

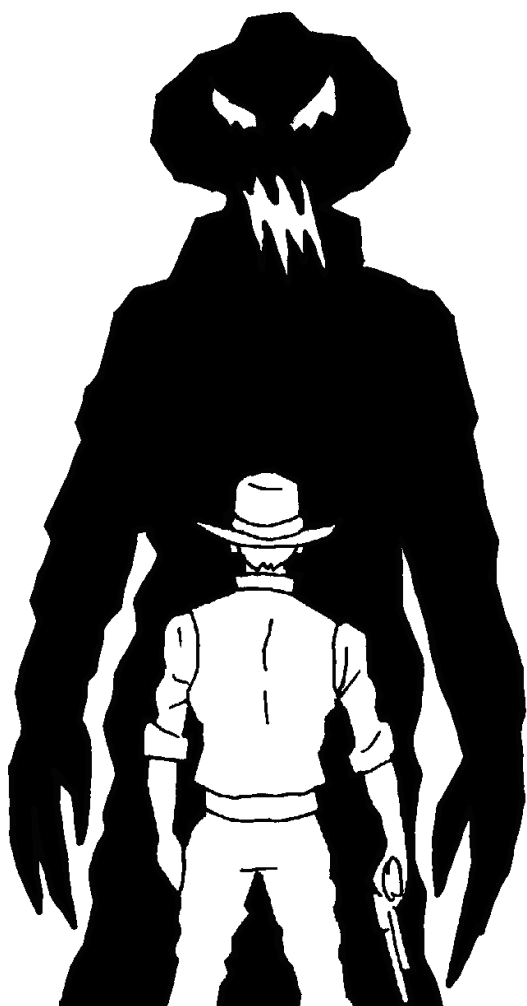
SPIRITS -N- SPURS



OPTIONAL SUPERNATURAL RULES FOR SHOTGUNS-N-SADDLES

By David Bezio

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INTRODUCTION

Spirits -n- Spurs adds the supernatural to your S-n-S game if you like a little weird with your west! The material presented here takes place in mythical Davestown Texas (but feel free to use your own town).

The characters take the role of members of a secret society like group called The Shadow Posse. The characters wield 5 mystical relics that help them to fight the supernatural "creatures of the shadows" that plague the town. Thing is nobody else in town knows anything about these creatures and the Shadow Posse has to work in secret, or everyone will think they are crazy!

Strangely enough, no matter how much bad stuff happens to the townsfolk, they just seem to carry on like nothing happened. Maybe they choose to forget, or maybe it's something else?

THE FIRST SHERIFF

It wasn't till some time later that I got the true story from one of the womenfolk. I went out to head off the Rangers, but when I got there I was too late...

The wagon train was nine strong, with almost fifty folk. Thirteen o them were full grown men, and a few o the young'uns were almost there. They had had more when they started out, but the trail took its toll. There were accidents, and sickness, but most of all it was the Indians.

When their forward man came back and told them he saw six ancient Indians just a setting around a big-ol rock in the middle of nowhere it didn't take them long to take up arms. The menfolk went off to get some revenge and have some sport...only once they rode out they ain't never rode back.

Somehow them women and children made it the rest a the way to Davestown Texas, and that's where I come in. I'm Dan Oliver Silver formerly of the Missouri territory, but now sheriff of Davestown.

Now, them womenfolk didn't tell it like it was. They said their men were slaughtered by an Indian war band in a raid not more-en one days ride from where we sat. Now, it jest so happened that the Texas Rangers were in town, and they drew that

location on a map. Before sunup the next day 30 men rode out of town.

Twern't more-n a few hours before one of the young women from the wagon train came into my office crying, and telling me the truth o the matter. I didn't know if I wanted to save those Indians or warn the Rangers, but I got on my horse and rode out as fast as I could. Like I told ya, I was too late!

The trail them Rangers left was mighty easy to foller, and I made good time. As I got close I heard a terrible noise, like a dynamite blast, but louder. Then I saw it, or heard it, or mebe I just felt it. It was like a shrieking cold blast of darkness in the air. Made my horse rear up, and I'll admit, it put the fear in me too!

When I got over the ridge I didn't like what I saw one bit. The ground was all red with blood, and men lay all about, not just killed but ripped apart, and burned, mebe even gnawed on a bit. Some was just bones with paper skin stretched over them. In the middle o it all was a big ol stone split down the middle like it was hit by some gigantic pick axe. Laying about the stone were them six old Indians.

Now, I don't know how them Indians were still alive, riddled with more bullet holes than I could count, but they were. They looked at me as I got off my horse and then they spoke to me all at once in one voice. They didn't speak with words, but right into my head.

All around us, the spirit world, but sometimes the tormented souls are lost and have nightmares, and they linger in the shadows in-between. When our people were young we were victims to the shadows, but we fought. First we fought with weapons until we learned to become the weapons ourselves. Then we shut the portal, and have been the wardens of their prison since before time mattered. But we are the last, and now we lay dying, and the shadows roam again. Now your people must become weapons yourself, but first you must learn just to fight. You are the first.

Then they touched me one at a time. Well, they didn't really touch me, but rather they touched my gear. They touched my hat and I heard

"Pathfinder". After that one touched my old Colt, "Executioner", said the wind. Then I felt a hand on my riding gloves "Peacekeeper", then a firm grip on the barrel of my shotgun, "Vengeance", and finally a gentle hand covered my heart and my tin badge..."Protector"!

And then they up and died, and there bodies just sort of turned to dust and faded into the sand, as if they was never there at all.

Well, I don't right remember doin it, but I guess I rode right back into town. Weren't long after that things started getting a might queer, and I begun to know what them Indians were a talkin about.

It's real, it's all real! Every ghost, goblin, werewolf, witch, and monster you ever hear tell about in a tall tale. Hell, there's even things I ain't never heard tell of. I learned how to fight em mighty fast when they cross my path...and they do seem to cross my path more'n I'd like. I try to tell folks, but they just think I'm loco or on a bender. Funny thing is ,when they do see something, even up close and personal like, they turn around and ferget all about it the very next day. I guess it's just me alone agin em.

Every night I put up my gear on a wooden rack I built special fer em. I call em "relics", because they feel older than time itself now. I know some day one of them creatures of the shadows is gonna git me. I 'm jest a hoping that someone else will find the relics and take up the good fight. Somehow I know they will.

THE SHADOW POSSE

My name is Dutch Tallman, and I saw the sheriff die. I'm an educated man from the east, and even though I've been in Davestown for two years, folks around here still call me a tender-foot. I'm also the last surviving member of the original Shadow Posse, and this is the Executioner you see strapped to my side. I didn't ask for the job and I still don't know if it is dumb luck, destiny, or a curse...but it's my job as long as I live, and I aim to do it.

I suppose I could blame the walking dead. They ate a good many townsfolk, and turned a few more into zombies like them. All was chaos that day, yet nobody seems to remember it except those who hold the relics.

In any case, the only reason I ended up in the sheriff's office that day was because the door was unlocked and it was a place to hide. There were 4 others hunkered down there too. I knew Ms. Nancy Anne from the general store, Merle was a young cowhand, and Otis was little more than the town drunk sleeping it off in one of the cells. The other man turned out to be Slick Roy Tagart, the famous gunslinger.

Well, the town was overrun with walking corpses looking to chew on those that weren't dead yet. From where we hid, we could see the sheriff fighting right in the middle of the main street. He was a sight, his badge just glowing while he shot between the eyes with the Executioner here and blew off a head with Vengeance there.



But there were just too many and they just kept coming and coming. Now as we saw him die, torn to bloody pieces if you want to know, we noticed something odd. Those weapons, his hat, even his gloves just sort of disappeared right before our eyes. Stranger still, we all turned around and watched those same items all reappear on a rickety old wooden rack right next to us.

Now, I don't know if it was the slobbering horde of undead rushing straight toward us, or some higher calling, but the relics spoke out to us all, and we each grabbed the one that whispered our name, and we knew theirs.

We killed those zombies that night and saved the town. The five of us working together were stronger than just one man by himself. The Shadow Posse was born.

I'm the last one of that original group still fighting the good fight. I don't know how long until I draw the short end of some stick, but it doesn't matter. I know Executioner will call another. Sometimes there are only two of us, sometimes all five. When one dies another is eventually called to the

sheriff's office and sent right into our mix, just like we were that first night.

I'd like to think we win all our battles in the end, but sometimes I get the feeling of dread. I feel as if there is a greater war that must be won, and we have only begun the fight.

THE CALLING

Whoever is wearing the badge is the sheriff of Davestown. The townsfolk never seem to question when a new sheriff arrives and never ask what happened to the old one.

The instant a member of the Shadow Posse dies another is "called" to the sheriff's office. There, they see the relic of the dead posse member appear and whisper their name. When they take the relic, they are instantly "transported" to the location of the dead posse member, to begin fighting the good fight.

New Character's Level

The new posse member is always a brand spanking new zero level character. This might mean they have to be careful for a while...but don't worry, soon all the other members of the Shadow Posse will die as well, and then they will be the toughest.

Characters Without Relics

There are only 5 relics. If you have more players in your gaming group there may be characters who do not possess a relic. Tough, life isn't fair! However, these characters will get the relic of any fallen members of the posse before any new characters do. In this case, the referee will have to introduce the new character in a different way.

Alternately, the referee may choose to create a few more of his own relics, such as a duster, a pair of spurs, or a second pistol.

Less Than 5 Posse Members

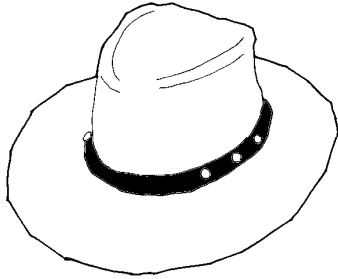
Of course, you may have less than 5 players in your gaming group. In this case, you may choose to give more than one relic to each player, or simply give them only one each and have the rest of the (non-player character) posse members off on other business most of the time.

THE RELICS

The relics are all imbued with magical powers. These powers *only* work when the relic is in the possession of the one whom it called.

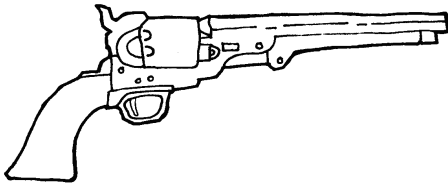
Note that these relics are able to affect, injure, kill, or banish creatures of the shadows, even if they can't be hurt with anything else.

Pathfinder (Hat)



Pathfinder allows its wearer to communicate telepathically with anyone who wields one of the relics. The relic must be on their person for this to work.

Pathfinder allows its wearer to mentally push opponents as a combat attack action. The opponent is pushed back 1D6 inches, takes 1D8+1 points of damage, and is knocked prone. To do this, the wearer must make a presence test TN12 for man size or smaller creatures and a TN16 for larger creatures.



Executioner (Colt Pistol)

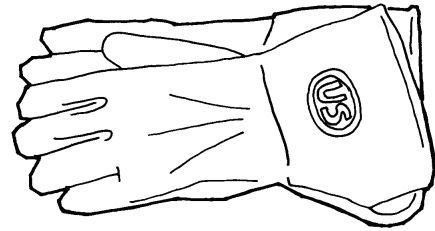
Executioner is a long barreled pistol that grants a +1 damage bonus. It never runs out of ammo and doesn't jam.

Executioner does not need line of sight to target a creature of the shadow and simply goes around intervening objects (this includes things that would otherwise grant cover and other characters in melee combat with the target).

Peacekeeper (Riding Gloves)

Peacekeeper allows the wearer to make 1D4 hand to hand attacks per round (roll to determine the number of punches after the attack is declared, roll to hit for each attack separately).

Peacekeeper allows its wearer to lay his hands on a wounded person (including himself) and instantly heal 1D6 points of damage. This can be done once per person once per day.



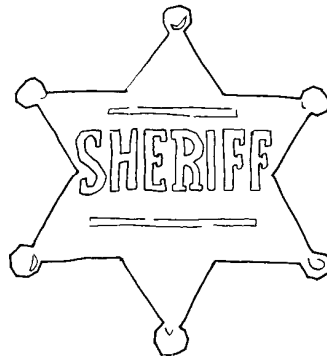
Vengeance (Shotgun)

Vengeance is a shotgun that grants a +1 bonus to damage. It never runs out of ammo and doesn't jam.



Vengeance can (optionally) shoot out a ball of energy that explodes when it hits its target, doing equal damage to anyone within a 2 inch radius of the target. This is not exclusive and can hurt friend as well as foe.

Protector (Badge)



Protector grants its wearer a +2 to his defense score each round of combat. Alternately, the wearer can choose to grant a +1 to all of the relic bearers.

Protector allows its wearer (and all his equipment) to go incorporeal for 1D6 minutes once per day. While incorporeal the wearer cannot be touched or harmed, and cannot physically move anything or attack anyone. The wearer can choose to be visible or invisible. While incorporeal, the wearer can harm creatures of the shadows with his fists or any incorporeal weapons he may be carrying.

CREATURES OF THE SHADOW

What follows are just some sample creatures of the shadow, each one worthy of an adventure. Some of these are original, some are inspired from mythology, and some are from horror films.

Most of these creatures cannot simply be killed, and require the player characters to investigate and or use cunning and strategy to defeat these powerful creatures.

Blood Sucker

Level: 2/4/6

Hit Dice: 3D6/5D8/7D10

Move: 4"

Defense: 13/15/17

Fighting: +0/+1/+2

Quickness: +1

Special Abilities: The blood sucker has super human strength (+4, also added to the claw attacks below). The blood sucker attacks with 2 claws and a bite. If he hits with the bite he has sunk his fangs into a victim and continues to drain blood at a rate of 1D8 automatic HP of damage per round until either he or the victim is killed.

Attack Damage: claw 1D4/claw 1D4/ bite 1D8

If people, cattle, and pets start disappearing in a town, there is a good chance a dirty rotten blood sucker is around!

Bloodsuckers where once men (or women) who have been turned into creatures of the shadow by a chupacabra. They still look and act like a man for the most part. However, they become nocturnal and find the day and sunlight uncomfortable (-2 to any die rolls while in the sun).

The worst part of being a blood sucker is an insatiable hunger for fresh blood and flesh. To accommodate this, the blood sucker has retractable claws and fangs in can use when hunting. The longer a bloodsucker feeds, the stronger it becomes (the stats above reflect 3 power levels of a blood sucker). Once a blood sucker starts feeding, it must make a kill each night or become more and more savage. A blood sucker becomes a feral inhuman beast if it goes 4 days without feeding, heading out to the desert to become a chupacabra.

Burrowers

Level: 3

Hit Dice: 4D10

Move: 6" (3" burrow)

Defense: 17

Fighting: +1

Quickness: +1

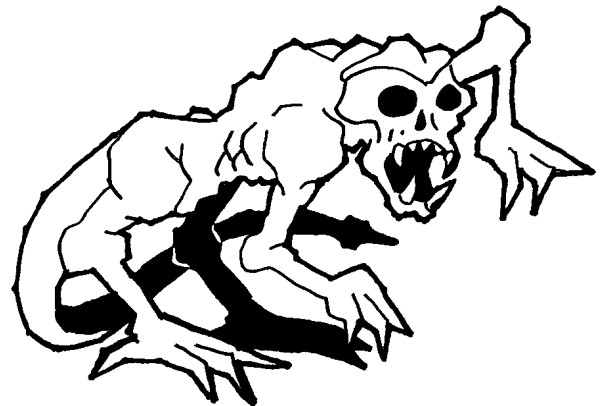
Special Abilities: Anyone who takes damage from a burrower's claw attack must make a grit check TN12 or become completely paralyzed in 1D6 rounds. The paralysis lasts for 3 weeks (although some Indian medicine men know of an immediate cure).

Attack Damage: claw 1D8/claw 1D8/ bite 1D6

The burrowers are about the size and shape of a man. They have coarse thick ruddy brown skin and their flat facial features and large digging claws resemble that of an armadillo. They move around on all fours and their knees and elbows bend backwards.

Burrowers live and hunt in packs of 4-16 (4d4). They are only found above ground at night and when hunting. They live underground in warrens, and can move underground by burrowing through the solid earth at a rate of 3"

Long before man, even the Indians, roamed the west, the burrowers fed on the buffalo. They would use their paralyzing claws to immobilize buffalo and then bury them alive, barely allowing the face above the ground to breathe. After a few weeks, giving the body ample time to become soft and squishy, they would return to feast. Now that the buffalo herds have been thinned so much, the burrowers have been forced to hunt ...new prey!



Chupacabra

Level: 5

Hit Dice: 6D10

Move: 7"

Defense: 18

Fighting: +3

Quickness: +3

Special Abilities: The Chupacabra attacks with 2 claws and a bite. If it hits with the bite he has sunk his fangs into a victim and continues to drain blood at a rate of 2D6 automatic HP of damage per round until either it or the victim is killed. If a victim loses 12 HP or more to the blood sucking bite of a Chupacabra and survives the encounter, they must make a grit check TN12, or turn into a blood sucker in 1D4 days. There are some Indian shamans who know the cure to the curse of the Chupacabra.

Attack Damage: claw 1D10/claw 1D10/ bite 2D6

The Chupacabra is the creature of the shadows most likely to appear in a bedtime story meant to frighten children. Unfortunately, this bloodsucking savage is much more real than these parents might believe.

The Chupacabra appears as a large rabid looking coyote with oozing sores and seeping wounds. Its large yellow eyes glow in the dark and show an unusual intelligence. It sometimes rises up on its hind legs and almost appears manlike in form.

The Chupacabra hunts at night and savagely attacks anything that crosses its path. It rends open their necks and suck the blood dry.



Dark Shaman

Level: 5

Hit Dice: 6D6

Move: 4"

Defense: 17

Fighting: spells (see below)

Quickness: +2

Special Abilities: Black magic (see below)

Attack Damage: spells (see below) or knife (1D4)

The Dark Shaman is an Indian medicine man who has turned his back on the spirit magic of his people and has begun to dabble in the black magic of the shadows.

The dark shaman can do any magic the referee desires when behind the scenes. When confronted in combat, he can choose to cast any of the spells below once per round.

To cast the spell, the shaman must roll the difficulty number or better on 1D6. If the number is lower than the difficulty number the spell fizzles, the shaman is unable to tap into the energies of the shadow to do his bidding. If the roll is a 1 the shaman is unable to control the energies of the shadow and is briefly enveloped in crackling dark energy which causes him 2D6 points of damage!

► Befriend (Difficulty 3+)

The shaman chooses one of his enemies who immediately becomes his slave doing anything he is asked to do (except kill himself). The victim may make a presence check TN16 at the beginning of each of his combat turns to try and break the spell.

► Dark Energy (Difficulty 3+)

A blast of blue energy bursts from the shamans hand and automatically hits 1D4 targets for 1D8 points of damage each (roll damage separately for every target).

► Summon Wolves (Difficulty 4+)

The shaman immediately summons 1D4 wolves (see section 14.13 of the *Shotguns -n- Saddles* core rulebook) who appear anywhere within 4" of him. They attack to the death. This spell can not be used again until all of the wolves are dead.

► Tribe (Difficulty 4+)

The shaman creates 1D6 images that look exactly as he does. Any attacks made against the shaman hit one of these fake

images first. Successful hits dispel the image regardless of damage.

► **Dark Energy Explosion** (Difficulty 5+)

The shaman creates a gigantic explosion of crackling blue dark energy with a 4" radius. Anyone in the burst takes 4D6 points of damage. A successful quickness check TN16 will reduce the damage to 2D6.

► **Shadow Gate** (Difficulty 5+)

The shaman decides it is a better idea to be somewhere else and opens up a gate to the shadow world. Once he enters this gate, he must cast the spell again to exit somewhere else within a mile. If he fails these subsequent casting he takes 1D6 points of damage for every round he remains in the shadow world. If he makes a casting roll of 1 while in the shadow world, he is immediately devoured by dark energy and killed.

Cursed Huckster

Level: 4

Hit Dice: 5D4

Move: 4"

Defense: 14

Fighting: +1

Quickness: 0

Special Abilities: The cursed huckster fights and takes damage as normal, but once he has been "killed" he returns to full strength and rejuvenated in 1D4 rounds, no matter how he was killed. The cursed huckster keeps his black heart in a mason jar hidden somewhere in his wagon. He cannot be permanently killed unless this heart is stabbed, burned, or otherwise destroyed.

Attack Damage: Pocket Pistol (1D8)

The cursed huckster is a man who has sold his soul to a demon of the shadow world for some reward. Now he travels from one secluded western town to another peddling his miraculous potions and medicines.

The cursed huckster looks for desperate people and then sells them a potion, promising it will fix their problem. The potions are all curse, however, and they twist the desires of the customer. For example, someone might want a medicine that will stop their mothers suffering. When she drinks the medicine she dies...suffering ended! Or a customer might desire to be rich, and then discovers gold on his property which causes all sorts of claim jumpers to come, torturing and murdering his family to get at the gold.

Once the cursed huckster has caused enough damage and turmoil to a community, he loads up his wagon and travels to the next town.

Dry Gulch Zombie

Level: 0

Hit Dice: 1D6

Move: 2"

Defense: 8

Fighting: +2

Quickness: -2

Special Abilities: Dry gulch zombies can only take damage from shots to the brain. This is a called shot (-4 to hit, +1D6 damage). In addition to the damage listed below, the dry gulch zombie's bite carries its disease. Anyone killed by a dry gulch zombie comes back as one himself in 1D6 rounds.

Attack Damage: claw 1D6/claw 1D6/ bite 1D8

Dry gulch zombies are the restless dead of someone who was killed in an ambush or shot in the back. They are slow and shambling and have a relentless taste for human flesh. They are often searching for the person who murdered them...unfortunately their brains have gone rotten and they pretty much think everyone is the person who murdered them. In a nutshell, they shamble, rend, and then eat flesh.

Gold Miner's Ghost

Level: 1

Hit Dice: 2D6

Move: 4"

Defense: 10

Fighting: 0

Quickness: -1

Special Abilities: Even though the gold miner's ghost is a solid manifestation, weapons and bullets pass right through him. He can only be hurt with weapons blessed by a Christian priest, or the relics. "Killing" the gold miner's ghost only banishes his spirit for a day before he reappears as before but, anyone under his enchantment is released.

Attack Damage: Shotgun

The gold miner's ghost is a prospector who died on his claim (gold or silver...despite the name) but refuses to give up his hold on the real world until he has struck it rich!

The gold miner's ghost appears and acts in every way as he did in life. In fact, he doesn't even realize he is dead. So much so that he is able to take solid form.

The Gold miner's ghost is usually encountered during the night. People will see his camp and firelight and be invited to join him for coffee and vittles. Once there, he will go on and on about finding gold or silver on his claim, all the while enchanting his visitors to help him mine or pan for the precious metal. Visitors either agree to help of their own free will (or greed) or must make a presence check TN 12 to resist helping.

Anyone who agrees or is forced to help can make a presence check TN12 each day to break the spell. Unfortunately, the mining takes place in an alternate reality where time passes at a different speed (unknown to the victims). Each day spent mining is actually a year in the real world. Some victims are 30 years old when they start helping and find themselves 60 years old a month later when they break the spell!

The gold miner's ghost can be banished by sprinkling a little gold dust on his remains.

Hanged Spirit

Level: 4

Hit Dice: 5D6

Move: 4"

Defense: 13

Fighting: n/a

Quickness: -1

Special Abilities: The hanged spirit can only be hurt by magical weapons (including the relics). If it takes its full HP in damage, it is banished from the real world until the following nightfall when it reappears at full strength again. The hanged spirit is incorporeal and can pass through anything.

Attack Damage: The hanged spirit attacks through fear, draining away its victim's life. The spirit simply touches its victim (must be adjacent, but no to hit roll needed). The victim must make a grit check at TN16. If the victim fails, they immediately loose 1 level and 1D6 hit points permanently! If either HP or level is reduced to zero, the life force of the victim has been drained and they die, a dried husk with a look of terror on their face.

The hanged spirit is the vengeful ghost of someone who was hanged unjustly and without a trial. They have come back to kill those

responsible for their hanging and any who stood by and let them be hanged. It considers anyone who stands in its way an enemy as well.

The hanged spirit comes only at night and appears just as it did in life, except white, shimmering, and semi-transparent with empty black eyes. The hanged spirit may appear with a frayed noose hanging around its broken neck.

The hanged spirit can be stopped by identifying the hanged person, finding his remains, and burning them. Alternately, if the men responsible for his hanging are themselves hanged, he will be pacified. Finally, once all the men responsible for his hanging are dead, the hanged spirit will rest in peace and dissipate.

Headless Confederate

Level: 5

Hit Dice: 6D8

Move: 5"

Defense: 17

Fighting: +2

Quickness: +2

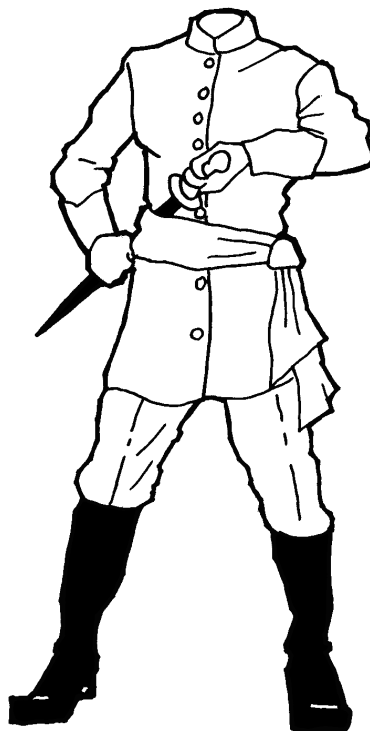
Special Abilities: If the headless confederate is reduced to zero HP he isn't destroyed, but rather, he is banished until the following nightfall.

Attack Damage: 2 attacks with saber (1d10 each)

The headless confederate is a physical manifestation of an evil confederate soldier who still fights the War Between the States even after his death.

The headless confederate lost his head in battle (literally) and is on the constant search to punish the Yankee's who did this to him. If he can't take out his murderous blood rage on Yankee soldiers, or union supporters, he is also hateful of all minorities, blacks in particular.

There are two ways to stop the headless confederate's rampage of death. The first is to return its lost head to its body. The second, and much easier way, is to find his final resting place (of his body) and burn the remains to ash.



Indian Zombie

Level: 1

Hit Dice: 2D6

Move: 6"

Defense: 14

Fighting: +2

Quickness: +3

Special Abilities: Indian zombies can only take damage from shots to the brain. This is called a shot (-4 to hit, +1D6 damage). In addition to the damage listed below, the Indian zombie's bite carries its disease. Anyone killed by an Indian zombie comes back as one himself in 1D6 rounds.

Attack Damage: claw 1D6/claw 1D6/ bite 1D8

Indian zombies are the restless dead of battlefield Indians killed by white men. They seek revenge on all white men and have an insatiable hunger for white meat! Unlike the dry gulch zombie, Indian zombies are incredibly quick, fast, and deadly.

Prairie Siren

Level: 3

Hit Dice: 4D4

Move: 5"

Defense: 16

Fighting: +3

Quickness: +3

Special Abilities: Even in their true form, prairie sirens have the ability to charm men (not women) with the songs they sing (this is a free action). Anyone desiring to attack a prairie siren must make a presence check TN16 first. Once they succeed at the check once, the spell is broken for that particular siren and they won't have to make any more checks.

Attack Damage: claw 1D8/claw 1D8/ bite 1D8

Prairie sirens are creatures of the shadows that prey on men and their sexual desires. They appear to men as three exceptionally beautiful prostitutes.

The sirens usually set up a house of ill repute a few miles outside of a town, often in the middle of nowhere. Most of the time the whore house runs as any other, but, on the night of the full moon the prairie sirens lock and bolt the doors. When they reach the heights of ecstasy, they turn into their true forms (that of a haggard shriveled up ancient woman with razor sharp teeth and claws) and savagely kill all the men in the house, eating their entrails and private parts! All the while they do this they are singing beautiful songs.

Salem Witch

Level: 6

Hit Dice: 7D6

Move: 4" (7" flying)

Defense: 18

Fighting: +2

Quickness: +2

Special Abilities: Spells and see below

Attack Damage: By spell or claw 1D6/claw 1D6

The Salem witch trials of Massachusetts were a farce, as most of the real witches escaped. Many of these headed out west long before most settlers.

Now that more people have moved out west, these ancient and evil crones are recruiting young women and starting new covens.

The Salem witch appears as a well to do middle aged woman with an arrogant attitude. She wears an excessive amount of lingering perfume to hide the fact that she smells like a corpse.

The Salem witch can fly at a rate of 7" and up to a height of 4" (20 feet). The witch is often surrounded by 2D6 young women (citizens as stated in section 13.10 of the *Shotguns -n- Saddles* rulebook) who she has brainwashed and will do her bidding, including fighting and dying for her.

The Salem witch can do any magic the referee desires when behind the scenes. When confronted in combat, she can choose to cast any of the spells below once per round.

To cast the spell, the witch must roll the difficulty number or better on 1D6. If the number is lower than the difficulty number the spell fails. If the roll is a 1, Satan is displeased with his servant and she takes 1D8 points of damage. Additionally, if the witch has any young woman servants one of their throats magically slices open, blood gushes all over, and they die.

► Blast (Difficulty 3+)

The witch blasts her enemy with the red flames of Satan! 1D4 victims are hit for 2D4 points of damage and are knocked back 1D4" and knocked prone.

► Sleep (Difficulty 3+)

Anyone within 4" must make a grit check TN12 or fall asleep for 2D4 minutes.

► Summon Dead (Difficulty 4+)

If there are any dead bodies anywhere around, 1D4 of them rise and come to the aid of the witch (use the stats for dry gulch zombies).

► **Web** (Difficulty 4+)

The witch envelopes victims in a sticky web that extends in a 1d4+2 inch radius from her target point. This immobilizes the victims. Those entrapped in webbing must make a strength check, TN 16 to break free before they can do anything else.

► **Satanic Screech** (Difficulty 5+)

The witch lets loose with a hideous unnatural screech that causes the ears of anyone who hears it to bleed! This causes 3D6 points of damage and makes the victims drop any items they hold as they move their hands up to cover their ears. This does not affect any of the witch's servants.

► **Summon Demon*** (Difficulty 5+)

The witch beseeches her dark master to send forth one of his powerful servants to do her bidding. If successful a dark portal opens and the demon below comes through to wreak havoc on the world. If the spell fails, Satan is angry with the witch for bothering him and sucks her into the portal for an eternity of torture instead.

***Demon**

Level: 10

Hit Dice: 11D10

Move: 7 (10" fly)

Defense: 20

Fighting: +2

Quickness: -2

Special Abilities: The demon has large bat like wings and can fly at a rate of 10" and up to a height of 5". The demon can choose to breathe fire as an attack. Fire breath has a range of 12" and a 4" burst radius. Anyone in the path or burst takes 4D6 points of damage. A successful quickness check TN16 will reduce the damage to 2D6

Attack Damage: Fire (see above) or claw 1D10/claw 1D10/bite 1D10/tail whip 1D10

The demon appears as a hideous fanged frog-like creature with bat wings and a long tail. Its skin is mottled and red and is covered with

warts. If killed, it disappears and returns to the hell it came from.

Sand Worm

Level: 8

Hit Dice: 9D10

Move: see below

Defense: 20

Fighting: +2

Quickness: +3

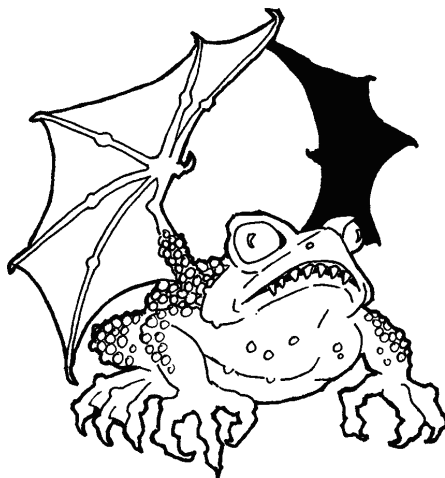
Special Abilities: Sand worms surface and lash out with their tongues. These tongues can be used to smack or grab victims up to 3" away. A grabbed victim is then pulled to the maw in 1D4 rounds and devoured (killed). Tongues can be attacked in melee or shot at as a called shot (-4 to hit). If a tongue takes 20 HP of damage it releases its victim and is useless the rest of the battle.

Attack Damage: 3 x tongues 1D12 plus victim is knocked back 1D4" and prone. Alternately, the tongue can grab its victim as described above.

Sandworms are gigantic 50 foot long sand brown worms. They have huge beak-like maws and three long tongues they use to grasp prey with.

Sandworms burrow through the soft earth at a speed of 15", making the ground shake and tremor as they move. They are blind and sense their prey by sound. When they hear something, they break the surface and attack by trying to grab prey with their long tongues and dragging them into their mouths to be puréed.

Perhaps the most disturbing feature of the sandworm is their unnatural intelligence. They learn very quickly and a trick never works on them twice. They use cunning and trickery themselves to separate prey and arrange or wait for ideal times to attack.



Silver Spider

Level: 6 (mother)/0 (babies)

Hit Dice: 7d10/1d4

Move: 14"/7"

Defense: 20/13

Fighting: +3/0

Quickness: +4/+3

Special Abilities: The Silver Spider can simply attack its prey by smacking it with its spindly legs, or it can shoot a web. With a successful hit, the web envelopes one victim who is hopelessly trapped until they make a strength check TN16 or are cut free (this takes 2 rounds) by someone with a knife. The Silver Spider can use its attack to inject a paralyzing venom into its webbed victims. Paralyzed victims cannot move at all for 1d4 days.

Attack Damage: claw 1d8/claw 1d8 or web or paralyzing bite (grit check TN16)

The Silver Spider is a large bloated spider with a body about 5-8 feet in length, and eight 10 ft. appendages. It is black in color with a bit of a silver sheen. It has a rudimentary intelligence, and hateful toward humans.

The Silver Spider lives in silver mines, where it spends the days wrapping up prey in its sticky silk and then injecting it with its eggs. The eggs hatch into little baby spiders that eat the living meal from the inside out, driving it quite mad in the process.

Sometimes the Silver Spider sends it's newly injected prey loose. When it returns home (preferably where other humans live), the babies hatch, eat their way out, and then seek the spinal columns of living prey. They can attach to these nerve endings and control the victim, usually forcing it back to the mother's lair where the process starts all over again.

Skin Walker

Level: 1-4

Hit Dice: 2-5D8

Move: 7"

Defense: 15-18

Fighting: +3

Quickness: +4

Special Abilities: See Below

Attack Damage: claw 1D8/claw 1D8/ bite 1D10

The skin-walker is a human (usually a Navajo Indian) who is able to shape-shift into various animal forms through witchcraft. Because of their association with skin-walkers, wild animal hides are taboo in Navajo culture.

The skin-walker is human at times, and at other times taking on the aspect of an animal, usually at night. In its animal form, a skin-walker may be virtually anything, including a wolf, coyote, fox, bear, owl, or crow. A skin walker is naked, except for an animal skin, and appears as a fearsome mutated version of that animal.

Skin walkers possess the ability to mimic any human or animal noise they choose. Both humans and animals can easily tell a skin-walker from a real animal, as the skin-walker is unable to move completely naturally in animal form. They also leave human footprints when in animal form.

A skin-walker in animal form can only be wounded by magical weapons (including the relics). All weapons hurt the skin walker in it's human form.

Trail Spirit

Level: 3

Hit Dice: 4D4

Move: 4"

Defense: 12

Fighting: n/a

Quickness: -1

Special Abilities: The trail spirit can only be hurt by magical weapons (including the relics). If it takes its full HP in damage, it is banished from the real world until the following nightfall when it reappears at full strength again. The trail spirit is incorporeal and can pass through anything.

Attack Damage: The trail spirit attacks through fear. The spirit simply touches its victim (must be adjacent, but doesn't need to roll to hit). The victim must make a grit check at TN16. If the victim fails, they immediately loose 2D4 HP. Once HP is reduced to zero, the life force of the victim has been drained and they die. If this body is not discovered and properly buried in 1 month, the victim becomes a trail spirit.

The trail spirit is the restless ghost of someone who died on the trail (settlers heading west, or one of the many Indian marches) under unjust, violent, or simply sad circumstances. Alternately, the victim may be someone who died and their remains were left to rot instead of being buried, burned, or otherwise put to rest.

The trail spirit is not at first hostile, appearing near the place of its death asking for release. Unfortunately, the spirit appears as it did at the time of its death and can't communicate with sound, which is very frightening.

If the remains of the spirit are found and properly laid to rest the spirit happily passes into the afterlife. If not, the spirit gradually becomes more and more hostile until it finally starts attacking anyone who passes near its remains.

RELIC HANDOUT CARDS

Cut these cards out and give them to players who possess the relics.

PATHFINDER

(Hat)

Pathfinder allows its wearer to communicate telepathically with anyone who wields one of the relics. The relic must be on their person for this to work.

Pathfinder allows its wearer to mentally push opponents as a combat attack action. The opponent is pushed back 1D6 inches, takes 1D8+1 points of damage, and is knocked prone. To do this, the wearer must make a presence test TN12 for man size or smaller creatures and a TN16 for larger creatures.

EXECUTIONER

(Colt Pistol)

Executioner is a long barreled pistol that grants a +1 damage bonus. It never runs out of ammo and doesn't jam.

Executioner does not need line of sight to target a creature of the shadow and simply goes around intervening objects (this includes things that would otherwise grant cover and other characters in melee combat with the target).

PEACEKEEPER

(Riding Gloves)

Peacekeeper allows the wearer to make 1D4 hand to hand attacks per round (roll to determine the number of punches after the attack is declared, roll to hit for each attack separately).

Peacekeeper allows its wearer to lay his hands on a wounded person (including himself) and instantly heal 1D6 points of damage. This can be done once per person once per day.

VENGEANCE

(Shotgun)

Vengeance is a shotgun that grants a +1 bonus to damage. It never runs out of ammo and doesn't jam.

Vengeance can (optionally) shoot out a ball of energy that explodes when it hits its target, doing equal damage to anyone within a 2 inch radius of the target. This is not exclusive and can hurt friend as well as foe.

PROTECTOR

(Badge)

Protector grants its wearer a +2 to his defense score each round of combat or +1 to all of the relic bearers.

Protector allows its wearer (and all his equipment) to go incorporeal for 1D6 minutes once per day. While incorporeal the wearer cannot be touched or harmed, and cannot physically move anything or attack anyone. The wearer can choose to be visible or invisible. While incorporeal, the wearer can harm creatures of the shadows with his fists or any incorporeal weapons he may be carrying.