

TUMBLEWEED TALES

VOL. 3

COMPATIBLE WITH TALL TALES WILD
WEST BX FANTASY ADVENTURE GAME



**DIME NOVEL
HEROES AND VILLAINS**

BY ROBERT GARITTA



**Surreal Estate
Games**

Tumbleweed Tales

Volume 3

By Robert Garitta

A collection of diverse and bizarre heroes and villains for your Old School Roleplaying Game, being particularly suited for and sponsored by Deputy Emeritus Mark Hunt's ~Tall Tales~, a thrilling game reflecting the exploits of knights of the genus bovine, desperados, purveyors of patent nostrums, soldiers of fortune, and diverse others!

Tall Tales Wild West B/X Fantasy Adventure Game is copyright Mark Hunt

Artwork by creators as indicated

Some Illustrations by James E. Shields



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Games**

FOREWORD

After the Golden Age of the 1940's super heroes were a rarity (only Superman, Batman, Wonder Woman, Blackhawk and Aquaman continued to have stories published into the 1950's and beyond). In the gap between the Golden and Silver Ages there was a Renaissance for two-fisted adventure tales -especially Westerns. Not all the stories were plain vanilla white hats and black hats. Some almost superhuman characters were introduced (one hero fought an alien animated totem pole!) This book is about such characters. The odd and unusual are often placed just off stage in Tall Tales B/X, but they take center stage here.

As to the characters: Lady Doom, the Harpy, the Strawman, the Vampire Hangman, , Red Mask, Black Phantom, Chito, Pale Rider (under another name since claimed by a ferocious mouse), and Sing Song appeared in comics by Magazine Enterprises.

Lobo appeared in his own book by Gold Key Comics. Sadly it ran for one issue due to the bigotry of the times.

Gunmaster and Bullet the Gun Boy appeared in their own book by Charlton Comics as well as Six-Gun Heroes.

The studios referee is free to check the sites Public Domain Super Heroes (<https://pdsh.fandom.com>) and Comic Book + (<https://comicbookplus.com>) and do their own ~~strip-mining~~ research.

The uncredited characters are home-brewed by me. Any similarities are a matter of parallel evolution and no similarities to anyone living or dead (or undead in the Stone Cold Kid's case is intended).

The author would like to thank Mark Hunt for all his help getting me to get my act together with my work for his excellent Tall Tales game and my own Diesel Punks series for Surreal Estate Games. If you never worked with Mark you should.

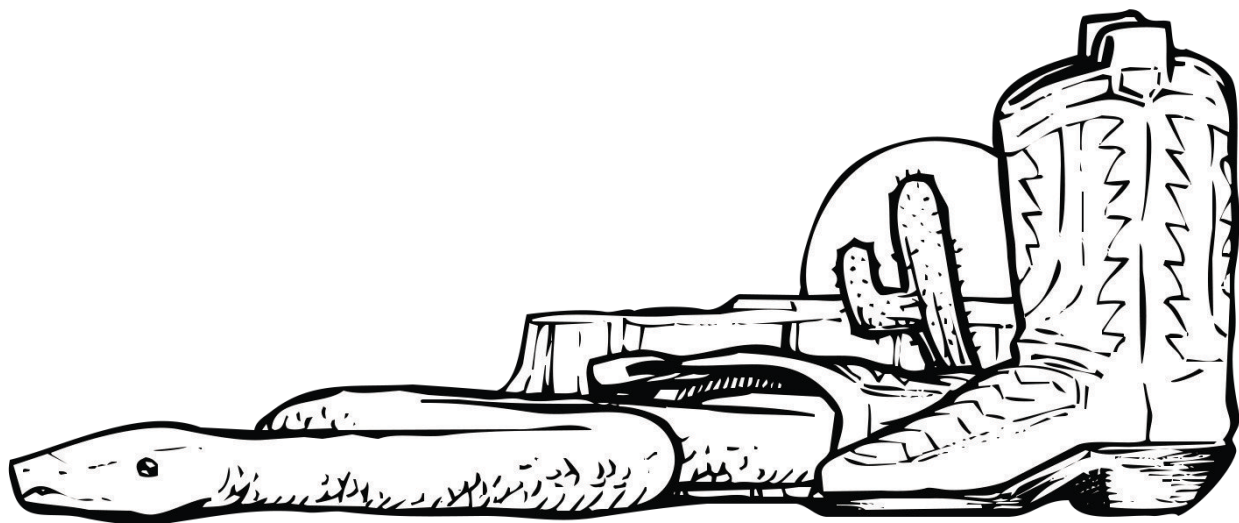
Robert Garitta 2019
Southwest Brooklyn

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Using This Book

Adversary Name (Armor Class, Hit Die or level, hit points, Movement Rate, Number of Attacks, Damage, Save As, Morale, Alignment).
This will be presented via the following standard abbreviations.
Adversary Name (AC, HD, (hp), MV, #AT, D, Save, ML, AL)



BLACK HATS

ABSINTHE

Anne 'Absinthe' MacDonald: AC 6 (Fancy Dress +1 Dex) ; HD 6 (17 hit points); Atk Derringer (1d4), Gas Gun (see below); Move 120'; Save Sixth Level Snake Oil Salesman; ML 8; AL D; XP 500; Special: +4 to Toughness Saves vs. drugs and poisons.

Anne MacDonald was the daughter of a Confederate industrialist researching new weapons in Vicksburg. Unfortunately Dr. MacDonald was just making real progress when General Grant attacked and besieged the city, which disrupted any further work. Anne's father died when his workshop was hit by a Union artillery shell.

Orphaned and impoverished, Anne made her way North after the war with her father's notebooks. She sold several chemical processes he developed to manufacturers. She kept the truly advanced research for herself- gas weapons and defenses years in advance of anything either side saw in the Civil War.

Creating her Absinthe persona she robbed and set fire to the factories of the men she sold her father's work to. They had also made artillery ammunition that was used in the attack that killed the elder MacDonald. She then lit out for the frontier where she gathered a gang of men to serve as muscle and continued her robberies.

Absinthe usually uses gas bombs she plants in advance of a robbery to knock out any defenders of a bank. She carries a special gas sprayer that shoots a potent knock out gas in a 30' cone. Characters in the cone must make a Gumption Save or be knocked out for 2d6 rounds.

Other weapons include smoke grenades and a tear gas like concoction. Her gun can only carry one type of gas at a time. All have similar game effects - Gumption Save or lose 2d6 rounds due to blindness, coughing etc.

Absinthe has also used a hallucinogen to

wheelie safe combinations and other secrets from prominent men. The gas is released from a ring she wears. This gives the victim -4 to Gumption Saves vs. seduction (with another -2 for Absinthe's good looks to total -6). After a brief interrogation the mark will fall asleep for 2d6 hours unless woken.

The outlaws working for Absinthe have received special bandanas soaked in chemicals that prevent their falling victim to their boss lady's wares. She wears a similarly treated veil. Any outlaw captured will have such a bandana, that might give up its secrets to a talented Snake Oil Salesman. The gang runs more to Desperadoes than Gunslingers. Usually the lawmen and guards are asleep and it is a matter of cracking the safe, not shooting it out.

Absinthe can also concoct the usual Snake Oil Salesman wares, but in twice the normal time.

ADVENTURE HOOKS

- Absinthe makes plans to hijack a train shipment of chemicals she can use to make much larger versions of her weaponry. This involves her agents on the train setting off sleep gas bombs.
- After a recent bank job Absinthe used way too much of her potions. Players riding into town face a bunch of hallucinating townies they have to calm down and seek medical help for. Then there is Absinthe to track down.
- A wealthy banker is given to flights of fancy as he enters a new romance ... with Absinthe in disguise.

THE IRON HORSE

Dudley "The Iron Horse" Hogarth: AC 2 (Special Armor Suit); HD 6 (32 hit points); Atk Armored Fist (1d6+3); Move 60'; Save Sixth Level Gunslinger; ML 10; AL D; XP 600; Special: +3 to Toughness Saves. Can break down doors, bend bars etc on a 5 in 6 chance.

Dudley was abandoned by his parents and grew up in an orphanage. He was unusually large and strong for his age and at 14 ran away and joined a circus. There he trained to be a strong man.

Count Marvo, an illusionist with the circus worked on a suit of steel armor to further enhance Dudley's durability. The circus owner thought he would equip Dudley with the suit and have him fight lions and bears.

Marvo did an amazing job on the suit. It proved invulnerable to pistol fire and quite hard to penetrate with anything less than a buffalo rifle in tests. The suit was too heavy for anyone smaller or weaker to move around in. Dudley Hogarth, despite looking like an ox was a good deal brighter. He stole the suit and killed Marvo, ensuring that he would be the only bulletproof criminal.

Already wanted for murder, he and a small band of roustabouts stole a wagon and robbed the stage to Culvert City. The passengers' and driver's initial surprise and laughter at the Iron Horse turned into shock and terror as he casually killed the driver with a backhanded slap, tore open the strongbox, and tipped the stage over! All this while the guard fired both barrels at the 'Hoss with no affect. The group escaped in their wagon, laying low in the hills till the pursuit died down. They robbed several stages over the next few weeks.

Dudley left the circus with a good deal of showmanship. He installed a firebox on the back of his helmet he loaded with dry grass and slow burning fuses causing smoke to rise from a small smokestack he crafted. He also usually made his appearance breaking a board on his knee or bending an iron bar to further

intimidate his victims.

Beyond the showmanship, Iron Horse **is** capable of superhuman feats of Strength, tearing off locks, breaking doors in and tipping over stages. Reinforced metal gloves also let him hit like a sledgehammer. Dudley is no fool and will carry a concealed derringer or six gun if he expects real trouble.

Dudley's armored suit is at least 4,000 gp to duplicate. It can only be crafted by a smith with a Dexterity and Intelligence of 16 or higher. The armor has a -3 penalty to all physical actions. This -3 is offset by the wearer's Strength bonus. Dudley has no penalty.

Even Dudley is fatigued by moving that mass of steel around. He often will take a dose of Doctor Sampson's Liniment. This increases his Strength to truly awesome levels. He can rip open a safe or vault door. A dose of the liniment will negate the minus the armor imposes for actions and increase Dudley and anyone else's hand to hand damage by +3 for fifteen minutes.

It is also possible Dudley just doesn't know his own strength or is controlled by someone like Lady Doom or Malocchio (see p 4 and 5). Marvo's death could be accidental. Hoss didn't know his own strength.

ADVENTURE HOOKS

- Iron Horse kidnaps a Snake Oil Salesman to brew a new batch of Doctor Sampson's Liniment for him. The Snake Oil man is a decent doctor and was trying to stem an epidemic in a small town.
- Iron Horse wants to improve his armor and kidnaps a blacksmith. The problem is the blacksmith is Jeff ('The Presto Kid') Grant (p. 15)!
- After a night of drinking to celebrate a stage robbery that went well, the Iron Horse is brought in unconscious to the jail of a small town. The problem is holding a man who can bend bars and break chains after he wakes up!

NAPHTHA

Charles 'Naptha' Young: AC 6 (Fireproof gear); HD 4 (14 hit points); Atk Fire Projector (see below); Move 120'; Save Fourth Level Desperado; ML 8; AL D; XP 550; Special: +4 to Toughness Saves vs. fire and explosions from gear worn.

Charlie was an apprentice to a manufacturer of pyrotechnics as a youth. Running away from his mentor, he fell in with a gang of outlaws who were keen on robbing a train (hopefully one with money). Charlie suggested building a flaming barricade across the tracks. The first attempt resulted in the train ramming the barricade, sending burning debris on the would be robbers.

After recovering, the gang improved the barricade per Charlie's instructions. This time they lit barrels of fuel set on a platform. The train again rammed it but this time burning liquid spewed onto the engine forcing the crew to stop and try to extinguish themselves.

Charlie threw his share of the profits into building something new, a flame projector. As Naptha, he and his gang played the arson game, extorting money from small towns. A common tactic was to say any shots hitting him might hit his equipment resulting in a town killing explosion.

As Naphtha, Charlie wears a full face mask and goggles. He is prone to explain a mishap with his weapons left him scarred for life and offer a free peek to the ladies to intimidate his victims further. He is actually fairly good looking and fancies himself a ladies' man. In fact, after hearing of Absinthe (p.5), he has developed a crush on her for her beauty, daring, and technical knowledge. Absinthe has no comment.

Fire Projector

Naptha's fire projector sprays a stream of flame up to 30'. The gun holds enough of Charlie's secret recipe to fire five shots. Refueling is a lengthy and tricky process. A spray of flame is +2 to hit a character because even a near miss will result in

splattering. Characters hit with the spray take 2d6 damage and may make a Quickness Save to halve this. A spray can hit several people standing close by as one group of lawmen discovered. The spray will instantly ignite anything flammable (wood, paper, cloth, hair ...)

For all his pretense, Charlie has yet to do more than singe a few people who showed signs of resistance. On the other hand the property damage he leaves in his wake is horrific. Several towns are paying protection money to him quietly.

Charlie chooses members of his gang for their restraint and ability to follow instructions. He realizes this will make them less of a priority for law enforcement.

ADVENTURE HOOKS

- Naptha and his gang flee to a coal mine after bungling a job. The problem is getting them out without igniting a coal fire that will burn for decades and possibly undermine the nearby town.
- Naptha has offered a small town fire insurance. Pay him or he will start a fire. He is not fond of showing up to torch buildings with a large fuel tank on his back to attract bullets so instead he and his gang have hidden incendiary bombs around town with timers. The payments will be left at various deserted locations. The bombs must be found and Naptha brought to justice.
- After mixed success with arson and stage hold ups, Naptha decides to make a big score. The target is a bank vault and Naptha has devised a blow torch to cut through the vault door. He just needs the equipment for the torch. This may lead to Charlie and Absinthe robbing the same chemical plant!

LADY DOOM

Real name unknown. Lady Doom: AC 2 (Fancy Duds +3 Dex); HD 5 (25 hit points); Atk Pistol (1d6) Throwing Knife (1d3) Blow Gun (1d2); Move 120'; Save Fifth Level Gunslinger; ML 9; AL D; XP 300; Special: +3 to ranged attacks, +1 to damage with throwing blades. The blowgun fires drug coated needles that require a Toughness save to avoid passing out for 1-6 turns.

Lady Doom (real name unknown), professed to be an entertainer. By day she performed trick shooting and knife throwing. By night she ran a morbid game of death using her 'Wheel of Fate'. The wheel (supposedly a treasure of King Solomon) seemed to accurately predict several people's fates, including their deaths by various methods. Lady Doom might have helped several of these 'predictions' come about. She has a Charisma of 16 normally and 18 when in possession of her wheel and often uses it to recruit minions by giving them a way out of their 'fate' and similar scams (if it is a scam).

Aside from her 'mystic' wheel Lady Doom was an incredible marksman, able to hit three coins thrown into the air or pin a man's arm to a table with a throwing knife. She also used a blowgun that fired needles tipped with a sleeping solution.

Eventually Lady Doom began running the outlaw town of Hangman's Noose through a combination of beauty, brains, and the fear of her mystic wheel. This continued until she ran afoul of the Red Mask. Lady Doom initially did well, capturing the hero with her blowgun and having a raffle to predict the method of death the wheel would mete out to him.

The wheel stopped between two deaths (rope and water) and the hero should have gone free. Lady Doom chose to spite the wheel and simply execute her foe using both methods by lashing him to a water wheel.

However, he escaped and wound up burning down the town and cleaning out the outlaws with the aid of his friend

Chito and a posse. Lady Doom tried to escape and fell to her death, though no body was ever found.

Recently Lady Doom (or another sociopathic, gorgeous redhead) has reappeared. Her wheel was lost in the fire that destroyed Hangman's Noose so she has branched out telling fortunes using cards and a crystal ball, slowly building funds and gathering materials to rebuild her wheel.

Lady Doom's methods are simple. She sets up shop, and begins telling fortunes. Her price is steep - 20 GP or a Gold Eagle. She draws people into her fortune telling business by demonstrating her skill with pistols and knives. After getting a feel for a town she will seek out the gamblers and force her way into a partnership in their games. People who try to thwart her get their fortune read for free and it's never anything good.

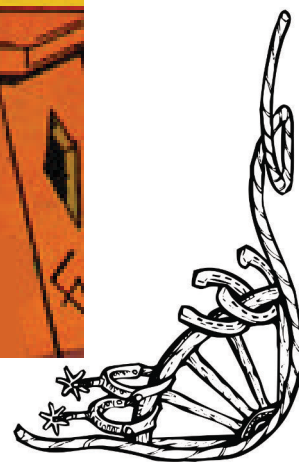
If Lady Doom does see a good fortune for a person she lets them go. She feels not honoring the wheel's results for the Red Mask was her undoing. She is not above helping fate out, for example, shooting a man marked to die in water with one of her darts while he is crossing a stream.

ADVENTURE HOOKS

- A collector and fan of the Red Mask salvaged Lady Doom's wheel of fortune from the burnt out town and is displaying it among other trophies of outlaws the Mask caught. Several attempts are made on the collector's life. Is Lady Doom back? Or is someone using her legacy to hide attempts at revenge?
- Lady Doom returns to make predictions for a price. Outlaws use her to predict if robberies will be successful or not. Of course she isn't above influencing the odds to make her predictions come true.
- Lady Doom returns leading a gang of outlaws. In return for predicting successful jobs she wants them to kidnap the people who thwarted her in the past. The wheel will reveal their fates.



Created by Frank Bolle and Gardner Fox (?)



GIORGIO "PROF. MALOCCHIO" BALDUCCI

Giorgio "Professor Malocchio" Balducci: AC 5 (Fancy Duds); HD 5 (14 hit points); Atk Derringer (1d4) Throwing Knife (1d4); Move 120'; Save Fifth Level Desperado; ML 7; AL D; XP 300; Special: Evil Eye (see below).

Some people are born with an innate power, an animal magnetism or mesmerizing ability. 'Professor' Giorgio Balducci is such a person. After years of performing as a mesmerist, stage magician, and numerous run ins with the law as a con man he has decided to go for the big bucks. Professor Malocchio (Professor Evil Eye) is able to suggest simple courses of action ("Get the check for me, will you please?" "That man looks like a wanted outlaw.") by simply making conversation on a 2 in 6 chance. Three times per day Balducci can make a person fall into a trance unless they make a Gumption Save. An entranced individual will follow any orders given by Malocchio that are not suicidal. They may be ordered to shoot it out with other people or even friends, but not to jump off a cliff, for example. People in a trance have -1 to hit and initiative and +1 to melee damage.

Balducci is not above making a cowardly surprise attack. He will abandon an entranced subject once they have outlived their usefulness. He gets the standard Desperado bonuses to these attacks. He can also use one of his entrancements on a person to cause amnesia, making them forget the last few hours.

The one weakness Professor Malocchio has demonstrated is that he requires a reflective surface to hypnotize a subject. He usually has a highly polished silver dollar he performs sleight of hand with to get a person's attention but he has also used his tinted glasses.

Balducci doesn't usually operate with a gang though he occasionally employs a burly assistant. He often travels as part of a medicine show, performing as a mentalist under assumed names.

ADVENTURE HOOKS

- Prof. Malocchio has a new racket - faith healer! He works the crowd, uses his hypnosis to make people ignore their illnesses where he can, and leaves with hundreds in donations. Of course after several hours the 'healed' return to normal, or worse as they have further abused their medical issues.
- Running a small medicine show, the professor is being chased by a posse. Putting on a quick show, he manages to hypnotize most of the town into laying for his pursuers and setting up an ambush!
- Prof. Malocchio has decided to live an honest life. He is running a small store when several crimes are committed by townspeople in trances. The evidence points to him. He claims there is another mesmerist with similar abilities and wants help to find them.



THE HARPY

Belle 'The Harpy' Martin: AC 2 (Fancy Costume +3 Dex); HD 4 (14 hit points); Atk Derringer (1d4) Metal Claws (1d6); Move 120' 240' (Flying); Save Fourth Level Desperado; ML 8; AL D; XP 125; Special: 'Flying'.

Belle Martin watched her father commit suicide after being ruined by crooked businessmen. She joined a circus and became their star attraction as an aerialist. Years later she hit on her evil persona, The Harpy, to seek revenge!

As the Harpy Belle's costume has large wings letting her glide short distances if she can gain some height (at least 30 feet). To supplement this ability she often sets up wires to hook onto and glide on, giving her the appearance of flight at night. She is careful to remove these after one of her attacks.

Belle's costume is intimidating but people making attacks at her are more likely to hit a wing than her. Her gauntlets have razor sharp claws. Belle is very athletic and quite capable of mangling anyone she gets her hands on.

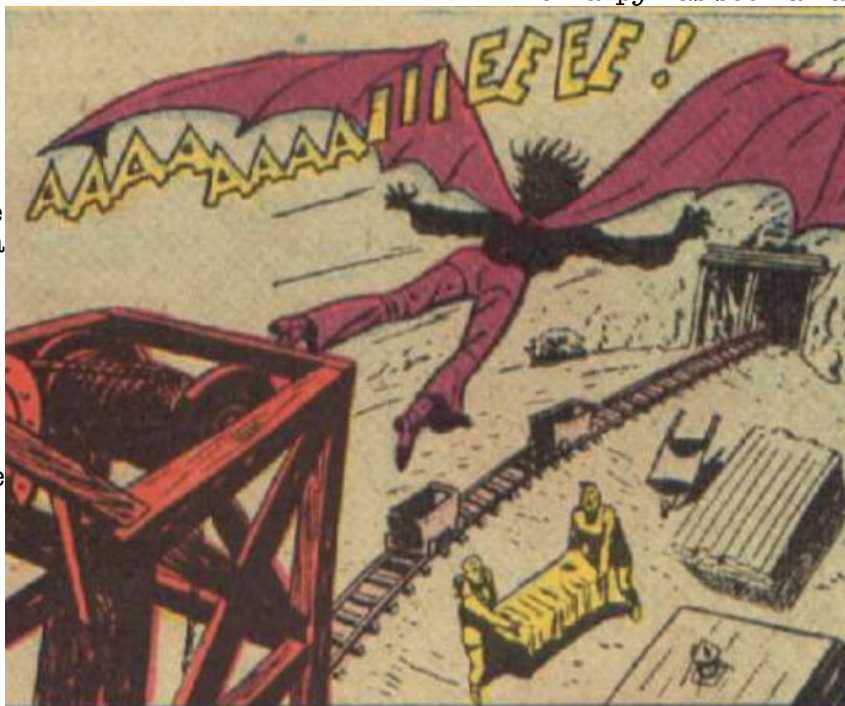
While she initially became the Harpy to seek revenge, Belle's capture and jail time convinced her society is to blame. She also has a new trick, stringing a wire to a horse ridden by a partner. The galloping horse carries Belle aloft and people are convinced she has mastered the power of flight.

Belle has robbed several stages and the passenger cars of several trains. She often boards trains as a passenger and changes in a freight car, makes her debut, robs several people at claw point and then leaps from the moving train or stage to glide to freedom.

ADVENTURE HOOKS

- Belle intends to get revenge on the judge and prosecutor who sent her to prison. She becomes the Harpy again to kill them.
- Belle is on the run, trying to lay low. During her first run as the Harpy, she hid a spare costume and equipment in an abandoned shack. Another has found this gear and tries to carry out a crime wave, with the original Harpy taking the blame.
- The Harpy has seen an aerialist conduct

short flights with a balloon. She sees the potential in a balloon as a high point to launch her glides from and attempts to steal it.



Created by Dick Ayers



THE ACTOR

Wilfred 'The Actor' Button: AC 5 (Fancy Costume); HD 3 (10 hit points); Atk Derringer (1d4); Move 120'; Save Third Level Desperado; ML 7; AL N (previously D); XP 150; Special: master of disguise.

Wilfred is an older gentleman (hence his comparatively low level and hit points). Over the years he has honed his particular talents to a fine edge. Wilfred is a master of disguise. Give him a few minutes and he can change his appearance significantly. Give him a few hours and he could look like anyone with his general build. Given a few days anything is possible.

Most of his tricks are pretty simple, once you know them. A reversible jacket, a trick coat that becomes a dress, secret pockets holding fake whiskers, wigs, and facial appliances are some of his methods. Wilfred's disguises fool a casual inspection on a 5 in 6 chance as does his sleight of hand, picking pockets, and similar cons.

The Actor is also phenomenal at picking locks and cracking safes and generally

speaking he will succeed given enough time. Even if rushed he has a 5 in 6 chance. He broke jail once, picking the lock to his cell, donning a guard's uniform he made in the laundry, and riding out with the posse looking for him!

Wilfred's last jail term lasted seven years, after he turned himself in. He was tired of running and was a model prisoner -even showing guards mistakes they were making. All this and his total lack of violent crime got him a light sentence. While he will fight to defend himself, he will not hurt a person while he is committing a crime -unless he is attacked.

Now that he is out Wilfred is looking to settle down and live a quiet life. He wants nothing more than a small store he can tend in his retirement. Unfortunately his talents are still in demand.

ADVENTURE HOOKS

- An outlaw leader needs an inside man for a bank job. Instead of cultivating an agent, the leader wants to coerce Wilfred to masquerade as a teller.
- Wilfred was implicated in a bank robbery by another criminal. The law is on his tail to bring him in and get his share of the money. The only problem is Wilfred wasn't involved in that job and has no money. He will help the characters bring the real crook in to clear his name, or is this another con to let him escape.
- A respected and experienced General has taken ill in the midst of negotiations with a warlike tribe. The governor wants the Actor to impersonate the General to continue the negotiations and avoid a possible uprising and needs agents to make sure he behaves.



THE STRAWMAN

Real name unknown. "The Strawman": AC 2 (Fancy Duds +3 Dex); HD 6 (25 hit points); Atk Pistol (1d6) Throwing Knife (1d4) Grapple (1d2+3); Move 120'; Save Sixth Level Gunslinger; ML 9; AL D; XP 500; Special: +3 to grapple attacks, can break a wrestling hold on a 5 in 6 chance (minus opponent's STR bonus). Dexterity bonus to armor is for close combat as well as ranged combat.



Created by Frank Bolle [?]

The Strawman is a bizarre creature costumed in a scarecrow mask and ragged clothes. He is a master contortionist. For purposes of wrestling, escaping and climbing his Strength

should be considered 18. He can escape almost any wrestling hold and probably escape ropes, cuffs, and manacles as well.

Beside his combat abilities the Strawman can hide in impossibly cramped places, strong boxes for example, and he is fond of doing this to gain entry to a bank vault, stage or mail car (assuming he has the postage).

In his battle with Red Mask the hero couldn't restrain him and was almost taken in with the old hide in a strongbox trick. When he was close to capture the creature fell seemingly to his death trying to escape. A person as flexible as the straw man might have survived such a fall and no body was found so the chances are the criminal did escape.

The Strawman operated alone and carefully planned his jobs. He wouldn't lead a gang but might work with one for a split and of course master criminals might have a very well thought out plan indeed that could use his skills at stealth and thieving. In combat the Strawman can make moves that combine with his odd appearance to startle and confuse people unfamiliar with him, allowing him a +1 to Initiative and Surprise.

ADVENTURE HOOKS

- After a few months of laying low, the Strawman is back. Laying low this time he is simply sending himself in a crate to various businesses to emerge at night and rob them. The string of 'inside' jobs has perplexed lawmen in several towns.
- A child has fallen down a sinkhole. The problem is the shaft is too narrow for a normal adult to squeeze through. The Strawman could get through to tie a rope around the child's waist and let the townspeople pull them up, if he can be caught and convinced it will reduce or commute his sentence.
- A scientist has created a special liniment that lets him mimic the Strawman's abilities. The Strawman doesn't want imitators though and tries to eliminate him.

VAMPIRE HANGMAN

Real name unknown. "The Hangman": AC 5 (Fancy costume); HD 6 (30 hit points); Atk Fist (1d6) Bite (1d6) Grapple (1d2+4); Move 120' Fly 240'; Save Sixth Level Gunslinger; ML 8; AL N; XP 600; Special: Charm, Transformation.

The Hangman travels the West and makes his services available to towns he passes through. He always advocates for a fair trial and legal hanging for any wrongdoers he comes upon. In fact, the Hangman often appears in the midst of a posse capturing such wrongdoers. Few lynch gangs refuse his request because no one can meet his stare for long.

The Hangman presents himself as a friend to the condemned, demanding a fair trial (and a fine hanging), then offering them a collar or harness to save them from the hanging, instructing them to play dead. If this seems likely to be exposed (for example, the collar can't be seen in the dawn light but some hanging are done at midday) he offers the criminal a drug to make them appear dead, promising to return and free them in all cases.

Freedom is only a metaphor for death. When their benefactor returns, the criminal watches him transform into a monstrous bat like demon. The vampire then feeds on the victim. Justice is served -for dinner.

The Hangman is not a typical gothic vampire. For one thing, he can go about in daylight, though he can't transform. His gaze will Charm anyone failing a Gumption save into following any reasonable command or suggestion (like calling for a lynch mob's leader to let the law handle things). His hit points are also halved by day, making him loathe to fight. In his human form he only has his fist attack and can't fly.

At night or out of sunlight the creature transforms into a fanged and winged demon. His clothing vanishes but he keeps the same armor class. He has his bite attack and any damage he does by biting will heal any damage done to him up to his maximum hit points. The vampire is vulnerable to normal weapons though bullets do half damage to him (axes, spears and arrows work pretty much normally which is why he doesn't bother Native Americans or woodcutters much.)

A holy symbol presented by a person of faith (like the Preacher class) will make the beast flee on a 2 in 6 chance plus the presenter's WIS bonus. Fire does double damage to him which can't be healed in combat.

The main problem is the creature won't stay dead. Three days after being slain it will reform. The only way to stop this is to decapitate it, kill it with fire or destroy the body utterly, acid, or a lot of dynamite works.



Dropping a ten ton boulder on him will do the trick, unless the boulder is moved!

Apart from his horrific appearance, the vampire is technically within the law. He kills people he has been paid to execute, who were found guilty of capital crimes, and only then feeds. The feeding takes place roughly once a month. The Hangman will not have his secret exposed, and will certainly kill anyone who stumbles onto it. There are a lot of ways to die on the frontier and people do disappear. The executioner job just makes it very easy for him to blend in and be paid to get a free meal.

ADVENTURE HOOKS

- Lawmen are frightened and then helped by the horrific, winged vampire. Business being slow, the Hangman decides to lend the law a hand. Can they accept help from such a fiend though?
- A fire and brimstone preacher, and vampire hunter, arrives telling tales about the mysterious Hangman.
- The Hangman got careless. One of his victims has risen as a vampire and he's lost no time in vampirizing his whole gang.

Created by Dick Ayers (2)



Beware the Vampires

THE STONE COLD KID

Henri 'The Stone Cold Kid' Dumont: AC 1/5 (Undead); HD 5 HP 30; Atk Fist (1d6-1) Grapple (1d2+4) Bite (1d6+1) Pistol (1d6); Move 120'; Save Fifth Level Gunslinger; ML 10; AL N; XP 600; Special: Undead.

Henri Dumont was a professional duelist in New Orleans one hundred years ago. For a steep price, Henri would pick a fight with someone and kill them. Life was good. Women wanted him. Men wanted to be like him. There was no contract he wouldn't take and fulfill. Then one day he took a contract no one else wanted. He provoked a duel and killed his target. He did not know that the young man's lover was a sorceress. Something large and unknown with claws killed the man who ordered the killing before he could pay Henri. That night the sorceress showed up with several minions. The creatures were immune to Henri's gun and sword. They beat him half to death, and bound him for a ceremony. The woman said that since Henri behaved like he had a stone cold heart she would make it so in reality.

Henri woke up changed. He was one of the living dead, a zombie. For a while it seemed great. Swords and bullets meant very little to him. Unfortunately neither did life's pleasures. Henri had a single pleasure now. After a duel he would feed.

The next hundred years were a nightmare to Henri as he journeyed to find a cure. Was he truly undead, cursed or altered by some strange potion? There were no answers. He adopted the identity of a gunslinger, the Stone Cold Kid. His speed had fallen off but then again bullets didn't really bother him. Even having a limb hacked off meant little as he could easily reattach it. Henri became very adept at sewing, with either hand.

The kid is only average speed and often loses a draw. However, bullets rarely hit anything vital. His high AC only applies to bullets. Edged weapons and blunt attacks have to hit AC 5. If he manages to hit with a grapple he will automatically bite the target the next turn.

The Kid heals 1 hit point per day, double or triple this by feeding on fresh meat. He tries not to dine on humans anymore. It raises too many questions. He has several attendants who travel with him and see to it he keeps up a (barely) human appearance. When he can he likes to rent an ice house. He keeps better where it's cold.

Seeking a cure is his driving goal. In the meantime he takes on jobs where he can find them. These days he is quite ready to run a target out of town instead of killing them. That usually involves him letting the person take his best shot (with no real effect). That's enough to break most people's spirit and possibly sanity. Most take his suggestion to leave.

As to what could finally kill the Stone Cold Kid, the jury is still out. He'd like to know himself. It may be a way out if no cure is found.

A possible cure might be atonement. As he lived a heartless and violent life and after life (so far) some selfless acts of kindness might cure him or at least give him release.

ADVENTURE HOOKS

- The Kid is on the trail of a native shaman who might have a cure for his condition. The problem is the shaman has refused to help such a cursed wretch. In response the Kid has kidnapped his daughter leading to a full scale uprising.
- A crazed scientist has captured the Kid and examined his strange condition. Now he can create similar though mindless undead to do his will. The Kid needs a rescue and may be crucial in destroying his 'kin'.
- The Kid runs into the Vampire Hangman who is fixing to execute a man. Only the Kid owes the man for helping him when he was alive. It's a showdown between two monsters with the town in the middle.



true talent and discovered a salve that could cure her condition temporarily. It turned out under her scales the Rattler was a pretty piece of calico. She and her mentor used her looks in various cons, scams and blackmail schemes, amassing a small fortune till her foster father was lynched by angry rubes.

The Rattler used her money to start a small cult of outcasts, claiming she had supernatural powers. She was able to handle rattlesnakes without being bitten. It might be due to her strange condition or she might just be good with animals. Her followers believed her claims of being able to transform into a snake and offering them revenge on all who wronged them.

The Rattler's cultists all believe she is a goddess and are fanatics. While they are first level they are +2 to hit and have +1 hit points.

As for the Rattler, she has filed her canines to sharp points letting her bite in close combat. Her fingernails are similarly sharp and she often coats them with poison (Toughness Save or an additional 1d6 damage from Fist attacks). Besides the normal Desperado skills the Rattler can climb nearly anywhere and move silently and unseen (4 in 6 chance).

THE RATTLER

Real name unknown. The Rattler: AC 5 (Mutant?); HD 5 HP 12; Atk Fist (1d6-1) Grapple (1d2+4) Bite (1d6-1) Pistol (1d6); Move 120'; Save Fifth Level Desperado; ML 9; AL N; XP 500; Special: Mutant?

The Rattler is a rather petite woman born with a disfiguring condition. Her skin is covered with silver scales. Her strange condition seems to make her very resistant to injury. On the other hand her skin texture could be a form of psoriasis and her luck in combat due to her high Dexterity.

After a rough childhood on the streets of various towns the Rattler fell in with an old Snake Oil Salesman. The man was a

Her major weakness is her vanity. She will commit murder to procure the ingredients needed for her salve, though she has not yet ...

The Rattler often singles out a mark for blackmail. She will play the part of a lovely companion for a married man, then as the Rattler try to blackmail him. People who don't pay quickly find a rattlesnake in the oddest places.

She is also fond of sticking a few rattlesnakes along escape routes she sets up.

ADVENTURE HOOKS

- The Rattler has come under attack. Realizing some of her followers might not believe in a goddess who bleeds, she is seeking a blacksmith to create a bulletproof vest for her.

- A wealthy cattle baron decides to destroy all the rattlesnakes on a choice meadow by trapping or shooting them, drawing the Rattler's ire.

- A snake oil salesman has a proposition for the Rattler: kill the Pale Horseman who once had him jailed. In exchange he offers a salve that will improve her appearance and last days, not hours! The salve is actually a slow acting poison.

FRANKENSTEIN

Harry "Frankenstein" Bennett: AC 5 (Fancy duds); HD 5 HP 18; Atk Fist (1d3+3) Grapple (1d6) Pistol (1d6); Move 120'; Save Fifth Level Mountain Man; ML 9; AL N; XP 500; Special: Strength. Frankenstein gets +2 to hit and damage with his fists or a grapple attack.

'Frankenstein' is Harry Bennett. Bennett murdered his partner to gain sole ownership of their gold mine but was witnessed by four men who chose to blackmail him. Bennett created the story of Frankenstein coming to America and murdered the four men using it as a cover. He was captured by the Pale Rider.

His story didn't end there. Bennett got the drop on a guard, strangled him and made his escape. His capture, escape and confrontation with the Pale Rider had unhinged him and he began to believe he was the monster and he embarked on a cross country trip, murdering whoever he caught alone to increase his legend.

By day he is disguised as Frank Harvey, a traveling prospector. By night he dons his costume and mask and kills prospectors,

jumping their claims.

Bennett is as strong as the Iron Horse. He is a powerful man, a skilled wrestler and capable of overpowering a grown man and strangling him. His monster costume and size causes people seeing him to make a Gumption Save or be -2 to hit for the next 5 rounds.

ADVENTURE HOOKS

- The monster has been sighted yet again, killing a prospector for his gold. Call for the Pale Rider and form a posse.
- A townsman has some dirty secrets he wants covered up. He creates his own costume to murder witnesses to his crimes, intending the monster to take the blame. It should work, except Bennett hears of the copycat and seeks revenge.
- A circus owner is showing a frozen Frankenstein as a new star attraction. Does he have the real deal, Bennett running a scheme, or a harmless fraud?

The referee may want to figure out whether there is a real monster in his

setting, using a re-skinned Iron Horse for his stats (in armor - shooting the real Frankenstein merely makes him angry.)

Any activity by Frankenstein is sure to bring the Pale Rider and set the scene for a team up. Any confrontation with the monster should involve some uncertainty to his identity and nature.

Created by Dick Ayers



WHITE HATS

GUNMASTER

Gunmaster Lawman HD 6 HP 29

Strength	13 (+1)
Dexterity	17 (+2)
Constitution	16 (+2)
Intelligence	15 (+1)
Wisdom	14 (+1)
Charisma	14 (+1)

+1 to hit and damage HTH)

AC 5/3 (or 0 see below)

+2 with ranged combat

Gumption Save 10

Quickness Save 11

Toughness Save +12

Riding 14

Observation 13

Clay Boone was originally a traveling gunsmith. His humble wagon actually held enough weapons to arm an entire town as well more exotic creations. Clay created the identity of Gunmaster to fight for justice on the Frontier. He was aided by his apprentice Bob Tellub, whom he trained to be Bullet the Gun Boy!

Clay was a genius and his inventions were at least twenty years ahead of his time. As Gunmaster his arsenal gives him and Bullet +2 Initiative and to hit. Guns include a 12 shot automatic pistol (oddly, the pistol has a feed clip on the top), a sawed off carbine for long range shooting with a folding stock, a quick draw .38 and several derringers including one on a spring loaded sleeve holster.

His other inventions showed up once or twice and he often stored them away appalled at their destructive power. In one story he invented 'something he didn't have a name for yet' that looked a lot like a 40mm grenade launcher. If he needs such a weapon assume it is 1d12 damage and has 1d6 shots with range comparable to a rifle. He will only use such a device for major threats, like an army of outlaws.

Gunmaster fought Kukov, an exiled Russian noble, who had raised an army of Cossacks and outlaws to seize the West Coast and eventually the whole country,

Brains a criminal mastermind, the Barker, an evil hypnotist (use Prof. Malocchio's stats or Malocchio!), and in a suspenseful showdown -Cane. Cane was a gunslinger with a strange hypnotic gaze. Characters opposing him have their level halved for purposes of intimidation checks and saves against such checks are at an additional -4. Gunmaster wore his special vest and let himself be shot to break Cane's spell, then called him out and shot him down in a shootout.

Clay Boone adopted your typical cowardly milk toast persona to avoid fights and slip away to become Gunmaster. It should be noted that Clay displayed incredible speed in changing (one round tops). This might have been due to breakaway clothing but he was never shown changing. A frequent plot line was some evil leader noting Clay's talents and deciding they needed him to work for them. Invariably, Gunmaster would show up with Bullet for a surprise rescue. At least the crooks were surprised.

In a story that took up an entire magazine, Gunmaster dealt with the Kingmaker, Don Grigorio, a Mexican of noble blood who had established a small kingdom and raised an army under the influence of an outlaw who played to the old man's dementia. Gunmaster was captured as Clay to work on the army's weaponry. As Gunmaster, he and Bullet rescued Don Gregorio with the aid of the don's beautiful daughter, Maria. Clay enjoyed a brief romance with Maria, who figured out his identity before returning to the store to keep fighting for justice.

Clay eventually set up shop in Border Town to expand his workshop. He also found a nearby cave to hide his costume and gear. He made most of his more impressive inventions after this.

BULLETPROOF VESTS

Gunmaster and several other characters (like the Pale Horseman) made use of bullet proof armor under their costumes. This was lightweight and didn't seem to hamper movement. In terms of combat claiming a bullet proof vest or costume allows a heroic character to negate all damage from gunfire for a single combat round. The armor is not as durable or hampering as the metal suit used by the Iron Horse (p. 4). Western heroes are not the sort to stomp about looking like humanoid tanks or steam powered robots.

BULLET THE GUN BOY

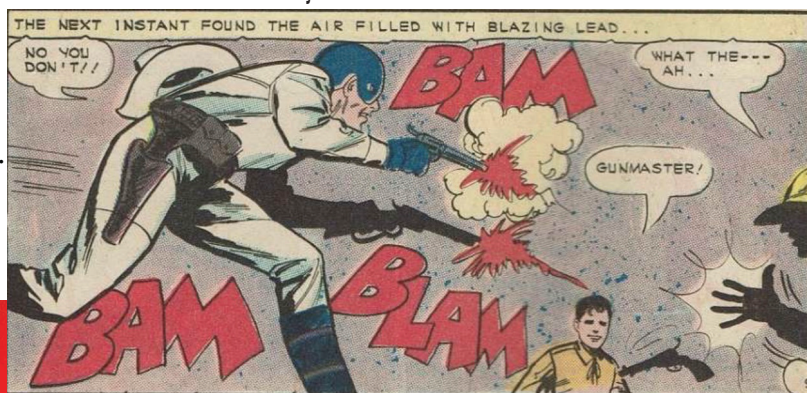
Robert 'Bob' 'Bullet the Gun Boy' Tellub 2HD, (12 HP) AC 4. Special: Bullet makes use of Gunmaster's weaponry If Gunmaster is taken down or wounded Bullet fights with a



berserk fury to avenge his mentor (+2 to hit and AC against Gunmaster's attackers).

Bob is Clay's apprentice, confidante and loyal ally. He's a fine gunsmith in his own right and takes a back seat to Clay in either identity to learn from him. As Bullet he is priceless in a fight and has often saved Gunmaster from a sneak attack. When Bullet and Gunmaster are fighting together they receive are only Surprised if both of them fail a Quickness Save.

Created by Dick Giordano



ADVENTURE HOOKS

- Inventions: Any of Clay's extremely dangerous new designs could find their way into the wrong hands, turning an ordinary bandit into a would be warlord. On the other hand he could also outfit a large posse in extreme need. This is 'the-dead-have-risen' extreme need. Not 'there-are-more' bad guys than us extreme.
- Kidnapped: Clay gets kidnapped several times in his series because hey-people need a gunsmith and he is very good.
- Crossover: the Presto Kid (p. 15) could team-up with Gunmaster. There is some chance they'd meet in their civilian identities (gunsmiths and blacksmiths both deal in metal working). Because of the nature of Absinthe and Naptha's weaponry Gunsmith could be needed to devise some defense against them.

PRESTO KID

Presto Kid - Snake Oil Salesman HD 6 HP
18

Strength	15 (+1)
Dexterity	16 (+2)
Constitution	14 (+1)
Intelligence	18 (+3)
Wisdom	18 (+3)
Charisma	17 (+2)

(+1 to hit and damage HTH)
AC 5/3 +2 with ranged combat
Gumption Save 12
Quickness Save 13
Toughness Save 13
Riding 13
Observation 14

Jeff Grant's family managed a small ranch until they were massacred by outlaws. The terrified boy was the only survivor and developed a pathological hatred of firearms. Jeff made his way into the wilderness where he developed the swift reflexes and skills needed to survive. Jeff became an expert with a bow and arrow as well as a rope and had phenomenal aim and Dexterity.

Doc Crowell, a magician with a medicine show, found Jeff after he was knocked out by a fall, healed him, and took him in as his apprentice. They traveled for several years, with Doc teaching Jeff everything he knew about magic, illusion and mesmerism.

One day an outlaw Doc had turned in caught up to them and killed the old man. He beat Jeff unconscious and escaped. Jeff made his way alone to Red Gulch and became the town blacksmith. Years at the forge honed his muscles and manual skills further. He gave a lot of impromptu magic shows for the kids and to drum up business.

One day Doc's murderer arrived with a horse that needed shoeing. Jeff created the identity of the Presto Kid to hunt him down and get revenge. As the Kid he brought the killer to justice using his tricks. Presto was doubtless inspired by the Pale Rider's methods (p.24) and probably knew how he accomplished a

great many illusions.

The Kid never uses firearms, relying on his fists and various weapons and tricks concealed in his costume (that costume holds a lot too!) Besides his tricks the Kid is a master hypnotist who can make the tricks seem even more impressive. In any adventure the kid has 1d6 of the tricks below prepared. Each type of trick may be 'performed' once in a given adventure. Doing it more would make it lose its impact giving targets a +2 to Saving Throws.

The Presto Kid is regarded as a powerful shaman by the Native Americans around Red Gulch. Even those who are hostile to him would usually rather leave than fight him.



TRICKS OF THE TRADE

Misdirection

The character uses smoke, mirrors and other illusions to dodge attacks. Misdirection confers the following benefits for three rounds:

- A +2 bonus to Armor Class.
- A +2 bonus to Quickness saving throws.

Chicanery

Hidden tools, pry bars, lock picks, saw and skeleton keys give the impression of mighty Strength that can open held and locked doors, barred and otherwise secured or stuck gates, locked chests, and so forth. Each tool or gadget can be used 1-6 times.

The Prestige

Causes the mesmerist to perform in a way that those who can see them must pass a Gumption save or fall into a trance. Subjects lose all actions for 1d4 rounds as they try to avoid walls of fire, rain of snakes etc.

The Reveal

This will penalize morale of enemies by - 1 and makes the magician + 1 to hit and + 1 on melee damage. The magician literally has tricks up his sleeve and several other places such as spring loaded weapons to beat down and startle enemies. This lasts for two rounds.

Smoke and Mirrors

This will let the illusionist ignore 4-10 (2d4 + 2) points of damage from an attack. The magician uses the highest levels of their skills to vanish from sight to avoid some injury. The 'healing' comes from not actually being hit in the first place, but the rubes you're fighting don't know that.

Confusion

An enemy that fails a Gumption save will follow the instructions of the illusionist for 2d6 turns (without even realizing it or remembering). Short term memories can be altered though this may wear off in time.

The Hook

The magician can use whips, ropes and wires to grab small objects within 10'. This passes for levitation in dim lighting. Otherwise enemies will be fooled on a 2 in 6 chance plus the magician's Dexterity bonus.

Besides these tricks the Presto Kid is very good at turning the environment to his advantage. For example, he has ridden over the water of a lake to make his escape (actually a mirage) and slipped into a hidden cave entrance after tossing a smoke bomb to disappear. He also is not above using his hypnotism to alter a person's memory of their capture and defeat.

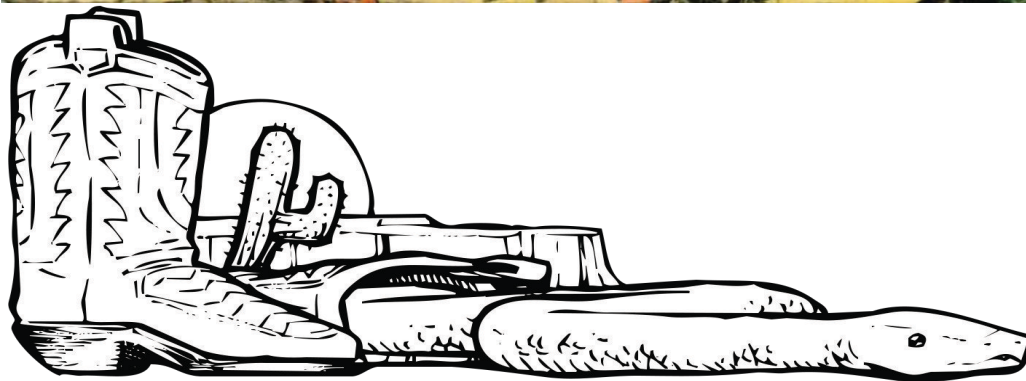
Magicians as Characters

Magicians are a variation of the Snake Oil Salesman. Instead of making potions they start with two of the tricks listed above and gain a new trick every level. The magician rolls 1d6 for the number of tricks prepared at a given time, but may not have more tricks ready than their level at the start of an adventure. Having access to a workshop lets them prepare tricks equal to their level automatically.

ADVENTURE HOOKS

- Strong Magic: the Presto Kid is regarded as a shaman by the local Apaches. A native shaman seeking power might target Presto for elimination to prove his own might.
- The Show Must Go On: A wealthy businessman offers to donate \$5,000 to charity if the Presto kid will come forward to escape a death trap. The day of the show several outlaws decide to make sure the trap works as advertised.
- Crossover: the Pale Horseman is a natural foil for Presto. They both use stage illusion and will probably see through each other's tricks. They might have some resentment for each other or get on great, swapping stories and tricks. Some groups might enjoy roleplaying a night around the campfire with the Rider, Presto, Gunmaster, and Sing Song discussing methods of operation.

Created by Dick Ayers and Gardner Fox



THE PALE HORSEMAN

Pale Horseman Gunslinger HD 6 HP 28

Strength	14 (+1)
Dexterity	16 (+2)
Constitution	14 (+1)
Intelligence	17 (+2)
Wisdom	14 (+1)
Charisma	18 (+3)

(+1 to hit and damage HTH)

AC 5/3 +2 with ranged combat

Gumption Save 11

Quickness Save 11

Toughness Save 11

Riding 14

Observation 13

Rex Fury is somewhat unique in having had not one, but two identities as a vigilante. Rex started out as the Calico Kid. By day he rode a wagon as a traveling salesman and tailor for 'The Calico Trading Company of California'. When danger threatened he threw off his spectacles, worn poncho, and traveling duds for the colorful clothing of the Calico Kid. No one ever figured it out largely because Rex often operated unseen, and never hung around.

In his first story Rex met Sing Song. Sing Song was unjustly accused of murder and the local good people lost no time in seeking justice. Justice was defined in this case as burning down Sing Song's laundry and fitting the poor guy for a hemp necktie on say so. The Calico Kid rescued and cleared Sing Song who accompanied Rex out of town, despite the townspeople offering to build him a new laundry (smart guy, that Sing Song.)

On a later adventure Rex and Sing Song were attacked by a war party and thrown into a deep well to drown. The well led to a subterranean river that washed the two into a cave nearly dead. It was in this state that Rex was approached by the shades of Wild Bill Hickok, Pat Garret-the-man-who-shot-Billy-the-Kid, Calamity Jane and any other dead lawman with a drawn out name.

The shades told Rex that despite their efforts crime still flourished in the West and they could no longer stop it. They

wanted to pass all their knowledge and skill on to Rex so he could continue their fight. Rex became the Pale Horseman.

(Note: Rex originally became the G--- R---. Because a certain mega corporation owns similar characters and of course the the Spirit of V-----e himself I chose not to poke the mouse I made a name change.)

As the Pale Horseman, Rex's marksmanship and combat skills were greatly enhanced (he probably skipped a couple levels, say from third to sixth). He also became an expert with the lasso and whip. Rex used his talents as a tailor to create a costume for himself, with Sing Song's help, colored with a phosphorescent dye that made it glow in dim light. The inside of the costume's cape was black. Rex could reverse the cape covering himself with the black lining to disappear or make parts of himself disappear. He was fond of covering his body to seem to be a floating head.

The spirits gave Rex one material benefit, a great white stallion he named Specter. This horse was as smart as a Singing Cowboy's mount.

Rex also had a black lasso and whip he could use to snag objects up to 10' away and make them seem to float to him or deal out damage to opponents. Rex has a +1 to hit with them.

As the Pale Horseman, Rex purported to be a ghost. Sing Song revealed himself as a talented craftsman and inventor and often helped with various tricks and even invented a portable projector to throw very realistic images of the Rider for people to waste bullets on.

Due to ghostly tricks and his reputation most criminals must make a Gumption save on encountering the Rider. If the Rider makes an illusion to further spook them instead of an attack they must make an additional save. Failing a save means the criminals are +2 to be hit and must flee if possible.

The whip or lasso can be used normally to attack for 1-2 points of damage +



Dexterity bonus). Attempts to disarm an enemy or grab an object are treated as if the item has AC 8.

Created by Ray Krank and Gardner Fox

SING SONG

Sing Song 2HD, (7 HP) AC 5 Atk Fist (1-2). Special: Inventions.

Sing Song was the Calico Kid's and the Pale Horseman's loyal companion. Rex Fury saved the young Chinese man from being framed and lynched for a murder and Sing Song put his talents to Rex' use. While Sing Song hates violence and usually avoids a fight, he will never desert

or betray his friend (though he is verbose and does complain a lot). When Rex became the Pale Horseman, Sing Song graduated from comic relief to an important ally. He creates many of the weapons and illusions the Rider uses to convince people he is a ghost. Sing Song rarely travels with any kind of weapon and prefers to resolve his disputes peacefully.

These days Sing Song runs a trading post and keeps a low profile. As a friend of Rex, who is now a US Marshall, few people trouble him. The back of the store holds his workshop and supplies. The lantern projector is the invention he is most proud of. The compact device throws a very bright and realistic image of the Pale Horseman to fool people.

ADVENTURE HOOKS

- **It's for Real:** with all the phony monsters, ghosts and demons the Rex put away it would be interesting to see how he'd deal with a real supernatural threat like the Vampire Hangman or the Stone Cold Kid! The Horseman has met and learned from real spirits so he would be more open than say, the Presto Kid, to such events.

- **More Ghosts:** he talked to ghosts once. You might decide he is a medium and able to see and converse with the dead. Something does come over him when he puts on the Horseman mask and costume. His speech patterns change, he gets Biblical and it might not be an act.

- **Crossover:** the Presto Kid is a natural as I have said. He might also investigate reports of a werewolf that turns out to be Francisco (or with Francisco's help). Sing Song might be acquainted with the Celestial (or have heard of him on the grapevine).

FRANCISCO

Francisco Mountain Man HD 6 HP 33

Strength	12 (0)
Dexterity	16 (+2)
Constitution	17 (+2)
Intelligence	13 (+1)
Wisdom	17 (+2)
Charisma	12 (0)

(+0 to hit and damage HTH)

AC 5/3 +2 with ranged combat

Gumption Save 9

Quickness Save 13

Toughness Save 12

Riding 15

Observation 13

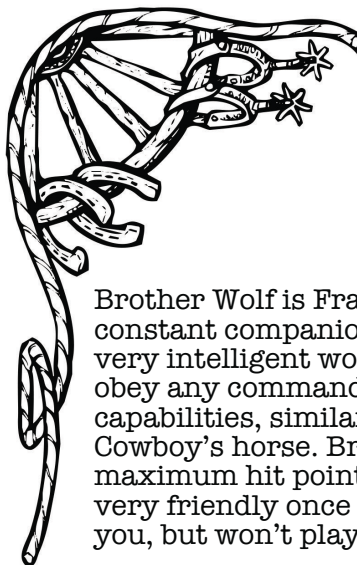
Francisco wandered off from a wagon train as a toddler. The child became lost and wandered into the den of a pack of wolves. The wolves somehow sensed a kindred spirit and 'raised' him as a cub.

When Francisco was in his mid teens he encountered bandits who were attacking a group of monks. The bandits had also shot and killed a few wolves. Francisco jumped the bad men from behind and made short work of them. He was prevented from killing them by the monks who convinced the boy to come with them to their monastery.

Francisco learned proper English and Spanish from the monks, as well as reading and writing, but he often left on excursions into the wilds. He received his name from the abbot, after St. Francis, for his way with animals. When rolling for an animal's reaction Francisco is treated as 18 CHA.

Francisco's life with the wolves left him a fine physical specimen. While no stronger than an ordinary man he is extremely agile, and able to climb with great ease. He can also easily leap to a second story window from a running start. He succeeds in acrobatics or stealth maneuvers on a 4 in 6 chance.

His years with the wolves left him with a strong distaste for guns. He normally carries a large knife and is quite good at throwing it. Francisco receives a +1 to hit and damage with the knife.



Brother Wolf is Francisco's constant companion. Brother is a very intelligent wolf and able to obey any command within his capabilities, similar to the Singing Cowboy's horse. Brother Wolf has maximum hit points. He is also very friendly once he gets to know you, but won't play fetch.

Adventure Hooks

- **My Brother, My Wolf:** After several sheep are slaughtered some farmers blame Brother Wolf. The actual slaughter was at the hands of a local cattleman's hounds. The cattleman wants to create dissension and fear among the sheep herders to encourage them to sell their land to him.
- **Sheep in Wolf's Clothing:** Francisco is a target, of a local debutante! The young woman tries desperately to catch Francisco's eye: new dresses, hairstyles, raw steak in her bag to bribe Brother Wolf. Will Francisco respond? Will he howl under her window as some unkind folks speculate and will he have to learn etiquette?
- **Crossover:** Being somewhat unusual (to say the least) Francisco would probably get on well with the Celestial or Lobo, who both deal with bigotry. Perhaps one could save the other from a misguided lynch mob.

RED MASK

Red Mask Lawman HD 6 24 hp

Strength	16 (+2)
Dexterity	18 (+3)
Constitution	14 (+1)
Intelligence	13 (+1)
Wisdom	18 (+3)
Charisma	15 (+1)

(+2 to hit and damage HTH)
AC 5/2 +3 with ranged combat
Gumption Save 13
Quickness Save 10
Toughness Save 12
Riding 13
Observation 14

Tom Cole started as a U.S. Marshall. He wandered along the Rio Grande fighting outlaws. His life changed when he came to the aid of Don Grigorio, who was being threatened by the bandit El Satan who supposedly was a demon and used evil magic to avoid capture and slay his foes. Don Grigorio had previously been aided by Gunmaster and told Tom this, and told him of the legend of the Red Mask, a local hero from a hundred years ago who helped the poor and oppressed in the Rio Grande with his rapier and gun. Tom decided to strike fear into the heart of El Satan by becoming the Red Mask, and continued to use this guise against other foes. His enemies included the Strawman, Lady Doom, , and the Black Phantom, who reformed and became his ally.

As Tom Cole he was a U.S. Marshall and well regarded in the town of Bullet which later became his base. The town was near several routes used to move gold and silver from several mines as well as a railhead and was a hot bed of bandit activity. He also found a cave nearby (much like the Gunmaster) that he used to

store his costume and various equipment.

The Red Mask was well known and despite the red bandana and later half mask covering his features was respected by the locals. He also had a fine steed named Lightning who would follow simple commands like a Singing Cowboy's steed.

The Red Mask was regarded as the best fighter around the Rio Grande and often knocked a foe out with one blow. He was an accomplished wrestler as well (only the Strawman got the better of him in a fist fight.)

Red Mask's detective skills were often



overshadowed by his fighting skills but he was very observant and all chances to surprise him are halved.

Created by Ray Krank, Frank Bolle and Tim Holt

them and is constantly dating and flirting. This often leads to an adventure when he flirts with the wrong lady (he began dating the Black Phantom's twin sister and all Hell broke loose.)



CHITO GONZALES JOSE BUSTAMONTE RAFFERTY

Chito etc. 2HD, (9 HP) AC 5 Atk Fist (1-2) Rifle (1d8). Special: Chito has a knack for arriving in the nick of time. If Red Mask is really up against it, once per adventure, Chito will come running with 2d4 rifle totting hands from Tom's T-Bar-C Ranch.

Chito Rafferty ("The Spanish is for loving, the Irish is for fighting!") is never far from Tom Cole and knows his secret. While he is nowhere near as good a fighter as his friend, he is still a good rifleman and he does show up when Red Mask needs help (which is rare).

Chito does have a weakness for the ladies. Unlike most humorous sidekicks of the time, he actually has a lot of success with

ADVENTURE HOOKS

- Red Mask -Outlaw: The Red Mask has turned bandit, robbing several stages. Is it an evil double, a plot to infiltrate an outlaw band or is the Red Mask under someone's control?
- 500 Ballots: a recent election chooses the greater of two evils. However, a very full ballot box is found in Bullet. The Red Mask must bring it to the Governor's attention and have a recount that will hopefully elect the more honest candidate. However, powerful interests want to keep things as they are.
- Crossover: the Red Mask works well with any of the characters here. He's sort of generic. Beyond this, he does have a sharp eye and good detective skills and could work to keep the deductive impaired characters on the trail of a mystery.

LA RIATA

La Riata HD 6 HP 21

Strength	14 (+1)
Dexterity	16 (+2)
Constitution	14 (+1)
Intelligence	13 (+1)
Wisdom	16 (+2)
Charisma	14 (+1)

(+1 to hit and damage HTH)

AC 5/3 +2 with ranged combat

Gumption Save 13

Quickness Save 10

Toughness Save 13

Riding 13

Observation 13

Margarita Angelina de Medina was the daughter of a wealthy noble. Margarita was a willful and stubborn girl, who preferred weapons and horseback riding to social functions and courtship. Her father was a widower and had little knowledge or interest in the right way to raise a female and let his daughter indulge in whatever hobbies and learning she desired. In particular Margarita was fond of performing tricks with the lariat and the whip. By the time she was in her teens she was an expert with both, capable of using the whip to cut a man's buttons from his shirt without leaving a mark on him. This further dissuaded many suitors.

On his death bed Don Johan de Medina told his daughter to give much of his land to the tenant farmers. Margarita was in possession of a sizable horse ranch, orchards and a winery and would still be quite wealthy.

Don Johan's final act of generosity angered his neighbors for the precedent it set. Margarita angered them further by helping the former tenants to incorporate into a township. This encouraged tenants to leave neighboring holdings to work for themselves. The final straw was Margarita's refusal to get married and accept her role as a wife and homemaker. The other landowners used their hired hands or paid mercenaries to harass the new townspeople and vandalize Margarita's holdings. The corrupt local lawmen, the rural, allowed this.

They expected Margarita to naturally

turn to one of them, or their sons, for help and settle down. Instead she followed the example of the masked vigilante, Red Mask, and created the identity of La Riata. As La Riata she wore a mask and blonde wig as a disguise. She bought a beautiful black stallion named Ebony from Rex Fury when he became the Pale Rider and began riding Specter. She only rides Ebony as La Riata.

La Riata ('Rita' to her friends) was a big hit with the peasants, often spoiling the plans of bandits and night riders from the land barons. She often flicked a gun from a bad man's hand with her whip, faster than the eye could see. She employed a blood red whip that was specially made for her and +1 to hit. In combat the whip received her Dex bonus to damage and to hit instead of her Str bonus.

La Riata was fond of leaving outlaws trussed up and wearing a noose, balanced on a stump or box for the law to find. She also operated on both sides of the Rio Grande and came into contact with the Red Mask several times. She notably foiled a bank robbery by the Iron Horse, causing him to flee when she trussed up his look outs, and cut his face with her whip, striking through his mask's eyehole (the Iron Horse has since fitted glass flip down goggles into the eyeholes.)

ADVENTURE HOOKS

- Hangman's Noose: Faced with a terrible harvest, several peasants decide to rustle cattle, over the Rio Grande. Rita knows rustlers are hung outright up North and rides to bring the naïve men home.
- Ghost Beater: A local hacienda is long abandoned and thought haunted. When a local peasant is named as owner in a newly found will, he is overjoyed. His joy is short lived as he is haunted by the previous owner. Is it a real haunt or a ruse to drive the man away and take possession of the mansion?
- Crossover: The Black Phantom is a natural ally -two tough women in a male dominated land. The Masked Caballero may appeal to Rita's romantic side.



Created by Frank Bolle

BLACK PHANTOM

Helena Black Phantom Gunslinger HD 6
21 HP

Strength	13 (+1)
Dexterity	16 (+2)
Constitution	14 (+1)
Intelligence	13 (+1)
Wisdom	15 (+1)
Charisma	16 (+2)

(+1 to hit and damage HTH)
AC 5/3 +2 with ranged combat
Gumption Save 14
Quickness Save 10
Toughness Save 13
Riding 13
Observation 13

The Black Phantom was originally a train robber leading a gang of outlaws that included the whip wielding 'Beast'. Helena (last name unknown) has a twin sister named Jicilla who is not at all tough and makes a nice living as a saloon singer. Jicilla briefly dated the Red Mask's friend, Chito. The two sisters were briefly confused and hilarity ensued, including Chito's near murder, before the Red Mask showed up and routed the gang. Helena was apparently slain falling off a cliff as she tried to escape, but she kept turning up.

Eventually the Black Phantom reformed and became a law officer (which apart from her gender was not that uncommon for former outlaws in the Old West). She settled down in the town of Bullet, protecting it from all threats.

As a law officer the Black Phantom displayed great restraint and often took a beating from crooks to avoid endangering the townspeople. Once she caught them outside of town all bets were off and she met deadly force with deadly force.

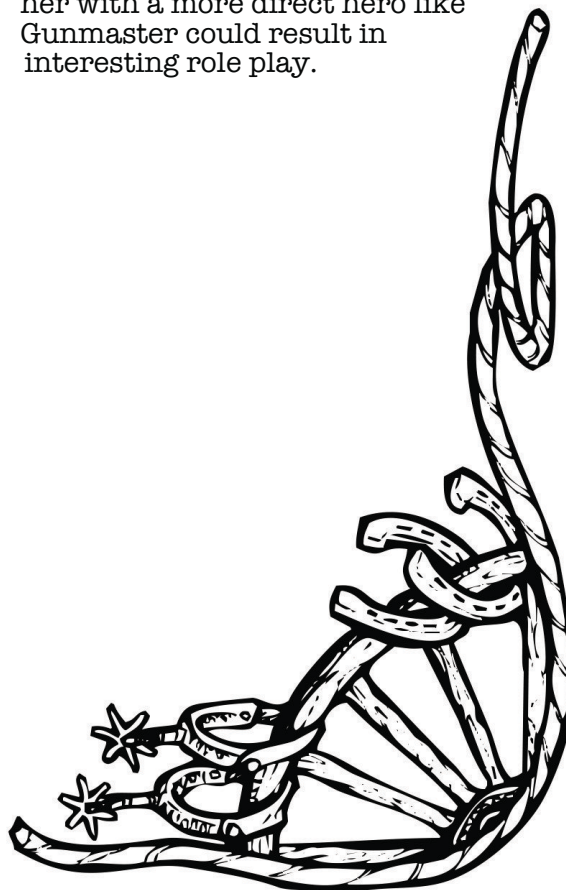
In hand to hand combat the Black Phantom used a judo like technique emphasizing her Dexterity (she adds her Dex bonus to hit and hand to hand damage). She was also an expert lip reader, using that skill with binoculars to uncover the bad guy's plans.

The Black Phantom usually worked with

the Red Mask and Sheriff Ben Gage of Bullet. She fought fairly ordinary crooks (apart from their colorful names) such as Sheriff Satan and the Unholy Three.

ADVENTURE HOOKS

- The Inevitable Twin Problem: Helena already has a twin sister (Jicilla). Now another look alike appears and robs a stage. Some people immediately believe Helena has returned to her outlaw ways. Is this a clever costuming jobs, a long lost triplet or has someone (Professor Malocchio?) managed to hypnotize Jicilla?
- A dying prisoner offers to tell where a huge haul from a long criminal career is buried, but only to the Black Phantom. The Black Phantom sets out to find out if he is telling the truth, but several shady types are already trailing her.
- Crossover: the Phantom often favors an indirect, restrained approach. Teaming her with a more direct hero like Gunmaster could result in interesting role play.



MASKED CABALLERO

Cliff 'Masked Caballero' Melzer Singing
Cowboy HD 6 HP 20

Strength	12 (0)
Dexterity	16 (+2)
Constitution	14 (+1)
Intelligence	13 (+1)
Wisdom	12 (0)
Charisma	17 (+2)

(+0 to hit and damage HTH)
AC 5/3 +2 with ranged combat
Gumption Save 13
Quickness Save 11
Toughness Save 13
Riding 11
Observation 12

Cliff Melzer was a wandering itinerant musician. He often found work as a bronc buster. When danger threatened he became the Masked Caballero adopting a Spanish accent to further disguise his identity. His mare was called Melody and seemed almost human in her intelligence.

Besides his natural ability as a marksman and rider, the Masked Caballero has extensive voice training and can imitate other people's voices (men and women). He often uses this talent to surprise enemies. Cliff is also a gifted ventriloquist, capable of throwing his voice to misdirect people. He enjoys making people think Melody, his mare, can talk by carrying on conversations with her.

Cliff is no slouch in dangerous situations. He prefers to deal with them as the Caballero, but it isn't always possible. To this end he has a trick guitar with a secret compartment to hold small objects like a derringer or throwing knife. Its sound quality is terrible and Cliff has lost a few jobs by using it instead of his 'playing' guitar.

As the Masked Caballero, Cliff enjoys a sort of Robin Hood lifestyle, robbing crooks of their ill gotten moneys and returning it and more to their victims (after taking a small cut for his performance). He has no problem stealing from a wealthy ranch owner to repay victims of the man's greed and corruption. This puts him at odds with the law in some cases.

If Cliff or the Caballero uses a weapon from the secret compartment in his guitar, he achieves Surprise on a 3 in 6 chance, getting a free attack. If he fails to surprise a foe, the suddenness of the move still lets him act first in a round, ignoring Initiative. Cliff will often throw his voice behind a foe to distract them giving him a 4 in 6 chance of surprise if they're not familiar with that trick.

ADVENTURE HOOKS

- The Shindig: Cliff has a well paying job - caller at the wedding of a prominent banker. Only some owl hoots find the idea of looting the local bank while everyone is away too tapping appeals to them. Can Cliff keep his job when the Masked Caballero is also needed?
- A Sour Note Indeed: Cliff is playing a piano in a saloon when he realizes it is off key. After closing, Cliff attempts to tune it and discovers a money bag from a local bank! Does he turn it in or wait to see who comes to collect it?
- Crossover: a ventriloquist and his vaguely sinister dummy are thrilling the locals. The Masked Caballero is more interested in a series of break ins by a tiny thief. More telling, Cliff can't see how the ventriloquist makes the dummy talk. Is it possessed or is there trickery involved and is it tied into the robberies. The Pale Horseman or the Presto Kid both would work well in a posse to unravel this mystery.



LOBO

Lobo Gunslinger HD 6 HP 30

Strength	16 (+2)
Dexterity	14 (+1)
Constitution	17 (+2)
Intelligence	14 (+1)
Wisdom	14 (+1)
Charisma	14 (+1)

(+2 to hit and damage HTH)

AC 5/4 +1 with ranged combat

Gumption Save 11

Quickness Save 12

Toughness Save 11

Riding 14

Observation 14

Lobo was the son of freed slaves. Faced with prejudice wherever he went, Lobo joined the Army and became a scout. In the Army he witnessed brutality and found he wasn't treated any better and lit out for the West.

Out West Lobo became a cowpuncher. The life was hard but the other cowboys were more accepting of him after he proved himself.

It was not to last. A cowpoke named Johnson robbed and murdered the paymaster on the cattle drive. Two other cowboys who Lobo had shown up framed him for the crimes and he fled to clear himself. Unfortunately Johnson and Lobo's accusers all met messy ends and Lobo had no way to acquit himself so he kept running. In his travels he met and saved an old prospector from drowning. The old man gave Lobo a pouch bulging with golden coins marked with a wolf head on one side and a star on the other.

As Lobo began his journey on the long trail, the pouch of coins seemed to have special properties. The pouch never seemed to hold less coins even as Lobo spent them, not that he lived in luxury. The coins also helped point out people who needed help. Such people would suddenly find themselves short of funds for whatever reason and Lobo would be there to help with a loan. It might just be frugal living and coincidence but there were other signs.

Lobo could use the coins to win people's

trust (other than with bribery). Given a coin, a person would forget their prejudices and other such foolishness and recognize Lobo's good intentions. In game terms, once per adventure Lobo may use a coin to make a neutral or hostile NPC into a friendly one.

Besides his 'magic' coins Lobo is an expert rider and skilled with pistols and hand to hand combat. He receives a +1 to hit with melee weapons. He is an excellent scout and tracker from his days in the Army and can follow or pick up a trail on a 4 in 6 chance.

MAGIC COINS

There is something about those coins.

The coins temporarily give a person the gift of True Sight, letting a holder see through illusions (or giving a save against mind control such as hypnotism). If Lobo gives a worthy person a coin he will be linked with that person, knowing if they are in trouble so he can arrive in the nick of time.

Finally a coin gives the bearer a measure of luck. An attack hitting the person can instead be declared to have struck the coin (this stunt only works once per bearer).

As icons of truth the coins have power over evil creatures. They could make a vampire or werewolf recoil in fear or be melted down to form bullets that would work on such beings.

There's no need to tell players (even someone playing Lobo) exactly how this works, or even if the coins have such abilities.

ADVENTURE HOOKS

- Sometimes an Hombre's Got Warrants: A local sheriff is marked for death by an outlaw gang trying to loot his town. Lobo could help but the sheriff has already locked him up and locked away the gold coins as possible 'evidence' of other crimes. Can Lobo find a helpful citizen or trick a deputy into giving the sheriff a coin or letting him free?



mackerel, I'm dead!")

Created by D. J. Arneson and Tony Tellarico

- A local man calling himself a wizard takes credit for a string of misfortunes and plans to extort money. Lobo seeks the truth.
- Crossover: the Celestial is a natural as they both are targets, and fight bigotry. Any hero could come across one of Lobo's coins and learning about his marker, try to bring him in. Taking on Lady Doom could be interesting as one gold coin could smarten up a lucrative mark and Draw Lady Doom's ire. The Game Master is left to figure out the effect of the coins on the Vampire Hangman and the Stone Cold Kid ("Holy



THE CELESTIAL

Hachiman 'The Celestial' Noriyuki HD 6
27 HP Sixth Level Brave

Strength	13 (+1)
Dexterity	16 (+2)
Constitution	14 (+1)
Intelligence	13 (+1)
Wisdom	17 (+2)
Charisma	16 (+2)

(+1 to hit and damage HTH)
AC 5/3 +2 with ranged combat
Gumption Save 14
Quickness Save 9
Toughness Save 13
Riding 13
Observation 13

While he is listed as a Brave for game purposes Nori is a ronin or masterless Samurai. After the death of his lord he and the other surviving samurai were forced to become wanderers to avoid death. Noriyuki wandered a little further than most. Most people refer to him as the Celestial, a common expression for Asians at the time. Noriyuki still bears his no-dachi or great sword 'Fool Cutter' on his back. The Celestial is +1 to hit and damage with it. Fool Cutter is supposedly a magical sword and able to injure even spirits and supernatural beings.

The Celestial has witnessed many acts of bigotry and cruelty on fellow Asians and will not hesitate to take the underdog's side. He does see things a little differently from most people. For example, a tenant farmer raising a hand against his landlord will be seen as an impudent peasant and chastised at best until he learns more of the situation.

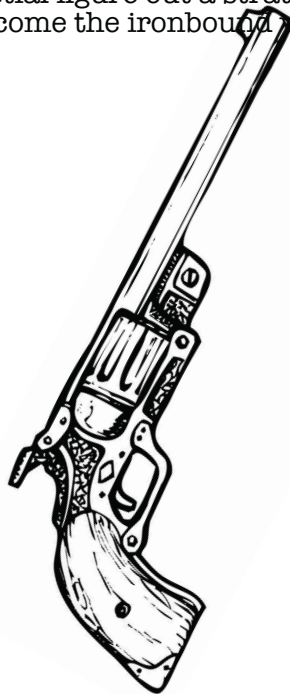
Noriyuki is a master swordsman but no fool. He knows the proverb about bringing a sword to a gunfight. People trying to kill him in a dishonorable fashion will find he keeps a couple of derringers handy to level the field that have spring loaders (the rumor is he got them from either Clay Boone or Sing Song.)

Since he began his journey, the Celestial has begun seeing visions, people who need help, people who can teach him something. He also keeps running into

situations that replay or at least riff on his own past. The Celestial also claims to have encountered supernatural beings and dispatched several with Fool Cutter. Of course, cutting the head off kills a human as surely as a vampire or werewolf and most doubt this.

ADVENTURE HOOKS

- Showdown: a countryman tracks Noriyuki down, seeking revenge for a family member Noriyuke killed. Not being a Samurai, the man eschews the katana and packs a six gun. What happens to a man who brings a sword to a gunfight?
- An old prospector comes to town, constantly drunk, and paying and spreading gold dust around. He's telegraphed his daughter to come meet him and live the good life from a big strike. He needs someone to keep him alive and keep his mouth shut until she arrives to take charge.
- Crossover: again, Lobo is a natural team up. Coming from a very male dominated culture, teaming him with La Riata or the Black Phantom could also create some tension. Fighting Iron Horse could be an interesting exercise. Could the Celestial figure out a strategy to overcome the ironbound villain?



OTHER STRANGENESS

Range Vampires

HD 3 (12 hit points); AC 3 (Fancy Duds +2 Dex) ; Atk Fist (1d6) Bite (1d6)
Grapple (1d2+4); Move 120' Fly 240'; Save Third Level Gunslinger; AL N; XP 65;
Special: Charm, Transformation.

The Vampire Hangman is not your typical undead. His species is referred to as Range Vampires. The major difference between Range Vampires and classic variety is that they have two forms, human and vampiric.

In their vampire form they have gray skin like cured leather, red eyes and bat wings sprouting from their backs. Their features are twisted and inhuman. As humans they have vaguely saturnine features, but are otherwise normal.

They can go about in daylight as humans, though they can't transform. Their gaze will Charm anyone failing a Gumption save into following any reasonable command or suggestion (like calling for a Lynch mob's leader to let the law handle things). Their hit points are halved by day. In human form they only have fist attacks and can't fly.

At night or out of sunlight the creature transforms into a fanged and winged demon. They keep the same armor class, have a bite attack and any damage done by biting will heal any damage done to them up to their maximum hit points. The vampire is vulnerable to normal weapons though bullets do half damage to him (axes, spears and arrows work pretty much normally.)

A holy symbol presented by a person of faith (like the Preacher class) will make the beast flee on a 3 in 6 chance plus the presenter's WIS bonus. Fire does double damage which can't be healed in combat.

The main problem is the creature won't stay dead. Three days after being slain they will reform. The only way to stop this is to decapitate it, kill it with fire or destroy the body utterly, acid, or a lot of dynamite works. Dropping a ten ton boulder on them will do the trick, unless the boulder moves!

Range Vampires came to the New World centuries ago with colonists. Many were ironically singled out for destruction as witches. Others were trapped by disasters or just decided to sleep a few centuries. A mine excavation or newly opened cave might hold a deadly surprise.

Range Vampires realize they are not invulnerable and take great pains to remain mobile and keep a low profile. Occasionally a particularly charismatic vampire will acquire a given of 1d6+2 others and they will attempt to destroy an entire town or wagon train to feed, planting false evidence to point to outlaws.

An entire campaign might revolve around vampire hunters starting out very ignorant of their prey's true nature and powers.

MURIIA

Thousands of years ago continent of Lemuria once boasted an advanced civilization. The continent and its inhabitants were wiped out in a mysterious catastrophe. Only a few outposts survived the disaster and all but one were destroyed over the ages. That outpost, built far underground to research geothermal power, became a great city - Muriia.

Muriia is an advanced but stagnant civilization. Antigravity elevators can whisk people between the depths to the surface (and somehow adjust their bodies to the great difference in pressure). The Muriians often come to the surface to trade for items they desire (foods, textiles, and jewelry). In recent years the Muriians have mounted raids on the surface to bring back servants and courtesans. These raiders use a sonic weapon causing fear in humans, and making the ground shake to soften resistance. Characters exposed to the Sono-Beam must make a Gumption Save at the start of an encounter or are -2 to hits and any further Saves. The beam doesn't allow the riders to ever gain Surprise.

At the referee's discretion the Muriians may have other more advanced weapons. Or there may be friendly Muriians outraged at the Quake Riders' actions. Adventurous referees may map out Muriia's caverns for plucky characters to explore.

The Quake Riders

HD 2 (6 hit points); AC 5 (Metal helmet and armored costume) ; Atk Fist (1d2) Pistol (1d6) ; Move 120'; Save Second Level Gunslinger; AL E; XP 50; Special: Sono-Beam.

Carnosaur

HD 5 (18 hit points); AC 7 ; Atk Bite (2d6) 2 x claws (1d6) ; Move 180'; Save 14; AL E; XP 50; Special: Fear.

Carnosaurs are rarely used by the Muriians as guard creatures. Characters approaching on horseback must make a Riding Save to control their beast or spend be unhorsed and take 1d6 damage. Carnosaurs are sometimes ridden by Muriians who are especially daring. If a carnosaur is reduced to 6 hit points or less the rider must make a roll or be unhorsed, taking 1d6 damage and be attacked by his mount the next turn.

**Wanted for Dinosaur Rustling -
the Cretaceous Gang!!**

CELEBRATED SPIRITS

JUSTICE FROM BEYOND THE GRAVE

WHITE HATS

Crime and violence was a fact of life in the Old West. While Hollywood and television exaggerate both, life could certainly still be nasty, brutish and short. Lawmen meeting their fates trying to uphold the law is a common story. Small wonder then that some managed to act beyond the grave to help the living.

A character (at least a White Hat) brought to near death (0 HP) could be approached by the spirits to be returned to the living with boons to continue their fight. When a character is brought near death roll percentile dice (d100). If the roll is under the character's Charisma they will spend some time with the spirits. It may seem like weeks to the character though they will wake up in a few minutes. The actual spirits vary by account. Sometimes even outlaw specters appear, having repented of their ways to try to atone.

After awaking the character has half their hit points. They will also receive a boon - either an increase in skills or a material benefit. Roll on the table below:

1- Six gun +1 to hit for the character

2- Skill with an exotic weapons, a whip or rope (+1 to hit). The weapon does 1d2 and can be used to snare or disarm (at -2 to hit. Targets get a Quickness Save to avoid either)

3- Mount - a great steed equal to a Singing Cowboy's horse. If the character is a singing cowboy they instead receive +2 to Riding Saves.

4- +2 to Riding Saves.

5- True Sight- the character has magical sight. They can instantly recognize true supernatural beings and dismiss frauds. They can also feel magic, trail supernatural creatures, see the invisible on a 2 in 6 chance. They also get a Gumption Save to see through illusions, even those caused by natural phenomena like mirages. These characters will soon learn that when you can see these creatures, they become aware of it and do not like you.

6- Pick two benefits. Roll sixes again.

BLACK HATS

Characters who survive a brush with death but are less than noble instead encounter the Posse in the Sky. These spirits are in a sort of Purgatory because of their evil acts, charged with finding other blackguards and getting them to change their ways. If the character repents they may change their alignment to Law Abiding. They are penalized 500 XP and get a roll on the chart above.

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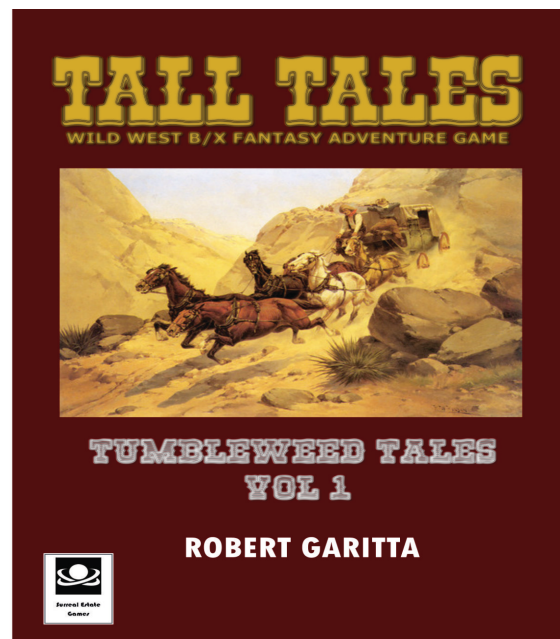
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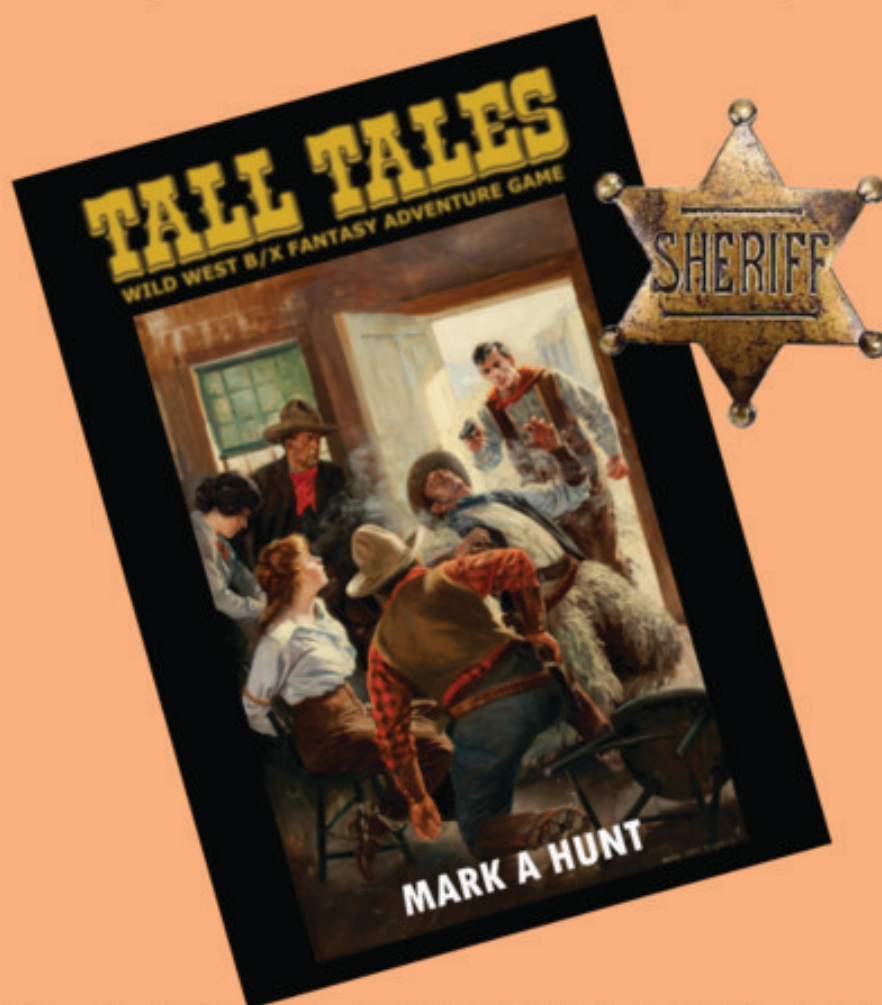
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