However, a manitou can't manifest itself on the mortal plane without a body to possess, and not every manitou has the mojo to take over a human body uninvited.

Fortunately for the Reckoners, the unending bloodshed of the Civil War and the Great Rail Wars has provided them with an alternative. In a dead body there's no one to fight with a manitou, and most manitous are powerful enough to get a corpse up and moving if they set their mind to it. The fact that seeing their safely dead and buried neighbors walking around scares the pants off most people is a delicious little bonus.

BLOAT

A bloat is a zombie created from a waterlogged corpse – one that has been submerged for quite some time before reanimation. Its lengthy exposure to water causes its flesh to turn pale, waxy, and distended. The stench is unbelievable. This gooey tissue isn't much affected by punctures and piercing attacks; they pass through with minimal resistance and the goo replaces itself.

ST: 15 **Move/Dodge:** 5/5 **Size:** 1
DX: 11 **PD/DR:** 0/0 **Weight:** 225 lbs.
IQ: 10 **Damage:** 2d+1 cr#
HT: 12/14 **Reach:** C **Habitat:** FW, SW, S

Skills: Brawling-13; Swimming-13.

Special Abilities:

Damage: A bloat may do 1d-1 cutting damage with its bite. Its hands are too soft to work as claws, but it can bash enemies with them for 2d+1 crushing damage.

Gear: Bloats cannot use firearms, as their fingers are too fat and swollen. However, they may have simple clubs and other weapons.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -6 penalty to Fright Checks.

Imperturbable: See p. CI26.

Invulnerability: Guns and impaling attacks do only half damage to a bloat. Shotguns do full damage.

Stench: Any human within 10 feet of a bloat must make a roll vs. HT-2 to avoid being nauseated by the bloat's stink, losing a point of fatigue and suffering a -2 to all rolls for the remainder of the encounter. Only one roll is necessary for each time a bloat is encountered.

Undead: A bloat has the Independent Body Parts (Detachable Head), Injury Tolerance (No Blood, No Neck, No Vitals), Undead Invulnerability, and Vampiric Immortality advantages. It cannot be stunned or fatigued, and it suffers no debilitating effects from damage. Its focus is its head.

Vulnerability – Alcohol: Alcohol does 1d+2 points of damage when initially splashed on a bloat, 1d points of damage the next turn, 1d-2 points of damage the turn after that, and 1 point of damage the following turn.

PLANTAGRITO

Xitlan, the Aztec lich who raised Santa Anna's Army of the Dead (see p. DL55), developed an exotic strain of the coca plant to deal with the difficulties of keeping an army of zombies from going wild. This plant is called *plantagruto* after the shrieking noise it emits when harvested (from *planta*, meaning "plant," and *grito*, meaning "scream"). When mixed into a load of ground meat, it causes zombies to become docile and compliant. A zombie on plantagruto does not attack unless provoked; even then, all its rolls are at -2. Plantagruto also slows the decomposition of an undead creature, prolonging its useful life and reducing the stench. It takes about a week after plantagruto is withdrawn for a zombie to get back to its usual brain-hungry self.

Plantagruto is grown by Xitlan in a heavily guarded compound outside Mexico City; however, seeds might conceivably have found their way into the wild, or one of Santa Anna's lackeys might be persuaded to "liberate" a small quantity for a reasonable fee.

Plantagruto has a mild amotivational effect on Harrowed. It doesn't really slow them down much, but it dulls their focus. In game terms, a Harrowed who consumes plantagruto gains the Distractible, Dull, and Staid quirks for about eight hours. Most Harrowed don't like it. On the other hand, their manitous are also hampered by plantagruto; Harrowed gain a +1 bonus to resist being taken over by their manitous for the duration of the drug's effect.



CRATER DEMON

In 1864 the Union forces attempted to conclude their siege of Petersburg by digging underneath the Confederate entrenchments, detonating a massive charge of powder, and sending troops through the Confederate lines by way of the crater thus created. The plan worked well until the Union troops sent to charge the Confederate lines realized that they had received no ladders with which to get out of the crater. They were shot down by the dozens as they attempted in vain to escape.

Since then the Crater has been a deep pit where no light penetrates, even at noon, and a rank smell clings to it over a decade later. The Confederacy has posted a guard unit at the crater, but they dare not venture too close. Inside it are the crater demons.

Crater demons look like mythical demons, with cloven hooves and forked tails, but they are merely the undead remains of the Union vanguard of 1864. They continue to pursue their original mission: get out of the Crater and break through the Confederate lines. Periodically a group of crater demons will scale the Crater walls and attempt to do just that. So far, they have been driven back every time, but there may be a larger assault brewing within. The crater demons have no idea that the Union armies retreated northward long ago, or that their continued assaults, and any future breakthrough, would serve a different, darker purpose. Some investigators in the know fear that the Crater may hold horrors other than the demons, and that there may be a passage to another place in its depths.

ST: 15 **Move/Dodge:** 6/6 **Size:** 1
DX: 12 **PD/DR:** 0/0 **Weight:** 150 lbs.
IQ: 10 **Damage:** 2d+1 cut#
HT: 12 **Reach:** C **Habitat:** The Crater

Skills: Brawling-13; Climbing-13; Guns (Rifle)-13; Riding (Horse)-12.

Special Abilities:

Damage: A crater demon can claw for 2d+1 cutting damage or 1d+1 impaling damage, or bite for 1d-1 cutting damage.

Dark Vision: Crater demons see in total darkness as well as they do in daylight. See p. CI52. Crater demons also have the enhancement "Sees colors in pitch blackness."

Gear: Many crater demons still carry their Springfield rifles.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -4 penalty to Fright Checks.

Imperturbable: See p. CI26.

Undead: A crater demon has the Injury Tolerance (No Blood, No Vitals), Undead Invulnerability, and Vampiric Immortality advantages. It cannot be stunned or fatigued, and it suffers no debilitating effects from damage. Its focus is its head.

Here is death. It's cold, it's lonely, and it smells bad. And it could be you.

DESICCATED DEAD

A desiccated dead arises when a manitou is forced to occupy a body that has baked in the sun for several weeks. After such extended exposure, a body consists of little more than a leathery husk around a skeleton. Such corpses are flimsier than the ordinary stock, but their light weight gives them enhanced speed and nimbleness relative to normal walking dead. Desiccated dead are extremely vulnerable to fire; exposure to flame causes them to catch on fire, rapidly reducing them to ashes.

ST: 10 **Move/Dodge:** 5/5 **Size:** 1
DX: 12 **PD/DR:** 0/0 **Weight:** 100 lbs.
IQ: 10 **Damage:** 1d cut#
HT: 10/8 **Reach:** C **Habitat:** D, P

Skills: Brawling-13; Climbing-11; Guns (any)-12; Stealth-13; Swimming-11.

Special Abilities:

Damage: A desiccated dead may claw for 1d cutting damage, or bite for 1d-2 cutting damage.

Gear: Desiccated dead may have weapons if they died with them, were buried with them, or have taken them off previous victims. A desiccated dead with a melee weapon should have the appropriate skill at 13.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -4 penalty to Fright Checks.

Imperturbable: See p. CI26.

Undead: A desiccated dead has the Independent Body Parts (Detachable Head), Injury Tolerance (No Blood, No Neck, No Vitals), Undead Invulnerability, and Vampiric Immortality advantages. It cannot be stunned or fatigued, and it suffers no debilitating effects from damage. Its focus is its head.

Vulnerability – Fire: Desiccated dead are very flammable. If one takes damage from a fire-based attack, it catches fire and takes a further point of damage from burning every turn until it crumbles into ash. However, until it is destroyed, it does an additional point of fire damage on all hand-to-hand attacks.

FERAL WALKIN' DEAD

Feral walkin' dead are created with an inferior batch of Baron LaCroix's reanimation fluid. The weakened animating principle makes feral walkin' dead less intelligent than the normal breed; they are extremely cunning, hiding in all sorts of unexpected places, but their brains aren't up to the challenge of using firearms, other weapons, or really any sort of tool. The weakness of the power that animates them also stokes their hunger for life force. The feral dead have an insatiable hunger for brains, and have little desire to do anything but eat. Feral walkin' dead have a Craftiness level of 12.

These are similar to the undead that arose in Nacogdoches, Texas, when a train full of LaCroix's reanimating fluid derailed (p. DL19).

ST: 13 **Move/Dodge:** 6/6 **Size:** 1
DX: 12 **PD/DR:** 0/0 **Weight:** 150 lbs.
IQ: 8 **Damage:** 1d-1 cut
HT: 12 **Reach:** C **Habitat:** All

Skills: Brawling-14; Stealth-15; Swimming-12.

Special Abilities:

Bushwhack: Feral walkin' dead are very good at hiding in unexpected places. They get a +4 on rolls for initiative when rolling for partial surprise (p. B123).

Damage: Feral walkin' dead can bite for 1d-1 cutting damage.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -2 penalty to Fright Checks.

Hunger: Feral walkin' dead are easily distracted by the possibility of fresh brains. Whenever one disables an opponent, it must make a Will-2 roll to avoid stopping whatever it was doing and squatting down to eat the unfortunate.

Imperturbable: See p. CI26.

Undead: A feral walkin' dead has the Independent Body Parts (Detachable Head), Injury Tolerance (No Blood, No Neck, No Vitals), Undead Invulnerability, and Vampiric Immortality advantages. It cannot be stunned or fatigued, and it suffers no debilitating effects from damage. Its focus is its head.

FROZEN DEAD

A body frozen solid in conditions of extreme cold – below -30 degrees Fahrenheit – may be reanimated as a frozen dead. The person need not have died of the cold; any body will do once frozen. Graveyards in the far north can become unpleasant places after a long winter. A frozen dead looks like a normal walkin' dead, but has a whitish or bluish cast to its skin. They move in an aura of cold, and icicles sometimes gather on their bodies.

Frozen dead are sluggish and stiff, but their frozen consistency makes them resistant to all sorts of damage. Fire, in particular, has little effect on their permafrosted bodies.

ST: 14 **Move/Dodge:** 4/4 **Size:** 1
DX: 10 **PD/DR:** 0/2 **Weight:** 200 lbs.
IQ: 10 **Damage:** 1d-1 cut
HT: 13 **Reach:** C **Habitat:** A, M

Skills: Brawling-11; Climbing-9; Guns (any)-10; Stealth-11.

Special Abilities:

Damage: A frozen dead may bite for 1d-1 cutting damage.

Gear: Frozen dead may carry weapons gleaned from their victims.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -4 penalty to Fright Checks.

Imperturbable: See p. CI26.

Invulnerability – Fire: Frozen dead take only half damage from fire and fire-based attacks.

Undead: A frozen dead has the Independent Body Parts (Detachable Head), Injury Tolerance (No Blood, No Neck, No Vitals), Undead Invulnerability, and Vampiric Immortality advantages. It cannot be stunned or fatigued, and it suffers no debilitating effects from damage. Its focus is its head.



HOWLER

Howlers are the risen bodies of those lost to plague and famine in the wake of Sherman's march to the sea. They move in groups of seven to 13 and are distinguished from normal zombies by the horrendous banshee-like wail that they emit as they attack.

Since howlers died of starvation or disease, they rarely bear visible marks of their deaths; their howl may be the first hint that something is unnatural about them. Many a sympathetic passer-by has been taken in by a band of "helpless widows and orphans."

ST: 12 **Move/Dodge:** 5/5 **Size:** 1
DX: 11 **PD/DR:** 0/0 **Weight:** 150 lbs.
IQ: 10 **Damage:** 1d-1 cut
HT: 11 **Reach:** C **Habitat:** All

Skills: Brawling-13; Climbing-9; Intimidation-13; Stealth-11; Swimming-10.

Special Abilities:

Damage: A howler's bite does 1d-1 cut.

Imperturbable: See p. CI26.

Terror: See p. 7. Victims are at a -6 penalty to Fright Checks.

Undead: A howler has the Independent Body Parts (Detachable Head), Injury Tolerance (No Blood, No Vitals), Undead Invulnerability, and Vampiric Immortality advantages. Its focus is its head.

MUD MAN

A mud man is created by a special zombie-making ritual. A bone shard pilfered from an ancient burial ground is immersed in dense river mud, and the ritual which follows calls forth a stocky creature of slime. Mud men are roughly humanoid, but possess no features to speak of. They have slight depressions where eyes should be, and their legs just flow into the muck where they stand. Their arms are amorphous in form, changing from arms tipped with five stubby fingers to sledgehammer-shaped limbs topped with river rocks. They can form a maw when the mood takes them, but it serves no real purpose.

ST: 17 **Move/Dodge:** 5/5 **Size:** 1
DX: 10 **PD/DR:** 0/0 **Weight:** 250 lbs.
IQ: 3 **Damage:** 3d-1 cr
HT: 16 **Reach:** C **Habitat:** S

Skills: Brawling-12.

Special Abilities:

Damage: A mud man may strike with its hammer-like fists for 3d-1 crushing damage.

Horrid Appearance: See p. CI80.

Imperturbable: See p. CI26.

Invulnerability – Normal Weapons: Edged weapons have no effect on a mud man, passing through their bodies harmlessly. Blunt weapons and bullets do half damage. Magical attacks and enchanted weapons do normal damage.

Mud Meld: A mud man may dissolve into a muddy riverbank if it desires; when thus concealed, it is impossible to detect. It may attack from this hiding place, often starting a fight by grabbing an opponent's ankle and dragging him into the mud before the fight begins.

Undead: A mud man has the Injury Tolerance (No Blood, No Neck, No Vitals, No Brain), Undead Invulnerability, and Vampiric Immortality advantages. It cannot be stunned or fatigued, and it suffers no debilitating effects from damage. A mud man's focus is the bone shard which houses its animating force. This shard moves about in the mud man's body. At the beginning of each round, roll for hit location to determine the current location of the shard. Any attack that hits the determined location will hit and destroy the shard on a roll of 6 on 1d, destroying the mud man. Unless the shard is destroyed, a mud man who is killed may reform in ten minutes.

Vulnerability – Fire and Cold: Fire-based and cold-based attacks do double damage to mud men.

ORPHANED HEAD

When a walkin' dead is decapitated, on very rare occasions a manitou decides that it's gotten too fond of its body. Rather than returning to the Hunting Grounds, it sticks around in the part of it that it can – the head. When it really wants to, a manitou can easily tap enough magical energy from the Hunting Grounds to graft its favorite head onto a new body. In fact, once it gets started, it may start collecting.

An orphaned head can control any body to which it has once been grafted. Thus, an orphaned head that has been operating for some time may have quite an assortment of headless drone bodies to do its bidding. A headless dead cannot be permanently put down as long as the orphaned head remains active.

An orphaned head not attached to a body is vulnerable, but not completely without resources. It can roll about under its own power without suffering any ill effects from the jolting ride. It also has an extraordinarily long tongue, more than three feet long. This tongue can be used to manipulate objects, move about, or even attack an unwary victim. An orphaned head sometimes acquires bodies by sneaking up on a sleeping victim, strangling him with its tongue, and then gnawing through the corpse's neck.

ORPHANED HEAD (BODILESS)

ST: 5 **Move/Dodge:** 3/3 **Size:** <1
DX: 11 **PD/DR:** 0/0 **Weight:** 10 lbs.
IQ: 12 **Damage:** 1d-1 cut#
HT: 12 **Reach:** C **Habitat:** All

ORPHANED HEAD (WITH BODY)

ST: 13 **Move/Dodge:** 5/6 **Size:** 1
DX: 12 **PD/DR:** 0/0 **Weight:** 150 lbs.
IQ: 12 **Damage:** 1d-1 cut#
HT: 12 **Reach:** C **Habitat:** All

Skills: Brawling-13; Climbing-11; Intimidation-16; Stealth-12.

Special Abilities:

Damage: An orphaned head can bite for 1d-1 cutting damage. Note that its choice of targets is limited unless it has a body.

Horrid Appearance: See *Terror*, p. 7. Victims are at a -4 penalty to Fright Checks.

Imperturbable: See p. CI26.

Strangle: An orphaned head, if it can get at its opponent's neck, can grapple and strangle as per p. B112. Remember that its tongue, with which it strangles, is three feet long.

Tongue Drag: To use Stealth, a bodiless orphaned head drags itself about with its tongue at Move 1; its usual rolling movement is noisy.

Undead: An orphaned head has the Independent Body Parts (Detachable Head), Injury Tolerance (No Blood, No Neck, No Vitals), Undead Invulnerability, and Vampiric Immortality advantages. It cannot be stunned or fatigued, and it suffers no debilitating effects from damage. Its focus is, somewhat obviously, its head.

HEADLESS DEAD

ST: 13 **Move/Dodge:** 5/5 **Size:** 1
DX: 11 **PD/DR:** 0/0 **Weight:** 140 lbs.
IQ: 12 **Damage:** 1d-2 cr
HT: 12 **Reach:** C **Habitat:** All

Special Abilities:

Damage: A headless dead may punch for 1d-2 crushing damage.

Gear: Headless dead usually carry various scrounged weapons.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -6 penalty to Fright Checks.

Imperturbable: See p. CI26.

Undead: Headless dead have the Independent Body Parts (Detachable Head), Injury Tolerance (No Blood, No Neck, No Vitals), Undead Invulnerability, and Vampiric Immortality advantages. They cannot be stunned or fatigued. A headless dead's focus is the orphaned head that controls it.

Unnatural Senses: Despite their lack of sensory organs, headless dead are still able to perceive and react to their environment. However, they are immune to sensory attacks like illusions, the Bedazzle hex, or other similar phenomena.

In a Confederacy that could barely feed its own people, conditions at prison camps were catastrophic.

POOL GUARDIAN

Mesoamerican Indians once practiced ritual magic at deep pools known as *cenotes* (sen-OH-tays). These rituals involved human sacrifice, often on a grand scale. The cenotes became centers of dark magic, places for evil spirits to congregate. Most of the cenotes are now abandoned and forgotten, but the spirits linger. If a cenote is threatened, the bodies of the sacrificed rise to defend it. Pool guardians look like skeletons covered in a thick, dark green slime.

ST: 12 **Move/Dodge:** 5/5 **Size:** 1
DX: 10 **PD/DR:** 0/0 **Weight:** 150 lbs.
IQ: 9 **Damage:** 1d-1 cut
HT: 12 **Reach:** C **Habitat:** Ancient cenotes

Skills: Brawling-11; Climbing-9; Stealth-11.

Special Abilities:

Damage: A pool guardian can do 1d-1 cutting damage with its claws.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -4 penalty to Fright Checks.

Imperturbable: See p. CI26.

Undead: A pool guardian has the Injury Tolerance (No Blood, No Vitals), Undead Invulnerability, and Vampiric Immortality advantages. It cannot be stunned or fatigued, and it suffers no debilitating effects from damage. Its focus is its head.

RAIDER

Camp Sumter, near Andersonville, Georgia, was the largest Confederate prisoner-of-war camp. In a Confederacy that could barely feed its own people, conditions at prison camps were catastrophic. Prisoners had to survive with the barest of rations, the bits of clothing they had with them when captured, sadly inadequate shelter, and rampant disease. The worst hardship they had to face, though, was each other. Some remorseless soldiers, called "raiders" by the other inmates, lived by bullying and stealing from the other inmates. Finally, their victims rose up, and the worst six raiders were hanged by a tribunal of prisoners.

The raiders hanged that day returned as undead, after the facility was closed, and still haunt the area around Andersonville. They look like scruffy Union deserters, but a cunning observer may notice the rope burns at their necks. They accost any traveler who is unfortunate enough to pass by, threatening him and eventually demanding all his possessions, piece by piece, until the victim is left naked and destitute. Once a victim has given up everything he has, he is allowed to leave, humiliated. As undead abominations, the raiders can gain no profit from their robbery; they rob purely to terrorize their victims. If a victim refuses to give up one of his possessions, the raiders attack. The raiders carry heavy clubs, and they can temporarily stun an opponent by projecting an image of the Camp Sumter experience into their minds.

ST: 14 **Move/Dodge:** 5/6 **Size:** 1
DX: 12 **PD/DR:** 0/0 **Weight:** 175 lbs.
IQ: 10 **Damage:** 3d+3 cr
HT: 13 **Reach:** 1, 2 **Habitat:** All

Skills: Area Knowledge (Andersonville)-13; Area Knowledge (Georgia)-13; Brawling-15; Detect Lies-10; Guns (Pistol)-14; Guns (Rifle)-14; Intimidation-14; Riding (Horse)-12; Stealth-13.

Special Abilities:

Coup: A Harrowed who kills a raider may claim the raider's club. A raider's club disappears from non-Harrowed hands after about an hour.

Gear: Raiders carry clubs that do sw+6 crushing damage, but are otherwise like normal light clubs (p. B206).

Horrific Appearance: See p. CI80.

Imperturbable: See p. CI26.

Spiritual Imprisonment: A raider can project the horror of its Andersonville experience into the minds of its opponents. Any victim who fails a Quick Contest of Will is paralyzed and takes 1 point of damage each turn, as the horrific swirl of images and sensations breaks down his mind. He may break free by winning another Quick Contest of Will with the raider. A raider may spiritually imprison one person per turn.

Undead: A raider has the Injury Tolerance (No Blood, No Vitals), Undead Invulnerability, and Vampiric Immortality advantages. It cannot be stunned or fatigued, and it suffers no debilitating effects from damage. Its focus is its head; a raider can also be killed by opponents who resist being intimidated – see below.

Vulnerability – Opposition: Anyone who resists a raider's attempt at Intimidation, or who successfully Intimidates a raider, can kill a raider with normal attacks directed at any location. When dealing with raiders, Intimidation should always be resolved with a Quick Contest of Intimidation vs. Will (see p. CI159).



RATCATCHER

The citizens of Vicksburg who tried in vain to survive Grant's siege by devouring rats occasionally rise in undeath as ratcatchers. They look as they did during that desperate time: dirty, haggard, and emaciated. They wear long garments which cover their bodies almost completely.

Under those outer clothes, the torso of a ratcatcher consists of a swarm of live rats squirming inside the ratcatcher's bare rib cage. A ratcatcher lures a victim by pretending to be a beggar, pitiful and destitute. When a potential victim approaches, hoping to help, the ratcatcher seizes the unfortunate Samaritan and clutches him close to its chest, where the rats can feed on the poor soul.

Ratcatchers cannot speak; their act depends on their ragged looks and woeful sighing. If threatened, they scurry back to the tunnels under Vicksburg where they live. There, like muleskinners (see p. 25), they enjoy considerable advantages against intruders.

ST: 13 **Move/Dodge:** 6/7 **Size:** 1
DX: 13 **PD/DR:** 0/3 **Weight:** 150 lbs.
IQ: 8 **Damage:** 1d cut#
HT: 12 **Reach:** C **Habitat:** Sub

Skills: Area Knowledge (Vicksburg)-13; Guns (Pistol)-13; Guns (Rifle)-13; Scrounging-14; Stealth-15; Swimming-14; Wrestling-15.

Special Abilities:

Damage: Ratcatchers can punch for 1d-2 crushing damage. However, they prefer to grapple their victims and draw them into bodily contact, so the rats that inhabit their rib cage can attack. As long as a ratcatcher holds its victim grappled,

the rats can attack without opposition; armor protects normally, but no Active Defense is possible. The rats attack as a normal swarm, doing 1d cutting damage per turn. Six points of damage to the torso will cause the swarm to scatter.

Imperturbable: See p. CI26.

Night Vision: Ratcatchers can see perfectly in any sort of light. See p. B22.

Terror: See p. 7. Victims are at a -4 penalty to Fright Checks.

SKELETON

Usually, a manitou needs some flesh to reanimate a body, but, once in a while, just the bones will do. Black magicians also animate skeletons on occasion when they need servants. Skeletons are fairly sluggish; the life has been gone from them so long that the animating force is largely used just to keep them together. Skeletons are thus less alert than regular walkin' dead. On the other hand, bullets and other piercing weapons go right through them.

ST: 10 **Move/Dodge:** 4/4 **Size:** 1
DX: 13 **PD/DR:** 0/0 **Weight:** 75 lbs.
IQ: 9 **Damage:** 1d-2 cr#
HT: 11 **Reach:** C **Habitat:** All

Skills: Brawling-13; Climbing-14; Intimidation-11; Stealth-13.

Special Abilities:

Damage: Skeletons may claw for 1d-2 crushing damage, or bite for the same amount.

Gear: Skeletons may carry melee weapons, but for some reason never use firearms.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -4 penalty to Fright Checks.

Imperturbable: See p. CI26.

Invulnerability – Impaling: Bullets and impaling weapons pass through the fleshless body of a skeleton without doing damage. Impaling hits to the head do normal damage.

Undead: A skeleton has the Independent Body Parts (Detachable Head), Injury Tolerance (No Blood, No Neck, No Vitals), Undead Invulnerability, and Vampiric Immortality advantages. It cannot be stunned or fatigued, and it suffers no debilitating effects from damage. Its focus is its head.



SLITTER

The Rail Wars often rely heavily on guerrilla and special ops actions. Frequently, attacks use nothing but knives. The attacking forces rapidly enter a camp, slitting guards' throats quickly and silently, then moving on to assault the main target. Those murdered guards often rise as slitters.

Slitters have one passion in unlife: slitting throats as their own were slit. They carry hefty knives, and sneak about hoping for the opportunity to ambush a lone guard. They have preternatural abilities of stealth, and often sneak into rail camps at night to prowl about slitting throats and ambushing guards until discovered. When fighting, they always aim for the throat.

ST: 14 **Move/Dodge:** 6/6 **Size:** 1
DX: 13 **PD/DR:** 0/0 **Weight:** 150 lbs.
IQ: 10 **Damage:** 2d+1 cut#
HT: 13 **Reach:** C, 1 **Habitat:** P, D, M

Skills: Knife-16; Stealth-16.

Special Abilities:

Coup: A Harrowed who counts coup on a slitter gains +1 to Knife skill.

Imperturbable: See p. CI26.

Knife: Slitters carry a supernaturally sharp knife for throat-slitting. This knife does 2d+1 cutting damage, or 1d+3 impaling damage. If the slitter is destroyed, the knife crumbles into rust.

Supernatural Stealth: Slitters never suffer any penalties to their Stealth rolls, regardless of terrain, lighting, or any other adverse condition.

Undead: A slitter has the Independent Body Parts (Detachable Head), Injury Tolerance (No Blood, No Neck, No Vitals), Undead Invulnerability, and Vampiric Immortality advantages. It cannot be stunned or fatigued, and it suffers no debilitating effects from damage. Its focus is its head.

THE RURAL CEMETERY MOVEMENT

Before the 1830s, nearly all American cemeteries were located inside cities, usually on or near church grounds. During the 1830s, however, concerns about crowding and the poor sanitation characteristic of the typical urban cemetery led to public pressure to relocate cemeteries outside of cities. This movement inspired a new generation of cemeteries built some distance from urban centers, created with a romantic vision of mourning. These cemeteries attempt to maintain an ambience both rustic and solemn, with greenery on every side, winding paths, and the occasional pond or stream. They were conceived as both resting places for the dead and places of solace and refuge for the living; they became popular tourist attractions for the throngs living in crowded cities without public parks or other open spaces.

Although the movement of burial places outside of city limits happened decades before the Reckoning, it has proven to be the salvation of urban America. If cemeteries were still placed within city limits, the dead would walk the streets regularly, and terror would run rampant. Rural cemeteries allow the proper authorities to deal with the restless dead before they can trouble the general public.

UNDEAD ANIMAL

Manitous rarely take the bodies of animals. Terrifying as it may be, an undead dog isn't much worse than a rabid one. The lack of opposable thumbs is also a problem. In general, animal bodies just aren't worth it, particularly when dead people are in such abundant supply. However, once in a while a manitou wants to wreak some havoc in a place where there just isn't a good human corpse at hand, or it has a particularly entertaining plot involving a pet cemetery or a slaughterhouse.

Alternately, manitous may be ordered to animate a dead animal by some witch or abomination who wants a lair guardian to match the décor. Any cultist or abomination with the Animal Mastery and Zombie black magic spells can create an animal zombie.

Apply the following template to any animal write-up to find the statistics for an undead animal. Good sources are the *Monstrous Critters* section of this book (pp. 76-93), the *Critters* section of *GURPS Deadlands: Weird West* (pp. DL117-118), or *GURPS Bestiary*.

Undead Animal: +1 ST, +1 DX, -1 IQ, +2 HT. Add Brawling and Stealth at DX+1. Add Horrific Appearance (-2 to Fright Checks; see *Terror*, p. 7). If the animal did not possess a bite attack, add one (see p. B140 for details). Add Imperturbable and Undead. An undead animal's focus is almost always its head.

MANITOU VESSELS

Zombies are easy for manitous to produce, but they are equally easy to put down once you learn the trick. They also aren't very powerful; once the shock of its appearance passes, a zombie is just a normal man gone slightly ripe. For some manitous, the limitations of a zombie vessel become trying very rapidly. These ambitious spirits set their minds to finding an alternative; if they're powerful enough, they may be able to find creative ways to animate tissue so as to circumvent the limited abilities of a mere zombie.

Most of these solutions are only available to an unusually determined and strong-willed manitou, which is fortunate for mankind. When a manitou decides to get creative, the results are both terrifying and deadly.

BONE FIEND

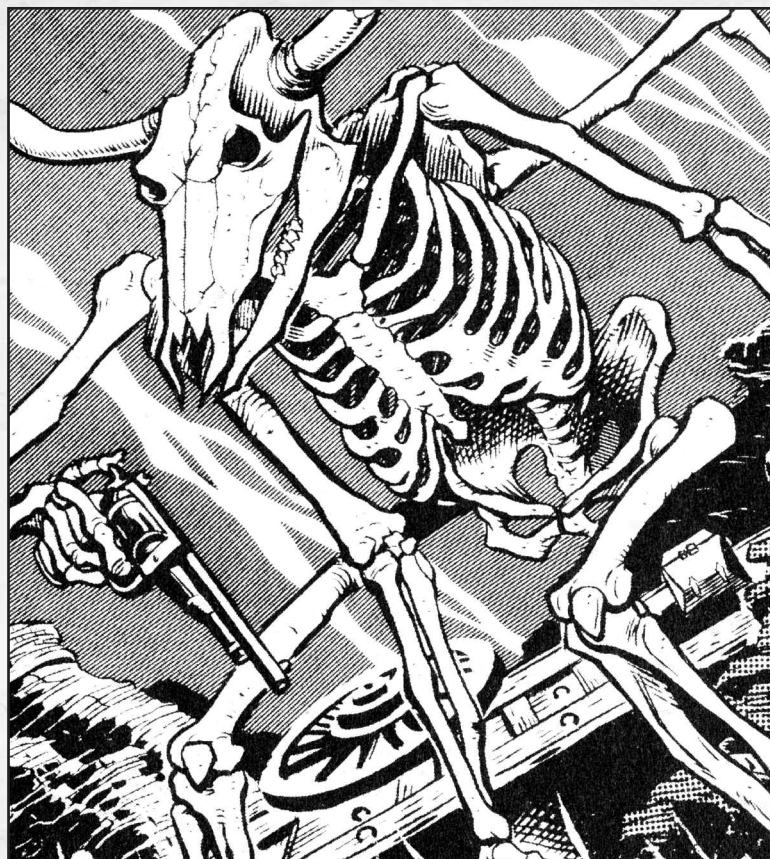
Most manitous are only capable of raising dead bodies with certain basic attributes remaining – a brain is generally necessary to animate a corpse, and some amount of flesh and sinew is necessary to hold the critter together. However, some particularly potent and pig-headed manitous can, when they put their minds to it, create an undead monster solely out of bones.

The process begins when the manitou finds a human skull with at least a small shred of gray matter left. It spreads its essence through the fabric of the skull, turning the skull ink-black. From this base of operations, the manitou can bring together any bones available to form the body of the bone fiend. America being what it is in 1877, there's usually no shortage of bones.

The bone fiend may consist of almost any amount of bones, ranging from a dwarfish critter the size of a jackalope to a 10-foot-tall giant. It may have up to six legs and up to four arms, as long as it can scrounge enough bones. Any sort of bone is usable – human or animal – and a bone fiend goes to some effort to collect bones in its lair to provide it with some spare parts.

The fiend can only be destroyed by smashing the black skull which is its focus. Until then, it can only be temporarily inconvenienced by smashing the bones that make up the body. Five points of damage will smash and cripple a targeted hit location. However, the fiend may replace any destroyed bones with a moment of concentration, as long as replacement bones are available. The GM should determine how many hit points worth of bones are available when preparing the encounter.

Because of the black skull's vulnerability, a bone fiend will never use the black skull as its head. It uses another skull as its seat of sensation, and conceals the black skull – usually inside its chest, or hidden nearby. If the black skull is hidden outside the fiend's body, the fiend may not move more than 50 feet from the black skull or its bone body will collapse. If hidden in the body, the black skull usually rests in a cage of bones which gives the skull PD 2 and DR 6. The black skull has 15 hit points.



ST: 5-20 **Move/Dodge:** 6/6 **Size:** 1
DX: 14 **PD/DR:** 0/4 **Weight:** 50-250 lbs.
IQ: 13 **Damage:** 3d cut#
HT: 12/4-18 **Reach:** C, 1 **Habitat:** All

Skills: Brawling-16.

Special Abilities:

Bone Explosion: A bone fiend may, if it is desperate or amply supplied with bones, detonate part of its body. This explosion hurls chips and shards of bone in a sphere expanding out from it, and is treated as an explosive attack (see pp. B121-122) which does 3d concussion damage in the bone fiend's hex and 2d fragmentation damage throughout the affected area. The explosion will not damage the bone fiend.

Damage: Bone fiends can claw for sw cutting damage (3d+2 at maximum ST), or bite for 1d impaling damage.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -4 penalty to Fight Checks.

Imperturbable: See p. CI26.

Regeneration: A bone fiend may concentrate for a turn to replace destroyed bones, regenerating 10 hit points worth of bones. There must be unbroken bones available for the bone fiend to use this ability.

Undead: A bone fiend has the Injury Tolerance (No Blood, No Neck, No Vitals, No Brain), Undead Invulnerability, and Vampiric Immortality advantages. It cannot be stunned or fatigued, and it suffers no debilitating effects from damage. Its focus is its black skull.

Variable Size: Although usually the size and shape of a man, a bone fiend can expand or contract at will. It can grow to about 10 feet tall or shrink to about the size of a dog. Its ST and hit points vary accordingly.

COLONY GLOM

A colony glom is similar to a glom (see below). However, whereas a glom's accumulated bodies are controlled by a single powerful manitou, a colony glom is a joint effort by a horde of lesser manitous, known as a "Legion," who have banded together for the purpose. A colony glom can detach individual zombies for a short-term purpose and reabsorb them later. Thus, a colony glom can flank opponents with satellite zombies or send scout zombies ahead of it to investigate when the entire glom would be too conspicuous.

This distributed nature makes a colony glom exceedingly hard to kill – every single zombie in the glom must be eliminated by destroying its brain. This is very difficult if the glom has access to more candidate bodies; as its component zombies are destroyed, it absorbs replacements. This is another advantage of satellite zombies for the glom: if the central core is destroyed, a satellite can start absorbing replacement bodies.

Fortunately for humankind, colony gloms can't split up into multiple colonies; once a Legion is constituted, it can't divide into subgroups without reconnoitering in the Hunting Grounds. Again fortunately for humanity, a colony glom is extremely rare. It requires both huge numbers of bodies and an extremely high Fear Level.

ST: 12+ **Move/Dodge:** 6/6 **Size:** 1+
DX: 11 **PD/DR:** 0/0 **Weight:** 300 lbs.+
IQ: 10 **Damage:** thr-2
HT: 12+ **Reach:** C **Habitat:** All
Skills: Brawling-14; Guns (any)-12; Intimidation-13.

Special Abilities:

Damage: Colony gloms can punch for thr+1 crushing damage (see p. B74) or bite for regular biting damage (see p. B140), according to their ST. A glom can make one attack for every two bodies in the glom.

Gear: Gloms sometimes carry guns or other weapons.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -4 penalty to Fright Checks, or at -6 if the colony glom has 6 or more bodies in it.

Imperturbable. See p. CI26.

Increased Abilities: The base statistics given above are for a glom consisting of two bodies. Every additional body added to the glom adds 3 ST and 5 hit points to the glom.

Offspring: A colony glom may detach individual bodies for some purpose and reabsorb them at will. These detached bodies are equivalent to walkin' dead. While a body is detached, the glom's ST, HT, Size, Horrific Appearance, and number of attacks are reduced appropriately.

Regeneration: A colony glom may concentrate for a turn to absorb a new body into the glom, increasing its abilities accordingly. A colony glom need not concentrate to reabsorb a satellite zombie.



Size: A colony glom occupies one hex for every two bodies in the glom.

Undead: A colony glom has the Independent Body Parts (Detachable Head), Injury Tolerance (No Blood, No Neck, No Vitals), Undead Invulnerability, and Vampiric Immortality advantages. It cannot be stunned or fatigued, and it suffers no debilitating effects from damage. Its focus is its heads. The head of every component body must be destroyed to kill a colony glom permanently. As each head is destroyed, that body sloughs off the glom, reducing the glom's abilities appropriately.

GLOM

As a rule, a manitou has only enough focus to animate a single undead body at a time. Some particularly strong manitous, however, exceed the norms of their kind to animate several bodies at once. They don't accomplish this by animating them all separately, though; instead, the several bodies are joined together into a horrific conglomerate (or glom, for short). The different bodies' parts remain distinct, but they are welded together in a variety of horrific ways, limbs protruding in every direction. Its many heads may be heard to gibber in a cacophony of voices as the glom moves along.

Gloms are rare; the creation of one requires an ample supply of corpses, as well as a high Fear Level. For this reason, gloms have mostly been seen in the aftermath of terrible battles.

A glom consists of at least two bodies. The first corpse in a glom must be relatively intact, but any subsequently incorporated bodies need not be; the essence of the animating manitou resides in the initial corpse's brain. As long as this central brain remains intact, the glom cannot be permanently destroyed; damage will only destroy auxiliary pieces of the glom. As long as the glom remains active and it has bodies available, new corpses can be incorporated into it. Some wartime gloms were reported as having over 15 bodies.

ST: 10+	Move/Dodge: 6/6	Size: 1+
DX: 11	PD/DR: 0/0	Weight: 300 lbs.+
IQ: 10	Damage: thr-2	
HT: 10+	Reach: C, 1	Habitat: Any
Skills: Brawling-15; Guns (any)-12.		
Special Abilities:		

Damage: Gloms can punch for thr+1 crushing damage (see p. B74) or bite for regular biting damage (see p. B140), according to their ST. A glom can make one attack for every two bodies in the glom.

Gear: Gloms sometimes carry guns or other weapons.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -4 penalty to Fright Checks, or at -6 if the glom has 6 or more bodies in it.

Imperturbable. See p. CI26.

Increased Abilities: The base statistics given above are for a glom consisting of two bodies. Every additional body added to the glom adds 3 ST and 5 hit points to the glom.

Regeneration: A glom may concentrate for a turn to absorb a new body into the glom, increasing the glom's abilities accordingly. A body must have been dead at least 10 minutes to be usable.

Size: A glom occupies one hex for every two bodies in the glom.

Undead: A glom has the Independent Body Parts (Detachable Head), Injury Tolerance (No Blood, No Neck, No Vitals), Undead Invulnerability, and Vampiric Immortality advantages. It cannot be stunned or fatigued, and it suffers no debilitating effects from damage. Its focus is its core head.

HAND

Occasionally, a person loses a hand under circumstances so vile that the hand itself has to seek revenge (with a little help from the Reckoners). A hand thus animated moves using its fingers and thumb as legs. It can sit up on its stump in order to manipulate other objects. It has all the manual dexterity it had in life; an animated hand could even use a pistol if it could figure out how to keep balanced and compensate for the recoil (as a rule, if it does use a weapon, knives are simpler).

The hand's principal goal in unlife is to avenge itself on the person who severed it, but like a good minion of evil, it's not above wreaking some unrelated havoc along the way. It likes to harass its target for weeks before the final confrontation: it lays traps, slams doors, knocks on doors and hides before they're answered, shoves things off shelves, and even sets things afire. In time, however, it will close in for the kill. A hand is a much more formidable foe than might be expected; it's a speedy little critter, and its magical nature renders it resistant to a variety of attacks.

ST: 14 **Move/Dodge:** 5/6 **Size:** <1
DX: 14 **PD/DR:** 0/0 **Weight:** 5 lbs.
IQ: 12 **Damage:** *
HT: 12/20 **Reach:** C **Habitat:** All

Skills: Brawling-14; Climbing-15; Demolition-12; Fast-Draw (Pistol)-14; Guns (Pistol)-15; Intimidation-13; Knife-14; Lockpicking-14; Pickpocket-16; Sleight of Hand-16; Traps-15.

Special Abilities:

Damage: A hand lacks the leverage to inflict hand-to-hand damage. However, it often sets traps, and can use weapons. If it can get access to an opponent's neck, it can strangle (p. B112).

Horrific Appearance: See *Terror*, p. 7. Victims are at a -2 penalty to Fright Checks.

Imperturbable: See p. CI26.

Invulnerability: As long as the flesh of the hand remains intact, damage only knocks it down. Only fire, acid, or some attack that destroys the flesh of the hand can destroy the hand completely.

Undead: A hand has the Injury Tolerance (No Blood, No Neck, No Vitals, No Brain), Undead Invulnerability, and Vampiric Immortality advantages. It cannot be stunned or fatigued, and it suffers no debilitating effects from damage. Its focus is its hand.

SCRAP GLOM

Since the Reckoning, a series of battles can't really be called a war until it has its own unique type of undead. The Great Rail Wars earned their name with the scrap glom. Normal gloms – composite monsters which assemble themselves from the shattered bodies of a battlefield – have been known almost since the first days of the Reckoning. In the aftermath of the battles of the Rail Wars, however, manitous seeking to form a glom were faced with a challenge. The combatants were so laden down with technological

weapons and other gadgets that it was difficult for a manitou to pull two bodies together without some scrap iron getting in the way.

Eventually, some enterprising manitou realized that this might not be a problem after all, and started assembling a glom without regard for what debris might get incorporated along the way. The scrap glom was born. Since that time, the manitous creating them have learned ever more inventive ways to use the scrap they find on the battlefield.

ST: 10+ **Move/Dodge:** 6*/6 **Size:** 1+
DX: 11 **PD/DR:** 0/2 **Weight:** 400 lbs.+
IQ: 10 **Damage:** thr+1 cr#
HT: 10+ **Reach:** C, 1 **Habitat:** All
Skills: Brawling-14; Guns (any)-12.

Special Abilities:

Damage: Scrap gloms can punch for thr+1 crushing damage (see p. B74) or bite for regular biting damage (see p. B140), according to their ST. A scrap glom can make one attack for every two bodies in the glom.

Gear: Scrap gloms often incorporate guns or other weapons into their bodies. This can lead to a variety of interesting effects, including but not limited to:

- Punches become claw attacks doing cutting or impaling damage.
- Incorporated firearms are available to the scrap glom as attacks. There usually is no more than one gun for every two bodies.
- Other incorporated weapons, such as Gatling guns and small artillery, are also available to the scrap glom as attacks. Heavy weapons are, however, rare.
- Incorporated vehicles such as steam wagons or locomotives can enhance the Move of a scrap glom.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -4 penalty to Fright Checks, or at -6 if the scrap glom has 6 or more bodies in it.

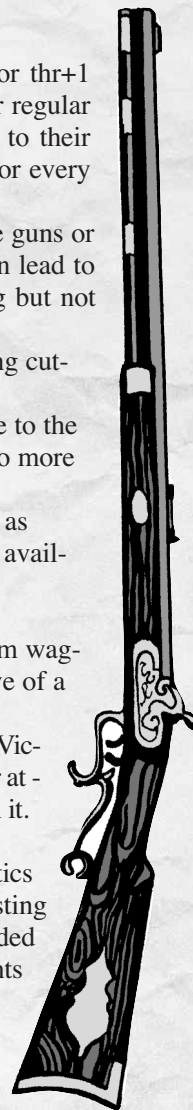
Imperturbable: See p. CI26.

Increased Abilities: The base statistics given above are for a scrap glom consisting of two bodies. Every additional body added to the scrap glom adds 3 ST and 5 hit points to the scrap glom.

Regeneration: A scrap glom may concentrate for a turn to absorb a new body or new scrap into itself, increasing its abilities accordingly. A body must have been dead at least 10 minutes to be usable.

Size: A scrap glom occupies one hex for every two bodies in the glom.

Undead: A scrap glom has the Independent Body Parts (Detachable Head), Injury Tolerance (No Blood, No Neck, No Vitals), Undead Invulnerability, and Vampiric Immortality advantages. It cannot be stunned or fatigued, and it suffers no debilitating effects from damage. Its focus is its core head.



SCRAP FIEND

A scrap fiend is much like a bone fiend. A manitou infuses its essence into a human skull, and then gathers material to itself to build a body. However, where a bone fiend uses bones, a scrap fiend uses metal – usually junk, though virtually any sort of processed metal can be used.

The fiend can only be destroyed if its black skull focus is broken. Until then, the fiend can be temporarily inconvenienced by smashing parts of the scrap that makes up the body. Five points of damage smash and cripple a targeted hit location. However, the fiend may use a turn to replace any missing pieces, as long as enough intact scrap is available. The GM should determine how many hit points' worth of scrap is available when preparing the encounter.

Because of the black skull's vulnerability, a scrap fiend never uses it as its head. It uses another skull as its seat of sensation, and hides the black skull – usually inside its chest, or in a nearby safe place. If the fiend hides its skull outside its fiend's body, it may not move more than 50 feet from the black skull or its scrap body will collapse. If the skull is hidden within the fiend's body, it usually rests in a cage of scrap that gives the skull PD 6 and DR 18. The black skull has 15 hit points.

ST: 3-24 **Move/Dodge:** 6/6 **Size:** 1
DX: 14 **PD/DR:** 6/18 **Weight:** 75-400 lbs.
IQ: 13 **Damage:** *
HT: 12/2-18 **Reach:** C, 1 **Habitat:** All

Skills: Brawling-16.

Special Abilities:

Damage: A scrap fiend can strike with its steel limbs for sw+5 cutting damage.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -4 penalty to Fright Checks.

Imperturbable: See p. CI26.

Regeneration: A scrap fiend may concentrate for a turn to replace destroyed material, regenerating 10 hit points. There must be intact scrap available for the bone fiend to use this ability.

Shrapnel: Like a bone fiend, a scrap fiend can cause its body to explode in a spray of shrapnel. This explosion does 6d in the scrap fiend's hex and 4d fragmentation damage through the affected area.

Undead: A scrap fiend has the Injury Tolerance (No Blood, No Neck, No Vitals, No Brain), Undead Invulnerability, and Vampiric Immortality advantages. It cannot be stunned or fatigued, and it suffers no debilitating effects from damage. Its focus is its black skull.

MORE WALKIN' FOSSILS

Any dinosaur can be converted to a walkin' fossil by applying the following changes. *GURPS Bestiary* or *GURPS Dinosaurs* are good resources for this purpose.

Walkin' Fossil: ST $\times 1/2$, IQ +2, DR +4, Invulnerability to Fire, Undead (as above).

Variable Size: A scrap fiend can vary its size from a 10-foot monstrosity of steel to a small pile of scrap surrounding its skull. Its ST and hit points vary accordingly. It only shrinks to minimum size in an emergency, to fit through a very small hole, or to persuade an opponent that it's dead.

WALKIN' FOSSIL

The walkin' fossil is a type of undead so obscure, one can almost imagine the manitous attempting it on a bet. An extraordinarily talented manitou can, if sufficiently motivated, animate the skeleton of an ages-dead dinosaur. The fossilized bones are harder than fresher material, and the terrifying size and alienness of the terrible lizard make it more imposing than other undead by a considerable margin.

ST: 36 **Move/Dodge:** 10/6 **Size:** 12+
DX: 14 **PD/DR:** 2/6 **Weight:** 1-2 tons
IQ: 5 **Damage:** 4d imp#
HT: 16/36 **Reach:** C, 1 **Habitat:** All

Special Abilities:

Damage: A walkin' fossil can bite for 4d impaling damage or claw for 2d-1 cutting damage. Once a walkin' fossil bites, it usually locks its jaws to hold its prey; the victim must make a Quick Contest of ST to break free.

Imperturbable: See p. CI26.

Invulnerability – Fire: Walkin' fossils are not affected or damaged by fire.

Leap: A walkin' fossil with a running start can leap up to 20 yards, doing 2d cutting damage to whatever it lands on.

Undead: A walkin' fossil has the Injury Tolerance (No Blood, No Vitals), Undead Invulnerability, and Vampiric Immortality advantages. It cannot be stunned or fatigued, and it suffers no debilitating effects from damage. Its focus is its head.

MUMMIES

Mummies are not created by manitous. A mummy is created when a powerful sorcerer or cultist decides to trade the normal pleasures of life for magically supported immortality, and calls on the Reckoners to infuse him with their power in a dark ritual of incredible complexity and brutality. The specifics of that ritual vary from culture to culture, but the end result is similar.

A mummy is not a direct servant of the Reckoners. It is almost certainly a creature of great evil, and the Reckoners delight in most of its work, but it is not in contact with them. Mummies usually prize their supposed independence; only a person with a high opinion of himself sets out to become a mummy in the first place, and most mummies pay dearly for their transformations. The Reckoners are perfectly happy to let the mummies believe whatever they want.

Mummies from the Aztec and Egyptian traditions are detailed here, those being the cultures with the most mummies. Mummies from other cultures are certainly possible: perhaps the "bog bodies" of northern Europe are the results of failed Celtic mummies.

AZTEC MUMMY

During certain periods of history, the Aztecs mummified a special few of their most honored dead, and preserved their bodies with great care to serve them in the next world. Since the Reckoning, a few of those bodies have begun to serve their owners again in *this* world. Aztec mummies rise in the ruins of the places they were buried, and often remain there. They surround themselves with objects that remind them of their history, and sometimes gather a cult of followers to venerate their past as well.

Aztec mummies sustain themselves with the life force of human hearts. Every 20 days, an Aztec mummy must remove the heart from a living victim in the traditional Aztec fashion and place the still-beating heart in its own chest cavity. The organ sustains the mummy for another 20 days. A mummy with a fresh heart appears no more decayed than the average Harrowed. A mummy in need of a heart, conversely, is difficult to distinguish from a desiccated dead (see p. 53).

Aztec mummies sometimes carry jade stones under their tongues; these stones render them invulnerable to nearly all attacks.

An Aztec mummy often has a retinue of mummified servants; these lesser mummies are equivalent to desiccated dead.

ST: 15 **Move/Dodge:** 6/6 **Size:** 1
DX: 12 **PD/DR:** 0/0 **Weight:** 150 lbs.
IQ: 12 **Damage:** 2d+5 cut
HT: 15 **Reach:** 1, 2 **Habitat:** All

Skills: Brawling-14; Broadsword-14; History-13; Intimidation-14; Occultism-13; Stealth-13.

Special Abilities:

Black Magic: Aztec mummies have Power Investiture 5 and the following black magic spells: Animal Mastery-11, Pact-15, Stun-13, and Zombie-13.

Damage: An Aztec mummy usually carries an ancient obsidian-bladed sword, which does sw+4 cutting damage. A mummy can also punch for 1d crushing damage.

Imperturbable. See p. CI26.

Invulnerability: As long as an Aztec mummy has its jade stone (see above), it is immune to all damage from attacks. Note, however, that it still suffers knockback and other incidental effects.

Terror: See p. 7. Victims are at a -6 penalty to Fright Checks.

Undead: An Aztec mummy has the Injury Tolerance (No Blood), Undead Invulnerability, and Vampiric Immortality advantages. It cannot be stunned or fatigued, and it suffers no debilitating effects from damage. Its focus is its heart.

EGYPTIAN MUMMY

The Egyptian predilection for mummifying their dead is well known. Some mummified Egyptians well versed in the occult arts – high priests or sorcerers – may retain some spark of animate force even after thousands of years. Now that well-meaning archaeologists – and less well-meaning fortune hunters – have begun to meddle with their tombs, that spark sometimes surges into a raging fire.

MUMMIES AS PLAYER CHARACTERS

Mummies are extraordinarily powerful creatures; a mummy PC would only be appropriate in a very high-powered campaign. That being said, a mummy could be a fascinating roleplaying challenge. Immortality alone should have profound effects on a personality; the reasons that a person would offer up terrible sacrifices in order to get that immortality must be complex, to say the least. For a mummy to re-enter society after centuries of dormancy also offers ample possibilities for interesting times.

MUMMY

360 POINTS

Attributes: ST +3 [30]; IQ +1 [10]; HT +3 [30].

Advantages: Imperturbable [10]; Injury Tolerance (No Blood, No Vitals) [10]; Terror (-4 to Fright Checks) [70]; Undead Invulnerability [150]; Vampiric Immortality [60].

Disadvantages: Vulnerability (player's choice) [-10].

Egyptian mummies are nearly always powerful black magicians. Their life energy is concentrated in a burial scroll, which is well-hidden and well-guarded. That scroll must be destroyed to kill the mummy permanently; if it is left intact, the mummy will return from death, even if bodily destroyed.

Egyptian mummies appear to be desiccated corpses swathed in ancient cloth bandages. However, they almost always use their powers of illusion to appear as mundane modern Egyptians.

Perhaps the "bog bodies" of northern Europe are the results of failed Celtic mummies.

ST: 15 **Move/Dodge:** 6/6 **Size:** 1
DX: 10 **PD/DR:** 0/0 **Weight:** 150 lbs.
IQ: 11 **Damage:** 1d cr#
HT: 16 **Reach:** C **Habitat:** All

Special Abilities:

Black Magic: Egyptian mummies have Power Investiture 4 and the following black magic spells: Curse-12, Illusion-14; Stormcall-12.

Damage: Egyptian mummies club opponents down with their enormous strength. They also like to strangle opponents (see p. B112).

Imperturbable. See p. CI26.

Invulnerability: An Egyptian mummy takes only half damage from all attacks.

Terror: See p. 7. Victims are at a -4 penalty to Fright Checks.

Undead: An Egyptian mummy has the Injury Tolerance (No Blood, No Vitals), Undead Invulnerability, and Vampiric Immortality advantages. It cannot be stunned or fatigued, and it suffers no debilitating effects from damage. A mummy's focus is its burial scroll. Until the scroll is destroyed, the mummy cannot be destroyed permanently, even by burning the body to ashes.

VAMPIRES

Vampires, too, are neither created by the Reckoners nor servile to them. Like a mummy, a vampire is created when a spark of dark magic couples with the fragments of a driven soul to create an undead beast. Unlike a mummy, however, a vampire usually does not seek out its damned state – instead, it is created by another vampire, by a curse, or by a process similar to that which creates corruptions (see p. 33).

Not all types of vampires exist in every campaign; the GM should pick and choose which breeds of bloodsucker best fit the game, from the urbane cinematic vampire to the bestial nosferatu.



BAOBHAN SITH

The *baobhan sith* (BAH-vahn SHEE) is a sort of Irish vampire. They all appear to be beautiful young women, and they feed on the young men who they lure into their arms. A baobhan sith need not kill her victim; frequent, small sips are usually

enough to sustain her. She drains blood through the skin without leaving a puncture wound. The unsuspecting victim never knows.

Baobhan sith are vulnerable to iron and salt, both of which injure them severely. They dislike sunlight and stay out of it whenever possible.

ST: 10 **Move/Dodge:** 6/6 **Size:** 1
DX: 13 **PD/DR:** 0/0 **Weight:** 120 lbs.
IQ: 11 **Damage:** *
HT: 14 **Reach:** C **Habitat:** All

Skills: Brawling-14; Climbing-12; Gaelic-12; Intimidation-14; Sex Appeal-16; Stealth-15.

Special Abilities:

Drain Blood: Baobhan sith can drain 1 hit point per turn from an unsuspecting or helpless victim. The victim cannot feel the draining, and there is no mark left behind.

Terror: See p. 7.

Undead: A baobhan sith has the Injury Tolerance (No Blood, No Vitals), Undead Invulnerability, and Vampiric Immortality advantages. She cannot be stunned or fatigued, and she suffers no debilitating effects from damage. Her focus is her head.

Vulnerability – Iron and Salt: Iron and salt do 1d damage per turn to a baobhan sith in contact with either of them.

Weakness – Sunlight: Baobhan sith don't like sunlight. They take 1d fatigue damage for every half-hour they spend in the sun's rays.

CINEMATIC VAMPIRE

Some vampires found in the Weird West are long-term thinkers, unlike their more blood-crazed kin. Folklore does not speak of them; they are too clever to reveal themselves to superstitious peasants. They are more formidable than other vampires; they grow more powerful as they get older, and at an advanced age are among the most terrible enemies a party could have. Such vampires appear fully human until they

BAOBHAN SITH AS PCs

Unlike most of their vampiric kin, baobhan sith are not vicious murderers by nature. They drink blood, certainly, but they prefer not to kill; they pick men as their victims because they like them. For them, feeding is simply an extension of their romantic nature.

Because their supernatural needs don't overwhelm them or make them unable to fit into society, baobhan sith can be appropriate as PCs. They tend to be emotionally needy, and their vigorous appetite for companionship can cause trouble, but this may actually make them more interesting to roleplay.

Baobhan sith leave Ireland for many reasons. Sometimes they are driven out by monster hunters; sometimes they cross the Atlantic to follow their obsession of the moment; sometimes they just grow tired of their native soil and decide to strike out for new lands. In America, they tend to drift west, where community standards are looser and

they can more easily make lives for themselves. They can be found in almost any slice of life, but the saloon gal's life is a good fit for a baobhan sith: she's never short of company or entertainment, the money's not bad, and the managers don't ask questions.

BAOBHAN SITH

312 POINTS

Attributes: DX +3 [30]; IQ +1 [10]; HT +4 [45].

Advantages: Beautiful [15]; Bite [30]; Injury Tolerance (No Blood, No Vitals) [10]; Terror [30]; Undead Invulnerability [150]; Vampiric Immortality [60].

Disadvantages: Chummy [-5]; Compulsive Carousing [-5]; Dependency (Blood; weekly) [-30]; Secret (Blood-drinking undead) [-30]; Stubbornness [-5]; Vulnerability (Iron, 1d) [-10]; Vulnerability (Salt, 1d) [-5]; Weakness (Sunlight; fatigue damage only, 1d per 30 minutes) [-8].

CINEMATIC VAMPIRES AS PCs

The cinematic vampire may be suitable as a player character. Cinematic vampires tend to be less benign than baobhan sith: their very nature makes it easier for them to regard humans as puppets rather than as people, and many are ensnared in a web of obligations to their forebears and peers. Still, a few break out from the machinations of their kind sufficiently to participate in the world outside.

The template below assumes that the vampire's creator is dead. A cinematic vampire with a living master has Slave Mentality [-25] and Extremely Hazardous Duty [-20].

CINEMATIC VAMPIRE

605 POINTS

Attributes: ST +7 [80]; DX +5 [60]; IQ +2 [20]; HT +2 [20].

Advantages: Bite [30]; Dominance [5]; Enhanced Move 1 [10]; Extra Hit Points 5 [25]; Increased Speed 5 [125]; Injury Tolerance (No Blood) [5]; Sharp Claws [25]; Terror +4 [70]; Undead Invulnerability [150]; Vampiric Immortality [60].

Disadvantages: Bully [-10]; Dependency (Blood; weekly) [-30]; Selfish [-5]; Vulnerability (Holy water; 1d) [-5]; Vulnerability (Sunlight; 2d) [-30].

attack their prey. When they attack, their eyes turn black, their nails turn into claws, and their full aura of terror reveals itself, filling even the hardest soul with fear.

These vampires are preternaturally fast and able to heal at an accelerated rate. They are susceptible to holy water, beheading, sunlight, and a stake through the heart.

The grand master of all cinematic vampires is Dracula himself (p. 99); many cinematic vampires are his spawn, and even those who are not acknowledge his supremacy.

ST: 17 **Move/Dodge:** 24/9 **Size:** 1
DX: 15 **PD/DR:** 0/0 **Weight:** 150 lbs.
IQ: 12 **Damage:** 1d+2 cut#
HT: 12/17 **Reach:** C **Habitat:** All

Skills: Brawling-18; Climbing-16; Detect Lies-14; Guns (any)-15; Intimidation-15; Stealth-19.

Special Abilities:

Damage: A cinematic vampire can claw for 1d+2 cutting damage, or it can bite for 1d impaling damage after a successful grapple.

Infection: Anyone killed by a vampire's bite rises as a subservient vampire within the week. Young vampires are often little better than a wampyr or nosferatu, and take time to grow into their full powers.

Regeneration: A vampire may heal its wounds by draining blood. It can restore hit points to itself equal to the damage that its bite inflicts on an opponent.

Terror: See p. 7. Victims are at a -4 penalty to Fright Checks.

Undead: A cinematic vampire has the Injury Tolerance (No Blood), Undead Invulnerability, and Vampiric Immortality advantages. It cannot be stunned or fatigued, and it suffers no debilitating effects from damage. Its focus is its heart.

Vulnerability: Beheading or a wooden stake through the heart will kill a vampire. Splashing holy water on one does 1d per pint. Sunlight does 1d+2 per turn.

GYONSHEE

The gyonshee, commonly known as the hopping vampire, is an import from China. Unlike western vampires, gyonshees are as dumb as bricks. They can only move by hopping forward, and they attack anything they see. They never retreat – in fact, they don't seem to be aware that "behind them" exists.

Gyonshees can be contained temporarily by sticking a piece of rice paper, inscribed with the appropriate occult formula, to their foreheads. This stops the gyonshee cold until the paper is removed. Some Chinese sorcerers keep some gyonshees in storage to release on enemies when needed.

ST: 13 **Move/Dodge:** 4/4 **Size:** 1
DX: 9 **PD/DR:** 0/0 **Weight:** 150 lbs.
IQ: 3 **Damage:** 2d-1 cut
HT: 10 **Reach:** C **Habitat:** All

Skills: Brawling-13.

Special Abilities:

Damage: Gyonshees can claw for 2d-1 cutting damage.

Horrid Appearance: See Terror, p. 7. Victims are at a -1 penalty to Fright Checks.

Infection: Anyone wounded by a gyonshee turns into one within a week, unless treated with a Chinese folk remedy that involves sitting in a mystic circle and eating a lot of sticky rice. Someone knowledgeable in the occult may try to recall this remedy with a roll against Occultism-4, or simple Occultism if the character is Chinese or established to be knowledgeable in Chinese folklore.

Undead: A gyonshee has the Injury Tolerance (No Blood, No Vitals), Undead Invulnerability, and Vampiric Immortality advantages. It cannot be stunned or fatigued, and it suffers no debilitating effects from damage. Its focus is its head.



NOSFERATU

The nosferatu is one of the ugliest vampires in existence – bald, emaciated, and pallid, with solid black eyes. A nosferatu does not think of much beyond its next meal; it cannot plan for the future in any more detail than a clever ambush. They can speak, but rarely see any need to.

Nosferatu are almost immune to physical damage. Physical attack can usually only stun a nosferatu. The only exceptions are an attack which severs the head, which kills a nosferatu, and a wooden stake through the heart, which paralyzes it. All nosferatu burn quickly when exposed to sunlight.

A person killed by the bite of a nosferatu will rise as a nosferatu within six hours.

Nosferatu were once rare in the Weird West, but Baron LaCroix of Bayou Vermillion spread them throughout the continent with his practice of shipping trainloads of nosferatu into his rivals' territories to stir up trouble. Despite the best efforts of the Rangers and the Agency, packs of nosferatu continue to roam across the land.

ST: 16 **Move/Dodge:** 6/6 **Size:** 1
DX: 13 **PD/DR:** 0/0 **Weight:** 150 lbs.
IQ: 10 **Damage:** 1d+1 cut#
HT: 13 **Reach:** C **Habitat:** All

Skills: Brawling-15; Climbing-15; Intimidation-15; Stealth-16.

Special Abilities:

Damage: A nosferatu can claw for 1d+1 cutting damage or bite for 1d cutting. Once it has successfully bitten a victim, it does 1d damage every turn until the victim wins a Quick Contest of ST. Fortunately, a nosferatu must use its hands to hold its victim and cannot use its claws while biting.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -4 penalty to Fright Checks.

Infection: Anyone killed by a nosferatu's bite rises as a nosferatu within six hours.

Invulnerability – All: Nosferatu do not suffer damage from weapons or even magic. However, they can be stunned, and do suffer pain penalties.

Undead: A nosferatu has the Injury Tolerance (No Blood), Undead Invulnerability, and Vampiric Immortality advantages. Its focus is its head, but sunlight will also destroy it.

Vulnerability – Sunlight: Nosferatu take 1d+2 damage each turn from exposure to sunlight.

Vulnerability – Wooden Stakes: A stake through the heart paralyzes a nosferatu until the stake is removed.

NOSFERATU ANCIENT ONE

Although they generally meet violent deaths after a few years, nosferatu are technically immortal and could, hypothetically, live forever. A very few nosferatu have lived so long that they were alive before the Great Spirit War and the defeat of the manitous. Those nosferatu who survived the long dry spell while the manitous were imprisoned are

extremely tough customers indeed. A nosferatu Ancient One resembles a grotesquely fat nosferatu, reeking with an undodly stench.

There are only a few Ancient Ones in America. One dwells in Devil's Canyon near Deseret, where he leads a massive brood of younger nosferatu. Another group of Ancient Ones escaped Baron LaCroix's raid on their New Mexico lair in 1876 and now dwell in the Sangre de Christo Mountains in the north of New Mexico.



ST: 18 **Move/Dodge:** 7/7 **Size:** 1
DX: 14 **PD/DR:** 4/12 **Weight:** 250 lbs.
IQ: 12 **Damage:** 1d+2 cut#
HT: 14 **Reach:** C **Habitat:** All

Skills: Brawling-16; Climbing-16; Intimidation-14; Leadership-13; Stealth-18.

Special Abilities:

Damage: An ancient nosferatu can claw for 1d+2 cutting damage or bite for 1d cutting damage. Once it has successfully bitten a victim, it does 1d damage every turn until the victim wins a Quick Contest of ST. Fortunately, it must use its hands to hold its victim and cannot use its claws while biting.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -6 penalty to Fright Checks.

Infection: Anyone killed by a nosferatu's bite rises as a nosferatu within six hours.

Invulnerability – All: Nosferatu do not suffer damage from weapons or even magic. However, they can be stunned, and do suffer pain penalties.

Odor: The stench of an Ancient One forces all people within 3 yards of the nosferatu to make a HT+2 roll or lose their turn retching. Other nosferatu are unaffected.

Undead: A nosferatu Ancient One has the Injury Tolerance (No Blood), Undead Invulnerability, and Vampiric Immortality advantages. Its focus is its head, but sunlight will also destroy it.

Vulnerability – Sunlight: Nosferatu take 1d+2 damage each turn from exposure to sunlight.

Vulnerability – Wooden Stakes: A stake through the heart paralyzes a nosferatu until the stake is removed.

PENANGGALAN

During the day, a penanggalen appears to be a normal human – usually, but not exclusively, a woman. At night, however, a penanggalen separates her head and entrails from her body and flies about to search for prey. She must store her body in vinegar to keep it fresh while she is absent, and must return by daybreak. If it does not, sunlight will destroy the detached head. A penanggalen can sense when its body is being tampered with.

A penanggalen in its hunting form is all but invincible; the best a party can hope to do is drive it away. If they can track it back to its body, they can kill it during the day, when it has no special powers.

ST: 10 **Move/Dodge:** 8/9 **Size:** 1
DX: 12 **PD/DR:** 0/0 **Weight:** 10 lbs.
IQ: 11 **Damage:** 1d-2 cut*
HT: 16 **Reach:** C **Habitat:** All

Skills: Brawling-15; Intimidation-14; Stealth-16.

Special Abilities:

Damage: A penanggalen can bite for 1d-2 cutting damage; once it has bitten, it automatically does 1d-2 cutting damage each turn as it drains the victim's blood. The victim may dislodge the penanggalen by winning a Quick Contest of ST.

Diseased Entrails: Anyone who touches the penanggalen's dangling entrails must make a HT-4 roll to avoid contracting a disease from the bile that drips from the hanging organs. The disease is virulent; the victim loses two points of HT each day. He must make a HT-4 roll every day until he succeeds or his HT drops to zero or below, killing him. If he succeeds, he recovers two points of HT every week until he returns to his normal level.

Dread – Thorns: A penanggalen refuses to cross any barrier of thorns. If its entrails get tangled in thorns, it is trapped until daylight, which would be fatal. As a result, it stays well away.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -6 penalty to Fright Checks.

Invulnerability: A penanggalen cannot be permanently destroyed in its hunting form by anything but sunlight. If a penanggalen is reduced to 0 HT, it flees back to its body.

Undead: A penanggalen has the Injury Tolerance (No Blood, No Neck, No Vitals), Undead Invulnerability, and Vampiric Immortality advantages. Its focus is its human body, but sunlight will also destroy it.

Vulnerability – Sunlight: A penanggalen in its hunting form takes 1d+2 damage every turn it is exposed to direct sunlight.

USTREL

When a child younger than two years of age dies from abandonment or neglect, an ustrel may rise from the corpse. Ustrels are normally invisible, but in the presence of a sizable fire, they become visible. They look like pallid human children with vertically slit eyes, sharp nails on hands and feet, and four sharp teeth.

These tragic undead usually feed on cattle and other livestock; their attacks are sometimes mistaken as the marks of a prairie tick or some sort of disease. However, they are far more voracious than any tick. They can drain seven or eight steers in

a single night. Their victims often don't even know they're being drained, due to the numbing effects of ustrel saliva. Ustrels rarely feed on humans; if the livestock population becomes depleted, the ustrel will simply go dormant and wait for the local herds to be replenished.

Fortunately, ustrels are usually found alone. Only in rare situations that kill several children in a short span of time – an unusually neglectful orphanage, for example – will multiple ustrels appear at once.

ST: 7 **Move/Dodge:** 6/6 **Size:** 1
DX: 12 **PD/DR:** 0/0 **Weight:** 70 lbs.
IQ: 7 **Damage:** 1d-3 cut*
HT: 13/7 **Reach:** C **Habitat:** All

Skills: Brawling-13; Climbing-12; Stealth-15.

Special Abilities:

Damage: Ustrels can bite for 1d-3 cutting damage. If it successfully bites, it may do the same damage every subsequent turn as it drains blood. It is dislodged when the victim wins a Quick Contest of ST.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -2 penalty to Fright Checks.

Invisibility: Ustrels are normally invisible. If an opponent knows the ustrel is present, he can attack it at a -6 penalty.

Numbing Saliva: Ustrels have a numbing compound in their saliva. Hence, most victims don't notice they've been bitten. A victim must make a Sense roll at -4 to notice the ustrel's bite.

Undead: An ustrel has the Injury Tolerance (No Blood), Undead Invulnerability, and Vampiric Immortality advantages. It cannot be stunned or fatigued, and it suffers no debilitating effects from damage. Its focus is its heart.

Vulnerability: Ustrels become visible when near a large fire.



WAMPYR

Wampyrs are among the weakest of the vampires, typically found in the Balkans. Unlike other vampires, wampyrs are little stronger than normal humans are, and are clearly undead. In many respects, they resemble simple walkin' dead. However, their flesh is full and bloated with fresh blood, rather than slack and hollow. Wampyrs are not particularly intelligent, though they are capable of planning clever ambushes.

A wampyr often begins its undead existence by feasting on the kinfolk it left behind. This usually creates a fresh batch of wampyrs; their bite is highly infectious, and even a superficial wound may lead a victim to death and wampyrdom. When a person infected by a wampyr dies, he does not pale or stiffen, instead retaining a semblance of normality.

A wampyr resting in its coffin is not harmed by sunlight, but if caught by daybreak outside its coffin, a wampyr burns like other vampires. Wampyrs are also susceptible to garlic and roses.

ST: 12 **Move/Dodge:** 4/4 **Size:** 1
DX: 12 **PD/DR:** 0/0 **Weight:** 150 lbs.
IQ: 10 **Damage:** 1d-1 cut#
HT: 15 **Reach:** C **Habitat:** All

Skills: Acting-11; Brawling-13; Climbing-12; Fast-Talk-11; Stealth-15.

Special Abilities:

Damage: A wampyr may strike with its fists for 1d-1 crushing damage or bite for 1d-1 cutting damage.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -2 penalty to Fright Checks.

Infection: Anyone injured by a wampyr's bite must make a HT+2 roll to avoid contracting the wampyr's disease. Failure causes the victim to lose two points of HT; he must then roll against HT+2 every night, losing two points of HT to every failure, until he either makes the roll or drops to 0 HT, in which case he dies. Success means he is cured. Anyone who dies of the wampyr's disease rises as a wampyr in a few days. Survivors of the disease regain lost HT at a rate of 1 HT per day until fully recovered.

Undead: A wampyr has the Injury Tolerance (No Blood), Undead Invulnerability, and Vampiric Immortality advantages. It cannot be stunned or fatigued, and it suffers no debilitating effects from damage. Its focus is its heart.

Weakness: A wampyr takes 1d hits per turn from the touch of garlic, roses, or sunlight. A wampyr at rest in its coffin is not affected by sunlight.

GHOSTS

Ghosts are the restless spirits of dead mortals, allowed (or forced, depending on your point of view) to roam free on the mortal plane rather than moving on to whatever sort of afterlife they had earned. Different types of ghosts have a wide variety of abilities and behaviors.

Where zombies have focuses, ghosts have anchors – objects or places that hold them to the mortal plane. If the anchor is destroyed, or the ghost's connection to the anchor dissolved, the ghost will pass into the afterlife.

BANSHEE

A banshee is the spirit of a person who died from unrequited love – sometimes by suicide, sometimes at the hands of his beloved. In all cases, the banshee died in a remote spot and went unburied.

Banshees appear as spectral people, draped in drab-colored robes, who float a foot or two above the ground. They have no legs; their lower parts are simply tattered fabric. Their faces are twisted with agony and woe. Banshees can inflict terrible harm with their voices – chilling victims to the bone, inducing heart attacks, or saddling a victim with bad luck.

Their tragic deaths have twisted their view of the living world. In a banshee's mind, every person of the opposite sex is the person who jilted him, and every person of the same sex is a rival for his beloved's affection. In essence, they hate everyone.

A banshee is anchored to the living world by his body. When the body is properly buried, the banshee dissolves. On some level, the banshee realizes this, going to any lengths to defend his body. The body is invariably well hidden, and the banshee always manifests to defend it, even in daylight.

ST: 10 **Move/Dodge:** 4/4 **Size:** 1
DX: 11 **PD/DR:** 0/0 **Weight:** –
IQ: 10 **Damage:** *
HT: 13 **Reach:** * **Habitat:** All

Skills: Banshees have all the same skills they had in life.

Special Abilities:

Doom: A banshee may inflict a limited form of the Unluckiness disadvantage on its chosen victim, which only takes effect when the victim is in life-threatening circumstances. Only one person at a time may be affected by a banshee's doom. The doom is lifted when the banshee is destroyed.

Ghostly Form: Banshees are intangible, and can therefore pass through physical objects at will.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -6 penalty to Fright Checks.

Invulnerability – Physical Damage: Banshees cannot be harmed by physical attacks, though magic attacks or enchanted weapons harm them.

Shriek: A banshee may utter a bloodcurdling shriek. Everyone within 10 yards of the banshee must win a Quick Contest of Wills or take one hit for every two points they lost the Contest by. Using this ability takes two turns: one to prepare, and one to shriek.

Vulnerability – Exorcism: A successful exorcism will destroy a banshee.

Vulnerability – Sunlight: Banshees take 1d+2 points of damage each turn that they or their anchor is exposed to direct sunlight.

Wail: Once a night, a banshee may let out a truly horrific wail that can stop a man's heart. Anyone unfortunate enough to be within 10 yards must win a Quick Contest of Will, adding Fearlessness if he has it, or suffer a severe heart attack that does 3d points of damage.

CRYING GHOST

Crying ghosts are a staple of Chinese folklore; they are the spirits of those who died with unfulfilled love in their hearts and are therefore trapped in the mortal world. They seek out members of the opposite sex and destroy them as a sort of revenge on the one who scorned or betrayed them.

Most crying ghosts appear as beautiful Chinese women, but male crying ghosts are possible. Typically, a crying ghost approaches her chosen victim as a normal human, induces the victim to fall in love with her, and then attacks, draining her lover's soul energy and dispatching him to Hell, never to return.

Most crying ghosts pick a favored dwelling place – usually a spot of natural beauty and tranquility. This is usually a wilderness hermitage, but crying ghosts can appear anywhere.

ST: 10 **Move/Dodge:** 5/5 **Size:** 1
DX: 12 **PD/DR:** 0/0 **Weight:** 125 lbs.
IQ: 10 **Damage:** 1d cr*
HT: 10 **Reach:** C, 1-15 **Habitat:** Any

Skills: Brawling-14; Fast-Talk-13; Pickpocket-12; Stealth-15; Throwing-13.

Special Abilities:

Deadly Hair: A crying ghost may use her long hair as a weapon, fighting up to four opponents with it. The hair can reach up to 15 yards. It does 1d crushing damage, and a successful hit allows it to wrap around the opponent, automatically doing another 1d damage on every subsequent turn. The only way to stop the constriction is to cut the hair by doing 4 or more points of damage with a cutting attack. Attacking the hair does not harm the crying ghost herself.

Nocturnal: Crying ghosts only manifest at night.

Spirit Invulnerability: If a crying ghost is reduced to 0 HT, it does not die. Instead it fades away, only to reappear on the first full moon following its “death.”

Spiritual Extinction: A person killed by a crying ghost is dead permanently. No Harrowing, no returning as a ghost, no reincarnation – his soul is gone, eaten by the ghost.

Terror: See p. 7. Victims are at a -2 penalty to Fright Checks.

Vulnerability – Holiness: Crying ghosts cannot enter sanctified ground. Exorcism performed on a crying ghost's favorite spot forces the ghost to move on.

HAUNT

Most ghosts are haunts – spectral beings created when a person dies in the throes of extreme emotion. The haunt is bound to the living world by the force of that emotion, and must eternally relive it or inflict it on others. Although many haunts are not intrinsically evil, the nature of the undead twists their actions to harm people.

A haunt terrorizes the living with its aura of fear and its bone-chilling touch. Haunts are typically bound to a single location, usually the place where they died. Exorcising the location or the haunt should destroy the haunt.

ST: 13 **Move/Dodge:** 4/4 **Size:** 1
DX: 12 **PD/DR:** 0/0 **Weight:** –
IQ: 10 **Damage:** 1d cold
HT: 14 **Reach:** C **Habitat:** All

Skills: Brawling-14; a haunt may have other skills that it possessed in life.

Special Abilities:

Chill Touch: A haunt can chill a living creature to the bone by touching it, doing 1d cold damage.

Fear Attack: A haunt may induce a Fright Check in any single human within 3 yards of it. It may do this as many times as it wants, though it uses its turn in doing so.

Ghostly Form: Haunts are intangible and able to move through physical objects at will.

Invulnerability – Physical Attacks: Physical attacks cannot harm a haunt. Only magic attacks, silver weapons, consecrated weapons, or enchanted weapons can harm one.

Terror: See p. 7. Victims are at a penalty of up to -6 to Fright Checks.



MOURNING MIST

A mourning mist is born at the site of a particularly reprehensible battle, where cowardice or treachery carried the day and caused the loss of many lives. The mists form around a particular inanimate object which symbolizes the ignoble act that brought the mist into existence – a bugle which sounded a cowardly retreat or a traitor's inkwell, for example. The mist always remains within 10 miles of the object to which it is linked. This commonly keeps a mist near the battlefield where it began, but some mists have followed their anchors from place to place for years.

A mourning mist appears as a cloud, perhaps 15 to 20 feet across, with a dark-red core a few yards in diameter. The mist pulsates and drifts with the breeze. Tentacles and tendrils extend out from the cloud, trailing into sickly pink and white tones on the fringe. Smoke and flashes of silver move throughout the cloud – faint echoes of the cannon and sabers of the battlefield. Within 10 feet of the cloud, shadows of agonized human faces can be seen throughout the core.

More distinctive than the mist's appearance, though, is its sound. A mourning mist keens with a multivoiced cry – the wails of dying soldiers, the crack of rifles, the grumbling of cannons, and the shrieks of injured horses. The resulting fugue rolls out across the land in a low, heart-wrenching keening which can be heard for miles. The source of the cry is hard to pinpoint; it seems to come from everywhere. Only when the mist is close at hand is the cry's source obvious. At this close range, the cry rises to unnerving volume.

Mourning mists exist in order to destroy themselves, by urging someone to destroy the anchor around which the mist formed. Toward that end, they roam their battlefield in search of a suitable agent. Usually they seek lone victims; groups usually attack or run away. When a suitable target approaches, a mist reaches out with its tentacles. The tentacles do not harm the victim, but project a vision of the event which created the mist into his mind.

Sadly, this process drives most victims mad, or at least terrifies them to the point of lashing out at the mist, which in turn drives the mist to defend itself. A mist may wander far and long searching for a soul who understands it.

ST: 20 **Move/Dodge:** 12/12 **Size:** 64
DX: 14 **PD/DR:** 0/0 **Weight:** –
IQ: 11 **Damage:** 1d+2 cold
HT: 14/21 **Reach:** C **Habitat:** All

Skills: Brawling-16; Stealth-16.

Special Abilities:

Horrific Appearance: See *Terror*, p. 7. Victims are at a -5 penalty to Fright Checks.

Hovering: Mourning mists hover a few feet off the ground and are not slowed by obstacles or difficult terrain.

Invulnerability – Ranged Weapons: Ranged weapons are useless against a mourning mist. However, hand-to-hand attacks and magic attacks can harm it. If a mist is destroyed, it reforms at the next sunset unless its anchor is destroyed.

Killing Touch: A mourning mist can fight with up to three of its tentacles in a single turn. Each one inflicts 1d+2 cold damage on its target. Nonmagical armor will not defend against this attack.

Shared Pain: At first encounter, a mist tries to convey its pain and the source of that pain to one of its victims. This attack is extremely traumatic to the victim. The victim must make a roll against Will-4. Success means that he successfully staved off the mist's mental attack with nothing but a lingering sense of uneasiness, while failure causes him to experience a composite vision of the battle that created the mist in all its horror. This vision paralyzes the victim for two rounds; he must then succeed in a Fright Check at -2 or suffer the normal Fright effects as well as lash out with his fists at the mourning mist for 1d rounds. The mourning mist usually fights back, and the resulting fight can often be deadly. However, the vision holds clues to the location of the mist's focus.

Voice of Hell: When a battle turns against a mourning mist, its wailing rises to an unnerving volume within a 20-yard radius. This wail necessitates a new Fright Check, and, anyone within hearing must make a roll against HT-2. Those who succeed get the Hard of Hearing disadvantage for 1d hours; those who fail get the Deafness disadvantage for an equivalent period of time, and the Hard of Hearing disadvantage for 2d hours after the Deafness passes.

PHANTOM

Phantoms are spirits who just haven't figured out that they're dead. They continue to haunt the site of their death until released, rehearsing the circumstances over and over

again. Arguably, a phantom is less a spirit than an afterimage; it doesn't really possess free will. A phantom can be released by exorcising it or the site of its death. It can also be released by convincing it of its own death; this is, however, extremely difficult.

Phantoms are essentially harmless; they can scare people, but cannot otherwise interact with the physical world. Phantoms are usually found in areas of Fear Level 4 or higher; a trail of phantoms is often left in the wake of a particularly destructive abomination.

ST: – **Move/Dodge:** 4/4 **Size:** 1
DX: – **PD/DR:** 0/0 **Weight:** –
IQ: – **Damage:** –
HT: – **Reach:** – **Habitat:** All

Special Abilities:

Horrific Appearance: See *Terror*, p. 7. Victims are at a 2 penalty to Fright Checks.



POLTERGEIST

A poltergeist is a spirit that refuses to accept its death. Unlike phantoms, poltergeists are fully aware that they are dead – they're just ticked off about it, and take it out on those who are still living.

Poltergeists typically pick a young person to bedevil, using their ability to handle physical objects to torment their victim. They may simply wreak havoc for which the victim is blamed, or they may scare or attack the victim directly.

A poltergeist can only be destroyed by exorcising it. A person may attempt to drive off the poltergeist using Intimidation or Fast-Talk; after the poltergeist abandons its victim, the poltergeist disappears.

ST: 13 **Move/Dodge:** 6/6 **Size:** 1
DX: 13 **PD/DR:** 0/0 **Weight:** –
IQ: 11 **Damage:** 1d cr
HT: 12 **Reach:** R **Habitat:** All

Skills: Lockpicking-14; Pickpocket-15; Throwing-14.

Poltergeists may possess other skills that they knew in life.

Special Abilities:

Damage: Poltergeists can throw small objects as an attack. These objects can do up to 1d crushing damage.

Ghostly Form: Poltergeists are intangible and pass through physical objects at will.

Horrid Appearance: See *Terror*, p. 7. Victims are at a -2 penalty to Fright Checks.

Invulnerability – Physical Attacks: Physical attacks cannot harm a poltergeist. Only magic attacks and enchanted or consecrated weapons can harm them.

Mischief: Poltergeists can handle physical objects freely. They use this power to work a variety of mischievous and malicious pranks.

Projectile Storm: Once a day, a poltergeist can cause a bunch of small objects to whirl about in a twister-like storm, hurting and scaring its victims. For 10 seconds, a poltergeist may attack twice a round with projectiles (see above); anyone injured by a hurled projectile must make an immediate Fright Check at a -2 penalty.

SHADE

Shades are spirits of vengeance, anchored to the person (or persons) who caused their deaths. Ironically, although shades are given more power to act on the material world than any other type of ghost, they are forbidden to act directly against the person to whom they are anchored. They can appear to their anchors, attack other humans, manipulate physical objects to set traps for their anchors, influence other humans to attack their anchors, or simply aid their anchors' enemies, but they may never attack their anchors directly.

A shade always manifests within a mile of its anchor. It appears as its own murdered body, complete with the wounds that killed it. Decomposition sets in slowly, as time passes after its death; a faint odor of decay attends a shade, as does an aura of cold.

Exorcism has no effect on a shade; only bringing the guilty party (or parties) to justice sets it free. If the shade's anchor dies without being brought to justice, the shade may dissipate or may turn into another sort of ghost, such as a haunt or a specter.

ST: 13 **Move/Dodge:** 6/6 **Size:** 1
DX: 12 **PD/DR:** 0/0 **Weight:** –
IQ: 12 **Damage:** 1d
HT: 14 **Reach:** C **Habitat:** All

Skills: Brawling-14; Intimidation-13; Throwing-13. Shades may also have skills that they knew in life.

Special Abilities:

Bad Dreams: Shades cannot directly attack their anchors, but they can and do plague them throughout their lives: distracting them at crucial moments, haunting them in their dreams, and manifesting to accuse them at random moments through the day. In so doing, they may inflict the Nightmares disadvantage, the Unluckiness disadvantage, or both upon the victim.

Freezing Touch: A shade can attack for 1d cold damage with its icy touch. This attack cannot be parried or blocked, and armor does not defend against it.

Ghostly Form: Shades are intangible, and can pass through physical objects at will.

Horrid Appearance: See *Terror*, p. 7. Victims are at a penalty of up to -6 to Fright Checks.

Invulnerability – Anchor: Just as the shade cannot harm its anchor, its anchor cannot harm it in any way. Even magic or magic weapons are useless when wielded by the anchor.

Invulnerability – Physical Damage: Physical attacks cannot hurt a shade; only magical attacks and enchanted or consecrated weapons can harm it.



SPECTER

Unlike most ghosts, specters are not bound to the living world by the circumstances of their death. Rather, specters are the spirits of evil people the Reckoners felt were too wicked to lose. Now they continue their service to the cause of evil in undeath.

Specters hate all living humans and seek to harm them in any way possible. This furious rage gives them a limited power to inflict direct physical damage while remaining incorporeal and thus immune to physical damage. They may also use an aura of fear to terrorize their victims.

Specters appear as terrifying caricatures of human beings – tattered hoods, glowing eyes, black claws, and pointed teeth are all major parts of the specter visual vocabulary.

Specters are anchored to their mortal remains; exhuming and burning the body destroys the specter, as does exorcising the corpse.

ST: 12 **Move/Dodge:** 7/7 **Size:** 1
DX: 13 **PD/DR:** 0/0 **Weight:** –
IQ: 13 **Damage:** 1d*
HT: 14 **Reach:** C **Habitat:** All

Skills: Brawling-15; Intimidation-12.

Special Abilities:

Fear Attack: A specter may cause any single human within 3 yards to make another Fright Check against its Terror.

Ghostly Form: Specters are intangible and can pass through physical objects at will.

Horrid Appearance: See *Terror*, p. 7. Victims are at a -6 penalty to Fright Checks.

Incorporeal Attack: A specter can claw at its victim's spirit with its ghostly talons. If it wins a Quick Contest of Will, it does 1d damage directly to its victim's vitals; no armor can protect against this attack, though magical protections will defend against it.

Invulnerability – Physical Damage: Specters are immune to physical attacks from any weapons but consecrated, enchanted, or silver ones. Magic attacks are also effective.

TARNISHED PHANTASY

A tarnished phantom is created when a woman of dubious morals, such as a saloon gal, dies attempting to save someone she loves. If the conditions are right, her spirit may be twisted by the Reckoners to return to the living world as a phantasmal creature who drains the life energy of sleeping men with erotic dreams.

A phantom's first victim is invariably the man for whom she sacrificed her life, assuming he still lives. After he dies, the tarnished phantom turns her affections on almost any man she might encounter. When the phantom has found a victim, she visits him every night with dreams of passion. During her nocturnal visits, she drains her lover's vitality. With each night, he grows weaker and weaker, until he finally expires.

Barring magical intervention, a tarnished phantom can only be destroyed if the man she has chosen rejects and attacks her.

ST: 8 **Move/Dodge:** 5/5 **Size:** 1
DX: 10 **PD/DR:** 0/0 **Weight:** –
IQ: 11 **Damage:** *
HT: 12 **Reach:** C **Habitat:** All

Skills: Acting-12; Fast-Talk-14.

Special Abilities:

Attribute Drain: Every night, a tarnished phantom drains two points of ST, DX, or HT (whichever is highest) from her current lover. When any attribute is reduced to zero, the victim dies. Drained attributes recover at a rate of one point per night of undisturbed rest.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -2 penalty to Fright Checks.

Invulnerability – Physical Damage: Only her current victim can hurt a tarnished phantom physically, though it may be difficult to persuade him to take action against her. Magic attacks affect her normally.

UNIQUE UNDEAD

Some undead are born under unusual circumstances, with such an emotional charge, that they cannot be repeated. These unique undead often have powers beyond those of ordinary undead.

BLACK REGIMENT

The Black Regiment is a unit of undead soldiers, formed from the reanimated dead of the battlefields of the Civil War. They wear uniforms black with blood and go barefoot, their boots having been removed by their comrades after their first death. The only way to tell their affiliations before death is from their belt buckles, which still read USA or CSA.

They appear whenever a battle is going badly for one side, to throw in on the underdog's side in sufficient numbers to even the odds. By keeping the battle matched, they extend the fighting, increasing the terror and suffering of the fighters as well as maximizing the eventual body count.

THE BLACK REGIMENT IN MASS COMBAT

GMs may wish to use the Mass Combat rules in *Compendium II* (p. CII114) to resolve encounters involving the Black Regiment.

The members of the Black Regiment are light troops, using ordinary rifles. They get a +4 TS bonus for their undead status, for a total base TS per man of 12. The regiment is composed of Seasoned troops, raising its net TS per man to 14.4.

Every use of the Terror Bugle allotted the Regiment counts as one Exceptional Strength point.

They fight savagely – indeed, inhumanly – relying mostly on bayonet charges and attacks to the vitals, hurling themselves against their chosen enemy without any concern for their own safety or that of their momentary allies. If an ally gets in the way, the Regiment turns on him.

The Regiment's soldiers are essentially interchangeable and expendable. They are all similar in ability, and any soldiers lost are replaced from fresh casualties between battles. The only members with any distinguishing characteristics are the bugler and the commander. The bugler has an enchanted bugle that strikes fear into any who hear it. The commander has more initiative and intellect than the rank and file, with an IQ of 12 and more skills than the ordinary members of the Regiment. However, the officers are equally replaceable; the Regiment cannot be permanently killed.

When the Regiment is not in battle, it passes through a gate into the Hunting Grounds, where it remains until needed.

Soldiers buried with their boots on cannot become members of the Black Regiment.

Some undead are born under unusual circumstances, with such an emotional charge, that they cannot be repeated.

ST: 13 **Move/Dodge:** 6/6 **Size:** 1
DX: 12 **PD/DR:** 0/0 **Weight:** ~150 lbs.
IQ: 10 **Damage:** 1d-1 cut#
HT: 12 **Reach:** C, 1 **Habitat:** All

Skills: Climbing-11; Guns (any)-12; Shortsword-12; Spear-13; Stealth-13; Swimming-11. The commander also has Leadership-11 and Strategy-14.

Special Abilities:

Coup: A Harrowed who kills the Regiment's bugler can take his bugle. This horn, when blown, causes mortal foes to make a Fright Check at -4.

Damage: Although members of the Black Regiment prefer their rifles and bayonets, they can also bite for 1d-1 cutting damage.

Gear: Members of the Regiment carry Springfield rifles (4d+ damage, SS 15, Acc 8, 1/2D 700, Max 2100, RoF 1/L) mounted with rusty bayonets (sw+1 cut, thr+2 imp).

Horrific Appearance: See *Terror*, p. 7. Victims are at a -4 penalty to Fright Checks when encountering a single member of the regiment, and a -6 penalty when facing the entire regiment.

Terror Bugle: The Regiment's bugle can be used in battle one time for every 20 men on the opposing side. When used, everyone on the opposite side must again make a Fright Check against the Regiment's Terror.

Undead: A member of the Black Regiment has the Independent Body Parts (Detachable Head), Injury Tolerance (No Blood, No Neck, No Vitals), Undead Invulnerability, and Vampiric Immortality advantages. It cannot be stunned or fatigued, and it suffers no debilitating effects from damage. Its focus is its head.

UNION PRIDE GHOST TRAIN

A ghost train runs the rails of Union Blue. It is the remains of the Union Pride, once the finest train Union Blue had.

Early in the Rail Wars, Union Blue found itself in a position where it had to build a few miles of track through Confederate Missouri, hoping they wouldn't be discovered. Unfortunately, a particularly vehement Union-hater named "Ornery" Will Jenkins happened to come across the tracks while patrolling with 12 other men. Enraged, they boarded the Union Pride with guns blazing, and killed the engineers . . . before realizing that they didn't know how to run a train.

Not long after, the Union Pride hit the end of the line at full speed, killing Jenkins, his men, everyone else still alive on the train, and half the men at the rail camp. The remains of the wreck are still there, with the locomotive's ghost rock boiler still burning.

The spirit of the train, however, still runs. Every new moon, the train appears, racing along a stretch of track, fires burning in every window and screams rolling across the land. It runs over anything in its way; it has derailed three trains in the past year alone. It only stops when it comes to a town. When it does, armed men come pouring out to wreak havoc on the townsfolk, killing and pillaging until sunrise.

These are the undead remains of Will Jenkins and his men. The men are ordinary walkin' dead (see p. DL115). "Ornery" Will, on the other hand, is a unique undead, wreathed in flames.

ORNERY WILL JENKINS

ST: 14 **Move/Dodge:** 7/7 **Size:** 1
DX: 15 **PD/DR:** 0/0 **Weight:** 150 lbs.
IQ: 12 **Damage:** 1d-1 cut#
HT: 13 **Reach:** C **Habitat:** All

Skills: Area Knowledge (Iowa/Missouri border)-15; Brawling-17; Fanning-15; Fast-Draw (Pistol)-16; Guns (Pistol)-18; Intimidation-14; Leadership-13.

Special Abilities:

Damage: Ornery Will can bite for 1d-1 cutting damage.

Fiery Body: Ornery Will's body is still on fire. Anyone who grapples with him takes 3d fire damage from the flames.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -6 penalty to Fright Checks.

Spirit Weapon: Ornery Will's pistol never needs to be loaded, because it fires small magic bolts. This weapon has SS 13, Acc 3, 1/2D 250, Max 500, and does 2d damage. This is a power of Will's; any gun he picks up functions this way, and once he drops a gun it no longer fires magic bolts.

Undead: Ornery Will Jenkins has the Injury Tolerance (No Blood, No Vitals), Undead Invulnerability, and Vampiric Immortality advantages. He cannot be stunned or fatigued, and he suffers no debilitating effects from damage. His focus is his head.

VAN HORN'S GHOST

Maarten Van Horn came to the Great Maze with a plan to build a huge lighthouse, a beacon for the whole Maze. He anticipated operating the light on the contributions of those who used it to navigate. This plan horribly overestimated the generosity of the average Mazer; almost no one was willing to pay for something that they could get for free. Van Horn died penniless in 1874.

Today, Van Horn's ghost still haunts the lighthouse. Its mechanical workings fell into disrepair long ago, but Van Horn's spirit keeps it alight, still trying to guide home the lost. Van Horn is a basically benign spirit; he does not bother visitors unless they try to damage the light. In this case, he tries to push them off the stairs or the top platform, or slings pieces of debris at them. Usually, however, he begins by trying to scare intruders away.

Van Horn's ghost can only be laid to rest if someone exorcises the lighthouse, or if one of the people who have benefited from the lighthouse comes to thank Van Horn and leave a token payment of some sort.

ST: 13 **Move/Dodge:** 5/5 **Size:** 1
DX: 12 **PD/DR:** 0/0 **Weight:** -
IQ: 13 **Damage:** -
HT: 10 **Reach:** - **Habitat:** Van Horn's Light
Skills: Brawling-14; Intimidation-15; Throwing-13.
Special Abilities:

Damage: Van Horn cannot do damage directly. However, he can hurl loose objects at opponents, or he can push, slam, or grapple them.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -2 penalty to Fright Checks.

Invulnerability: Van Horn cannot be harmed by ordinary weapons. Even magic can only dissipate him for 24 hours, after which he will rematerialize at the lighthouse.

NEW UNDEAD

The following undead creatures are original monsters that have never appeared before. As such, statistics are given for **GURPS** and for original *Deadlands*.

NOXIOUS DEAD

The factories and foundries of mad science produce lakes of foul by-products – compounds never seen before on Earth. No one yet has attempted to curb the production of such pollutants, so most of this effluent gets dumped into the nearest body of water or down a convenient mine shaft. These dumping grounds are also often used to dispose of inconvenient bodies. The two make a deadly combination.

By the time a manitou animates one of these bodies, the toxic chemicals have seeped through the corpse, giving it a lingering foulness which spells poison and death to everything it touches.

GURPS NOXIOUS DEAD

ST: 13 **Move/Dodge:** 6/6 **Size:** 1
DX: 12 **PD/DR:** 0/0 **Weight:** 150 lbs.
IQ: 10 **Damage:** 1d cut
HT: 12 **Reach:** C **Habitat:** Any

Skills: Brawling-15; Climbing-13.

Special Abilities:

Bad Smell: See p. CI80.

Damage: A noxious dead may bite for 1d-1 cutting damage or claw for 1d cutting damage. Either attack carries the noxious dead's poison.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -6 penalty to Fright Checks.

Imperturbable: See p. CI26.

Poison: Noxious dead are coated with corrosive excretions. If a victim touches or grapples a noxious dead or is wounded by one, he takes 2d acid damage on the first turn, and 1d acid damage on the turn following, in addition to any hand-to-hand damage that may have occurred.

Splatter: An attack which does more than 3 hits to a noxious dead causes it to splatter toxic juices around it. Anyone within one hex of the noxious dead must make a Dodge roll or be hit with corrosive fluids that do 1d acid damage.

Undead: A noxious dead has the Independent Body Parts (Detachable Head), Injury Tolerance (No Blood, No Neck, No Vitals), Undead Invulnerability, and Vampiric Immortality advantages. It cannot be stunned or fatigued, and it suffers no debilitating effects from damage. Its focus is its head.

DEADLANDS NOXIOUS DEAD

Corporeal: D: 3d6, N: 2d8, S: 3d8, Q: 3d6, V: 3d6
Fightin': brawlin' 5d8, climbin' 3d8

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

Pace: 8

Size: 6

Wind: –

Terror: 11

Special Abilities:

Claw: STR

Poison: Noxious dead are coated with corrosive excretions. If a victim touches or Grapples a noxious dead, or is wounded by one, he takes 1d6 acid damage on the first turn and 1d4 acid damage on the turn following, in addition to any hand-to-hand damage that may have occurred.

Splatter: Any hit strong enough to wound a noxious dead causes it to splatter toxic juices around itself. Anyone within 5 feet of the noxious dead must make a Onerous (7) *dodge* roll or take 1d4 acid damage.

Undead.

RAILRUNNER

A railrunner is the reanimated corpse of a person who was killed on a railroad track, either by a train or during the track's construction. They haunt the rails where they were killed, seeking to wreak some form of havoc. A railrunner often sneaks aboard a train while it is stopped for sand, water, passengers, or some other supplies; when the train gets on its way, the railrunner emerges to kill passengers, dump cargo out of boxcars, decouple cars, and generally do as much harm as possible. When boarding a train proves impossible, railrunners often try to tear up the tracks. They damage the tracks to the point that the next train will derail, disrupting rail traffic and dumping a trainload of victims at the railrunner's feet. Occasionally, a railrunner hijacks a wagon in order to park it on the tracks, sometimes leaving the trussed-up owner in the back. It hopes that the train will either derail upon hitting the wagon (this is possible when a particularly sturdy steam wagon is involved) or stop to avoid hitting it, in which case the railrunner can board and enjoy itself. Besides, even if the train plows through the wagon and keeps going, at least the railrunner dispatched the wagon's owner entertainingly.

Railrunners look mostly as they did in life, but a railrunner's chin has protruded in a manner reminiscent of a cowcatcher, and its arms are tipped with railroad spikes in place of hands. When enraged, they let out a shrill wail like a steam whistle of the damned.

GURPS RAILRUNNER

ST: 15 **Move/Dodge:** 7/6 **Size:** 1
DX: 15 **PD/DR:** 2/6 **Weight:** 200 lbs.
IQ: 10 **Damage:** 1d+3 imp#
HT: 15/20 **Reach:** C **Habitat:** All

Skills: Brawling-20; Intimidation-15.

Special Abilities:

Cowcatcher: If it gets 5 yards to build up speed, a railrunner can slam as if it had twice its actual ST.

Damage: A railrunner may bite for 1d cutting damage, or may stab with its spikes for 1d+3 impaling damage.

Express Train: A railrunner gets twice its usual Move when it is running on railroad tracks.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -4 penalty to Fright Checks.

Imperturbable: See p. CI26.

Shriek: A railrunner may emit a piercing shriek that requires everyone within hearing to make a fresh Fright Check. Using this power takes a full turn.

Undead: A railrunner has the Injury Tolerance (No Blood, No Vitals), Undead Invulnerability, and Vampiric Immortality advantages. It cannot be stunned or fatigued, and it suffers no debilitating effects from damage. Its focus is its head.

DEADLANDS RAILRUNNER

Corporeal: D: 5d8, N: 4d10, S: 5d8, Q: 6d6, V: 4d10

Fightin': brawlin' 7d10

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

Overawe 5d8

Pace: 14

Size: 8

Wind: –

Terror: 9

Special Abilities:

Armor: 1

Bite: STR

Cowcatcher: If a railrunner gets 15 feet to build

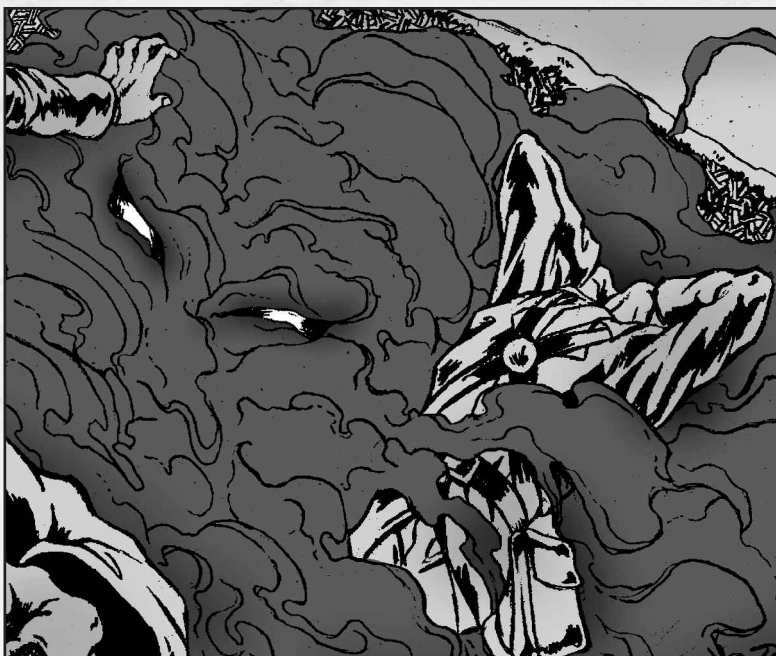
up speed, it can slam into an opponent with devastating force, doing STR *fightin': brawlin'* damage to all six body locations simultaneously.

Express Train: A railrunner moves at twice its normal Pace while on railroad tracks.

Shriek: A railrunner may use an action to let loose its shrieking whistle, causing everyone within hearing to make a fresh *guts* check.

Spikes: STR+2d6

Undead.



Invulnerability: A smoke cannot be harmed by physical weapons. Only magic, enchanted or consecrated weapons, or a brisk wind can harm them. A smoke cannot be stunned or fatigued.

Scalding: A smoke can do 1d heat damage with its limbs of steam.

Suffocation: A smoke can attempt to force itself into a victim in a vain attempt to possess him. With a successful Brawling roll, the smoke partially enters the victim through the nose and mouth, in the process doing 1d smoke and steam damage to his lungs. Unless the victim can cough the smoke out with a Contest of ST, he will take suffocation damage as per p. B112.

Vulnerability: A smoke takes 1d damage per turn from a brisk wind.

SMOKE

A smoke is born from the ventings of a large factory in the aftermath of a fatal accident. The deceased's soul, torn from life before its time and lingering a while in confusion on the mortal plane, drifts into a steam vent or a smokestack, where it gathers the transient vapors in a futile attempt to have a physical body once more. This futile grasping at corporeal existence leads a smoke to try to enter the bodies of innocent bystanders as well. Unfortunately, this attempt at possession is doomed to fail – a smoke isn't empowered to possess people – and its smoky body will suffocate the poor victim while the smoke tries to become him.

Smokes look like roiling clouds of soot and steam; occasionally they shape crude limbs and facial features out of their raw stuff.

GURPS SMOKE

ST: 10	Move/Dodge: 5/5	Size: 1
DX: 12	PD/DR: 0/0	Weight: –
IQ: 9	Damage: 1d	
HT: 10	Reach: C	Habitat: All

Skills: Brawling-15.

Special Abilities:

Horrific Appearance: See p. CI80.

Imperturbable: See p. CI26.

DEADLANDS SMOKE

Corporeal: D: 3d6, N: 2d8, S: 2d6, Q: 5d4, V: 2d6

Fightin': brawlin' 5d8

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

Size: 6

Wind: –

Terror: 5

Special Abilities:

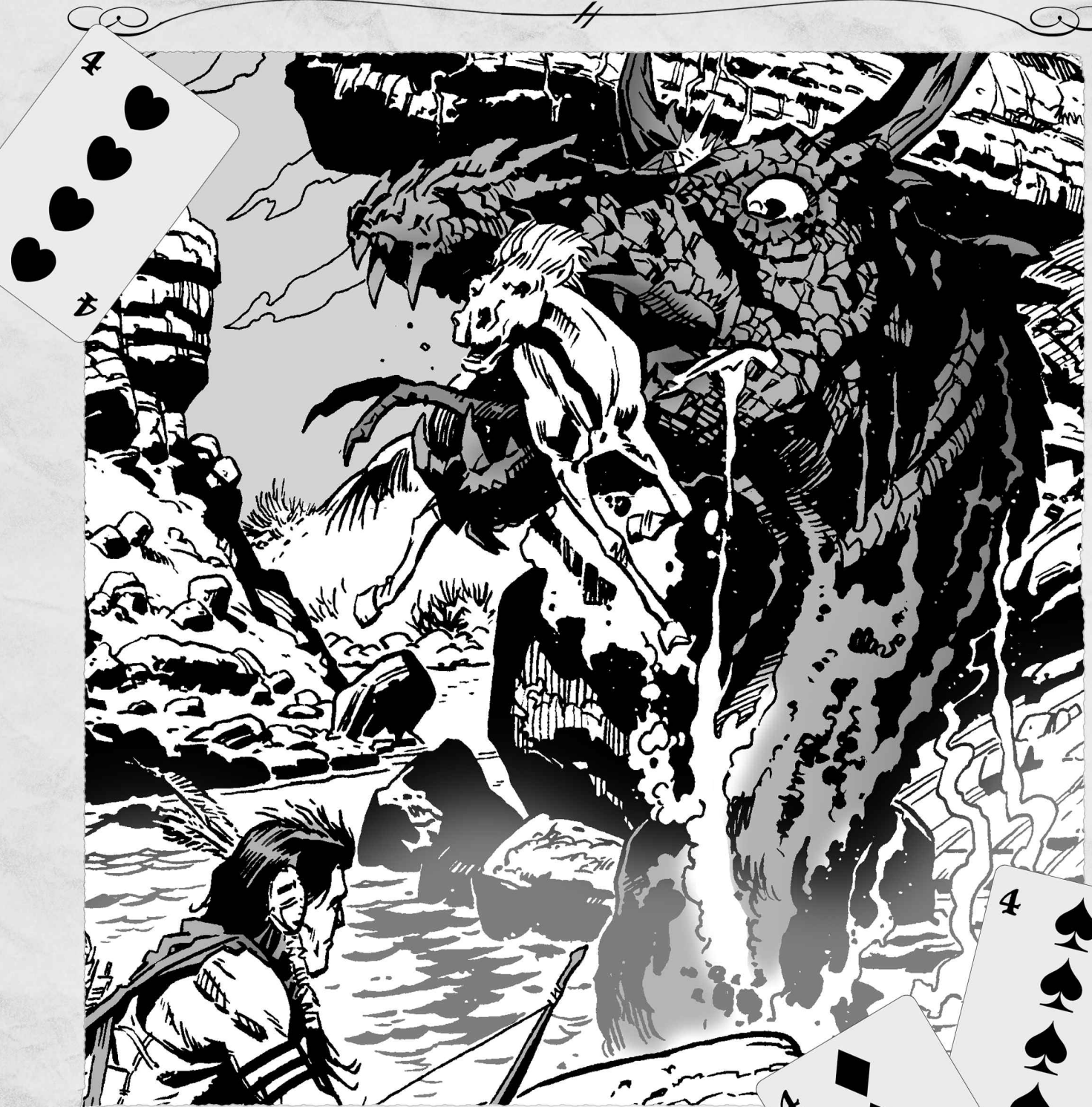
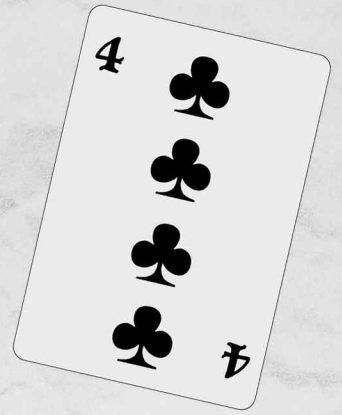
Damage: A smoke can scald an opponent for 2d6 damage.

Immunity: A smoke is immune to Wind or physical damage. Smokes cannot be harmed by physical weapons. Hexes and enchanted/consecrated weapons can also hurt them. Smokes never suffer Wind loss. A brisk wind will also damage a smoke, doing 2d6 damage.

Suffocation: A smoke can attempt to force itself into a victim, hoping to possess him. On a successful *fightin': brawlin'* roll, the smoke partially enters the victim through the nose and mouth, doing 2d6 smoke and steam damage to the gizzards unless the victim coughs out the smoke by making a roll against Strength with a TN of 7 or take the difference in Wind.



MONSTROUS CRITTERS



So far, one might think that every dangerous beast in post-Reckoning America is a tailor-made engine of destruction, created by the Reckoners or by a mad scientist who should have known better. Some of the most dangerous varmints out there, however, weren't made by anyone.

The Weird West is full of animals like nothing anyone has ever seen – giant critters, tiny critters, poisonous critters. No one knows where they all came from, whether they were always here, or whether the Reckoning somehow brought them forth.

BEASTS OF THE AIR

HUMBUG

The humbug is in most respects similar to an extremely large cicada. Most of the time, humbugs are meek, innocent insects, whose only notable quality is their ability to change color to match their surroundings, like a chameleon. During mating season, however, they can be trouble. The mating call of the humbug is so piercing that no one in the neighborhood can sleep, or get anything much done, until it stops. Humbugs are difficult to drive off; anyone close enough to chase the bug is usually crying with pain from the vibrations that its mating call causes in bone, and up close the humbug can generate an aggressive sonic attack that explodes skulls.

If no one can deal with it, a humbug finds a mate within 6d days, and then it shuts up and turns to thoughts of love.

ST: 3 **Move/Dodge:** 10/7 **Size:** <1
DX: 14 **PD/DR:** 0/0 **Weight:** 10 lbs.
IQ: 4 **Damage:** 1d-1*
HT: 12/4 **Reach:** C **Habitat:** D

Skills: Stealth-19.

Special Abilities:

Chameleon Carapace: When a humbug changes the colors of its carapace to conceal itself, all rolls to detect it visually are at a -2 penalty. Note that it is impossible to determine the direction that a humbug's call is coming from; humbugs must be detected visually.

Mating Call: During mating season, the humbug continually emits a loud squeal which keeps people awake for five miles around. Within a mile of the humbug, the mating call can shatter glass, and the vibrations are painful enough to give everyone within the affected area a -2 penalty to all rolls. Characters with Hard of Hearing or Deafness suffer only a -1 penalty; the piercing noise doesn't bother them, but the intense vibrations do. Within 100 yards, everyone must make a HT-4 roll every minute or take 1 point of fatigue damage. Hearing loss provides no protection against this damage.

Sonic Attack: When the humbug feels threatened, it unleashes a sonic attack that can shatter bone. While it uses its bone-shattering drone, every person and animal (other than another humbug) within 10 yards must make a HT-4 roll or take 1d+1 points of damage to the head. If a turn passes without anyone attacking the humbug, it stops droning. Hearing loss provides no protection against this attack.

Terror: See p. 7.



PIASA

The piasa is a large bird-like creature, in certain respects much like a pterodactyl. It stands seven feet tall at the shoulder, with a wingspan of nearly 35 feet. Its bat-like, membranous wings are tipped with makeshift hands, and its feet have long talons. Its face resembles a bat's, but it has a long, narrow beak. Piasas are seen mostly in hilly terrain along the Mississippi and Missouri rivers.

Piasas hunt at night; light causes them severe discomfort. They usually hunt alone, though mated pairs sometimes hunt together. These pairs are intensely loyal and will sacrifice their lives for each other. A piasa dives from the night sky to pin its prey to the ground with its mighty wings, then cracks its victim's skull with its spearlike beak. Finally, it picks out the brain matter which is the piasa's only food. Piasas attack any creature up to 2 hexes in size, but they prefer larger mammals such as cows and horses, with the occasional human thrown in when available.

A piasa has Move 4 and Dodge 4 on the ground.

ST: 27 **Move/Dodge:** 12/8 **Size:** 2
DX: 13 **PD/DR:** 0/4 **Weight:** 200 lbs.
IQ: 5 **Damage:** 3d+2 cut
HT: 13/21 **Reach:** C **Habitat:** M, P

Skills: Brawling-15; Climbing-12; Stealth-14 (17 from the air).

Special Abilities:

Damage: A piasa may attack with its beak for 3d+2 cutting damage or with its claws for 2d+2 cutting damage. It may use both claws in one turn while flying.

Dark Vision: Piasas can see in total darkness as well as they can during the day.

Envelop: A piasa may grapple any opponent the size of a cow or smaller with its wings. If it successfully grapples, it may attack with its beak on each subsequent turn without rolling to hit. The victim may break free by succeeding in a Quick Context of ST.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -4 penalty to Fright Checks.

Vulnerability – Light: In any light brighter than a torch, piasas suffer a -2 penalty to all rolls.

PIT WASP

The pit wasp is a gargantuan wasp-like insect. They range in size from two feet long for the worker wasps, through three-foot-long warriors, to the six-foot-long queen. Their exoskeletons are red and spiky, giving them the name “red coats” among people who live near a nest.

The diet of the pit wasp is mostly wood; they feed on it and use the cellulose for building material. The construction of a sizable hive can spell the end of a fair-sized woods, and in unforested areas, towns have been leveled by pit wasps looking for food and building material. A pit wasp nest is usually 12 to 30 feet tall and 20 to 90 feet across, with a network of tunnels and pits spreading out for up to a mile. These tunnels may be quite shallow, and people have fallen through the ceilings at times. This intrusion infuriates the wasps, of course; few people survive these incidents. As intruders get closer to the central nest, they encounter increasing numbers of wasps.

There are three castes of pit wasp. Worker-caste wasps are about 2 feet long, with powerful wings; they can fly carrying burdens up to 40 pounds. Workers gather food, build and repair the hive, and do other necessary work. Warrior-caste wasps are about three feet long, with nasty stingers and surprising cunning. Warrior pit wasps are formidable opponents; they are very clever, with a Craftiness level of 10. The last caste consists of a single individual: the queen. The queen spends all her time underground, attended by a handful of torpid males and some warriors and workers. She directs the rest of the hive, though it is unclear how they communicate, and produces eggs. The queen can produce a lot of eggs if pressed; a hive can go to the brink of extermination but be back to full strength within a couple of weeks, as long as the queen is uninjured and has access to food.

Fortunately for the hive’s neighbors, pit wasp hives burn easily, being made mostly of paper.

WORKER PIT WASP

ST: 3 **Move/Dodge:** 6/6 **Size:** <1
DX: 12 **PD/DR:** 0/0 **Weight:** 50 lbs.
IQ: 3 **Damage:** 1d+1 imp
HT: 11/4 **Reach:** C **Habitat:** F

Skills: Brawling-12.

Special Abilities:

Damage: A worker pit wasp can sting for 1d+1 impaling damage.

Flying: Worker pit wasps can fly at the same Move as they can crawl, passing over obstacles readily.

Hive Mind: Worker pit wasps within 100 yards of the queen can communicate with her even if separated by solid material. While in communication, pit wasps have the queen’s IQ.

Horrid Appearance: See *Terror*, p. 7. Victims are at a -2 penalty to Fright Checks.

WARRIOR PIT WASP

ST: 5 **Move/Dodge:** 6/7 **Size:** 1
DX: 12 **PD/DR:** 0/0 **Weight:** 100lbs.
IQ: 4 **Damage:** 1d+2imp
HT: 11/6 **Reach:** C **Habitat:** F

Skills: Brawling-13.

Special Abilities:

Damage: A warrior pit wasp can sting for 1d+2 impaling damage.

Flying: Warrior pit wasps can fly at Move 7 and Dodge 8, passing over obstacles readily.

Hive Mind: Warrior pit wasps within 100 yards of the queen can communicate with her even if separated by solid material. While in communication, pit wasps have the queen’s IQ.

Horrid Appearance: See *Terror*, p. 7. Victims are at a -2 penalty to Fright Checks.

Poisoned Stinger: Warrior pit wasps inject their victims with a Type G venom which does 1d+1 fatigue damage.

QUEEN PIT WASP

ST: 10 **Move/Dodge:** 6/6 **Size:** 2
DX: 12 **PD/DR:** 0/0 **Weight:** 200 lbs.
IQ: 5 **Damage:** 1d+1 imp
HT: 11 **Reach:** C **Habitat:** F

Skills: Brawling-12.

Special Abilities:

Damage: A queen pit wasp can sting for 1d+1 impaling damage.

Flying: Queen pit wasps can fly at Move 6 and Dodge 6, passing over obstacles readily.

Horrid Appearance: See *Terror*, p. 7. Victims are at a -2 penalty to Fright Checks.

Poisoned Stinger: Queen pit wasps inject their victims with a Type G venom which does 1d+1 fatigue damage.

Towns have been leveled by pit wasps looking for food and building material.

TEXAS SKEETER

Despite its name, the Texas skeeter is found in all sorts of swampy terrain (the “Texas” in its name alludes to its size, not its origin). It resembles a mosquito, but is about half a foot long. Skeeters move in swarms of 12 to 20, hunting fresh prey. Skeeters of such size require a lot of blood to stay alive, and as a result they tend to kill and drain their victims dry rather than leaving behind small welts like most mosquitoes.

Skeeters attack as a swarm (see p. B143). A swarm does 1d cutting damage per turn; armor protects with its normal DR. A skeeter swarm is dispersed by 12 hits.

ST: 1-2 **Move/Dodge:** 5/5 **Size:** <1
DX: 13 **PD/DR:** 0/0 **Weight:** 5 lbs.
IQ: 3 **Damage:** 1d-5 cut
HT: 9/2 **Reach:** C **Habitat:** S

Skills: Brawling-13.

Special Abilities:

Damage: An individual Texas skeeter may bite for 1d-5 cutting damage.

Draining: If a Texas skeeter hits successfully, it may hold on, draining blood from its victim at a rate of 1 hit per turn.

Horrid Appearance: See p. C180.

Vulnerability – Fire: Skeeters will always avoid fire or smoke; Texas skeeters never attack a torch-carrier.

BEASTS OF THE LAND

CARCAJOU

The carcajou resembles an unnaturally huge wolverine – three feet at the shoulder, with two rows of serrated teeth and three-inch claws that are hard enough to notch stone. It is even more ferocious than its smaller cousin. In order to feed such fury, the carcajou is always hungry, eternally in search of prey. It lies in wait, resting to conserve energy, under overhangs or behind fallen logs near game trails, waterholes, and other spots where game congregates. From this place of ambush it leaps out to fell its prey, which includes creatures up to and including a full-grown bear. If a carcajou kills more food than it can consume, it gorges until full, and then regurgitate its meal to make space for more.

The carcajou eats almost any meat: animals in traps, carrion, smokehouse stores, etc. Carcajous have demolished small herds of cattle that found themselves in the wrong place at the wrong time. They are as clever as their smaller cousins, with a Craftiness level of 12.

ST: 20 **Move/Dodge:** 7/8 **Size:** <1
DX: 14 **PD/DR:** 0/2 **Weight:** 250 lbs.
IQ: 5 **Damage:** 3d+2 cut#
HT: 13/17 **Reach:** C **Habitat:** P, M

Skills: Brawling-19; Climbing-13; Intimidation-8; Stealth-15; Tracking-14.

Special Abilities:

Damage: A carcajou may strike with its claws for 3d+2 cutting damage or bite for 1d impaling damage.

High Pain Threshold: A carcajou suffers no penalties from pain.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -2 penalty to Fright Checks.

Imperturbable: see p. CI26.

CATAMOUNT

The catamount is superficially similar to a 10-foot-long puma, but its true distinction is its devilish intellect. A catamount is smarter than a normal human, and its mind is directed only to the hunt. Catamounts possess a preternatural mastery of mimicry, paws with a limited ability to manipulate objects (like a raccoon's), and a coat which can subtly change its shade to match the catamount's surroundings. Their typical hunting pattern is to conceal themselves within a tree, lure an unsuspecting person underneath by mimicking cries for help, and swing down from their perch to snatch their chosen victim into the tree, there to be gutted and devoured. Catamounts are also capable of finding and moving traps to catch an unsuspecting trapper in his own device.

Fortunately, catamounts always hunt alone.

ST: 24 **Move/Dodge:** 9/9 **Size:** 2
DX: 14 **PD/DR:** 0/0 **Weight:** 250 lbs.
IQ: 11 **Damage:** 4d+2 cut#
HT: 13/20 **Reach:** C **Habitat:** F

Skills: Brawling-16; Climbing-17; Stealth-22*; Swimming-13.

* Includes bonus from Chameleon Coat.

Special Abilities:

Bad Grip: See p. CI101.

Caterwaul: After dark, the catamount may take a turn to terrify with its chilling yowl, which sends fear down the spine up to a mile away. Anyone within earshot must make a fresh Fright Check against the catamount's Horrific Appearance.

Chameleon Coat: Catamounts get a +4 bonus to Stealth from their camouflage-patterned coat.

Damage: A catamount may claw for 4d+2 cutting damage, or bite for 1d+1 cutting damage.

Flying Tackle: A catamount may leap up to six yards; this attack is equivalent to a Flying Tackle (p. B113), but the catamount may make a DX roll to keep its feet, and the victim is at an extra -2 to ST above and beyond the usual penalties for a flying tackle. The catamount may immediately follow the tackle with a claw or bite attack at +2 damage in the same turn.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -2 penalty to Fright Checks.

Mimicry: Catamounts can alter their voice to sound like human voices. They cannot speak, but they can perfectly mimic the sound of crying or screams for help.

Night Vision: Catamounts can see perfectly well in any sort of light. See p. B22.

CATAMOUNTS AS CHARACTERS

A catamount would make a very strange addition to most parties. They are very intelligent but utterly inhuman in their thinking. They do not plan, or really think of the future much at all. They have fine memories, but rarely bother to use them. Their lives revolve around food, shelter, and mating; to occupy their powerful minds, they often make elaborate productions of all these things.

There are a number of ways a catamount might become involved in human society. A lazy catamount might trade protection to a small town in exchange for having its food provided. A catamount whose mate was kidnapped by a traveling menagerie might seek aid in getting her back. An unusually focused catamount might conceive a taste for vengeance against someone who did him wrong somehow.

CATAMOUNT

284 POINTS

Attributes: ST +14 [145]; DX +4 [45]; IQ +1 [10]; HT +3 [30].

Advantages: Chameleon 2 [14]; Claws [40]; Enhanced Move 1/2 [5]; Extra Hit Points 7 [35]; Mimicry [15]; Night Vision [10]; Penetrating Call [5]; Sharp Teeth [5]; Super Jump 1 [10].

Disadvantages: Bad Grip [-10]; Bestial [-15]; Bloodlust [-10]; Horizontal [-10]; Horrific Appearance (-2 to Fright Checks; see *Terror*, p. 7) [-10]; Inconvenient Size [-10]; Presentient [-20].

CEMETERY WOLF

Cemetery wolves are found wherever there are bodies in plenty – battlefields, plague pits, and the like. They roam in packs of 10 to 20, making meals of corpses or wounded people too weak to fight back. All through the night after a major battle, abandoned casualties are heard screaming their last as the cemetery wolves find them. When no other source of victuals is available, cemetery wolf packs seek out the cemeteries from which they get their name and begin digging up graves.

A cemetery wolf reminds those with the right schooling of a hyena, but most people say they look like overgrown coyotes. Their faces are devoid of hair, presumably because it would become matted with the gory remains of their carrion meals. A cemetery wolf's forequarters are much stronger than its hindquarters, giving it the appearance of a hump on its back. It is dark brown, with a black stripe down its back and spots along its sides. Its dextrous forepaws have long, hard claws, permitting it to dig and tear with ease.

Cemetery wolves are bright, as animals go; a pack can communicate among itself with a pseudolanguage of yips and howls. Cemetery wolves have a Craftiness level of 11.



ST: 11 **Move/Dodge:** 5/5 **Size:** 1
DX: 13 **PD/DR:** 0/0 **Weight:** 100 lbs.
IQ: 6 **Damage:** 1d+1 cut#
HT: 10/8 **Reach:** C **Habitat:** P

Skills: Brawling-14; Climbing-13; Stealth-15; Tracking-14.

Special Abilities:

Bad Grip: see p. CI101.

Damage: Cemetery wolves can claw for 1d+1 cutting damage or bite for 1d-2 cutting damage.

Night Vision: Cemetery wolves can see perfectly in any sort of light. See p. B22.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -2 penalty to Fright Checks.

CHINOOK

The chinook appears to be an enormous wolverine, with oversized paws that enable it to move swiftly through snow or mud. It is even more irritable than the wolverine, if such a thing is possible. Chinooks possess a crude but potent power over the forces of weather, creating short heat waves or blizzards as it suits them.

Chinooks hibernate in the summer; if one is encountered during this period of torpor, it is at -4 to all its rolls.

ST: 32 **Move/Dodge:** 7/8 **Size:** 2
DX: 12 **PD/DR:** 0/0 **Weight:** 500 lbs.
IQ: 5 **Damage:** 6d-1#
HT: 16/32 **Reach:** C, 1 **Habitat:** M

Skills: Brawling-14; Stealth-12.

Special Abilities:

Blizzard: The miniature blizzard started by a frightened or wounded chinook covers an area about 200 yards in diameter. Anyone within this area must make a Vision roll or lose his bearings, becoming lost and confused. During the confusion, the chinook escapes. Usually, the blizzard dissipates within half an hour; however, if conditions are right, the mini-blizzard can spawn a true snowstorm. In such a storm, lost people may freeze to death.

Damage: A chinook can do 6d-1 cutting damage with its powerful claws or 2d-1 cutting damage with its bite.

Heat Wave: An angered chinook, once a day, can cause the local temperature to rise to 60 degrees for about 10 minutes. In winter, this causes immediate melting of ice and snow, and often leads to avalanches or mudslides in appropriate regions. After a heat wave has been set in motion, any loud noise will trigger an avalanche or mudslide on a roll of 6 or less on 3d. Anyone downhill from the slide may be buried or carried away.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -3 penalty to Fright Checks.

DARKBLOB

The darkblob is indigenous to Devil's Tower. Although it lives in semi-harmony with the wakansicas (see p. 113), it predates their tenancy and is completely unrelated to them or their creations. It is, instead, a colony of intelligent slime molds. Each cell of the darkblob communicates psychically with every other cell, regardless of physical separation. This makes it impossible to kill the darkblob permanently without leveling Devil's Tower; some small fragment would always survive in a concealed nook from which it could regrow itself.

It is immune to damage from almost any normal source; fire and electricity are most effective against it, but magic is also effective, and explosives can disperse and kill large chunks of the blob. In general, however, the goal when fighting the darkblob is not to kill it, but to convince it to go away.

The darkblob attacks by grappling victims with pseudopodia extruded from its main mass and dragging them into its interior, where it can digest them. The darkblob is fairly intelligent; it is more than capable of attacking from

multiple directions at once if it feels an opponent is sufficiently formidable. The statistics below are for an individual portion of the darkblob.

The only known darkblob is the one under Devil's Tower, and so far it seems inclined to remain there. However, others may exist, or portions of the Devil's Tower darkblob might find a way out into the wider world.

ST: 3-32 **Move/Dodge:** 3/3 **Size:** –
DX: 11 **PD/DR:** 0/0 **Weight:** –
IQ: 10 **Damage:** 1d acid#
HT: 16/3-32 **Reach:** 1, 2 **Habitat:** Sub
Skills: Brawling-13; Stealth-12.

Special Abilities:

Damage: A darkblob's tentacles do 1d-2 acid damage to anyone struck by them. They usually grapple opponents in order to draw them into the main body for digestion. Any part of a victim inside a darkblob's main body takes 1d acid damage each turn.

Horrid Appearance: See *Terror*, p. 7. Victims are at a -4 penalty to Fright Checks.

Invulnerability – Normal Damage: The only things that can hurt a darkblob are fire, electricity, explosives, and magic. Regular attacks may sever a tentacle if they do sufficient damage, but cannot hurt the darkblob permanently.

DARKLING

When the darkblob absorbs a Harrowed, something unusual happens. The Harrowed's skeleton remains intact, and the brain remains whole as well. The Harrowed's flesh is replaced by the matter of the darkblob, and the resulting creature detaches from the darkblob to go its own way as a darkling. The composite creature is directed by the Harrowed brain, so the darkling is free from the darkblob's control, but it usually retains a respect and affection for its parent organism.

Darklings are extremely dangerous. In addition to the usual Harrowed abilities, darklings have some of the properties of the darkblob – its resistance to damage, its acidic secretions, and so on. Darklings can squeeze through any crevice large enough to admit their skull. This, combined with their unusual stealth, permits them to sneak up on almost any prey.

All currently known darklings were wakansicas (see p. 113) in life, but there's no reason a Harrowed human might not meet the same fate.

ST: 14 **Move/Dodge:** 5/5 **Size:** 1
DX: 12 **PD/DR:** 6*/18* **Weight:** 150 lbs.
IQ: 10 **Damage:** 1d-2 acid#
HT: 10 **Reach:** C **Habitat:** Sub

Skills: Brawling-14; Stealth-13. A darkling may also have other skills it knew in life.

Special Abilities:

Acid Grab: A darkling who successfully grapples an opponent does 1d-2 acid damage to anyone or anything it grapples.

Damage Resistance: Against most attacks, a darkling has PD 6 and DR 18 over all of its body except for the head, which has PD 4 and DR 12. Fire, electricity, explosives, magic, and blades ignore the darkling's defenses completely.

Harrowed Abilities: A darkling has the normal abilities associated with being Harrowed, and may possess any Harrowed power.

Horrid Appearance: See *Terror*, p. 7. Victims are at a -2 penalty to Fright Checks.

Undead: A darkling can only be permanently killed by a shot to the head. Any lesser damage simply causes it to collapse into a pile of gooey bones until it has healed enough to slither away.

DREAD WOLF

These creatures, occasionally called blood wolves or banshee wolves, are created when a wolf pack eats the flesh of an abomination or a Harrowed. The taint of corruption within the flesh infuses the wolves with the power of the Reckoners, turning them into terrible monsters.

The eyes of a dread wolf are blood red. Their mouths drip with blood, and their fur is typically matted with gore. They exude a stench of decay. The very sight of a dread wolf is enough to scatter normal animals. Appearance to the contrary, however, dread wolves behave in most ways like a normal wolf pack – dominance structure, hunting tactics, etc. They pick out stragglers and loners, coming at the prey from all directions and chasing it until it drops from exhaustion, and then moving in for the kill. They have a Craftiness level of 11.

The true danger of a dread wolf, besides its being somewhat larger and faster than a normal wolf, is the disease it carries. The dread wolf disease, called "bad blood" in the West, is similar to rabies, but far more terrible. Its victims become bloodthirsty maniacs, in the literal sense of the word; infected humans become psychotic cannibals. It is extremely difficult to cure; most victims are simply put down. Bad blood does not affect the Harrowed.

ST: 12 **Move/Dodge:** 7/7 **Size:** 1
DX: 13 **PD/DR:** 0/0 **Weight:** 120 lbs.
IQ: 5 **Damage:** 1d-1 cut
HT: 13 **Reach:** C **Habitat:** M, F, P

Skills: Brawling-14; Intimidation-12; Stealth-14; Tracking-14.

Special Abilities:

Damage: A dread wolf can bite for 1d-1 cutting damage.

Horrid Appearance: See *Terror*, p. 7. Victims are at a -4 penalty to Fright Checks.

Howl: A dread wolf may induce a new Fright Check in anyone within earshot by taking a turn to howl.

Infection: Anyone wounded by a dread wolf may be infected by the "bad blood," a form of rabies transformed by the power of the Reckoners. A wounded victim must make a HT roll to avoid infection; failure causes afflicted animals to become bloodthirsty and unpredictable, and causes affected humans to become psychotic cannibal maniacs. The symptoms begin with headaches and dizziness and proceed through bloodshot eyes and frothing mouths to the mental symptoms. Bad blood can be cured by a week of medical attention, but few people understand how to treat the disease.

DUSTER

Dusters are found in all the most arid and forsaken corners of the West. They look like small, emaciated, sand-colored mammals – rabbits, squirrels, prairie dogs, etc. Despite their unassuming appearance, they are among the most dreaded beasts of the desert because of their supernatural ability to drain the water out of containers and living things.

When a duster comes upon a group crossing the desert, it approaches and begins to drain the group's water supplies. A duster's water-draining power causes any water within about a foot – even in a closed container – to vanish, as if it were evaporating at an accelerated rate. Once it has consumed all the water available in stored form, it attacks the members of the group, siphoning the water from its victims' tissues. To drain water from living creatures, dusters must touch their victims. A duster is extraordinarily swift, and many a group has succumbed to mortal dehydration before being able to kill an attacking duster. Once the duster has killed the entire group, it settles down to leech the last remnants of moisture from their bodies at leisure, leaving behind desiccated cadavers which appear to be decades old.

Dusters can detect any water within a mile, and invariably moves toward the nearest water. A duster can absorb up to five quarts of stored water per hour through the air.

Liquid water, however, is extremely lethal to a duster. If water actually directly touches any part of a duster besides its nose, it burns the duster horribly.



ST: 3 **Move/Dodge:** 6/6 **Size:** <1
DX: 12 **PD/DR:** 0/0 **Weight:** 10 lbs.
IQ: 5 **Damage:** 1d-5 cut*
HT: 13/4 **Reach:** C **Habitat:** D, P

Skills: Acrobatics-14; Brawling-12; Persuasion-14; Stealth-14.

Special Abilities:

Camouflage: In its native habitat, a duster is very hard to see. It gets a +8 to its Stealth when still; even when moving it gets a +2 bonus.

Vulnerability – Water: Water burns a duster, doing 1 point of damage per ounce of water. Total immersion kills a duster in two turns.

Water Drain: A duster cannot injure anyone with its claws, and its bite does only 1d-5 cutting damage, but the slightest touch of a duster drains the liquid from a victim's body. An affected victim loses 2 points each of ST, DX, and HT, as well as 1d fatigue. The attribute loss persists until a quart of water is drunk for every draining attack.

HUSKER

A husker is a man-sized, insect-like creature that reproduces by implanting eggs into other animals. Its thorax and abdomen are about the size of a human torso, and it has six legs about three to four feet long. Its dense greenish-black carapace covers the entire body. A husker can move very fast, and can hide itself in very small spaces. Huskers can spit a blinding poison; this often incapacitates an opponent long enough for the husker to dispatch him. Huskers like to attack from ambush.

When a husker is ready to spawn, it has to find a body. Any large animal corpse will do, but humans are ideal. The husker plants an egg inside the corpse; it hatches in a bit less than a day. The hatchling husker extends its legs into the host body's arms and legs, controlling them. Hatchlings thus often appear to be walkin' dead. A husker makes no use of its host's head, which often lolls about uselessly. In time, after the hatchling's carapace hardens, the host corpse decays and falls off to expose the husker beneath.

HATCHLING HUSKER

ST: 12 **Move/Dodge:** 5/6 **Size:** 1
DX: 12 **PD/DR:** 2/6 **Weight:** 150 lbs.
IQ: 6 **Damage:** 1d-1 cut#
HT: 12 **Reach:** C **Habitat:** Any
Skills: Brawling-14; Climbing-12; Stealth-13.
Special Abilities:

Damage: Before the hatchling is exposed, it can punch for 1d-3 crushing damage. After it is exposed, either by damage to the husk or by the hatchling's own volition, it can use its claws for 1d-1 cutting damage or bite for 1d-1 cutting damage.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -4 penalty to Fright Checks.

Husk: Most hatchlings are still encased in a corpse when encountered. The flesh of the corpse serves as a protective shell for the hatchling; each hit location of the corpse can absorb 3 hits of damage before sloughing away to reveal the insect-like creature inside. The head has no part of the husker in it; thus, head shots cannot damage the husker no matter how much damage the head takes.

Imperturbable: see p. CI26.

Poisonous Spittle: A husker can spit poison at an opponent. This Type S venom is weak, but the husker usually spits at the eyes, where it can blind. The venom is spit using DX, with SS 12, Acc 12, and Max 5.

MATURE HUSKER

ST: 13 **Move/Dodge:** 6/7 **Size:** 1
DX: 13 **PD/DR:** 2/6 **Weight:** 180 lbs.
IQ: 7 **Damage:** 1d cut#
HT: 13 **Reach:** C **Habitat:** Any

Skills: Brawling-15; Climbing-13; Stealth-14.

Special Abilities:

Damage: A mature husker can use its claws for 1d cutting damage or bite for 1d-1 cutting damage.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -4 penalty to Fright Checks.

Imperturbable: see p. CI26.

Poisonous Spit: A husker can spit poison at an opponent. This Type S venom is weak, but the husker usually spits at the eyes, where it can blind. The venom is spit using DX, with SS 12, Acc 12, and Max 5.

MEXICAN DRAGON

The deserts of Mexico and the Southwest are home to a breed of lizard 12 feet long. These massive, orange-scaled creatures are extremely territorial – and, unlike its smaller kin, the Mexican dragon eats meat. Although it will settle for carrion, it attacks any promising prey that happens by. After the hunt, it defends its kill with fierce vigor.

Mexican dragons are not unduly aggressive, however, and one that isn't hunting usually tries to scare off intruders before attacking. If a Mexican dragon is startled, it makes a display of its colorful head to warn off the potential foe. If attacked or otherwise molested, the dragon may attack with its tail or bite, but its most fearsome weapon is its fire breath.

Mexican dragons eat certain desert minerals that react with its meat-based diet to produce a gas that burns in contact with air. A dragon may belch this gas out to create a jet of flame that can stretch up to 10 yards from its mouth.

No Mexican dragon has been captured; their temper and vast strength have made all capture devices useless against them. Any attempt to snare one simply causes it to roll over and jerk the lasso or whip out of an opponent's hands.

Some rumors speak of a winged version of the Mexican dragon. There has never been a confirmed sighting, but such a thing would be a wonder to behold.

ST: 16 **Move/Dodge:** 7/7 **Size:** 4
DX: 13 **PD/DR:** 2/6 **Weight:** 800 lbs.
IQ: 4 **Damage:** 1d cut#
HT: 15/18 **Reach:** C, 1 **Habitat:** D

Skills: Brawling-15; Climbing-14; Magic Breath-14; Swimming-13.

Special Abilities:

Damage: A Mexican dragon bites for 1d cutting damage. Once it has successfully bitten, it locks its jaws and jerks its victim back and forth, doing its bite damage again each turn unless some way is discovered to make it let go. It can also slap with its tail for 2d+2 crushing damage.

Fire Breath: Mexican dragons can breathe flame. This has a maximum range of 10 yards, and does 1d+2 fire damage, ignoring armor and setting flammables alight. Using its fiery breath costs a Mexican dragon two points of fatigue.

Hard to Catch: Mexican dragons are clever and fierce when fighting against capture. If snared or otherwise entangled, the dragon gets +4 to ST for the purposes of jerking the snare out of the would-be captor's hands.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -2 penalty to Fright Checks.

MURDEROUS HORDE

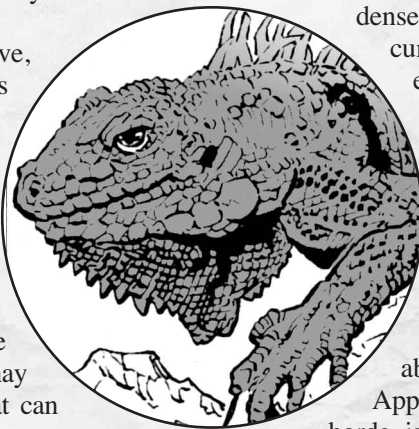
Occasionally, a manitou will possess the lead animal in a group of animals and turn the entire group to serve the purposes of the Reckoning. The group might be a flock of birds, an anthill, or any other group of small animals. A murderous horde, once formed, can take control of other animals of the same species, adding them to the horde. Trained and domesticated animals can usually resist the murderous horde's domination, but will be troubled and may act unpredictably.

The murderous horde acts like a swarm of the appropriate animals; see p. B143 for details. A sufficiently large murderous horde may begin to act like what *GURPS* calls a horde: an uncountably large mass of animals, so dense it fills multiple hexes. Under these circumstances, each hex of the horde is equivalent to a single swarm; a horde must fill at least five or more hexes, depending on the type of creature affected.

The main difference between a murderous horde and a regular swarm is that murderous hordes form under circumstances where no normal swarm would. There is something unnatural about a murderous horde; it has Horrific Appearance (see p. CI80). A murderous horde is directed by the alpha animal in the horde, and if the alpha is killed, the horde will disperse. The alpha is always a particularly large and tough member of its kind, with an IQ two points higher than the species norm.

A murderous horde is vulnerable to salt; if a member of the horde eats salt, it breaks free from the horde and usually flees. If the alpha animal eats salt for some reason, it takes 1d+2 damage; this is often enough to kill it. Often, trying to get the alpha to ingest salt is the only reliable way to pick out and eliminate the alpha from the horde. A shotgun loaded with rock salt does an additional 1d damage to a murderous horde. Magical attacks can harm the alpha directly, which is usually more effective than trying to disperse the horde with conventional weapons.

Murderous hordes are usually composed of animals the size of birds or smaller. However, there is no reason a horde couldn't comprise something larger and more dangerous: buffalo, horses, or wolves, for example. Under such circumstances, the horde would be less a swarm and more a crowd of animals that acted as a unit under the direction of its alpha.



PRAIRIE TICK: QUEENS AND HATCHLINGS

Most Westerners are familiar with the deadly prairie tick which forces itself into unsuspecting travelers' bellies (p. DL115). However, the structure of a prairie tick nest is more than most folks care to know.

Prairie tick nests consist of a labyrinth of tunnels, a couple of feet in diameter, stretching up to a quarter-mile in any direction. Ten to 20 prairie ticks live in a nest. Near the center of a nest is the egg chamber, a larger space up to 20 feet in diameter. The queen lives in this central chamber, along with a few dozen eggs and as many as 20 hatchlings, depending on the recent fortunes of the colony.



Queens develop from ordinary "drone" prairie ticks. A drone turns into a queen when it is taken too far from the home nest before its host dies, or when a nest grows too large and has to split into multiple nests. In either case, the new queen, upon finding a suitable nesting spot, digs herself an egg chamber and begins the process of churning out drones to bring her the blood on which she feeds and generates more eggs. Once she is safely ensconced, very few things can incite a prairie tick queen to leave her egg chamber.

A queen looks like a prairie tick the size of a dog; she has a distended and elongated abdomen. Her mandibles are larger than an ordinary prairie tick's, enabling her to attack with them if necessary. She is usually covered in hatchlings as she moves about the chamber depositing grub-like eggs.

A prairie tick hatchling is a very small prairie tick, about the size of an egg. It is similar to a normal prairie tick in most ways, except that it typically remains within the burrow until full-grown. If the queen is threatened, her hatchlings swarm the intruder. Hatchlings can crawl into a victim's throat and feed like their larger siblings, but they have a smaller capacity, and lack the strength to burst out of a host's belly like a normal prairie tick. Instead, a hatchling escapes by climbing out the way it came in, or by crawling out the other way.

QUEEN

ST: 9 **Move/Dodge:** 3/3 **Size:** 1
DX: 13 **PD/DR:** 4/12 **Weight:** 60 lbs.
IQ: 4 **Damage:** 1d-1 cut#
HT: 16/11 **Reach:** C **Habitat:** P, D
Skills: Brawling-15.

Special Abilities:

Damage: A prairie tick queen may attack with barbed hooks for 1d-1 cutting damage or bite for 1d-2 cutting damage.

Hive Mind: A queen can communicate with all prairie ticks within 100 yards of her. This enables her to coordinate a nest's responses to nearby prey or intruders.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -4 penalty to Fright Checks.

HATCHLING

ST: 1 **Move/Dodge:** 5/5 **Size:** <1
DX: 12 **PD/DR:** 0/2 **Weight:** 1 lb.
IQ: 2 **Damage:** 1d-5 cut#
HT: 10/2 **Reach:** C **Habitat:** P, D

Skills: Brawling-11; Stealth-12.

Special Abilities:

Damage: An individual prairie tick hatchling does 1d-5 cutting damage with its mandibles.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -4 penalty to Fright Checks.

Implantation: When a hatchling swarm attacks, make a roll against the swarm's DX of 12. If the swarm makes the roll by more than 4, one of the hatchlings has successfully scuttled into the victim's mouth and climbed into his throat (see above).

Swarm: Hatchlings can attack in swarms. A hatchling swarm comprises about a dozen hatchlings, and does 1d cutting damage every turn. Twelve hits will disperse a hatchling swarm.

A hatchling escapes by climbing out the way it came in, or by crawling out . . . the other way.

TERRANTULA

Terrantulas are arachnids with markings on their abdomens that resemble human skulls. They are particularly notable for their near-unlimited ability to grow; the size of a terrantula seems to be limited only by the ability of its exoskeleton to support it. Early in life, a terrantula is roughly the size of a fist – similar to a common tarantula, except for its distinctive markings. At this age, terrantulas move in swarms of several dozen, capable of overwhelming prey up to about the size of a pig or sheep. These swarms even attempt attacks on still larger targets, but this is apparently due to a lack of ability to estimate a target's danger level. Presumably, a swarm consists of all the hatchlings laid in a single clutch of eggs.

As a terrantula swarm reaches maturity, its members engage in a period of cannibalism and rapid growth, thinning their numbers until the half-dozen survivors are each the size of a small dog. Mature terrantulas no longer swarm, instead becoming territorial and turning to hunting tactics like those of a trap-door spider. Once they have adopted the trapping lifestyle, they remain sedentary for the rest of their lives, but continue to grow. They reach their maximum size at around 40 feet from the tip of one leg to the tip of the opposite leg; if they grow larger, they cannot support their own weight. The terrantula's Size reflects the size of its main body; its legs usually extend another few yards out.



SMALL TERRANTULA

ST: 1 **Move/Dodge:** 5/5 **Size:** <1
DX: 11 **PD/DR:** 0/0 **Weight:** <1 lb.
IQ: 2 **Damage:** Special
HT: 8/1 **Reach:** C **Habitat:** D

Skills: Brawling-10; Climbing-11.

Special Abilities:

Horrid Appearance: See p. CI80. Small terrantulas' Horrid Appearance takes effect only when they swarm.

Poison: The bite of a small terrantula is harmless, but its venom can cause painful swelling and itching. If a person is attacked by a swarm, however, the amount of venom absorbed can be dangerous. This venom is Type E.

Swarm: Terrantulas swarm in groups of 20 or more. It takes 10 hits to disperse a swarm of two dozen terrantulas, and such a swarm does 1d-1 damage as well as injecting poison.

LARGE TERRANTULA

ST: 13 **Move/Dodge:** 5/5 **Size:** 2
DX: 12 **PD/DR:** 0/0 **Weight:** 150 lbs.
IQ: 4 **Damage:** 1d-1 cut*
HT: 12 **Reach:** C **Habitat:** D

Skills: Brawling-14; Climbing-12; Stealth-14.

Special Abilities:

Ambush: Large terrantulas set cunning traps for prey; a roll at -6 is required to detect a terrantula's trapdoor.

Damage: A terrantula may bite for 1d-1 cutting damage.

Horrid Appearance: See *Terror*, p. 7. Victims are at a -4 penalty to Fright Checks.

Poison: A large terrantula's poison is a Type C venom that does 2d hits.

Spring: A large terrantula may spring up to 20 feet in a leap and gain a +2 bonus to any attack made at the end of the leap.

GARGANTUAN TERRANTULA

ST: 66 **Move/Dodge:** 12/8 **Size:** 19
DX: 13 **PD/DR:** 0/0 **Weight:** 20 tons
IQ: 11 **Damage:** 3d+2 cut*
HT: 15/48 **Reach:** C **Habitat:** D

Skills: Brawling-17.

Special Abilities:

Ambush: Like a large terrantula, a gargantuan terrantula lays traps which require a roll at -6 to detect.

Damage: A gargantuan terrantula's enormous fangs bite for 3d+2 cutting damage, as well as injecting its horrible poison.

Horrid Appearance: See *Terror*, p. 7. Victims are at a -6 penalty to Fright Checks.

Poison: A gargantuan terrantula's poison is a Type F venom which does 3d damage.

GARGANTUAN TERRANTULAS AS CHARACTERS

Gargantuan terrantulas are probably inappropriate as PCs; an enormous spider is hard to fit into even the most open-minded party. However, they are intelligent enough to interact meaningfully with human beings, if the language barrier can be overcome and the "please don't eat me" issue dealt with. A gargantuan terrantula could become an NPC resource for a party – a very unusual take on the hermit in the wilderness. Alternately, a gargantuan terrantula could be a last line of defense for the campaign's local community: if the abomination du jour turns out to be too much for the party, there's always Big Al to fall back on.

When roleplaying a terrantula, it's important to remember that they're not just grumpy old miners with eight legs. A terrantula has the philosophical outlook of a lifestyle which relies on sitting and waiting for most of the day . . . and the merciless pragmatism of a creature who got to where it is by killing and eating several hundred siblings. If the PCs go to a terrantula for advice, they should never feel quite comfortable.

GARGANTUAN TERRANTULA

467 POINTS

Attributes: ST +56 [116]; DX +3 [30]; IQ +1 [10]; HT +5 [60].

Advantages: Enhanced Move (Running) 1/2 [5]; Extra Legs (Eight legs) [15]; Extra Hit Points 33 [165]; Horrid Appearance (-6 to Fright Checks; see *Terror*, p. 7) [30]; Imperturbable [10]; Increased Speed +1 [25]; Injury Tolerance (No Neck) [5]; Peripheral Vision [15]; Regrowth [40]; Sharp Teeth [5]; Single-Minded [5]; Venom 3 (Type F; see p. CII149) [45].

Disadvantages: Bestial [-15]; Bloodlust [-10]; Horizontal [-10]; Inconvenient Size [-10]; Incurious [-5]; Mute [-25]; No Fine Manipulators [-30]; Odious Racial Habit (Eats sentient beings) [-15]; Solipsist [-10].

Skills: Stealth at DX+3 [16].

TUNNEL CRITTER

Tunnel critters are large subterranean insects found in deep mines and caverns. The most common type of tunnel critter is about the size of a dog, and looks not unlike a stubby centipede. However, like the terrantula, they continue to grow throughout their lifetime, until they can no longer support their own weight on land and must retire to underground lakes and rivers. No one knows how large tunnel critters grow when freed of the constraints of gravity.

Tunnel critters are drawn to mining operations by the vibrations they sense there, and are pleasantly surprised by the abundance of food. They eat anything living, including each other. They attack by grabbing their targets and injecting them with a paralyzing venom. Once a target is immobilized, a tunnel critter either devours the helpless victim or lays eggs in him.

Powerful vibrations drive away tunnel critters; they fear it means a cave-in is imminent.

SMALL TUNNEL CRITTER

ST: 3 Move/Dodge: 4/4 Size: <1
DX: 12 PD/DR: 2/6 Weight: 50 lbs.
IQ: 2 Damage: 1d-4 cut
HT: 10/3 Reach: C Habitat: Sub

MEDIUM TUNNEL CRITTER

ST: 8 Move/Dodge: 6/6 Size: 1
DX: 13 PD/DR: 2/6 Weight: 100 lbs.
IQ: 3 Damage: 1d-3 cut
HT: 12/8 Reach: C Habitat: Sub

LARGE TUNNEL CRITTER

ST: 21 Move/Dodge: 6/6 Size: 6
DX: 12 PD/DR: 4/12 Weight: 750 lbs.
IQ: 4 Damage: 1d+1 cut
HT: 13/20 Reach: C Habitat: Sub

IMMENSE TUNNEL CRITTER

ST: 45 Move/Dodge: 7/7 Size: 13
DX: 12 PD/DR: 6/18 Weight: 1 ton
IQ: 4 Damage: 2d+1 cut
HT: 14/42 Reach: C Habitat: C

Special Abilities:

Damage: Tunnel critters bite for varying amounts of damage. When they bite, they also inject their debilitating poison.

Horrific Appearance: See *Terror*, p. 7. Victims are at no penalty to Fright Checks when facing small and medium tunnel critters, a -4 penalty when facing large tunnel critters, and a -6 penalty when facing immense tunnel critters.

Implantation: A tunnel critter, if it succeeds in paralyzing an opponent, may attempt to implant eggs in him. The eggs hatch after about 12 hours of gestation. If they are still within the victim when they hatch, he dies. They may be removed with a successful Surgery roll.

Poison: Tunnel critters usually begin battle by grappling. Once a victim is grappled, the tunnel critter tries to bite and inject its poison each turn. This is a Type D venom.

Tunneling: Large and Immense tunnel critters can tunnel through rock with Move 1.

WOLFLING

The forests and mountains of eastern Washington report an extraordinarily high number of werewolf sightings. The Agency is not sure what to make of it; the wolf-men that the locals report don't seem to look or act quite like normal werewolves, but something must be up there, preying on solitary travelers.

These supposed werewolves are *wolflings* – intelligent wolves with long, strangely jointed legs, which enable them to walk upright when they want to. They run on four legs when they need speed and agility, but they fight on two legs. The wolflings have functional hands; they use and make crude but useful tools, and sport various adornments that they steal from victims – jewelry, clothing, and the like.

Wolflings and sasquatches (p. DL118) do not get along. The pack-oriented wolflings like to prey on the solitary sasquatches. Over the generations, both races have refined their tactics – the sasquatches have developed the art of trapping to a fine art, and the wolflings have learned ever more sophisticated pack tactics.



ST: 13 Move/Dodge: 5/5 Size: 1
DX: 12 PD/DR: 0/1 Weight: 150 lbs.
IQ: 10 Damage: 1d cut#
HT: 13 Reach: C Habitat: F, M

Skills: Area Knowledge-13; Brawling-14; Climbing-15; Intimidation-11; Stealth-15; Survival (Mountains)-11; Swimming-12; Tracking-14.

Special Abilities:

Alertness: A wolfling gets +3 to all Sense rolls.

Damage: A wolfling can do 1d cutting damage with its claws or 1d-1 cutting damage with its bite.

Enhanced Move: The Move given above is for a wolfling moving on two legs. If it goes to four legs, a wolfling can run at Move 10.

Horrific Appearance: See p. CI80.

WOLFLINGS AS PCs

Wolflings are challenging characters. They fit poorly into human society, and tend to be difficult to get along with even for the most open-minded humans. Besides, wolflings are firmly grounded in their own packs. Even so, there are reasons a wolfling might join a mostly human party. Wolflings do well with a certain type of human – one who stands up to dominance games, is straightforward and down to earth, and ideally is generous with his booze. Such men are common on the frontier, and a fair number of backwoods loners have made friends with a wolfling pack. A wolfling who found himself without a pack might fall in with a crowd of congenial humans, and once installed there, would be unlikely to leave.

WOLFLING

99 POINTS

Attributes: ST +3 [30]; DX +2 [20]; HT +3 [30].

Advantages: Alertness +3 [15]; Discriminatory Smell [15]; Early Maturation 1 [5]; Enhanced Move 1 (On four legs) [10]; Fur [4]; Penetrating Call [5]; Sharp Claws [15]; Sharp Teeth [5].

Disadvantages: Bowlegged [-1]; Bully [-10]; Chummy [-5]; Hideous Appearance [-15]; Proud [-1]; Reduced Manual Dexterity 1 [-3]; Social Stigma (Barbarian) [-15]; Uneducated [-5].

BEASTS OF THE WATER

ARCHERON BAY KELP

Archeron Bay is a deep bay off the South Channel leading south from Lost Angels, named for the first ship known to sink there, the *Archeron*. These days, the bay is mostly known for the monster that dwells in its depths. Any ship that enters the bay is attacked by huge tentacles. Any unfortunates walking the deck are plucked off and dragged to their doom; a small enough ship may be seized by several tendrils and dragged down in its entirety.

Contrary to rumor, the Archeron Bay monster is neither a giant squid nor a river leviathan. It's kelp.

When the *Archeron* sank, the kelp at the bottom of the bay absorbed both the bodies and the souls of the sailors killed in the disaster. It found this new diet toothsome, and since then has hunted for more. The Archeron Bay kelp is not a single entity; rather, it is a swarm of individual strands which act independently. Relatively few strands are long enough to reach the surface. Any individual ship will usually be attacked by up to a dozen strands.

ST: 20 **Move/Dodge:** 6/6 **Size:** 1
DX: 12 **PD/DR:** 0/0 **Weight:** 50 lbs.
IQ: 3 **Damage:** 3d+2 cr
HT: 14/50 **Reach:** C **Habitat:** SW
Skills: Brawling-15.

Special Abilities:

Damage: Archeron Bay kelp can slap with a tentacle for 3d+2 crushing damage. However, it more often grapples a prospective opponent, dragging him into the water to be drowned and consumed at leisure.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -2 penalty to Fright Checks.

Occasionally, the remains of a blob's last meal are visible within it.

BLOB

A blob is a formless glob of protoplasm that lives in bodies of calm water. Typically, blobs float just below the water's surface in a flat, plate-like form. When some sort of organic matter contacts the blob, it rapidly folds up around its prey. Its acidic secretions rapidly dissolve almost any sort of organic material, including heavy wood. Blobs are immune to most physical damage; only fire will harm one. A blob is virtually undetectable in water, transparent as it is. Occasionally, the remains of a blob's last meal are visible within it.

The Move given for a blob is its speed in water; on land, its Move and Dodge are 1.

ST: 10 **Move/Dodge:** 3/3 **Size:** 1
DX: 11 **PD/DR:** 0/0 **Weight:** 50 lbs.
IQ: 2 **Damage:** 1d+2*
HT: 13 **Reach:** C, 1 **Habitat:** FW, SW

Special Abilities:

Damage: A blob may attack with an acid-drenched pseudopod for 1d+2 acid damage. A successful hit smears acid on the target which remains in place, doing additional damage each turn until washed off with alcohol or a similar solvent, or until it wears off. The acid does 1d the first turn, 1d-2 the second turn, and 1d-4 the third and final turn. Armor protects against this damage.

Envelop: A blob may grapple a victim at close combat range. An enveloped victim takes 1d-1 acid damage every turn thereafter until the blob is killed.

Growth: As a blob eats creatures, it expands in size. Every 10 HT of prey consumed causes it to gain 1 ST and 2 hit points. This added mass lasts for 1 week per additional level of size.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -2 penalty to Fright Checks.

Invulnerability – Normal Damage: Normal weapons and attacks pass through a blob harmlessly. Magical attacks and fire attacks affect it normally.

Transparency: Blobs are nearly invisible in water. Any Vision roll to detect them is at a -4 penalty.

Vulnerability – Fire: A blob takes 1d+2 damage from any fire, in addition to any regular fire damage. Blobs recoil from fire, but are too stupid to flee from it.

BLOOD SHARK

The drainage from the sewers of Rock Island (p. DL24), Lost Angels' fearsome prison, is filled with blood and chunks of flesh, mixed with other unspeakables. Such a flux is a grand buffet for sharks. Those who feast too long on the tainted effluent become twisted and evil themselves. These warped sharks are called blood sharks. They are larger than normal, with angry blood-red growths protruding from their skin.

ST: 32 **Move/Dodge:** 7/7 **Size:** 3
DX: 13 **PD/DR:** 2/6 **Weight:** 300 lbs.
IQ: 4 **Damage:** 2d-1 cut
HT: 14/28 **Reach:** C **Habitat:** SW

Skills: Brawling-16.

Special Abilities:

Damage: A blood shark's serrated teeth do 2d-1 cutting damage.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -2 penalty to Fright Checks.

DEVIL RAY

The devil ray is a relative of the common manta ray, but much larger – up to 15 feet in width. Devil rays are capable of achieving enough speed underwater to break the surface, leap into the air, and glide for short distances in the air. They use this ability to snatch unwitting passengers off of passing ships; once in the water, few men are a match for a devil ray. After nightfall, their black coloration makes them nearly invisible. Many victims never see them coming. A school of 10 to 20 rays can easily take the entire crew of a small ship, leaving a ghost vessel behind.

ST: 24 **Move/Dodge:** 12/8 **Size:** 3
DX: 11 **PD/DR:** 0/0 **Weight:** 400 lbs.
IQ: 4 **Damage:** 1d+1 cut#
HT: 12/20 **Reach:** C **Habitat:** SW

Skills: Brawling-13; Stealth-13.

Special Abilities:

Damage: A devil ray may bite for 1d+1 cutting damage. It may also strike with its tail spike for 2d+1 impaling damage, but the spike can only be used against opponents to the rear.

Envelop: A devil ray can enfold any creature up to human size in its wings by grappling successfully. If it does so, it hits automatically with its bite attack on each subsequent turn unless the victim succeeds in a Quick Contest of ST to break free.

Gliding: Devil rays can glide their full Move in a roughly straight line for two turns at a time. A ray must spend a turn underwater before gliding again. Devil rays frequently turn their glide into a flying tackle (see p. B113), knocking victims into the water, enfolding them in their wings, and killing them.

Horrific Appearance: See p. CI80.

DWELLER IN THE MUCK

The only known example of this abomination lives in the sewers of Rock Island (p. DL24), but similar horrors could dwell elsewhere. The Dweller resembles a giant slug with tentacles. It likes to live in rich muck, preferably laden with sewage and gore. It typically minds its own business unless roused. When it is disturbed, its tentacles are brought into play, dragging the troublemaker into the mire to drown him.

ST: 20 **Move/Dodge:** 7/7 **Size:** 12
DX: 13 **PD/DR:** 4/12 **Weight:** 1 ton
IQ: 4 **Damage:** 1d cr
HT: 15/20 **Reach:** C, 1 **Habitat:** Sub

Special Abilities:

Armor: The Dweller's PD and DR actually reflect the muck under which the main body dwells and the thick layer of encrusted crud around the main body; the tentacles are unarmored.

Damage: The Dweller in the Muck grapples with its tentacles. While successfully grappling, the tentacles do 1d crushing damage every turn.

Drowning: If the Dweller gets a solid two-tentacle grip on a person, it drags him under the slime to drown him. The victim must win a Quick Contest of ST or find some other way to get the tentacles off. Three points of damage will cause a tentacle to let go of anything it may be holding.

HELLFISH

The hellfish is a giant jellyfish with a taste for manflesh. Its bulbous main body is about 5 feet across, with a crested ridge along the top edge, and tentacles which can stretch up to 100 feet. Hellfish have much more control and strength in their tentacles than ordinary jellyfish; they can even reach out of the water with their tentacles to a limited extent. Hellfish hunt in the usual manner of jellyfish: when suitable prey presents itself, the hellfish stings it and paralyzes it with its tentacles, after which the prey is drawn into the main body to be digested. Various pieces of fish and other victims are usually ensnared in a hellfish's tentacles, awaiting consumption.

When a hellfish is in the process of digesting a human meal, the course of digestion is visible to anyone who can see the hellfish's main body; this horror show induces a Fright Check at -2.

ST: 10 **Move/Dodge:** 3/3 **Size:** 7
DX: 11 **PD/DR:** 0/0 **Weight:** 150 lbs.
IQ: 3 **Damage:** 1d cr
HT: 10 **Reach:** 1-35 **Habitat:** SW

Skills: Brawling-12.

Special Abilities:

Damage: A hellfish may lash with a tentacle for 1d crushing damage at opponents up to 35 yards away. A successful attack also injects the hellfish's poison.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -2 penalty to Fright Checks.

Invulnerability – Normal Weapons: A hellfish takes no more than two points of damage from any single normal attack, regardless of the total damage inflicted.

Poison: The hellfish's poison is a Type G venom which does 2d hits.

Vulnerability – Heat: Heat-based attacks do 1d extra heat damage in addition to their full normal damage.

MUDSUCKER

Folklore calls the mudsucker a giant salamander, but it is in fact a huge leech, six feet long or more. They live in swamps, hidden underneath roots and outcrops or buried in bottom mud. They grab any reasonably small prey that comes by; humans are about the largest things they attack. Only rarely do they kill their victims immediately. More commonly, they drag their paralyzed prey to hidden lairs, only accessible through an underwater tunnel. These lairs usually have some connection to the outside world through small crevices which refresh the air supply. A mudsucker uses its lair as a larder, feeding off its captives a bit at a time until they die of blood loss. Few victims ever get out of a mudsucker lair; the initial attack often weakens them beyond any hope of escape.

The listed Move is for the mudsucker's movement in water; on land, its Move and Dodge are 1.

ST: 16 **Move/Dodge:** 5/5 **Size:** 2
DX: 11 **PD/DR:** 0/0 **Weight:** 400 lbs.
IQ: 3 **Damage:** 1d cut*
HT: 14/16 **Reach:** C **Habitat:** S

Skills: Brawling-13; Stealth-14.

Special Abilities:

Damage: Mudsuckers bite for 1d cutting damage; their bites inject a paralytic poison. When a mudsucker bites successfully, it latches on, sucking 1 fatigue worth of blood until the victim breaks free by winning a Quick Contest of ST or until it drains 15 fatigue worth of blood.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -4 penalty to Fright Checks.

Poison: A mudsucker's poison is a Type F venom which does 1d hits.

NIBBLER

Nibblers are a Reckoning-augmented form of piranha. They may dwell in either fresh or salt water. They travel in schools of up to 300 fish or more, and attack in swarms when any creature enters their home waters. If sufficiently motivated, they can even gnaw through boat hulls. The nibbler is a narrow fish, a few inches in length, blood red in color, with an out-jutting jaw filled with needle-sharp teeth.

A nibbler swarm comprises about 10 nibblers. It requires six hits to disperse, and does 1d-3 cutting damage; armor protects with its normal DR.

ST: 1 **Move/Dodge:** 9/9 **Size:** <1
DX: 11 **PD/DR:** 0/0 **Weight:** <1 lb.
IQ: 3 **Damage:** 1d-5 cut
HT: 9/1-2 **Reach:** C **Habitat:** SW, FW
Skills: Brawling-11.
Special Abilities:
Horrific Appearance: See p. CI80.

RIVER LEVIATHAN

River leviathans are octopi altered by the Reckoners to become abominations. Leviathans look like black octopi about 40 feet across, with 20-foot-long tentacles. They dwell in river bottoms, tentacles floating up to search for prey. When they surface, they often use a wrecked ship or some other object as a sort of shell.

Leviathans use their tentacles to hunt. Some victims believe they've been attacked by a pack of black, eyeless snakes, as the main body of the leviathan is safely out of sight underwater. Sometimes a leviathan loses a tentacle or two, but that isn't important; it can replace a tentacle in about a week.

Leviathans detect prey with heat-sensing patches on their tentacles; it is thus possible to dupe a leviathan with a torch or other heat source, inducing getting it to attack the torch instead of the actual living target.

ST: 20 **Move/Dodge:** 15/5 **Size:** 100
DX: 13 **PD/DR:** 0/0 **Weight:** 4 tons
IQ: 5 **Damage:** 3d+2 cut#
HT: 16/128 **Reach:** C **Habitat:** FW
Skills: Brawling-14; Stealth-15; Swimming-15.
Special Abilities:

Armor: A leviathan occasionally dons a sunken ironclad or riverboat as its shell; this armor gives the leviathan an appropriate amount of protection – about PD 2 and DR 6 for an ironclad, or PD 1 and DR 4 for a wooden riverboat.

Damage: A river leviathan's six-foot-wide central beak does 3d+2 cutting damage.



Grappling: A leviathan usually attacks by grappling with its tentacles. If it successfully grapples, the tentacle drags its victim to the leviathan's central maw over the course of three turns. The victim can free himself during that time by winning a Quick Contest of ST. A tentacle can be severed by eight hits of damage.

Heat Sense: A leviathan observes its surroundings by sensing heat. It can therefore be distracted by a sufficiently large heat source, particularly one which moves as if it were alive.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -4 penalty to Fright Checks.

Swallow: An opponent small enough to fit into the leviathan's maw may be swallowed whole if he is successfully dragged to the maw by a tentacle and attacked with the leviathan's beak. Once inside the leviathan, he takes 1d acid damage every turn from the digestive juices, and is at dire risk of drowning. However, if he survives the for 10 turns, any attack he makes will strike the leviathan's unprotected vitals.

Vulnerability – Fire: A leviathan takes an additional 1d-3 points of fire damage from any fire-based attack. If a leviathan is using a ship shell as armor, setting the shell on fire usually causes it to retreat.



SAND VIPER

The sand viper is a large saltwater mollusk, about 3 feet long. They live in colonies of 20 or more, buried in the sand just offshore. A sand viper has a long, sharp, spear-like appendage which it uses to hunt. Any prey that comes near is injected with a potent paralytic venom. After the victim is immobilized, the sand viper uses the spear to drain his bodily fluids. This may confuse investigators, as the only sign of the attack is a small puncture wound in the stiff, drained corpse, which is often left to rot in the shallows for some time before being discovered.

ST: 9 **Move/Dodge:** 1/1 **Size:** 1
DX: 10 **PD/DR:** 4/12 **Weight:** 100 lbs.
IQ: 2 **Damage:** 1d-2 imp*
HT: 12/8 **Reach:** C, 1 **Habitat:** SW

Skills: Brawling-11; Stealth-12.

Special Abilities:

Burrowing: Sand vipers can burrow through sand at their usual Move.

Damage: A sand viper can sting for 1d-2 impaling damage. A successful sting injects a paralyzing venom.

Drain: A sand viper may drain 1d-3 hits worth of blood every turn from a paralyzed victim.

Horrific Appearance: See p. CI80.

Poison: A sand viper's sting injects a Type D venom.

Swimming: A sand viper may swim at Move 3.

SEWAGE LEVIATHAN

A sewage leviathan is a smaller cousin of the river leviathan. It dwells in profoundly polluted waters such as the sewage systems of major cities, or certain harbors and rivers near major industrial centers. Although smaller than its more famous relative, the sewage leviathan is in some respects more dangerous. For one, the sewage leviathan can see. It cannot be tricked with torches or other fires. In addition, its habitat is much more intrinsically dangerous for humans for negotiate.

ST: 48 **Move/Dodge:** 6/6 **Size:** 25
DX: 13 **PD/DR:** 0/0 **Weight:** 1 ton
IQ: 5 **Damage:** 2d+2 cut#
HT: 14/60 **Reach:** C **Habitat:** S

Skills: Brawling-15; Stealth-15; Swimming-15.

Special Abilities:

Damage: A sewage leviathan can bite with its beak for 2d+2 cutting damage.

Grappling: A sewage leviathan usually attacks by grappling with its eight tentacles. Each tentacle can act independently, attempting to grapple anything that seems appetizing. Any victim successfully grabbed is drawn to the leviathan's beak within three turns. During that time, the victim can free himself by winning a Quick Contest of ST. Seven points of damage to the tentacle maims it.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -4 penalty to Fright Checks.

SIREN

A "siren" is an enormous carnivorous fish, nearly 25 feet long. It possesses a lure appendage, which it inserts into the base of a human corpse's skull. This appendage gives the siren rudimentary control over the corpse, allowing the siren to make the corpse gesture and make noise at other people – swimmers, sailors, even innocent landsmen. When the chosen prey draws near to investigate the corpse-lure, the siren attacks.

ST: 45 **Move/Dodge:** 10/6 **Size:** 20
DX: 12 **PD/DR:** 0/0 **Weight:** 1 ton
IQ: 5 **Damage:** 2d+1 cut#
HT: 13/40 **Reach:** C **Habitat:** SW

Skills: Acting-7; Brawling-13; Stealth-14.

Special Abilities:

Damage: A siren bites for 2d+1 cutting damage.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -4 penalty to Fright Checks.

Lure: A siren may use its "lure" in a limited way during combat. The lure has the abilities of a walkin' dead (p. DL115), but its focus is the siren's lure appendage rather than its brain.

PLANTS

BLOODWIRE

The bloodwire is a vine, related to the tumblebleed, which grows on and around barbed wire. Most of the time, it looks exactly like the wire on which it grows. When an animal or person comes close, however, the bloodwire lashes out at its prey, wrapping its vines around the victim and draining his blood through its many sharp thorns. After feeding, bloodwire looks like fat red milkweed; while thus engorged, it crawls along the fence to find a place to lurk in safety while it digests its meal.

Bloodwire puncture wounds look like bullet wounds from a small-caliber weapon, except for their relatively shallow depth and the fact that no bullet is ever found. A successful Physician or First Aid roll reveals that the wounds are not, in fact, bullet wounds at all.

Already-tense relations between ranchers and sheepherders have often been brought to the point of violence by untimely bloodwire attacks: to someone without a reason to look closer, a cow (or a cowpoke) lost to bloodwire is clearly the victim of an attack by unscrupulous sheepherders, and vice versa.

ST: 4 **Move/Dodge:** 1/1 **Size:** 2-3
DX: 10 **PD/DR:** 0/0 **Weight:** 20 lbs.
IQ: 2 **Damage:** 1d-4 imp
HT: 8/4 **Reach:** C **Habitat:** P

Skills: Brawling-15; Climbing-16.

Special Abilities:

Damage: Bloodwire thorns do 1d-4 impaling damage.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -2 penalty to Fright Checks.

Surprise: Anyone checking for surprise against a bloodwire attack suffers a -4 penalty to his roll.

SADDLE BURR

Saddle burrs are walnut-sized burrs with sharp quills. They are light enough to drift on the wind, so incautious cowpokes often find one stuck to their horse at the end of the day. Saddle burr quills are long and sharp enough to pierce leather, and they curl up once they penetrate so as to get properly hooked. Upon penetrating flesh, they inject a mild toxin. The poison has no long-term effect, but it causes the injured area to swell and become tender for 1d-1 days. During that time, all rolls requiring the use of that area are at a -4 penalty. Extra stings to the same area confer an extra -2 penalty.

Once attached to something, saddle burrs are hard to get rid of. Someone who brushes at a burr will find it attached to whatever brushed it. Someone who grabs or crushes a saddle burr will automatically suffer a quill hit unless using protective gear sturdier than hard leather. If he tries to shake off the burr, he will discover that saddle burrs reproduce by vigorous motion, and he now has two burrs attached to him. Saddle burrs rarely move on their own, but can roll around slowly if they have to.

ST: <1 **Move/Dodge:** 1/0 **Size:** <1
DX: 14 **PD/DR:** 0/0 **Weight:** <1 lb.
IQ: 1 **Damage:** *
HT: 9/1 **Reach:** C **Habitat:** P

TANGLER

A tangler is a carnivorous plant that stretches out eight 20-foot-long tendrils branching from a central root. It camouflages its tendrils as part of the nearby underbrush (for this reason, tanglers are rarely found away from dense wilderness). When potential prey moves by, the tangler grabs its victim with its tendrils and holds him down. The tendrils exude a potent corrosive, which digests a victim down to the easily absorbed nutrient goo the tangler needs.

Tanglers are not intelligent, but if a victim escapes its grasp, it will attempt to recapture him until he escapes its radius.



ST: 13 **Move/Dodge:** 0/6 **Size:** 4
DX: 11 **PD/DR:** 2/6 **Weight:** 500 lbs.
IQ: 3 **Damage:** 1d+2 acid
HT: 15 **Reach:** C, 1-7 **Habitat:** F

Skills: Wrestling-13.

Special Abilities:

Buried Stem: A tangler's main body is underneath the ground. This means that any attacks directed against it do only half normal damage. Destroying the central root is the only way to kill a tangler permanently.

Corrosive Enzyme: If a victim is grappled by a tangler's tendrils, a corrosive enzyme does 1d+2 acid damage every turn.

Tendrils: A tangler attacks victims with its many tendrils, grappling them with its Wrestling ability. A victim who struggles may be attacked by additional tendrils. A tendril can be destroyed by 6 hits. Lost tendrils regrow in about a week.

NEW ANIMALS

ARKANSAS BLUE

The Arkansas Blue is a new breed of chicken, just emerged since the mid-1860s. It isn't actually blue; rather, it is a sort of slate-gray color. Still, facts should never stand in the way of an evocative name. Its color, however, is not the remarkable thing about it. The Arkansas Blue is the biggest breed of chicken ever seen, and the meanest. Arkansas Blue chicks, barely dry from the egg, look like fighting cocks, complete with spurs and crests. A full-grown hen can be the size of a medium-sized dog. Arkansas Blues have been known to kill coyotes that get into their coops.

Arkansas Blues make good guards; they keep one eye out for trouble and make one hell of a racket if anything goes amiss. The only problem with the breed is that they occasionally "go bad." An Arkansas Blue gone bad will attack anything and everything within reach. The breeders insist that no Arkansas Blue will go bad if treated right. This story has sounded a little more forced after Avery Jackson, one of the early breeders of Blues, was killed by his own flock and the Texas Rangers had to be called in to clear out the hordes of bloodthirsty chickens.



GURPS ARKANSAS BLUE

ST: 4-7 **Move/Dodge:** 9/7 **Size:** 1
DX: 13 **PD/DR:** 0/1 **Weight:** 30-40 lbs.
IQ: 4 **Damage:** 1d-3 imp#
HT: 12/7-10 **Reach:** C **Habitat:** All

Skills: Brawling-15; Intimidation-5.

Special Abilities:

Damage: An Arkansas Blue can peck with its beak for 1d-3 impaling damage or rake with its claws for 1d-1 cutting damage.

DEADLANDS ARKANSAS BLUE

Corporeal: D: 3d8, N: 4d6, S: 1d4, Q: 2d10, V: 3d6
Fightin': brawlin' 4d6
Mental: C: 1d4, K: 1d4, M: 3d6, Sm: 1d4, Sp: 2d8
Overawe: 3d6
Size: 4
Terror: -

Special Abilities:

Beak: STR
Claws: STR+1d6

DILLO

Folklore suggests that the dillo is a supernatural spirit being, the composite of the angry spirits of every armadillo ever run down and killed by a steam wagon. More scientific-minded folks insist that it is merely an unusually large armadillo. Opinion is likewise divided on the matter of whether there is more than one dillo, or if it is a unique beast.

On one matter, however, all agree: the open roads of the western Disputed Lands and Confederacy are prowled by at least one gigantic armadillo, which attacks any steam wagon or other high-tech vehicle that happens by. Even trains are not spared its wrath; more than one express locomotive has been derailed by a dillo plowing into it at high speed.

Dillos are incredibly tough critters when rolled into a ball; the aforementioned train-wrecker has been reported to waddle away from a smashed train seemingly without injury. Small arms fire seems to do no damage unless the shooter gets a shot at the unarmored underparts. Artillery is effective, but drawing a bead on the dillo while it's rolling is a formidable challenge.

GURPS DILLO

ST: 40 **Move/Dodge:** 5/2 **Size:** 20
DX: 11 **PD/DR:** 4/12 **Weight:** 2 tons
IQ: 4 **Damage:** 3d+2 cr
HT: 15/45 **Reach:** 1 **Habitat:** D, P

Skills: Brawling-11.

Special Abilities:

Damage: A dillo can claw for 3d+2 crushing damage with its paws.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -2 penalty to Fright Checks.

Ram: When a dillo gets up to full speed, it is nearly unstoppable, doing 6d×35 damage to whatever it hits. This attack is treated as a slam.

Rolling: The above Move is for a dillo walking. When a dillo rolls into a ball and picks up speed, it goes much faster, with a Move of 20 and a Dodge of 5. However, a dillo at full speed is not very maneuverable; it has a turning radius of 4 hexes (see p. B139 for details).

DEADLANDS DILLO

Corporeal: D: 2d4, N: 1d6, S: 7d12+8, Q: 4d10, V: 3d12
Fightin': brawlin' 2d6
Mental: C: 1d4; K: 1d4; M: 5d8, Sm: 1d4, Sp: 3d12
Pace: 10
Size: 18
Terror: 7

Special Abilities:

Armor: 2

Claws: STR

Ram: A dillo can ram for 6d20×10 massive damage when it is rolling at full speed. This will flatten most steam wagons, trains, and anyone else unfortunate enough to get in its way.

Rolling: When a dillo curls up into a ball and rolls, its Pace increases to 40. It is extremely unmaneuverable when rolling, however.

HIVE BUFFALO

The hive buffalo is an extremely unusual subspecies of buffalo. It appears to be a miniature buffalo, perhaps two feet high at the shoulder, and devoid of hair.

Hive buffalo live in enormous hives, consisting of thousands of buffalo. The hives are difficult to see if you don't know what to look for; the tunnels extend down and in every direction for hundreds of yards. Besides the entrance and exit tunnels, which look like holes in the ground a few feet wide, the only sign of a hive is an incongruous hill in the midst of the prairie.

Ordinary buffalo are migratory. No single area of land can support an entire herd of buffalo for long; within a few weeks, a given patch of land will be grazed out, forcing the herd to move on. Hive buffalo, however, are omnivorous, and while they forage alone, they hunt in packs. They share a mysterious unspoken communication, by which they can lay clever ambushes and run prey ragged; hive buffalo have a Craftiness rating of 12. Almost anything is prey for a hive buffalo; regular buffalo, deer, rabbits, coyotes, cattle, or even people. The spoils of a hunt are dragged down whole into the hive, where they are torn apart for the hive to share. Wounded hive buffalo are treated like prey, dragged back to the hive for consumption. Alone among carnivores, hive buffalo chew their cud.

Even with meat added to their diet, it's unclear how a hive sustains itself. Some speculate that the hive also relies on some subterranean form of sustenance – mushrooms or some such.

The hive buffalo is rarely seen; hives are infrequent and usually placed in particularly remote areas. Even many Westerners think that hive buffalo are a myth.

A hive is difficult to eliminate; the tunnels are very deep and inconvenient for a man to crawl through, and hive buffalo are dangerous in numbers. Indeed, one of the West's most terrifying sights is a buffalo swarm. Thousands of buffalo come pouring out of the depths, stampeding about until the danger has been torn to shreds. Ranches and even towns have been wiped out after attempting to destroy a nearby buffalo hive.

Some supernaturally minded folks speculate that buffalo hives may not have any bottom, and that the hives are actually gates into the Hunting Grounds, where the buffaloes rightly live. The number of hive buffalo in any given hive is therefore potentially without limit. Others whisper rumors of the dread Buffalo Queen that dwells at the bottom of the hive.

GURPS HIVE BUFFALO

ST: 5-8 **Move/Dodge:** 5/6 **Size:** 1
DX: 12 **PD/DR:** 1/2 **Weight:** 100 lbs.
IQ: 5 **Damage:** 1d-3 imp#
HT: 15/8 **Reach:** C **Habitat:** P

Special Abilities:

Damage: A hive buffalo may do 1d-3 impaling damage with its horns or 1d-3 cutting damage with its teeth.

Horrid Appearance: See p. CI80.

DEADLANDS HIVE BUFFALO

Corporeal: D: 2d6, N: 3d8, S: 1d4, Q: 2d10, V: 5d8

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

Size: 3

Wind: 8

Terror: 5

Special Abilities:

Damage: Bite (STR); Horns (STR).

Some whisper rumors of the dread Buffalo Queen that dwells at the bottom of a buffalo hive.

VITRIOLECAT

The vitriolecat is a weasel-like animal found in the forests and plains of North America. It is a very pretty creature: its thick fur is a deep chestnut, and it has an attractively fluffy tail. The trapper foolish enough to try to capture a vitriolecat, however, soon learns his mistake. The vitriolecat's name comes from a contraction of "vitriol" and "polecat" – vitriolecats spray like skunks, but rather than a malodorous oil, the vitriolecat sprays a horrible corrosive fluid that can easily kill or cripple an attacker.

Vitriolecats are peaceful unless attacked or otherwise frightened, but once alarmed they are extremely touchy. The glands of a vitriolecat are prized by mad scientists; the corrosive contained therein is difficult to match with even the most potent industrial solvent.

GURPS VITRIOLECAT

ST: 4-5 **Move/Dodge:** 4/5 **Size:** <1
DX: 14 **PD/DR:** 0/0 **Weight:** 3-8 lbs.
IQ: 5 **Damage:** *
HT: 12/4-6 **Reach:** R, C **Habitat:** F, P

Special Abilities:

Acid Spray: When a vitriolecat is threatened, it turns its back on the attacker and sprays a stream of incredibly corrosive acid, hitting anyone within 4 yards of the vitriolecat in a 60-degree arc behind it. The acid does 4d points of acid damage.

Damage: A vitriolecat can bite for 1d-3 cutting damage.

DEADLANDS VITRIOLECAT

Corporeal: D: 3d6, N: 4d10, S: 1d4, Q: 5d8, V: 3d6

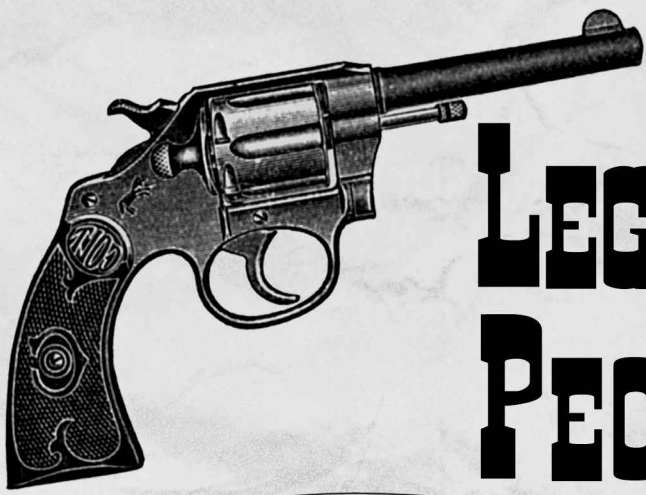
Mental: C: 2d6, K: 2d6, M: 3d6, Sm: 1d8, Sp: 3d6

Size: 3

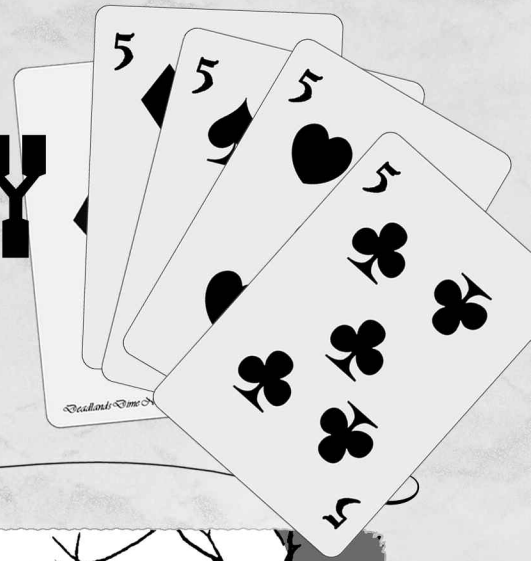
Special Abilities:

Acid Spray: If a vitriolecat feels threatened, it will turn and spray acid behind it in a 60-degree cone, hitting anyone in the arc within 4 yards of the vitriolecat. The acid does 5d10 damage.

Bite: STR



LEGENDARY PEOPLE



Some people build their own legends. Through feats of terror, cruelty, or just raw talent, they make themselves the stuff of arguments and nightmares from one end of the country to the other. Anyone who sees one of them will be telling the tale for months. Anyone opposing them is in for a heap of trouble.

THE ACES

774 POINTS

ST 14 [45]; **DX** 16 [80]; **IQ** 15 [60]; **HT** 13 [30].

Speed 7.25; Move 7.

Dodge 8; Parry 7 (Knife).

Advantages: Alertness +1 [5]; Charisma +1 [5]; Doesn't Eat or Drink [10]; Enhanced Dodge [15]; Fearlessness +5 [10]; High Pain Threshold [10]; Independent Body Parts (Limitation: Reattachment only, -50%) [18]; Injury Tolerance (No Blood) [5]; Less Sleep 4 [12]; Magical Aptitude (Huckster) 5 [65]; Patron (Royal Court, 15 or less) [60]; Power Investiture 4 (Reckoners) [40]; Regrowth (Limitation: Reattachment only, -50%) [20]; Strong Will +4 [16]; Temperature Tolerance 10 [10]; Unusual Background (Manitou Pact) [15]; Vampiric Immortality [60]; Vampiric Invulnerability [150]; Very Rapid Healing [15]; Voice [10].

Disadvantages: Bloodlust [-10]; Callous [-6]; Extremely Hazardous Duty [-20]; Secret (Assassin for evil sorcerer) [-30].

Skills: Acrobatics-17 [8]; Climbing-15 [1]; Demolition-15 [2]; Gambling-15* [2]; Guns (Pistol)-17† [1/2]; Guns (Rifle)-17† [1/2]; Knife-16 [1]; Intimidation-20 [12]; Leadership-15§ [4]; Occultism-21 [14]; Riding (Horse)-16 [2]; Sleight of Hand-16 [4]; Stealth-17 [4]; Spell Throwing (Curse-Missile)-17 [2]; Tracking-16 [4].

* Includes -2 for Callous and +2 for Magical Aptitude (Huckster).

† Includes +2 for IQ.

§ Includes -2 for Callous and +1 for Charisma.

Hexes: Disrupt-18 [1]; Foil-18 [1]; Shadow Man-18 [1]; Shadow Walk-18 [1]; Soul Blast-18 [1]; Soul Burst-18 [1].

Black Magic Spells: Bolts of Doom-18 [2]; Cloak of Evil-17 [1]; Dark Protection-17 [1]; Pact-18 [2]; Scrye-17 [1].

The shadowy organization of hucksters known as the Royal Court (see p. D:H54) supports a quartet of secret enforcers called the "Aces." The Aces are expert hucksters who have undergone ancient rituals to bind manitous into their bodies. This makes them much like Harrowed; however, having never died, they do not suffer all the troubles of the undead, and since they set the terms for their own Harrowing, their manitous do not contest Dominion. Instead, they serve the Aces without complaint.

The Aces obey only the Joker, who rules the Royal Court; no one else has knowingly seen them and lived to tell the tale. The other members of the Court speak of the Aces only in whispers. They know that if they should ever meet an Ace, it would mean that they had displeased the Joker, and that their days were numbered – probably with a one.

As long as the Court behaves itself and does its job, the Aces are directed against those heroes who manage to put a serious dent in the Reckoners' plans. Only the most effective champions of mankind rate a visit from the Aces, and they rarely survive the attention. Aces don't fight fair; they nearly always attack from ambush, and they usually soften up their opponents with expendable minions before moving in for the kill. It's trivial for the Aces to round up a bunch of low-ranking Royal Court hucksters or local abominations to serve as their cannon fodder. The Aces always destroy the bodies of their opponents; they know that anyone they've been assigned to eliminate must be an excellent candidate for Harrowing.

The Aces all have essentially the same abilities; they try to be as indistinguishable as possible, to allow them to confuse their opponents and appear to be everywhere at once.



ERNESTO SILVERIO DE ACEVEDO

319 1/2 POINTS

ST 12 [20]; **DX** 14 [45]; **IQ** 10 [0]; **HT** 11 [10].

Speed 6.25; Move 6.

Dodge 8; Parry 11 (Brawling).

Advantages: Combat Reflexes [15]; Enhanced Dodge [15]; Harrowed [206].

Disadvantages: Confused [-10]; Delusion ("A fresh heart will fix everything") [-15]; Stubbornness [-5].

Skills: Brawling-16 [4]; Climbing-13 [1]; Guns (Pistol)-17* [4]; Guns (Rifle)-16* [2]; Guns (Shotgun)-16* [1 1/2]; Intimidation-13 [8]; Knife-14 [1]; Riding (Horse)-12 [1/2]; Scrounging-12 [4]; Shadowing-13 [8]; Stealth-14 [2]; Streetwise-10 [2]; Swimming-13 [1/2].

* Includes +1 for IQ. Shotgun bought up from Rifle default.

In life, Ernesto was an unremarkable gunslinger. He was good – not great – and kept himself employed and in the game mostly through dogged persistence. His mother always said he was stubborn as a mule and twice as stupid. One day, in Lost Angels, he met a fairly predictable fate for someone in his line of work: he took a bullet through the heart, died, and

was buried. Ernesto, however, was too stubborn to die for good. He woke up in his coffin a few days later. Now, Ernesto never had been anywhere near as bright as he was stubborn; after digging himself out of his grave, he tried to go home to his family and sleep off whatever mess he'd apparently drunk himself into. His family reacted in the way you might expect. Ernesto was freshly revived, confused, pretty dumb to begin with, and had ears full of grave dirt.

He concluded that the problem must be the hole he found in his chest, and that if he were able to get a working heart in there, everything would be just fine. By day's end, he had jumped some poor sot, torn open his chest, ripped out his heart, and shoved the still-warm organ into the suppurating wound in his own chest.

In a few days, of course, the fresh heart rotted, by which point Ernesto had tried to go home again and been similarly rebuffed (that is to say, with a shotgun full of birdshot). So Ernesto tried again. And again. By the time the message might have gotten through to him, the cycle of murder and decay had obliterated what remained of his sanity. At this point, his manitou doesn't even bother to contest for Dominion. Ernesto's quest for a good heart leads him to acts of brutality even a manitou would be hard-pressed to top. So it just enjoys the ride.

PCs might meet Ernesto anywhere in the southern Maze, probably at the end of an investigation into a string of brutal murders.



THE ANGEL OF DEATH 744 POINTS

ST 12 [20]; DX 14 [45]; IQ 13 [30]; HT 10 [0].

Speed 6.00; Move 6.

Dodge 7; Parry 11 (Brawling).

Advantages: Alertness +2 [10]; Charisma +2 [10]; Combat Reflexes [15]; Harrowed [206]; Legal Enforcement Powers [15]; Legal Immunity [15]; Patron (The Church of Lost Angels, 15 or less) [60]; Power Investiture 2 (Reckoners) [20]; Strong Will +2 [8].

Disadvantages: Bad Temper [-10]; Bloodlust [-10]; Extremely Hazardous Duty [-20]; Sadism [-15]; Secret (Grimme's hatchetman) [-5].

Skills: Brawling-15 [2]; Guns (Pistol)-18* [4]; Guns (Rifle)-16* [1]; Holdout-13 [2]; Interrogation-16 [8]; Intimidation-18 [12]; Knife-15 [2]; Poisons-13 [4]; Shadowing-16 [8]; Spell Throwing (Curse-Missile)-15 [2]; Stealth-16 [8]; Tactics-14 [6]; Throwing-14 [4]; Tracking-14 [4].

* Includes +2 for IQ.

Harrowed Powers: *Charnel Breath:* Venom 3 (Irritant; Enhancement: Cloud of mist, +100%) [90]; *Death Mask:* Terror (-4 to Fright Checks) [70]; *Eulogy:* Knack (Death-touch; Enhancement: No need to touch subject, +100%) [100]; *Evil Eye:* Knack (3-pt Curse) [20].

Black Magic Spells: Bolts of Doom-13 [1]; Cloak of Evil-13 [1]; Dark Protection-13 [1].

Garret Black is Reverend Grimme's secret enforcer, the black-robed Guardian Angel (see p. DL24). He was just another black-hearted Harrowed among many before Grimme saw some potential in him and dredged him out of the dungeons of Rock Island. Grimme uses him to dispose of enemies who cannot be brought before the Church Court for one reason or another. The Guardian Angels refer to him as the Angel of Death. His existence is kept a matter of rumor, in part to increase his mystique, and in part because there is still a large segment of the Church which might not tolerate an extralegal assassin as part of the Reverend's entourage. If Black were publicly exposed, it would shake the Church and force Grimme to act much more circumspectly for a time.

Black enjoys his work. He and his manitou have a long-running competition to see who can commit a more heinous act of villainy while in control. Even Grimme is sometimes shocked by the results.

The Angel of Death is a formidable enemy; worse, if the PCs have run afoul of him, it means that they've somehow offended Reverend Grimme.

FATHER GILBERTO CANDALIERO

365 POINTS

ST 13 [30]; DX 14 [45]; IQ 13 [30]; HT 14 [45].

Speed 7.00; Move 7.

Dodge 8; Parry 10 (Brawling).

Advantages: Charisma +2 [10]; Clerical Investment 2 [10]; Enhanced Dodge [15]; Faith Healing [30]; Immortality [140]; Strong Will +5 [20].

Disadvantages: Disciplines of Faith (Evangelism) [-5]; Taint [-50].

Skills: Acrobatics-15 [8]; Bard-13 [1/2]; Brawling-15 [2]; Climbing-13 [1]; Guns (Pistol)-15* [1/2]; History-13 [4]; Naturalist-13 [4]; Sleight of Hand-13 [2]; Stealth-16 [8]; Survival (Mountains)-13 [2]; Swimming-14 [1]; Theology-16 [10].

* Includes +2 for IQ.

Languages: Latin-13 [2]; Spanish (native)-13 [0].

Father Candaliero came to California almost a century ago. From a large mission near the coast, he and a few compatriots trekked inland to evangelize the local Indians. Converts were rare, but Father Candaliero knew that the work of the Lord is accomplished with persistence.

After a few years, however, an affliction struck him. He never knew what it was, but it was slowly, painfully killing him. He spent most of every day praying to God for deliverance from the agonizing disease. Finally, after many months of prayer, his pleas were answered. His body filled with a healing fire, and when it passed, the sickness was gone forever.

Moreover, some lingering touch of the healing fire remained with him. Father Candaliero had gained the power to heal the myriad injuries and ailments that are the lot of man. The miraculous healing gained many new converts. Over the years, however, people noticed that those who were healed by Father Candaliero met with untimely deaths. In time, people stopped coming. Eventually, all the other missionaries died, but Father Candaliero never seemed to age, presumably as a side effect of his powers.

Recently, new people have come to the mission. They sought wealth, but they found Father Candaliero. He ministers to their souls and their bodies when such aid is needed. He hopes that this mining craze will lead to new prosperity for the mission.

Unfortunately, things are not as Father Candaliero believes them to be. The force that healed him was not divine, and the healing powers it gave him have a terrible price. Whenever Father Candaliero heals a person, the process taints the patient's soul.

Every time Father Candaliero heals a person, that person turns a little bit to evil. Antisocial quirks become full-blown disadvantages, Bad Temper becomes Berserk, and so forth. The second time a person is healed, he gains the Unluckiness disadvantage (see p. B37). The third time, he gains the first level of the Jinxed disadvantage (see p. CI98). The fourth time, he gains the Cursed disadvantage (see p. CI96). The fifth time, he gains the second level of Jinxed. Further healings do not inflict further taint, but few patients live to be healed by Father Candaliero six times.

Father Candaliero's mission is slowly becoming a valley of horrors. His patients draw bad fortune to themselves; when they die, an unusual number don't go on to peaceful repose. A party might be drawn to the mission by reports of Father Candaliero's powers, by the growing danger of the monsters which walk the mountains around the mission, or by blind chance. However they get there, it will rapidly become clear that there is a terrible problem to be dealt with.



EL DIABLO NEGRO

525 POINTS

ST 60 [114]; **DX** 14 [45]; **IQ** 12 [20]; **HT** 16 [80].

Speed 7.50; Move 15.

Dodge 7; Parry 10 (Brawling).

Advantages: Alertness +2 [10]; Ally (El Diablo Rojo, 15 or less) [75]; Charisma +1 [5]; DR 12 [36]; Enhanced Move [10]; Extra Encumbrance [5]; Extra Legs (Four legs) [5]; High Pain Threshold [10]; PD 4 [100]; Penetrating Call [5]; Sharp Teeth [5]; Special Rapport (El Diablo Rojo) [10]; Terror (-6 to Fright Checks) [90].

Disadvantages: Berserk [-15]; Bestial [-10]; Bloodlust [-10]; Cannot Climb [-1]; Horizontal [-10]; Illiteracy [-10]; Inconvenient Size [-10]; Intolerance [-10]; No Fine Manipulators [-30]; Odious Personal Habit (Eats humans) [-15]; Sadism [-15]; Social Stigma (Valuable Property) [-10].

Skills: Acrobatics-13 [2]; Brawling-16 [4]; Riding (Being Ridden)-14 [2]; Stealth-15 [4]; Survival (Desert)-15 [8]; Survival (Mountains)-15 [8]; Survival (Plains)-15 [8]; Swimming-16 [4]; Tracking-14 [6].

El Diablo Negro appears to be an enormous coal-black stallion. No one knows whether he is simply a wild horse given dark powers by the Reckoners, or some more terrible abomination. He terrorizes the Southwest, galloping across the plains to devour anything which looks appetizing. Horseflesh and manflesh are his favorite delicacies. He often attacks remote ranches or lone homesteads, smashing down doors to kill and consume anyone there.

He has an uneasy relationship with the Apache shaman called El Diablo Rojo; together, the two of them have terrorized northern Mexico and the western Confederacy for several years now.

A Harrowed who counts coup on El Diablo Negro can grant any horse he rides a +4 bonus to Move. However, any horse so aided will develop a taste for meat. This new appetite can be inconvenient, though only the most ornery of steeds will actually become dangerous.

EL DIABLO ROJO

280 POINTS

ST 12 [20]; **DX** 15 [60]; **IQ** 14 [45]; **HT** 13 [30].

Speed 7.00; Move 7.

Dodge 8; Parry 11 (Brawling).

Advantages: Alertness +4 [20]; Combat Reflexes [15]; High Pain Threshold [10]; Power Investiture 3 (Reckoners) [30]; Single-Minded [5]; Special Rapport (El Diablo Negro) [10]; Strong Will +9 [36].

Disadvantages: Bad Temper [-10]; Bloodlust [-10]; Code of Honor (Always seek revenge when you are wronged) [-5]; Enemy (Mexican government; 6 or less) [-15]; Illiteracy [-10]; Odious Personal Habit (Eats humans) [-15]; Stubbornness [-5].

Skills: Animal Handling-14 [4]; Area Knowledge (Northern Mexico)-14 [1]; Area Knowledge (Western Confederacy)-13 [1/2]; Axe/Mace-16 [4]; Bow-15 [4]; Brawling-16 [2]; Camouflage-13 [1/2]; Climbing-15 [2]; Detect Lies-12 [1]; Guns (Rifle)-16* [1/2]; Intimidation-13 [1]; Knife-16 [2]; Naturalist-15 [6]; Occultism-18 [10]; Pick-pocket-14 [2]; Poisons-13 [2]; Riding (Horse)-15 [2]; Stealth-17 [8]; Survival (Desert)-14 [2]; Survival (Mountains)-14 [2]; Swimming-14 [1/2]; Throwing-15 [4]; Tracking-14 [2].

* Includes +2 for IQ.

Black Magic Spells: Cloak of Evil-15 [1]; Dark Protection-15 [1]; Forewarning-15 [1]; Scrye-15 [1]; Stormcall-15 [1]; Stun-15 [1].

Once, the man they call El Diablo Rojo was the shaman of an Apache tribe. However, when his tribe was slaughtered by Mexican soldiers, he turned, like Raven before him, to the path of vengeance and evil. El Diablo Rojo has become a powerful black magician, stalking the Southwest for someone – anyone – on whom to wreak his vengeance.

El Diablo Rojo's special obsession is killing Mexican soldiers; he has slain hundreds by now. He has become such a thorn in the Mexican government's side that they have put a hefty price on his head.

El Diablo Rojo often works with El Diablo Negro; he is the only man safe from the stallion's fury. They cooperate in bringing death and destruction to the innocent. Occasionally, when someone has been a bit too successful in opposing the Reckoning – often when los diablos have been unable to deal with the problem – the Reckoners call on the pair to eliminate a bothersome hero or two.

This relationship has drawn El Diablo Rojo further into darkness; his only social interaction is with a ferocious hell-beast. El Diablo Negro's taste for manflesh has started to rub off on him.

LT. GEORGE DIXON

372 POINTS

ST 12 [20]; **DX** 12 [20]; **IQ** 13 [30]; **HT** 14 [45].

Speed 6.50; Move 6.

Dodge 6.

Advantages: Ally Group (Crew of the *Hunley*; 15 or less) [30]; Dark Vision (Unnatural Feature: Eyes glow in darkness) [23]; Harrowed [206].

Disadvantages: Horrific Appearance [-30].

Skills: Area Knowledge (Charleston and the surrounding waters)-14 [2]; Guns (Pistol)-13* [1/2]; Leadership-13 [2]; Mechanic (Submarine)-13 [2]; Meteorology-12 [1]; Navigation-13 [4]; Riding (Horse)-13 [4]; Seamanship-12 [1/2]; Shiphhandling-15 [8]; Swimming-14 [4].

* Includes +2 for IQ.

Lieutenant George Dixon was the first and last commander of the *CSS Hunley*, the world's first submersible warship. The *Hunley* was one of the earlier Confederate forays into exotic war machines; its development and construction claimed the lives of 33 men, drowned in test runs and training accidents. The six-man submarine was moved by a hand-cranked propeller and armed only with a powerful spar torpedo. The only thing the *Hunley* could hope to accomplish was to approach a Union ship undetected and then to detonate its torpedo against it – hopefully sinking the Union ship, and almost certainly sinking the *Hunley*.

The *Hunley* performed as expected when it was deployed in Charleston harbor on February 17, 1864. Lt. Dixon and his brave crewmen boarded the *Hunley* and set off into the harbor. Some hours later, the *USS Housatonic* sank. The *Hunley* was never heard from again; the *Housatonic* dragged her to the ocean floor with it, and the crew suffocated before freeing themselves.

Businessmen, government quartermasters, and common folk alike dread that some shipment upon which they depend will be sent to a watery grave.

Those brave men, however, were not allowed to rest in peace. Lt. Dixon, one of the Confederacy's finest, returned from the dead as a Harrowed; his crew returned as walkin' dead, an unholy host doing Dixon's bidding. Unfortunately, Dixon was inhabited by a very strong manitou, and it has controlled Dixon's body from the beginning. Together, the undead crew of the *Hunley* released the ship from the hollow of the harbor floor where it lay trapped.

Now the *Hunley* terrorizes shipping around Charleston; the Union and the Confederacy blame each other for the sinkings. Businessmen, government quartermasters, and common folk alike dread that some vital shipment will be sent to a watery grave. It is one of the Reckoning's minor success stories.

The *Hunley* spends most of its time on the sea floor, surfacing only when its torpedo is charged and there are suitable targets about. When it is hunting, it runs just below the surface; a low conning tower protrudes from the water, from which Lt. Dixon directs the vessel.

The *Hunley*'s spar torpedo has become a minor relic; it regenerates its powder charge once every night of the full moon. The powder charge, 90 pounds of black powder, does 6d×100 points of damage to a ship it is deployed against.

DRACULA

1,405 POINTS

ST 19 [100]; **DX** 19 [150]; **IQ** 17 [100]; **HT** 20 [175].

Speed 9.75; Move 9.

Dodge 10; Parry 14 (Brawling).

Advantages: Alertness +1 [5]; Bite [30]; Body of Air [50]; Charisma +3 [15]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Dominance [5]; Enhanced Dodge [15]; Extra Fatigue 30 (Black magic only) [60]; Filthy Rich [50]; Imperturbable [10]; Injury Tolerance (No Blood) [5]; Legal Immunity [15]; Multimillionaire [25]; Power Investiture 5 (Reckoners) [50]; Sharp Claws [25]; Status 5* [15]; Strong Will +4 [16]; Terror (-4 to Fright Checks) [70]; Vampiric Immortality [60]; Vampiric Invulnerability [150]; Vampiric Resurrection [150]; Voice [10].

* Includes 2 free levels from Filthy Rich and Multimillionaire.

Disadvantages: Dread (Garlic or roses) [-10]; No Body Heat [-5]; No Reflection [-10]; Pallor [-10]; Secret [-10]; Sterile [-3]; Vulnerability (Holy water) [-5]; Vulnerability (Sunlight) [-20].

Skills: Acrobatics-20 [8]; Acting-17 [2]; Administration-16 [1]; Animal Handling-16 [2]; Area Knowledge (Europe)-16 [1/2]; Brawling-21 [4]; Broadsword-21 [8]; Climbing-21 [8]; Detect Lies-17 [4]; Diplomacy-20 [6]; Disguise-16 [1]; Fast-Talk-19 [6]; History-16 [2]; Intelligence Analysis-16 [2]; Intimidation-19 [6]; Leadership-18 [1/2]; Occultism-18 [4]; Politics-17 [1/2]; Riding (Horse)-18 [1]; Savoir-Faire-21 [0]; Shadowing-16 [1]; Stealth-21 [8]; Strategy-17 [4]; Tactics-17 [4]; Teamster-16 [1].

Black Magic Spells: Animal Mastery-20 [1]; Puppet-20 [1].

Spells: Fog-20 [1]; Shapeshifting (Wolf)-20 [2].

Languages: English-15 [1/2]; Hungarian-17 [2]; Romanian (native)-17 [0].

In the world of *Deadlands*, Dracula is not yet a name to strike fear into the hearts of the masses. Bram Stoker has yet to write his famous novel; Count Dracula remains, for now, merely a Carpathian noble with a menacing reputation and a name with a dark history.

The creature now known as Count Dracula was once Vlad Dracul, nicknamed "the Impaler," the brilliant if brutal ruler of a small Carpathian kingdom. His reign of terror drew him enough attention from the powers of darkness that upon his death, even though the manitous were still kept captive by the Old Ones and nature spirits, he rose as a vampire. For about four centuries, Dracula kept a low profile. He amassed money, land, power, and retainers. Then the Reckoning came, and Dracula was flooded with power. His new strength has moved him to consider new, more ambitious plans. His skill for devious plotting, always formidable, now has the full power of 400 years of planning – and the most potent vampire in existence – behind it. Whatever his dark plans are, they will be extremely difficult to stop.

Dracula has developed a remarkable array of abilities over the years. He can transform from human form into a wolf or a cloud of mist in a single turn. His gaze can bend people

to his will, and his bite turns his victims into vampiric thralls. Animals obey his slightest whim. Most attacks only incapacitate him; only sunlight, holy water, or fire can truly kill him. Even then, his body will resurrect itself in a few days, unless a stake is driven through his heart; this will prevent resurrection as long as the stake is in place. While thus incapacitated, if Dracula is decapitated, his mouth filled with garlic, and his remains exposed to the sun, he can be finally and truly killed. Any other death is only temporary.

The Count is a truly dangerous adversary, a worthy antagonist for an entire campaign. When using him as an opponent, it is important to remember that his personal abilities are his last resort; his true power lies in his social status, his vast wealth, and his powerful mind, trained in all the tricks of statecraft and war. A party fighting Dracula should require weeks, even months, simply to pierce the outer layers of Dracula's establishment.

A Harrowed who counts coup on Dracula gains the Daze spell as a Knack (see p. B164 for the Daze spell and p. C138 for Knacks).

THE FACELESS MAN

500 POINTS

ST 16 [70]; **DX** 14 [45]; **IQ** 11 [10]; **HT** 12 [20].

Speed 6.50; Move 6.

Dodge 6; Parry 10 (Brawling).

Advantages: Alertness +2 [10]; Charisma +1 [5]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; Fearlessness +3 [6]; High Pain Threshold [10]; Immunity to Disease [10]; Immunity to Poison [15]; Imperturbable [10]; Injury Tolerance (No Blood, No Vitals) [10]; Strong Will +1 [4]; Talons [40]; Vampiric Immortality [60]; Vampiric Invulnerability [150].

Disadvantages: Bad Smell [-10]; Bloodlust [-10]; Horrific Appearance (-2 to Fright Checks; see *Terror*, p. 7) [-10]; Mute [-25]; No Sense of Taste or Smell [-5]; Sadism [-15].

Skills: Area Knowledge (Spotsylvania)-14 [6]; Brawling-16 [4]; Detect Lies-12 [6]; Guns (Pistol)-15* [1]; Intimidation-14 [8]; Riding (Horse)-13 [1]; Stealth-16 [8]; Tracking-14 [8]; Wrestling-16 [8].

* Includes +1 for IQ.

In the Battle of Spotsylvania, Union general John Sedgewick rose to exhort his troops to the charge, saying, "Why, what are you dodging for? They could not hit an elephant at that distance!" They were Sedgewick's last words; an instant later, a Confederate sharpshooter's bullet tore off the lower part of the General's face. In the chaos that followed, Sedgewick's body went unrecovered.

The manitous, loving irony as they do, couldn't possibly let Sedgewick lie in peace. He rose again from the battlefield, looking as he did when he died – a man without a jaw. Now the Faceless Man stalks the roads near Spotsylvania. He usually hides his disfigurement behind a scarf until he gets close enough to strike, then reveals himself, often paralyzing a victim with horror. Then he tries to tear off the victim's jawbone with his superhuman strength. He takes particular joy in attacking Confederate soldiers, but anyone will do.

DR. ATHANASIOS FORESTER

237 1/2 POINTS

ST 10 [0]; DX 11 [10]; IQ 17 [100]; HT 10 [0].

Speed 5.25; Move 5.

Dodge 5.

Advantages: Cool [1]; Danger Sense [15]; Double-Jointed [5]; Gadgeteer (Quick) [50]; Intuition [15]; Manual Dexterity 3 [9]; Pious [5]; Sanctity [5]; Sensitive [5].

Disadvantages: Charitable [-15]; Compulsive Generosity [-5]; Delusion (Revivification process works!) [-10]; Overconfidence [-10]; Pacifism (Cannot kill) [-15]; Stubbornness [-5].

Skills: Biochemistry-20 [20]; Chemistry-17 [4]; Diagnosis-15 [1]; Disguise-16 [1]; Escape-11* [1/2]; Fast-Talk-17 [2]; Guns (Pistol)-14** [2]; Physician-18 [6]; Physiology-19 [16]; Savoir-Faire-17 [1]; Scrounging-20 [6]; Stealth-11 [2]; Surgery-18† [2]; Thanatology-18 [6]; Weird Science-17 [8].

* Includes +3 for Double-Jointed.

** Includes +2 for IQ.

† Includes +3 for Manual Dexterity.



When a loved one dies, the bereft, desperate from grief, often grasp at any shred of hope. In 1870s America, that shred of hope may come from a man named Athanasios Forester. Forester was once a respected scientist and surgeon; now he's a fugitive from the law of every nation that knows of him.

Forester claims to have developed a process which can restore the newly deceased to life. Forester keeps the process a secret, but it seems to rely heavily on a special serum he has developed. When his process is applied to a cadaver that has been dead no more than three days – preferably no more than 24 hours – the deceased rises from Forester's examining table

and tearfully embraces his family, blessing Forester all the while. The overjoyed ex-mourners heap Forester with praise, thanks, and frequently money.

It takes a few months for the down side to set in.

The process is a fraud. Forester is a mad scientist who has hit, by trial and error, on a close analogue of the reanimating fluid Simone LaCroix (p. DL25) uses to make his zombies. In fact, Forester's elixir is in many ways superior to LaCroix's; it preserves the body in lifelike vigor for months after the treatment, and gives a zombie more pep and flexibility than usual. Its main drawback is that it is much more expensive to make.

The incredible preserving powers of the elixir give the manitous who follow Forester around a rare opportunity, their hosts actually look alive. This is too good to let go to waste. Forester's zombies, therefore, make every effort to remain unnoticed. They fake a heartbeat when examined, and make sure to breathe as much as they can (though it sometimes gives them hiccups). Any peculiar behavior, odd symptoms, or lapses of memory are considered side effects of the therapy – after all, resurrection has to take its toll.

During the months before decay sets in, the zombie has a grand old time. With a combination of subtle manipulation and well-placed bouts of disastrous frankness, it ruins every life it touches. All its shenanigans, however, are just preparation for the day when advancing decay can no longer be ignored, and the zombie goes calling on all its acquaintances for tea and brains.

This story has played out in dozens of cities across the continent, as Forester slowly works his way west. At this point, there are several Rangers and Agency ops assigned permanently to tracking him down. Forester, however, has an almost preternatural gift for staying one step ahead of the law, and he never has trouble finding new victims. Both the USA and CSA have tried to circulate warnings about Forester, but they don't dare tell people about the true dangers of his process, and there are always grief-stricken people willing to believe Forester's tale of government persecution.

The worst of it is that Forester is completely sincere. He was driven out of his Boston lab, by a mob that thought his work blasphemous, before his first subjects showed their true colors, and he hasn't visited the same place twice since. He genuinely believes that the government is trying to suppress his work out of fear and that he's helping people.

VICTOR FRANKENSTEIN 249 1/2 POINTS

ST 12 [20]; DX 11 [10]; IQ 17 [100]; HT 12 [20].

Speed 5.75; Move 5.

Dodge 5; Parry 7 (Fencing).

Advantages: Charisma +1 [5]; Gadgeteer (Quick) [50]; Imperturbable [10]; Status 1 [0]*; Versatile [5]; Wealthy [20].

* Free from Wealthy.

Disadvantages: Callous [-6]; Curious [-5]; Enemy (Adam) [-10]; Obsession (Destroy his monster) [-5]; Overconfidence [-10]; Weak Will -1 [-8]; Workaholic [-5].

Skills: Anthropology-14 [1/2]; Biochemistry-16 [4]; Botany-14 [1/2]; Chemistry-15 [1]; Diagnosis-14 [1/2];

Fast-Talk-16 [4]; Fencing-11 [2]; Guns (Pistol)-13* [1]; Guns (Rifle)-12* [1/2]; History-15 [1]; Naturalist-14 [1/2]; Occultism-16 [1]; Physician-15 [1]; Physiology-18 [12]; Riding (Horse)-13 [8]; Savoir-Faire-17† [0]; Scrounging-16 [1/2]; Surgery-17 [8]; Thanatology-16 [2]; Weird Science-17 [8]; Zoology-14 [1/2].

* Includes +2 for IQ.

† Free from Status.

Languages: English-15 [1/2]; French-16 [1]; German (native)-17 [0]; Latin-15 [1/2].

Victor Frankenstein is a Swiss doctor, thanatologist, and mad scientist. Once he was a highly respected surgeon, but the whispering of the manitous caused him to become obsessed with the deep working of life. He embarked upon a quest to be the first man to cheat mortality, snatching life from death. After many unsuccessful experiments with all sorts of chemicals and energetic devices, he began to meddle with his subjects on a more fundamental level. He built a man out of parts that he stole from local graveyards, carefully selecting and preparing each piece, and then assembling them into a tremendous whole. Somehow he managed to create a patchwork man without using Dr. Meister's technique (see p. 42); it is a feat never again duplicated by patchwork science.

This last experiment was a success; his creation could move and talk like any man. Sadly, the success was incomplete. When animated by the spark of life and standing before him, the body he had painstakingly stitched together was a horrific freak – a caricature of man. Frankenstein rejected his work in despair and disgust.

But his creation was not so easily rebuffed. After some attempts to reconcile with its creator, Frankenstein's monster insisted that he create a companion for it, so that together they might retire away from humanity to live out their existences. Frankenstein flatly refused to create another abomination. The monster, berserk with rage, destroyed Frankenstein's laboratory and murdered Frankenstein's intended, Elizabeth.

Left with nothing to live for – his beloved was dead and his life's work a hideous joke – Frankenstein swore revenge. Since that day, Frankenstein has pursued his monster back and forth across the world. Occasionally they confront one another, but the meeting has never been conclusive; one of them always escapes to regroup when the battle goes against him.

Consequently, PCs could meet Victor Frankenstein almost anywhere. He is a near-unending well of knowledge about life, death, and medicine, but it may be difficult to engage him. Nothing moves him anymore but his vengeance. To interest him, a party would have to assist him against his monster, or have some clue as to its whereabouts.

FRANKENSTEIN'S MONSTER (ADAM)

580 POINTS

ST 20 [110]; **DX** 13 [30]; **IQ** 12 [20]; **HT** 20 [175].

Speed 8.25; Move 8.

Dodge 8; Parry 10 (Brawling).



Advantages: Doesn't Eat or Drink [10]; Doesn't Sleep [20]; High Pain Threshold [10]; Horrific Appearance (-4 to Fright Checks; see *Terror*, p. 7) [10]; Injury Tolerance (No Blood) [5]; Knack (Seeker) [20]; Strong Will +2 [8]; Undead Invulnerability [150]; Vampiric Immortality [60].

Disadvantages: Berserk [-15]; Dead Broke [-25]; Intolerance [-10]; Jealousy [-10]; Obsession (Kill Frankenstein) [-5]; Overconfidence [-10]; Phobia (Fire) [-5].

Skills: Bard-11 [1]; Brawling-15 [4]; Climbing-12 [1]; History-11 [2]; Literature-11 [2]; Stealth-14 [4]; Survival (Arctic)-14 [6]; Survival (Mountains)-14 [6]; Tracking-14 [6].

The deeply embittered composite man who Frankenstein created has come to call itself Adam after reading Milton's *Paradise Lost*. Having suffered the rejection of everyone it meets, it holds humanity in general contempt, regarding mankind as a rabble of short-sighted fools. The depths of its venom, however, are reserved for its creator, Victor Frankenstein, the man whose hubris led him to force a second life on Adam and then to refuse any responsibility for his work. Adam intends to kill its creator; in a world where it can know only solitude and hatred, it takes refuge in the comfort of revenge. So far, its search for retribution has been unsuccessful; every confrontation with Frankenstein has ended with the escape of one of them. Their lives consist of an eternal search for each other, punctuated with the occasional flight to recover from a confrontation. In this chase, Adam has a slight advantage; it has a strange ability to sense the location of its creator (his Seeker knack).

Ironically, Adam's undead focus is Victor Frankenstein; while Frankenstein lives, Adam cannot be permanently destroyed. Conversely, Adam cannot destroy Frankenstein without destroying itself. Neither of them knows this; on the other hand, it is far from certain that either of them would care. They have nothing to live for but each other's destruction.

A Harrowed who counts coup on Adam gains three points of ST; however, he loses one point of IQ.

THE GHOST

681 1/2 POINTS

ST 13 [30]; **DX** 13 [30]; **IQ** 15 [60]; **HT** 12 [20].

Speed 6.25; Move 6.

Dodge 6; Parry 9 (Brawling).

Advantages: Alertness +5 [25]; Charisma +2 [10]; Common Sense [10]; Fearlessness +9 [18]; Harrowed [206]; Insubstantiality (Limitation: Costs 2 fatigue per minute, -20%) [64]; Patron (U.S. Government; 15 or less) [90]; Strong Will +5 [20]; True Faith [15]; Voice [10]; Very Rapid Healing [15].

Disadvantages: Curious [-5]; Extremely Hazardous Duty [-20]; Vow (Heal the nation) [-15].

Skills: Animal Handling-12 [1/2]; Area Knowledge (Illinois)-18 [6]; Bard-17*† [1/2]; Brawling-14 [2]; Climbing-14 [4]; Detect Lies-18 [10]; Disguise-18 [8]; Driving (Steam Wagon)-14 [4]; Fast-Talk-17 [6]; Guns (Pistol)-15** [1]; Guns (Rifle)-15** [1]; Intimidation-22 [16]; Law-18 [10]; Leadership-17* [6]; Occultism-17 [6]; Politics-18* [8]; Riding (Horse)-15 [8]; Scrounging-14 [1/2]; Stealth-16 [16]; Streetwise-15 [2]; Swimming-14 [2]; Teamster-14 [1]; Tracking-15 [2].

* Includes +2 for Charisma.

** Includes +2 for IQ.

† Includes +2 for Voice.

Languages: English (native)-15 [0]; Latin-16 [4]; Sioux-15 [2].

The Agency's affairs in the West are run by a mysterious figure known as "the Ghost." Official records give his name as Andrew Lane, but the papers began calling him the Ghost when it became clear that Lane would not meet with reporters for any reason, nor was he seen in the field by anyone. His orders were carried out with alacrity throughout the West, but he was never seen. Indeed, only Allan Pinkerton, President Grant, and a handful of other people in and out of the Agency know Lane's true identity.

Andrew Lane – the Ghost – is in fact former President Abraham Lincoln, returned from the dead as a Harrowed. Lincoln chose to remain undercover following his return to the land of the living, keeping his condition a secret from all but a few intimates while he mastered his powers and beat his manitou into submission. When he felt able to again contribute to the national weal, he revealed himself to President Grant.

Together, they concluded that public work would be impossible; Lincoln would be too easily recognized. Instead, Lincoln headed west to take up the reins of the Agency's Western Bureau, where he directs his agents with unrelenting strictness. There's a lot for the Agency to do in the West, and not enough to do it with.

Any PCs active in the West have heard of the Ghost, and if they run afoul of the Agency enough, he may have heard of them. If they ever meet him face to face, however, it means they're really in it deep this time.

THE HANGIN' JUDGES

Among the more feared abominations of the Chisholm Trail are the so-called hangin' judges: the Reckoning-infused

THE JUDGES' REVOLVERS

Most of the hangin' judges carry enchanted pistols – single-action Army revolvers (see p. DL71) with scythe blades attached to the barrels like bayonets. The revolvers magically reload when empty; this takes one turn. The judges can fight with the scythe blades like shortswords with no penalty; they do 2d impaling damage or 4d cutting damage.

Unless otherwise noted, a judge's revolvers crumble to rust within seconds of its death.

spirits of five Confederate circuit judges who framed and murdered dozens of people in their conspiracy to grab as much land and power as they could before being lynched themselves in 1869. In death, they stalk the Chisholm Trail they once ruled, handing out death sentences to all they encounter.

The hangin' judges are described in generic form in *GURPS Deadlands: Weird West* (p. DL112). However, some GMs may want more detailed visions of the hangin' judges. Those are provided here. These are somewhat more powerful than the *Weird West* version; the original writeups can be used as lesser hangin' judges – weaker spirits that roam the Chisholm Trail looking for "wrong-doers" to sentence.

HIRAM JACKSON

727 POINTS

ST 15 [60]; **DX** 13 [30]; **IQ** 14 [45]; **HT** 12 [20].

Speed 6.25; Move 6.

Dodge 6; Parry 8 (Shortsword).

Advantages: Alertness +3 [15]; Charisma +3 [15]; Dominance [5]; Imperturbable [10]; Invulnerability [300]; Spirit Invulnerability [50]; Terror (-6 to Fright Checks) [90]; Vampiric Immortality [60].

Disadvantages: Bloodlust [-10]; Callous [-6]; Nocturnal [-10]; Vulnerability (Lawman's gun) [-5]; Vulnerability (Legitimate hanging) [-3].

Skills: Area Knowledge (Chisholm Trail)-15 [2]; Detect Lies-17 [10]; Guns (Pistol)-16* [2]; Interrogation-14 [2]; Intimidation-17 [8]; Law-12 [1]; Leadership-15** [2]; Riding (Horse)-14 [4]; Shortsword-16 [16]; Stealth-14 [4]; Tracking-18 [10].

* Includes +2 for IQ.

** Includes +3 for Charisma and -2 for Callous.

Hiram Jackson originally conceived the hangin' judges' scam. He was a man of vision, one of the first people to understand just how much wealth and power would be concentrated around the Chisholm Trail. By himself, he lacked the charisma and the legal knowledge necessary for his land grab to work, but he had a good eye for people. In a short time, he found corruptible men with the skills he would need for his project.

Jackson is perhaps the most cunning of the five judges. Arguably, this makes him the most dangerous, although some of the other judges have more formidable powers. He is dressed all in black, with a hood covering his face. He carries

a pair of the hangin' judges' signature revolvers. Jackson particularly hates honest lawmen; they always get a capital sentence in his court.

Jackson is Invulnerable to all kinetic damage; however, he is Vulnerable to bullets from a lawman's gun. Even the ammunition of the law, however, cannot *permanently* kill him, due to his Spirit Invulnerability. If killed by a lawman's gun or by magic, his corporeal body dissolves, only to reform the next night. Jackson's Spirit Invulnerability can only be overcome by hanging him in a proper execution presided over by a legitimate judge. Only such a proceeding will penetrate all Jackson's Invulnerabilities and destroy him forever.

The procedures to kill Jackson are extremely complicated, and it's unlikely that a party encountering him along the Chisholm Trail would be able to figure it out on their own. However, enough people have encountered Jackson on the trail to have some sense of what works – and what doesn't. A good Area Knowledge or Occultism roll will likely suggest that normal weapons are useless against Jackson, and possibly that lawmen seem to be able to hurt him. Similar methods might also reveal that lesser hangin' judges can be killed by hanging. The key to Jackson's final destruction might be learned by a good guess, or might be a secret known only to a certain NPC. Alternately, the PCs might try to go right to the source for information with an I Want Answers! hex (see p. D:H40). In any event, figuring out how to eliminate Jackson permanently should not be easy; he is a major abomination who has haunted the Trail for years, and he's no pushover.

As the ringleader of the hangin' judges, Jackson can recruit new judges by hanging a dishonest judge, attorney, or lawman; this process creates a lesser hangin' judge (p. DL112). Jackson can also call upon the aid of any hangin' judge, lesser or greater; the judge summoned will arrive the night after Jackson summons him.

A Harrowed who counts coup on Hiram Jackson gains a limited ability to control walkin' dead and other zombies. If he wins a Quick Contest of Will against the zombie, he may give it any command he likes. However, the Harrowed must concentrate to maintain this control, he must be able to see and communicate with the zombie at all times, and he can only control one at a time.

CYRUS CALL

707 POINTS

ST 14 [45]; DX 13 [30]; IQ 14 [45]; HT 12 [20].

Speed 6.25; Move 6.

Dodge 6.

Advantages: Alertness +3 [15]; Charisma +4 [20]; Imperturbable [10]; Invulnerability [300]; Spirit Invulnerability [50]; Terror (-6 to Fright Checks) [90]; Vampiric Immortality [60].

Disadvantages: Bloodlust [-10]; Callous [-6]; Nocturnal [-10]; Vulnerability (Public hanging) [-3]; Vulnerability (When outnumbered) [-5].

Skills: Acting-14* [6]; Area Knowledge (Chisholm Trail)-14 [1]; Bard-18† [6]; Detect Lies-13 [2]; Fast-Talk-17* [12]; Guns (Shotgun)-16** [2]; Interrogation-14 [2]; Intimidation-18 [10]; Leadership-15† [1]; Politics-12* [2]; Riding (Horse)-14 [4]; Stealth-14 [4]; Tracking-15 [4].

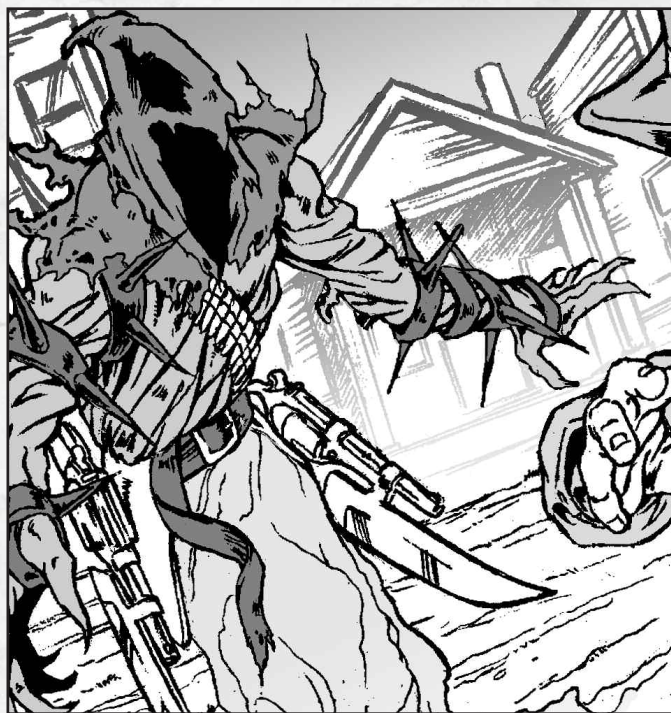
* Includes -2 for Callous.

** Includes +2 for IQ.

† Includes +4 for Charisma and -2 for Callous.

Cyrus Call was the mouthpiece for the land grab. He was the first man Jackson inducted into his scheme. A talented demagogue, Call was responsible for holding together the conspiracy and for arranging a lynch mob to deal with any opposition that the judges couldn't eliminate legally. He never was much of a judge, preferring the informal atmosphere of a vigilance committee to the rigid structure of a proper court. His working assumption was that an innocent man wouldn't get arrested in the first place.

Call takes a "lynch mob" with him wherever he goes – a group of twice as many walkin' dead as the party he is confronting. He always hands down a capital sentence to any outlaw or anyone else on the wrong side of law or society. He carries an enchanted shotgun, a double-barreled affair which magically reloads itself one turn after it is emptied.



Like Hiram Jackson, Call is Invulnerable to kinetic damage; however, if he and his minions are outnumbered at least two to one, his Invulnerability is pierced and he may be hurt with mundane attacks. Even so, his Spirit Invulnerability prevents him from being permanently killed in this fashion. Call can only be killed for good by hanging him in front of an audience of at least four people. By doing so, his assailants will pierce his Spirit Invulnerability and dispatch him permanently.

The methods for hurting Call are as much the meat of Chisholm Trail rumor as Jackson's vulnerabilities; talking to the right people will point a party in the right direction, but it's unlikely to yield all the answers.

A Harrowed who counts coup on Call gains the Unholy Host Harrowed power (see p. DL37).

LUTHER KIRBY

707 POINTS

ST 15 [60]; DX 13 [30]; IQ 14 [45]; HT 12 [20].

Speed 6.25; Move 6.

Dodge 6; Parry 7 (Shortsword).

Advantages: Alertness +1 [5]; Charisma +2 [10]; Imperturbable [10]; Invulnerability [300]; Spirit Invulnerability [50]; Terror (-6 to Fright Checks) [90]; Vampiric Immortality [60].

Disadvantages: Bloodlust [-10]; Callous [-6]; Dread (Jurisdictional lines) [-10]; Nocturnal [-10]; Vulnerability (Hanging following Law roll) [-3].

Skills: Area Knowledge (Chisholm Trail)-17 [6]; Detect Lies-14 [4]; Guns (Pistol)-16* [2]; Intimidation-15 [4]; Law-20 [16]; Riding (Horse)-13 [2]; Shortsword-15 [8]; Stealth-13 [2]; Tracking-16 [6].

* Includes +2 for IQ.

Spells: Rooted Feet-20 [16].

Luther Kirby was inducted into the conspiracy for his fine legal mind. It was he who discovered that Texas law permitted the judges to seize the land of executed criminals, place it into receivership, and then sell the land to themselves for a pittance; this was the legal loophole by which the judges sanctioned their reign of terror. It was simple to accuse, convict, and execute anyone whose land they wanted.

Like the other judges, Kirby is Invulnerable to kinetic damage. Unlike the others, his Invulnerability has no back door; only magic and magical attacks can harm him. Even then, his Spirit Invulnerability remains, allowing him to disincorporate upon death and reform the following night. He can only be permanently killed by hanging, and even *that* only after someone successfully rolls against Law-4 to prevent him from finding a loophole that would allow him to return from Hell.

Kirby also has the power to issue a "restraining order," using Rooted Feet to freeze an opponent in his tracks.

Kirby's rigid legal mind, however, hampers him. He will not pursue a foe across jurisdictional boundaries, like a county line or running water (often used as a property line in the West). Similarly, winning a Contest of Law against Kirby successfully repels him for the night. The next night, however, Kirby will be back to settle the score, in the same jurisdiction as his opponent.

His liabilities are well-known along the trail, and it isn't hard to hear in a Chisholm Trail saloon how Judge Kirby can be held off with a good argument and some dime-store Latin. The saloon version often leads people into fatal carelessness, though.

Kirby fights with the standard hangin' judge revolvers. He always hands down a capital sentence to attorneys or judges.

A Harrowed who counts coup on Luther Kirby gains the ability to automatically open any handcuffs, jail cells, and other restraints that are used against him. This ability does not work on restraints used on other people. A Harrowed with this ability also acquires a negative reaction from honest lawmen and attorneys; he seems somehow dishonest. This is treated as a -5-point Reputation -2 (Dishonest, among honest lawmen and attorneys).

MOSES MOORE

864 POINTS

ST 15 [60]; DX 15 [60]; IQ 13 [30]; HT 12 [20].

Speed 6.75; Move 6.

Dodge 6; Parry 8 (Shortsword).

Advantages: Alertness +3 [15]; Charisma +3 [15]; Imperturbable [10]; Invulnerability [420] (Enhancement: Affects others, +40%); Spirit Invulnerability [50]; Terror (-6 to Fright Checks) [90]; Vampiric Immortality [60].

Disadvantages: Bloodlust [-10]; Callous [-6]; Nocturnal [-10]; Vulnerability (Having a horse pulled out from under him) [-3]; Vulnerability (Union bullets from a Union gun) [-3].

Skills: Area Knowledge (Chisholm Trail)-13 [1]; Camouflage-14 [2]; Detect Lies-11 [1]; Fast-Draw-18 [8]; Guns (Pistol)-18* [2]; Intimidation-15 [6]; Leadership-15** [4]; Riding (Horse)-17 [8]; Shortsword-17 [8]; Stealth-15 [2]; Tactics-18 [18]; Tracking-15 [6].

* Includes +2 for IQ.

** Includes +3 for Charisma and -2 for Callous.

Moses Moore began his career as a Confederate guerrilla in Kansas and Missouri during the early part of the war. After a few years of fighting, Moore headed south to Texas to cash in on his name and reputation. His renown helped him secure a judgeship, and from the bench he quickly began raking in as much money and power as he could. When Jackson met Moore, he immediately recognized Moore as a natural co-conspirator. Moore wanted money, Jackson wanted Moore's respectability . . . it was a match made in Hell.

As a hangin' judge, Moore wears a threadbare Confederate uniform, with his face hidden by a dark hood. He fights with the standard hangin' judge revolvers. Northerners and their allies always receive capital sentences from Moore.

Moore is Invulnerable to kinetic damage, and this invulnerability extends to any horse he rides. Only one thing can pierce his invulnerability: a Union-made bullet fired from a Union-made gun by a Union citizen. When his physical form is killed by such bullets, he disincorporates until the next night. He can only be killed *permanently* by a hanging in which he is noosed, mounted, and the horse made to ride out from under him.

Moore wanted money, Jackson wanted Moore's respectability . . . it was a match made in Hell.

Moore is particularly difficult to get good information on; the circumstances by which he can be even injured are sufficiently obscure that the grapevine has not pieced together a hypothesis, other than that men who succeed in repelling Moore are generally Northerners.

A Harrowed who counts coup on Moses Moore may take his revolvers as a trophy. They disappear if claimed by a living person.

MARCUS LAFAYETTE

787 POINTS

ST 17 [80]; DX 14 [45]; IQ 11 [10]; HT 18 [125].

Speed 8.00; Move 8.

Dodge 8; Parry 11 (Brawling).

Advantages: Alertness +2 [10]; Charisma +3 [15]; Imperturbable [10]; Invulnerability [300]; Spirit Invulnerability [50]; Terror (-6 to Fright Checks) [90]; Vampiric Immortality [60].

Disadvantages: Berserk [-15]; Bloodlust [-10]; Bully [-10]; Callous [-6]; Nocturnal [-10]; Vulnerability (Hanging with barbed wire) [-3]; Vulnerability (Rear attack) [-10].

Skills: Area Knowledge (Chisholm Trail)-12 [2]; Brawling-17 [8]; Broadsword-16 [8]; Detect Lies-11 [4]; Guns (Pistol)-16* [2]; Intimidation-19 [18]; Riding (Horse)-15 [4]; Stealth-14 [2]; Tracking-14 [8].

* Includes +1 for IQ.

Marcus Lafayette has no particular qualifications for judgeship. He was just a rancher. However, he was the orneriest cuss in six counties, with a taste for claiming any and all land he liked the looks of, and no qualms about killing anyone who said different. Everyone along the Trail was terrified of Lafayette. The hangin' judges recruited him because they weren't sure they had enough clout to take him on.

Lafayette has minimal legal knowledge, or education of any sort, but he has lots of muscle and a fierce temper. When he was alive, no one dared question him if he decided to hand down rulings based on his whim of the day. Cowboys and ranchers always get a capital sentence from Lafayette, who calls them "rustlers."

He is the biggest of the judges, looming over the others at nearly seven feet tall. He carries a pair of the standard judge revolvers, but he prefers to fight with a large axe-handle wrapped with barbed wire. The axe-handle does sw+3 impaling damage; in Lafayette's hands, this comes to 3d+2 impaling damage. Anyone who attacks or questions Lafayette will cause him to go berserk.

Lafayette is Invulnerable to kinetic damage unless attacked from behind. If attacked from the rear, or with magical attacks, from any side he can be forced to dissolve for the night. He can only be killed permanently by hanging him with a noose of barbed wire. His vulnerability to rear attacks is known along the trail, but the barbed-wire noose hasn't occurred to anyone yet.

A Harrowed who counts coup on Marcus Lafayette gains the Hyper-Strength advantage (p. CI58) as a coup power. He also gains the Bully disadvantage (p. B31).

JOHN HENRY

489 POINTS

ST 18 [90]; DX 13 [30]; IQ 11 [10]; HT 14 [45].

Speed 6.75; Move 6.

Dodge 6; Parry 9 (Brawling).

Advantages: Alertness +1 [5]; Charisma +1 [5]; Harrowed [206]; Regrowth (No Reattachment Only limitation) [20]; Reputation +4 [6] (As greatest railroad worker ever; on 7 or less); Single-Minded [5]; Strong Will +5 [20]; True Faith [15]; Very Fit [15].

Disadvantages: Charitable [-15].

Skills: Axe/Mace-15 [8]; Bard-10* [1/2]; Blacksmith-9 [1/2]; Brawling-14 [2]; Demolition-12 [4]; Detect Lies-11 [4]; Intimidation-12 [4]; Mechanic (Steam Engine)-9 [1/2]; Metallurgy-9 [1]; Survival (Mountains)-10 [1]; Swimming-12 [1/2]; Theology-10 [2]; Throwing-13 [4].

* Includes +1 for Charisma.

John Henry was born around 1850. The story goes that his birth was attended with thunder and lightning, with a deep rumbling coming up out of the ground. They say John Henry came on out of the womb and went right to work on the railroad.

Legend aside, John Henry must have been the greatest railroad worker ever to walk American soil. He had incredible strength – bending steel rods with his bare hands, felling a man with one blow. While he worked for the C&O railroad, he blasted holes through the mountains for new track faster than anyone had ever seen before. He loved the work. The legend of John Henry spread far and wide, until the fatal wager of 1871.

His foreman took a bet that John, with nothing but his two sledgehammers, could out-dig a new ghost-rock-driven drill invented by Darius Hellstromme himself. With a mighty throng watching, John Henry and the drill went at it one fine morning.

John won the bet, but the exertion was more than even he could sustain. He died on the spot with his hammers in his hands, and they buried him the same way.

A few days later, a pair of souvenir hunters dug him up, hoping to steal his famous hammers. When they got the coffin open, however, John Henry opened his eyes and sat up. The two men, with one of the two hammers, headed for the hills before John could get his bearings. John Henry was back.

Since then, John has wandered the country trying to find his role in God's plan. His physical prowess keeps him employed; he's mostly drifted back into the railroad work he loves. He tries to do what's right, looking out for his fellow man. When there's trouble, John Henry can be relied to pitch in. He worries occasionally about his missing hammer. He knows that the remaining one has become special somehow, and the other might be dangerous in the wrong hands.

JOHN HENRY'S HAMMERS

John Henry's hammers are hefty 16-pound sledgehammers. Used two-handed, one of them has a Min ST of 15; in one hand, it would have a Min ST of 18. They do sw+6 crushing damage, and do not become unready when used, as if enchanted with Graceful Weapon (p. G41). They count as magic weapons for the purpose of fighting creatures only affected by magic weapons.

Power: In addition to their virtues in combat, the wielder of one of John Henry's hammers gets a +2 bonus to any roll related to building a railroad.

Taint: Anyone other than John gains the Nightmares disadvantage for as long as he possesses the hammer.



THE HERMIT TERRANTULA

Terrantulas (see pp. 84-85) are limited in their maximum size by the inherent restrictions of their exoskeletons. Most people think this is a good thing; terrantulas are very intelligent, and profoundly inhuman. Unfortunately, things are about to change.

Dr. Myron Bassman, a once-prominent Confederate ironclad designer, fled Roswell in 1870 when his madness finally pushed him away from his fellow men. He stumbled into the desert, where he would have died had it not been for a most unlikely savior – a gargantuan terrantula.

Dr. Bassman's rescuer, for reasons known only to it, decided to bring the stricken engineer food and water and nurse him back to health, rather than eating him as might be expected. Gargantuan terrantulas do unusual things for reasons unfathomable by men, but they've never been known to help lost travelers. Perhaps, by some arachnid intuition, the terrantula sensed the possibilities the lost doctor represented, and foresaw the horror that lay six years in the future. Terrantulas do not name themselves; what names they have are gifts from men. Dr. Bassman gave his new-found friend the name Magog.

In time, Magog learned to communicate with Dr. Bassman, and learned of his world. They spent months simply talking. Dr. Bassman poured out the years of feeling trapped by hordes of people who looked just like him, but were as alien to him as a plant. Magog listened, and responded with his own stories of the agonizing encumbrance of his own body. Over time, Dr. Bassman became ensnared by the eloquent spider's words. He came to identify with Magog, and to feel Magog's limits and frustrations as his own. All his technical expertise had been unable to free him from the prison of life among men until Magog gave him his freedom. Eventually, he hit upon an idea. He would help his friend by bringing the power of science to bear. He may even have thought of it himself.

When the spring came, Dr. Bassman left to collect the men and material for his grand project. Magog provided him ample coinage, looted from passing stagecoaches. For the next five years, the doctor gathered his parts, and worked on a project that would stretch the limits of ironclad construction – a gigantic ghost-steel spider.

Arachnid automatons or ironclads have been attempted before, and have always been failures. No mechanism that man can build can adequately coordinate eight legs. But Bassman's spider isn't designed to carry a man or a calculating engine. It's an exoskeleton for Magog, nearly 10 yards across and taller than a house.

Magog moved into his new shell late in 1876. At first he was too small to properly operate the exoskeleton's systems. Freed of the limited tensile strength of his own exoskeleton, however, he rapidly expanded to fill the space. Today, Magog can use his new body without trouble, and to devastating effect. So far, he is pleased with his friend's work. But the final test will come when he sets his new body to the service of whatever plots lurk in his inhuman mind.

DR. MYRON BASSMAN

197 POINTS

ST 9 [-10]; DX 12 [20]; IQ 15 [60]; HT 9 [-10].

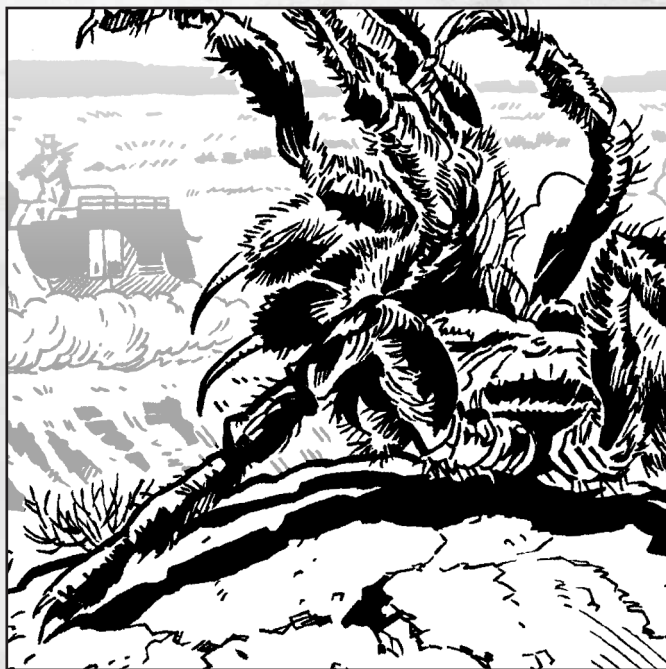
Speed 5.25; Move 5.

Dodge 5.

Advantages: Gadgeteer (Quick) [50]; Patron (Magog) [60].

Disadvantages: Clueless [-10]; Edgy [-5]; Oblivious [-3]; Proud [-1]; Reclusive [-10]; Weak Will -3 [-24]; Workaholic [-5]; Xenophilia [-15].

Skills: Battlesuit-16 [24]; Engineer (Vehicles)-20 [14]; Mechanic (Steam Engine)-16 [4]; Metallurgy-19 [12]; Physiology-14 [4]; Research-18 [8]; Scrounging-20 [10]; Weird Science-17 [16]; Xenobiology-15 [2]; Zoology-16 [6].



MAGOG

1,774 POINTS

ST 250 [171]*; DX 13 [30]; IQ 14 [45]; HT 15/200 [985].

* Limitation: No Fine Manipulators, -40%.

Speed 7.00; Move 8.

Dodge 7; Parry 12 (Brawling).

Advantages: Charisma +4 [20]; DR 60 [180]; Enhanced Move 1 [10]; Extra Legs (Eight legs) [15]; Fangs [10]; Horrific Appearance (-12 to Fright Checks; see *Terror*, p. 7) [90]; Imperturbable [10]; Injury Tolerance (No Neck) [5]; PD 6 [150]; Peripheral Vision [15]; Regrowth [40]; Serendipity [15]; Single-Minded [5]; Talons [40]; Venom [90].

Disadvantages: Bestial [-15]; Bloodlust [-10]; Callous [-8]; Curious [-5]; Horizontal [-10]; Inconvenient Size [-10]; Increased Life Support 5 [-50]; Incurious [-5]; Mute [-25]; No Fine Manipulators [-30]; Odious Personal Habit (Eat sentient beings) [-10]; Solipsist [-10].

Skills: Battlesuit-21 [16]; Brawling-17 [16]; Traps-15 [4].

JOAQUIN MURIETA

565 POINTS

ST 20 [110]; **DX** 16 [80]; **IQ** 12 [20]; **HT** 14 [45].

Speed 7.50; Move 7.

Dodge 7; Parry 12 (Brawling).

Advantages: Charisma +1 [5]; Imperturbable [10]; Injury Tolerance (No Blood, Neck, or Vitals) [15]; Strong Will +4 [16]; Talons [40]; Vampiric Immortality [60]; Vampiric Invulnerability [150].

Disadvantages: Dread (Alcohol) [-10]; Intolerance [-5]; Obsession (Find his head) [-10].

Skills: Brawling-19 [8]; Climbing-16 [2]; Detect Lies-12 [4]; Guns (Pistol)-21* [8]; Intimidation-15 [8]; Riding (Horse)-18 [8]; Shadowing-11 [1].

* Includes +2 for IQ.

During California's Gold Rush, U.S. law made it extremely difficult for Mexicans to mine legally. However, a very few Mexicans managed to cut through all the red tape and file legitimate claims. One of these was a young man named Joaquin Murieta. He filed all the correct paperwork and settled down on a small homestead with his wife Rosalita to mine peacefully. The other miners in the area, however, felt that Murieta was stealing gold that was rightfully theirs. After stewing for a few months, they decided to take matters into their own hands. The miners rounded up a gang, beat Murieta to death's door, raped and murdered his wife, and hanged his brother from the rafters of his cabin. The law refused to help Murieta bring the miners to justice.

Hungry for vengeance, Murieta gathered together some other angry Mexicans and a handful of outlaws from the USA and began a spree of banditry and destruction up and down southern California. To the poor workers of the state, particularly the Mexicans, he became a sort of modern Robin Hood. The government of California, however, didn't see it the same way. Captain Harry Love was charged with eliminating Murieta's gang. He and his band of lawmen went out to find Murieta. They ambushed him away from camp one afternoon and killed him. Love decapitated Murieta's corpse and presented the head to the governor. Without their leader, the gang soon evaporated.

Murieta's story, however, doesn't end there. Two decades later, people started to report that Murieta was back. Rumor says that he appears at mining camps throughout the Maze and the rest of the Southwest, looking for his lost head. When it is not forthcoming, he removes the heads of miners from the Union or the Confederacy to see how those heads might fit. He has never harmed a Mexican or a woman, so they say. Murieta is incredibly strong; between his mighty thews and the talons undeath has given him, it is a trivial matter to twist off some unfortunate's head.

His true head sits in a jar of formaldehyde behind the bar of the Ivory Palace, a saloon in Shan Fan run by one of Harry Love's descendants. That head is Murieta's undead focus; as long as it exists, Murieta can never be killed permanently.

Murieta can be driven off by pouring alcohol down the stump of his neck. If this is done, he immediately calms down and wanders away.

PAPA RATTLESNAKE

200 POINTS

ST 12 [20]; **DX** 11 [10]; **IQ** 11 [10]; **HT** 10 [0].

Speed 5.25; Move 5.

Dodge 5.

Advantages: Charisma +2 [10]; Fearlessness +3 [6]; Power Investiture 4 (Reckoners) [40]; Strong Will +6 [24].

Disadvantages: Bloodlust [-10].

Skills: Disguise-13 [6]; Fast-Talk-11 [2]; Guns (Pistol)-12* [1]; Guns (Shotgun)-12* [1]; Intimidation-16 [12]; Knife-11 [1]; Leadership-15** [6]; Physician-11 [4]; Scrounging-11 [1]; Stealth-11 [2]; Survival (Plains)-11 [2]; Throwing-13 [16].

* Includes +1 for IQ.

** Includes +2 for Charisma.

Black Magic Spells: Bolts of Doom-17 [8]; Dark Protection-16 [6]; Pact-18 [10]; Zombie-17 [8].

Languages: English-10 [1]; Necessity Talk-10 [1]; Serrano (native)-11 [0]; Spanish-11 [2].

Among the most feared names in the Great Maze is that of the Rattlesnake Clan. The Clan is a band of Indian shamans of power, all of whom have turned to dark sorcery to achieve their ends. Their identities are secret, and they have no headquarters or permanent facilities. The Clan's members live clandestinely among the various tribes of the Maze, ordering the multitude of spirits and abominations that do their bidding to work various sorts of mayhem. The Clan is not responsible for a tenth of what is credited to it; like any smart secret society, they cultivate an air of mystery and dread, thus amplifying the impact of their actual deeds. Almost every group in the Maze is sworn to the Clan's destruction, but so far no one has been able to root out even a single verifiable Rattlesnake.



The leader of the Clan is a Serrano Indian shaman named Sings in Moonlight, whose secret name is Papa Rattlesnake, after his totem animal. Papa Rattlesnake was a teacher to Raven himself, in the days before Raven led the Last Sons against the Old Ones. After the Reckoning began, Raven returned and challenged his teacher to a duel. Papa Rattlesnake was defeated and forced to serve Raven. He wears the burden of servitude without joy, but so far the duties asked of him are so light as to be nothing – the Clan is called upon to create fear among the Indians of the Maze, to disrupt any attempt to organize the tribes to any greater purpose, and to enhance their own power. It is essentially what the Rattlesnake Clan would be doing if Raven did not exist.

Petrov

450 POINTS

ST 15 [60]; **DX** 14 [45]; **IQ** 14 [45]; **HT** 15/18 [75].

Speed 7.25; Move 7.

Dodge 9; Parry 11 (Brawling).

Advantages: Charisma +2 [10]; Combat Reflexes [15]; Disease-Resistant [5]; Enhanced Dodge [15]; High Pain Threshold [10]; Imperturbable [10]; Resistant to Poison [5]; Status 3* [10]; Strong Will +1 [4]; Terror (-3 to Fright Checks) [60]; Very Rapid Healing [15]; Very Wealthy [30]; Voice [10].

* Includes one level free from Very Wealthy.

Disadvantages: Callous [-6]; Chummy [-5]; Fanaticism [-15]; Megalomania [-10]; Selfish [-5].

Skills: Acrobatics-15 [8]; Administration-12* [2]; Animal Handling-13 [2]; Brawling-15 [2]; Carousing-15 [8]; Diplomacy-13* [2]; Fast-Talk-14* [6]; Guns (Pistol)-17** [2]; History-12 [1]; Intimidation-16 [6]; Knife-14 [1]; Leadership-15*† [4]; Literature-12 [1]; Occultism-12 [1/2]; Politics-13 [1]; Riding (Horse)-15 [4]; Savoir-Faire-16†‡ [0]; Sleight of Hand-13 [2]; Strategy-10 [1]; Stealth-16 [8]; Swimming-13 [1/2]; Tactics-12 [4]; Tracking-12 [1/2].

* Includes -2 for Callous.

** Includes +2 for IQ.

† Includes +2 for Charisma.

‡ Free at IQ, from Status.

Languages: English-12 [1/2]; Russian (native)-14 [0].

One of the notable tycoons of the Great Maze is a Russian named Gregor Petrov. Rumor has it that he was once Russian nobility. He works several large claims using Russian

Petrov's Bowls

Petrov's unnatural vigor is sustained by his set of golden drinking bowls. There are seven bowls in the set, each a different size. Each bowl is delicately and intricately engraved on the inside surface, while the outer side is smooth beaten gold, with Petrov's crest stamped on one side. While clean – or filled with wine, as they are when Petrov hosts the notables of the Maze – the engraving is difficult to make out, but when the bowls are freshly drained of blood, the dregs cling to the sides, bringing into sharp relief the tableaux of cruelty and depravity inscribed there. The bowls are heavy and made of solid gold; they would be worth a small fortune to a collector brave enough to buy them.

Power: When one of the bowls is filled with a child's blood by someone using the proper ritual and drained by a single person, that person gains two points of ST and HT for the next 24 hours. The draught also removes two weeks' worth of aging.

Taint: Drinking even the smallest sip of blood from Petrov's bowls compels the drinker to make a Will roll or acquire an Obsession with the bowls. Someone in the throes of the obsession will do almost anything to experience the pleasure of the bowls again.

peasants as laborers, with a few dozen Cossacks as overseers and general muscle. Petrov's people have occasional scraps with their neighbors; other miners feel threatened by the scale of Petrov's operation, and xenophobia plays a role as well. On the whole, however, he is regarded by most Mazers as just another powerful boss to avoid irritating. They don't know the half of it.

Petrov was indeed once a Russian duke. He is also an abomination in human form, who sustains himself with the suffering of humans and the blood of children. The first is easy to come by; given the way he treats them, his laborers provide all the suffering Petrov could ever need. The blood is somewhat more difficult, but the Maze being what it is, Petrov can usually find a child to drain into his golden drinking bowls once a fortnight. Immediately after drinking, Petrov is stronger and tougher than usual for about a day. As long as he remains supplied with blood and suffering, Petrov will remain healthy and vigorous forever. Petrov also keeps his Cossacks loyal by giving them sips out of the golden drinking bowls; it gives them no special powers, but it fills them with euphoria and puts them in Petrov's thrall.

He also has a reach far beyond what most people expect. He has business dealings with half the people in the Maze, and knows the secrets of almost as many. He is more than happy to exploit these connections in any way necessary to get done what he needs.

His desire is to carve out a fiefdom within the Maze, building towns and cities to provide children for his bowls.

Shocks with a Fan

210 POINTS

ST 13 [30]; **DX** 12 [20]; **IQ** 15 [60]; **HT** 12 [20].

Speed 6.00; Move 6.

Dodge 7; Parry 7 (Brawling).

Advantages: Charisma +2 [10]; Enhanced Dodge [15]; Fearlessness +1 [2]; Initiation 3 [30]; Language Talent +2 [4]; Luck [15]; Strong Will +10 [40].

Disadvantages: Alcoholism [-15]; Compulsive Lying [-15]; Curious [-10]; Gluttony [-5]; Impulsiveness [-10]; Lecherousness [-15]; Overconfidence [-10]; Trickster [-15].

Skills: Acrobatics-12 [4]; Bard-16 [1]; Bow-9 [1/2]; Brawling-11 [1/2]; Climbing-10 [1/2]; Detect Lies-12 [1/2]; Fast-Talk-14 [1]; Intimidation-13 [1/2]; Leadership-16* [1]; Pickpocket-12 [4]; Riding (Horse)-10 [1/2]; Ritual Magic-16 [12]; Sleight of Hand-12 [4]; Stealth-12 [2]; Theology-14 [2].

* Includes +2 for Charisma.

Rituals: Path of Health-16 [12]; Path of Luck-16 [12].

Languages: Cantonese-15 [1/2]; English-15 [1/2]; Maidu (native)-17 [0].

Shocks with a Fan is a shaman of the Yurok tribe. He is also the unofficial leader of the Indian wing of the Spiritual Society, a group of Chinese and Indians interested at exploring links between Indian shamanism and Taoist spirituality. Outside the Society, he is regarded as something of a liability to the Society's goals; Shocks with a Fan is a lewd, crude alcoholic, and his attempts to forge alliances with other Indian groups have been nothing short of disastrous.

Unbeknownst to anyone, Shocks with a Fan is also an incarnation of Coyote, the trickster spirit revered by many Western tribes. He decided to take human form when he learned what Raven had been up to – particularly his plot to take over the Coyote Confederation. Although Coyote is an earthy and hedonistic sort of spirit, he isn't evil, and Raven's brand of trick is not to his taste. He wants to teach Raven a lesson for even thinking about stealing his name. How manifesting as Shocks with a Fan is going to accomplish this goal isn't clear yet.

Shocks with a Fan could be a useful contact for anyone working in the Maze. He craves legitimacy and the respect of other groups in the area, and would be more than willing to help anyone who might help him achieve it. His irrepressible appetites might interfere, however.

SPRINGHEEL JACK

770 POINTS

ST 14 [45]; **DX** 19 [150]; **IQ** 12 [20]; **HT** 15 [60].

Speed 8.50; Move 8.

Dodge 9; Parry 14 (Brawling).

Advantages: Alertness +2 [10]; Charisma +2 [10]; Enhanced Dodge [15]; Invulnerability [300]; Strong Will +3 [12]; Super Jump 1 [10]; Terror (-6 to Fright Checks) [90]; Talons [40].

Disadvantages: Bloodlust [-10]; Callous [-6]; Impulsiveness [-10]; Murder Addiction [-60]; Vulnerability (Wood) [-10].

Skills: Acrobatics-22 [24]; Brawling-22 [8]; Climbing-21 [8]; Intimidation-16 [10]; Occultism-16 [10]; Stealth-23 [24].

Powers: Breathe Fire-19 [20].

Once, in centuries long past, the being now called Springheel Jack was a nature spirit in England. When a dark pre-Roman cult began offering blood sacrifices near his home, curiosity drew him in. Soon, he had become addicted to the salty nectar and was corrupted by the cult's evil rites. As a favor to the cultists who fed his bloodthirst, he carried out a variety of savage killings. He was the terror of England until a group of druids faced him down and bound him into an earthen mound, where he howled away the centuries, his lust for blood driving him ever madder.

In the 1830s, the mound was torn open in the process of building a textile mill, and Jack was again free. The world was a far less magical place than the one he had last seen, and his powers were greatly depleted. He returned to his original character, more or less: a basically benign nature spirit. His early activities were more mischievous than dangerous: a flash of blue flame in a passerby's face, a brief tussle and tearing of clothes, and so on. The long imprisonment had made him more than slightly mad, but his basic motives were harmless.

But then the Reckoning came. Power flowed anew through Jack's veins, awakening his old hungers. The temptation to do evil overwhelmed him. Now when Jack attacks a victim, after startling and stunning them, he likes to disembowel them and festoon their entrails like streamers around the murder site.



Jack prefers solitary victims; if he is outnumbered, he usually tries to flee. As a spirit of nature, Jack is invulnerable to technological weapons; only wooden or magical implements can harm him.

A Harrowed who counts coup on Springheel Jack gains one level of the Super Jump ability.

ANTAGONISTIC PEOPLES

One might think that the Reckoning itself was enough trouble for humanity. However, since the Reckoning, several entire *races* have been discovered who are, if not actually antagonistic toward humanity, certainly less than cordial.

THE LAW OF THE OCEAN

Beneath the sea, where the rule of man does not extend, there lies an inexhaustible multitude of creatures. Like their land-dwelling kin, many undersea creatures are intelligent. Unlike the beasts of the land, several species are civilized.

For millennia, the ocean was a battleground. The were-sharks and the wave shadows, the two most prominent races of the continental shelf, warred against each other and among themselves. Both races dwelt in small settlements, carved out of undersea grottos, for as long as they could until their foes drove them back to a nomadic life. In this way, the civilized races of the sea passed their wretched existences, unknown to the surface world.

Some centuries ago, however, several were-shark towns off the Mexican coast formed an alliance, calling itself the Law of the Ocean. Such alliances had not been unheard of, but the Law of the Ocean distinguished itself in one regard. Any town could join the Law by agreeing to uphold a simple code of conduct. Even more revolutionary, the Law was open to wave shadow communities: clans who upheld the code of the Law would be safe from other towns of the Law, and would be protected by them, even against other were-sharks.

The code of the Law is elementary: no group under the Law shall attack another group under the Law; all groups under the Law shall render assistance to any group under the Law being attacked; disagreements among groups under the Law shall be negotiated in good faith in open conclave; and the fruits of the land are the common property of the Law.

This last point is the key to the Law's success. Rather than turning its members' aggressions against other towns, as previous alliances had done, it invited all undersea towns to join and focused their hostility against the dwellers of the land. The were-sharks would infiltrate human society, undermining the humans ability to resist the Law, while wave shadows would take advantage of human weakness and assault isolated settlements.

The Law's plan to conquer the land proceeded slowly, but its members reaped a vast peace dividend. Resources once devoted to war could be used to enrich their lives and conquer the uncivilized and unintelligent species of the sea. Wealth looted from the land could be put to similar uses. Settlements which had been razed every decade could prosper. In the centuries since the foundation of the Law, its largest communities have grown to be real cities, home to thousands, where industry and the arts thrive. The Law now rules most of the Pacific, with major inroads into the Atlantic and Indian Oceans. At this point, although wave shadows and were-sharks could hardly be said to be friends, they've grown used to each other, and wouldn't enjoy returning to war.

WERE-SHARKS AS PCs

A were-shark in a normal campaign is probably a sleeper agent from the Law, though his sympathies may have turned to the humans he was sent to undermine. He is fairly simple to integrate into a campaign, as he can appear like a normal human. His harsh attitudes don't stand out much in the cold-hearted frontier, and his need for companionship helps draw him into society. The were-shark's position, straddling two worlds, makes for an interesting character; he must learn to fit into a world he intends to destroy.

WERE-SHARK

152 POINTS

Human Form

Attributes: IQ +1 [10].

Advantages: Were-Shark [193].

Disadvantages: Bloodlust [-10]; Callous [-6]; Chummy [-5]; Secret (Were-creature) [-30].

"Shark" Form

Attributes: ST +4 [45]; DX +2 [20]; HT +3 [30].

Advantages: Acute Taste and Smell +3 [6]; Amphibious [10]; DR 4 [12]; Enhanced Move 1/2 (Swimming) [5]; Gills [10]; Horrific Appearance (-4 to Fright Checks; see *Terror*, p. 7) [10]; Peripheral Vision [15]; Sharp Claws [25]; Sharp Teeth [5].

The "shark" form has a PPT of 193 and an NPT of 0 (see *Quick-and-Dirty Shapeshifting*, p. 36); the cumulative advantage cost is 193 points.

The Reckoning was a grand time for the Law. They felt sure their influence was finally having its effect, judging by the chaos on land. When half of California slid into their domain, they became doubly convinced that their war had irreversibly turned their way.

Then the channel chompers came.

The deep parts of the ocean were never explored by the Law; its races are amphibious, best suited to relatively shallow parts of the sea. The abyssal trenches were lands of legend, the dark continent of the waters. The Law never expected one of the legends to come to life.

The channel chompers – ancient, sophisticated, and utterly mad – were a near-insoluble problem. They needed lives to sacrifice, and they seemed intent on getting them, either by taking the citizens of the Law, or by raiding the surface communities that by right belonged to the Law. Any other race that attempted such a scheme would have been obliterated in battle by the Law's immense force. But the channel chompers were too many to count, and had ancient magics unknown to the younger oceanic races. A war could only cost the Law all the fruits of its long centuries of building.

After months of negotiation, an agreement was reached. The channel chompers have, ostensibly, become part of the Law. They have promised to leave the Law's cities alone. In exchange, they demand aid in their project of collecting souls for their hungry god – a project that the Law pursues, if hesitantly.

Today, the Law is a nation at war, within and without. Were-sharks riddle the coastal cities of the Maze. Wave shadows raid any town or ship that seems vulnerable. Behind them both, the channel chompers are eager to attack where the others hold back, mad for more shipments of cata-tonic humans fresh for the trip to their god's resting place. How long the fragile peace within the Law will last, none can say.

WERE-SHARKS

"Were-shark" is not an entirely accurate description; these creatures do not actually change into sharks. However, they are creatures that transform from ordinary humans to vicious aquatic monsters; the name is close enough for most purposes.

The were-shark's aquatic form is a seven-foot-tall humanoid, covered with gray scales, with webbed fingers and toes and dorsal ridges on their backs. Their eyes are solid black; their mouths are abnormally wide, with shark-like teeth.

Were-sharks are the brains of the Law; they possess subtlety that the Law's other races lack. Their undersea cities are elegant urban centers where they dwell in prosperity and peace. On land, they mostly live in port cities. They take jobs on ships and at docks, occasionally meeting to exchange information and get instructions from their homes below the waves. At least one ship plying the Maze, the *Edward Fitzhugh*, is crewed entirely by were-sharks. Were-shark infiltration usually leads to a ship being depopulated, or at least looted, while at sea.

The statistics below are for the marine form; in human form, a were-shark appears to be a normal man, and has abilities consonant with its external form.

ST: 14 **Move/Dodge:** 6/6 **Size:** 1
DX: 12 **PD/DR:** 0/4 **Weight:** 150 lbs.
IQ: 11 **Damage:** 2d cut#
HT: 13 **Reach:** C, 1 **Habitat:** SW

Skills: Brawling-15; Climbing-12; Intimidation-13; Stealth-14; Swimming-16; Tracking-14.

Special Abilities:

Damage: Were-sharks can claw for 2d cutting damage or bite for 1d-1 cutting damage.

Gear: Were-sharks carry whatever equipment is appropriate to their role. If they are hunting on behalf of the channel chompers, they sometimes carry weapons envenomed with channel chomper toxin.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -4 penalty to Fright Checks.

Swimming: The above Move is for a were-shark's movement on land. In the water, they have Move 10; their Dodge remains the same.



WAVE SHADOW

Wave shadows are amphibious humanoids with lizard-like features and savage tempers. They dwell in clan villages off the coast. Wave shadows are very aggressive, attacking isolated towns and lone travelers, with occasional ship attacks if they can muster the numbers. They plunder their victims and eat the bodies, unless they have been called upon to send a shipment of victims to the channel chompers. The wave shadows are the shock troops of the Law; they excel at frontal assaults.

Sometimes, a wave shadow clan settles for a while off the shores of a town they've plundered. Ghost towns often attract scavengers and tourists, and the repeat business can keep a clan fed for several weeks.

ST: 12 **Move/Dodge:** 6/6 **Size:** 1
DX: 13 **PD/DR:** 0/0 **Weight:** 150 lbs.
IQ: 9 **Damage:** 2d+1 cut
HT: 13 **Reach:** C **Habitat:** SW

WAVE SHADOWS AS PCs

Wave shadows are less appropriate as PCs, except in a Law-focused campaign. However, a wave shadow might join a human party if it was stranded far from home, or if its clan was destroyed. A temporary alliance might also bring man and wave shadow together.

WAVE SHADOW

107 POINTS

Attributes: ST +2 [20]; DX +3 [30]; IQ -1 [-10]; HT +3 [30].

Advantages: Amphibious [10]; Dark Vision [25]; Gills [10]; Knack (Blur; 1 point of Power) [12]; PD 1 [25]; Peripheral Vision [15].

Disadvantages: Bloodlust [-10]; Hidebound [-5]; Horrific Appearance (-2 to Fright Checks; see *Terror*, p. 7) [-10]; Odious Racial Habit (Eats humans) [-15]; Sadism [-15]; Uneducated [-5].

Skills: Brawling-13; Knife-16 or Shortsword-16; Knife Throwing-12; Scrounging-13; Stealth-13; Swimming-16.

Special Abilities:

Cloak of Evil: Between sunset and sunrise, all wave shadows are shadowed as if under the effects of a Cloak of Evil black magic spell cast at Power Investiture 1 (see p. DL104); any physical attack or ranged spell is at -1 to hit. This effect takes no fatigue to maintain.

Damage: Wave shadows can claw for 2d+1 cutting damage.

Gear: Wave shadows sometimes carry weapons. If they're hunting on behalf of the channel chompers, they may carry weapons envenomed with channel chomper toxin.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -2 penalty to Fright Checks.

CHANNEL CHOMPERS

The so-called channel chompers are a very ancient race. Some say that in eons gone by, they ruled the world from vast coral cities beneath the Pacific. Long ago, however, some catastrophe sent the entire species into a deep torpor, from which they were awakened only when the Reckoning sent mystic energies flooding throughout the world. Now their coral cities live again.

Channel chompers worship a god who is said to dwell in the depths of the Marianas Trench, south of Guam, and to possess an unending hunger for blood and souls. They believe that if it is not kept quiescent by means of regular sacrifices, it will arise from the trench and eat all the fish in the ocean – which, depending on the source you listen to, may be a metaphor for destroying the world. Once, these sacrifices were rare, though regular; the channel chompers have slept long, however, and they fear the rising of the god may be at hand – indeed, they worry that the surge of power that restored them to activity may be the god's first stirring. Therefore, they carry out attacks on human settlements, capturing as many people as possible to bring back to the trench for ritual sacrifice. They hope that mass sacrifice may return the god to its sleep.



The poison that tips a channel chomper's claws causes its victims to be preserved in a comatose state for the long cross-Pacific trip, so that they will be fresh and alive for sacrifice to the trench god. However, it also means that a victim rescued from the channel chompers can be revived, given time for the toxin to dissipate.

Channel chompers are mostly found in the Maze, where they got the name by which they are popularly known – they hide in narrow channels, and chomp on the unwary. They regularly mount raids to capture and paralyze miners or sailors. They usually avoid attacking crowds, but if they have enough numbers on their side and the need is pressing, they will. Presumably they also raid the Asian coasts, but no one has investigated closely. Foreign lands are full of sea-monster stories, and unearthing the truth would be difficult.

Channel chompers have compelled their allies in the Law of the Ocean to assist their raids for victims; they provide their allies with their venom in preserved form, so that victims may be properly prepared for the long trans-Pacific trip.

A channel chomper looks like an evil caricature of a mermaid, with a fish-like tail at the end of a humanoid torso, brutal claws, and a large mouth packed with teeth. The whole body is covered in heavy scales, and two glowing bulbs of flesh protrude from the channel chomper's forehead. They communicate by means of sonar; they are not equipped to speak or hear human language. Presumably, mad science could produce a device to speak to a channel chomper, but no one has yet tried.

Channel chompers care little for one another or their allies; beyond appeasing the god, nothing else matters. A captured or wounded channel chomper will be abandoned by its companions.

ST: 9 **Move/Dodge:** 3/3 **Size:** 1
DX: 13 **PD/DR:** 0/0 **Weight:** 150 lbs.
IQ: 9 **Damage:** 1d-1 cut#
HT: 10 **Reach:** C, 1 **Habitat:** SW

Skills: Brawling-14.

Special Abilities:

Damage: Channel chompers can claw for 1d-1 cutting damage or bite for 1d-2 cutting damage. A channel chomper's claws are tipped with a cataleptic poison.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -2 penalty to Fright Checks.

Poison: The channel chomper's poison is a Type D venom, paralyzing its victim if a HT-3 roll is failed. However, unlike the usual Type D venom, a failed HT-3 roll causes the victim to be paralyzed for six weeks. On the other hand, a successful roll paralyzes the victim for only 3d seconds rather than the usual 3d minutes. A person who has been injected with the channel chompers' poison falls unconscious and slips into a deep coma. This coma reduces the metabolism to such a low ebb that it can remain alive underwater for weeks. A skillful doctor can obtain one to three doses of the poison from a dead channel chomper with successful Surgery and Poisons rolls.

Swimming: The given Move and Dodge are for land movement. In the water, channel chompers have a Move of 9 and a Dodge of 6.

CHANNEL CHOMPERS AS PCs

Channel chompers are difficult to integrate into a non-Law campaign, and are a challenge even in a campaign set in the Law of the Ocean. However, a party can still make use of a channel chomper. He can be a sort of in-house antagonist, creating tension by his very nature, and creating a more interesting party dynamic in the process.

A campaign including a channel chomper PC is, of necessity, bound up with the quest to feed the god; even in a mostly human campaign, the channel chomper will have had to flee its people and is likely fighting against them. Alternately, an all-channel chomper campaign would likely be simple and bloody, but no more so than many dungeon crawls.

CHANNEL CHOMPER

0 POINTS

Attributes: ST -1 [-10]; DX +3 [30]; IQ -1 [-10].

Advantages: Enhanced Move 1 (Swimming) [10]; Gills [10]; Pressure Support [10]; Sharp Claws [25]; Sharp Teeth [5]; Venom 3 (modified Type D) [45].

Disadvantages: Aquatic [-40]; Callous [-6]; Chauvinistic [-1]; Edgy [-5]; Extreme Fanaticism [-15]; Horrific Appearance (-2 to Fright Checks; see *Terror*, p. 7) [-10]; Low Empathy [-15]; Obdurate [-10]; Reduced Move 2 (On land) [-10]; Stubborn [-5].

Skills: Brawling at DX+1 [2].

THE WAKANSICAS

Long, long ago, when the Maya were still top dog in South America and no one had heard of the white man, the Americas received a visit from another planet. These incredibly advanced visitors were taken for gods by the locals, and treated accordingly. They stayed in South America for many years, exploring and studying. They inspired many of the great structures of South and Central America – the pyramids, the Nazca Lines – many of which originally served as beacons for the aliens' ships.

The aliens ruled in America for a long time. Mostly the two races kept to themselves, but some aliens felt that a merging of alien and human had something to offer. The more radical among these eventually attempted to create a crossbreed.

The beings thus created were a remarkable success. Many different subtypes were created to perform a variety of tasks; in time, crossbreeds served as the aliens' proxies in all things. Humans no longer came into contact with the aliens; instead, the crossbreeds became their tyrants.

In time, the aliens decided to abandon Earth, for reasons lost to posterity. They charged the crossbreeds to keep the human population under control until their return, and to subdue the human population not under alien control.

Unfortunately, the crossbreeds weren't up to the job.

The aliens had left many advanced devices, but the crossbreeds themselves were found wanting. The processes which created them had failed to instill characteristics like ambition and curiosity. They fiddled around for years, never quite getting down to serious conquest, while their equipment decayed and the fringes of their domain fell out of their control. Then the Great Spirit War closed off the Hunting Grounds. The aliens' technology relied heavily on magical power sources; without access to the Hunting Grounds, the crossbreeds were cut off from a great deal of their might.

In time, the crossbreeds' human subjects rose up in rebellion. A fierce war ended predictably: the crossbreeds' power was broken, and they were forced to run for dear life – but it was impossible for them to hide among humans. In time, each crossbreed enclave was wiped out, except for one.

The last survivors traveled far to the north, to what is now the Sioux Nations, and settled inside the mighty stone pillar called Devil's Tower, drilling miles of tunnels and chambers into the tower's core. There the crossbreeds degenerated into shadows of their former selves. They continued to pursue the technological arts, creating new works of genetic engineering, but every generation lost another bit of their precious technology; locked away in the tower, they simply didn't have the opportunity to use much of it. Over time, some artifacts became complete mysteries to them; even those they could still use were largely operated by rote learning rather than true understanding.

Crossbreed society is governed by a chieftain called the prime leader. Below him, each segment of society – the warriors, the techpriests, and the common folk – have a leader called their "pleader." The three pleaders advise the prime leader, but the prime leader's word is law once he has arrived at a decision.

The Sioux have little knowledge of them; the crossbreeds hide themselves well, and have exploited Sioux legends to drive away intruders. The Sioux, when they speak of them, simply call them "paha wakansica," or mountain devils. The wakansicas mostly think of the Sioux as good raiding targets. Wakansica warriors like to prove themselves in battle, and the only way to do so is to raid the Sioux. Also, the techpriests require human subjects for experiments. Finally, raiding the local Indians is a way for wakansicas to express their frustration at just how far they've sunk.

Recently, the dynamic around Devil's Tower has changed. Sitting Bull, hoping to stop the raids by the wakansicas, made a bargain with the Chinese warlord Kang, allowing Kang the right to build his railroad through Sioux territory in exchange for dealing with the wakansicas. Kang returned, claiming to have put an end to the raids. He had, but not in the way Sitting Bull assumed. Kang made a deal with the wakansicas' prime leader: in exchange for ceasing the raids against the Sioux and staying in their tower, Kang would defend the tower against intruders, and would provide the techpriests with a steady supply of human subjects. Kang gets his research subjects from Deadwood, which is overrun with down-on-their-luck miners and other hard-luck stories that no one will miss.

For the time being, the situation is stable: the wakansicas get their subjects, the Sioux get peace, and Kang gets his right-of-way (plus a few ultra-tech tidbits that his men pick up around the tower). However, if the Sioux discover they've been misled, if Kang decides to pull out of the area, if the folk of Deadwood discover what Kang's been up to, or if the wakansicas discover something which they think could enable them to start conquering the world again, things could easily get out of hand. Alternately, if Kang and the wakansicas get more intimate, they might decide to cooperate on a world conquest plan.

Wakansicas typically stand about four feet tall and weigh 150 pounds, though they may vary as much as a foot and 50 pounds either way. They have green, scaly skin, black eyes, and long sharp teeth. They sport claws on hands and feet, and have ugly, lizard-like faces.

A few tragic accidents brought home to the wakansicas the cost of meddling with nature.

Folk WAKANSICA

ST: 14 **Move/Dodge:** 7/8 **Size:** 1
DX: 14 **PD/DR:** 0/0 **Weight:** 150 lbs.
IQ: 9 **Damage:** 2d cut#
HT: 14 **Reach:** C **Habitat:** Sub

Skills: Area Knowledge (Devil's Tower)-10; Climbing-16; Shortsword-16; Stealth-16; Wakansica-10.

Special Abilities:

Damage: Folk wakansicas can use their claws for 2d cutting damage.

Gear: Folk wakansicas sometimes carry stunwands. These do 2d crushing damage and have Reach C, 1. In addition, anyone struck by a stunwand must make a HT-3 roll to avoid being stunned; if stunned, the victim loses 1d fatigue and remains stunned for at least (20-HT) seconds after the stunwand breaks contact.

SOLDIER WAKANSICA

ST: 15 **Move/Dodge:** 7/8 **Size:** 1
DX: 15 **PD/DR:** 0/0 **Weight:** 150 lbs.
IQ: 9 **Damage:** 2d+1 cut#
HT: 15 **Reach:** C, 1 **Habitat:** Sub

Skills: Area Knowledge (Devil's Tower)-10; Beam Weapons (Raygun)-18; Brawling-17; Climbing-17; Fast-Draw (Shortsword)-18; Intimidation-11; Shortsword-17; Stealth-17; Wakansica-10.

Special Abilities:

Damage: Soldier wakansicas can use their claws for 2d+1 cutting damage.

Gear: Soldier wakansicas carry stunwands (see above) and rayguns (use the stats for blasters on p. B208). They also wear flexible armor which provides PD 6 and DR 18 against crushing attacks. They may also carry other ultra-tech gear as appropriate.

TECHPRIEST WAKANSICA

ST: 12 **Move/Dodge:** 6/6 **Size:** 1
DX: 12 **PD/DR:** 0/0 **Weight:** 150 lbs.
IQ: 11 **Damage:** 1d+2 cut#
HT: 12 **Reach:** C, 1 **Habitat:** Sub

Skills: Area Knowledge (Devil's Tower)-13; Brawling-12; Climbing-12; Wakansica-13; Weird Science-12.

Special Abilities:

Damage: Techpriest wakansicas can use their claws for 1d+2 cutting damage.

Gear: Techpriests may have almost any sort of ultra-tech gear on them, depending on what they're working on.

THE WAKANSICA LEADERS

The following characters all use the Wakansica racial package found on p. 115.

Zabrox 373 1/2 points

ST 20 [80]; **DX** 15 [30]; **IQ** 12 [30]; **HT** 18 [80].

Speed 8.25; Move 8.

Dodge 8; Parry 11 (Brawling).

Advantages: Charisma +2 [10]; Wakansica [90].

Disadvantages: Bad Temper [-10]; Jealousy [-10].

Skills: Administration-12 [2]; Area Knowledge (Devil's Tower)-14 [4]; Bard-12* [1]; Beam Weapons (Ray-

gun)-19** [4]; Brawling-17 [4]; Climbing-17 [8]; Diplomacy-10 [1]; Fast-Draw (Shortsword)-18 [8]; Fast-Talk-12 [2]; Intimidation-16† [2]; Politics-11 [1]; Shortsword-18 [16]; Stealth-17 [8]; Strategy-12 [4]; Tactics-14 [8].

* Includes +2 for Charisma and -1 for Hidebound.

** Includes +2 for IQ.

† Bought up from ST default.

Languages: Sioux-10 [1/2]; Wakansica (native)-12 [0].

Zabrox is the current prime leader of the wakansicas. He is huge for a wakansica; he was the war pleader until the former prime leader died. At that point, he secured the position by badgering the other pleaders into appointing him to the prime leader's seat. Some wakansicas grumble about this, but browbeating is a time-honored ploy in wakansica politics.

Zabrox usually gets his way by yelling until any dissenters give up. It isn't necessary, generally – as prime leader, the final decision is always his – but Zabrox really likes to yell.

Despite his vocal ways, Zabrox is a talented leader. He has kept internal factions from becoming too much of a problem and handled the situation with Kang with unusual patience and diplomacy for a wakansica.



Clabrox

259 1/2 points

ST 16 [30]; **DX** 14 [20]; **IQ** 9 [0]; **HT** 15 [30].

Speed 7.25; Move 7.

Dodge 7; Parry 11 (Brawling).

Advantages: Wakansica [90].

Disadvantages: Shyness [-10].

Skills: Area Knowledge (Devil's Tower)-12 [6]; Beam Weapons (Raygun)-18 [16]; Brawling-17 [8]; Climbing-17 [16]; Fast-Draw (Shortsword)-18 [16]; Shortsword-17 [16]; Stealth-17 [16]; Strategy-7 [1]; Tactics-9 [4].

Languages: Sioux-7 [1/2]; Wakansica (native)-9 [0].

Clabrox, the current war pleader, is Zabrox's son. He got his current position largely due to nepotism, but he is an excellent soldier and an adequate leader. He lacks his father's ability to cow opposition, which has led to a certain amount of covert plotting by his lieutenants, but between Zabrox's willingness to shout down anyone who attempts to challenge for the war pleader position and Clabrox's own skills, his position seems safe. Indeed, as Zabrox's son, Clabrox is better able to deal with the prime leader than many more aggressive soldiers would be.

WAKANSICA TECHNOLOGY

The aliens who created the wakansicas were a TL10 race; however, the wakansicas have fallen a long way from those heights. Modern wakansicas have reliable TL7 technology, with a number of tried and tested technologies from TL8, and several pieces of "black box" technologies from more advanced Tech Levels.

Unfortunately, Clabrox is rather dull; he relies on his lieutenants to make policy, and indeed to tell him what to think. This is a regrettable quality in a war pleader, who is traditionally responsible for the continued survival of the wakansicas and for any and all interaction with the outside world.

Norbando 136 1/2 points

ST 13 [0]; **DX** 12 [0]; **IQ** 13 [45]; **HT** 12 [0].

Speed 6.00; Move 6.

Dodge 6; Parry 8 (Brawling).

Advantages: Wakansica [90].

Disadvantages: Bloodlust [-10]; Callous [-6].

Skills: Area Knowledge (Devil's Tower)-13 [1]; Brawling-12 [1]; Climbing-12 [2]; Fast-Talk-14* [8]; Weird Science-12 [4].

* Includes -2 from Callous.

Languages: Cantonese-11 [1/2]; Sioux-12 [1]; Wakansica (native)-13 [0].

Norbando, the tech pleader, got his position by killing his way to the top. Advancement-by-murder is a peculiar institution within wakansica society: it is common, almost acceptable, even, but discretion is always essential. A murderer caught in the act is a criminal of the worst sort to a population in decline.

As one might expect from the course of his career, Norbando is a terrible politician. He has no tact and no patience. He values only the ancient wisdom of the wakansicas' ancestors. His only motive in life (other than naked ambition) is the preservation of ancient technologies. Stories he has heard from Kang about human technology worry him; modern science isn't up to the level of wakansica technology, but it might be some day soon. Norbando wants to prevent that day from coming. Toward that end, he encourages innovation, slow and unremarkable as it may be, among the techpriests.

Serba 133 points

ST 12 [-10]; **DX** 12 [0]; **IQ** 10 [10]; **HT** 12 [0].

Speed 6.00; Move 6.

Dodge 6; Parry 7 (Shortsword).

Advantages: Wakansica [90].

Skills: Administration-10 [2]; Area Knowledge (Devil's Tower)-10 [1]; Climbing-14 [8]; Diplomacy-12 [8]; Shortsword-14 [8]; Stealth-15 [16].

Serba is the folk pleader, the wakansica who speaks for all the people who are neither soldiers nor techpriests – the largest, yet least powerful, segment of the population. She represents the wakansicas who do the unglamorous work of cleaning, farming, raising children, and all the myriad jobs that keep society running.

Serba is a very old wakansica, wizened with years of labor and duty, but her mind is still alert. She is surprisingly cunning, well able to hold her own in council. Typically, she waits for her antagonist to run out of things to say before tearing him apart verbally. This tactic has made her the only pleader who can occasionally out-argue Zabrox, and possibly has helped the two of them continue as mates for decades.

Serba has five children, most of them by Zabrox – a record in recent memory. She isn't Clabrox's mother, though.

PLAYING A WAKANSICA

Wakansicas rarely leave Devil's Tower, but one might conceivably take an urge to see the world, or might be exiled. Such a wakansica would need to conceal himself from ordinary humans, but in the Weird West, it's not that unusual to go around with a heavy hood over your face. It draws attention, sure, but most folks figure they don't want to know.

A wakansica will find himself largely ignorant of everything he might need to know about surviving in the Weird West. On the other hand, he probably has some useful gadgets.

WAKANSICA

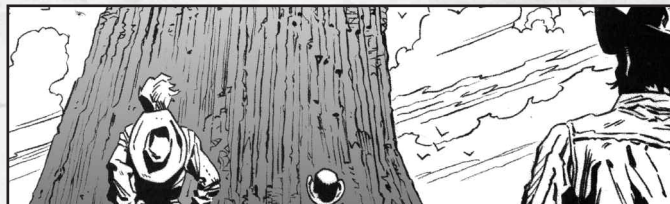
90 POINTS

Attributes: ST +3 [30]; DX +2 [20]; IQ -1 [-10]; HT +2 [20].

Advantages: Claws [25]; High Technology (TL7) [50]; Night Vision [10].

Disadvantages: Bully [-10]; Hidebound [-5]; Incurious [-5]; Monstrous Appearance [-25]; Racial Intolerance [-5]; Unusual Biochemistry [-5].

Serba's main goals are to keep the people fed and protect them from the outside world. She opposes the treaty with Kang, saying Kang isn't to be trusted.



THE DEVIL'S TOWER ECOSYSTEM

The wakansicas faced an interesting challenge underneath Devil's Tower. Their new home was a cavern system, made of bare rock with very little ecosystem to speak of. Agriculture requires many resources not easily found underground – soil, pollinators, and other organisms – so they applied their knowledge of genetic engineering to *make* everything they needed. From native Earth creatures, they bred organisms adapted to the underground environment to replace the animals that would serve similar roles above ground – rockworms to create and aerate soil, rockwasps to pollinate plants, mantabats and stingers to drive out or kill intruders and unwanted predators and scavengers, and so on. This makeshift ecosystem isn't terribly robust, but it produces enough food for the wakansica community, and it can be maintained with only minimal intervention from the techpriests.

They also bred creatures which they seeded in the lands around Devil's Tower to scare away intruders – weird grizzlies, piranha dogs, and barrasentries. These monstrosities have helped them maintain the haunted reputation that preserves their solitude.

Barrasentries

Barrasentries are a freshwater fish created by the wakan-sica techpriests as a defense system. They resemble barracuda, but have several long, thin tentacles sprouting above their gills. These tentacles are coated in a paralyzing poison, which enables a barrasentry to seize a victim with its tentacles, immobilize it, and then tear into it with its teeth.

They usually travel in schools of 1d+1, and are happy in any sort of water, regardless of its purity. They are most often found around Devil's Tower, but over time have made their way into rivers across the Sioux Nations, and possibly even beyond.

ST: 8 **Move/Dodge:** 5/5 **Size:** 2
DX: 12 **PD/DR:** 0/0 **Weight:** 40 lbs.
IQ: 3 **Damage:** 1d-2 cut
HT: 9 **Reach:** C **Habitat:** FW

Skills: Brawling-13; Stealth-14; Swimming-16.

Special Abilities:

Damage: A barrasentry can bite for 1d-2 cutting damage.

Horrific Appearance: Victims are at -2 to Fright Checks. See Terror, p. 7.

Poisoned Tentacles: A barrasentry can grapple with its thin but deceptively strong tentacles. Every turn that a victim is successfully grappled by a barrasentry, it injects a paralytic agent. Any victim who fails a HT roll is stunned for one round, and may take no action while the barrasentry attacks him with its teeth. Drowning is a risk for a victim poisoned by a barrasentry.

The Cleaner

The Cleaner was originally an ancient housekeeping device, but it has been enhanced to serve as a defensive system. It is a small globe that floats through the corridors of Devil's Tower, occasionally firing a sheet of energy that destroys anything that hasn't been treated to resist it. It is programmed to avoid crossbreeds. The energy sheet is intended to destroy dirt and debris, but works well on intruders, too. If attacked, it will retaliate with a focused blast aimed at the attacker until he is dead or out of sight.

The Cleaner is easy to avoid; it moves slowly, and emits a humming noise just before it projects an energy sheet. Its energy sheet does 1d energy damage to anything it touches. Its focused ray does 6d impaling damage, with a maximum range of 300 yards.

ST: 4 **Move/Dodge:** 3/3 **Size:** 1
DX: 13 **PD/DR:** 0/0 **Weight:** 50 lbs.
IQ: 2 **Damage:** 6d imp#
HT: 13 **Reach:** R **Habitat:** Sub

Mantabats

Mantabats look like small flying manta rays. They were bred to eliminate small predators and scavengers which found their way into the wakan-sicas' farming areas. They are about two feet long, and look unimposing. However, they possess sharp, if small, teeth and a venomous stinger on their tails.

When they attack in numbers, as they usually do, a series of stings is often enough to take even the toughest cowpoke out of commission.

The best defense against mantabats is fire; their gossamer wings burn quite well. Mantabats are nocturnal.

ST: 3 **Move/Dodge:** 3/3 **Size:** <1
DX: 13 **PD/DR:** 0/0 **Weight:** 5 lbs.
IQ: 3 **Damage:** 1d-5 cut#
HT: 10/2 **Reach:** C **Habitat:** Sub

Special Abilities:

Damage: A single mantabat does 1d-5 cutting damage with its bite.

Horrific Appearance: See p. CI80.

Sting: With a successful Brawling roll, a mantabat may sting, injecting a painful, nausea-inducing toxin. A stung victim must make a HT-2 roll or fall ill for 2 hours, suffering a -4 penalty to all attribute and skill rolls. This penalty is not cumulative, though the duration of the penalty is measured from the last sting received.

Swarm: Mantabats can swarm (see p. B143). A swarm of mantabats does 1d cutting damage in addition to the poison from its stings. It takes 10 hits to disperse a mantabat swarm.

Vulnerability – Fire: Mantabats take triple damage from any fire-based attack. This makes torches very effective for dispersing a mantabat swarm.

Piranha Dogs

Piranha dogs are genetically modified prairie dogs, with savage teeth and claws and equally vicious dispositions. From a distance, they look like normal prairie dogs, but anyone who gets close enough to notice something amiss is probably close enough to become a target.

Piranha dogs can't do much damage on their own, but they attack in swarms. A piranha dog swarm can strip a buffalo down to the bones in minutes. A piranha dog town usually consists of about 200 adults. They attack in waves of about 10 at a time. If a target flees more than 100 yards from the town, new waves will stop coming out, but any dogs already on the offensive will persist until killed.

The best way to escape piranha dogs is to dive into a river; they can swim, but they can't swim and fight at once, and they prefer not to try. A target who jumps into deep water will immediately dislodge all piranha dogs, who will swim for shore and return home if the victim shows no signs of getting out of the water. Piranha dogs also don't like fire; torches can keep them at bay.

Piranha dogs are generally confined to the Sioux Nations, but it would be relatively trivial for a few to stow away on an Iron Dragon train and find their way into other parts of the country.

ST: 3 **Move/Dodge:** 4/6 **Size:** <1
DX: 12 **PD/DR:** 0/0 **Weight:** 10 lbs.
IQ: 4 **Damage:** 1d-4 cut
HT: 12/4 **Reach:** C **Habitat:** P

Skills: Brawling-13; Stealth-12.

Special Abilities:



Damage: A piranha dog does 1d-4 cutting damage with its teeth.

Horrific Appearance: Victims are at -2 to Fright Checks. See *Terror*, p. 7.

Swarm: Piranha dogs swarm in groups of 10, doing 1d+1 cutting damage every turn. It takes 20 hits to disperse a piranha dog swarm.

Rock Lion

Rock lions are the wakansicas' attempt to implement an ant lion's methods on a grander scale. They are six-foot-long black beetles with enormous mandibles. They burrow through rock to set a trap, grinding the rock into a fine sand. When prey enters the pit, it slips on the sand, at which point the rock lion lunges up from its camouflaged lair at the bottom of the pit to attack, rending its foe into pieces and dragging the remains into its lair to feed.

ST: 13 **Move/Dodge:** 5/5 **Size:** 1
DX: 14 **PD/DR:** 4/12 **Weight:** 200 lbs.
IQ: 4 **Damage:** 2d#
HT: 12 **Reach:** R **Habitat:** Sub

Skills: Brawling-15; Stealth-14.

Special Abilities:

Damage: A rock lion can spit acid up to 30 yards, doing 2d acid damage when it hits. It can also use its powerful mandibles for 1d-1 cutting damage.

Horrific Appearance: See p. C180.

Sand Trap: A rock lion gets +2 to its Stealth while concealed in its pit. Anyone within a rock lion's trap must make a DX-2 roll every turn to maintain his footing. Failure means that he falls down. Until he makes another DX-2 roll to stand back up, he cannot attack.

Rockworms

Rockworms' primary purpose is turning rock into soil; they burrow through solid stone and excrete a mineral-rich slurry. They also keep the soil aerated and chemically balanced, much as regular earthworms do.

They serve as another line of defense for the wakansicas' agricultural areas; they attack intruders by burrowing into the boots and feet of anyone not wearing special hardened footwear. This attack is not terribly dangerous, but it can hamper an unprepared intruder. Rockworms are easy to kill once spotted.

ST: 1 **Move/Dodge:** 2/2 **Size:** <1
DX: 9 **PD/DR:** 0/0 **Weight:** <1 lb.
IQ: 2 **Damage:** 1d acid
HT: 8/1 **Reach:** C **Habitat:** Sub

Special Abilities:

Acid Secretions: The tip of a rockworm oozes with corrosive secretions, doing 1d acid damage to anything it touches.

Burrowing: A rockworm can burrow through solid rock at its normal Move.

Rockwasps

Rockwasps are engineered to pollinate the wakansicas' plants. They also serve as part of the defense system. Rockwasps are extraordinarily large (a full foot long) and ornery, even for a wasp. They only come out during the day. They travel in swarms; each individual sting is merely painful, but a whole swarm can drop a man.

Smoke slows down a rockwasp, and they're not fast at the best of times, so a speedy person can outrun them fairly easily. Fire is also an effective defense.

ST: 1 **Move/Dodge:** 4/4 **Size:** <1
DX: 8 **PD/DR:** 0/0 **Weight:** <1 lb.
IQ: 3 **Damage:** 1d-5 imp
HT: 8/2 **Reach:** C **Habitat:** Sub

Skills: Brawling-10; Intimidation-10.

Special Abilities:

Damage: A single rockwasp does 1d-5 impaling damage with its stinger.

Swarm: Rockwasps attack in swarms. A swarm consists of about six wasps; it takes six hits to disperse a swarm. A swarm does 1d impaling damage; armor protects normally.

Stingers

Stingers were bred to be pets. However, the wakansicas' tendency to breed vicious savagery into all their projects backfired when applied to a creature that they intended to leave alone with their children. A few tragic accidents brought home the cost of meddling with nature.

Today, the stingers are kept in caverns under the wakansicas' living area. The wakansicas feed them scraps and the stingers patrol the caverns for intruders. It provides the wakansicas with a buffer between them and any outside intruders.

Stingers stand about three feet at the shoulder. They have elongated heads ending with a mouth full of blade-like teeth, and a whip-like tail tipped with an envenomed spike. They are encased in chitin, usually red and black in color.

They hunt in packs, and typically attack from ambush.

ST: 12 **Move/Dodge:** 7/8 **Size:** 1
DX: 14 **PD/DR:** 2/6 **Weight:** 100 lbs.
IQ: 6 **Damage:** 1d-1 cut#
HT: 14 **Reach:** C, 1 **Habitat:** Sub

Skills: Brawling-18; Intimidation-7; Stealth-16.

Special Abilities:

Damage: Stingers can bite for 1d-1 cutting damage. If successful, the victim must win a Quick Contest of ST to break away. Until the victim succeeds, the stinger's teeth inflict full damage every turn. A stinger can also jab with its tail, which does 1d-1 impaling damage as well as injecting venom. However, the stinger is not precise enough with its tail to attack a target that is not already bitten and held.

Horrific Appearance: See p. CI80.

Venom: Any person injected with a stinger's venom must make a HT roll every turn or be paralyzed for 1d+4 turns. This condition lasts until the victim succumbs to the venom or gets some sort of medical treatment or magical healing.

Weird Grizzlies

The weird grizzlies are another defense system created by the wakansicas. They are genetically modified bears, with control devices implanted in the back of their skull. The alterations give them a thick gray hide like a rhinoceros in place of fur, and more ferocious claws than normal bears.

The control device requires the grizzly to obey any wakansica, giving preference to higher rank. They have standing orders to patrol the area around Devil's Tower and kill any intruders – essentially, anyone who isn't either a wakansica or bearing a certain token. Kang distributes these tokens to his employees in the vicinity of Devil's Tower.

ST: 26 **Move/Dodge:** 6/6 **Size:** 2
DX: 12 **PD/DR:** 2/6 **Weight:** 400-1,000 lbs.
IQ: 5 **Damage:** 5d#
HT: 15/25 **Reach:** C **Habitat:** M

Skills: Brawling-13; Climbing-13; Stealth-12; Swimming-11.

Special Abilities:

Control Box: The device that controls a weird grizzly can be targeted at a -8 penalty to hit. It has DR 3 and HT 3. If destroyed, the weird grizzly is uncontrolled. This will not necessarily make it any less hostile, but its opponents may be able to scare it away once the device is destroyed.

Damage: A weird grizzly can do 5d cutting damage with its claws or 1d+2 cutting damage with its bite.

Horrific Appearance: Victims are at -2 to Fright Checks. See *Terror*, p. 7.

Imperturbable: As long as a weird grizzly's control box is active, it feels no fear.



THE MOUND BUILDERS

Once upon a time, in the Mississippi Valley, there was a great society, peaceful and wise. Its people lived in harmony with nature, and built mighty cities to rival the great Aztec centers in the south. They warred with no one, delving instead into the mysteries of the spirit.

When the Great Spirit War came, however, trouble came to their peaceful lives. The other nations of the American continent were united in the effort to defeat the manitous, but the mound builders were dubious. They felt that the nature spirits were fickle allies, and a war against the manitous on their home ground was doomed to failure. They felt, instead, that they should seek the aid of a race of beings rumored by their myths to live beyond the Hunting Grounds, outside of time – the Outsiders. The Outsiders were said to be ancient enemies of the manitous, and might make better allies than the nature spirits. The chieftain of the mound builders, Gytiuchepa, decided to try to contact them.

Most of the mound builders had some shamanic training, and their cities were built with the channeling of spiritual energy in mind. Gytiuchepa prepared a grand ritual to contact the Outsiders, involving over 1,000 of his people. This ritual was to open a passage to the Outsiders' realm, large enough for a few of the elders to pass through and plead their case.

Tragically, Gytiuchepa had erred in his design. Manitous had planted false notions in his head, and the resulting ritual, instead of opening a small portal, created a vast gate which swallowed up every man, woman, and child in the city, and disappeared. The mound builders found themselves in the worst, darkest parts of the Hunting Grounds. With no way back, they had no choice but to try to get to the other side of the Hunting Grounds, where the Outsiders dwelt.

The journey was beyond imagining. The young and the old did not survive, and even the strongest found themselves changed and warped by the trip. By the end of their sojourn in

the Hunting Grounds, after several years of a world where every second was terror and agony, they were not even really human, and were certainly mad beyond mortal reckoning.

After all that time, they emerged from a portal to find themselves back in their own city. Hundreds of years had passed; their mighty buildings were now just humps in the ground. And the Outsiders were nowhere to be seen.

The mound builders concluded, by some twisted logic, that since they had passed through the Hunting Grounds only to find their own city, they must therefore be the Outsiders themselves. Their task – to destroy the manitous – was as pressing as ever. But now they lacked the allies they could have had during the Great Spirit War.

Gytiuchepa pondered a long time. The Outsiders' time in the Hunting Grounds had taught them a lot about the nature of the manitous. He knew that manitous relied on the fear of human beings to live. Therefore, Gytiuchepa reasoned, the manitous could be destroyed by removing the source of their nourishment. Toward that end, he has been working on a ritual to kill, at a stroke, every human being in the world.

This ritual is extraordinarily ambitious, and many test subjects and sacrifices have been necessary in its development. The Outsiders have set up camp in tunnels under their old cities, kidnapping subjects for Gytiuchepa's rituals and biding their time.

The ways in which the Outsiders have been twisted vary from person to person, but two general subtypes can be picked out – warriors and scouts. The shamans who are Gytiuchepa's personal aides are warped in more individual ways.

VAACEPTE

377 POINTS

ST 11 [10]; **DX** 15 [60]; **IQ** 15 [60]; **HT** 12 [20].

Speed 6.75; Move 6.

Dodge 6; Parry 6 (Knife).

Advantages: Charisma +2 [10]; Double-Jointed [5]; Empathy [15]; Initiation 3 [30]; Manual Dexterity +3 [9]; Power Investiture 3 (Reckoners) [30]; Spirit Advisor (Spider, 12 or less) [20]; Strong Will +5 [20].

Disadvantages: Horrific Appearance [-30]; Paranoia [-10].

Skills: Administration-14 [1]; Area Knowledge (Cahokia)-15 [1]; Detect Lies-16 [6]; Diplomacy-17 [8] Fast-Talk-18 [8]; Intimidation-14 [1]; Knife-15 [1]; Knife Throwing-18 [8]; Leadership-14 [1]; Occultism-16 [4]; Pickpocket-19 [32]; Politics-15 [2]; Psychology-14 [2]; Ritual Magic-18 [20].

Black Magic Spells: Puppet-16 [1].

Ritual Paths: Path of Dreams-16 [12]; Path of the Spirit-16 [12].

Rituals: Night Terrors-14 [6]; Pact-14 [2].

Vaacepte is the most senior of the Outsider shamans; he advised Gytiuchepa's father before Gytiuchepa. He never attempted to interfere with Gytiuchepa's succession, despite his power and influence, because he had always preferred manipulating events behind the scenes to the straightforward power and responsibility of rulership. There was a time when Vaacepte's manipulations were ever for the good of the tribe, but after the Hunting Grounds worked their influence on him, he has come to play politics and work his tribemates like puppets for the sheer joy of control.

This change in character has affected his physical being as well; Vaacepte's fingers have grown long, with extra joints. Always tall, he grew gaunt during the eternity in the Hunting Grounds, sunken-eyed and mottled-looking.

POQUAHT

201 POINTS

ST 10 [0]; **DX** 11 [10]; **IQ** 13 [30]; **HT** 12 [20].

Speed 5.75; Move 5.

Dodge 5; Parry 5 (Knife).

Advantages: Charisma +1 [5]; Initiation 3 [30]; Long Spines [15]; Single-Minded [5]; Spirit Advisor (Raven, 12 or less) [20]; Strong Will +6 [24].

Disadvantages: Horrific Appearance [-30]; Jealousy [-10]; Megalomania [-10]; Obsession (Master the Black Sun) [-10].

Skills: Area Knowledge (Cahoikia)-13 [1]; Fast-Talk-16 [8]; Intimidation-13 [2]; Knife-12 [2]; Occultism-12 [1]; Ritual Magic-19 [32].

Ritual Paths: Path of Health-17 [24]; Path of the Spirit-17 [24].

Rituals: Curse-17 [8].

Poquaht is one of the most dangerous Outsiders. He is intensely ambitious, and while he agrees with Gytiuchepa on the need to extirpate mankind in the fight against the manitous, he thinks the chief's methods are too slow and timid. Further, he has become driven by a dark obsession.

During the long trek through the Hunting Grounds, Poquaht became separated from the other Outsiders for a time, stumbling through a portal into another world, long dead. He wandered the sands of that other universe for a century before finding a way back into the Hunting Grounds. When he found the Outsiders, they told him that he had been missing for only two days. In all that time, he found only one thing of interest: a sun-shaped idol made of obsidian.

Poquaht believes that the black sun is the key to destroying mankind and, in so doing, destroying the manitous. He has, however, been unable to persuade Gytiuchepa of this. Poquaht is determined to prove his idol's power in whatever way presents itself.

Poquaht is a short, stocky man, with long quills protruding from his back.

THE BLACK SUN

The Black Sun, once activated, has a terrible life-draining effect. Upon activation, the obsidian idol begins to glow. Anyone struck by its rays must make a ST-6 roll or be flung to the ground by the Black Sun's energies; any subsequent actions while in the idol's light are at -10. Even those not prostrated by its rays can only move at half their normal Move, and any subsequent actions while in the idol's light are at -5.

On every turn after the first turn that a person is in the idol's radiation, he loses one point of ST. When his ST is reduced to zero, he dies. The activator of the idol (presumably Poquaht) is unaffected.

The idol has a DR of 1 and 10 hit points.



Mazif

271 POINTS

ST 11 [10]; DX 11 [10]; IQ 13 [30]; HT 10 [0].

Speed 5.25; Move 5.

Dodge 6; Parry 8 (Brawling).

Advantages: Alertness +4 [20]; Charisma +2 [10]; Enhanced Dodge [15]; Harmony with the Tao [20]; Initiation 3 [30]; Intuition [15]; Power Investiture 3 (Reckoners) [30]; Spirit Advisor (Crow, 12 or less) [20]; Strong Will +6 [24].

Disadvantages: Confused [-10]; Gullibility [-10]; Short Attention Span [-10]; Voices [-10].

Skills: Acrobatics-14 [24]; Area Knowledge (Cahokia)-14 [2]; Brawling-12 [2]; Detect Lies-13 [4]; Ritual Magic-14 [12].

Black Magic Spells: Stun-14 [1].

Ritual Paths: Path of Dreams-14 [12].

Rituals: Dream-Delving-13 [12]; Night Terrors-12 [6]; Soar with Eagles-11 [2].

Mazif is one of the Outsiders most warped by the long journey. He is profoundly mad; he sees patterns in everything, most particularly in things where most people would not, and he regards these patterns as direct instructions to him. As a

result, his behavior is inexplicable to an outside observer. On the other hand, it can be very easy to persuade him to do whatever you may wish.

Mazif has also been physically warped; his tongue is now long and thin, with an eyeball protruding from the tip of it. He always looks unwashed and unkempt.

Gytiucheppa

490 POINTS

ST 13 [30]; DX 13 [30]; IQ 16 [80]; HT 10 [0].

Speed 5.75; Move 5.

Dodge 6; Parry 10 (Brawling).

Advantages: Charisma +3 [15]; Initiation 3 [30]; Injury Tolerance (No Vitals) [5]; Power Investiture 5 (Reckoners) [50]; Spirit Advisor (Raven, 15 or less) [30]; Strong Will +9 [36].

Disadvantages: Low Empathy [-15]; Megalomania [-10]; Obsession (Destroy the manitous) [-15].

Skills: Administration-16 [2]; Area Knowledge (Cahokia)-19 [6]; Bard-15 [1]; Brawling-15 [4]; Detect Lies-14 [1]; Diplomacy-17 [6]; Fast-Talk-16 [2]; Intimidation-15 [1]; Leadership-18 [6]; Occultism-15 [1]; Ritual Magic-21 [28]; Strategy-15 [2]; Tactics-14 [1].

Black Magic Spells: Bolts of Doom-19 [1]; Cloak of Evil-19 [1]; Zombie-19 [1].

Ritual Paths: Path of Dreams-18 [16]; Path of Health-18 [16]; Path of Luck-18 [16]; Path of Protection-18 [16]; Path of the Spirit-18 [16].

Rituals: Banish-18 [8]; Call Lightning-16 [10]; Curse-14 [2]; Dream-Delving-15 [8]; Earth Speak-15 [4]; Ghost Shirt-14 [6]; Guiding Wind-16 [8]; Night Terrors-14 [2]; Pact-18 [6]; Sanctuary-16 [4]; Soar with Eagles-16 [4]; Speed of the Wolf-14 [4]; Spirit Warrior-14 [4]; Strength of the Bear-14 [4]; Vision Quest-14 [2]; Wilderness Walk-14 [4].

Once, Gytiucheppa was a wise and noble man. He ruled the mound builders with patience and justice. His fatal flaw, however, was self-confidence. He thought he could save mankind from the manitous through his own efforts, and his hubris stranded his people in a hellish world. Ever since that dark day centuries ago, Gytiucheppa has been trying to explain to himself what went wrong. He has never been able to accept responsibility for the disastrous ritual, and that conflict, combined with the constant madness-inducing onslaught of the Hunting Grounds, has left him locked onto a course of self-destruction. He will take his people, and all of mankind, into oblivion with him if he can.

Gytiucheppa looks like a normal man. Inside, however, all his organs have been duplicated in smaller form in various points throughout his body. This makes him resistant to gut wounds, but otherwise does not trouble him.

Gytiucheppa carries a ceremonial spear which he found in the Hunting Grounds.

KIODASH

163 POINTS

ST 17 [70]; DX 13 [30]; IQ 8 [-15]; HT 13/16 [45].

Speed 6.5; Move 6.

Dodge 6; Parry 12 (Brawling).

Advantages: High Pain Threshold [10]; Horrific Appearance (-6 to Fright Checks; see *Terror*, p. 7) [30]; Strong Will +5 [20]; Venom 3 (Corrosive; Limitation: Sweats Venom, -70%) [14]; Very Fit [10].

Disadvantages: Bad Smell [-10]; Berserk [-15]; Bestial [-15]; Bloodlust [-10]; Confused [-10]; On The Edge [-15].

Skills: Brawling-18 [24].

Kiodash is the most horrifyingly twisted of the Outsiders. He was turned inside out – his organs, themselves turned inside out, are strewn across his exterior. The effect is hideous. This revolting existence is also extremely painful, and the constant agony and frustration have driven poor Kiodash completely and utterly mad. He attacks anything he sees, so the Outsiders keep him in a bag except on special occasions.

When released, Kiodash shambles around like a crippled spider, leaving a trail of mucus, blood, and stomach acid as his entrails drag on the ground behind him.

OUTSIDER WARRIOR

ST: 13 Move/Dodge: 5/5 Size: 1
DX: 12 PD/DR: 0/0 Weight: 150 lbs.
IQ: 11 Damage: *
HT: 12 Reach: * Habitat: Sub

Skills: Area Knowledge-14; Axe/Mace-15; Intimidation-12; Knife-14; Spear-14; Spear Throwing-14; Stealth-13.

Special Abilities:

Gear: Outsider warriors carry spears, knives, and war clubs. A war club is functionally equivalent to a hand axe.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -2 penalty to Fright Checks.

Reversed Joints: The typical alteration to Outsider warriors is that every joint in their bodies bends the wrong way. This is incredibly disturbing to watch, and is extremely distracting when fighting one of them. Any opponent suffers a -2 penalty to all combat rolls when fighting an Outsider warrior.

Shamanism: Outsider warriors have access to shamanic magic. They usually specialize in the Path of Health, typically at about level 13.

OUTSIDER SCOUT

ST: 13 Move/Dodge: 7/7 Size: 1
DX: 13 PD/DR: 0/0 Weight: 150 lbs.
IQ: 12 Damage: *
HT: 15 Reach: * Habitat: Sub

Special Abilities:

Gear: Scouts carry bows and knives.

Horrific Appearance: See *Terror*, p. 7. Victims are at a -2 penalty to Fright Checks.

Liquid Bones: A scout's bones only remain rigid for as long as he concentrates on them. When he desires, or when he relaxes or falls unconscious, they droop into flaccidity. All his

THE BONE SPEAR OF GYTIUCHEPPA

Gytiucheppa's spear is seven feet long, made from a single jagged tooth of some dark creature from the depths of the Hunting Grounds. It does thr+5 damage, with a Reach of 1, 2. It is also a powerful relic.

Power: The spear's powers activate whenever blood is spilled. When the wielder of the spear notices spilled blood, he flies into a frenzy as if Berserk, remaining crazed until either he or his enemies are dead. While Berserk, the wielder gets twice as many attacks as usual.

Taint: The spear's owner gains Bloodlust, which lasts until the relic has been out of his possession for at least a week.

bones and organs may be pressed flat without harming him. This allows him to slide under doors or even through large keyholes. Scouts are invulnerable to crushing damage.

Shamanism: Outsider scouts have access to shamanic magic. They usually specialize in the Path of Luck, typically at about level 14.

LIVING LEGENDS

Many people don't appreciate the true implications of the post-Reckoning world. For the first time in centuries, people's beliefs and emotions have the power to change the world around them. Mostly, this manifests itself in the process by which accumulated fear turns ordinary land into a Deadland, or occasionally the reverse. However, the same principles make possible some very unusual phenomena.

Belief, in sufficient quantity, creates reality. Thus, if enough people, all in one place, are thinking about the same person, he just might appear. Even if that person isn't real. *Especially* if he isn't real.

Sometimes the collective attention and belief of a group of people draws enough energy from the Hunting Grounds for a fictional character to manifest physically. These "living legends" draw their power from the belief of the people who created them. They gain or lose power from moment to moment, depending on whether the audience believes.

Not every fictional character can become a living legend. Those who appear tend to have distinct characteristics, featured in a vast array of stories and tall tales. For a living legend to appear, his audience has to be steeped in dozens of stories about him; ideally, they should half believe he really lived.

Most living legends are essentially benign, but they're still capable of causing their fair share of trouble. By their nature, they live out their stories. Legendary hunters hunt, legendary drinkers drink, and legendary fighters fight. This can be good or bad, depending on the situation in which they appear. In times of trouble, a heroic living legend can often be enlisted to help save the day. At the same time, however, they have a tendency to overdo things; living legends have been known to destroy a town in order to save it. And occasionally, a living legend of darker aspect manifests itself. The legend of General Sherman still appears from time to time to burn the fields of Georgia.

Counterintuitive though it seems, living legends don't have any real existence outside their manifestations. When they aren't manifesting, they aren't anywhere. A living legend can appear in two places at once, and remembers nothing of previous manifestations, unless the events of one become well-known enough to become part of his myth. When enough people stop believing in a legend, or once he has done enough mighty feats to wrap up one of his tales, he wanders off into the woods and disappears.

Rarely, a legendary version of a real person comes to life as a living legend. This leads to nothing but confusion and trouble – especially if the person in question is still alive.

All living legends share the Power of Belief. The Power of Belief allows a living legend to temporarily raise one of his attributes or skills by one level for every three people present who genuinely believe in his legend. It also renders him invulnerable to any harm that a majority of the audience believes he should be invulnerable to. If the onlookers think a living legend is unstoppable, he is. Conversely, if the audience thinks he's going to lose, he probably will.

For similar reasons, living legends always behave in line with their stories. Paul Bunyan doesn't shoot people, and Old Stormalong doesn't cut down trees. They also tend to side with "their people," whoever those may be.



PAUL BUNYAN

If John Henry was the greatest railworker who ever lived, Paul Bunyan was the greatest lumberjack there ever was. He could cut more trees, eat more griddlecakes, and lift more logs than any other man. So they say, anyway.

When Paul appears, he looks like you might expect: a huge man, dressed in warm lumberjack clothes, from heavy boots to shapeless wool hat. He always carries a big, double-bitted axe.

Paul is endlessly capable and always willing to take on a challenge. He'll gargle with a waterfall, eat a mountain, or wrestle three Mojave rattlers at once. Even so, he isn't a violent man, and rarely hurts someone on purpose. He always takes the side of a logger, and prefers woods folk to city folk.

ST: 19 **Move/Dodge:** 7/8 **Size:** 1
DX: 11 **PD/DR:** 0/2 **Weight:** 350 lbs.+
IQ: 10 **Damage:** 3d+4 cut*
HT: 17 **Reach:** 1, 2 **Habitat:** All

Skills: Axe/Mace-14; Axe Throwing-14; Intimidation-13; Professional Skill: Lumberjack-13; Teamster-13; Two-Handed Axe/Mace-14.

Special Abilities:

Gear: Paul carries a big double-bitted axe which does swing+3 damage.

Power of Belief: See above.

Terror: See p. 7.

PECOS BILL

The stories about Pecos Bill are a bit more diverse than the ones about Paul Bunyan, but the basic story is the same. Pecos Bill, they say, is the best cowboy that ever was – with lasso, horse, or gun, Pecos is never outdone.

Pecos Bill is the master of any situation in which he finds himself – he's the baddest man alive! He gladly assists cowboys against ranchers, ranchers against sheepmen, or any range folk against city slickers.

ST: 15 **Move/Dodge:** 7/8 **Size:** 1
DX: 15 **PD/DR:** 0/0 **Weight:** 250 lbs.
IQ: 12 **Damage:** 1d-1 cr#
HT: 15 **Reach:** C **Habitat:** All

Skills: Fast-Draw (Pistol)-17; Guns (Pistol)-20; Intimidation-15; Lasso-17; Riding (Horse)-18.

Special Abilities:

Gear: Bill carries a pair of double-action Peacemakers that never run out of ammunition. Bill never lets them out of his possession, and if he disappears or dies, they disappear with him.

Power of Belief: See above.

Terror: See p. 7.

OLD STORMALONG

Old Stormy is best known on the sea – the best sailor there ever was, the wisest skipper a tar could ask for, the man who wrestled the Kraken. He sometimes appears aboard his ship, the mighty clipper *Courser*. Some foolish souls who sail away with Old Stormalong never do return. Old Stormy sometimes turns up aboard ships with tyrannical masters to rail against the lash unfairly applied. Other times, he just sails into port with a cargo of exotic goods from places that don't exist. Those who buy his wares will be told later they were defrauded, but deep in their hearts they know they got something wonderful.

ST: 16 **Move/Dodge:** 8/8 **Size:** 1
DX: 14 **PD/DR:** 0/1 **Weight:** 300 lbs.
IQ: 11 **Damage:** 1d cr
HT: 18 **Reach:** C **Habitat:** SW

Skills: Sailor-21; Shipbuilding-18; Shiphandling-20; Wrestling-16.

Special Abilities:

Gear: Old Stormy often appears aboard the *Courser*. The ship's hold is full of strange oddities – dragon's teeth from furthest Cathay, or purple emeralds from the Sea of Tranquility. Unlike many living legends' possessions, Stormalong's goods remain, although the appraisers will tell you the morning after that there are no dragons in far Cathay.

Power of Belief: See above.

Terror: See p. 7.

STORYTELLERS AND LIVING LEGENDS

Folks with a knack for telling tales have a particular bond to living legends: in a real way, storytelling makes them possible.

Anyone with Bard skill can identify a living legend with a successful Bard roll. Bard skill may also help a storyteller predict a living legend's behavior by remembering his stories.

An accomplished storyteller may even be able to summon a living legend. If a storyteller with an appropriate and receptive audience tells them a suitable story, critically succeeds on his Bard roll, and then critically succeeds again, the living legend will appear.

In an over-the-top campaign, the GM may even allow a good storyteller to enlist the Power of Belief on behalf of the PCs! For this to happen, the PCs must have lowered the Fear Level in an area by spreading the word of their deeds at least once (see p. DL11). A susceptible audience is also required. The storyteller must make a verified critical success as if summoning a living legend, but at a -16 penalty. One point of this penalty is offset for each time the party has lowered an area's Fear Level (but the storyteller never receives a bonus: no matter how famous you get, you ain't Paul Bunyan).

DAVY CROCKETT

Of all the living legends who actually once lived, Davy Crockett is one of the most frequently sighted. Crockett lived a colorful life, from his youth in Tennessee and Virginia to his death at the Alamo, and his legend spreads far and wide. For many, he represents the best spirit of the frontier – bear hunter, Indian fighter, and statesman. Wherever good Americans are still working to tame the frontier, Davy Crockett may appear. He always appears to defend the outskirts of civilization, rifle in hand and coonskin cap on head.

ST: 13 **Move/Dodge:** 7/7 **Size:** 1
DX: 14 **PD/DR:** 0/0 **Weight:** 150 lbs.
IQ: 12 **Damage:** 1d-1 cr#
HT: 13 **Reach:** C **Habitat:** All

Skills: Bard-17; Guns (Rifle)-17.

Special Abilities:

Gear: Davy's gun, the famous "Old Betsy," is a turn-of-the-century rifle, but it has properties similar to the Winchester '76 (see p. DL71), with an Acc of 14 and no recoil. It disappears with Davy.

Power of Belief: See above.

Terror: See p. 7.

JOHNNY APPLESEED

Johnny Appleseed is one of the best-loved of the legends born of the American frontier. Jonathan Chapman was a man of peace who dedicated his life to spreading apple seeds across the Midwest, in hopes of creating a world where the bounty of blossoming apple trees kept every person from going hungry. He was said to be tremendously hardy, and made friends wherever he went. Johnny Appleseed often appears in towns facing starvation to help the citizens get through the winter. He isn't a fighter; any assistance he could render to people facing monsters would be as a planner or simply as an inspiration.

ST: 11 **Move/Dodge:** 8/8 **Size:** 1
DX: 13 **PD/DR:** 0/0 **Weight:** 130 lbs.
IQ: 14 **Damage:** 1d-2 cr
HT: 18 **Reach:** C **Habitat:** All

Skills: Agronomy-18; Botany-17.

Special Abilities:

Gear: Johnny carries a satchel full of apple seeds, any one of which will grow into a healthy and beautiful apple tree. He also carries a tin pot that he uses as a hat, but which can make a tasty meal out of whatever roots and weeds may be available. Johnny's pot only makes enough for a few people to share. The apple seeds remain after Johnny has gone his way, but the pot only lasts while Johnny remains manifested.

Power of Belief: See above.

Terror: See p. 7.

Belief, in sufficient quantity, creates reality.

MIKE FINK

Mike Fink is not as well-known as Paul Bunyan across most of the nation, but he is remembered fondly by the people along the Mississippi, where he plied his trade until his death in 1822. Mike was the "king of the keelboatmen" in his day, first among the hardy breed that piloted the small riverboats displaced by steam. He was known for his strength, his marksmanship, his earthy humor, and his volatile temper. The last makes him a dangerous legend; though usually friendly and good-humored, he doesn't hesitate to start fights that can easily prove fatal for the other party. Mike dislikes steam and all advanced technology; mad scientists are unlikely to get a friendly reception from him.

ST: 18 **Move/Dodge:** 8/8 **Size:** 1
DX: 15 **PD/DR:** 0/1 **Weight:** 250 lbs.
IQ: 10 **Damage:** 1d+2 cr#
HT: 18 **Reach:** C **Habitat:** All

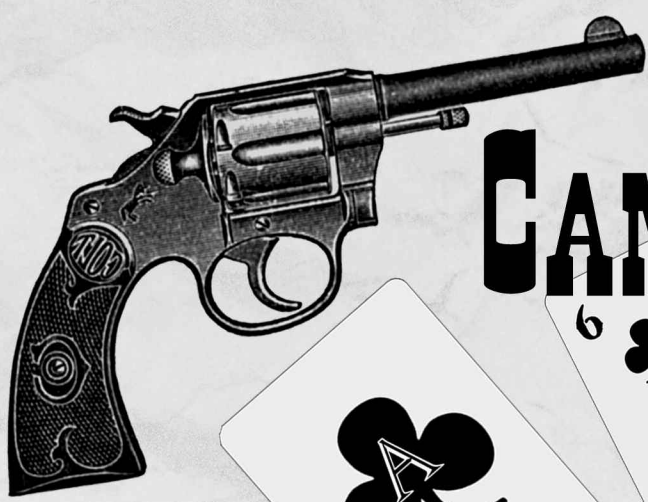
Skills: Boating-20; Brawling-16; Guns (Pistol)-17; Guns (Rifle)-18; Intimidation-15.

Special Abilities:

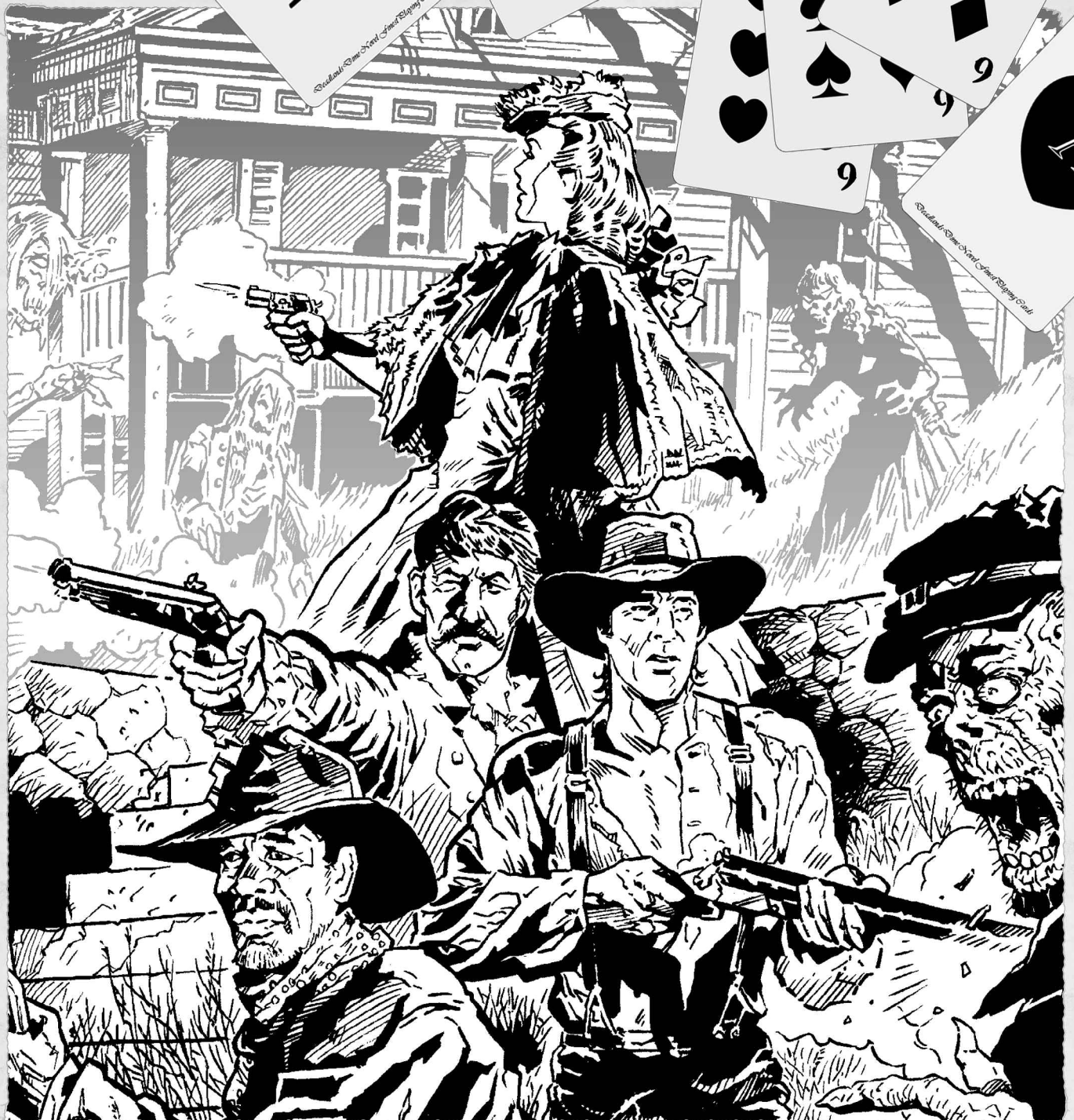
Gear: Mike's gun is called "Bang-All," a simple rifle similar to an Evans Old Model Sporter (see p. DL71). It is always loaded when Mike needs it to be. It disappears with him.

Power of Belief: See above.

Terror: See p. 7.



CAMPAIGNS



Monsters can provide a base for all sorts of interesting campaigns. Throughout human history, weird creatures have always been fascinating; just because they're a little more plentiful in the American West doesn't make them less exciting. A critter hunt can provide fun for a single adventure or an entire campaign.

This chapter presents ideas for structuring a monster-based campaign, and some crossover ideas for variant varmint-oriented games.

CAMPAIGN IDEAS

EXPLORERS

A lot of the American West is still fairly unexplored. Much of the northwestern Union, in particular, remains untamed; the Sioux Nations sitting across the Union's part of the Great Plains has slowed down development considerably. Great swathes of land are crying out for people with a bold spirit to explore them.

Exploration campaigns are only partially about new and strange critters. Mostly, they're about strange lands. There are still parts of the Weird West that have never had human foot set on them; almost anything could be there. GMs need not feel constrained by the facts of the real world – there could easily be a valley of dinosaurs off in the wilds of Idaho!

Exploring needn't be apolitical, either. The work that surveyors do is critical to establishing new settlements – in particular, property lines. The first people into a new part of the country often shape the future development of that area. The high-minded explorers investigating the wonders of that valley of dinosaurs may find their lives considerably complicated when a group of ranchers shows up to claim a nice piece of land, followed by an advance rail crew looking for rights of way. What started out as a simple scientific mission can rapidly become the latest front in the Great Rail Wars, and a fight for Dinosaur Junction.

TWILIGHT LEGION

A campaign based around the Twilight Legion is very flexible. Legionnaires can gallivant all about the country – or the world! – hunting abominations wherever they may be. They probably have extensive resources at their disposal, and they aren't tied down to any one location or jurisdiction. Wherever heroes are needed, that's where they are.

This has good and bad sides. On the one hand, the campaign has no limits; the party could be taking on anything imaginable. Variety is assured. On the other hand, a campaign often benefits from having a steady context; an open-ended campaign often has no real consequences. The PCs aren't stuck in Lonely Gulch, but they're also deprived of the full experience of making a difference in a place.

GUIDES

People come to the Weird West for a variety of reasons, but most of them need some advice while they get their bearings. It's a great place to set up shop as a professional guide,

particularly if you live in one of the West's more colorful corners. There's no need to find adventure; adventure finds you. Every adventure can begin with a new client possessed by some cockamamie idea.

Like a Twilight Legion campaign, this sort of campaign framework assures variety; new clients appear as needed. The drawbacks here are that the motivation for adventure isn't coming from the PCs themselves. This can make it hard to get the players really involved.

THE LEGION'S FINEST HOUR

In 1924 of our own timeline, a pair of lead crosses was found in a lime deposit outside Tucson, along with an assortment of other apparently ancient swords, javelins, and other artifacts. The crosses were inscribed with an odd mishmash of Christian, Moslem, Jewish, and Freemason symbols, along with several lines of Latin which some interpreted as the story of a group of settlers from Rome in the eighth century and the struggles against the Toltecs then living in the area. Other theories about the crosses' origins involve the Aztec god Quetzalcoatl, the Book of Mormon, and Spanish conquistadors (though, sadly, not all at once). They also include the possibility that they were made by a sculptor with a classical education and a taste for buried treasure legends who had lived nearby 40 years earlier, but that's the least interesting possibility.

The Americas are the supernatural center of the world, and the Twilight Legion can hardly have been ignorant of the fact that the really heavy hitters were not coming from their neighborhood. Perhaps the Tucson crosses are the remains of a Legion expedition to the New World 800 years before the rest of Europe knew it existed. The Legion came armed, and they used a syncretic mix of mystical symbols in their magical work. Their purpose: to take on the big guns of the monster world. They were several hundred years ahead of their time, and if they'd managed to connect with the Indian shamans of the day, the Great Spirit War might have come much, much earlier. Instead, they failed, leaving behind only a few of their weapons. But their battle must have been glorious.

A campaign could be set in the period of this expedition. The PCs would be Legionnaires, fighting for righteousness against the mummy-ruled Toltecs, the technological strongholds of the wakansicas, and any other number of magical beasts, in all their pre-Spirit War glory.

Alternately, the crosses might be discovered in the modern day of a normal Legion campaign. The PCs would have to find and secure the lost artifacts before someone else gets hold of them. Besides the usual lot who hunt down any sort of powerful magical artifact, the Mormons of Deseret would no doubt be fascinated by evidence of pre-Columbian Christian settlements in America; the Book of Mormon teaches that one of the Lost Tribes of Israel traveled to America.

TROUBLESHOOTERS

Many different character types can be involved in this kind of campaign – Rangers, Pinkertons, lawmen, dogcatchers, coroner’s assistants, etc. The common element of this campaign is that the PCs have the responsibility for protecting a certain area from supernatural creatures. This campaign differs from a Legion campaign in that troubleshooters are obliged to handle everything that comes up in their zone, and their zone is more or less the limit of their concern. The Legionnaire, by contrast, has the world as his chosen zone, but can pick and choose which dangers to face. This distinction makes a troubleshooter campaign a bit grittier than a Legion campaign. The fact that a troubleshooter *must* take every job changes the tone a bit. Troubleshooters also often have to work away from support, from the Agency operative left to take on a gang of Chinese ogres by himself to the band of coroner’s assistants who have to deal with a wholesale graveyard rising.



KIDS

A very unorthodox campaign could feature a group of children growing up on the frontier, dealing with the monsters that pop up in towns all the time. From the bogie man through the Thing Under The Bed, many monsters might show up to pay special attention to a group of children.

Such a campaign is at once the inverse of a typical *Deadlands* campaign, and its epitome. On the one hand, it would be much less action-oriented than a normal campaign: there’s not as much action to be had in the middle of a town, and a bunch of kids isn’t equipped to handle real violence. On the other, that very helplessness makes the campaign a wonderful microcosm of horror. The kids experience on a local scale the monumental fight against terror which older, more competent characters experience in a more typical fight against the Reckoners.

MONSTERS

Another unusual campaign could focus on an all-monster party. The PCs would be a group of abominations living and scaring in a given locality. It could be a direct inversion of the Kids campaign, with the party consisting of bogie men, tommyknockers, and Things Under The Bed, or it could be an inversion of a more typical campaign, featuring a group of undead or of other abominations.

Such a campaign could be a simple rampage; it could follow a group of abominations learning why they were created and dealing with that; it could even be a humorous romp in which monsters aren’t at all horrific in their personal lives.

ADVENTURE SEEDS

GRAVE ROBBING

Unfortunately, experimental material is hard to come by for the devotee of patchwork science (see pp. 42-43). Bodies are in no short supply, but the families of the deceased tend to be less than enthusiastic about donating their loved ones toward the effort to make a patchwork elephant. Dedicated patchwork scientists have found a way around this problem, but it isn’t for the faint of heart. Hence, on moonless nights, otherwise-upstanding medical practitioners may be found in the graveyard with a hooded lantern and a shovel. They reason that what the families don’t know won’t hurt them.

Grave robbing is a dangerous occupation; completely aside from any security there may be, a would-be grave robber in the Weird West is likely to be waylaid by his subject’s companions in death. Still, “resurrection” remains a major problem, and coroner’s assistants are often instructed to keep one eye out for grave robbers while they keep the other one peeled for zombies. For this reason, some mad scientists make deals with those coroners who are susceptible to the almighty dollar, ensuring a supply of fresh parts without the trouble of digging them up.

There are ample possibilities for adventure here. PCs might be scientists seeking the materials to facilitate the next great discovery, coroner’s assistants guarding their graveyard from attack without as well as within, or investigators unearthing the extracurricular activities of a corrupt coroner.

SO WHAT DO YOU DO WITH A DEAD MOJAVE RATTLER?

The market for live critters of all sorts is bustling, but the market for bits of dead critters is even more vigorous. Scientists love specimens. Exotic diners like weird dinners. Upholsterers need new materials. Traditional Chinese medicine has no formal role for any of the new fauna, but certain enterprising herbalists in Shan Fan have been experimenting . . . with intriguing results.

Most monsters (aside from the undead) have parts that may be salable, if they can be removed, preserved, and gotten to market. The pelts of exotic animals are always in demand.

Some body parts have practical purposes; for instance, the glands of a vitriolecat (p. 93) are invaluable as a source of solvent. Some are useful as art objects – the shell of a sand viper (p. 90), for example. And a complete beast that's been mounted and stuffed will almost certainly find an Eastern buyer with more money than taste.

Acquiring and selling the component parts of exotic creatures could be an exciting side jaunt for any campaign, or could even be the main framework. Selling exotic materials and collectibles is the best way to make a buck in the West short of striking it rich as a ghost rock miner, and it has much more variety. Collecting the parts is only the first step. The goods must be preserved properly, a buyer found, transportation arranged, and various obstacles of the road overcome. Depending on the nature of the goods they traffic in, the collectors might find themselves having to dodge various customs and other law enforcement types. Parts merchants can find themselves madly criss-crossing the West to get channel chomper toxin to a military research lab in Chicago and a bottle of vitriolecat glands to a mad scientist in Colorado, dodging the law the whole way.

GMs need not feel constrained by the facts of the real world – there could easily be a valley of dinosaurs off in the wilds of Idaho!

CROSSOVERS

ATOMIC HORROR

There are no Reckoners; there is no Hunting Grounds. All the chaos which we associate with the Reckoning is due to the discovery of that mysterious wonder material, ghost rock. It mutates animals; it brings the dead to life; it creates incredible works of technology that would have seemed magical to the previous generation.

A *Deadlands/Atomic Horror* crossover uses the themes and tropes of atomic horror, shifting the time frame from the 1950s to the 1870s and substituting ghost rock for atomic energy. The concerns of atomic horror – technology gone mad, cold war, invasion from within – are all admirably applicable to *Deadlands*. The USA and CSA can be each other's Soviet Union; abominations of any stripe can be horrific nuclear mutants.

UPLIFT

In a crossover with *GURPS Uplift*, the abilities of the nature spirits and manitous are not magic. They are natural . . . but Earth is perhaps the only place in the galaxies where this sort of "nature" can coexist with our own.

Earth has supposedly lain fallow for millions of years, sequestered by the Institutes because of its unique dimensional properties. Earth, through the action of various deposits of exotic matter in its crust, possesses a significant quantity of small, transient gateways into E-Space. This phenomenon was regarded as so dangerous that the planet was quarantined. In the eons that followed, intelligent life arose on Earth, and visitors from

other places arrived as well. Oxy-life was effectively kept away, but representatives of the Quantum and Memetic Orders of life were drawn to the strange dimensional ripples around the planet. In time, they made contact with the wolflings on Earth, some of whom had a mild psychic ability to contact E-Space telepathically. They came to know the Memetic beings as "nature spirits," and the Quantum beings as "manitous."

Several thousand years ago, a rogue oxygen-breathing race decided to violate the Institutes' ban on exploration and investigate Earth. They were ecstatic to discover a wolfling race with unique psychic powers; the genetic material they could reap would be invaluable, both for their own uplift projects and for trade to other clans. While on Earth, they began to carry out unsanctioned uplift, remaking a sample population of humans in their own image. These experiments, created and eventually abandoned by the gene-raiders, were the wakansicas (see p. 113).

A millennium ago, the delicate balance between the three orders of life living around Earth was broken. The Quantum life forms began to carry out war against humanity, sending exotic bioweapons into normal space to plague humanity and free Earth from the troublesome organisms that bother the quantals with observation. Initially, humanity was able to enlist the Memetics' assistance, but recently that alliance has mostly broke down. The Quantals' attacks are causing humanity great trouble.

As the campaign begins, the Institutes have been drawn to the clear signs of dimensional disturbance, only to find a wolfling race on this quarantined world, a war between three orders of life, and possible evidence of sooners and gene-raiders. Will humanity find aid against its enemies from the Civilization of Five Galaxies? Will the wakansicas' creators be discovered? How will humanity survive in a cold, unfeeling Universe when its own world is a multidimensional war zone?

BUNNIES & BURROWS

Life in the Weird West is a living hell for the people who have settled there and made it their home, despite all their learning and all their technology. Imagine how it must be for the animals who were there first.

A *Deadlands/Bunnies & Burrows* campaign explores life for a warren of rabbits or other small animals out in the Weird West. They face predators like none in our world. On the other hand, there could be some pretty formidable rabbit shamans down in those burrows. And you should think twice before tangling with a Harrowed hare.

IMPERIAL ROME

There were monsters long before the Reckoning. In a *Deadlands/Imperial Rome* campaign, the PCs are members of the original Twilight Legion, hunting monsters for the greater glory of Rome. Such a campaign would be a bit different from a normal *Deadlands* campaign: hucksters and mad science don't exist yet, any magic is probably shamanic magic from a non-Indian tradition, and there are no firearms. Still, the essential core of a band of heroes against the Reckoners and their minions remains intact. And as long as you can still have Harrowed, it's still *Deadlands*.

INDEX



Abominations, 18-50; *new*, 43-50.
 Aces, 95.
 Adam, 101.
 Advantages, 6-7; *new*, 7.
 Adventure seeds, 126-127.
 Agency, the, 15; *and bookburners*, 44; *and the Explorers Society*, 13; *and the Tombstone Epitaph*, 14.
 Agent provocateurs, 18.
 Angel of Death, 96.
 Animal Empathy advantage, 6.
 Animal Handling skill, 7.
 Animal men, 39-40; *as PCs*, 40.
 Animals, *monstrous*, 77-93; *new*, 92-93; *undead*, 58.
 Antagonistic peoples, 109-123.
 Anthropology skill, 7.
 Anti-Railroad League, 19.
 Appleseed, Johnny, 123.
 Archdemons, 21.
 Archeron Bay kelp, 87.
 Arkansas Blues, 92.
 Armageddon, 16.
 Automaton, 41.
 Aztec mummies, 63.
 Banshees, 68.
 Baobhan sith, 64.
 Barrasentries, 116.
 Bassman, Dr. Myron, 106.
 Bear Lake Monster, 43-44.
 Bear men, 39; *as PCs*, 40.
 Beast-Kin advantage, 6.
 Beasts, *of the air*, 77-78; *of the land*, 79-87; *of the water*, 87-90.
 Bestial disadvantage, 12.
 Biologists, *mad*, 11.
 Black, Garret, 96.
 Black Regiment, 72-73; *in mass combat*, 72.
 Black Sun, 119.
 Bloats, 52.
 Blobs, 87.
 Blood sharks, 88.
 Bloodwire, 91.
 Bogie men, 18-19.
 Bone fiends, 58-59.
 Bone spear of Gyticheppa, 121.
 Bookburners, 44.
 Botany skill, 7.
 Braincrawlers, 31.
 Bubbles, 44-45.
 Buffalo, *hive*, 93.
 Buffalo hunters, 8.
 Buffalo men, 19.
 Bunyan, Paul, 122.
 Call, Cyrus, 103.
 Camp Sumter, 56.
 Campaign ideas, 125-126.
 Candaliero, Father Gilberto, 96-97.
 Cankers, 31-32.
 Carcajou, 79.
 Catamounts, 79.
 Cemetery wolves, 80.
 Channel chompers, 111-112; *as PCs*, 112.
 Chapman, Jonathan, 123.
 Chinese ogres, 19-20; *as PCs*, 19.
 Chinooks, 80.
 Chupakabras, 33.
 Cinematic vampires, 64-65; *as PCs*, 65.
 Clabrox, 114-115.
 Cleaner, the, 116.
 Clockwork tarantulas, 41.
 Colony gloms, 59-60.
 Conspiracies, 16.
 Contacts, *Tombstone Epitaph*, 14.
 Control Terrormental spell, 28.
 Corn stalkers, 27.
 Coroner's assistants, 8-9; *template*, 9.
 Corps of Topographical Engineers, 15.
 Corruptions, 33-39.

Coyote, 109.
 Craftiness, 18.
 Crater demons, 53.
 Crimes against nature, 39-43.
 Crockett, Davy, 123.
 Crossovers, 127.
 Crying ghosts, 68-69.
 CSS Hunley, 98.
 Dark beasts, 20.
 Darkblobs, 80-81.
 Darklings, 81.
 Demons, 20-21; *arch-*, 21; *crater*, 53; *typical*, 21.
 Desiccated dead, 53.
 Devil rays, 88.
 Devil's Tower, 80-81, 113, 115; *ecosystem*, 115-118.
 Dillo, 92.
 Disadvantages, 7.
 Dixon, Lt. George, 98.
 Dog men, 40.
 Dogcatchers, 9.
 Dogs, *piranha*, 116-117; *really bad*, 26.
 Doom clouds, 42.
 Dracula, 99.
 Dragons, *Mexican*, 83.
 Dread disadvantage, 7.
 Dread wolves, 81.
 Dusters, 82.
 Dweller in the Muck, 88.
 Earth warriors, 34.
 Egyptian mummies, 63.
 El Diablo Negro, 97-98.
 El Diablo Rojo, 97-98.
 Enhanced Move advantage, 12.
 Explorers, 9; *campaign*, 125.
 Explorers Society, the, 13; *and the Twilight Legion*, 13-14.
 Exterminators, *Agency*, 12.
 Faceless Man, 99.
 Faminites, 22, 24.
 Fearmongers, 18-30.
 Feral walkin' dead, 54.
 Feverishes, 45-46.
 Field researchers, 10.
 Fink, Mike, 123.
 Flesh jackets, 34-35.
 Flying wendigos, 35.
 Forester, Dr. Athanasius, 100.
 Frankenstein, Victor, 100-101.
 Frankenstein's Monster, 101.
 Frightens Animals disadvantage, 7.
 Frontiers, 16.
 Frozen dead, 54.
 Gabriel hounds, 22.
 Gaki, 32-33.
 Ghost, The, 102.
 Ghosts, 68-72; *crying*, 68-69.
 Ghouls, *template*, 12.
 Gloms, 60; *colony*, 59-60; *scrap*, 61.
 Grave robbing, 126.
 Grimme, Reverend, 96.
 Grizzlies, *weird*, 118.
 Guests, *uninvited*, 50.
 Guides, 10; *campaign*, 125.
 GURPS Atomic Horror, 127.
 GURPS Bunnies & Burrows, 127.
 GURPS Imperial Rome, 127.
 GURPS Uplift, 127.
 Gyonshee, 65.
 Gyticheppa, 118-120; *bone spear of*, 121; *character sheet*, 120.
 Hands, 61.
 Hangin' judges, 102-105; *revolvers of*, 102.
 Haunts, 69.
 Headless dead, 56.
 Headless horsemen, 22-23.
 Hellfish, 88-89.
 Hellstromme, Darius, 41.
 Henry, John, 105; *hammers of*, 105.
 Hermit Terrantula, 106.
 Hive buffalo, 93.

Hoodoo, 23.
 Hopping vampire, *see Gyonshee*.
 Hordes, *murderous*, 83.
 Horned serpents, 23.
 Horrific Appearance disadvantage, 7.
 Houses, *living*, 24.
 Howlers, 54-55.
 Humbugs, 77.
 Hunger spirits, 22, 24.
 Hunley, 98.
 Huskers, 82-83; *hatchling*, 82; *mature*, 83.
 Imitation automatons, 41.
 Impostors, 31-33.
 Invulnerability advantage, 6.
 Iron Dragon, 19-20.
 Jackson, Hiram, 102-103.
 Jenkins, Ormerly Will, 73.
 Joker, the, 95.
 Kang, 19, 118.
 Kids, 126.
 Ki-dash, 121.
 Kirby, Luther, 104.
 LaCroix, Baron, 41, 54, 66, 100.
 Lafayette, Marcus, 105.
 Lane, Andrew, 102.
 Law of the Ocean, 109-112.
 Legendary people, 95-123.
 Legends, *living*, 121-123.
 Lenses, 11-12.
 Leviathans, *river*, 89-90; *sewage*, 90.
 Limbs, *grafted*, 42.
 Lincoln, Abraham, 102.
 Lion, rock, 117.
 Living dead, 52-75.
 Living houses, 24.
 Living legends, 121-123; *and storytellers*, 123.
 Mackenzie, Dr. Raymond, 47-48.
 Mad scientists, 11.
 Magog, 106.
 Manitou vessels, 58-62.
 Mantabats, 116.
 Mazif, 120.
 Meister, Dr. Wilma, 42, 101.
 Mexican dragons, 83.
 Mirrors, *perfidious*, 47.
 Monsters, *as characters*, 12-13; *campaign*, 126; *no such thing as*, 16; *useful parts of*, 126-127.
 Monstrous critters, 77-93.
 Moore, Moses, 104.
 Mound builders, 26, 118-121.
 Mourning mists, 69-70.
 Mud men, 55.
 Mudsuckers, 89.
 Muleskinners, 25.
 Mummies, 62-63; *as PCs*, 63; *Aztec*, 63; *Egyptian*, 63.
 Murderous hordes, 83.
 Murieta, Joaquin, 107.
 Nacogdoches, 54.
 Nagual, 35-36; *as PCs*, 35.
 Naturalist skill, 8.
 Nature, *crimes against*, 39-43.
 Nibblers, 89.
 Night ravens, 25.
 Norbando, 115.
 Nosferatu, 66; *ancient ones*, 66.
 Noxious dead, 74.
 Occultism skill, 8.
 Odious Personal Habit disadvantage, 12.
 Old Stormalong, 122.
 Ormerly Will Jenkins, 73.
 Orphaned heads, 55-56.
 Outsiders, 118-121; *scouts*, 121; *warriors*, 121.
 Overseers, 46-47.
 Papa Rattlesnake, 107.
 Patchwork men, 42-43.
 Patchwork wasps, 43.

Patrons, *advantage*, 13; *Explorers Society*, 13; *Tombstone Epitaph*, 14; *Twilight Legion*, 14.
 Pecos Bill, 122.
 Penanggalan, 67.
 People, *legendary*, 95-123.
 Peoples, *antagonistic*, 109-123.
 Perfidious mirrors, 47.
 Petrov, 108; *bowls of*, 108.
 Phantasies, *tarnished*, 72.
 Phantoms, 70.
 Phrenomesmeric zombies, 47-49.
 Phrenomesmerically adjusted PCs, 48.
 Piasas, 77.
 Pig men, 40.
 Pinkerton, Allan, 102.
 Piranha dogs, 116-117.
 Pit wasps, 78.
 Plague riders, 25-26.
 Plant Empathy advantage, 6.
 Plantagrito, 52.
 Plants, 91.
 Poison women, 36.
 Poltergeists, 70-71.
 Pool guardians, 56.
 Poquaht, 119.
 Power of Belief, 122-123.
 Pox walkers, 36-37.
 Prairie ticks, *hatchlings*, 84; *queens*, 84.
 Printer's devils, 49.
 Puma men, 40.
 Rabbit men, 40.
 Raccoon men, 40.
 Raiders, 56-57.
 Railrunners, 74-75.
 Ratcatchers, 57.
 Rattlesnake, Papa, 107.
 Rays, *devil*, 88.
 Really bad dogs, 26.
 River leviathans, 89-90.
 Rock fever, 45.
 Rock Island, 88, 96.
 Rock lion, 117.
 Rockwasps, 117.
 Rockworms, 117.
 Royal Court, 95.
 Rural cemetery movement, 58.
 Saddle burrs, 91.
 Saguaro, 49.
 Sand vipers, 90.
 Santa Anna, 52.
 Sasquatches, *template*, 13.
 Scarecrows, 26-27.
 Scrap fiends, 62.
 Scrap gloms, 61.
 Secret disadvantage, 12.
 Sedgewick, John, 99.
 Senescent zombies, 50.
 Serba, 115.
 Serpents, *horned*, 23.
 Sewage leviathans, 90.
 Shades, 71.
 Shapeshifting, *quick-and-dirty*, 36.
 Sharks, *blood*, 88.
 Sherman, Gen. William, 54, 121.
 Shocks with a Fan, 108-109.
 Silverio de Acevedo, Ernesto, 95-96.
 Sin eaters, 27-28.
 Sirens, 90.
 Skeeters, *Texas*, 78.
 Skeletons, 57.
 Skills, 7-8.
 Skinshifters, 37.
 Skinwalkers, 33.
 Slitters, 58.
 Smokes, 75.
 Social Stigma disadvantage, 12.
 Specters, 71.
 Spirit Empathy advantage, 6-7.
 Spirit Invulnerability advantage, 7.
 Spirits, *hunger*, 22, 24.
 Spiritual Society, 108.

Spotsylvania, 99.
 Springheel Jack, 109.
 Stingers, 118.
 Stoker, Bram, 99.
 Stone men, 38.
 Storytellers, *and living legends*, 123.
 Strength, *Natural*, 12.
 Striker advantage, 12.
 Summon Terrormental spell, 28.
 Super Running advantage, 12.
 Supernatural, *traditional*, 16.
 Surgeons, *mad*, 11.
 Tangles, 91.
 Tarantulas, 41.
 Tarnished phantasies, 72.
 Templates, 8-11.
 Teratological theories, 15-16.
 Terrantulas, 84-85; *gargantuan as NPCs*, 85; *the Hermit*, 106.
 Terror advantage, 7.
 Terrormentals, 28.
 Texas Rangers, 15; *and bookburners*, 44; *and the Explorers Society*, 13; *and the Tombstone Epitaph*, 14.
 Texas skeeters, 78.
 Thanatology skill, 8.
 Thing Under the Bed, The, 29.
 Tomb guardians, 29.
 Tombstone Epitaph, 14-15.
 Tommyknockers, 29.
 Tree-Kin advantage, 7.
 Trolls, 30.
 Trophy hunters, 10-11; *template*, 11.
 Troubleshooters, 126.
 Truth, *as theory*, 16.
 Tunnel critters, 86.
 Twilight Legion, the, 14, 127; *and the Explorers Society*, 13-14; *campaign*, 125; *finest hour*, 125.
 Two-faces, 38.
 Uktenas, 30.
 Undead, *animals*, 58; *common abilities*, 52; *new*, 74-75; *unique*, 72-73; *see also Living dead*.
 Uneducated disadvantage, 12.
 Uninvited guests, 50.
 Union Blue, 73.
 Union Pride ghost train, 73.
 United States Corps of Topographical Engineers, 15.
 Unknown principles, 16.
 Ustrels, 67.
 Vaaccepte, 119.
 Vampires, 64-68; *cinematic*, 64-65; *hopping*, *see Gyonshee*.
 Van Horn's ghost, 73.
 Vessels, *manitou*, 58-62.
 Vicksburg, 25, 57.
 Vipers, *sand*, 90.
 Vitriolecats, 93.
 Wakansicas, 80-81, 113-118, 127; *as PCs*, 115; *folk*, 113-114; *leaders*, 114-115; *soldiers*, 114; *technology*, 114; *techpriests*, 114.
 Walkin' dead, *feral*, 54.
 Walkin' fossils, 62.
 Walking Death, 26.
 Wampyrs, 67-68.
 Wave shadows, 111; *as PCs*, 111.
 Weeping widows, 38-39.
 Weird grizzlies, 118.
 Wendigos, *flying*, 35.
 Were-sharks, 110-111; *as PCs*, 110.
 Will o' the wisps, 30.
 Wolfings, 86; *as PCs*, 87.
 Wolves, *cemetery*, 80; *dread*, 81.
 Wranglers, 11; *Texas Ranger*, 12.
 Xenobiology skill, 8.
 Xenology skill, 8.
 Xitlan, 52.
 Zabrox, 114.
 Zombies, 52-58; *phrenomesmeric*, 47-49; *senescent*, 50.
 Zoology skill, 8.



CREEPY CRITTERS!

The West is overrun! Ever since the dead rose at Gettysburg, vicious beasts intent on terrorizing people into the grave (and right back out again) have plagued mankind. In the wilderness and in the cities, monsters lurk. Unless someone roots them out, humanity will surely perish. *GURPS Deadlands: Varmints* provides everything you need to take your *GURPS Deadlands* campaign into the lair of the beast. *Varmints* has:

- ☠ Abominations – the Reckoners' direct servants – like the terrifying Plague Rider.
- ☠ Dozens of varieties of unquiet dead – mummies, zombies, ghosts, and many more.
- ☠ Strange animals for every climate and terrain.
- ☠ Entirely new creatures, such as the Hive Buffalo and the Phrenomesmeric Zombie.
- ☠ Advice on creating and playing some of the West's weirdest creatures – as PCs!



GURPS Basic Set, Third Edition, Revised and *Compendium I* are required to use this supplement in a *GURPS* campaign. *GURPS Deadlands: Varmints* can be used with any roleplaying system.

THE RECKONERS:

Written by
MICHAEL SUILEABHAIN-WILSON

Edited by
ANDREW HACKARD

Cover by
ALEX FERNANDEZ

Illustrated by
PINNACLE ENTERTAINMENT GROUP, INC.



STEVE JACKSON GAMES
www.sjgames.com

FIRST EDITION, FIRST PRINTING
PUBLISHED JANUARY 2003

ISBN 1-55634-608-5



5 2295

9 781556 346088

SJG02295 **6762**

Printed in
the USA